

The Mars Harvest



Grow. Trade. Own the Harvest.

✓ Order Complete



THE MARS HARVEST

Whitepaper

Story, ranching and the \$MH token

A pixel ranch adventure on the red planet. Raise hens and cattle in the Harvest Basin, finish the Founder's Ledger before the Rust Tide arrives, and sign your Harvest Deed when the last mission is done.

Inside this paper

Everything about The Mars Harvest in one place: the world, the story, how the ranch works, how the campaign leads to \$MH, and what comes next.

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A ranch at the edge of the solar system

The Mars Harvest is a browser ranch game in warm pixel art. You raise hens and cattle on a small green pocket of Mars and follow a story campaign that ends with a real onchain reward.

Most farm games ask you to play forever and give you nothing at the end. We wanted a clear finish line instead. There is a campaign of twelve missions, each one tied to a chapter of the story. The player who completes the twelfth mission signs a Harvest Deed, and every signed Deed can claim \$MH from the Harvest Vault when claims open at launch.

Credits you earn inside the game stay inside the game. The token is not something you grind for by the hour. It is the prize for finishing the whole story, once per wallet, per season. A full run takes most players about 60 to 90 minutes.

Grow

Put chicks and calves in the pens in front of your cabin, watch them grow up in real time, then feed them for eggs, milk and cream.

Trade

Sell to Marla at the Livestock Market, fill orders from the neighbours on Pip's board, and climb the Harvest Board.

Own

Finish all twelve missions, open the Founder's Vault and sign your Harvest Deed with your wallet.

At a glance

Item	Detail
Name	The Mars Harvest
Tagline	Grow. Trade. Own the Harvest.
Genre	Cozy ranch adventure with a story campaign
Platform	Web browser on desktop and mobile, nothing to download
Art style	2D pixel art, with a 3D low poly diorama of the same world one key away
Chain	Robinhood Chain, an Ethereum compatible network
Wallets	MetaMask, Trust Wallet, or the Demo Wallet to try it first
Token	\$MH
How to earn \$MH	Finish the twelve mission campaign and sign a Harvest Deed
Current season	Season 1: The Founder's Ledger

The Harvest Basin

It is the year 2189. Mars is still mostly dust and cold rock, but one crater valley at the foot of Mount Ember has turned green.

Decades ago the first settlers raised the **Veil**, a dome of warm air held up by old terraforming towers along the crater rim. Under the Veil the air is soft enough for grass, and meltwater from the **Northfall** glacier runs down through canals the settlers cut by hand. Grass means grazing. Water means troughs. That was enough to start a ranch.

The settlers called this place the **Harvest Basin**. Today it is home to a handful of families, one market, one windmill, a lot of hens and more ambition than anyone can count.

Life under the Veil

- **The sky is pink by day** and the sun looks small and far away. Lamps glow amber along every path at dusk.
- **The canals feed the troughs.** Nima's windmill pumps meltwater up from the channels so every pen has fresh water.
- **The reeds hide strays.** Hens and calves wander off along the canal banks, and a good lasso is worth more than a good fence.
- **Gravity is light.** Calves bounce, hens glide further than they should, and a dropped bucket takes its time hitting the ground.

The threat: the Rust Tide

Once every Martian year the great dust storm rolls across the planet. The settlers call it the **Rust Tide**. When it comes, the Veil dims, the canals ice over at the edges and the Basin has to live on whatever it put away.

The Basin Charter is simple and strict. A homestead that cannot prove it is a working ranch before the Tide is handed back to the **Ferrum Combine**, the iron mining company over the rim that has wanted the Basin's water for years. The water that fills a trough could just as easily cool a drill.

Every season someone new arrives to prove a homestead. This season, that someone is you.

The Founder's Ledger

You step off the last cargo shuttle of the season with a single key and a letter from someone you have only met twice.

The letter is from **Hesper Vale**, your great aunt and the Basin's first rancher. She brought the colony's first hens and a box of frozen cattle embryos all the way from Earth in sealed **Ark crates**, and the first calf ever born under the Veil was hers. Last winter she walked north past the edge of the Veil, toward the glacier, and she has not come back. Before she left she signed the homestead over to you.

The cabin with two halves

The MH Cabin is the oldest house in the Basin. The bottom half is logs, cut from the first trees grown in the colony domes. The top half is red Martian brick from the kilns on Windmill Ridge. Hesper painted her initials across the bricks in gold.

"Earth wood below, Mars brick above. Where we came from, holding up where we are going."

Carved over the cabin door by Hesper Vale, year one of the Basin.

