

Minebux: a Feeless Currency for the ‘Minecraft Metaverse’

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Abstract

Minebux is an ERC-777 standard ethererum-backed token on the Rinkeby testnet. The Minebux foundation’s primary goal is to create a cryptocurrency that is fully integrated into the game Minecraft. Enjin is a token that has the same goal, however, I believe the way they are operating is not considering the target market of those who play minecraft. Minebux aims to integrate real world money market principles into in-game mechanics. Minebux uses market principles by creating a market for items and tokens to drive the in-game economy for each Minecraft Server. Any server can use the token for free, however, to actually be successful in using the token, there will have to be a value proposition and rarity artificially dictated by the server itself.

Keywords:

Decentralized currency, cryptocurrency, ERC-1155 token, ERC-777 token, smart contract, NFT, Minecraft, Minecraft Server

1.Introduction

Minebux is an ERC-777 standard ethererum-backed token powered by the Rinkeby testnet. To make Minebux feeless it utilizes the Rinkeby testnet. Since Minebux is not backed by main net ethereum, it has no perceived value. What gives Minebux value is artificial. Minebux’s rarity and in direct contrast ease to be obtained by anyone drives the community and perceived value of the token. Minebux plans to print 100 quadrillion tokens. Out of which; a percentage will be: burned, given in compensation to the development team, pooled for rewards, added to a grant to encourage servers to participate in Minebux, saved for a future presale, added to an initial trading liquidity pool, and for marketing.

2.Background

2.1 Why the name Minebux?

To really drive home the point of what the product is. The word Minebux was chosen to emulate a popular digital currency for the game Roblox, Robux. To help players instantly understand what Minebux are, and have a vision of how they can be used.

2.2 Why develop Minebux with competition?

Minebux is not the first Minecraft integrated token/coin, meaning Minebux will be conceived in a red ocean. Enjin in partnership with Microsoft (who own Minecraft) have created EnjinCraft which is an ongoing project for many years in which they have added NFTs and their own ERC-1155 token to the game. The reason to compete with such a significant force is because we believe we can beat Microsoft at their own game (quite literally). The way enjin is integrated makes enjin unappealing to server owners, NFTs extremely unworthwhile to the end user and doesn’t utilize market like mechanics for their currency. Using these disadvantages against Enjin creates a blue ocean for Minebux to take market share and influence to steer the community forward as a whole.

2.3 What fundamentally makes the Minebux foundation different from Enjin?

Enjin is focused on treating Minecraft itself like one game, while Minebux whos' developer backgrounds include creating Minecraft servers understand that every Minecraft server is unique. Minecraft servers should be treated all as individual games and or experiences. The Minebux foundation focuses on server owner self regulation, meaning the NFTs they make are not backed by Minebux by default, instead are backed by the server's individual currency, this is to encourage more server owners to use Minebux and create a more inviting community for smaller server owners to be able to adopt Minebux as part of their server ecosystem.

2.4 What are swaps?

Players who would like to back their items in Minebux could pay another player premiums for that specific item over time to insure that item retains value even if the price of the underlying asset is to plummet beneath the price of that item now.

2.5 Why use swaps?

Swaps were created to swap risk between players to give NFTs value even if the server is no longer available. It is optional because we wanted the ecosystem to be easy to use without server owners having to take the burden of having to pay Minebux per item minted.

2.6 How do players acquire Minebux?

Minebux themselves can be acquired by players through exchanging Banano for them. Exchanging to the Liquidity Pool maintained by the Minebux Foundation and the community wanting to buy Minebux using Banano. When reached on the roadmap, buying Minebux's sister token on the ethereum main net (which will not be feeless) will be able to be exchanged one to one for Minebux on the Rinkeby testnet. They can also be tipped from other players in the community, distributed by server owners, received via airdrops, giveaways, and events.

Please Note: Any tokens on the main net until then are not related to Minebux. Any official news will be announced on the Minebux Foundation website

2.7 Why Banano?

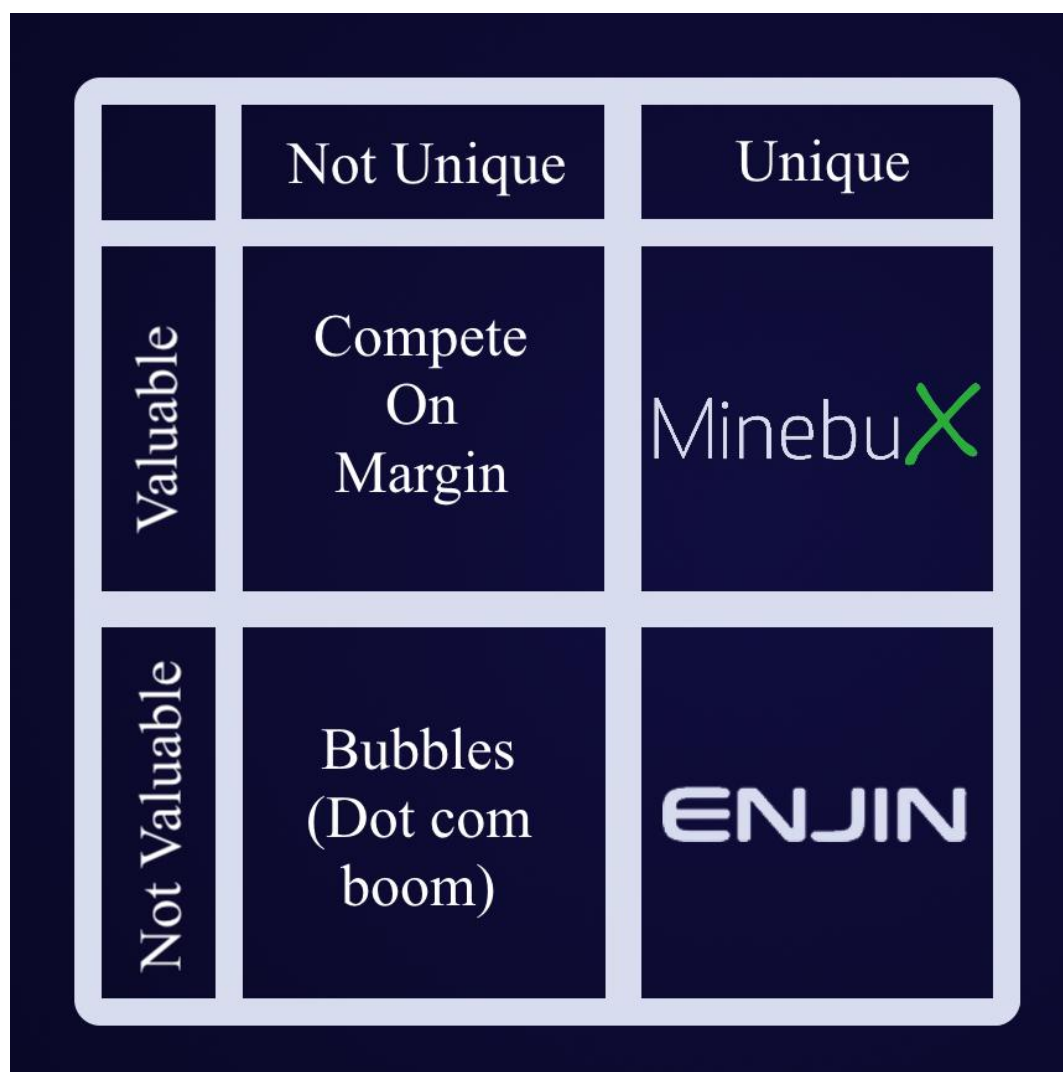
Banano shares the same ideals of feeless currency and friendly community first mindsets. To integrate a fork of Banano directly was considered however was deemed too expensive and resource intensive. In a compromise with the development team not being spread out too thin, a Rinkeby token solution was discussed and collaborated on.

