

BOOK 03 · A FREE WALKTHROUGH FROM KURV

Launch on **KURV**

BOOK



STEP BY STEP



The Step by Step Walkthrough. Draw it, zip it, upload it, sign once and launch. Every setting you choose, explained in plain words.

12 MIN

Reading time about 12 minutes. For creators getting ready to launch.

[Apply at **kurv.fun/apply**](https://kurv.fun/apply)

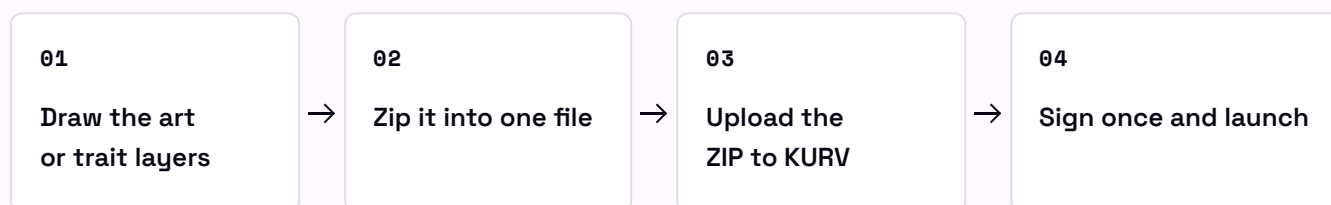
KURV is a launchpad. Launch NFTs like a meme coin.

What **KURV** is

KURV is a launchpad, testing now on Base and Solana with mainnet coming. The idea fits on one line: **Launch NFTs like a meme coin.**

Like a meme coin here means speed and selling while the energy is high. You go from finished art to an open mint fast, and your collectors buy while the energy is high. You bring the art. KURV does the heavy lifting onchain.

The flow has four steps. This walkthrough takes you through each one, then through every setting you choose before you sign.



BOOK 04

Launch Your Collection With Your AI Agent

The same launch, run by your AI agent. The agent sets up the draft while you review and sign.

BOOK 01

Draw Your Traits Yourself

For drawing your trait layers so every combination stacks cleanly.

Before you start

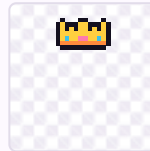
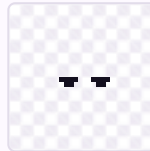
Step one is the art. You can bring it to KURV in two shapes.



ROUTE A



ROUTE B



Final art

Every piece is already finished. You put the finished images in the ZIP.

Trait layers

You draw each layer separately. KURV generates the pieces from your layers.

7 LAYERS

EXAMPLE: 7 LAYERS

- 7 Frame
- 6 Whiskers
- 5 Nose
- 4 Eyes
- 3 Head
- 2 Fur
- 1 Background

BOTTOM TO TOP

Folders and the ZIP

Step two: put everything into **one ZIP**. If you drew layers, each layer gets its own folder, and the folders sit side by side inside the ZIP.

Name every file the same way: the layer first, then the trait, joined by an underscore. That pattern reads like this: **layer_trait.png**. Clean names give you clean trait names on every piece.

FOLDER TREE

7 FOLDERS

- my-collection.zip
 - background/
 - ☐ background_sunset.png
 - ☐ background_mint.png
 - fur/
 - ☐ fur_orange.png
 - ☐ fur_cream.png
 - head/
 - ☐ head_round.png
 - eyes/
 - ☐ eyes_sleepy.png
 - ☐ eyes_star.png
 - nose/
 - whiskers/
 - frame/
 - ☐ frame_gold.png

layer _ **trait** .png

FUR_ORANGE.PNG

EYES_SLEEPY.PNG

FRAME_GOLD.PNG

BACKGROUND_MINT.PNG

- 01 **One folder per layer.**
Name the folder after the layer: background, fur, head, eyes.
- 02 **Lowercase, no spaces.**
Use an underscore between layer and trait, and a dash inside long names.
- 03 **Final art route:**
skip the folders and put every finished image straight into the ZIP.

