

TOKEN POLICY

Talk To The Hand™, Inc.

Effective Date: December 30, 2025

1. Purpose of This Policy

The Hand OS includes a fictional, closed-loop virtual currency (“Hand Tokens”) used for entertainment, customization, and community features.

This Token Policy explains how tokens work, what they can be used for, and the strict boundaries that ensure safety, fairness, and transparency.

Hand Tokens are **not money**, **not cryptocurrency**, and **not an investment**.

2. Nature of Hand Tokens

Hand Tokens are:

- A **fictional digital currency**
- Used only inside The Hand OS ecosystem
- Non-transferable outside the platform
- Not redeemable for real-world goods or services

Hand Tokens **have no monetary value** and cannot be exchanged for cash.

3. How Tokens Are Earned

Users may earn tokens through:

- Gameplay
- Achievements
- Daily rewards
- Community events
- Quests or challenges
- Participation in tournaments
- Optional promotional activities

Tokens are earned through **engagement**, not financial transactions.

4. How Tokens Are Used

Tokens may be used to access:

- Multiplayer rooms
- Casino-style minigames (fictional, no real money)
- Tournaments
- Cosmetic items
- Character skins, outfits, and animations
- Special effects or expressive features
- Room upgrades or personalization
- Seasonal or event-based items

Tokens **cannot** be used to purchase real-world merchandise unless explicitly stated in future updates.

5. No Real Money, No Gambling

The Hand OS does **not** support:

- Real-money gambling
- Wagering real currency
- Betting systems
- Cash-out mechanisms
- Cryptocurrency integration

All casino-style games are **for entertainment only** and use **fictional tokens** with **no financial risk**.

6. No Token Purchases

Users cannot:

- Buy tokens with real money
- Sell tokens
- Trade tokens for value
- Convert tokens into currency

This ensures a **safe, child-friendly, and risk-free** virtual economy.

7. Token Transfers

Token transfers between users may be allowed **only** if:

- Both users consent
- No real-world value is exchanged
- Transfers do not create exploitation or coercion
- Safety systems approve the transaction

The Hand OS may block transfers that appear unsafe or manipulative.

8. Token Expiration

Tokens may:

- Expire after long periods of inactivity
- Reset during seasonal events
- Be adjusted during balancing updates

We will notify users if major changes occur.

9. Abuse, Exploits, and Fair Play

Users may not:

- Exploit bugs to gain tokens
- Use automation or bots
- Manipulate systems to farm tokens
- Sell or trade accounts
- Engage in fraud or coercion

Violations may result in token removal or account restrictions.

10. Safety & Ethics in the Token Economy

The token system follows the same ethical rules as The Hand OS:

- No harm
- No manipulation
- No exploitation

- No discrimination
- No predatory mechanics

The system will refuse actions that violate these principles.

11. Data & Privacy

Token activity is used only to:

- Operate the virtual economy
- Improve gameplay
- Maintain fairness
- Prevent abuse

We do **not** sell token-related data or use it for advertising.

12. Changes to the Token System

We may update token rules to:

- Improve fairness
- Add new features
- Balance gameplay
- Enhance safety

Users will be notified when significant changes occur.

13. Contact

For questions about the token system:

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