

BOOK 04 · A FREE WALKTHROUGH FROM KURV

Launch With Your Agent

BOOK

04

STEP BY STEP



The agent walkthrough. Hand your agent the ZIP, tell it your settings, check the previews, then review and sign from your own KURV account.

12 MIN

Reading time about 12 minutes. For creators, and for their agents.

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

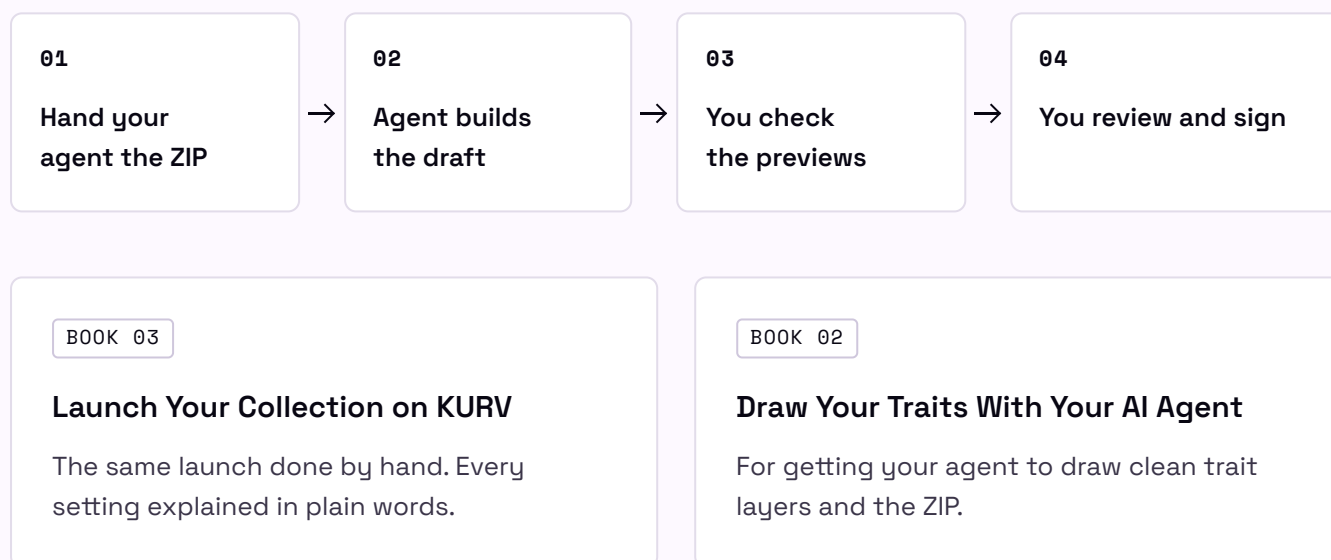
KURV is a launchpad. Launch NFTs like a meme coin.

What your agent does

KURV is a launchpad: Launch NFTs like a meme coin. It's testing now on Base and Solana, with mainnet coming.

Your AI agent connects to KURV through the KURV connector. You talk, the agent works. It uploads your art, sets up the draft and shows you previews. It never holds your account keys and never signs.

This book follows the same flow as Book 03, done through your agent, with a prompt you can copy for every step.



Before you open the chat

Before you open the chat, have the art ready. Your agent can take it in two shapes.



ROUTE A

Final art

Every piece is already finished. The finished images go in the ZIP.



ROUTE B

Trait layers

Each layer is drawn 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

Hand your agent **the ZIP**

Step one: hand your agent **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 **Ask your agent to check it:**
“Open my-collection.zip and list every folder, the file count and any file name that breaks the pattern.”