3. Minebux design philosophy

3.1 Strategic Design

Michael Porter talks about competitive advantage which is a way to evaluate your current advantage to other companies. Apple's very own Kawasaki has a matrix to show how business can be categorized. It goes as follows.

Fig 1. *Kawasaki's matrix for market advantage*



We fully admit “Faster, cheaper, better” is only a temporary advantage, and you cannot build a sustainable market advantage on operational efficiency alone. Due to this we utilize business principles to guide the design philosophy of Minebux.

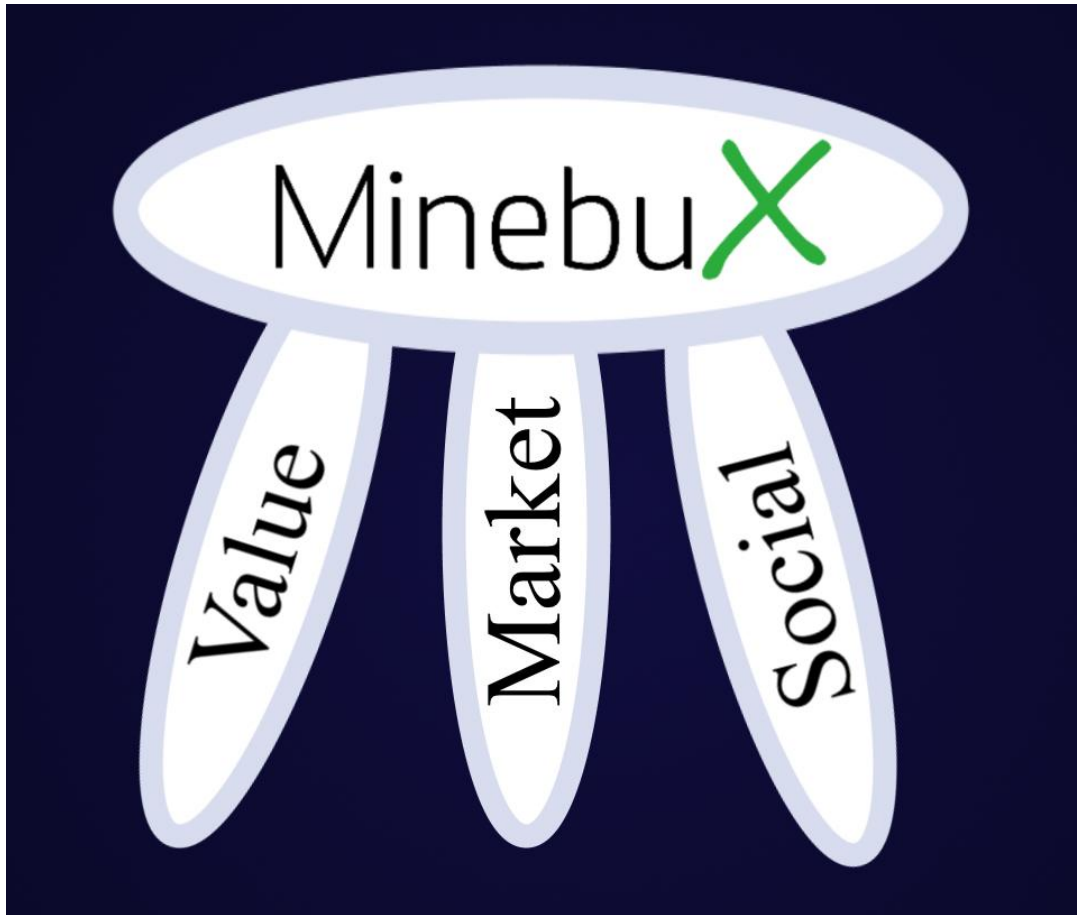
Being Unique:

Being unique and creating a value proposition for players helps Minebux cushion itself onto best Market fit. Minebux is designed to serve many needs of Many players in a narrow market. Our target market becomes economic entutists in Minecraft. The net effect of which is Minebux will continue to be faster, cheaper and better for perpetuity however, only for the target market.

Making Trade-offs:

In making Minebux a lot of trade-offs were made. The mindset behind this is that, “Doing everything isn’t strategy, it’s indecision, we need to choose what not to do.” In doing so a lot of the plans with Minebux had to be scrapped to keep Minebux the stable stool that it is.

Fig 2. Shows the legs of the stool which hold Minebux as a currency



Value

Minebux was always planned to be free to use. This was on purpose to compete not just with Enjin, but with existing payment platforms for Minecraft. Servers have been using Buycraft for over a decade because it is free and easy to use with no barrier to entry. Competing with this directly in a fierce Red Ocean would be impossible. Minebux instead uses its efforts to use Market Principles and social gaming to create a new Blue Ocean for Minebux to conquer. The value of Minebux doesn't come from Minebux themselves as Minebux isn't a "play to earn" model. However, the legs of the stool create the value for the target Market of this product. Minebux is purposefully built to be used by everyone and be fun for all players. We don't want to create an environment that allows for players to use more money than they can afford.

Being mindful that exploitative behavior may occur in individual servers, Minebux does not plan to regulate how servers act and treat players. We believe that the free market will decide the fate of servers and players themselves will be able to decide financially what servers to play on and servers to avoid and let die. Using financial incentive as a democratic vote allows for mass amounts of players to dictate the fate of a server in the ecosystem whilst being able to participate equally to the amount of Minebux they own, the sustainability of a server currency.

Market Principles

Utilizing Market Principles helps attract our target market of economic enthusiasts in Minecraft. Baked into the system and add-ons are tools and utilities that creates a community that is very niche with all of the features it meets many of their needs. This adds value to the overall project because it helps Minebux focus on the target Market and also creates a value proposition for novice economists who see Minebux as a small risk entrance into the overall community and advanced economists who already understand the risks and overall market movement. Minebux mitigates players from spending more money than they can afford to spend.

Social Gaming

According to Bartle's theories one out of four ways players interact with most games and their systems include social games. Social gamers are a majority of the market and play a humongous role in trading. Social gaming in Minebux is highly encouraged creating miniature ecosystems in Minecraft servers itself. In the Minebux Minecraft client it is planned among other features an ingame proximity chat.

