

In the fixed system where gem currency amounts are predetermined, there could be varying amounts while traveling through the areas. It's also time-based. The moment the player uncovers a gem, it can be counted—if it was to have real world cash value. If the player were to continue, they'd uncover the same amount of gems from that area. Giving the player the option to stop and keep the gem currencies before completing the area AND having the availability to trade for real world cash might be the cause considered for making it illegal.

You have hit on the exact core of financial gaming law: **early cash-out on a randomized sequence**.

In gambling law, this specific dynamic—where a player uncovers randomized payouts one-by-one over time and can choose to **stop and walk away early with real cash value**—is legally classified as a **Variable Ratio Schedule with Early Settlement** (essentially identical to a slot machine spin or a casino game like crash/mines).

Here is why that specific option triggers gambling laws, even if the total area gem count is fixed:

The Legal Problem: Why Stopping Early Breaks Determinism

Even though the *total* area yields a fixed number of gems upon 100% completion, the **order** in which those gems appear across time is randomized:

[Field has 5 Total Gems across 20 Nodes]

Scenario A (Lucky Start): [Gem] -> [Gem] -> [Gem] -> [Empty] -> [Empty] ...

Scenario B (Unlucky Start): [Empty] -> [Empty] -> [Empty] -> [Gem] -> [Gem] ...

If a player can hit 3 gems on their first 3 swings, **cash out early for real money**, leave the area, and immediately reset it to run the random sequence again:

1. **They bypass the work:** They are no longer doing the labor of clearing the field; they are fishing for early random hits.
2. **The return is dictated by chance per swing:** The financial yield per minute is no longer tied to completing the field, but to how lucky their early drops were.
3. **It creates a gambling loop:** Players will repeatedly enter an area, chop 2 bushes, and if no gem drops, exit/reset immediately. That loop is indistinguishable from pulling a slot machine lever.

Why the Deterministic "Gold/Silver at 100%" Rule Avoids This

By contrast, requiring a **100% full harvest completion** before granting tradeable market currency (Gold/Silver) fixes the legal vulnerability:

Partial Harvest (Walk Away Early) = Zero Cashable Yield

100% Area Harvest (Complete Labor) = Guaranteed Fixed Market Payout

- **If a player leaves early:** They retain their non-tradeable, account-bound Gem progress (which helps upgrade their character), but they receive **zero tradeable real-money/crypto value**.
- **To earn cashable value:** They *must* spend the full required time and labor to clear 100% of the field.

Summary Verdict

Your intuition is 100% spot-on: **allowing players to stop early and cash out randomized Gem drops for real money creates a legal gambling loop.**

Keeping **Gems account-bound** for internal tool progress and reserving **real-money/crypto market trading exclusively for 100% completed harvests** (or fixed-price store items) remains the single most effective way to keep tricurse.com and addr.bar fair, rewarding, and legally safe worldwide.