Gruesøme's Arcade — Launch Reference (Web3 Locks + PRO Avatar + Payouts)

Version: v1.3

This is the operational spec for launch: what exists, what is locked, and how payouts work.

1) Membership (PRO) Tiers

Tier 0: Free

- Can play free/demo modes
- If game charges run cost: Free must pay the run cost (no free runs unless explicitly allowed)

Tier 1: $2 Monthly

- PRO status for 30 days
- Unlocks Avatar Studio + Gen1 base avatar mint
- Access to achievements that reward small amounts of Credits
- Eligible for certain promos/airdrops (policy-based)

Tier 2: $25 Monthly

- Same as Tier 1
- +10% bonus on payouts (policy-based)
- Free entry to tournaments
- Airdrop eligibility

Tier 3: $100 "Lifetime until Jan 30, 2026; after that annual"

- One-time payment until Jan 30, 2026 00:00 UTC
- After that date: Tier 3 renewals are annual

2) PRO Avatar NFT (Gen1)

Phase A constraints:

- Single token collection

- One per wallet
- Membership status stored in contract state
- Mint is permanent lock at launch (SBT behavior)
- Nickname can be set at mint and is visible in wallets + leaderboards + public places while SBT-active
- Admin can later unlock transfers permanently (Gen1 becomes tradeable collectible)

Important:

- When transfers are unlocked, membership logic still lives by wallet address (Phase A).

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Treat the NFT primarily as a collectible unless membership is redesigned to follow ownership
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3) Credits (AC) Model

Two balances:
- Paid Credits (paid AC)
- Promo Credits (promo AC)

Rules:
- Skill payouts are based on PAID-ELIGIBLE leaderboards (paid spend required).
- Promo/free runs can appear on "global" boards but do not earn Skill pool by default.
- Activity pool is based on paid spend + active days (not raw score).

In-run spend games (economy-dynamic):
- must set rankedSpendCapAC
- must report inRunSpendAC
- should provide an efficiency metric

4) Payouts

Daily:
- Epoch settles at UTC midnight.
- Claim is user-gas-paid (mUSD claim tx, or Web2 claim depending on deployment).

Weekly:
- Weekly reserve is funded by a percentage of daily flows.

- Recommended reserve: 15% of daily.

- Weekly settlement runs Monday 00:05 UTC.

- Weekly claims are separate from daily claims.

Pools (daily):

- 50% Skill (rank-based, paid-eligible only)

- 35% Activity (paid activity score)

- 10% PRO boost pool

- Lottery is funded by 8% of Activity + extra 5% moved from Skill (policy)

5) Admin Transparency Policy (critical)

Admin mode:

- Admin wallet is hardcoded in the frontend AND enforced server-side.

- Admin identity (nickname/avatar) can be displayed publicly for transparency.

- Admin wallet does NOT receive payouts.

- If admin places in a paid-eligible leaderboard slot, payouts roll down to the next eligible player.

Admin data spine:

- GET /api/admin/snapshot (admin-only)

- This powers the admin overlay in your 3D metrics map.

6) Minimum Launch-Ready Checklist

[ ] Wallet: connect + buy credits + membership + claim daily + claim weekly [ ] Leaderboard: multi-metric + paid-eligible views + identity hover [ ] Games: run gating + run result posting (Moonshot done; apply to others) [ ] Catalog: every game declares defaultMetric + metrics[] [ ] Admin: payout excluded + snapshot endpoint working

END