

● Silver Orbs

Overview

Silver Orbs serve as a soft currency within the Xsolla ecosystem, transferable between users, and purchasable with Gold Orbs. However, they cannot be exchanged back into Gold Orbs or any out-of-game currencies, such as national currencies or cryptocurrencies. They can be earned through various in-game activities or received as gifts. The purpose of Silver Orbs is to enrich the gaming experience by facilitating trade for in-game assets.

Currency System Life Cycle

The rules of token are defined at this level as well as the governance and the dynamics of the whole cycle. Some key questions to consider in designing a currency system, at a philosophical level, are:

Who decides the rules of the game?

How are the rules reviewed, changed, or perpetuated?

All currencies have historical and political origins. What agenda was it designed to serve?

For whom?

Key Stakeholders / Vision Keepers

Who:

- Shurick Agapitov
- Konstantin Golubitsky
- Anton Zelenin
- Eugene Maleev
- Alexey Savchenko
- Sasha Saifuranov
- Ishan Shapiro

Issuance

How are units Issued?

- TBD:
- IDEA: Xsolla can issue Silver Orbs to Babka users
- IDEA: Publishers can gain permission from Xsolla to issue their own Silver Orbs which can only be used within the publishers catalogue or specific game

Who is originating / sponsoring the currency?

- Xsolla
- Publishers with permissions from Xsolla

Who holds the fiduciary responsibility?

- TBD

Closure / Terminate

Wind down once the pattern has been established - What are the success conditions? Is there a plan for end-of-life of the currency system?

- TBD

Actors in the system:

- Xsolla (issuance and permissions)
- Publishers (issuance with permission)

In the future they could certify other reserve entities?

- TBD

Why is issuance done this way?

- TBD

What events or conditions make issuance possible?

- Purchased by gamers using gold orbs
- Acquired by gamers for completing certain tasks and quests from Babka
- Acquired by gamers for completing tasks and quests from publishers

How does the issuance process work?

- TBD

Additional details:

- TBD

Transaction

Can it be traded? Under what conditions?

- Silver Orbs can be redeemed by (traded by) gamers for access to non-nft in-game items and experiences
- Gamers cannot redeem Silver Orbs for reserve / FIAT currencies
- Publishers cannot redeem Silver Orbs for FIAT currencies
- Silver Orbs cannot be used to exchange to purchase other currencies.

What taxes can apply?

- None

Does sales tax apply?

- No

Who can transact?

- Xsolla and Publishers can issue
- Gamers can collect and trade but not exchange for other currencies

What limits are enforced?

- TBD

Special triggers or limits:

- TBD

Accounting methods

- TBD

Transaction costs

- TBD

Bears interest or demurrage?

- Neither

Interplay

What is the relationship with other currencies?

- Gold Orbs can be used to purchase Silver Orbs
- TBD

Can it be converted to other currencies?

- TBD
- No

What other interactions or influences can they have?

- Incentivize the purchase, collection and use of Silver Orbs rewarding in account and in-game actions with Silver Orbs
- Silver Orbs function is to increase number of transactions in Metaverse and to be payed for non nft items.
- Silver Orbs are what make the Metaverse worthwhile for people who don't want to buy Gold Orbs

Redemption

How is the action of redeeming or retiring a token different from the normal transaction?

- Silver Orbs will never be changed back to Gold Orbs and/or to dollars.

What events or conditions enable a token to be retired, redeemed or expired?

- Players redeem Silver Orbs for in-game non-nft items
- Players redeem Silver Orbs for access to experiential actions

How can you use redemption of units for a desirable asset to drive dynamics of your system?

- Collecting orbs unlocks special content and items

What risks is your currency exposed to if you failed to provide a way to revoke or retire units?

- TBD

Miscellaneous Orbs

Green Orbs

Lottery tokens burned upon use

Examples and first pilot:

Green orbs are a chance to win a computer.

We will add a Babka drops widget to the Squad.app landing page. With each scheduled drop, users can get an Orb. These orbs will be displayed in the Babka account.

Computer sweepstakes from a partner will be held between all Orbs

- Only Xsolla can mint green orbs, an unlimited amount.
- End-users will receive green orbs for different types of actions or interactions we want them to do.
- Green orbs can be issued any time. Green orbs are burned upon use.
- Green orbs can be used to enter lotteries (e.g. to win NZXT computer, etc)
- Companies can buy green orbs from Xsolla to run their own lotteries, promotions, etc.