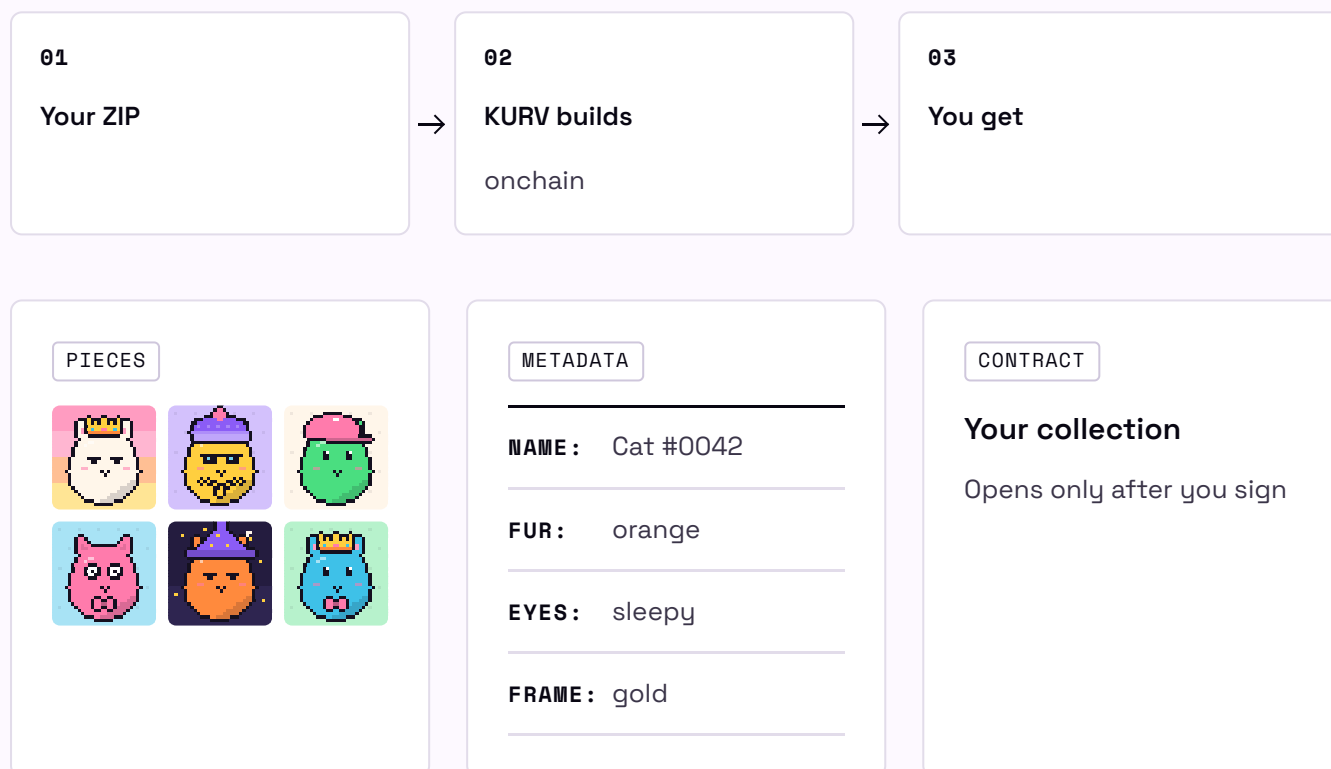
CHAPTER 04 · THE BUILD

Upload. KURV builds it.

Step three: upload the ZIP to KURV. **KURV builds your collection as a draft on Base or Solana (testnet for now). Nothing goes out until you sign.**

You do not write code and you do not deploy a contract by hand. KURV reads your folders, generates the pieces from your layers, writes the metadata for every piece, and sets up the contract. You check the result, then move on to your settings.

UPLOAD



You upload one file once your launch is approved. KURV turns it into a full collection.

CHAPTER 05 · THE PRICE

Choose your price type

Before you sign, you choose your settings. The first one is how the price works. Pick one of three.

01



Fixed price

Every mint costs the same. Easy to explain, easy to share.

02



Mystery mint

Collectors mint blind and meet their piece at the reveal. The surprise is part of the fun.

03



Rising price

The price steps up with each mint, so earlier mints in the sale cost less than later ones. Mints can be free or paid, but a free mint can't rise.

QUICK PICK

FIXED PRICE

You want one clear number.

MYSTERY MINT

Your reveal is the moment.

RISING PRICE

You want speed and early momentum.

CHAPTER 06 · THE CLOCK

Pick your opening time

Next, you set the **opening time**:
the moment your mint opens.

