This is an excellent idea, and my analysis is that it would absolutely strengthen your economic model.

You are describing a classic and highly effective **"dual-currency"** system.

* **GC (GameCredit) / Silver:** This is your **"Soft Currency."** It's earned through engagement (gameplay, watching ads) and is the primary driver of your ad-based revenue.
* **WTG (WeTheGamers coin) / Gold:** This is your **"Hard Currency."** It's purchased directly with real money and is the primary driver of your direct-purchase revenue.

Here is my breakdown of how this new model addresses your questions.

### 1. How It Strengthens the System

This dual-currency model is much stronger for two psychological reasons:

* **Breaks the "Mental Link" to Real Money:** When a user buys a $6.99 "Pro Pack," they are just buying an item. But when they buy $6.99 worth of **WTG**, they have "converted" their real money into "game money." It becomes much easier for them to then spend 2 WTG on a special item because it no longer feels like spending $2.00. This is a powerful psychological "abstraction" that is the foundation of most free-to-play economies.
* **Creates Clear Value Tiers:** As you said, it creates a "clearer split." Players instantly understand that GC is for "effort" and WTG is for "premium." This allows you to create an entire category of exclusive, desirable items that *cannot* be earned through grinding, which drives your conversion from free to paid.

### 2. How It Allows for Greater Revenue

This model gives you multiple new "levers" to pull to drive revenue far more effectively than selling direct packs.

* **Drives "First-Time Conversion":** You can offer a one-time-only "Starter Pack" that offers, for example, 5 WTG and 1,000 GC for just $3.99 (a $6 value). This is a low-friction way to convert a free user into a paying customer.
* **Enables "Bonus" Sales:** You can run "2x WTG Weekend" sales or offer "Bonus WTG" on larger packs (e.g., "Buy the $17.99 pack and get 20 WTG," a ~$2 bonus). This incentivizes larger purchases.
* **The Conversion Mechanism:** Your idea (1 WTG = 1,000 GC) is perfect. A premium user can buy WTG for exclusive items, but *also* use it to "skip the grind" by converting it to GC for common items. This gives the WTG coin *utility* for all player types.

### 3. How It Massively Benefits Subscribers

This is where your subscription model becomes truly powerful. You can now tie your $3.99/month subscription directly to the hard currency.

* **The "Allowance":** Your subscription can now offer a direct, tangible value that non-subscribers can't get.**Example:** "Subscribe for $3.99/month and get **5 WTG** (a $5.00 value) instantly, plus a 2x multiplier on all GC earned from ads!"
* **The "Drip" Mechanic:** This is a *huge* driver for retention.**Example:** "Subscribers also get **50 GC** delivered to their inbox every single day they log in."
* **Exclusive Access:** Subscribers can get access to a special "VIP Shop" where they can buy exclusive items, or get a 10% discount on all WTG and GC purchases.

### Your New Economic Loop

This model creates a complete, self-reinforcing economic loop:

1. **Free Players** watch ads to earn **GC (Soft Currency)**. This covers your baseline costs.
2. **Premium Players** buy **WTG (Hard Currency)** to purchase exclusive items or convert to GC.
3. **Subscribers** pay a monthly fee to get a "bonus" allowance of **WTG** and earn **GC** faster.

This is a much more robust, scalable, and professional F2P (Free-to-Play) economy than your original model. Your proposed valuation is also perfectly consistent with your ad revenue document:

* **Ad-Based (Your Doc):** 1 Rewarded Ad = $0.015 = 15 GC
* **This means:** $1.00 = 1,000 GC
* **Your New Proposal:** 1 WTG = $1.00
* **Therefore:** **1 WTG = 1,000 GC**

The math is clean and easy for users to understand. This is a very strong move.