XP Orbs (color TBC)

Experience Points / Non-transferable

- Impossible to spend
- For Power users
 - Used to define Babka Level
- Global Ranking System
 - Friends Ranking System

Red Orbs

Social (TBC)

Purple Orbs

Loyalty / Mystery/ Superpower?? (TBC)

Other Orbs Mechanics

Orbs and orb mechanics may include the following elements from Shurick's vision:

- Cashback + loyalty points + giveaway with tiers
- Participate on claiming rewards from your current tier
 - Next tier get rewards from previous tiers
- Redeem Orbs for various video game DLC, promotions, or consumer gaming venue and convention tickets
- Tip influencers using orbs

- Collect Orbs by completing tasks that include relevant video game social media posts showcasing interactions with Babka
- Interact with Babka on payment platforms
- Babka not around? No problem - locate and play with her cat, Nushi, and he will summon/lead you to Babka.
- Collect Loot Boxes that contain mystery unboxing experiences such as:
 - More Orbs (MOAR ORBS PLZ)
 - Game Promotions
 - In-Game content (skins, demos, other DLC)

Orbs can be earned by doing simple tasks, such as creating a Babka account, linking your web2 logins and web3 wallets, reposting/sharing/referrals/etc. Orbs will also be integrated into other platforms such as for tipping streamers on twitch. Gamers may also gain orbs by obtaining game achievements, or from going on Quests accepted via Babka, Metaverse, Metamall, Xwork, and Multiverse.

Orbs can also be collected via the Xsolla XDrops product. Give away Orbs for free with the Drops or with Quests rewards to use them like lottery tickets or “superpower” items for gamers.

Orbs & Metacurrencies Glossary

Burn a Token: a method of retiring or destroying currency units to remove them from the circulating currency supply.

Blue Orbs: Blue orbs are redeemed for cloud compute time. They may be branded and distributed by brands for special access to brand experiences.

Corporate Scrip: a type of currency that is issued by a company or corporation and can only be used within that company's ecosystem. (Examples: Gift Cards, Frequent flier miles, Canadian Tire dollars, Postage stamps (although issued by a government entity). Note: There are restrictions about paying employees in Corporate Scrip because of labor rights.

Credit Clearing: is a system in which individuals or businesses trade goods and services among each other and keep track of the value of those transactions in a ledger. When one party owes another, they can settle the debt by finding someone else in the network who owes them an equivalent amount, creating a loop that allows for the exchange of value without the need for physical currency or traditional credit mechanisms. By settling debts through this network of transactions, credit clearing can facilitate trade and increase economic efficiency, particularly in situations where traditional credit markets may not be accessible.

Crypto token: a digital unit of value that uses cryptography to secure transactions, is typically accounted for using a decentralized ledger to issue, send and manage the units.

Currency, "Current-see": a shared, formal symbol system for shaping, enabling, and measuring flows.

Currency Constellation: A currency constellation or currency complex defines the relationships between multiple interoperating currencies. (e.g. Degrees/Credits/Grades/Tuition, Sporting events scores & Olympic medals, Soil Contamination/Chemicals Usage/Organic Certification, etc.). We define Orbs as currency constellations which will generally contain multiple currencies that interact among them.

Currency Life Cycle: The unification of the Token Life Cycle and System Life Cycle for a currency or constellation of currencies.

Currency Symbol: The single character symbols used to identify a currency (\$, €, £, ¥) and sometimes the abbreviated sequence of letters used to identify a currency in a trading platform (USD, EUR, GBP, JPY ...)

Currency System Design: The process of defining and documenting the rules and management of a currency system, including the currency lifecycle, interoperation with other currencies, and integration with the company ecosystem.

Currency System Life-Cycle: the rules which define each stage involved in the existence and management of the SYSTEM that operates a currency: Conceive, Define the Vision & Purpose, Design, Build, Launch, Gain Adoption, Evaluate, [Re-Design, Re-Build], Wind Down, Close

The rules of the system are defined at this level as well as the governance and the dynamics of the whole cycle. Who decides the rules of the game? How are they reviewed, changed, or perpetuated? All currencies have historical and political origins. What agenda was it designed to serve? For whom?

Currency Token Life-Cycle: the rules which define each stage involved in the existence and management of the UNITS of a currency: Issuance, Transaction, Interplay, and Redemption/Retirement.

Exchange: Moving value across from one currency system to another.

