



GRASSLAND



WHITEPAPER

◆ Grow a world of your own ◆



◆ OCTOBER 2026 ◆ VERSION 1.0 ◆



READ THE WORLD

Inside Grassland

From your first harvest to the systems that keep a multiplayer town moving.

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Edition guide: numerical tables are identified as reference configurations. Live prices, eligibility and payment terms may change. The PDF contents and bookmarks are clickable.

01 / THE VISION

A small plot. A shared world.

Grassland is a multiplayer farming RPG built around everyday progress, skilled work and life in a growing village.



A world worth returning to

Start with a home and a patch of grass. Learn to manage harvests, raise animals and explore work beyond the farm. The lake, mine, forest and hunting grounds give each visit a different purpose, while the town brings players together.

Progress through play and planning

Grassland combines timed production with interactive profession challenges. Energy, equipment, player level and profession experience shape what a character can do. Upgrades and optional premium benefits expand efficiency, but successful play and resource management remain part of the loop.

Built for Telegram and the web

Players enter through the Grassland game bot or website. A compact interface brings farming, chat, quests, inventory, the shop and wallet into the same world. TON wallet connectivity supports the game's external payment flow; Clover and Diamonds serve separate roles inside the game.

THE CORE PROMISE

Build a farm, master useful work and take part in a community whose progress is visible in the world.

This document describes the game and its economic design. It is not an offer of equity, a token sale or a promise of financial returns.

02 / ENTER GRASSLAND

Find your place in the village.

Exploration is open. Working a profession requires the right preparation.

Place	What happens here
Town	Meet players, visit NPCs, access services and follow community activity.
Your farm	Grow and mow grass, improve the house and mower, and care for animals.
Lake	Use rods and bait to complete fishing challenges and collect catches.
Mine	Work ore nodes with a pickaxe and manage resource sales.
Forest	Complete woodcutting challenges and collect timber.
Hunting grounds	Track eligible animals with a bow and arrows.
New Town project	Contribute resources to shared construction when the event is active.

Your first session

Open the official game, select your character and enter the world. Visit your farm, complete the introductory work, check your inventory and read the relevant guide pages. Quests provide short goals while the Regions menu helps you explore.

Visit first, work when ready

Profession maps do not impose a general player-level entry restriction. Performing work is a separate check: the player needs the required level, suitable equipment, available energy and any consumables. Walking into a region does not bypass those requirements.

Keep the view comfortable

Chat and profession panels can be opened or collapsed to leave room for the map. Settings provide controls for sound, animated scenery and the presentation of nearby players. The in-game guide is the practical companion to this whitepaper.

START WITH PLAY

A wallet connection is used for payment features. It is not a substitute for entering the game or completing its progression.

03 / YOUR HOMESTEAD

Grow. Mow. Make room for more.

The farm is the dependable center of Grassland's progression.



Grass is a resource

The yard grows harvestable grass in several quality grades: common grass, field grass, blue grass, silver grass and gold grass. These are inventory resources. Field grass is distinct from Clover, the game's currency. Harvested resources can support sales, animal care and eligible community contributions.

A better home and a better mower

The house and mower each have five tiers. House progression improves the farm's development, while mower upgrades improve the mowing cycle and precision. Tier purchases remain subject to player-level requirements. Upgrades are durable progression, not a temporary harvest buff.

Fertilizer and daily choices

Artificial, natural and herbal fertilizers modify the growth cycle; some also add output to a later harvest. Decide whether to spend resources for speed, keep grass for feed or save toward equipment. Farm income and inventory should be considered together rather than treating every harvested item as immediately spendable currency.

A modest offline component

House progression also supports capped passive Clover accrual. The reference rules credit at most 24 elapsed hours on return. This supplements active farming; it does not create unlimited accumulation while an account remains away.

Growth times, upgrade costs and passive amounts are balancing values. Use the current farm panel for the applicable figures.

04 / FARM ANIMALS

Care becomes part of the routine.

Chickens and cattle add a slower, care-based progression path alongside the harvest.



Chick



Hen



Calf



Cow

System	Chicken	Cow
Starting stage	Chick	Calf
Adult produce	Eggs	Milk
Feed	Harvested grass	Blue, silver or gold grass
Daily feed cap	Two feedings per UTC day	Two feedings per UTC day
Progression	Five animal levels	Five animal levels
Additional access	See the farm purchase panel	Requires the appropriate house tier

Raise before collecting

Young animals do not immediately produce adult goods. Advancement requires both enough feedings and care on distinct days, so repeatedly clicking within one session cannot replace raising an animal over time. Higher animal levels improve the production cycle and produce value.

