A FREE FIELD GUIDE FROM KURV · BOOK 08

Launch Around a Coin

BOOK

08

ANY COIN

COIN
- One coin
- Any coin
- In the Vault



How a collection is priced in one coin, what a mint puts in the Vault, and how fans launch one alone or with an agent. On testnet.

14 MIN One coin for the mint and the Vault. Written for testnet, where 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 · THE COIN

Before we start



A collection has one coin. People pay that coin to mint, collectors trade in it, and the Vault holds it as backing. This book is how to pick that coin, and how a fan launches a collection around one.

KURV runs on testnet, at testnet.kurv.fun. Coins there are free and nothing has value. Walk the coin step there before you treat any setting as final. Nothing here is a promise about price.

What's inside

01 One coin for the collection

02 A meme coin or a project coin

03 What the mint puts in the Vault

04 Alone, or with an agent

05 What you still choose

06 Say which coin it is

07 What this is not

08 Try the coin step on testnet

09 A short checklist

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CHAPTER 01 · ONE COIN

One coin for the collection



The default

01 On Base the default is USDC.

02 Any other coin on Base is allowed.

03 On Solana the default is SOL, with USDC beside it, or another Solana coin.

04 You pick one.

Every price uses it

01 The mint, the listings, the offers, and the Vault are in that coin.

02 A buyer always pays the price shown, in that coin, with nothing added on top.

KURV has no coin of its own

01 If you see a coin with KURV in the name, it is not from KURV.

02 KURV is the place the collection is launched.

CHAPTER 02 · ANY COIN

A meme coin or a project coin

ANY COIN



Any other coin on that chain

01 A meme coin is a coin.

02 A project's own coin is a coin.

03 If it is on Base, a Base collection can be priced in it.

04 If it is on Solana, a Solana collection can.

05 The docs call this any other coin on that chain.

The art is still the collection

01 The coin is what the mint and the Vault use.

02 The pieces are the art.

03 A collection around a coin people already hold is a fan launch, not a new coin, and not the project's official drop.

Say you are a fan

01 If the collection is a homage, say so.

02 Credit the people who made the art, and do not pass it off as official.

03 That is the next book, A collection for your community.

CHAPTER 03 · THE VAULT

What the mint puts in the Vault

THE VAULT



5%, then the mint share

01 KURV's charge comes first: $0.25 on a free mint, and on a paid mint 5% or $0.50, whichever is greater.

02 The creator chooses how much of what remains to keep.

03 The rest stays with the piece as backing, in the collection's coin.

It stays in the Vault

01 Backing stays in the Vault.

02 Nobody at KURV can move it.

03 A holder can sell the piece back for 85% of what it holds, when it holds something.

04 The piece then waits in Vault Inventory.

$0 is allowed

01 The creator can leave nothing from the mint in the Vault.

02 A Vault that opens at $0 is normal.

03 Every collection launched on KURV has a Vault, and it can hold $0, unless the creator picks No Vault.

CHAPTER 04 · THE AGENT

Alone, or with an agent

THE AGENT



What the agent can do

01 An agent can upload the art, set the draft, and show previews.

02 It can repeat the coin, the price, and the mint share back to you so you can check them.

What it cannot do

01 The agent never holds your keys and never signs.

02 You review the coin, the price, the mint share, and the Vault, then sign once in your own wallet.

Practice on testnet

01 Do the first run at testnet.kurv.fun, where coins are free and nothing has value.

02 A mistake there does not spend anything of value.

On one card

01 **One coin.**
USDC by default on Base, or any other coin on Base. On Solana, SOL or another Solana coin.

02 **Say fan.**
If the collection is a homage, the page says so. Book 09 is that checklist.

03 **You sign.**
An agent can fill the draft. It never holds keys.

04 **Testnet.**
Walk the coin step at testnet.kurv.fun. Nothing there has value.

