

# ■ Flair TCG Arcade – Master Spec Blueprint

## 1. Core Gameplay

- Launch Minigames: Plinko, Wheel Spin, Virtual Pack (BNW only).
- Future Expansion: XY, S&M, Sword/Shield, Waifu, Shiny, Football, Seasonal packs.
- Pack composition: 9 bulk (generic image, auto-refund 0.01 credits each) + 1 special slot (C→SSS tier).
- RNG Layers: Pack tier → Card tier → Random card (reroll silently if stock=0).
- Transparency: All odds + chase lists fully public.

## 2. Vault & Refund System

- Unlimited vault storage, sorted newest first.
- Refunds: lock market value at pull time, refund = 80% (round down).
- Refunded/shipped cards disappear from vault.
- Bulk always auto-refunded to 0.01 credits.
- Shipping: batch select, RM10 West / RM15 East, tracking required.

## 3. Credits & Economy

- Credits allow decimals, never expire.
- Purchase: Fixed bundles (with bonuses) + custom top-up (1 RM = 1 credit).
- Refund credits recyclable with no limits.
- No cash refunds – all sales final.

## 4. Global Feed & Social

- Publicly visible, even without login.
- Shows username + tier + card image.
- Ephemeral: last ~500 pulls only.
- Vaults strictly private.
- Username filter + admin rename/ban.

## 5. Lucky Draw (Phase 2)

- Entries: RM500 spend = 1 entry (hidden count).
- Rewards: multiple small prizes, rotating monthly themes.
- Reset monthly, 1 free entry at signup.
- Golden raffle animation replayable by all users.

## 6. Admin Dashboard

- Modules: Inventory, Chase Lists, Odds, Payments, Feed, Shipping, Lucky Draw, Promotions.
- Restock: manual entry + CSV bulk upload.
- Tiering: manual, Value: Shiny API with override.
- Odds: Draft → Publish model (pack-tier + card-tier only).

- User controls: Ban, Suspend (assets preserved).
- Logs: all actions tracked + visible.
- Maintenance mode: disable gameplay/top-ups, vault & shipping still work.

## **7. Accounts & Auth**

- Email/password login (8+ chars, must include letters + numbers).
- Email verification + reset via email only.
- Sessions never expire, multi-device login allowed.

## **8. Notifications**

- In-app only, triggers: shipping, refunds, top-ups, promos, Lucky Draw results.
- Stored per user until read.

## **9. Sustainability & Safety**

- Crash recovery: auto-resume with stored result.
- Plays queued one-by-one (no concurrent).
- Backups: Hourly (48h) + nightly (30d) + PITR (7–14d), weekly off-site.
- If inventory breaks → pause gameplay until fixed.
- Fraud tools minimal for now, expand later.
- Analytics: DAU, plays, revenue, pack popularity, refund %, whales.

## **10. Theming & UX**

- Arcade/gacha UI with animations, glow tiers, unique backgrounds.
- Dark/light mode toggle (default dark).
- Global feed visible in maintenance (frozen).

## **■ Final Operational Rules**

- Credits: decimals, never expire, no refunds.
- Vault: unlimited, only current assets visible.
- Refunds/shipping remove cards from vault.
- Odds updates affect minigames only, Lucky Draw unaffected.
- Maintenance mode: vault/shipping accessible.
- Global feed: public, vaults private.
- Ban/suspend = freeze assets, not wipe.