

Gruesøme's Arcade

Web3 arcade on Linea — web2-smooth gameplay with web3-locked economy

Daily + Weekly payouts • Multi-metric, game-type-aware leaderboards • PRO Avatar Gen1

Problem

- Most Web3 games feel like wallets with mini-games.
- On-chain actions during gameplay add friction and break flow.
- One-score-fits-all leaderboards are unfair across genres.
- Economy-heavy games become pay-to-win without guardrails.

Solution

- Arcade shell is the economy authority (Credits, PRO, promos, payouts).
- Games run as iframes with run-grant gating (ArcadeBridge).
- Server-authoritative run submissions + paid-only eligibility for payouts.
- Multi-metric leaderboards so every genre can compete fairly.

ArcadeBridge: READY → REQUEST_RUN → RUN_GRANTED → RUN_RESULT

Product

- Wallet: buy Credits, activate PRO, claim daily + weekly payouts.
- Leaderboard: per-game, per-period, per-metric boards (paid-only eligible view).
- Avatar Studio: PRO membership NFT + locked Gen1 avatar image + nickname.
- Game Library: plug in any HTML5/WebGL game with a small adapter.

Credits + In-game Economy

- Credits (AC) are an off-chain unit anchored to \$0.01 for UX.
- Paid runs create payout eligibility; free/promo runs are “for fun”.
- Economy-heavy games can spend Credits during gameplay (defense/RPG/idle).
- Fairness guardrail: rankedSpendCapAC + tracking inRunSpendAC.

Goal: keep gameplay instant while economy stays enforceable.

Daily + Weekly Payouts

Daily epoch (UTC midnight): net pot splits

- 55% Skill (rank-based, paid-only eligible)
- 35% Activity (paid Credits spent + active days)
- 10% PRO boost pool (PRO-only weighting)
- Optional Lottery from Activity (configurable)

Weekly reserve: 15% of daily net pot rolls into a weekly pot (claimable weekly).

Wallet UX: countdowns + claim buttons (daily + weekly).

Multi-metric, Game-type-aware Leaderboards

- Each game declares its metrics in the catalog (defaultMetric + metrics[]).
- Defense: waves / efficiency / inRunSpendAC (capped).
- Racing: bestTimeMs (asc) + clean runs.
- Puzzle: time + moves + streaks.
- Equitable, not equal: payouts reward different kinds of mastery.
- Metric library: 56 standardized metrics (appendix).

Guardrails: clamp + direction + rankedSpendCapAC (prevents pay-to-win).

PRO Avatar Gen1

- Single NFT: membership + avatar (one per wallet).
- Nickname at mint (public while active).
- Launch as SBT; admin can later unlock transfers for Gen1 collectibles.
- PRO Prime: +10% payouts + tournaments; PRO Lifetime: limited-time window.

Roadmap + Transparency

- Launch: Moonshot + leaderboard v2 + daily/weekly claims + PRO Gen1.
- Next: Storm the House 2 remaster (defense economy profile).
- Then: tournaments, seasonal ladders, cosmetic drops.
- Admin transparency: admin wallet shows on boards but is payout-excluded.

Arcade stays cohesive: one economy, many genres, fair competition.

Leaderboard Metrics Library (1/2)

accuracyBp — Accuracy (desc)
apm — Actions Per Minute (desc)
assists — Assists (desc)
attempts — Attempts (asc)
baseHpLeft — Base HP Left (desc)
bestLapMs — Best Lap (asc)
bossKills — Boss Kills (desc)
buildVariety — Build Variety (desc)
checkpointsCleared — Checkpoints Cleared (desc)
cleanRun — Clean Run (desc)
coinsCollected — Coins Collected (desc)
completionBp — Completion (desc)
damageDealt — Damage Dealt (desc)
damageTaken — Damage Taken (asc)

deaths — Deaths (asc)
difficultyTier — Difficulty Tier (desc)
distance — Distance (desc)
durationMs — Survival Time (desc)
efficiency — Efficiency (desc)
enemiesLeaked — Enemies Leaked (asc)
headshotBp — Headshot Rate (desc)
healingDone — Healing Done (desc)
hintsUsed — Hints Used (asc)
kills — Kills (desc)
laps — Laps (desc)
levelsCleared — Levels Cleared (desc)
maxCombo — Max Combo (desc)
mistakes — Mistakes (asc)

Legend: desc = higher ranks better · asc = lower ranks better. Source: arcade-metrics-library.json

Leaderboard Metrics Library (2/2)

moves — Moves (asc)
nearMissCount — Near Misses (desc)
noSpendRun — No-Spend Run (desc)
notesHit — Notes Hit (desc)
notesMissed — Notes Missed (asc)
objectiveCount — Objectives Completed (desc)
perfectClears — Perfect Clears (desc)
placement — Placement (asc)
precisionScore — Precision Score (desc)
purchasesInRun — Purchases In Run (asc)
resourcesCollected — Resources Collected (desc)
resourcesSpent — Resources Spent (asc)
revives — Revives (desc)
score — Score (desc)

secretsFound — Secrets Found (desc)
shotsFired — Shots Fired (desc)
shotsHit — Shots Hit (desc)
spendPerObjectiveAC — Spend Per Objective (asc)
spentInRunAC — Credits Spent In-Run (asc)
streak — Max Streak (desc)
timeMs — Completion Time (asc)
timingStdDevMs — Timing Std Dev (asc)
towersBuilt — Towers Built (desc)
towersSold — Towers Sold (asc)
trackResets — Resets (asc)
upgradesBought — Upgrades Bought (desc)
waves — Waves Survived (desc)
win — Win (desc)

Legend: desc = higher ranks better · asc = lower ranks better. Source: arcade-metrics-library.json