Feed is an economic input

The grass used for care could otherwise be retained or sold. This creates a practical choice between immediate resources and continued animal development. Produce arrives through timed cycles; it must be collected through the farm’s normal flow.

Consistency matters

In the reference care rules, missing a feeding day can reset progress toward the next animal level without deleting the attained level, stored goods or pending produce. Check the animal panel for its current stage, requirements and timers before making a care decision.

Animal growth rewards repeated care across days. Buying an animal does not instantly grant a maximum-level producer.

05 / ACTIVE WORK

Explore freely. Earn your expertise.

Four regional professions combine equipment, time and interactive challenges.

Activity	Entry level*	Essential equipment	Main output
Mowing	1	Mower	Grass
Fishing	2	Rod and bait	Fish or an old boot
Mining	6	Pickaxe	Coal, copper or iron
Woodcutting	11	Axe	Wood
Hunting	13	Bow and arrows	Meat and hides

Preparation before rewards

Each activity checks eligibility independently of travel. Higher tool tiers, target types and profession levels create additional goals after entry. The game also applies energy and timing limits so output is constrained by more than the number of clicks a player can send.

One active work cycle

A player cannot overlap incompatible production activities to multiply output. Profession attempts follow their own availability schedule. Successful completion advances the relevant work and reward flow; waiting periods are not a bank of unlimited attempts accumulated offline.

Failure should be clear

Under the current profession retry policy, an unsuccessful or forfeited eligible challenge consumes energy but grants no loot or XP. The attempt right and applicable bait or arrow are restored, so the player can try again when energy allows. Failure does not become a reward-generating shortcut.

The server decides the result

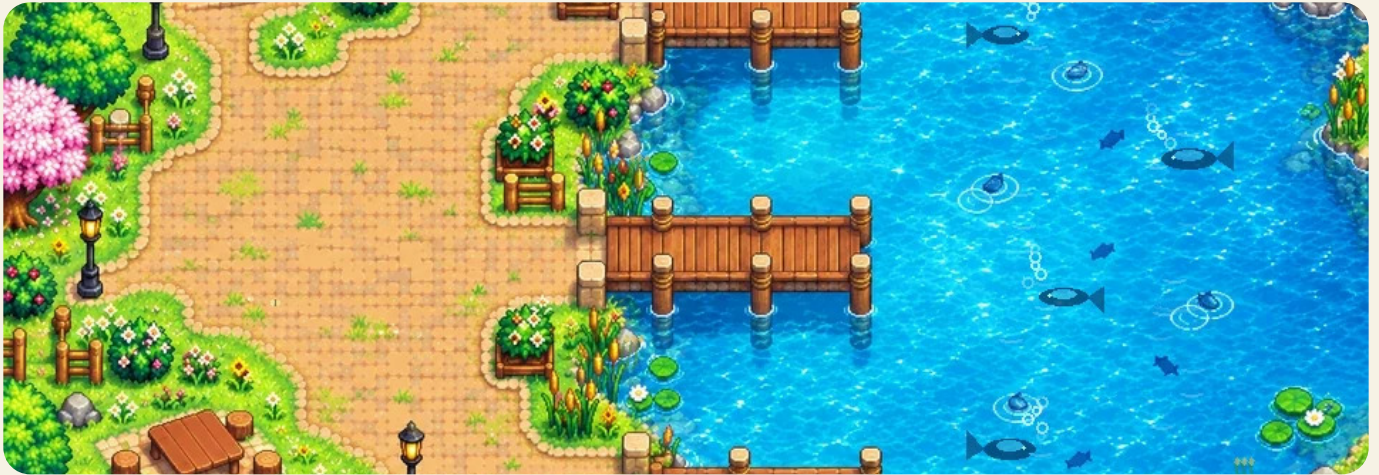
The client presents the interaction, while the backend validates the activity and grants accepted outcomes. A visual animation alone is not proof that a challenge completed or that inventory changed.

*Reference entry levels from the supplied v52 rules. Live eligibility shown in the game remains authoritative after balancing updates.

