

Gita coins

How players earn and spend Gita coins, how your game shows the balance, gives coins safely, and treats players who haven't signed in yet.

How Gita coins work

Gita coin (گیتا کوین) is the Baziness currency. Players **earn** it in your game, for example by winning matches, ranking in tournaments, opening gifts or buying packs. They **spend** it on real prizes in the [reward shop](#). The balance lives **on the platform**, not in your database:

Action	Who	How
Show the balance	your client	<code>user/get-coin</code> with the player's user token
Give coins	your server	<code>client/add-coin</code> with the client token
Spend coins	the player	inside the reward shop page; your game does nothing

Warning

Never treat a locally stored number as the balance, and never let the client add coins.

Showing the balance

Refresh the balance:

- right after the client gets its token
- **when a Baziness page closes**, because the player may have spent coins in the reward shop
- when the game comes back to the foreground
- after your server gave coins

While the balance is unknown, or the call failed, show `...` or hide it. **Never show 0**: the player would think their coins are gone.

Giving coins safely

Every payout needs a **unique** `transactionId` **built from what the payout is**, for example `match:17` or `reward_claim:42` (the formula). Then:

- a retry, a double tap or a repeated request can never pay twice: the platform refuses the repeat with `400`
- treat that `400` as "already paid" and finish your own bookkeeping
- record every payout in **your own ledger** too (who, how much, why), for support and reports

Players who haven't signed in

A guest still has an anonymous Baziness user, so coins *can* be given to them. Many games still draw a line at **signed in**:

Kind of payout	Player not signed in	Why
Claims: a reward the player taps to collect (a win, a tournament prize, a gift)	refuse with a "sign in first" error; the client opens the sign-in page and retries after a successful sign-in	coins spent on real prizes should belong to a real account
Payouts that must not fail: a paid purchase that includes Gita coins	keep the coins in a local holding balance on your server	a paid order must never fail
When the player signs in	move the whole holding balance to Baziness with one <code>add-coin</code> (its own <code>transactionId</code>), then set the local balance to zero	the coins move exactly once

When Baziness is **off**, keep Gita coin rewards in that local balance as well, so your economy stays testable without credentials.

Showing the currency honestly

- Call it «گیتا کوین» everywhere, with its own icon.
- A build that ships **without** Baziness must not advertise Gita coin rewards.

Ready-made code: [giving coins](#), [showing the balance](#).