**Flow of tokens:**

Insert chart here

**Tokens:**

* **Coin:**
  + Token on the market
  + Used for purchasing power-ups, upgrades, collectibles
  + (See Steem)
* **Cash:**
  + 1 Cash is always equal to around 1 USD in Coin
  + Used for cashing out as well as buying things in game
  + (See Clash Royale gems)
  + (See Steem Dollar)
* **Lockboxes:**
  + Levels of lock boxes
  + Lock box upgrades over time, promising more rewards
  + Can only be opened after certain amount of time
  + If you decide to wait longer, you get more rewards
  + (See Steem Power)
  + (See Clash Royale chests)

**Protocol:**

* Players can turn **only cash into fiat** (not coin), so they don’t have to deal with price fluctuation
* Upon winning, players receive 3/5 as much coin as they do cash
* Users earn 1/5 coin (in relation to possible cash) even if they lose a game
* Coin is used to buy upgrades, power-ups etc.
* Lockboxes can be bought with coin or rarely found in courses and opened after a certain amount of time for a greater value of coin, cash, and a few free power-ups

**Incentives for investing back into the economy:**

* Energy(no energy, no play)
* Collectibles
  + Different landscapes
  + Interchangeable backgrounds
  + Character customization
* Power-ups
  + Auto-runner
* Character
  + Different character attributes (see Run 3)
  + Character attributes have some sort of reset factor (every week?)
  + Implement genetics, 2 different genes create a new attribute (slot machine mechanic) (see CryptoKitties, CryptoZombies)
* Trading
  + Trade powerups (or genes?) with other players to suit your own needs

**Random ideas:**

* Player marketplace for items, cash etc.??
* Genes
  + Runner gene
  + Jumper gene
  + Toughness gene
  + Rich gene (have to buy?)
  + Lucky gene