Twelve sealed pages

On the kitchen table you find the **Founder's Ledger**, Hesper's ranch book. It has twelve pages and every one is sealed. A note on the cover says each page opens when the work it describes is done. Pen your first chick and the first page opens. Bring in your first stray and another one follows.

As the pages open, Hesper's story comes out with them: the night the Ark crates were opened, the first calf, why the canals matter so much, and why the Combine keeps writing letters.

What is at stake

You have one season to prove the MH Cabin is a working ranch. If you fail, the homestead and its water rights go to the Ferrum Combine before the Rust Tide closes in. If you succeed, the last page of the ledger leads you to the **Founder's Vault** under the East Lookout, where Hesper left something for whoever finished her work, and where you sign the Harvest Deed.

The people of the Basin

A small crew keeps the Basin running. They help you, talk in the Basin Chat, and compete with you on the Harvest Board.

Marla

LIVESTOCK MARKET

Sells chicks, calves and feed. Buys eggs, milk, cream and any stray you bring in. Sharp with numbers and soft on newcomers. Knew Hesper better than anyone.

Otto

HERD KEEPER

Looks after the Watering Hole and knows every stray in the reeds by name. Swears there is a golden hen out there and has waited years to prove it.

Wren

HEN COOP

Keeps the Hen Coop behind the cabin. Has opinions about every bird in the Basin and will share them.

Gramble

BUILDER

Builds coops, troughs and fences out of whatever he can find. Sells you hay bales, lamps and windbreaks for the dust.

Nima

WINDMILL RIDGE

Runs the windmill that pumps water to the troughs. Quietly worried about the Combine and what it would do with the canals.

Oleo

EAST LOOKOUT

Keeps the East Lookout and watches the weather. She is the first to see the Rust Tide coming over the rim.

Pip

COURIER

Runs the Order Board on the Commons and carries deliveries between every door. Posts the jobs that pay the best.

Dusty the Hen

COMMONS SUPERVISOR

Wanders the Commons as its self appointed supervisor. Nobody gave her the job. Nobody has dared take it away.

Hesper Vale

THE FOUNDER

Never seen, always present. Her voice comes through the ledger pages and the letters that turn up between missions.

The Ferrum Combine

The Combine never shows up in person. It sends notices: polite, cold, and always about water. Each one reminds you how many sols remain before the Tide and what your canal rights would be worth to a mining company.

Places to explore

The Basin is a small world joined by bridges, canals and an old landing pier. Every place has a floating sign, so you always know where you are standing.

Place	What you find there
MH Cabin <i>where you start</i>	Hesper's house, Earth wood below and Mars brick above, with the ledger on the kitchen table.
Homestead Paddock <i>in front of the cabin</i>	Twelve fenced pens where your hens, cows and oxen live. This is where most of the work happens.
Hen Coop <i>behind the cabin</i>	Wren's coop, the oldest henhouse on Mars, home to descendants of the first Ark crate hens.
Watering Hole	Otto's patch of water, where the herd drinks and the gossip starts.
Tea Corner	A quiet table near the cabin for a cup and a look at the sky.
The Commons <i>over the south bridge</i>	The village green. Home to the Livestock Market , Pip's Order Board and Bramble's Shed , with Dusty the Hen keeping an eye on all of it.
Old Landing Pier <i>west of the Commons</i>	Where the first shuttle boats docked. The reeds here are a favourite hiding place for strays.
Dust Camp and Rust Orchard <i>out west</i>	A campfire and tent at the edge of the grass, and a grove of red apple trees beyond it.
Windmill Ridge <i>over the east bridge</i>	Nima's windmill, which pumps canal water to the troughs, and the old brick kilns.
East Lookout <i>far east</i>	Cleo's telescope and weather station. Something old is buried underneath it.
Northfall <i>the northern edge</i>	The glacier waterfall that feeds every canal. Beyond it lies the edge of the Veil, where Hesper was last seen.

The canal banks

Nine stray spots sit in the reeds along the water, at places like the West Channel, the East Channel, the Long Canal, Mill Bridge, the West and East Shallows, the Willow Pond banks and the Old Landing Pier. A rustle in the reeds means something is hiding there. That is where the roundup happens.

How you play

The daily loop is short and easy to learn: pen, feed, collect, round up, sell, build. The campaign gives that loop a reason.

The pens

The Homestead Paddock has twelve fenced pens. Walk up to an empty one and press **E** to put a young animal from your bag inside. It grows through three visible stages in real time, and when the last stage is done it is an adult.

