

Here is a clear breakdown of how cryptocurrency integration works, how players trade directly with each other, how they cash out to real-world fiat currency, and where it fits into your game architecture.

1. How Crypto Fits into Your Architecture (addr.bar vs. tricurse.com)

To keep integration clean and low-friction, keep the single-player experience decoupled from crypto wallets:

- **addr.bar (Single-Player / Sandbox):** Does **not** require a crypto wallet. Players farm offline or in local single-player mode without needing accounts, gas fees, or web3 steps.
- **tricurse.com (Multiplayer / Global Market):** Connects to a Web3 crypto wallet (like Phantom, Metamask, or Coinbase Wallet) when a player logs in to perform **Player-to-Player (P2P) trades** or access market auctions.

2. Can Players Trade Directly Using a Known Coin?

Yes. Instead of creating a custom token (which carries high regulatory burdens), you can use established, liquid cryptocurrencies as your marketplace medium:

- **Popular Stablecoins (USDC or USDT):** Pegged 1:1 to the US Dollar. Using USDC means an item listed for \$5.00 costs 5 USDC. This avoids wild price volatility while keeping trade simple.
- **Major L1 Coins (SOL, MATIC/POL, or ETH):** Native network coins known for micro-transactions.

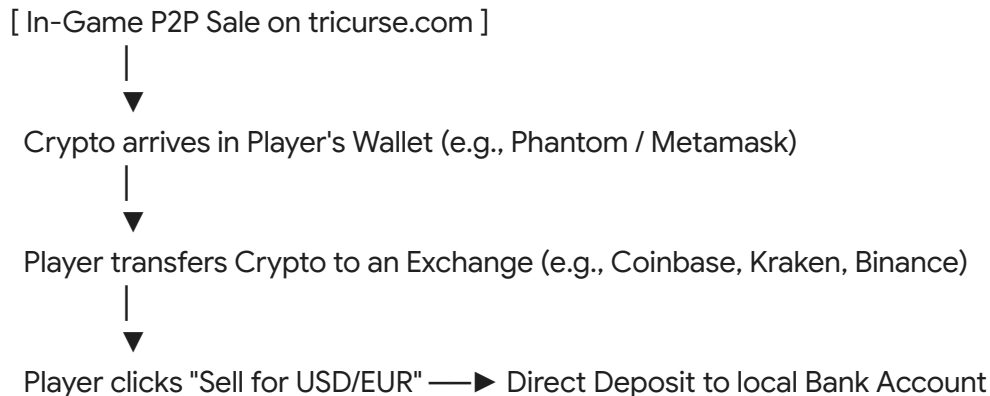
How Direct P2P Trading Works (Escrow Smart Contract)

1. **Player A (Seller):** Posts a 100% completed harvest asset or crafted item (like a forged Diamond Band) onto the tricurse.com marketplace.
2. **Escrow Lock:** The item is temporarily locked in a smart contract (an automated, un-hackable code script running on the blockchain).
3. **Player B (Buyer):** Approves the purchase using USDC or SOL from their personal Web3 wallet.
4. **Instant Swap:** The smart contract automatically sends the crypto payment to Player A's wallet and delivers the item to Player B's inventory. **No middleman required.**

3. How Do Players Get the Cash Out?

You do not need to process cash-outs or handle bank transfers directly—**existing crypto exchanges do all the heavy lifting for you.**

When Player A earns crypto from selling an item on tricurse.com, the cash-out process follows a standard three-step path:



1. **In-Wallet Receipt:** The crypto from the sale goes straight into the seller's self-custody wallet.
2. **Transfer to Off-Ramp Exchange:** The player transfers that crypto to an exchange account (like Coinbase, Kraken, or Binance).
3. **Fiat Bank Transfer:** On the exchange, the player converts the crypto to local fiat currency (USD, EUR, etc.) and withdraws it directly to their linked personal bank account or debit card.

4. Technical Implementation Steps

To implement this without rewriting your entire game engine:

1. **Pick a Fast, Cheap Blockchain Network:** Choose a network with sub-cent transaction fees and instant speeds (e.g., **Solana**, **Polygon**, or **Arbitrum**). High gas fees on slow networks will ruin micro-trading.
2. **Integrate a Web3 SDK:** Use lightweight developer libraries like **thirdweb**, **Solana Web3.js**, or **Ethers.js** in your web build. These libraries add a simple "Connect Wallet" button to tricurse.com.
3. **Mint Items as Tradeable Metadata/NFTs:** When a player completes a 100% full harvest or crafts a market-eligible item, the game server mints a unique digital token representing that item to their wallet address.
4. **Take a Platform Fee:** You can code the smart contract to deduct a small royalty (e.g., 2.5%) on every trade. That fee automatically routes back to your developer wallet to cover hosting costs for tricurse.com and future game development!