A meme coin style launch lives on attention. Pick a time when your people are online, tell them early, and repeat it. A clear opening time turns a quiet launch into an event.

OPENING TIME

MINT OPENS

DAY **00:00**

YOUR PICK, IN YOUR TIME ZONE, WRITTEN
IN EVERY POST

01

**Pick the slot your
people are awake.**

Look at when your posts get the most replies. Open the mint then.

02

Announce it early.

Post the date and time with your art well before the mint opens.

03

**Say the time
zone every time.**

One time, one zone, one link. Pin the post.

CHAPTER 07 · THE MONEY

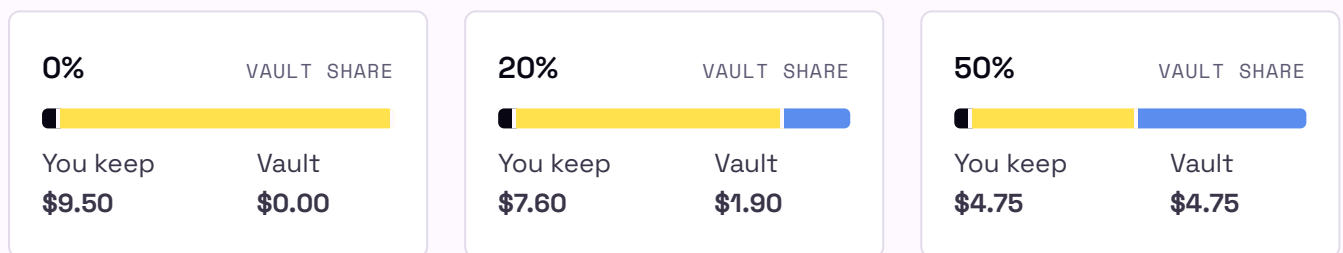
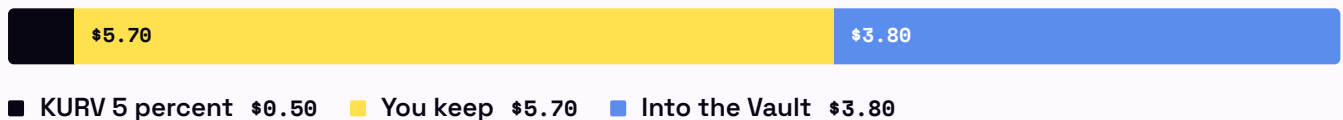
Two splits: mint and resale

On every mint, KURV takes 5 percent first. You choose how much of the rest goes into your collection Vault, from 0 percent up, and you keep everything else.

When a piece resells, your royalty of 5 to 10 percent splits three ways: 50 percent to you, 25 percent to the Vault and 25 percent to KURV. There is no extra marketplace fee on top.

