



- User logs on to their account
- Game or virtual world tools allow assets from the database to be acquired and manipulated
- Users store personal and personalized assets and /or designs in the Asset database

- Contracts can be set up in-game/world or outside
- Contract and trading events from the game and elsewhere are monitored by the Contract and Trading Engines
- Fulfillment is easy with the optional ZIN-ix payment engine or a payment engine of your choice