06 / THE LAKE

Read the water. Time the catch.

Fishing blends preparation with a responsive catch challenge.



Choose the setup

A rod unlocks work at the lake. Rod tiers provide a progression path, while worms, corn and lures offer different bait choices. Bait affects the catch distribution; a more expensive option does not guarantee a rare catch or a profit.

Complete the interaction

The fishing sequence uses the bobber, hook timing and line-tension interaction. The player must complete the challenge successfully for the catch to be awarded. Skill and equipment serve different purposes: preparation enables the attempt, and the interaction resolves it.

A varied catch table

The collection includes ordinary and higher-quality fish, such as reed perch, moon carp and emerald pike, alongside the occasional old boot. Catches enter inventory and can be sold through the fishing trade flow. Lake quests give additional reasons to use different bait types.

Grow as an angler

Profession experience and better equipment create long-term goals. The Angler specialist adds fishing-oriented benefits when equipped. Available attempts, energy and consumable costs keep the lake connected to the wider economy.

PLAYER CHOICE

Match bait and equipment to your goal: completing a quest, improving a profession or looking for a better-quality catch.

07 / THE MINE

Work the veins. Manage the haul.

Mining turns eligible ore nodes into useful inventory through timed work and precision.



From coal to iron

Coal, copper and iron form the mining progression. Each material has its own access requirement. A higher pickaxe tier supports more efficient work, while the player still needs enough energy and an available attempt to begin.

Precision has a purpose

Mining uses a reflex challenge at the ore vein. An unsuccessful attempt grants no ore or XP. On an accepted success, the resulting ore is added through the normal reward flow and can be kept or sold.

Sales have a daily boundary

The ore merchant pays in Diamonds and operates with a per-player daily purchasing budget. A full sales budget does not delete unsold ore; it remains in inventory. This separates the ability to gather a resource from the amount that can be sold through that merchant in one period.

Specialize with intention

The Miner character supports mining speed and the ore-sales budget while equipped. Monthly membership can also modify eligible limits. Compare the benefit with the price and your actual play pattern rather than assuming every upgrade pays for itself.

RESOURCE MANAGEMENT

Inventory can carry value forward even when a daily merchant limit has been reached.

Current ore prices, merchant budget, timers and Diamond rules are displayed in the game and may be rebalanced.

08 / THE FOREST

Find a rhythm among the trees.

Woodcutting rewards a successful sequence, not an unattended animation.



Prepare the axe

Players can explore the forest before they meet the work requirement. Woodcutting itself needs an eligible player level, an axe, energy and an available attempt. Three axe tiers form the equipment path.

Follow the cutting pattern

The woodcutting challenge uses alternating directional actions and timing. Completing the sequence successfully produces wood and advances the relevant profession progress. A failed sequence spends energy without awarding the output.

Decide where the timber goes

Wood can support the trade flow or eligible construction contributions. Keeping resources for a community project competes with selling them for immediate progression, giving the forest a role beyond repeating the same sale.

Equip a suitable specialist

The Forester character improves the cutting cycle and adds wood to successful output while equipped. Owning the character without equipping it does not apply its profession benefits.

STEADY PROGRESSION

Axe upgrades, profession experience and practiced timing develop together. Travel access alone never grants a successful cut.

09 / THE HUNTING GROUNDS

Follow the trail. Choose the moment.

A separate profession built around tracking, aim and an eligible target.



Targets form a progression

Rabbit, deer and boar provide increasingly demanding hunting goals. Their level requirements align with the bow progression. A hunter also needs arrows, energy and an available attempt before starting work.

Complete a real challenge

Tracking and the timing of the shot are part of the hunt. A successful result produces the applicable meat and hide rewards. A failed attempt grants no loot or experience; the retry policy restores the eligible attempt and arrow while leaving the energy cost spent.

Keep the output useful

Hunting goods can be sold through the relevant game flow, and eligible hides can contribute to the community construction project. Higher targets offer different output profiles, but they also require additional progression and time.

The Hunter specialist

When equipped, the Hunter character provides a more forgiving hit window, an arrow discount and additional experience on successful hunts. Male and female versions carry equivalent gameplay benefits.

SKILL AND LIMITS

Buying a bow opens an opportunity to work. It does not bypass target requirements, timing checks or the success condition.

10 / LONG-TERM PROGRESS

Build a character with a purpose.