Gold Orbs: A currency backed by store credits issued by Xsolla as the centralized authority

Identity currency: A form of currency that is used to establish identity or reputation within a system or community (Passport, Driver's License, Membership card, SSN, UserID, etc.)

Information age economies: Networks of trust and driven by reputation. It's the movement from a monetary economy to a reputation economy.

Integration: The process of making the currency system work with other parts of the company or with other currencies.

Issuance: Where and how tokens originate. The creation and distribution of currency or other financial instruments by a governing authority, such as a central bank or government. Issuance can be used to increase the money supply, stimulate economic growth, or finance spending within the system.

Issuance Methods: The different methods available to create the units of a currency and put them into circulation:

- Fiat (create from nothing with no offsetting debit),
- Backed (units are created as other value is deposited to back them),
- Mutual Credit (offsetting credits and debits such that the net supply is always ZERO),
- Derivation (units are not really created, but computed from other properties like Dow Jones Index computed from unit prices of stocks)

Licensed currency: a type of currency that is authorized and regulated by a government or other regulatory body.

Living systems: Living systems are complex structures that exhibit various characteristics of life, such as metabolism, growth, reproduction, and adaptation to the environment. Innovative Organizations see themselves as social organisms that can be viewed as complex systems that possess many of the same properties as living systems. These organizations are shaped by the underlying economic principles that influence the behaviors and incentives of their members.

Minting: the process of creating new currency tokens or coins. It typically involves the production of physical currency or the creation of digital currency through a blockchain or other distributed ledger technology.

Money defined by new economic theory: is a system of tokens issued by banks and Central banks as IOUs (promises to pay) in physical and digital form. These IOUs circulate as economic network access tokens that circulate among an interdependent web of people. The tokens allow people to exchange goods and services, and they are backed by legal, political, social, and ecological systems. Eventually, the IOUs are returned to their issuers and destroyed.

Money in traditional economics: Money serves as a medium of exchange, allowing people to trade goods and services without the need for bartering. It also serves as a store of value, enabling people to save purchasing power over time. Finally, money is used as a unit of measure to assign a numerical value to goods and services, allowing for standardized pricing and economic calculations. Money can take various forms, including physical forms like coins and banknotes, as well as digital units used in electronic transactions.

Mutual Credit: There is more to currency design than crypto. We can design mutual credit currencies backed by the productive capacity of the actors in the system. Mutual credit accounts can have a negative balance. That negative balance represents a kind of promise to the network as a whole, but it is not owed to any one person/entity.

Non-transferable: A player class transaction rule. Ex. Gold Orbs are non-transferable among gamers.

Non-transferable currency: is a type of currency that cannot be transferred or exchanged between individuals or entities. These currencies are typically issued for a specific purpose, such as to purchase goods or services within a particular organization or community. For example, some companies may issue non-transferable vouchers or credits that can only be used to purchase products or services from that company. However, most loyalty programs use non-transferable currencies and reputation currencies are absolutely not transferable.

One-to-one exchange rate: A pair of currencies whose value is pegged to each other such that units are exchanged on par, on a one-to-one basis.

Orb: A spherical object, typically used as a visual representation of a token or currency in a game or system. For Babka an orb of a specific color represents 1 unit of a specified type of orb within that unit's orb system.

Orbs System: A currency system that contains a constellation of units or tokens referred to as orbs.

Participant classes: Different groups of users within a currency system that may have different privileges or restrictions when it comes to using tokens.

- **Issuers:** These are the entities that create and release the currency into circulation. They could be governments, central banks, or private companies.
- **Holders/Users:** These are the individuals or organizations that own and possess the currency. They may use it for transactions, hold it as a store of value, or use it as a means of exchange.
- **Merchants:** These are the businesses and individuals who accept the currency in exchange for goods and services.
- **Exchanges:** These are the platforms or institutions where the currency can be traded or exchanged for other currencies or assets.

Redemption: Crypto language; “burned”. Token is destroyed.

Red / Orange Orbs: A currency constellation of many social or reputation currencies, probably based on some template patterns like: 1) badges 2) achievement events / markers from games, 3) participation thresholds which replace your previous threshold level. TBD

Regenerative Cryptoeconomics: a type of economic system that aims to create sustainable and regenerative models of value exchange using cryptocurrencies and distributed ledger technology like blockchain. It seeks to create a more equitable and sustainable economic system that benefits all stakeholders.

