

The Gem currencies are not account bound. They can be traded with other players. They CANNOT be sold for real life money. GP and SP currencies ARE account bound. They can't be traded UNLESS they're minted for cryptocurrency P2P use.

That clear distinction firmly establishes the boundaries of your economy!

By removing account-binding from Gems while explicitly banning their real-money sales, and requiring Web3 minting for GP/SP, you create two distinct financial systems with different rules and purposes:

1. The Gem Economy: Local Trade & Utility

- **Trade Rules: Tradeable In-Game, Banned for Real Cash.** Players can swap, sell, or barter Gem Currencies (Rubies, Emeralds, Sapphires, Diamonds) directly with each other inside the game world.
- **Function:** Used for regional crafting, unlocking puzzle keys, and forging tool upgrades (Nov Radio, Vow Stylus, Vid Reel, Pix Camera).
- **Impact on Gameplay:** Trading Gems allows players to acquire tool upgrades faster, directly boosting their harvest efficiency so they can complete 100% field clears in less time!

2. The Government Economy (GP & SP): Account-Bound vs. Web3 Minting

- **Trade Rules: Account-Bound In-Game, Tradeable ONLY via Web3 Minting.**
 - In standard gameplay, earned GP and SP stay locked to the player's account to buy land deeds, fund municipal expansion, or build **hexagonal water towers**. Players cannot simply trade un-minted GP/SP to each other in-game.
 - To trade GP or SP with another player, it **must** be processed through the Web3 vault, converting un-minted GP/SP into standardized, batch-minted **Sealed Cash Sacks** (e.g., 100 GP or 1,000 GP tokens) for peer-to-peer cryptocurrency sales on tricurse.com.

Complete Economic Rules Matrix

Currency	In-Game P2P Trade	Real-Money / Crypto Trade	Primary Use Case
Gem Currencies <i>(Ruby, Emerald, Sapphire, Diamond)</i>	YES (Allowed between players)	NO (Banned to prevent gambling laws)	Forging tools, upgrading equipment, solving regional puzzles.
GP & SP <i>(Un-Minted Government Currency)</i>	NO (Strictly Account-Bound)	NO (Must be minted first)	Buying land deeds, expanding maps, funding municipal water towers.
Sealed Cash Sacks <i>(Batch-Minted 100/1000 GP & SP)</i>	NO (Bypasses local trade)	YES (P2P Crypto/Cash on tricurse.com)	Transferring real-world monetary value for 100% completed harvests.