Progression runs through several connected tracks rather than one purchase.

Track	What develops
Player level	General access requirements and a broader set of activities.
Profession level	Experience in the activities a player actually completes.
House and mower	Five tiers of durable farm and harvesting development.
Regional tools	Three tiers each for rod, pickaxe, axe and bow.
Animals	Care-based development from young animal to established producer.
Character and membership	Optional specialization and time-limited premium benefits.
Appearance	Hats, nameplates and other available personal presentation options.

Energy connects the choices

Energy is shared across the day’s work. Regeneration, daily activity and eligible membership benefits affect what is available. Choosing one profession can reduce what remains for another, so a realistic plan considers the whole account rather than adding every theoretical maximum together.

Experience has context

Player XP and profession XP are distinct forms of progress. Daily play, completed work and eligible tasks can contribute to these systems. A failed profession challenge does not award success XP simply because the animation ran.

A clear horizon

The reference rules cap player level at 30 and profession level at 20. These are edition-specific progression boundaries, not commitments that the game will never expand. Current limits and equipment requirements belong in the live guide and purchase panels.

CHOOSE A PRIORITY

Upgrade the part of your routine you use. A specialist, a better tool and a larger farm solve different problems.

11 / THE GAME ECONOMY

Useful resources. Meaningful decisions.

Grassland is a managed game economy with production, spending and bounded rewards.

Unit	Role in the game
Clover	Primary in-game currency for progression, purchases and eligible rewards. Internal code may still use the legacy name “Yonca”.
Diamonds	Earned through eligible NPC resource sales and used by designated game systems and applicable conversions.
Inventory goods	Grass, fish, wood, ore, animal produce and hunting goods with activity-specific uses.
External payment asset	The asset and network specified by the live wallet payment request. This is distinct from an in-game balance.

Where resources enter

Accepted production, resource sales, capped farm accrual and eligible rewards supply value to player accounts. Verified purchases introduce funded game credit. Each source has a purpose; a task claim and a crop harvest are not the same economic event.

Where resources are spent

Equipment, house development, consumables, livestock, characters, membership and available cosmetics create reasons to spend. Feeding animals also consumes resources that could have been sold. Merchant limits, energy and work schedules constrain the pace of output.

Premium progression is optional

Paid benefits can improve efficiency and access to progression resources. Free play advances through the same work and eligibility systems at a different pace. No package removes every limit or guarantees a profitable outcome.

No fixed return

Internal balance simulations are design tools. They do not establish a guaranteed payback period, a daily yield or a cash value for inventory. Actual outcomes depend on play, costs, limits, balancing changes and external payment conditions.

Clover and Diamonds are described here as game balances. This paper does not announce a public token issuance, a fixed token supply or exchange listing.

12 / WALLET & PAYMENTS

A payment is complete when it is verified.

Wallet approval, blockchain transfer and in-game credit are separate stages.

01	Connect	Select the intended wallet and check the account and network.
02	Review	Inspect the asset, destination, amount, conversion quote and network fee.
03	Authorize	Approve the request in the wallet. Approval alone is not a credited deposit.
04	Verify	The game must match the successful on-chain payment to the correct deposit request.
05	Credit	Confirmed credit must persist in the account balance and appear in deposit history.

Use the live quote

The payment screen is the source for the accepted asset and conversion rate. “GRAM” and “TON” labels must not be assumed to identify interchangeable assets without checking the actual transfer. If the displayed asset and wallet request disagree, stop and contact support.

Keep a transaction reference

When a payment remains pending, the transaction reference, amount, time and game account help support investigate it. Do not repeat a payment merely because the game has not updated. Never provide a recovery phrase, private key or wallet password.

Withdrawals are a separate request

A withdrawal depends on the current eligible balance, limits, conversion, fees and processing rules. An accepted request is not itself proof that an on-chain payout completed. The final status and a valid blockchain reference are the evidence to check.

Reliability standard

A verified transfer should be credited once, survive logout and reload, and remain reconcilable with history. A channel notification is informational; it is not a replacement for the account ledger or blockchain confirmation.

This section explains the required payment lifecycle, not a certification of a particular wallet provider or a guarantee of instant processing.

13 / MONTHLY MEMBERSHIP

Three tiers. One active membership.

Bronze, Gold and Diamond VIP provide temporary gameplay benefits separate from character ownership.



