EVER EXPANDING / WHITE PAPER

Copper and the world of Sol

A shared world, a token, and a way to teach Sol.

Working draft
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Ever Expanding is a place to spend time with Sol. Players can visit Mossbell, meet its residents, and share things they want Sol to remember.

This paper explains how we plan to use crypto Copper in that world, what we have tested, and what still needs work before a public launch.

01 Copper and the world

We are building Ever Expanding for both browser and Unreal. A shared world service is meant to keep their rules together, so an action or recipe belongs to the world rather than to just one version of the game.

There are two kinds of Copper

In-game Copper is the currency already used in the game. Crypto Copper is our separate blockchain token. There is no automatic conversion between them today. If we ever want a connection, we will design and explain it separately.

We plan to create 100 million crypto Copper. We have not decided when to issue it or how to divide the initial supply. One approach is to create it once and never replace the Copper that is burned. That still needs to be built and checked in the final contract.

A supply of 100 million does not set a price or guarantee buyers. Copper can be divided into smaller units, so players do not have to own a whole token to use it.

When we discuss supply, we will distinguish the number ever issued, the number remaining after burns, and the number available to players. We will also explain how any reserve is held and how it can be used.

02 Teaching Sol

A Teacher can send Sol a short lesson with a topic. Once the lesson reaches his notebook, he can recall it and tell visitors who shared it.

For example, a player might teach him to label seed jars with the harvest date. Later, someone can ask Sol what he knows about seed jars. For now, Sol keeps the lesson as that player's report. It does not automatically become a verified fact or a new game rule.

A Teacher month

The planned Teacher month costs $5 worth of crypto Copper from the player's wallet. The amount of Copper will change with its market price. Players should see the amount and approve it before payment.

The present test desk accepts a topic and a short lesson, with a limit of 12 submissions in a rolling 24-hour period. That limit is a test setting. A connected game reader is needed to bring queued lessons into Sol's notebook.

Other tiers

We also want a way for players to teach Sol how to make specific items. The price and process for that tier still need to be decided. A new craftable item will need a tested recipe in the shared world and matching assets for both games.

A future $100 tier is intended to give access to Sol once he is completely trained. What that access includes, how long it lasts, how completion will be determined, and when it will be available still need to be worked out.

Players should know when a lesson has arrived and what Sol can do with it. We also need to work out moderation, corrections, deletion and how much the notebook can hold before opening the service to more people.

03 How a payment is divided

When someone pays for a Teacher month, the planned split of their Copper is:

Where the Copper goes	Share	Example at a $5 quote
Burned	50%	$2.50 worth
Player rewards	20%	$1.00 worth
Game operations and reserves	20%	$1.00 worth
Creator wallet	10%	$0.50 worth

The rewards, operations and creator wallets receive Copper. The figures above describe its value at the quoted price. They are not cash payments or guaranteed profit. The rules for giving rewards to players are still being worked out.

For example, if Copper were worth $0.01 each, a $5 payment would use 500 Copper. Of those, 250 would be burned, 100 would go to rewards, 100 to operations, and 50 to the creator. This is an example, not a current price or a prediction.

We have not selected a market-price source or decided how long a quote will last. A player should see the price, exact Copper amount, split, quote expiration and any network fee before approving a payment. If a reliable price is not available, the site should wait rather than guess.

Tokens are divided into small units, so some prices require rounding. The test rejects a quote if rounding exceeds a configured limit. The final rounding limit still needs a decision.

Burning removes Copper from the supply. It does not pay anyone or guarantee that the price will rise. If we also sell Copper directly, those sales and their costs need to be accounted for separately from the Copper received through a teaching payment.

04 What we have tested

We have tested several pieces separately. They are not yet one public payment system.

In an earlier test, a $5 Stripe sandbox card payment minted five units of an earlier Base Sepolia test token to a wallet. After the delivery was finalized, an isolated Teacher desk granted one month of access. Replaying the event did not create a second grant. That test used the earlier card-to-token design.

We then tested the new wallet-payment split on a local simulated chain using a mock price. The test checked the burn, all three receiving wallets, the account grant and payment replay. That prototype uses a separate test token and has not been deployed or connected to the registration site.

We also tested a lesson moving from the Teacher desk through the authenticated reader into a private world. Sol recalled it with the teacher's name. That test used a test account and a fixture grant; it did not test a live paid player's full journey.

The existing Base Sepolia token and the local split prototype do not enforce the selected 100 million supply. The public registration site has not been updated with the new wallet-payment design.

05 Before launch

The next step is to finish the design and test the parts together before asking anyone to pay real money.

We need to decide how the 100 million Copper will be issued and divided, who controls the reserve and receiving wallets, and how rewards will be awarded. We also need to define the two future tiers and the conditions for access to a trained Sol.

The payment system needs a reliable price source, a clear quote, wallet support, and a way to recover from delayed or failed transactions. The current private test uses an in-memory store; a real service needs durable records so a payment can be recovered after a restart.

A successful burn cannot be reversed. Lost wallet keys, incorrect addresses, network fees and delayed finality need to be explained to players. Before launch, the token and payment code need independent security review.

The exact token, sales, custody and marketing plans also need legal and payment-provider review. The Stripe sandbox test does not establish approval for live payments. No public launch date or mainnet transaction is authorized by this paper.

Our goal is a system players can understand: clear prices, clear terms, useful access to Sol, and an honest record of where their Copper goes.

References

These sources cover token supply, price feeds and payment-provider rules. The project's local test records contain the detailed results described in this paper.

OpenZeppelin: ERC-20 supply mechanisms

Chainlink: selecting and assessing data feeds

Stripe: prohibited and restricted businesses

Stripe: crypto support and availability

SEC: transactions involving crypto assets

FinCEN: virtual currency guidance