

What would be your take if there was RNG for the Plant Monsters in the area fields? And, what would be your take if Silver and Gold were not used, and Gem currencies could be used for real-life trades? There is a difference between both of these scenarios.

Here is an analysis of how both scenarios change the game's legal compliance, economic dynamics, and design ethics:

Scenario 1: Plant Monsters Have RNG Encounters in Area Fields

Verdict: Completely safe and legally compliant.

[Step in Bush] —(RNG Check)—► [Plant Monster Encounters] —► [Defeat / Pacify / Harvest]



Counts toward fixed area completion

- **Why It's Safe:** Random monster encounters (like *Pokémon* grass steps or *Final Fantasy* random battles) are standard combat mechanics, not financial wagers.
- **Impact on Gameplay:** The RNG determines *how* or *when* an area encounter happens, but it does not alter the underlying deterministic rule. If an area requires clearing 5 plant nodes/monsters to earn the guaranteed payout, encountering a monster via RNG simply initiates the Harvest Scene.
- **Legal Stance:** Because players do not pay real money to trigger a random monster battle to win cash prizes, random encounters present zero legal or gambling issues.

Scenario 2: Eliminating Gold/Silver & Making Gem Currencies Cash-Tradeable

Verdict: High legal risk (Classified as Gambling in key regions).

[Partial Sweep] —► [Random Gem Drop (RNG)] —► [Direct Real Money / Crypto Trade]



LEGAL RED FLAG (GAMBLING)

If you remove the deterministic Gold/Silver layer and allow **RNG Gem Currencies** (Rubies, Emeralds, Sapphires, Diamonds) to be traded directly for real money or cryptocurrency, the system breaks the anti-gambling shield.

Why This Scenario Triggers Gambling Regulations:

1. **Direct Value on Chance:** During a partial harvest, getting an Emerald on swing #1 instead of swing #10 is determined by randomness. The moment that Emerald can be converted into real-world cash or crypto, the player is essentially "rolling a die for money."
2. **The "Loot Box" Equivalence:** In many jurisdictions (such as the EU, UK, and US gaming boards), paying time or real money to receive an item of variable probability that carries a real cash value converts the mechanic into a wager.
3. **Loss of Determinism:** Without requiring a 100% full clear to unlock tradeable value, players could endlessly perform 2-second partial sweeps, exploiting the random early drop rates to farm real cash profit off luck rather than labor.

The Crucial Difference Between the Two

Feature	Scenario 1: Plant Monster RNG	Scenario 2: Direct Gem Trading for Cash
Primary System	Encounter & Combat Mechanics	Monetized Currency Exchange
Role of Chance	Determines battle timing and gameplay variety	Determines financial return per swing
Legal Classification	Standard Video Game Design	Regulated Wager / Gambling Risk
Core Impact	Adds tension, homage, and world flavor	Exposes the platform to regulatory bans

Design Conclusion

Keeping **Scenario 1** (Plant Monster encounters) enriches the retro homage and Harvest Scene gameplay. Avoiding **Scenario 2** (keeping Gems bound to account progress and using deterministic full-clears for real-money trades) protects tricurse.com and addr.bar from legal issues, preserving a fair, effort-based economy for your players.