

Inu: Two Economies

How the \$KIBBLE side and the free in-game side help each other, and the firewall between them

How the two economies feed each other

Inu runs two separate economies. They help each other, but they never mix.

The closed \$KIBBLE machine is the **ultimate flywheel** — spend, Kennel fees, Bone Vault burn, burn-to-vote. **How it works** →

1. **Free games bring players in.** Every game is free to play.
2. **Some players pick up \$KIBBLE** because they want a cosmetic, like a car, an outfit or a pet.
3. **Every cosmetic price already includes a 2% cut.** 1% goes to the treasury (the President's Vault). The other 1% goes into player prize pools (held in the Kennel Chest): 0.25% daily, 0.5% weekly and 0.25% monthly.
4. **The pools reward skill and rank.** The top three on the combined board share each pool 50/30/20. Entry is free.
5. **Good games and prizes bring more players**, and the loop goes round again.

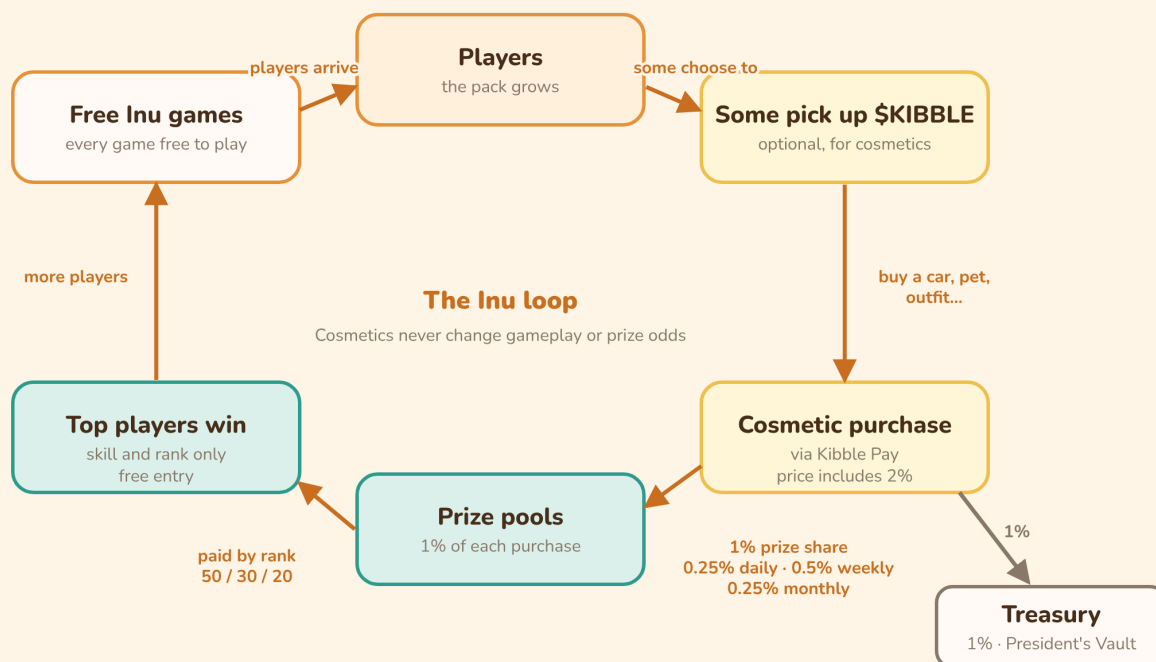
Holders get: hold-streak status in the Kibble Kennel, tools in the Launch Hall, and visibility (the Kennel wall, badges, and town news from Crier Barkley).

Where creator fees go: the \$KIBBLE creator fees are split 40% to the Kennel Chest (community pool), 35% to the President's Vault and 25% to the Bone Vault, the dev share for hosting, tools and art, with part of it seeding the next Inu project after Inu Verse. This is published for transparency only. It isn't a payout to holders, and there are no returns. **See the wallets**

What never crosses over: Bones and Pawmarks stay in-game. They never turn into \$KIBBLE or prizes. And nothing bought with \$KIBBLE changes gameplay or prize odds.

How the two economies feed each other

Free play brings players in; a small cut of cosmetic sales funds skill prizes



No lotteries, no betting, no loot boxes, no paid entry. Meme coins are volatile; only spend what you can afford to lose. Not financial advice.

