Tignum — Player sheet

1 page · 2026-11-03 · v3 · from guide.* · tignum.online/guide

Loop

Claim → plant → water (1 tap/day) → cut → sell → seed → repeat

Lodge / Kiln / Ranger / Shield = optional depth later

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.

Miss / 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

Multiple estates

Until Lodge I, keep 1–2 estates in care

First big m³ sink after cold start = Lodge I — not Kiln/Ranger

Species

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

Notify

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

Turn on at least one channel before a 2nd estate

Limits

Max 5 estates · $2,000 lifetime · 14-day flip lock

Raise softcap $50k — FAIL → refund

Tech

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