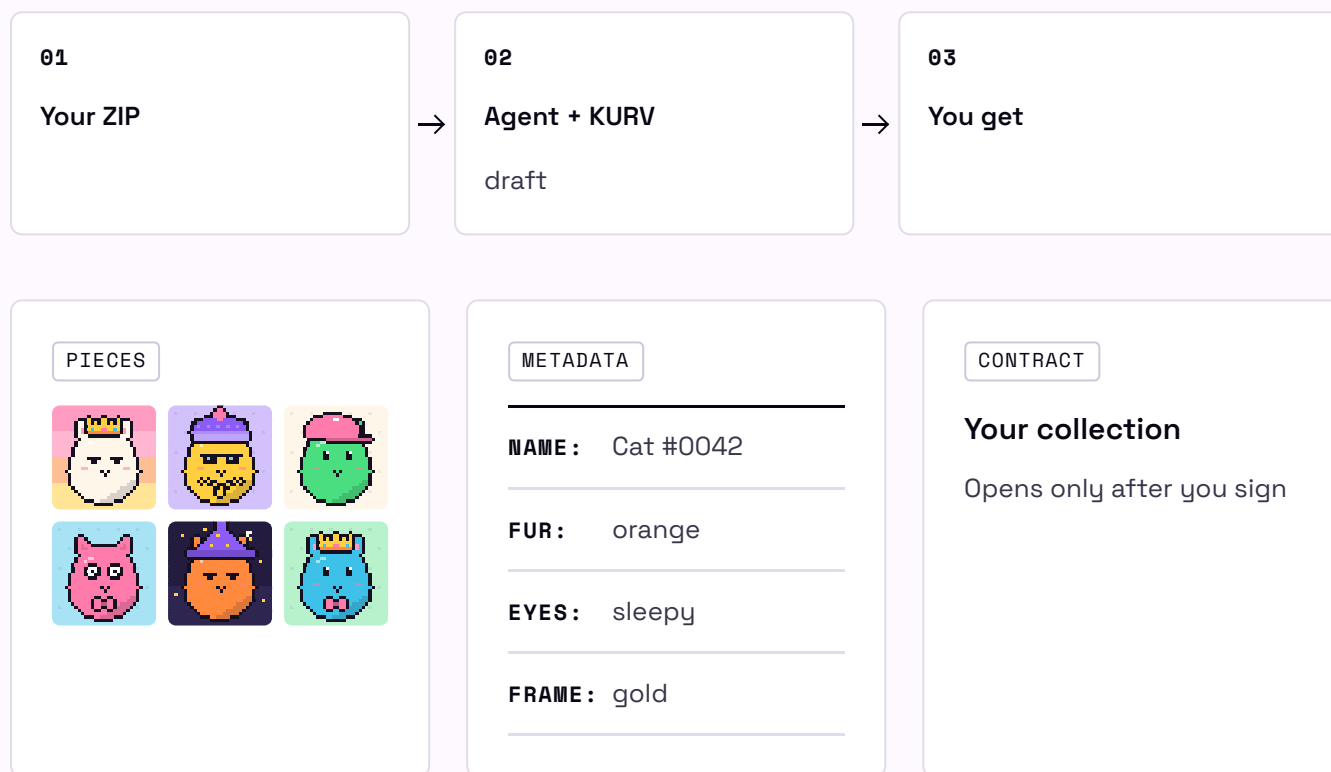
CHAPTER 04 · THE BUILD

The agent builds the draft

Step two: your agent uploads the ZIP and **builds the draft on KURV**, on the chain you chose.

Nobody writes code or deploys a contract by hand. KURV reads your folders, generates the pieces, writes the metadata and sets up the contract. Your agent shows you previews: which traits land together and what art is still missing.

AGENT UPLOADS



“Upload my-collection.zip to KURV, build the draft on the chain I picked, and show me 12 preview pieces.”

CHAPTER 05 · THE PRICE

Tell it your price type

Step three: tell your agent your settings.
First, 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.

EXAMPLE PROMPT

“Set the price type to Rising price and show me the setting in the draft.”

CHAPTER 06 · THE CLOCK

Set the opening time

Next, tell your agent 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

Give your agent the zone.

“Set the opening time to Your day and time, my time zone, and repeat it back.”

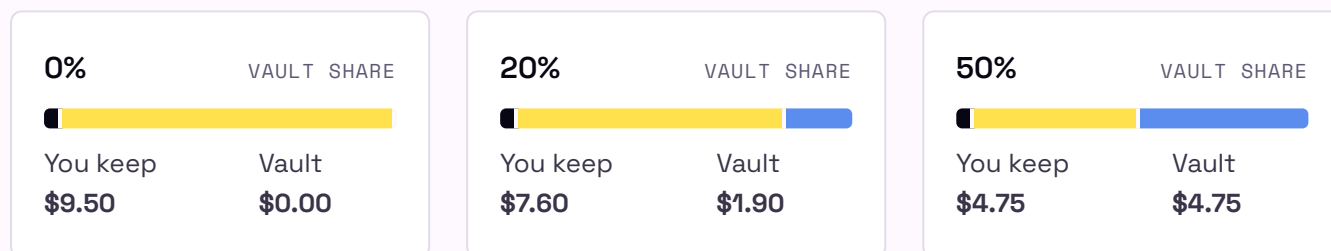
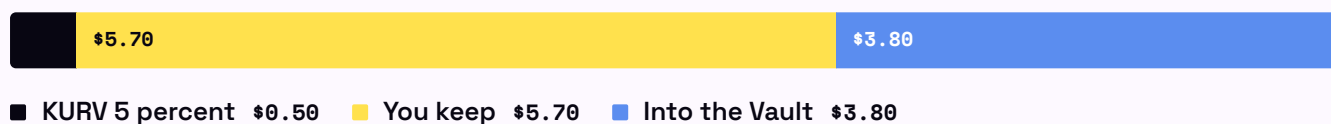
Two splits: mint and resale

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.

