

What kind of items can be sold for real money so that RNG isn't counted towards them being earned. How can a separation between in-game currency and player-to-player currency at tricurse.com (where it has additional functionality) be worked to avoid gambling? If RNG was used for real-life sales, the system would be comparable to gambling. Players might want to legitimately sell their earned items. Perhaps cryptocurrency could be used between players for such purchases.

To ensure your real-world monetization and player trading on tricurse.com remain legally compliant and completely ethical, the game must strictly separate **deterministic (100% predictable) gameplay/sales** from **randomized (RNG) loot drops**.

If players can pay real money for items with randomized stats or unpredictable drop chances, regulatory bodies classify the system as loot boxes or gambling.

Here is a blueprint for structuring item sales, currency separation, and peer-to-peer trading to keep everything fair, legal, and anti-gambling.

1. What Items Can Be Sold for Real Money (Zero RNG)

To completely eliminate gambling risks, any direct real-money store (whether on addr.bar or tricurse.com) must sell **only fixed, non-randomized, cosmetic, or utility items** where the buyer knows 100% of what they are getting before spending a single cent:

- **Fixed Direct Purchases:** Guaranteed tools, custom housing structures (e.g., the hexagonal water tower), player cosmetics, or companion outfits for the Princess.
- **Deterministic Crafting Recipes / Blueprints:** Players buy the *ability* or *license* to craft specific items using in-game plant materials and gems (Ruby, Emerald, Sapphire, Diamond).
- **Fixed Land / Real Estate Plots:** Selling fixed farm plots or shop spaces where players can build markets.
- **Never Sell:** Blind boxes, random card packs, gacha pulls, or mystery harvest crates.

2. Separating In-Game Currency from Real-Money / P2P Value

To avoid loop-holes where in-game farming feels like cash gambling, you create a clear **Three-Tier Economy**:

[TIER 1: In-Game Gems] ———> Soft Currency (Emerald, Ruby, Sapphire, Diamond)

- Earned strictly via farming/harvesting[cite: 1].
- Bound to player account / non-cashable.

[TIER 2: Gold / Silver] ———> Hard In-Game Currency (Cleared Harvest Payouts)

- Earned **ONLY** by completely clearing an area harvest.
- Used for in-game markets at addr.bar & tricurse.com.

[TIER 3: Crypto / Real Cash] ———> Out-of-Game / P2P Trade Layer (tricurse.com)

- Used exclusively for player-to-player trade.
- Used to purchase fixed cosmetic/store items directly.

Why This Prevents Gambling Classifications:

1. **RNG Gems Cannot Be Cash-Out Items:** Because gems (Emeralds, Rubies, etc.) have random placement in bushes, they remain **strictly soft in-game currencies** used for localized NPC progress and cannot be directly converted to real money or crypto[cite: 1].
2. **Gold/Silver is Deterministic:** Gold and Silver are only awarded when a player **100% harvests an entire field**. Because there is **zero RNG** in receiving Gold/Silver from a full clear, farming for value is an effort-based skill/time investment rather than a game of chance.

3. Player-to-Player (P2P) Trading & Crypto Integration at tricurse.com

Allowing players to legitimately sell items they worked hard to earn or craft gives the economy real weight[cite: 2]. Using a cryptocurrency ledger or direct digital wallet integration for tricurse.com can power this safely[cite: 2]:

- **Direct Marketplace Escrow:** When Player A lists a rare item (like a fully forged Diamond Band or high-tier crafted material) at tricurse.com, it enters an escrow contract.
- **True Ownership via Crypto Token/NFT:** Earned items, rare gear, or property can be stored on a fast, low-fee blockchain (e.g., Solana or Polygon). This proves origin and prevents item duping or market fraud.
- **Deterministic P2P Sales:** Player B buys the item directly using cryptocurrency or fiat cash. Player A receives the payout minus a small fee that goes toward server hosting for tricurse.com[cite: 2].
- **Why it Avoids Gambling:** The player earned the item through deterministic effort (full area clears and crafting), and the buyer purchases a known, specific item on an open order book with zero hidden odds or random rolling.