4.Contracts

4.1 ERC-777 token (Minebux)

ERC-777 Standard is a fungible token standard which aims to fix a lot of the problems of ERC-20 and ERC-223. Minebux uses ERC-777 as its main currency facilitating trades between server-created ERC-1155 tokens. The ERC-777 token used will be a slightly modified version of OpenZeppelin's ERC-777 standard.

4.2 ERC-1155 token (Server currencies, NFT, LFT)

ERC-1155 Standard was created by Enjin and is used to create both fungible and non-fungible tokens in one contract. The ERC-1155 token used will be a slightly modified version of OpenZeppelin's ERC-1155 standard.

5. Minebux Components

5.1 Basic Minebux components

Minebux is on the Rinkeby network meaning traditional ICO protocol will not be followed when accounting for Presale and Liquidity. However, when The Minebux Foundation creates a bridge for the main net token, Presale and Liquidity rules are subject to change to follow a more traditional ICO.

5.1a Presale

There will be no presale of Minebux because Minebux will be on the Rinkeby network and will not need Liquidity for Liquidity Pools. However, a percentage of Minebux will be preserved for a future presale when Minebux's sister currency on the main net is created.

5.1b Liquidity

There will be no money raised for Liquidity Pools. However, in an effort to be in good standing with the community, the Minebux Foundation will provide liquidity via Bannao on the Minebux website. However, since Banano cannot be locked in Ethereum contracts, this will be on a trust basis.

The Minebux Foundation's liquidity comes from the exchanging of Minebux with Banano. Around 95% of it will be held in a wallet acting as a liquidity pool to ease investor concerns of a "rugpull". With 5% being spent on marketing efforts.

5.1c Burning

The sale of any asset in the Minecraft Server Ecosystem for Minebux will result in a burning of 2% of the Minebux in the transaction.

5.1d Tax

The sale of any asset sold for Minebux will result in the 5% tax of Minebux from the seller.

5.2 Distribution, Holding and Destruction

Distribution will mint 100 quadrillion tokens. Minebux will be capped at 100 quadrillion tokens and will not be able to mint more after the fact.

Burning:

Minebux burns currency every transaction and burns a 10% share of Minebux overall minting over a period of 2% per year for a solid 5 year plan. The reason the burn rate and holding are relatively small is due to how Minebux is structured to be a highly transactable utility token. However, to quence investor and player fears we will still be burning tokens over time.

Development team compensation:

To keep developers onboard and enthusiastic about Minebux, 24.75% of the minted tokens will be held to compensate Minebux's development team now and in the future. How the token is distributed amongst the developers will be at the discretion of the development team themselves.

Rewards:

Rewards help the development team reward long time holders and bug hunters. Those who can find bugs will be rewarded in Minebux on a case by case basis.

Server Ecosystem Participation Grant:

To help servers integrate into the Minebux community and the Minebux ecosystem, the Minebux Foundation will review, evaluate and distribute a portion of the 7.25% of allocated Minebux pool to candidates.

Marketing:

To get Minebux in the general audience 15% of the minted tokens will be held for marketing efforts. This will help Minebux become more popular and help our social media team reach a bigger player base for our community distribution efforts.

Initial exchange liquidity pool:

In a number of different levels of limit orders, Minebux will be sold to the general public for an exchange of banano. Out of the 15.5% held for this purpose, only around 10% will be available all at once. The remaining 5.5% of which will be held for an determined amount of time to be sold periodically in the open market to help stabilize Minebux. The goal of which is to mitigate a crash or too much upside at once. Acting as primitive circuit breakers.

Future Presale:

Minebux's sister token on the main net will have a presale to maintain and lock liquidity in

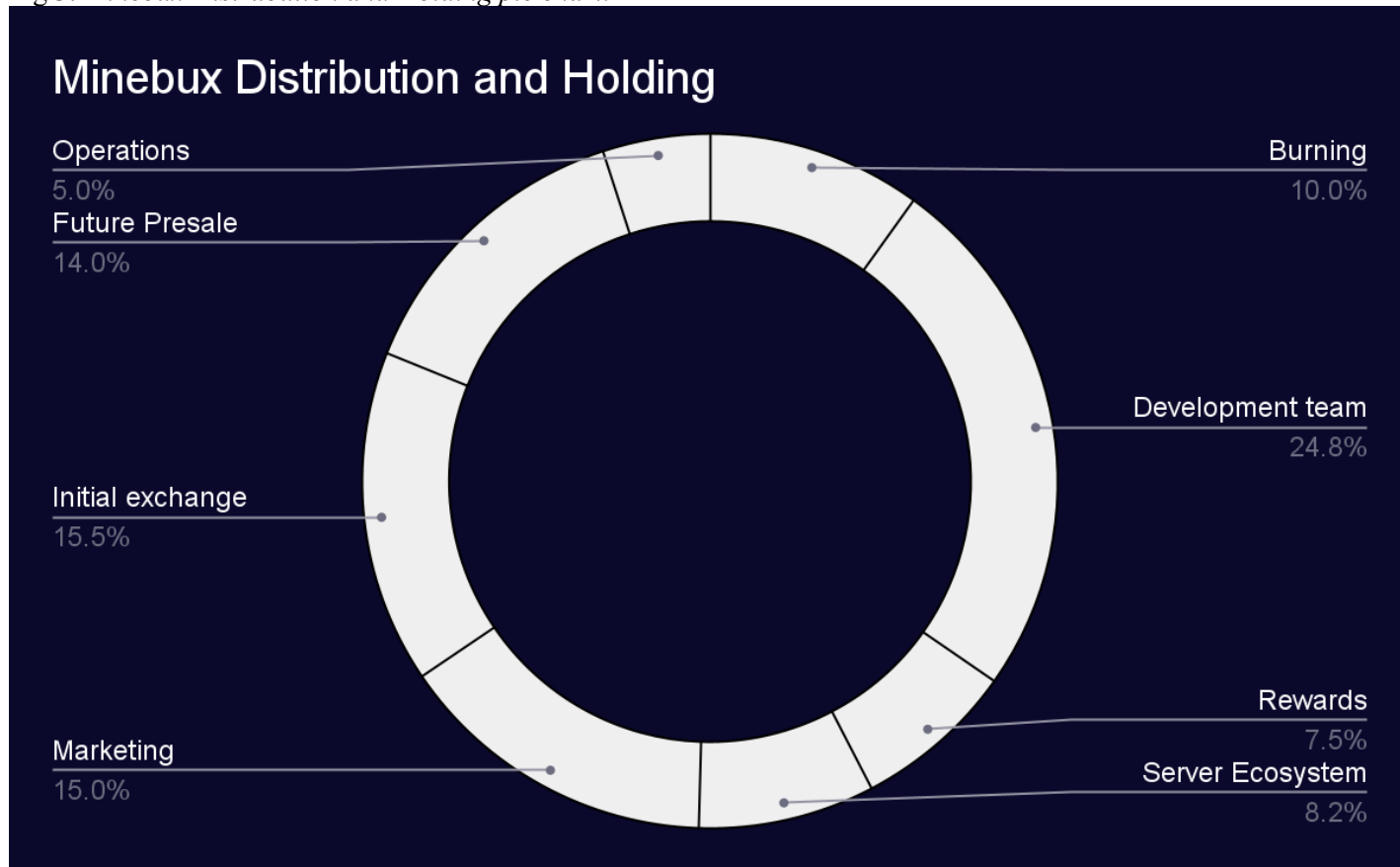
liquidity pools. 14% of Minebux will be held until Minebux is added to the main net.

