

Title: GameStop Wallet? Can I RTFM?

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Recently, some people gave me some LRC, and I decided to activate accounts. For the first 5 people, it was a breeze. Put in the wallet number, send 0.5 LRC, check the box next to "Would you like to pay this users L2 activation fees?", get charged a very small amount of Ethereum. Great.

Now, I no longer see the box to activate. (My current suspicion is that this is related to the V.0.40 update -- but I am clueless.) Equally disturbing is the the fact that nearly everything I find about activation fees suggests they were much higher, too. (Mine were about \$5, but someone told me his were \$19 or 50 LRC.)

What's going on? In the computing world of 1991, I would have RTFM. There seems to be no public documentation of the GameStop Wallet. Or is there? The GSNFT twitter has posted a few nice how-tos, but no manual that I know of.

If this post gets legs (probably not -- early morning, holiday, not one of my most visited subs), I'd also like to address the challenges of Wyre (impossible) and Ramp (possible, but insanely frustrating).