Bronze



Gold



Diamond

Reference benefit	Bronze	Gold	Diamond
Production premium	+10%	+35%	+80%
Energy capacity	+2	+4	+6
Profession XP	+5%	+10%	+20%
Eligible quest Clover	+5%	+10%	+50%
Daily login energy	+1	+2	+3
Ore-sale budget	+5%	+10%	+20%

Thirty days of benefits

A membership purchase lasts 30 days under the reference rules. It does not renew automatically, and only one tier can be active at a time. Review the live tier details and any replacement or extension terms before purchasing.

Benefits have a scope

A production premium applies to eligible newly completed work. It does not retroactively multiply stored inventory or every reward on the account. Social and referral rewards are not automatically eligible for all premium multipliers.

Read price and utility separately

The purchase panel provides the current Clover price and benefit definitions. Membership provides in-game utility, not ownership in Grassland or a promise that the purchase price will be recovered.

The table is the supplied v52 reference configuration. Future balancing may change benefits; the live purchase terms govern a new purchase.

14 / SPECIALIST CHARACTERS

Equip a play style.

Permanent specialist unlocks offer a different choice from a monthly membership.



Botanist



Forester



Miner



Angler



Mechanic



Hunter



Stylist

Specialist	Gameplay focus while equipped
Botanist	Faster grass growth and reduced fertilizer cost.
Forester	Faster cutting and additional wood on successful work.
Miner	Faster mining and a higher ore-sales budget.
Angler	Fishing speed, rare-catch weighting and bait savings.
Mechanic	Mowing precision, mowing speed and machine-upgrade savings.
Hunter	Hit-window assistance, cheaper arrows and successful-hunt XP.
Stylist	Eligible production premium, quest benefits and login XP.

Appearance without a gender advantage

Specialist characters have male and female versions with equivalent gameplay benefits. Pick the version you want to represent you in the world; gender does not determine the strength of the specialist.

Equipped means active

Owning multiple specialists does not stack all their benefits. Only the equipped character contributes its applicable bonuses. “Permanent” refers to the account unlock rather than a timed membership; it does not imply a transferable NFT or an external resale market.

Combining with membership

Where the same production-premium rule applies, eligible character and monthly VIP percentages add rather than multiply. Other benefits have their own rules. The character panel and membership description should be read together before planning a build.

Specialist benefits apply to their specified systems. They do not establish a projected financial return.

15 / SHOP & OPTIONAL REWARDS

Know what you are buying.

Fixed-content bundles, appearance items and random rewards serve different purposes.

Category	Purpose
Tools and upgrades	Durable access and efficiency improvements, subject to eligibility.
Consumables	Fertilizer, bait, arrows and other activity inputs.
Farm support bundles	Defined combinations of energy, fertilizer and eligible extras.
Profession starter packs	An eligible basic tool with related supplies and listed extras.
Specialists and VIP	Permanent character utility or time-limited membership.
Cosmetics	Personal presentation such as hats and nameplates.

Bundles are fixed content

The reference shop includes Daily Farm Support, Farm Care Kit, Mowing Supplies, Lake Explorer, Forest Companion and Mine Starter packs. Each has listed contents and a one-purchase-per-account rule. Tool-containing packs remain subject to tool eligibility and ownership checks; they do not bypass progression.

Offers and appearance

Time-limited offers can discount eligible items until their displayed deadline. Hats and nameplates personalize an account separately from specialist perks. A visual item does not automatically increase production; read the current listing.

The reward wheel

The wheel is an optional random-reward activity with a configured cost and prize pool. Its rewards can include supplies, energy, currency, equipment and a rare character-related prize. The reward history records previous outcomes. A valuable past result does not improve or guarantee the next spin.

Value is not cash

A shop replacement value describes in-game pricing. It is not a guaranteed resale price, withdrawal entitlement or cash equivalent. Random rewards should not be treated as a dependable progression-income plan.

Check the current listing, cost, prize information and restrictions before confirming a purchase or spin.

16 / QUESTS & CLAIMS

Small goals. A reason to return.

Tasks guide play, while each reward type keeps its own eligibility and claim rules.

Task family	How it fits
Daily / weekly / monthly	Recurring goals for visits, mowing and farm activity.
Regional journeys	Profession goals tied to successful work, materials or bait types.
Telegram community tasks	Membership or participation verification for the specified task.
Referral milestones	Qualified referred-player progress, under separate anti-abuse rules.
Deposit milestones	Verified external deposits; ordinary spending inside the game does not qualify.