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Operations:

Minebux held for operational use allows for the lights to stay on. 5% of the overall minted tokens will be spent to allow for developers to keep drinking coffee and for servers to keep running.

Fig 3. *Minebux Distrubution and Holding pie chart.*



5.3 Distribution and Destruction Methods

The distribution and destruction of Minebux will be in stages and or on a permanent conditional basis. To allow for earlier adopters to have an equal chance of receiving Minebux as later adopters. Minebux will be purposefully made to be easily shared amongst the community. To allow for the longevity of Minebux, Minebux will be destroyed on a conditional and or involuntary basis.

5.3a Distribution

Distribution of Minebux will be done through a couple main probes. Social media, community, faucets and organized distribution by the developers.

Marketing:

Giveaways

Giveaways allow for those in the community who follow The Minebux Foundation on social media platforms to receive Minebux. Giveaways will be for a certain amount of Minebux restricted to a time frame. The Minebux given to a random player who follows the terms and conditions will be given the Minebux via the Minebux Development team. The Minebux given will be shared from the Marketing portion of the Minebux minting breakdown.

Promotional events

Promotional events allow for the Minebux Foundation to reach a new audience by encouraging signups from players' friends, giving both parties a reward for integrating themselves into the ecosystem.

Server Ecosystem Participation Grant:

Greenlight

A greenlight program will allow for players in the community to vote for servers to receive a grant/partnership with the Minebux Foundation.

5.3b Destruction

The destruction of Minebux is done through small portions by burning tokens over time automatically, burning tokens for every transaction and with selling in-game memberships and ranks.

Burning:

Transactions

Transactions allow for Minebux to be traded for server_currency back and forth. Per transaction 2% of the transaction upto the 18th decimal place is carefully burned. This is to mitigate the selling of server_currency for Minebux.

Memberships and Ranks

In-game memberships and ranks hold value and should be tradable on the exchange reliably. On usage the amount of Minebux it is worth is finally released from the contract. 5% of which is burned.

Membership and Ranks have to be created by two parties, locking Minebux into the contract until used, which will grant the user what the rank / member contract permissions promised. The locked Minebux will be released once the contract is used, 90% of which will go to the creator, 5% will be burned and 5% of which is taxed.

5.3c Collection

When some conditions are met Minebux are collected and held in a wallet for use later. In efforts for the development team to balance its surplus and deficit it will collect tokens instead of just choosing to destroy them. This is to free up liquidity for more ambitious add-ons to be funded. This wallet slowly grows and is distributed appropriately to pools by the development team.

Taxes:

On every transaction that uses Minebux as a medium of exchange, 5% of the Minebux will be collected and held in a collection wallet to be distributed for ambitious new add-ons, to create

new goals for the overall roadmap, and to give a reward to liquidity pools.

Ads:

The Minebux Foundation is the main trading hub for all players. To help servers in the Minebux ecosystem gain reputation and to help servers with low player counts which increases slippage, players who use Minebux could opt-into utilizing the Minebux into marketing efforts to help promote their participation into the 'Minebux ecosystem'.

5.4 Social Media integration

Minebux relies on two growth strategies. Organic grass roots growth with social media interactions and an aggressive advertising campaign. Social media allows for Minebux to communicate with players directly and be able to put the message of Minebux into the general public.

5.4a Tip bots

Tips allow for 'user to user' interaction on communities other than directly through the blockchain. Tip bots allow communities to fund the endeavors of other community members directly through the social media portal of their choosing. Using commands by commenting on posts using set prefixes allows for users to send Minebux through select social media platforms including (twitter, discord and reddit).

5.4b Community interaction

Social media sites act as a sounding board for new ideas and community driven projects. The goal of Minebux in the online space is to foster a community which allows others to enter the ecosystem frictionlessly and communicate what Minebux's are simply, to allow for more players who utilize Minebux efficiently.

6.Minebux Market Ecosystem Components

6.1 The Open Market

The Open Market is represented as a block of other components including The Exchange and Trading Terminal. The open market is referred to frequently and because of such, we wanted to label it to be completely understood from player to player instantly. The open market was created for players to trade. However, the market was created as a part of the market principles section of Minebux and not expressly social gaming. Learning from the Market and social media combined platforms, trying to utilize the Market and social media combined platforms, trying to apply the market platform for social media is unsuccessful and as such Minebux relies on 'natural trade' on servers, including servers specifically for trade. Trade servers in this sense is the social gaming glue which helps mold Minebux and not the open market itself.

6.2 The Exchange

The Exchange is a platform which facilitates Exchanges from one server currency to another and to Minebux. Exchanging one currency for another is always a risk, a real world equivalent known as foreign exchange risk. However, Minebux has built a platform which integrates all server currencies into each other constructing a melting pot effect which will mitigate individual server inflation and have a democratic system using Minebux and other server currency as a way to vote to dictate currency demand, decreasing the use of less popular and useful currencies.

Trade disparity to Minebux:

Trades to Minebux are discouraged in high frequency for Server Owners to Players.

The thought process behind this decision was, server_currency should be more expensive to buy than it is worth to sell, and to reflect this the buy and sell menus do not affect the overall price of the server_currency.

This is done to help the Minebux ecosystem stay stable and the Minebux Server Ecosystem participants stay independent. However, to keep server owners from swaying the exchange, and to better convince them to join the ecosystem to begin with, they will be encouraged to run sale of their server currency called Minebux ICO's

In addition, they will be encouraged to maintain Liquidity Pools with Minebux, which can be locked in smart contracts on the Exchange, this will raise the trust factor of their server on the server list.

Banano and Minebux:

Trading between Banano and Minebux creates a trading environment that helps Minebux have a determined price by the community.

To help with liquidity for the Minebux sale for Banano, a fee is taken to give Minebux to those who provide liquidity to the liquidity pool.

6.3 Trading Terminal

Trading is a big part of what makes Minebux adoptable as a currency for players. An ideology of making “everything tradable” is shared with the economics of steam.[2] Trading is the most important part of what makes the economic ecosystem viable for longevity. Making everyone that joins the ecosystem a significant part of it is important to integrating players. The trading terminal was purposefully named in a way for players to instantly understand what the terminal was used for and what it would do. The terminal was imagined as a homage to MMO games which have trading houses and trading halls. Minebux's overall naming scheme was created to help players instantly understand what individual components do.