Press **E** on an idle adult to give it one bag of Feed and start a production cycle. When the cycle ends, a sparkle shows over the pen. Press **E** again to collect the product into your bag. Adults stay in their pens and keep producing for as long as you keep feeding them. If you need the space or the money, you can release an adult back to Marla at the Livestock Market.

The animals

Animal	Young costs	Grown in	Product	Worth	Every
Basin Hen	chick, 10	about 30 seconds	Egg	12	20 seconds
Crater Dairy Cow	calf, 30	about 1 minute	Milk	24	35 seconds
Highland Ox	calf, 60	under 2 minutes	Highland Cream	45	55 seconds
Golden Hen	roundup only	already grown	Golden Egg	60	45 seconds

Every cycle costs one bag of **Red Grain Feed**, which Marla sells for 3 credits. Hens are cheap and quick. Oxen take longer and cost more, but their cream pays the most. Prices are in Basin Credits. Every new rancher starts with **3 chicks, 6 bags of feed and 60 credits**, enough to get the first pens laying.

The roundup

Strays hide in the reeds at the stray spots along the canal banks. Stand at a spot and press **E** to swing the lasso. When the stray breaks cover you get about a second and a half to press **E** again and grab it. Miss it and it bolts back into the reeds.

Catch	What happens	Sells For
Stray Chick	Goes in your bag. Pen it like any chick.	pen it
Stray Hen	A grown bird with no home. Marla will take her.	26
Lost Calf	Goes in your bag. Pen it and raise it.	pen it
Old Rover Bolt	Junk from the early colony. It happens.	2
Golden Hen	Rare, about 1 roundup in 25, and guaranteed by your 30th. Sell her, or pen her for Golden Eggs worth 60 each.	120

Selling, orders and building

The Livestock Market

Marla sells chicks, calves, ox calves and feed. She buys eggs, milk, Highland Cream and strays, one at a time or the whole bag at once. She will also take a grown adult off your hands if you want to release it.

The Order Board

Pip keeps three orders from the neighbours on the board at all times. They ask for eggs, milk, Highland Cream and strays, such as a dozen eggs for the Tea Corner or two stray hens for Wren's coop. Orders pay 50% over market price. If you do not like an order, swap it for a new one. Swapping is free.

Building

Press **B** and place things anywhere you can walk. Removing something gives you half the cost back. Building matters for the story too: windbreaks, troughs and lamps are how a ranch gets ready for the Rust Tide.

Buildable	Cost	Buildable	Cost
Hay Bale	15	Lamp	30
Water Trough	35	Water Barrel	22
Fence Section	12	Windbreak Bush	20
Small Coop	90	Beehive	110

Farm Level

Everything you do on the ranch earns experience. Each new Farm Level pays out bonus credits.

Action	XP	Farm Level	XP needed
Place an animal	2	Level 1	0
Collect a product	6	Level 2	60
Roundup catch	5	Level 3	160
Golden Hen	25	Level 4	320
Sell	3	Level 5	520
Build	4	Level 6	800
Complete an order	15	Level 7	1,150
Complete a mission	10	Level 8	1,600

Controls and the overlay

Action	Keyboard and mouse	Touch
Walk to a spot	Click the ground	Tap the ground
Move	W A S D or the arrow keys	Drag the pad
Run	Hold Shift	Push the pad to its edge
Interact, lasso, collect	E	The E button
Build mode	B	The Build button
Open the ledger	L	The Ledger button
Switch 2D pixel and 3D view	P	The corner button
Pause menu	Esc	The menu button

Harvest Board

Live standings for you and the neighbours, ranked by net worth: credits plus what your bag would sell for. The neighbours keep working while you do, so the order keeps moving.

Mission panel

Your current mission, a progress bar, the reward and a peek at what comes next. Finishing one pays out on the spot and opens a ledger page.

Basin Chat

The neighbours talk among themselves, react when you catch something rare, and answer when you type a question.

Shadow cursor

The first mission is a tutorial. A shadow cursor shows you where to walk and what to press, one step at a time.

Saves

The game autosaves as you play. You can also save your ranch to a file and load it again later.

Your wallet

Your credits, the value of your bag, your net worth and the wallet you connected, all in one corner.

How long it takes

Animals grow and produce on the clock and the Golden Hen is rare, so the campaign cannot be rushed through in a few minutes. Most players finish all twelve missions in about 60 to 90 minutes.

Twelve missions, twelve pages

The campaign is told in four acts. Each mission opens one page of the Founder's Ledger and pays a credit reward. Missions are handed out in order, and only progress made after a mission starts counts toward it.

ACT I Landfall You arrive and learn the land

01 First Light 20 credits

"If you are reading this, you made it. The hens have been waiting." Hesper's first letter is on the table.