Progress, verification and claim

Completing an action, passing verification and receiving a reward are distinct steps. A task should show which step is complete. Each eligible reward belongs to its own task and should be claimed once; claiming one Telegram task should not consume another task’s reward.

Separate social tasks from referral gates

Telegram membership rewards and referral qualification are different systems. The intended current policy allows a verified Telegram task to be claimed without inheriting the referral waiting period. Referral rewards retain their own activity-based qualification.

Reward successful activity

Regional quests follow accepted work results. Failed profession attempts do not generate success progress, loot or XP. Recurring rewards are bounded by their period and cannot be repeatedly claimed by refreshing or reconnecting.

Modest, purposeful incentives

Task rewards support onboarding and routine participation. They are not intended to replace the production loop or make large networks of inactive accounts the most rewarding way to play.

UTC is used for relevant daily and recurring boundaries. Consult the live task panel for progress, eligibility and the next reset.

17 / COMMUNITY GROWTH

Invite people who want to play.

Grassland’s referral system connects genuine participation with bounded rewards.

Reward path	What qualifies
Referral milestones	Referred players who satisfy the current account and activity requirements.
Level 1 commission	Reference share: 10% of an eligible direct referral deposit.
Level 2 commission	Reference share: 5% at the second referral depth.
Level 3 commission	Reference share: 3% at the third referral depth.

Qualification is more than joining

The reference rules use a combination of account age, player level, harvest activity on distinct days and successful profession work. A bot start or a new Telegram membership alone is not the same as a qualified active referral.

Deposits must be real

Deposit-based commissions depend on a confirmed, eligible external payment. A pending request, a wallet connection or ordinary in-game spending is not a deposit. A payment and its related reward should be processed once, not once per retry or notification.

Build with transparent expectations

Use the account’s official referral link and explain the game honestly. Referral earnings depend on what other players actually do and on the live rules. They are not a salary, guaranteed revenue or a reason to promise recruits a fixed return.

Protect the community

Self-referrals, coordinated fake accounts and automated reward farming undermine the economy. Qualification checks and moderation are intended to limit this behavior. Referral totals, qualified totals and claimable rewards are different measurements and should be labelled clearly.

Commission rates and milestone amounts are configurable. The current referral screen and campaign terms govern eligibility and payout calculation.

18 / A MULTIPLAYER TOWN

People make the place.

Shared spaces, personal identity and useful conversation turn separate farms into a community.



Talk and meet

Global and regional chat support public conversation, while friends and private messages support closer connections. Player profiles let people inspect another account and send an eligible friend request. Administrators are excluded from player friend requests under the current policy.

Visit and personalize

Players can encounter one another in the world and visit farms through the supported social flow. Characters, hats, nameplates and earned presentation elements provide visible identity. Settings let players control aspects of messaging and nearby-player display.

Rankings measure different things

Level, power, referrals and activity are separate ranking categories. Total playtime is intended as cumulative played time; any competition-period awards should be shown separately from that lifetime total. Qualified referrals should not be confused with raw invitations.

Moderation has a purpose

Guides, moderators and administrators have different responsibilities. Tools include assistance, chat moderation and account enforcement according to rank. Channel restrictions, mutes and bans should be applied through authorized systems rather than informal access to player accounts.

COMMUNITY STANDARD

Helpful answers, honest invitations and respectful play create more lasting value than inflated member counts.

19 / SHARED PROJECTS

Build the next part of town.

Community construction gives collected resources a shared destination.



Contribute what the project needs

When a construction event is active, eligible grass, produce, fish, wood, ore and hunting hides can be submitted through its contribution system. Resources support categories such as landscaping, supplies and structure.

A contribution is a choice

Donated resources leave the player's inventory and count toward the project's contribution rules. Players trade an immediate sale or another personal use for participation in a shared objective. Different resources can carry different contribution values.

Follow visible progress

The construction interface tracks the project and individual contributions. The builder NPC gives the project a place in the town. Any prizes, ranking thresholds, event duration or unlock requirements must be read from the active event's published terms.

Events without an endless subsidy

Community campaigns and giveaways can introduce temporary goals, but their reward budgets and eligibility are separate from normal production. An event does not establish a permanent income source, and an earlier campaign does not guarantee that the same prize will recur.