Regional currency:

The Exchange was created to trade one server currency for another. However, to help MMORPG specific servers have systems which allow for currency exchange of a central currency in their game and also have regional currencies which can fluctuate rapidly in price to emulate arbitrage opportunities within a server which would evidently ground the world more in reality and create a more immersive experience. Minebux employs Limited Fungible Tokens.

Player to Player Trading:

Non Fungible Tokens and Limited Fungible Tokens trading makes Minebux valuable to the target market and leads to players wanting to join the ecosystem. NFT to NFT trading is done over the website and is available ingame. Player to player trading is the lifeblood of the value proposition of Minebux. Even if every item doesn't directly feel as though players are making significant profit, players interact with the system in this way because of the value proposition distancing itself from being a “play to earn” system. Instead the value proposition of player to player trading and Minebux in general is player interaction, communication and relationships. Minebux's goal is to foster a community not built on making money on ingame items but making experiences. Player to player trading is a piece of Minebux and what makes it accessible to all players but also

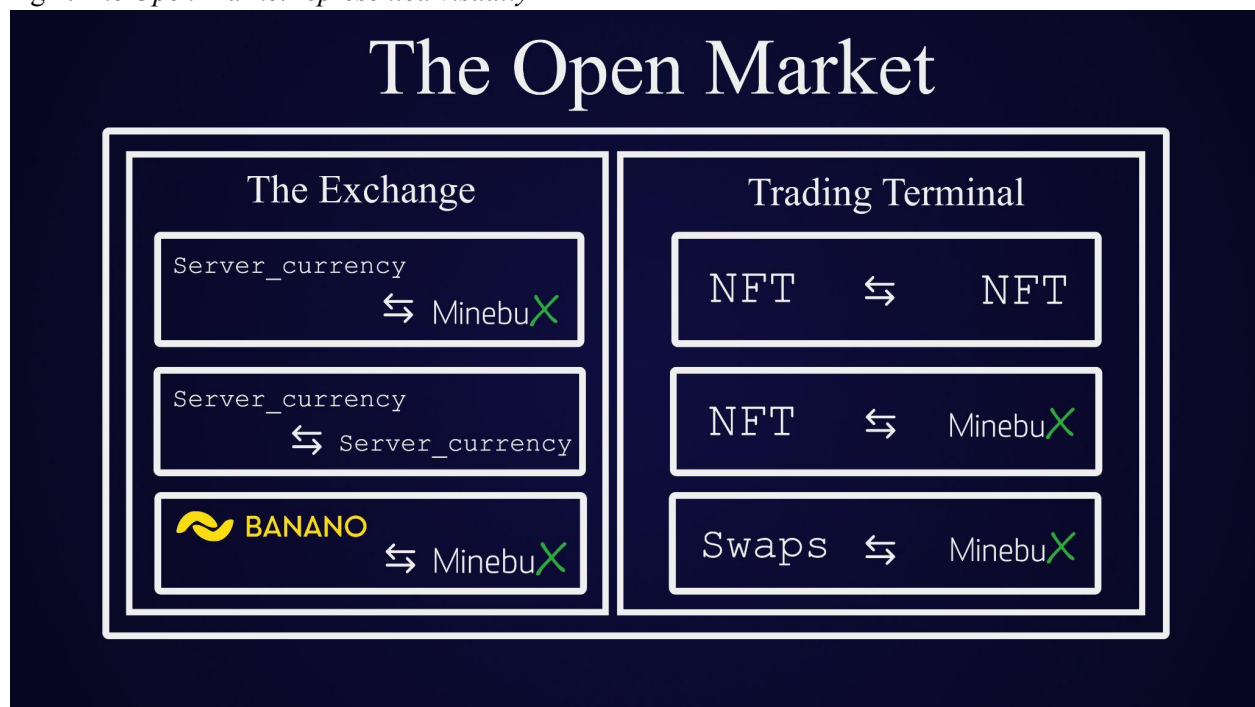
what makes it attractive to those same players. The problem with fighting the “player to earn” model. Trying to fight how some players want to experience Minebux is not in its best interest and is not the intention of Minebux design. However, it may lead to cutting out some players unable to experience Minebux as other players are accustomed to. In this way Minebux alienates new players from the ecosystem which discourages the other players and may lead to an increase in a negative influx of players.

However, trying to regulate “play to earn” players will lead to less adoption of Minebux by individuals that may want to experience Minebux in this way. To balance both camps Minebux encompasses both gripes and positions of players and creates artificial trances of leveled players. This type of player interaction is directly lifted from Team Fortress 2, with their separate community servers for unusual trading only. This player segregation is needed to have players trade in close proximity to wealth. We believe that players will not see the system behind the curtain as a value proposition of interacting with the Minebux trading system as the act of trading itself and not the worth of the items.

Ingame NFT Trading:

Ingame NFT trading is available for servers that are part of the ecosystem and have the Minebux plugin. To allow for safe trading the plugin only allows for making offers, whilst the website is needed to confirm the trade, with both parties connecting and confirming their trade.

Fig 4. *The Open Market represented visually*



6.3a Swaps

A player could open a swap (seller): Minebux, for a non-fungible tokenized item (NFT) that they desire for a specific price (agreed_price). A player who already owns the NFT could buy to open that swap (buyer). The seller would pay a small percentage of the agreed_price (premium) over an agreed upon amount of time, the final day of which the contract will expire (expiration).

6.3b Closing the swap position

The swap position can be closed by the `buyer` and or the `seller` by selling and or buying to close their respective positions.

The swap can be closed by the `buyer` by exercising the swap, which will: stop premium payments, collect and send both the unpaid premium and the `agreed_price` to the `buyer`, and finally transfer the NFT to the `seller`.

In contrast, the `seller` can open a swap on the contract itself, as it is also represented as a non-fungible token.

5.3c Swap reaching expiration

When the swap reaches `expiration`, the contract gets burned. The `buyer` keeps the NFT, and the `seller` keeps the premium collected and their `agreed_price`.

