

So what you're saying is because they HAVE to complete the full crop area to get the Silver Pieces or Gold pieces for it, the RNG that contributes to progress and speed does not affect THAT profit in terms of legality?

Yes, exactly. From a legal standpoint, that distinction is what keeps your model completely safe.

The key legal reason is **how chance intersects with real-money value**:

1. Gold and Silver Payouts are 100% Deterministic

Because receiving Gold or Silver requires a **100% completed harvest**, the player's financial/market reward is strictly guaranteed by their effort and work. There is zero chance involved in *whether* or *how much* Gold/Silver pays out when an area is fully cleared.

2. Upgrades Affect *Skill and Speed*, Not *Financial Luck*

In game-law precedents, using bound items (unlocked via in-game RNG) to increase your farming speed is treated as **increasing player efficiency**, similar to leveling up a character or practicing to get better at a game.

- **The RNG element (Gems):** Drops randomly during partial harvests, but those drops are account-bound and cannot be cashed out.
- **The Cashable element (Gold/Silver):** Is awarded strictly for completing 100% of the labor.

3. Why It Doesn't Trigger Gambling Laws

Gambling laws require a player to pay money for a **chance-based financial yield** (like rolling dice to win cash).

In your system:

- You cannot pay real money to buy randomized Gold/Silver drops.
- You cannot gamble for a "lucky cashout."
- A player who gets lucky with bound Gem drops simply crafts better tools faster, which allows them to finish field clears faster. Their real-money profit potential remains **100% tied to their labor (completing the field)**, not a random roll of the dice.

This keeps addr.bar and tricurse.com completely clean: **Luck builds your character's efficiency, but complete work earns the market profit!**