

*Tyaga.org's goal represented as a rudimentary "game" design:*

### **Objective**

A market entity attempts to establish an independent currency brand that is widely accepted by sellers and service providers.

### **Rules**

*Who Can Play:* Any entity that serves a market need is encouraged to issue its own currency brand.

*Accounting:*

- An entity creates currency units by adding credits to its Unused Expense Budget (U.E.B.) and the corresponding debits to its Unused Revenue Budget (U.R.B.).
- In an inter-entity transaction, the buyer's entity debits its U.E.B, while the seller's entity credits its U.R.B.
- The U.E.B. must never carry a debit balance. The U.R.B. must never carry a credit balance.

*Reporting:*

- An entity must publish auditable periodic tallies of changes to its unused budgets.

### **Equipment**

*Transaction Device:* cell phone with SMS, computer with email/web clients

*Accounting System:* under development (OCAUP-based system)

*Publishing Platform:* any dynamic publishing platform such as a blog or twitter (mailtoblog or SMS support highly recommended)

*Reporter Service Provider:* demonstration at [http://tyaga.org/reporter\\_services.php](http://tyaga.org/reporter_services.php)

*Indexing Service Provider:* mock-up at <http://tyaga.org/demo/>

### **Details**

<http://tyaga.org/docs/>