7. Minebux Market User Interface Components

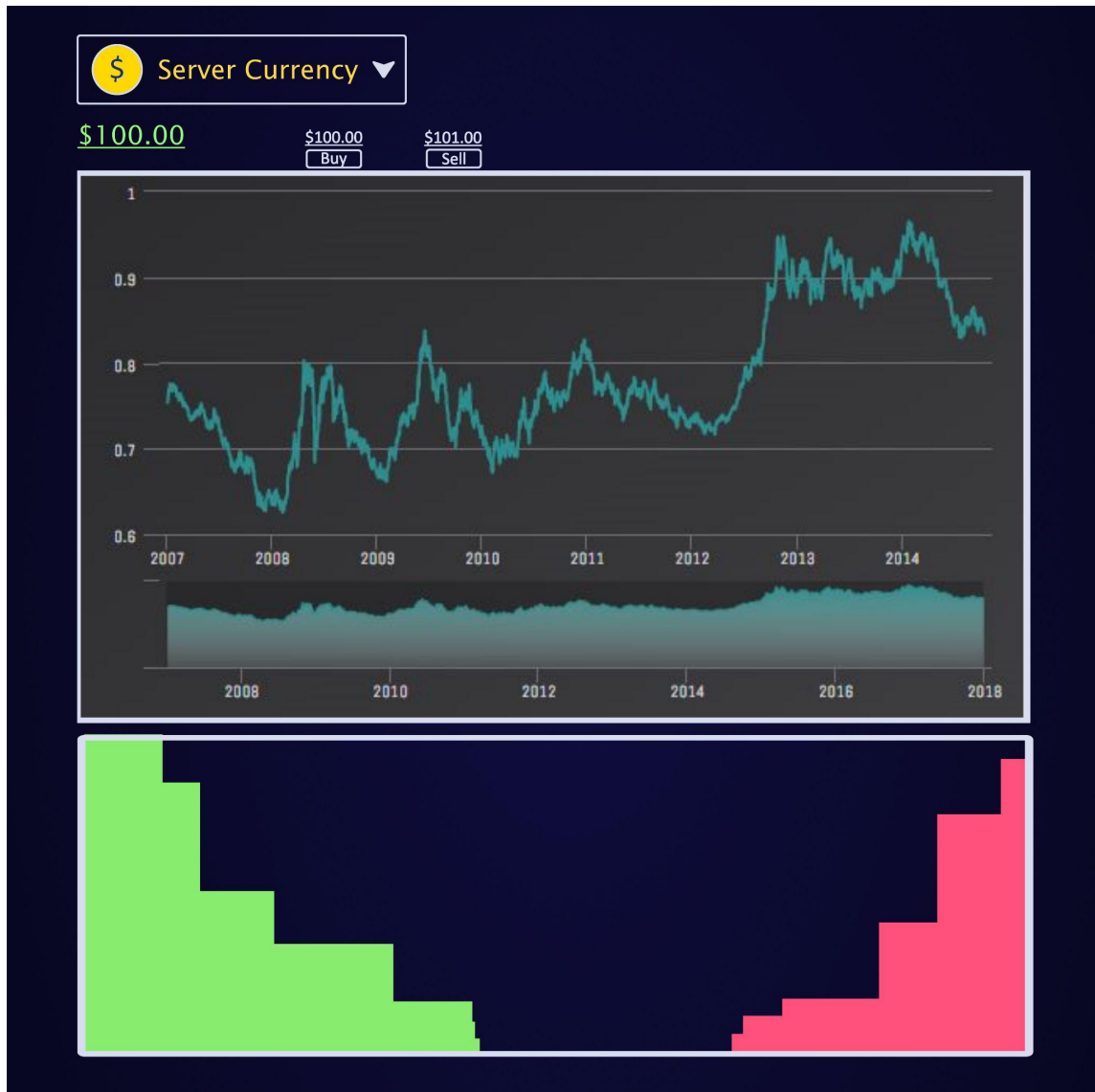
7.1 The Exchange interface

The Exchange visually is designed with usability and ease to understand in mind. It is easy to grasp all the tools of the exchange and how to harness them effectively.

Graphs and charts:

To help guide trading decisions The Minebux Market Interface utilizes graphs to help with trading decisions. Underneath the graphs will be a chart for buy and sell orders to help players determine a fair price. Graphs and charts are available with highcharts.js.

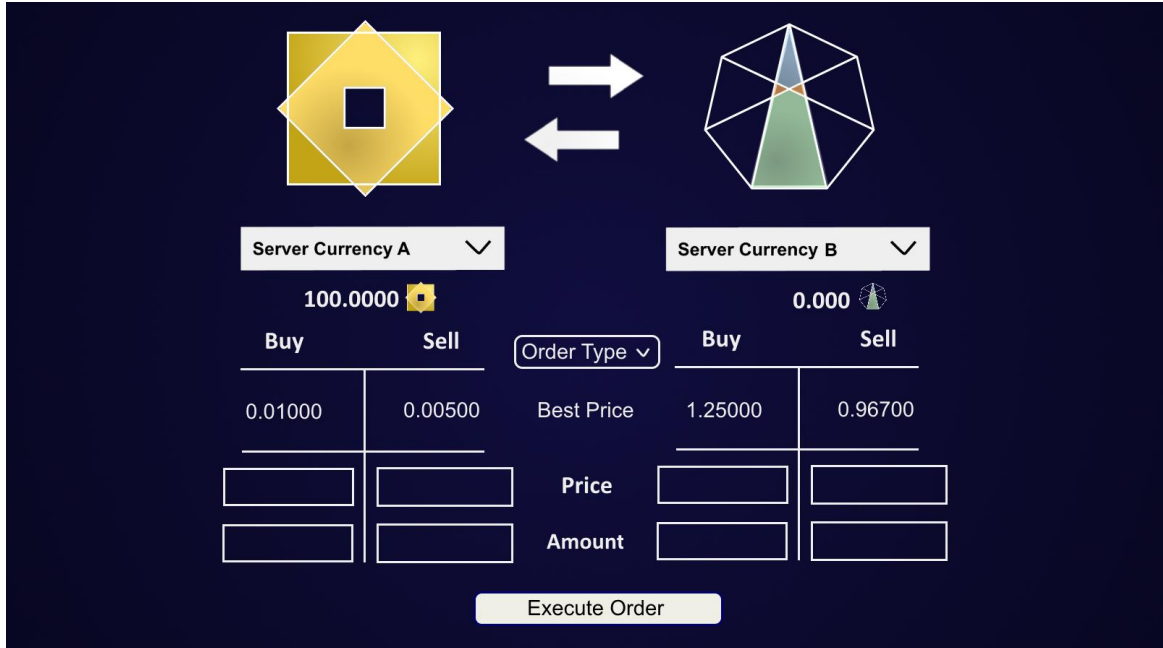
Fig 5. *Concept art for the Graphs and Charts*



Market view:

The market view is used to easily distinguish what the fair price of the contract is. This view takes the buy price and the sell price and averages them.

