A FREE FIELD GUIDE FROM KURV · BOOK 12

Collect on Testnet

BOOK

12

TESTNET

STEPS
- Log in
- Test funds
- Report



How to log in, get test funds, mint a piece, sell it to the Vault, and write a bug report. Everything in this book happens on testnet.

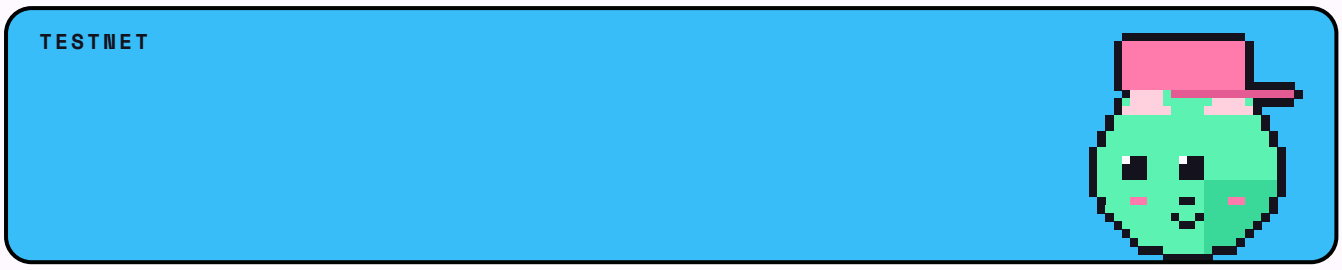
14 MIN Login, test funds, a mint, a sell-back, and a bug report. Testnet pieces and coins have no value.

Apply at kurv.fun/apply

KURV runs on testnet, on Base Sepolia and Solana Devnet. Testnet pieces and coins have no value.

CHAPTER 00 · TESTNET

Before we start



A testnet is a practice copy of a network. The software behaves like the network it copies, and the coins are free and have no value. KURV's testnet is where this whole book happens.

Use testnet.kurv.fun, typed yourself or from a bookmark. The landing page at kurv.fun has no login. Nothing in this book is a reward for showing up.

What's inside

01 Open the real testnet
02 Log in. A wallet is made
03 An invite, then test funds
04 Mint a piece
05 Sell to the Vault
06 Read the four numbers
07 Report a bug
08 Stay safe while you test
09 A first session
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CHAPTER 01 · THE ADDRESS

Open the real testnet

THE ADDRESS



The address

01 The app is testnet.kurv.fun.

02 The tester guide is testnet.kurv.fun/testers.

03 kurv.fun is the landing page, and it has no login.

Two networks

01 Base Sepolia is the test copy of Base.

02 Solana Devnet is the test copy of Solana.

03 KURV runs on both.

04 Test pieces stay on testnet.

05 They are not pieces on another network.

A fake one

01 If a site asks you to buy test funds, or to type recovery words, it is not this testnet.

02 Test funds are free.

03 KURV never asks for a seed phrase.

CHAPTER 02 · LOGIN

Log in. A wallet is made



Six ways

01 Tap **Log in**.

02 The order on the page is Google, Apple, email, Base, X, and Telegram.

03 Finish with the account you mean to keep.

The wallet

01 A wallet is made for you the first time.

02 You may see **Setting up your wallet** for a few seconds.

03 There is nothing to install.

04 There is no seed phrase to write down.

05 Come back the same way.

06 The same login opens the same wallet.

Yours

01 Only you can move what is in the wallet.

02 Neither KURV nor the login provider moves it for you.

03 Do not give a login code to an agent, or to anyone who messages you.

CHAPTER 03 · FUNDS

An invite, then test funds

FUNDS



The invite

01 On testnet today, a wallet mints, trades, and launches once it has redeemed an invite code.

02 Without one, the mint page shows **Enter invite code** where **Mint** would be.

03 Apply at kurv.fun/apply.

04 Browsing does not need a code.

Get test funds

01 Press **Get test funds** .

02 On Base Sepolia they are free test coins.

03 They have no value, and you cannot cash them out.

04 Never pay anyone for them.

The network fee

01 On a Solana collection the network fee is paid in SOL.

02 On testnet, KURV covers the network fee on Base.

03 The mint page shows what you pay before you confirm.

CHAPTER 04 · MINT

Mint a piece



The page

01 Open a collection from Explore or from the tester guide.

02 You will see the creator, how many pieces are left, the open phase, and **The Vault**.

You can mint when

01 A phase is open, pieces are left, your wallet is on the list if there is one, you are under the limit per wallet, and you hold enough of the collection's coin.

