

This loop ties the core farming gameplay directly into both classic *Zelda* mechanics (cutting grass for items) and your world’s four-region structure.

Gem Currency Mapping to the Four Cardinal Bands

To align with the lore of **Farmeraga**, each gem currency corresponds naturally to one of the four cardinal regions and its media element:

Gem Currency	Associated Region	Element / Media Type	Harvest Source Examples
Ruby	Nov (West)	Acoustic Heat & Volcanic Fire	Fiery crops, geothermal flora, warm herbs
Emerald	Vow (South)	Ancient Root & Binding Soil	Common weeds, vines, forest crops
Sapphire	Vid (North)	Flowing Streams & Time Memory	Aquatic plants, river reeds, water lilies
Diamond	Pix (East)	Frozen Focus & Still Light	Glacial flora, crystalized blossoms, ice crops

Harvest Mechanics

- **Guaranteed Drop (Crop Material):** Harvesting always yields the plant item itself (e.g., wheat, herbs, or wood) for crafting, trading, or restoring local supply chains.
- **RNG Currency Drop (Gems):** Gems act as a probabilistic bonus currency. Chopping weeds or harvesting crops triggers a chance to drop a Gem (such as finding an Emerald in standard weeds).
- **Narrative Integration:** Unlike the past era where citizens fought out of greed to hoard power during the Imprisoning War, the player gathers these regional gem currencies to rebuild the economy, fund infrastructure restoration, and re-balance energy across the fractured bands.