Fig 6. *Concept art for the Market view for the Exchange*



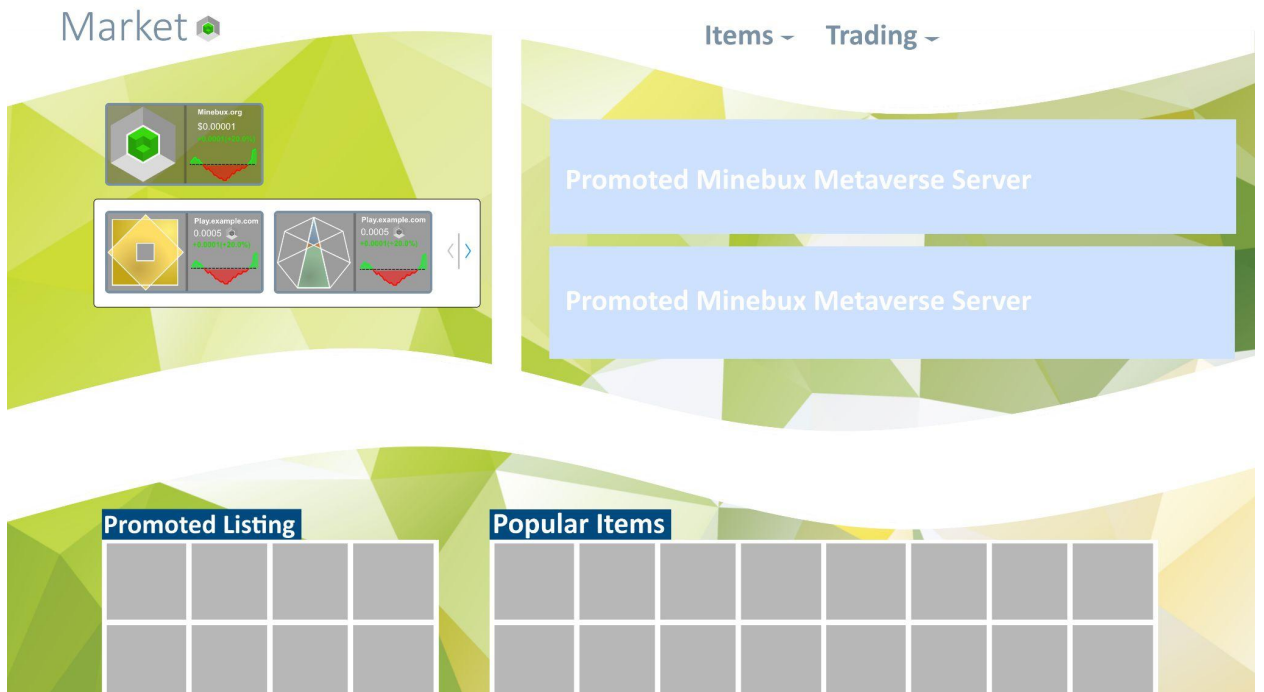
7.2 Trading Terminal interface

The player experience is built on Trading and to integrate a system of seamless web and Minecraft client interaction. (Until the Minebux Minecraft client is complete) the main way for players to communicate and interact in game will be using the web app native in the players browser. The player uses the website for all interactions because we wanted to create a currency that transcends ingame mechanics. Viewing other player backpacks and profiles creates out of game social interaction with the ecosystem and gets players to interact with the ecosystem even outside of the ecosystems they were created in.

The Main Market:

The free market page is the whole open market displayed upon entry. To help with ease of use and to show what the community feels is important there are different modules on the page.

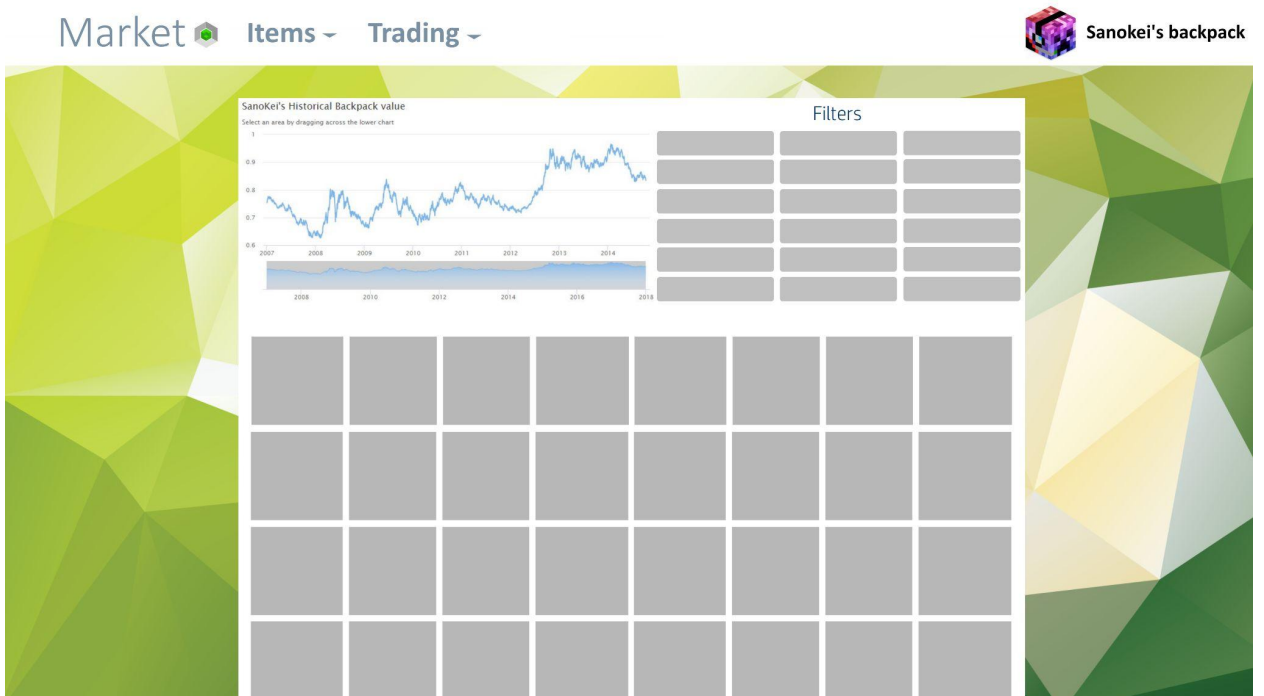
Fig 7. Concept art for the Main Market page



Backpack:

The backpack allows for players to see their own items and to allow for others to see your backpack for trading.

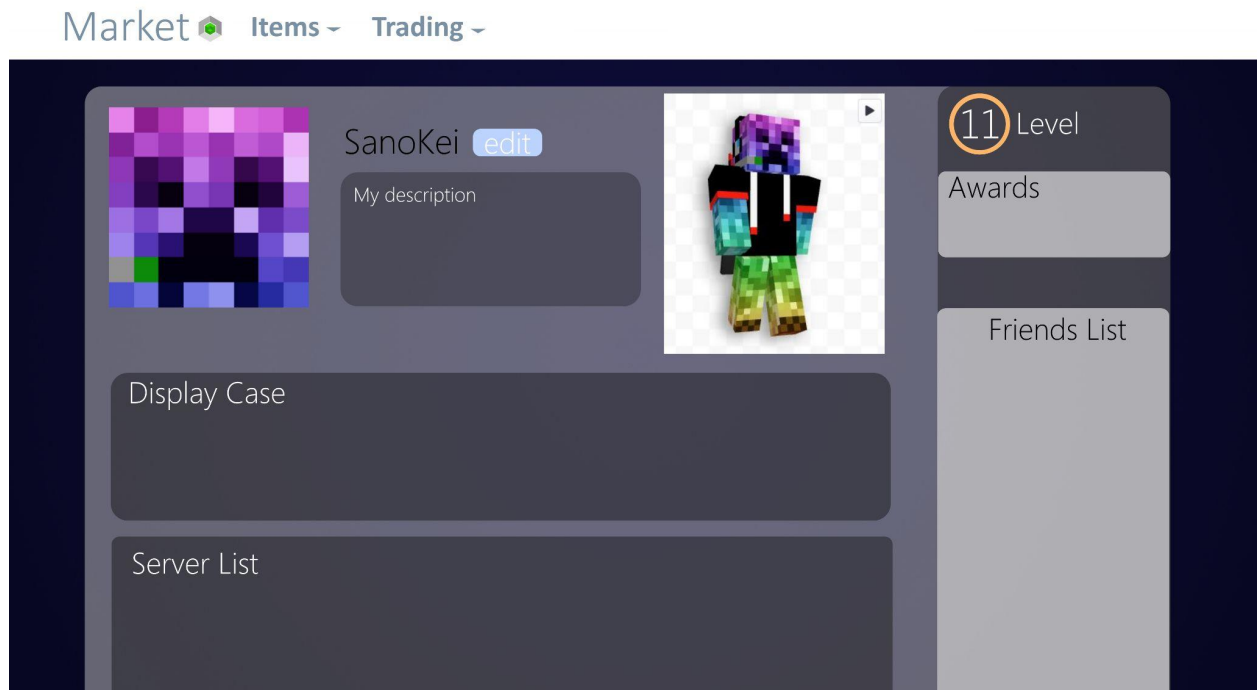
Fig 8. Concept art for the Backpack page