02 If something is missing, **Mint** stays off and the page says why.

Confirm once

01 Tap **Mint** and confirm once in your KURV wallet.

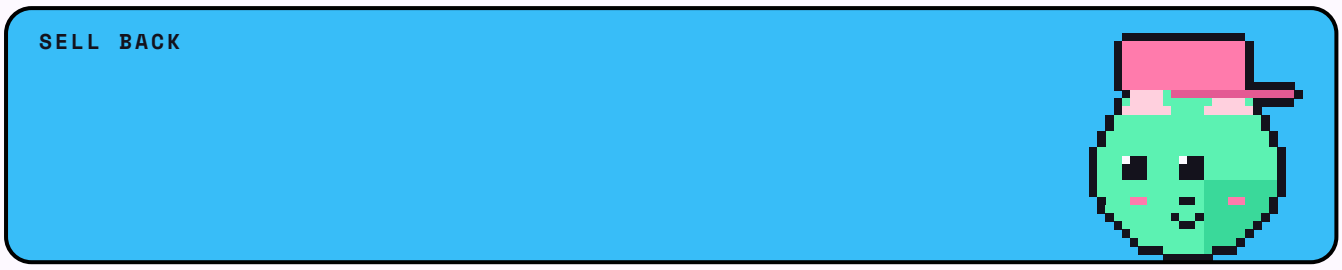
02 You get the next piece in line.

03 It shows under **My pieces**.

04 On testnet this costs nothing of value.

CHAPTER 05 · SELL BACK

Sell to the Vault



See the Vault

01 Open the collection and press **See the Vault**.

02 The page reads the contract: backing, exit, balance, and the moves.

The quote

01 Press **Sell to the Vault** .

02 The **Vault Exit** is 85% of what that piece holds.

03 A piece holding $0 has nothing to sell back until something is given.

04 Read the quote, then confirm and sign with your own wallet.

Where the piece goes

01 It moves to **Vault Inventory** .

02 It is not destroyed.

03 On testnet this is practice.

04 The coins have no value.

05 The Vault does not pay a yield or interest.

CHAPTER 06 · FOUR NUMBERS

Read the four numbers



They are four different numbers. A high Market Floor beside a Vault Exit of $0 is normal. Neither number is a promise.

01 Market Floor.
The lowest price anyone is asking. Collectors set it.

02 Vault Backing.
What that piece holds.

03 Vault Exit.
What a sell-back would pay today. 85% of what the piece holds.

04 Vault Inventory.
Pieces the Vault already bought back.

CHAPTER 07 · A REPORT

Report a bug

A REPORT



The five parts

01 What you were trying to do.

02 What you did, naming the buttons.

03 What happened.

04 What you expected.

05 Where: phone or desktop, and which page.

06 A screenshot helps.

07 ”It is broken” helps very little.

Where it goes

01 Send it from the tester guide at testnet.kurv.fun/testers.

02 Clear reports are the ones that get acted on.

03 You might not get a personal reply.

A confusing label counts

01 If you did not understand Vault Exit beside Market Floor, say so.

02 That is a useful report, even when nothing failed.

CHAPTER 08 · SAFE

Stay safe while you test

SAFE



The real site

01 Use testnet.kurv.fun.

02 Ignore a link in a DM.

03 Compare it with the address you typed yourself.

No secrets

01 Never share a login code.

02 Never type a seed phrase.

03 KURV does not ask for one, and this wallet is made without one.

No reward

01 Ignore a message that offers a tester reward, a free mint, or a payment for signing.

02 This book promises none of those.

03 Testnet pieces and coins have no value.

CHAPTER 09 · A SESSION

A first session

A SESSION



01 **1.**
Read the tester guide once, at testnet.kurv.fun/testers.

02 **2.**
Log in the way you will use again. Press Get test funds.

03 **3.**
Mint one piece. Find it under My pieces.

04 **4.**
Open See the Vault and read the four numbers.

05 **5.**
Write three lines: what worked, what confused you, what you would change. Send them.

CHAPTER 11 · WORKSHEET

Worksheets

WORKSHEET



Copy this and fill it in after one session. Testnet pieces and coins have no value. This is not a reward.

The session

```
Login method:      _____________
Same way next time? Y / N
Invite redeemed?   Y / N
Get test funds?    Y / N
Minted piece #:    ____
```

The four numbers

```
Market Floor:      $_____________
Vault Backing:     $_____________
Vault Exit:        $_____________
Vault Inventory:   ____ pieces
I read the quote before I confirmed? Y / N
```

The report

```
I was trying to:   _____________
I pressed:         _____________
What happened:     _____________
What I expected:   _____________
Phone or desktop:  _____________
```

CHAPTER 10 · ONE PAGE

Cheat sheet

ONE PAGE



01 Address.
testnet.kurv.fun. Base Sepolia and Solana Devnet.

02 Login.
Google, Apple, email, Base, X, or Telegram. Same way next time.

03 Invite.
Needed to mint, trade, or launch. Not needed to browse.

04 Funds.
Get test funds. Free. Never pay for them. They have no value.

05 Mint.
Read the page. Tap Mint. Confirm once.

06 Vault.
See the Vault. Sell to the Vault only after you read the quote.

07 Report.
Five parts and a screenshot. No reward is attached.



THE LAST PAGE

Practice where nothing has value.

Log in at testnet.kurv.fun, mint one piece, and read a Vault. Then send three lines about what confused you. Testnet pieces and coins have no value. This book promises no reward.

Apply at kurv.fun/apply

NEXT READ · BOOK 01

Draw Your Traits

Nine drawing apps, one method. Same canvas, anchors, one palette, and every trait exported as a transparent PNG named layer_trait.

Made by KURV. Free to read and share. Book 12. Pass it to one person about to mint on testnet.