

Alternative Voucher Proposal - Transition from DEC Utility to Exclusive Voucher Items in the Glint Shop

To strike a balance between those advocating for the discontinuation of Vouchers as a replacement for DEC and those who believe Vouchers should offer exclusive benefits to SPS stakers and Node holders, the following streamlined proposal is introduced.

Summary

This solution removes the team's obligation to offer special value on every sale (eliminating "DEC discounts" with vouchers) while still providing exclusive benefits to those who have staked SPS or purchased Nodes. It is the simplest to implement and offers the team numerous opportunities to foster loyalty.

Proposal Overview

Primary Change:

If approved, this proposal will end all current uses of vouchers, including as DEC replacements and for pack or pre-sales. Simply put, vouchers will no longer be accepted as payment for anything other than items explicitly marked as "VOUCHER ONLY" in the Glint Shop.

New Implementation:

The team will be authorized to add at least one item in the Glint Shop that is exclusively purchasable with vouchers. This item (such as cards, land items, skins, etc.) will remain available until replaced by a new item. Multiple items may be added, but there will always be at least one voucher-exclusive item available.

Rationale

This proposal aims to minimize costs while preserving the special benefits for SPS Stakers and Node Holders. It will eliminate the use of vouchers as DEC replacements and prevent future voucher use for DEC-related transactions (e.g., Soulbound unlocking).

There will be no need to soulbound vouchers, and the team can scale the program by adding more items as development resources allow. This flexibility extends to offering various items, such as land items or skins, instead of cards.

By adopting this approach, the team maintains its commitment to Stakers and Node Holders, especially after SPS distribution ends.

Practical Example Implementation

Given the current shortage of development resources, the goal is to utilize existing assets for minimal effort implementation. The following outline serves as a guide, though the team may adapt it as needed:

- Use existing cards from the upcoming Rebellion Rewards set, distributed through the Glint Shop.
- This provides a year's worth of items: 4 cards (1 released every 3 months) from the Rebellion Rewards set. Each rarity will have the following voucher costs:
 - First 3 months - Common: 10 vouchers
 - Second 3 months - Rare: 40 vouchers
 - Third 3 months - Epic: 100 vouchers
 - Fourth 3 months - Legendary: 500 vouchers