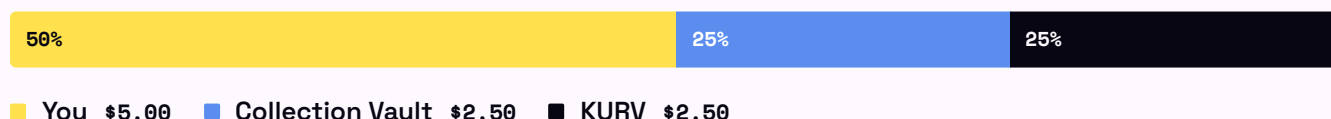
MINT SPLIT: A 10 DOLLAR MINT

VAULT SHARE SET AT 40 PERCENT OF THE REST

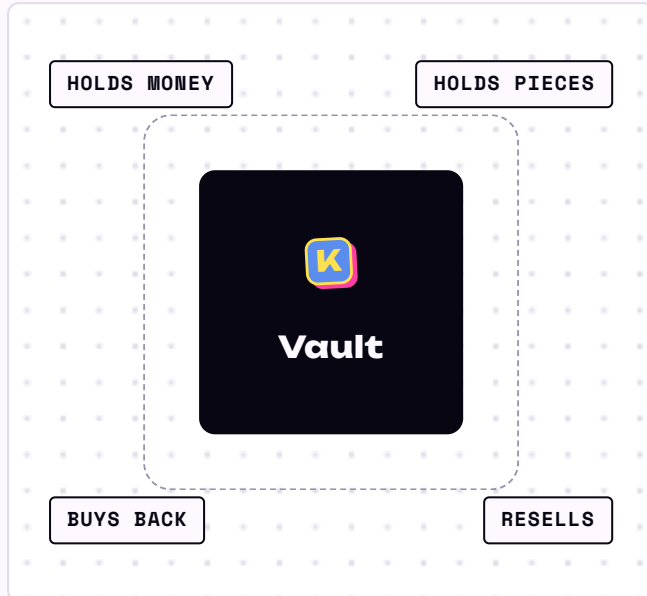


RESALE SPLIT: THE ROYALTY

EXAMPLE: 10 PERCENT ROYALTY ON A 100 DOLLAR RESALE



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: your chosen share of each mint (zero is fine), 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 Vault keeps the piece and 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. 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.

EXAMPLE PROMPT

"Show me the royalty and the Vault share in the draft, and where each dollar of a 10 dollar mint goes."



Review and sign yourself

When the draft is ready, your agent hands you a review link. You sign, not the agent.

Open the link on KURV and read the summary with your own eyes: the art, the price type, the opening time, the royalty and the Vault share. Then sign once from your own KURV account. 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

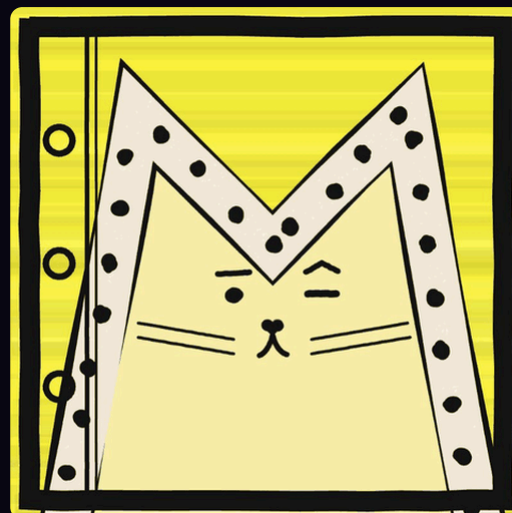
“The draft looks right. Send me the review link.” Then you sign.

CHAPTER 10 · THE DAY

Launch day checklist

-
- | | | |
|-------------------------------------|-----------------|--|
| ☒ | ART | Final art or every layer drawn, same canvas size. |
| <hr/> | | |
| ☒ | ZIP | Agent checked folders and file names. |
| <hr/> | | |
| ☒ | AGENT | Agent uploaded the ZIP and built the draft. |
| <hr/> | | |
| ☒ | PREVIEWS | Previews checked, no art missing, price type set. |
| <hr/> | | |
| ☒ | TIME | Opening time set and posted with the time zone. |
| <hr/> | | |
| ☒ | MONEY | Royalty from 5 to 10 percent and your Vault share chosen. |
| <hr/> | | |
| ☒ | SIGN | Review link opened, read, signed from your account. |
| <hr/> | | |
| ☒ | SHOW UP | Pin the mint post, answer replies, share the Vault with holders. |
-





THE LAST PAGE

Your collection is **one conversation** away.

Hand your agent the ZIP, check the previews, sign from your own KURV account. Early launches on KURV are open by application.

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 04 of 6. Share it with one creator and their agent.