

# Launch Reference

Web3 + Avatar PRO + multi-metric leaderboards + weekly reserve

**Version:** v1.1   **Last updated:** 2026-01-05

This document is a compact “launch truth table” so future iterations stay cohesive.

## 1. PRO membership (Avatar NFT)

**Single ERC-721 token, one per wallet.** Membership status lives on-chain: tier + expiry.

- **PRO Mini** — \$2/mo: Avatar Studio access (mint), eligible for small achievement Credit rewards
- **PRO Prime** — \$25/mo: +10% payout bonus, free entry to tournaments, Credit airdrop eligibility
- **PRO Lifetime** — \$100: lifetime until Jan 30, 2026; after that annual (per contract rule)

**Nickname:** set once at mint; public while PRO is active and displayed on leaderboards/public surfaces.

**Gen1 avatar lock:** image is permanent once minted (no edit system for Gen1).

**Transfers:** launch as SBT (transfers revert). Admin can optionally unlock transfers later for Gen1 collectibles (one-way).

## 2. Credits (AC) and run eligibility

Credits are an off-chain unit anchored to \$0.01 for UX. Users buy Credits with ETH on-chain; the backend credits balances.

Payout eligibility is based on **paid** activity. Free/promo runs can exist, but eligible leaderboards and payouts are paid-only.

## 3. Leaderboards (multi-metric)

Each game can expose multiple metrics. The catalog defines defaultMetric and allowed metrics per game.

Examples:

- Endless runner: score (desc), distance (desc), durationMs (desc)
- Racer: lapTimeMs (asc), bestTimeMs (asc), cleanRuns (desc)
- Defense w/ economy: waves (desc), efficiency (desc), inRunSpendAC (desc, capped)

## 4. Payouts (daily + weekly)

Daily epoch settles at UTC midnight. Weekly settlement occurs Monday 00:05 UTC (cron).

### Daily net pot split (launch default)

- 55% Skill pool — rank-based payouts from paid-only eligible leaderboards
- 35% Activity pool — weighted by paid Credits spent + active days
- 10% PRO boost pool — PRO-only weighting
- Optional: lottery % taken from Activity (configurable)

### Weekly reserve

A configurable percent of each day's net pot rolls into a weekly pot. Default: 15%. The weekly pot is claimable after weekly settlement.

## 5. Fairness for economy-heavy games

- Track in-run spend as a metric: inRunSpendAC.
- Enforce rankedSpendCapAC for eligible ranked boards to limit pay-to-win.
- Optionally provide a sandbox mode with no cap (fun board only).

## 6. Admin transparency (planned)

Admin wallet may appear on leaderboards with an ADMIN badge but is excluded from payouts; payouts shift down to next eligible player.

Admin page will be visible only to the admin wallet and provide deposit/withdraw controls and audit links.