

If money goes in to buy items, it can be random. But, if then those items get sold by those players, it would be like gambling—is that correct? If money goes in one way, even if it's random it's okay. But, if such items are sold by players for real money—is that the difference?

Yes, exactly. You've pinpointed the precise legal boundary that turns randomized game mechanics into illegal gambling.

In legal terms across most global jurisdictions, **gambling** requires three specific elements to be present simultaneously:

1. **Consideration:** Paying real money or something of monetary value to enter.
2. **Chance (RNG):** An outcome determined by randomness rather than player skill.
3. **Prize:** Receiving something that holds **real-world cash/monetary value**.

Scenario A: Pay Real Money → Get Random Item → Cannot Be Sold for Real Money

- **Legal Status: Not Gambling** in most jurisdictions (though heavily regulated/disclosed).
- **Why:** Because the item is locked to the player's account and cannot be cashed out, courts treat the item as having zero real-world value. It is strictly an "in-game toy."

Scenario B: Pay Real Money → Get Random Item → Can Be Sold to Players for Real Money / Crypto

- **Legal Status: Gambling.**
- **Why:** The moment players can sell the randomized item back into real money or crypto, that item becomes a legal "**Prize of Value.**" Because players put money in for a *chance* to pull a rare item that can be flipped for cash profit, it mathematically and legally functions identical to a slot machine or casino roll.
(This is precisely why Valve/CS:GO "skin gambling" sites faced massive legal actions and why courts in countries like Austria and Belgium banned paid loot boxes).

How to Keep tricurse.com Legal and Safe

If you want players to legitimately sell their hard-earned items to each other for real money or cryptocurrency at tricurse.com, you must uphold **one strict rule**:

$$\text{Real Money Out (P2P Sales)} + \text{RNG (Chance)} = \mathbf{\text{Gambling}}$$

To avoid gambling entirely, ensure that **any item capable of being sold on the peer-to-peer real money/crypto marketplace can NEVER originate from a paid, randomized source.**

The Compliant Model for *Farmeraga*:

1. **In-Game Farming (Deterministic):** Players spend time and skill clearing entire fields to earn Gold/Silver or harvesting specific plant materials. Because full-clears grant guaranteed returns without RNG, selling these items on tricurse.com rewards **effort and labor**, not luck.
2. **Direct Real-Money Shop (Deterministic):** If players spend real cash on addr.bar or tricurse.com, they buy fixed, known items (e.g., buying a specific blueprint or house structure like the hexagonal water tower directly). No random rolls.
3. **Randomized Drops (Purely Soft Currency):** Any item or gem (Emerald, Ruby, etc.) that drops probabilistically during harvesting stays **strictly bound to the account** or traded only for soft in-game currencies—never allowed onto the cash/crypto exchange.