A SHARED REASON TO GATHER

The same material can advance your own account or help the community complete something together.

Illustration: New Town environment asset. Availability depends on the active project and deployed game version.

20 / OPERATING THE WORLD

A connected game. An accountable record.

Grassland combines a browser-based world with server-managed game state.

Layer	Responsibility
Game client	Map rendering, controls, panels, sound and visual feedback.
Game server	Account eligibility, activity validation, economy rules and shared state.
Persistent records	Balances, inventory, progression, claims and relevant transaction history.
External wallet / network	Player authorization and the blockchain transfer itself.
Administration and support	Investigating issues, moderating activity and applying authorized changes.

The interface is not the ledger

A number briefly displayed on screen must not be treated as a completed financial record. Production and payments need accepted server state and durable history. Reloading, reconnecting or reopening Telegram should not create a new reward or erase an already credited payment.

Fair play is a continuing process

The game uses eligibility checks, activity limits and claim rules to restrict abuse. These measures should be monitored and improved as behavior changes. This whitepaper does not claim that the game is independently audited, exploit-proof or free from all bots.

Staff tools need boundaries

Player management and activity records support moderation and investigation. Privileged actions should remain permission-controlled and recorded. Support may need an account identifier and transaction reference; it never needs a private key or recovery phrase.

Data and ownership

Game balances and character unlocks are managed by the service. A blockchain payment does not make the whole game decentralized, create a governance right or make every inventory item an independently transferable asset.

This is an architectural overview and operating standard, not a security-audit report or a substitute for the website’s applicable terms and privacy information.

21 / DEVELOPMENT DIRECTION

Grow the game with the community.

A direction for continued development, without speculative launch dates.

Reliable everyday play

The first priority is a dependable experience: responsive panels, clear wallet states, durable progression, useful errors and consistent behavior across Telegram, mobile browsers and desktop. An attractive world must also remain usable on smaller screens.

More depth where players spend time

The existing farm, animal and profession loops provide the foundation for further content and balance work. Expansion should create meaningful choices while preserving the theme and controlling resource creation. New features belong in the release notes when they are ready, not in a guaranteed-return forecast.

A world people build together

Community projects, feedback, support and real player participation guide the next improvements. Events and partnerships should have explicit rules and achievable scope. Growth is measured through people who return and play, not merely through total group membership.

Documentation that stays connected

Changes to gameplay, economy or eligibility should be reflected in the relevant guide pages, administrative controls and supported-language text. Public English announcements and this whitepaper should be revised when their descriptions materially change.

No invented token roadmap

This edition does not promise an airdrop, token sale, exchange listing, NFT launch or DAO. Any future initiative would need its own explicit announcement, terms and technical specification.

EDITION POLICY

Version 1.0 documents the established game systems and their operating principles. It is a snapshot; current in-game rules and published purchase terms take precedence for live decisions.

Future direction is not a delivery schedule. Features and balancing remain subject to development and operational review.



22 / KEEP EXPLORING

Your next step starts in Grassland.

Use official channels for gameplay, updates and assistance.

- Play on Telegram** t.me/GrasslandGameBot
- Official website** www.grassland.site/
- Community** t.me/grasslandcommunity
- Announcements** t.me/grasslandannouncements
- Support bot** t.me/Grasslandsupportbot
- X** x.com/Grasslandgame

Quick glossary	Meaning
Clover	The game’s primary currency; formerly labelled Yonca in some code and text.
Diamonds	A separate in-game currency balance.
Profession right	The availability to begin an eligible profession attempt.
Qualified referral	A referred account that meets the current eligibility checks.
Monthly VIP	A time-limited membership, separate from a permanent specialist unlock.
Confirmed deposit	A verified external payment matched to an account and credit record.
UTC	The time standard used by relevant daily and periodic game rules.

About this edition

Prepared in English on 5 October 2026 using the supplied Grassland project materials and product direction. Numerical reference tables identify their configuration basis. Live prices, availability, payment assets, limits and reward conditions should always be checked in the game.

GROW A WORLD OF YOUR OWN

Build your farm. Learn your craft. Meet the village.

Grassland Whitepaper · Version 1.0 · October 2026. Cover: original promotional illustration. Interior environments and character art: supplied game assets. Illustrations are not proof of a live feature or a financial outcome.