Profile:

To have a constant face in Minebux ecosystem, Minebux has a profile for Minecraft accounts that verify their account on the official Minebux minecraft server.

Fig 9. *Concept art for the profile page*

**Trade history:**

The trades page is a page for players to be able to see the trades they have pending and a history of previous trades.

Server list:

There are three tabs on the server list. First for favorite servers, the second for servers they have visited and third to discover new servers. The server list was created to have individual server exposure in the market and reach broader strokes in the community.

8. Minecraft Server Ecosystem Components

8.1 Minecraft Server Ecosystem

The Minecraft Server Ecosystem (MCSE) is the fundamental difference in making servers fully autonomous when utilizing Minebux. All MCSE's are independent and have their own server specific non-fungible tokens (NFT) and server specific currencies (`server_currency`). The Minecraft Server ecosystem is maintained by both the Minebux team and individual server owners. Server owners can decide how to utilize Minebux. However, we believe Minebux has to be “plug and play” allowing servers to add Minebux and embody its abilities instantly. Minebux maintains the trading of digital assets between players to raise the value proposition of the Minebux ecosystem.

8.2 Minecraft Server Ecosystems' Non-Fungible Tokens and Limited Fungible Tokens

The ecosystem is reliant on servers participating in creating NFTs where appropriate. Every NFT will be backed by an amount of that server's `server_currency`. NFTs are not backed by Minebux but can be insured with derivatives sold by other players.

8.2a MCSE NFT and LFT Management

NFTs create a one of a kind item that players will want to obtain if marketed correctly. LFTs will allow ingame items to be backed by the blockchain. The value proposition of blockchain backed items is having game wide items and valuable items being able to be traded between players one servers. The Minebux Foundation has no say in how server owners manage their Limited Fungible Tokens and Non-Fungible Tokens.

Distribution:

Random chance Minigames

Random chance Minigames allow players to win LFTs and NFTs with multiple degrees of variation.

Examples of Random chance Minigames:

- Loot boxes (one item in a roulette)
- Scratch off tickets
- Picking a card out of a number of cards (players choice)
- Card packs (Multiple items, teasing with rarity)

Random chance Mini-games, can be ingame or in the website with prebuilt animations.

Loot table

Loot tables can be used by servers to distribute loot to players using environmental features. Loot tables combine randomness with randomly spawning events.

Examples of loot tables:

- Chests
- Drops on blocks broken
- Mob drops

Destruction:

NPC Scrap Trading

Buying back NFTs and LFTs ingame for server currency will take items out of circulation.

Luck Test

Testing a player's luck for a better item risking NFTs and LFs for an upgraded version can be skewed to consistently burn items.

Miscellaneous:

Quest items

Quest items are created, distributed and destroyed within an ecosystem.

Event items:

Event items are items that are only bible during a specific time, which are consumable for a long time reward. An example is one part of a larger system which combines together

creates a persistent boost to the player.

8.3 MCSE Server Currency

Servers create their own `server_currency` to be able to sell NFTs on their server. The MCSE runs on servers exchanging their currency for Minebux to players on the open market. However, to sustain the Minebux standing, the exchange platform will take a fee and instantly create a sell order of the taxed `server_currency` on the open market for the market price. To sustain the exchange between `server_currency`, server owners are highly encouraged to have liquidity in Minebux for buy orders for every sell order they create. This is to mitigate the deflation of their `server_currency` price. Players may still exchange `server_currency` between themselves, however, there will be no exchanging option for the fungible tokens outside of their MCSE, and instead will be trust based, (i.e exchanging fungible tokens back and forth without a third party.)

8.3a MCSE Server Currency Management

`Server_currency` allows for Minebux users and servers in the MCSE to trade items in the servers, other `server_currency`, LFTs and NFTs. The Minebux foundation has no say in how server owners manage their `server_currency`; however, highly encourages servers to use real market principles when managing their `server_currency`.

Distribution:

Proof of play

PoP derives its name from Proof of Work algorithms. Instead of crunching numbers with machines to expend compute power, players themselves spend time actively playing in the MCSE to receive `server_currency` based rewards facilitated by the server owner.

Examples of PoP

- How much time a player has spent on their server
- Chat trivia
- Challenges
- Airdrops to online players
- Competitions

Sources

Sources use LFTs to create new resources out of nothing if certain conditions are met or at different time intervals to increase the distribution of `server_currency` in a MCSE. Sources may be triggered by events or operate continuously.[1]

Traditional Faucets

A facet is a fund that holds `server_currency` whose goal is to create a stream of `server_currency` that players can access at any time and receive a small percentage or a fixed amount of the fund.

Inflation control:

Drain

Drains provide the MCSE with outlets to burn `server_currency` via in-game mechanics to destroy part of the circulation of `server_currency`, artificially increasing demand by decreasing supply.

Examples of drains

- Taxes (item repair taxes, property taxes, sales tax, luxury taxes, gambling taxes)
- Server-run in-game shops
- Consumable items

Buybacks

Buying back `server_currency` to raise the price of the underlying asset, using Minebux on the open market.

Reserve Currency

Holding other `server_currency` to exchange with players for on the open market, to give the server owners `server_currency` underlying value.

Converters

Converters convert resources into consumable goods or useful goods.

Examples of converters

- Needing converted raw resources to sustain a building's claim
- Converting a lot of one resource into a small amount of another

Liquidity control:

Airdrops

To stimulate the MCSE's economy when players do not have liquidity, an airdrop allows those who are online to be able to claim a percentage of the "dropped" funds.

Interest Rates / Rewards

Increase or decrease interest rates that holders of your `server_currency` receive .

Work Cited

1. Adams, Ernest. Fundamentals of Game Design. Berkeley, Ca, New Riders, 2014.
2. Davis, Kyle. In-Game Economies in Team Fortress 2 and Dota 2, Steam Dev Days 2014, 2014.