

passed and the numerous worlds have grown and multiplied, Babka finds herself busier than ever working her magic while the Orbs have become more rare. Thankfully, she will generously bestow great rewards on players who happen to find her and bring her any of these Orbs so that she can continue to work her magic across the gaming realms.

If you cannot locate Babka, be on the lookout for her loyal feline counterpart, Nushi. You can interact with Nushi and if you need support with any of your gaming needs, Nushi will summon Babka to you with a special gif(t). Even if you have no Orbs to give at the moment, and you happen across Nushi, it is worth giving them a friendly pat. Nushi has a very long memory, and if you gain favor with them, you will also gain favor with Babka.

We challenge you all to assist Babka so she can continue to work her mysterious magic and bring untold treasures to the gaming masses. So get out there, claim quests, and collect Orbs. Bring them to Babka, if you can find her, or interact with Nushi and trade them in for fantastic rewards in the Metaverse and Beyond. (Adapted from [Babka Go To Market Strategy](#))

□ Gold Orbs

i A currency backed by store credits issued by Xsolla as the centralized authority, with purchases and transactions via Babka Pay.

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?

Who enforces the rules?

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
- Ishan Shapiro

Issuance

How are tokens Issued?

- Issuance TBD
- 1 Gold Orb = \$0.10 USD
- Distributed via IGS and Babka Pay in packs of units as digital items
- With the international users, they receive the pricing when spending the orbs
- Commons Engine suggests that Gold Orbs could be implemented as mutual-credit (created via offsetting debit & credit - net zero supply.)
- Treat it as a fully backed currency system (backed by dollars in a reserve account)

Who is originating / sponsoring the currency?

- 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?

Actors in the system:

- XSolla (reserve entity) is the issuing (and redeeming) authority for Gold Orbs

In the future they could certify other reserve entities?

- TBD

Why is issuance done this way?

- XSolla is the only authority of issuance because they hold the cash reserves
- Have a stable value by binding it to a low volatility currency (USD)
- Primary hard currency across games/metasites
- Universal default currency for games within XSolla ecosystem

What events or conditions make issuance possible?

- Purchased by gamers using "Fiat currencies"
- If we say FIAT that is a fuzzy line with many crypto which is also FIAT. Maybe national currencies?
- Through purchase by any of the player classes (vendors, gamers)
- Can be gifted by a prepaid gift card

How does the issuance process work?

- Purchased via XSolla / XLA ecosystem
- Purchased within games that adopt it
- Reserve account credit limit is extended based on the funds deposited in the bank.
- They have to be sold in packs of X

Additional details:

- They are an unlicensed virtual currency.
- Since gamers can't transact with each other it probably won't consider as a currency per the conventional definition
- Not limited, but are based on the number of credits purchased
- Conform to AML restrictions (e.g \$2k/day)

Transaction

Can it be traded? Under what conditions?

- Gold Orbs can be spent by (traded by) gamers on anything through XSolla game ecosystem (store credit)
- Gamers cannot redeem for reserve / FIAT currencies
- Publishers can redeem for FIAT currencies
- Can be used to exchange to purchase other currencies - initially, Blue Orbs only.

What taxes can apply?

- TBD

Does sales tax apply?

- Probably not in the purchase of Gold Orbs from a reserve account, but they would apply in purchases made using Gold Orbs of games or game goodies

Who can transact?

- Gamers spend to publishers (for games and products)
- All the rest is issuance or redemption
- Gamers exchange for blue orbs

What limits are enforced?

- AML Compliance \$10k tx size limit
- Not transferable in between players
- Can be gifted only through prepaid gift cards
- Can't be traded in the open market
- Gold Orbs don't interphase with exchanges

Special triggers or limits:

- Any limits from AML compliance
- Deposit of outside reserves (USD) triggers transfer from reserve account to gold orbs account of depositor
- Sending to reserve account triggers transfer of USD to vendor

Accounting methods

- REA Accounting
- TBD

Transaction costs

- Xsolla/XLA may take a percentage of all consumer-vendor transactions completed using Gold Orbs
- Percentage TBD

Bears interest or demurrage?

- Neither

Interplay

What is the relationship with other currencies?

- A KYC / identity verification currency
- Certification for reserve managers
- Later on you might want multiple reserve accounts, which means a kind of rep currency for certifying reserve managers
- Can be used to exchange for some other orb currencies. For example Gold Orbs can be used to purchase Blue Orbs
- Be specific. Besides Blue orbs, what other tokens can they be traded for?
- Any other condition for exchange to other orbs needs to be designed

Can it be converted to other currencies?

- See REDEMPTION section

What other interactions or influences can they have?

- Incentivize the purchase and use of Gold Orbs via Babka Pay by rewarding the purchase with Loyalty item drops

Redemption

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

- They are used as store credit across the Xsolla ecosystem (Similar to Playstation Points, Steam Balance)
- Vendors, as authorized participant class, redeem Gold Orbs for USD (& other fiat)
- Gold Orbs should be 100% backed by funds on deposit, to ensure that vendors can cash out
- Gamers redeem by buying games /products
- Processing fee?

