TIGNUM

Player manual

EN offline export · 2026-11-03 · v3 · tignum.online/guide

Basics for Wave 1. No price promises. Switch language in the header — this page follows your locale.

Source: web/src/lib/i18n/messages/en.json → guide.*. Other languages: use the live /guide page with the site language switcher.

1. What the game is

You buy a forest estate for USDC. You plant one timber species, water it, cut it, sell the wood. Seeds and Cut fees use $TGNM (utility) — not sold in the land raise. Not a casino or APY farm.

- Wave 1 starter: 6+1 seeds + 6 Cut credits (first harvest cycle)
- Not a $TGNM grant and not a waitlist airdrop

2. First 14 days — cashflow

Wallet starts at 0 TGNM on purpose. Path: claim (USDC) → plant → water → cut with credits → sell for TGNM → replant. Harvest Desk / Seed Desk are USDC bridges when you still lack TGNM — not pay-to-win.

3. Core loop

- Claim → plant → water (1 tap/day) → cut → sell → seed → repeat
- Lodge / Kiln / Ranger / Shield = optional depth later
- Bag → Stuck? = Comeback + Desks in one place

4. Water, misses, land

- 1–2 misses = delay; 3 misses = crop death (seed gone)
- Your estate never drops because of a miss — you do not lose the purchase
- Comeback 1×, Mulch, Sap, Shield help recover a bad week

5. Multiple estates → Lodge I

“1 tap/day” is per plot. Each extra estate needs another daily water until Lodge I (40 m³) unlocks water-all.

- Until Lodge I, keep 1–2 estates in care
- 3–5 estates without Lodge I = real daily load (design, not a bug)
- First big m³ sink after cold start = Lodge I — not Kiln/Ranger

6. One species forever

One estate = one species forever. Want another timber? Another estate (anti-whale limits) or later rent (F8). No respec.

7. Stuck? / softlocks

- Wipe / empty bag → Bag → Stuck? → Comeback 1× (6 seeds + 6 Cut)
- Need Cut, 0 TGNM → Harvest Desk (~$0.06 → 6 Cut)
- Need seed, no TGNM → Seed Desk (USDC)

8. Notifications = retention

Care assumes you can hit the water window. Without pings, 3-miss crop death is too common.

- LIVE: PWA Web Push — Bag → Reminders (iOS after Add to Home Screen)

- Not yet: Telegram game notify bot — do not rely on it today
- Turn on at least one channel before a 2nd estate

9. Wave 1 limits

- Max 5 estates · $2,000 lifetime · 14-day flip lock
- Raise softcap $50k — FAIL → refund

10. What we do NOT promise

- Guaranteed USDC recovery / APY / $TGNM price
- A waitlist airdrop
- Wallet signature on every play action already (comes later)

Land payments = on-chain USDC + ledger. Play loop = server anti-cheat (F7.2).