Learn to walk, reach the Paddock and place your first chick in a pen. A shadow cursor shows you each step.

02 New Arrivals 25 credits

Page two tells of the night the Ark crates were opened and the first hens on Mars stepped out blinking.

Place 1 animal in a pen.

03 First Collection 60 credits

Marla remembers the first egg laid under the Veil. The whole colony came to look at it.

Collect 3 products, eggs or milk.

ACT II The Thaw The canals open and the Basin notices you

04 Roundup 35 credits

Otto takes you down to the canal banks and shows you how a lasso is meant to be thrown.

Round up 2 strays at the canal banks.

05 Market Day 80 credits

The first Combine notice arrives, offering to buy your water. Marla tells you to tear it up and sell her some eggs.

Earn 100 credits at the Livestock Market.

06 Hold the Dust 70 credits

Cleo spots the first brown haze on the horizon. Bramble says a ranch without windbreaks will not last the Tide.

Build 2 structures.

07

Pip's Orders

90 credits

The neighbours are stocking up for the storm. Pip pins three jobs on the board with your name on them.

Complete 3 Order Board orders.

08

The Highland Ox

120 credits

Page eight is about Hesper's first ox calf, the first calf ever born under the Veil, and the night she sat up with it.

Raise a Highland Ox calf to adult and collect 1 Highland Cream.

09

The Golden Hen

200 credits

Otto swore the golden hen was real. Page nine says Hesper saw her the night the Veil went up, and let her go.

Catch the rare Golden Hen during a roundup.

10

A Working Ranch

190 credits

The Charter inspector comes to check that the MH Cabin runs a real working ranch. Nima signs as your witness.

Reach Farm Level 3.

11

Basin Tycoon

290 credits

The Combine makes its final offer, bigger than all the others. The only answer is a full cash box.

Hold 500 credits at once.

12

The Founder's Vault

Harvest Deed

The Rust Tide rolls over the rim and the last page opens. Under the East Lookout is Hesper's vault, full of gold MH coins struck the year the Veil went up, and her final letter: "The harvest belongs to the one who finished the work. It is yours now."

Open the Vault at the East Lookout and sign the Harvest Deed.

Why a story and not a grind

Each mission teaches one part of the game. By the time a player reaches the Vault they have raised every kind of animal, worked the market, filled orders, built for the storm and chased down the rarest bird in the Basin. Finishing the campaign shows that a person actually played the game, and that is who the Harvest Vault is for.

From Final mission to \$MH

Finishing the campaign is the only way the game hands out \$MH. Here is how a finished story becomes a claim.

1 Connect a wallet.

Before entering the Basin you connect MetaMask or Trust Wallet and choose a username. The game asks your wallet to switch to Robinhood Chain. If you just want a look first, the Demo Wallet lets you play the whole game, but a Demo Wallet cannot claim.

2 Play the campaign.

Work through all twelve missions in order. Your progress is saved as you go.

3 Open the Founder's Vault.

Mission 12 sends you to the East Lookout. When you open the Vault, the game asks you to sign the Harvest Deed.

4 Sign the Deed.

Signing is a free message signature in your wallet. It is not a transaction, so there is no gas to pay. The signed Deed is stored with your save, so a claim contract can check it later.

5 Claim at launch.

Claiming \$MH is not live yet. When it opens at launch, every signed Deed from Season 1 can claim its share from the Harvest Vault.

Fair play rules

One Deed per wallet

Each wallet can sign one Deed per season. Starting over on the same wallet does not give you a second one.

Real time growth

Animals grow and produce on the clock, and the Golden Hen is rare. There is no way to skip ahead.

Demo plays, does not claim

The Demo Wallet is for trying the game. Its Deeds cannot claim \$MH.

No gas to Finish

You never pay to play or to sign. The only onchain step is the claim itself, once it opens.

Two currencies, two jobs

The Mars Harvest keeps the play economy and the token apart on purpose.

Basin Credits

OFFCHAIN, IN GAME

The money you use on the ranch. Earned by selling eggs, milk, cream and strays, filling orders, levelling up and finishing missions. Spent on young animals, feed and buildings. Credits never leave the game and cannot be bought. Every rancher starts with 60.

\$MH

ONCHAIN TOKEN

The token of The Mars Harvest on Robinhood Chain. The only way the game hands it out is finishing the story and signing a Harvest Deed. It lives in your own wallet. You hold it, not us.

Why credits never turn into tokens

If every egg paid out tokens, bots would run pens all day and the token would flood. Keeping credits inside the game means we can rebalance prices freely, and the only path to \$MH stays the same for everyone: finish the story.