CHAPTER 05 · THE SETTINGS

What you still choose

THE SETTINGS



Fixed for the life of the collection

01 Supply, the coin, the mint share, and the royalty stay fixed once you sign.

02 The royalty is 5% on every collection.

03 You do not pick a different one.

The sale

01 Fixed price, mystery mint, or rising price, plus phases.

02 Each phase has its own price and its own limit per wallet.

03 Prices cannot change after launch.

No promise in the pitch

01 Say which coin it is.

02 Do not say what the coin or the pieces will be worth later.

03 Every price and buyer is up to the market.

CHAPTER 06 · THE PAGE

Say which coin it is

THE PAGE



On the page

01 Collectors see the price in the coin.

02 Add one plain sentence in the description: which coin, and that the Vault holds that coin as backing.

A public price beside it

01 Dollar figures beside SOL, or beside another coin when KURV shows them, come from a public price and refresh.

02 You pay in the coin shown, not in the dollar figure.

Point at the real coin

01 Link the project's own page for that coin, from their own site.

02 Do not invent a contract address.

03 If you are not sure of the address, do not type one.

On one card

01 **One coin.**
USDC by default on Base, or any other coin on Base. On Solana, SOL or another Solana coin.

02 **Say fan.**
If the collection is a homage, the page says so. Book 09 is that checklist.

03 **You sign.**
An agent can fill the draft. It never holds keys.

04 **Testnet.**
Walk the coin step at testnet.kurv.fun. Nothing there has value.

CHAPTER 07 · NOT THIS

What this is not



Not a new coin

01 Launching a collection does not create a coin.

02 It prices the pieces in a coin that already exists on that chain.

Not a yield, and not interest

01 Coin that sits as backing is not interest.

02 The Vault does not pay a yield.

03 A sell-back is 85% of what that piece holds, as a quote at that moment.

Not a promise

01 Testnet coins have no value.

02 Read Risks and disclaimer before you mint, buy, or sell back.

03 The Market Floor and the Vault Exit are different numbers.

CHAPTER 08 · ON TESTNET

Try the coin step on testnet

ON TESTNET



Where

01 Open testnet.kurv.fun.

02 Browsing needs no invite.

03 Minting, trading, and launching need an invite code.

04 Apply at kurv.fun/apply.

The coin step

01 In the launch wizard, pick USDC or another coin that chain has.

02 Ask an agent, if you use one, to show the coin back before you sign.

After a test mint

01 Press **See the Vault**.

02 The backing, if you left any, is in that coin.

03 On testnet the coins have no value, so this is a reading exercise.

CHAPTER 09 · CHECK

A short checklist



01 Coin.
One coin, on the chain you are launching on. Named in the description.

02 Not official.
If you are a fan, say fan. Credit the artists. Book 09 is that checklist.

03 Vault.
Mint share chosen, or No Vault. You can say what 85% of backing would be, as a quote, not a promise.

04 Agent.
It may fill the draft. You sign. It never holds keys.

05 Testnet.
Walk it at testnet.kurv.fun first. Testnet pieces and coins have no value.

CHAPTER 11 · WORKSHEET

Worksheets

WORKSHEET



Copy these and fill them in. One collection, one coin.

The coin

```
Chain:              Base  /  Solana
Coin name:          ________________
Default (USDC/SOL) or another coin?
Fan of a project?   Y / N
Said so on the page? Y / N
```

The mint

```
Price in that coin: _________________
Free ($0.25) or paid (5% or $0.50)?
Mint share:         ______%
What remains on the piece: ________
No Vault?           Y / N
```

Who signs

```
Agent fills the draft?  Y / N
I sign in my wallet?    Y / N
Tried it on testnet?    Y / N
```

CHAPTER 10 · ONE PAGE

Cheat sheet

ONE PAGE



01 One coin.
USDC by default on Base, or any other coin on Base. On Solana: SOL, or another Solana coin.

02 Fans.
A meme coin or a project's coin can be that coin. The art is the collection.

03 Vault.
The mint puts the creator's unkept share of the 95% into the Vault, in that coin.

04 Sign yourself.
An agent can prepare the draft. You review and sign.

05 No yield.
Backing is not interest. A sell-back is 85% of what the piece holds.

06 Testnet.
Practice at testnet.kurv.fun. Nothing there has value.



THE LAST PAGE

Pick the coin on testnet first.

The coin is a launch setting, and it stays fixed once you sign. Try the step at testnet.kurv.fun, where coins are free and nothing has value.

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NEXT READ · BOOK 09

A Collection for Your Community

A fan homage from a community's own mascot and official art. Credit the artists, ask the lead before you share it, and never pass it off as official. On testnet.

Made by KURV. Free to read and share. Book 08. Pass it to one fan who wants a collection around a coin.