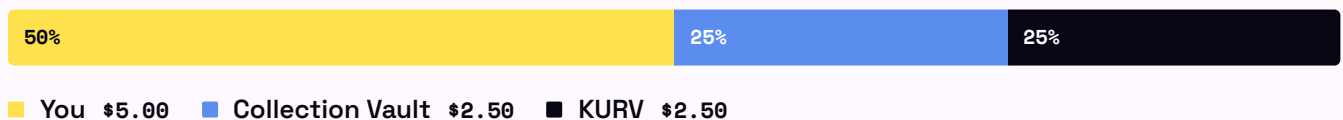
MINT SPLIT: A 10 DOLLAR MINT

VAULT SHARE SET AT 40 PERCENT OF THE REST



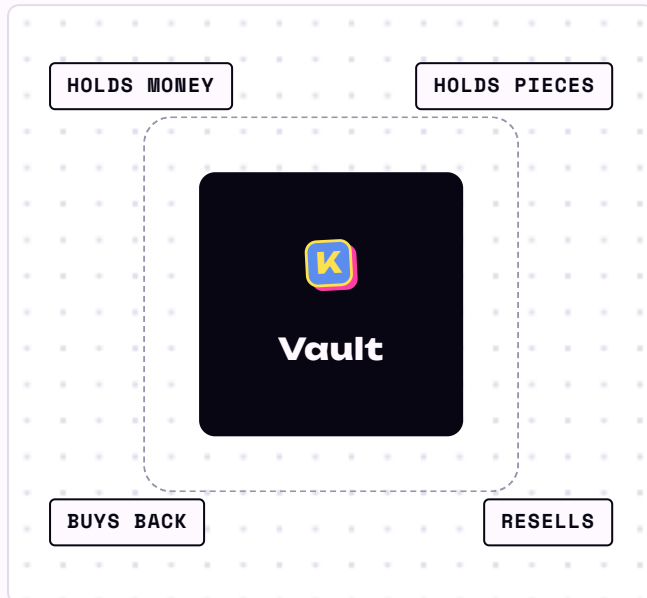
RESALE SPLIT: THE ROYALTY

EXAMPLE: 10 PERCENT ROYALTY ON A 100 DOLLAR RESALE



CHAPTER 08 · THE VAULT

The Vault, explained



Every collection has its own Vault. It holds money and pieces, and nobody else can spend what is inside.

The Vault fills three ways: the share of each mint you choose for it (zero is allowed), 25 percent of every royalty, paid in the collection's coin, and top-ups. When it holds money, a holder can sell a piece back at the Vault Exit: the backing per piece minus 10 percent and the royalty. The piece isn't burned. It stays in the Vault, which can resell it at the backing plus 20 percent. Nobody at KURV can move the backing.

A Vault Exit is a quote at a moment, based on what the Vault holds. None of these numbers is a promise about later, and the Vault isn't protection against an NFT losing value. A Vault that opens at \$0 is normal.



CHAPTER 09 · THE LAUNCH

Sign once and launch

When your settings look right, you sign once.
That single signature launches the collection.

Read the summary line by line before you sign: the art, the price type, the opening time, the royalty and the Vault share. After the signature, your mint opens at the time you picked.

ONE SIGNATURE

 **KURV**

READY TO SIGN

ART	my-collection.zip, built
PRICE TYPE	Rising price
OPENING TIME	Your day and time
ROYALTY	7 percent on resale
VAULT SHARE	30 percent of each mint, after KURV 5 percent

Sign once and launch

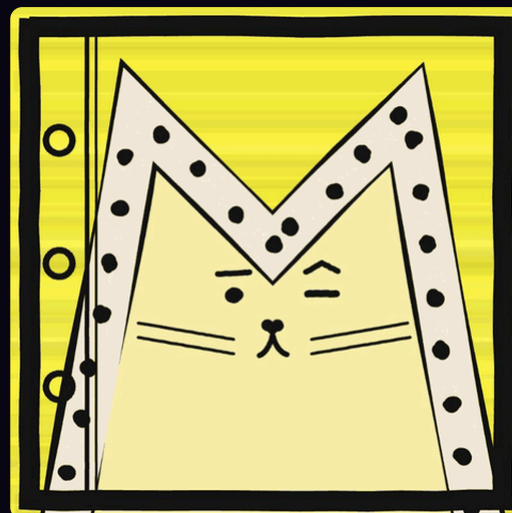
One signature. Your collection launches.

CHAPTER 10 · THE DAY

Launch day checklist

-
- | | | |
|-------------------------------------|----------------|--|
| ☒ | ART | Final art or every layer drawn, same canvas size. |
| ☒ | ZIP | One folder per layer, files named layer_trait.png. |
| ☒ | UPLOAD | ZIP uploaded, pieces and metadata checked. |
| ☒ | PRICE | Fixed price, Mystery mint or Rising price picked. |
| ☒ | TIME | Opening time set and posted with the time zone. |
| ☒ | MONEY | Royalty from 5 to 10 percent and your Vault share chosen. |
| ☒ | SIGN | Summary read line by line, signed once. |
| ☒ | SHOW UP | Pin the mint post, answer replies, share the Vault with holders. |
-





THE LAST PAGE

Your collection is **one ZIP** away.

Draw it, zip it, upload it, sign once. Early launches on KURV are open by application. Bring your collection.

Apply to launch

Visit kurv.fun

HOW TO APPLY · [KURV.FUN/APPLY](https://kurv.fun/apply)

01

Continue with X

Continue with X. Your name goes on KURV's creator list.



02

Personal review

The KURV team looks at your art and your plan.



03

Build together

Art, supply, price, royalty and Vault share, set up together.



04

Open the mint

You sign once and your collection opens.



Made by KURV. Free to read and share. Book 03 of 6. Share it with one creator who is ready to launch.