Holder perks

These are planned, not live. They are small on purpose: things that make the game nicer for people who stick around, with no effect on who can earn a Deed.

Perk (planned)	What it gives
Cabin and coop styles	Cosmetic looks for the MH Cabin, the Hen Coop and the pens
Early access	A head start on each new season before it opens to everyone
Season votes	A say in the next chapter, such as which breed arrives or which canal opens

Perks are a thank you for holders. They are not a promise of value and may change before or after launch.

\$MH tokenomics

A simple supply with a large share set aside for players who finish the campaign.

Item	Detail
Name	The Mars Harvest
Ticker	\$MH
Chain	Robinhood Chain
Total supply	1,000,000,000 \$MH

Allocation



Allocation	Share	Amount	Purpose
Public launch and liquidity	70%	700,000,000	Open market at launch
Harvest Vault	20%	200,000,000	Rewards for campaign finishers, released by season
Development and operations	5%	50,000,000	Hosting, art, new chapters
Community and events	5%	50,000,000	Festivals, competitions, partnerships

The Harvest Vault by season

Season	Vault pool	Per Harvest Deed	Deeds
Season 1: The Founder's Ledger	50,000,000	25,000	2,000
Season 2	50,000,000	set at season start	set at season start
Season 3	50,000,000	set at season start	set at season start
Season 4	50,000,000	set at season start	set at season start

Season 1 holds 50,000,000 \$MH. At 25,000 \$MH per Deed, that fills 2,000 Deeds. Each later season comes with a new story chapter and a fresh mission chain, and its reward per Deed is set when it starts.

How it is built

The Mars Harvest runs in the browser and ships as plain static files, so the whole world loads fast on any device.

Pixels From rectangles

The 2D view is drawn on a canvas with plain rectangles. There are no sprite sheets. Every hen, calf and fence post is built from code.

Two views, one world

Press P to switch between the pixel view and a 3D low poly diorama of the same Basin. Both read the same world and the same save, so you can switch mid walk.

Wallets Found, not hardcoded

The game finds installed wallets through EIP 6963, so MetaMask and Trust Wallet show up on their own. It then asks the wallet to switch to Robinhood Chain.

Deeds kept with the save

A signed Harvest Deed is stored with your save, so a claim contract can verify the signature later without you signing again.

Stack

Layer	Technology
Game client	React 19 and Vite
2D view	A pixel renderer that draws plain rectangles on a canvas
3D view	A low poly diorama built with three.js through React Three Fiber
Hosting	Static files, no game server needed to play
Wallets	EIP 6963 discovery, MetaMask, Trust Wallet and the Demo Wallet
Network	Robinhood Chain, an Ethereum compatible network
Harvest Deed	A free signed message, verified later by the claim contract

What lives onchain

Onchain	Offchain
The \$MH token and every transfer	Animals, pens, bag and buildings
The Harvest Vault balance	Basin Credits and market prices
Claims, once they open at launch	Mission progress and signed Deeds, kept with the save

Roadmap

Five phases, each named for a season of the Basin.

P1

Landfall

The full twelve mission campaign with the shadow cursor tutorial. Wallet and username gate. \$MH launch on Robinhood Chain. Harvest Vault Season 1 opens for claims.

P2

The Thaw

Hens and cows are in from launch. This phase adds new breeds, coop and barn upgrades, and a dairy to turn milk into something better.

P3

The Long Season

A live multiplayer Commons. Visits to other players' homesteads. Trading between players.

P4

Rust Tide

Storm weather across the Basin. Northfall and the land beyond the Veil. The Season 2 story and the search for Hesper.

P5

Second Harvest

Holders vote on new chapters, new breeds and new canals.

The goal

A small ranch world people actually enjoy, with a story worth finishing and a reward that goes to the players who finish it.

Disclaimer

This whitepaper describes The Mars Harvest game and the \$MH token as planned at the time of writing. It is for information only. It is not an offer to sell, a request to buy, or financial, legal or tax advice.

\$MH is a utility and community token tied to the game. It does not represent shares, ownership of the project, a claim on revenue or any promise of profit. We make no promise about its value. The value of \$MH can go up or down, and it can go to zero. Only use funds you can afford to lose.

Claims are not live yet. Claim details, reward amounts, season pools, perks and timelines may change before launch and after it. Deeds signed with the Demo Wallet cannot claim \$MH. Blockchain transactions cannot be reversed, and you are responsible for the security of your own wallet and keys.

Access to the game or the token may be restricted where you live. Check your local rules before you take part.

The Mars Harvest

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