

Gruesøme's Arcade — Embedding Guide (v1.2)

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Purpose

This guide is for embedding any game inside the Arcade game library UI.

The Arcade is the parent app.

The Game runs in an iframe.

1) Embed contract (parent responsibilities)

Parent must:

- Create an iframe per game with a known gameId.
- Listen for ARCADE:READY from the iframe.
- Send ARCADE:SYNC snapshots periodically (or on relevant events):
 - wallet connection changes
 - credit balance changes
 - membership changes
 - nickname/avatar changes

Run lifecycle in embedded mode:

- Game sends ARCADE:REQUEST_RUN
- Parent decides if it can grant:
 - wallet connected?
 - enough credits?
 - PoH verified if required?
- Parent replies:
 - ARCADE:RUN_GRANTED { runId, costAC, eligible, rules }
 - OR ARCADE:RUN_DENIED { reason, message }

On game over:

- Game sends ARCADE:RUN_RESULT { runId, score, durationMs, metrics, spentInRunAC? }

- Parent submits results to backend:
- /api/run/submit (authoritative ledger + leaderboards)

2) postMessage security

Recommended:

- channel key: a per-arcade constant (ex: "GA_BRIDGE_V1")
- origin:
- use referrer origin if possible
- otherwise accept "*" but still require channel key

Parent should ignore:

- messages without the expected channel key
- messages from unexpected origin (when available)
- messages missing runId for RUN_RESULT

3) Catalog schema (public/arcade-games.json)

Each game entry should include:

- id: string
- name: string
- embedUrl: string (or relative path)
- defaultMetric: metricId
- metrics: [{
 id,
 label?,
 direction: "asc"|"desc",
 clamp?: { min, max }
 }],
• usesCreditsInRun: boolean
• rankedSpendCapAC: number (if usesCreditsInRun)

Metric IDs must exist in:

- public/arcade-metrics-library.json

4) UI integration expectations

Play view should show:

- run cost (paid/promo/free)
- whether the current run is payout-eligible (paid-only skill)
- metrics for the selected game (default metric + switchable metrics)

Leaderboard view should:

- allow selecting:
- game
- period (daily/weekly/all)
- board type (skill, activity)
- metric (from the game's metrics list)
- display identity:
- nickname (if set)
- PRO avatar hover card (if avatarPng exists)

Wallet view should:

- show daily + weekly payout countdowns
- show claimable breakdowns
- provide claim action buttons

5) Fail-safe UX rules

- If the game doesn't answer READY, show "Loading..." and allow reload.
- If RUN_REQUEST times out (~2500ms):
 - show "Connect wallet" or "Not enough credits — open Wallet"
- If the backend is unavailable:
 - show local fallback leaderboard only (no payouts)

6) Admin / transparency note

If you embed admin/test accounts, mark them:

- excludedFromPayouts: true
- show on leaderboards (for transparency) but skip payouts and roll down rewards