

MINT CREDITS — HOW PROMOTIONAL MINTS ARE PRICED

Everything you give away on FlipKey.gg — beta passes, giveaway rewards, watch-drop tickets, airdrops — is delivered as a mint to a real, identity-linked player. Those promotional mints run on **mint credits**.

The deal

- **Your first 1,000 promotional mints are free** — lifetime, shared across every campaign type. For most studios that covers a full beta wave and your first giveaways.
- Beyond that, credits are a flat **\$0.02 per mint**, prepaid in packs (1,000 / \$20 · 5,000 / \$100 · 25,000 / \$500) on the Credits page. Card checkout; credits never expire.

What uses credits — and what never does

- **Uses credits:** beta invite waves, creator giveaway allowances, watch-drop campaigns, airdrops and batch mints — anything that mints promotionally.
- **Never uses credits:** *sales*. A sold license or item mints free — the platform fee already covers it — and the freebie bonus attached to a sale rides free too.

How the budget works

Credits are checked **when you create a campaign**, not when players claim: a wave of 500 invites or a watch-drop with 500 total quota needs 500 available credits up front. That's deliberate — a player's claim can never fail because a budget ran out mid-campaign, and you always know a campaign's maximum cost before you launch it.

Your **available** balance is: free mints remaining + purchased credits – credits already committed to running campaigns. Revoking an allowance releases its unspent commitment. Players who never claim cost you nothing — a credit is only consumed when a mint actually lands.

Who can spend

Creating campaigns needs the **minting** role (or admin). Buying credit packs is **owner/admin** only. See Team & Roles.

Pack purchases are a service sale from FlipKey.gg to your studio — separate from your game-sale payouts, which always settle to your own Stripe account.