

The final crop harvest results in either a gold pieces or silver pieces, which can be used on the addr.bar market. At tricurse.com, it can be used for player to player trades. This seals the deal when it comes to RNG, guaranteeing that if the player is trying to turn a profit, the most efficient way is to completely harvest an area.

This addition establishes a multi-tiered economy that bridges both single-player progression and multiplayer trading.

Gold and Silver: The Final Crop Yield

While standard node actions drop plant materials and region-specific gem currencies (Emeralds, Rubies, Sapphires, Diamonds), clearing the **final crop** of an area triggers a guaranteed drop of high-tier currency: **Silver or Gold Pieces**.

- **Silver Pieces:** A standard reward for fully clearing lower-level or routine crop areas.
- **Gold Pieces:** A high-value reward granted for fully clearing rare, high-tier, or late-game crop zones.

Economic Impact Across Platforms

1. **Guaranteed Efficiency & Anti-RNG:** By tying Gold and Silver directly to the *final* harvest node in a zone, players are incentivized to sweep entire fields rather than cherry-picking individual plants. This removes frustrating RNG dependency when farming for profit—if a player wants maximum return, complete clearing is mathematically the most efficient route.
2. **addr.bar (Single-Player Market):** On the free single-player portal, Gold and Silver act as premium currency spent at NPC shops to purchase specialized tools, housing upgrades, developer instruments, or rare farming supplies.
3. **tricurse.com (Player-to-Player Economy):** On the main multi-player host site, Gold and Silver serve as the global standard for direct player trading and market auctions. This gives fully cleared harvests real-world utility in a player-driven economy.