Diagram 1: the player and prize loop

Two economies, one firewall

They help each other, but they never mix

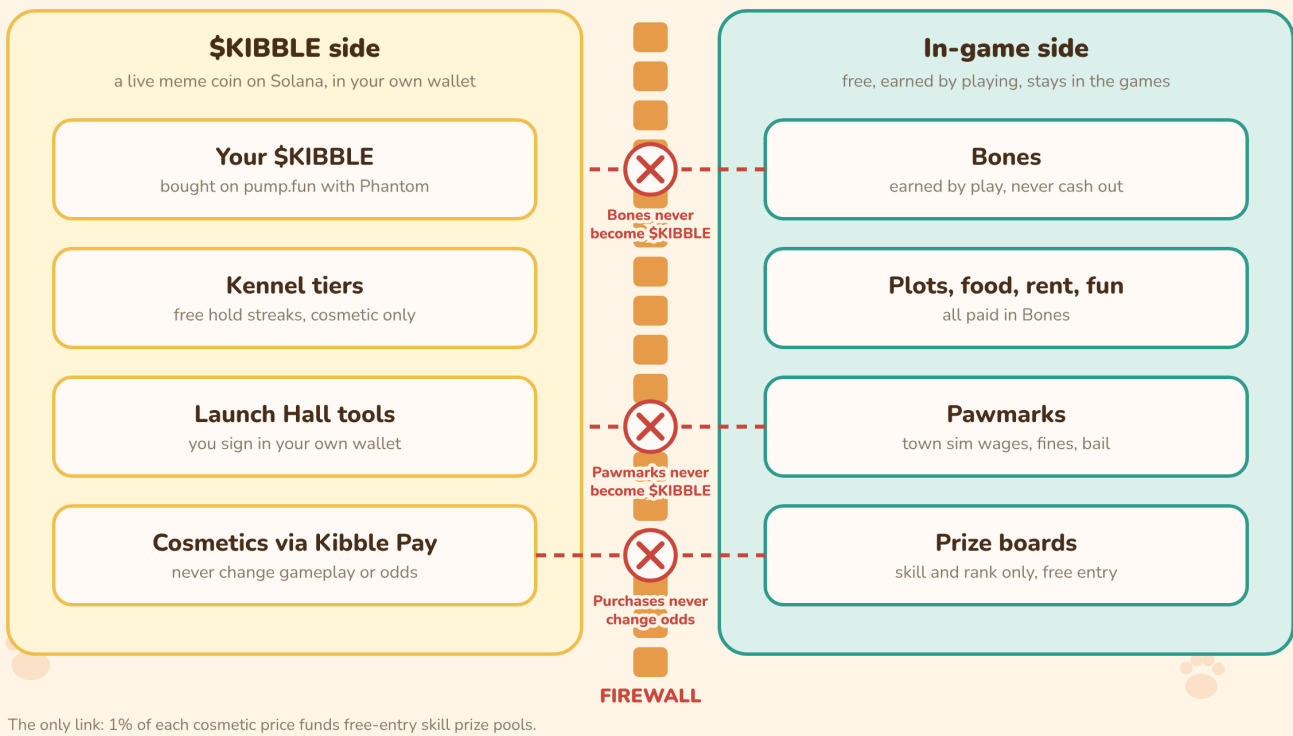


Diagram 2: two economies, one firewall

The rules that keep them apart

1. **\$KIBBLE buys cosmetics only.** No purchase may ever improve the chance of winning a prize, or change gameplay.
2. **No loot boxes** or random paid rewards, anywhere.
3. **No paid entry** to any prize competition. Prizes are for skill and rank only, never random draws.
4. **Bones are free and never cash out.** Real \$KIBBLE never comes from play.
5. **Pawmarks are one-way.** No exchange, shop, trade or gift turns them into Bones, \$KIBBLE, cosmetics or prizes. They never leave the game and are never tied to a wallet.
6. **The simulation can't touch prizes.** The Paw Audit Bureau's firewall blocks any town-sim action from writing to prize boards, scores or pools.
7. **Holding gives status, not rewards.** Kennel tiers, the Locked flair and the Founding Five Thousand title are cosmetic. There's no yield, interest or payout for holding.
8. **Burns are separate from votes.** The Bone Vault auto-burn runs on its own schedule. Player burn-to-vote polls only pick promo and classroom options; they never redirect the auto-burn or change the 40/35/25 fee split.
9. **Inu Empires civs are expansion packs,** balanced so a free civ can beat a paid one, with free civs always available.

Bones, Pawmarks and \$KIBBLE

There are three kinds of "money" in Inu. Two of them are just for fun inside the games. Only one is a real coin, and the three are kept firmly apart.

	Bones	Pawmarks	\$KIBBLE
What it is	In-game play money	The town simulation's side currency	A real meme coin on Solana (live)
How you get it	Free: earned by playing	Free: sim wages in Inu Verse (opt-in)	Bought on pump.fun with Phantom
What it's for	Plots, furniture, food, shop rent, in-game fun	Sim fines, bail and fees	Cosmetics through Kibble Pay
Cash out?	Never	Never	It's your coin, in your wallet
Turns into \$KIBBLE or prizes?	Never	Never	n/a
Affects prize odds?	No	No	No. Cosmetics never change odds

Pawmarks

- The side currency of Inu Verse's living simulation, used for wages, fines and bail. You only use them if you opt in.
- **One-way:** no exchange, shop, trade or gift turns Pawmarks into Bones, \$KIBBLE, cosmetics or prizes.
- Never leaves the game and is never tied to a wallet. Every Pawmark is tracked in a tamper-proof log checked by the Paw Audit Bureau.

\$KIBBLE

- A live meme coin on Solana, held in your own wallet. See [\\$KIBBLE and Kibble Pay](#).
- In the games it buys **cosmetics only**. Holding it earns cosmetic **Kennel tiers**.
- Meme coins are volatile. Only spend what you can afford to lose.

Prizes

Prize pools are funded by the 1% prize share of cosmetic purchases. Prizes go to the top-ranked players for skill and rank only. **Entry is free.** Bones and Pawmarks can't buy entries, boosts or prizes.

Official \$KIBBLE contract address: [4VE9sy4fEMJdZ6i7MkYPbnqDJd2oqzJQmg44WJ3opump](#)

Risk: meme coins are volatile and can lose most or all of their value. Only spend what you can afford to lose. This isn't financial advice. \$KIBBLE buys cosmetics only. Prizes are for skill and rank, and entry is free. No gambling and no loot boxes. No Inu admin will ever ask for your recovery phrase or private keys.

Hub: [kibble-pay.vercel.app/inu](#) · [Terms](#) · [Prize Rules](#) · [Telegram](#) · [X](#) · Last updated 26 Oct 2026 AEDT