Regenerative Economy: Seeks to restore balance and interconnectedness between humans and the environment by appreciating nature's intrinsic value and embracing our interdependence with all life. This elegant approach involves a comprehensive transformation of values, institutions, and lifestyles to align with the Web of Life, upholding nature's rights while promoting ecological and social justice. It envisions prosperity as the result of an intricate web of relationships that unites all living beings.

Reputation currencies: TBC

Reputation score: A metric that measures a user's reputation or standing in a particular community or system.

Resilient systems: systems that are adaptable, resilient, and able to respond to changing conditions.

Reserve account: An account that is set aside for a specific purpose, such as backing a currency.

Rules: The set of guidelines or principles that govern the behavior of a currency system, including the token lifecycle, issuance, transaction, and retirement

Silver Orbs: TBC

Smart Contracts: programs stored on a blockchain that run when predetermined conditions are met. They typically are used to automate the execution of an agreement so that all participants can be immediately certain of the outcome, without any intermediary's involvement or time loss.

Token: a digital or physical unit used as a representation of value or currency within a system.

Trade: Swapping currency for other item of value. Typically goods and services. Not traded in exchanges.

Transaction: A transaction is a transfer of value, which may involve the exchange of currency, goods, services, or other assets. Transactions have conditions and limits that may be imposed by the parties involved, as well as fees or taxes that may be applied. Transactions are typically recorded using accounting methods and ledgers to ensure accuracy and transparency.

Transaction lifecycle: the process of managing a transaction from its initiation to its completion. The exact process may vary depending on the type of transaction, the parties involved, and the regulatory environment.

- **Initiation:** The transaction is initiated when a request for a transfer of value is made by one party to another.
- **Authorization:** The authorization process involves verifying the identity of the parties involved and ensuring that the transaction meets the necessary requirements and criteria.

- **Clearing:** Once the transaction has been authorized, it is then cleared through a process of reconciling the various accounts involved and transferring the agreed value from one account to another.
- **Settlement:** The final stage of the transaction life cycle involves settling the transaction, which means that the transfer of value is completed and both parties receive the agreed amount.
- **Record-Keeping:** Throughout the transaction life cycle, records are kept of all the relevant details, including the identities of the parties involved, the amount transferred, and the time and date of the transaction. This information is stored in a ledger or database and can be used for auditing, reporting, and other purposes.

Transaction Type:

Transferable: A token's ability to be transferred or used in [S exchanges.in is available for purchase - Sedo.com](#) the legal sense it can be a form of assignment where the permission or control moves to another entity (e.g transfer my account to my heirs). Within Babka we use the word transfer to refer to:

- A transfer of control of ownership of a given unit
- When we say some orbs are transferable to other gamers, that is a player class transaction rule.

Virtual currency: a type of digital currency that is not backed by a physical commodity or government authority. These currencies are often used for online transactions and can be exchanged for other currencies or used to purchase goods and services. They can also be created through mining or other digital processes.

Reference Sources:

[!\[\]\(e3f8612927870f2e0f9f5989e6dd3064_img.jpg\) Babka Token Life Cycle](#)

[!\[\]\(003082e50e3009141f59bd5df831749f_img.jpg\) Babka Meta-currencies system Xsolla - Dynalist](#)

Orbs Development Archive

Orbs Development Process - Commons Engine

 [Babka Meta-currencies system Xsolla - Dynalist](#)

 [Babka Token Life Cycle](#)

Orbs Development - Internal Xsolla

 [Real Money Metaverse prices](#) - Pavel

 [2023-03-31 Billing, Babka, Orbs, Priorities](#)

Orbs Otter Workshop Recordings

Orbs Proposal


 [Sign in to access Google Drive Document](#)


Visual Representation

Initial Representation of Orbs

 [Sign in to access Google Drive Presentation](#)

Experimental Designs

 [Sign in to access Google Drive Folder](#)

 <https://www.figma.com/file/GGu2blGd0AluSY5N3qKN7q/Babka-Brand.-Sandbox?node-id=1101%3A203085&t=f6El3zHA1MGRBgLJ-0> - Connect your Figma account

Orbs Reference Articles (historical)

Babka Payments - Founder Vision notes:

 [Babka Payments](#)

Summary: Opportunity for us to save on credit card fees and improve our margin while offering extra loyalty orbs to babka users.

Loyalty Token Economy: _

 [2021-11-22 loyalty token economy, utility, tiers, rewards and claims](#)