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

- All redemptions involve a transfer of funds to a reserve account
- All redeemers must have their fiat payment preferences configured (currency, bank info, etc)

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

- Not relevant

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

- Not relevant

Gold Orb Basics

- To begin, Gold Orbs are an unlicensed virtual currency.
- Gold orbs are NOT a game-specific currency. Instead, they are used as a game store credit that has value across the Xsolla/XLA ecosystem
- Gold Orbs can be used to purchase all items within the Xsolla/XLA ecosystem and within games that adopt it
- Gold Orbs are used as the primary in-game hard currency within metasites
- The number of Gold Orbs available are not limited, but are based on the number of credits purchased by users
- Gold Orbs are non-transferrable, and cannot be traded on the open market
- Gold Orbs can NOT be freely exchanged to other currencies
- Gold Orbs can also be used to exchange for some other orb currencies. For example Gold Orbs can be used to purchase Blue Orbs (although Blue Orbs may also be able to be purchased directly)
- Gold orbs are NOT gifted to players, as they must be purchased.
- Gold Orbs can be gifted via prepaid gift card


Consumer/User Gold Orb Purchases



- Gold Orbs are bought by people with FIAT currency
- Gold Orbs have a fixed price that is bound to a low volatile currency (USD)
- Gold Orbs may/may not be purchased via crypto
- Gold Orbs can only be purchased within the Xsolla/XLA ecosystem through Pay Station and Babka Pay
- Transactions using Gold Orbs can only take place through Pay Station and Babka Pay
- Incentivize the purchase and use of Gold Orbs via Babka Pay by rewarding the purchase via Loyalty program

Game Publishers/Vendors and gold orbs

- Vendors of real-world goods can also accept Gold Orbs, and they will be able to exchange them back for fiat currencies through Pay Station
- For vendors, Gold Orbs should initially be guaranteed by a 100% deposit, to ensure that purchases paid for with Gold Orbs by users can be exchanged for fiat currency by vendors.
- Xsolla/XLA may take a percentage of all consumer-vendor transactions completed using Gold Orbs
- Xsolla/XLA may also take a small percentage fee when vendors exchange Gold Orbs back to fiat currency.

Blue Orbs

 A currency backed by cloud compute, issued by Xsolla as the centralized authority, with purchases and transactions via Babka Pay, that can be used across the Xsolla ecosystem.

 Metasites has a pricing model that differs from Cloud Gaming, and both plan to use Blue Orbs. The logic behind blue orbs needs to be resolved to provide a seamless UX for Babka users. Info on Metasites pricing here:  [Reddit](#)

[al Money Metaverse prices](#)

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 tokens Issued?

- TBD
- Who gets to create which tokens?

Who is originating / sponsoring the currency?

- 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?

Actors in the system:

- XSolla (reserve entity) is the issuing (and redeeming) authority for Blue Orbs

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 "Fiat currencies" or gold orbs
- Through purchase by any of the player classes (vendors, gamers)
- Can be gifted by a prepaid gift card

How does the issuance process work?

- Purchased via Xsolla / XLA ecosystem
- Purchased within games that adopt it
- They have to be sold in packs of X

Additional details:

- They are an unlicensed virtual currency.
- Since gamers can't transact with each other it probably won't consider as a currency per the conventional definition
- Different cloud streaming infrastructure has different price points - is there a dynamic blue orbs consumption rate based on cloud compute?
- Blue orbs need to be simple to understand and portable across cloud experiences
- Not limited, but are based on the number of credits purchased
- Conform to AML restrictions (e.g \$2k/day)

Transaction

Can it be traded? Under what conditions?

- Blue Orbs can be spent by (traded by) gamers on any cloud compute experience through Xsolla game ecosystem
- Gamers cannot redeem for reserve / FIAT currencies
- Publishers cannot redeem for FIAT currencies
- Cannot be used to exchange to purchase other currencies.

What taxes can apply?

- TBD

Does sales tax apply?

- TBD

Who can transact?

- Gamers spend to publishers (for cloud compute experiences)

- All the rest is issuance or redemption
- Gamers exchange for blue orbs

What limits are enforced?

- AML Compliance \$10k tx size limit
- Not transferable in between players
- Can be gifted only through prepaid gift cards
- Can't be traded in the open market
- Blue Orbs don't interface with exchanges

Special triggers or limits:

- Any limits from AML compliance
- TBD

Accounting methods

- REA Accounting

Transaction costs

- Xsolla/XLA may take a percentage of all consumer-vendor transactions completed using Blue Orbs
- Decide the percentage

Bears interest or demurrage?

- Neither

Interplay

What is the relationship with other currencies?

- Gold Orbs can be used to purchase Blue Orbs
- Blue Orbs need to be a common cloud compute unit of currency across the Xsolla ecosystem from Metasites to Cloud Gaming
- Any other condition for exchange to other orbs needs to be designed and evaluated.
- Merchants may prepay for blue orbs to gift to their users

Can it be converted to other currencies?

- See REDEMPTION section

What other interactions or influences can they have?

- Incentivize the purchase and use of Blue Orbs via Babka Pay by rewarding the purchase with Loyalty system and item drops

Redemption

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

- They are used as cloud compute credit across the Xsolla ecosystem (Similar to Playstation Points, Steam Balance)
- Gamers redeem by using in online experiences requiring cloud compute
- Processing fee?

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

- All redemptions involve a transfer of funds to a reserve account
- All redeemers must have their fiat payment preferences configured (currency, bank info, etc)

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

- Not relevant

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

- Not relevant