

# Gruesøme's Arcade — Launch Reference (v1.2)

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built by gruesøme

sig(enc,xor:0x5A,hex): 382f33362e7a38237a3d282f3f2999e2373f

This document is the “what happens at launch” reference for:

- Credits (paid + promo)
- Leaderboards (skill + activity)
- Epoch settlement (daily + weekly reserve)
- Payout claiming UX
- PRO avatar + nickname identity

## 1) Economy

Credits are the Arcade’s in-app unit:

- Paid Credits: purchased with ETH
- Promo Credits: granted by promotions/airdrops
- Only paid Credits make a run payout-eligible for Skill rewards.

## 2) Run types

A run is a parent-authorized session:

- runId: unique ID issued by Arcade
- costAC: how many credits are consumed up-front or reserved
- eligible: whether this run counts for Skill payouts (paid-only)

Games must be gated behind ARCADE:RUN\_GRANTED in embedded mode.

## 3) Leaderboards (v2)

There are multiple leaderboards:

- Skill (per game):
- ranked by selected metric (defaultMetric per game)
- periods: daily / weekly / all-time
- eligibility: paid-only board for payouts

- Activity (global):
- weighted by paid Credits spent and active days
- used for Activity payouts and PRO/Lottery weights

Multi-metric support:

- Each game defines allowed metrics in arcade-games.json.
- Metric IDs come from arcade-metrics-library.json.

## **4) Metrics & fairness**

Arcade is built to be “equitable, not equal”:

- Different game types express skill differently.
- The system supports:
  - speed metrics (timeMs, asc)
  - endurance metrics (durationMs, desc)
  - precision metrics (accuracyBp, desc)
  - efficiency metrics (efficiency, desc)
  - economy-in-run metrics (spentInRunAC, purchasesInRun) with caps

Guardrails (anti-whale / anti-cheat)

- clamp (min/max) per metric
- direction (asc/desc) is explicit per metric
- rankedSpendCapAC for games where credits affect outcomes

## **5) Epoch settlement + payouts**

Daily:

- Settles at UTC midnight.
- Splits pot into:
  - Skill pool (paid-only skill leaderboard ranks)
  - Activity pool (paid activity ZSET weights)
  - PRO boost pool
  - Lottery pool (subset of activity + optional transfers)

Weekly:

- A reserve percentage of daily pots can be rolled into weekly payouts.

- Weekly skill uses weekly paid-only leaderboards.
- Weekly activity uses weekly activity weights.

Wallet UX:

- Show Daily + Weekly countdowns and claimables.
- Provide claim buttons (Tx) for each.

## **6) Identity (nickname + PRO avatar)**

Nickname:

- Set at mint time or via profile endpoint (set-once).
- Displayed publicly on leaderboards when active.

PRO avatar:

- NFT / SBT-based avatar system.
- Leaderboard hover can display avatarPng when present.

## **7) Transparency / admin**

Recommended admin behavior:

- Admin can appear on leaderboards with a distinct identity (nickname + avatar),  
but must be excluded from payouts.
- When an excluded account places in payout positions, the payout should roll down  
to the next eligible rank.