

FARPY LAUNCH STACK: PHASE 1.6 - GLOBAL PRODUCTION PREP

SECTION 1: GLOBAL PRICING (NO BONUSES, FLAT COST)

Everyone pays the same.

No discounts for whales. No tricks. Just burn.

CoolBeans Packs (Flat Rate):

- Smol Pack: 100 CB = \$1.00
- Mini Burn: 250 CB = \$2.50
- Budget Burner: 500 CB = \$5.00
- Farp Start: 1,000 CB = \$10.00
- Power Pack: 2,500 CB = \$25.00
- Chaos Ready: 5,000 CB = \$50.00
- Grid Commander: 10,000 CB = \$100.00
- Render Stack: 25,000 CB = \$250.00
- MegaGrid: 100,000 CB = \$1,000.00

Currency Preview Toggle: USD, INR, BRL, NGN, PHP

Tax & Fees: All absorbed by Farpy - what the user sees is what they pay.

SECTION 2: PAYMENT SYSTEMS (INCOMING)

Supported Gateways:

- Stripe (USD / Global)
- Razorpay (India - UPI, RuPay)
- Flutterwave (Africa - Mobile Money)

- Xendit / GCash (Philippines)
- Pix (Brazil - via Stripe)
- Crypto (Optional - Admin Only)

Production key activation required for Stripe & Razorpay.

Currency preview dropdown UI in staging.

SECTION 3: REFERRAL SYSTEM

Referral Logic (Backend):

- Invite 1 person -> +100 CB + \$5 when they burn \$5
- Invite 3 users -> [UNLOCK] Glow badge (cosmetic)
- Invite 5 active users -> [UNLOCK] Vault boost: +1% bonus
- Invite 10 total -> [UNLOCK] ChaosGate preview (soft game layer access)

Referral UI Tasks:

- [] Invite tile on /vault
- [] Referral link generator
- [] Invite activity log (alias + jobs + value)
- [] Achievement unlock display

Current Status:

- Referral engine = live
- Bonus logic = tested
- UI visuals = staging in progress

Final Notes:

- All pricing, payout, burn tracking logic locked.
- Push remaining frontend elements to finalize production bundle.
- Referral system will scale trust and loop engagement at all levels.