

Farmeraga is the name of the land—like Hyrule. It is also based on Lulu's Firaga spell from Final Fantasy X. There could be encounters, like in Pokemon. When the player encounters a creature from walking through an area where they appear, Plant Monsters could initiate a Harvest Scene.

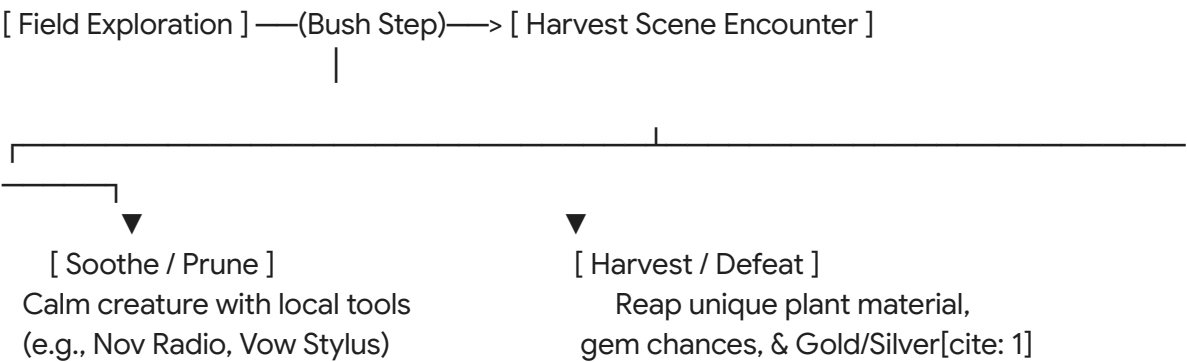
That connects the game's identity across three iconic franchises: the world scope of *Zelda*, the elemental magic of *Final Fantasy*, and the encounter-based combat/capture mechanics of *Pokémon*.

1. The Name Origin: Farmeraga

- **Hyrule Scope:** Farmeraga serves as the sprawling, overarching continent housing the four cardinal bands.
- **FFX Spell Root:** Blending *Farmer* with **Firaga** (Lulu's top-tier fire spell) hints directly at the fiery, thermal core of the land's creation—the volcanic heat of Nov that keeps the realm alive.

2. The Encounter System: Plant Monster Harvest Scenes

Instead of a standard turn-based battle screen, stepping into tall grass, bush clusters, or aquatic weed zones triggers a **Harvest Scene**:



- **Dynamic Transition:** Walking through regional vegetation (Vow bushes, Nov grapevines, Vid river reeds, Pix frost palms) has a chance to trigger a battle transition—similar to wild Pokémon encounters.
- **Plant Monsters:** Enemies are sentient, overgrown flora corrupted by regional imbalances (e.g., *Moss-Lurkers*, *Fiery Vine-Crawlers*, *Glacial Brambles*).
- **Harvest Mechanics as Combat:**
 - **Direct Harvest:** Striking or using farming tools (scythe, shears) acts as attacks, yielding standard plant materials upon victory.
 - **Soothe / Pacify Option:** Using regional media items (tuning a frequency with the Nov Radio, sealing an oath with the Vow Stylus) pacifies the plant creature[cite: 1, 3].
 - **Clearing the Field:** Winning or pacifying an encounter counts toward the area's fixed harvest count, driving the player closer to revealing the zone's gems and securing the final Gold or Silver piece payout!