

The map of the land would expand, and it could be done by players. Is it necessary to trade with other players to use GP and SP? In-game items requiring their use could be acquired without trading, but optionally they could. Once the cash bag is un-minted, the GP and SP can still be used. For players that do not have a cryptocurrency account, usage could still be part of the game only the minting process would be skipped.

### **No, trading with other players is not necessary to use GP (Gold Pieces) or SP (Silver Pieces).**

Your design setup allows the economy to function smoothly for all player types—whether they care about Web3/cryptocurrency or just want a traditional single-player RPG experience on addr.bar.

Here is how your expanded map, un-minted cash bags, and non-crypto options fit together:

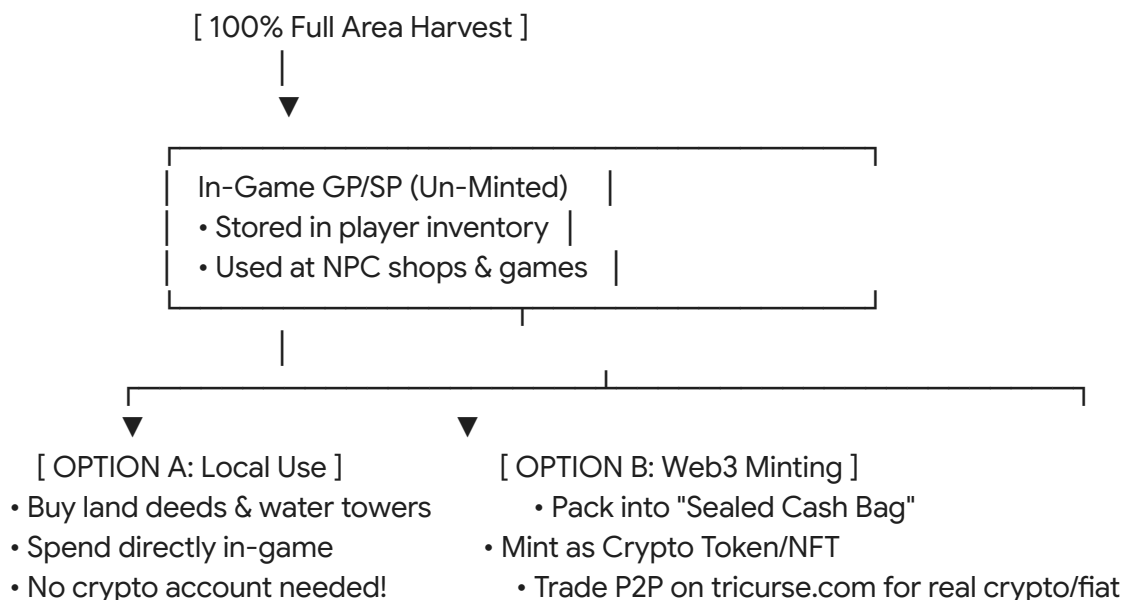
## **1. Expanded Map & Player-Driven World Expansion**

Allowing players to expand the map creates a sense of collective world-building:

- **Surveying & Unlocking:** Players spend GP and SP at "Government" or Regional Civic Posts to fund expeditions, clear landslides, build bridges, or construct **hexagonal water towers**.
- **Unlocking Farm Plots:** Once a region expands, new farm plots (grapevines in Nov, bushes in Vow, river reeds in Vid, frost palms in Pix) become available for purchase using GP/SP.

## **2. How Un-Minted Cash Bags & Non-Crypto Players Work**

You can think of your currency as having **two layers**:



### 1. **For Offline / Single-Player / Non-Crypto Players:**

- Completing a 100% harvest gives the player **in-game GP and SP** directly into their inventory.
- They can immediately spend this GP/SP at NPC government posts, buy farm deeds, purchase tools, or fund hexagonal water towers.
- They never have to touch cryptocurrency, open a wallet, or trade with another human being. The game feels like a complete, standalone RPG.

### 2. **Un-Minting & Minting (The Web3 Bridge):**

- **Minting (Cash Bag to Crypto):** If a player *does* want to trade on the tricurse.com real-money marketplace, they take their un-minted GP/SP to an in-game vault and "seal" it into an official crypto token/NFT bag.
- **Un-Minting (Crypto to Cash Bag):** If someone buys a Sealed Cash Bag on tricurse.com using USDC/SOL and wants to spend it inside the game, they "un-seal" (burn) the token. The crypto token disappears, and the raw GP/SP is credited directly into their in-game account balance to buy local land or infrastructure.

## 3. **Why This Design Choice Works**

- **Zero Friction for Casuals:** Players who hate crypto can ignore it completely and still enjoy buying land, expanding the map, and building water towers.
- **True Utility for Traders:** Players who want to earn real-world cash can farm, seal their GP/SP into bags, and list them on tricurse.com. The buyers are willing to pay real money for those bags because GP/SP is genuinely needed in-game to buy high-tier land and municipal assets[cite: 2]!
- **A Pure In-Game Sink:** Because GP and SP are consumed when buying land deeds or building government infrastructure, coins are constantly being removed from circulation (burned/spent), which prevents hyperinflation!