A FREE FIELD GUIDE FROM KURV · BOOK 11

Price Your Drop

BOOK

11

FREE OR PAID

PRICE
- Free $0.25
- Paid 5%
- Or $0.50



How to choose free or paid, what KURV charges on a mint, how a per-wallet limit and a supply fit together, and how the 5% royalty splits.

14 MIN The mint charge, the limit per wallet, supply, and the royalty. Written for testnet.

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

CHAPTER 00 · THE PRICE

Before we start

THE PRICE



Free or paid changes who can say yes, what you keep, and what the Vault holds at the start. You choose it before you sign. This book is that choice, plus the limit per wallet, the supply, and the royalty.

KURV runs on testnet, at testnet.kurv.fun. Coins are free and nothing has value. Nothing here is a promise that people will mint, or that a price will hold.

What's inside

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CHAPTER 01 · THE CHOICE

Free or paid

THE CHOICE



Free

01 A free mint removes the price.

02 You earn nothing from the mint, and nothing from the price reaches the Vault, so it starts at $0.

03 Later royalties are what can add backing.

Paid

01 A paid mint can pay you through your mint share, and it can leave backing on each piece from the first mint.

02 Too high a price, and few people mint.

03 This book cannot tell you which people will pay.

Fixed after launch

01 The price you sign is the price.

02 Phases can carry different prices, chosen before you sign.

03 You cannot raise them after.

Put a number on it

01 **Free.**
The collector pays KURV's $0.25. Nothing from that charge reaches you or the Vault, so backing from the mint starts at $0.

02 **Paid, high enough.**
On $100, 5% is $5, which is greater than $0.50, so the charge is $5.

03 **Paid, small.**
On $4, 5% is $0.20, which is under $0.50, so the charge is $0.50.

04 **What remains.**
Your mint share is your part of what is left. The rest stays on the piece.

05 **Fixed after you sign.**
Phases can carry different prices. You choose them before you sign.

CHAPTER 02 · THE CHARGE

What KURV charges

THE CHARGE



A paid mint

01 KURV takes 5% of the price first.

02 That is the whole KURV charge.

03 The buyer pays the price shown, with nothing added on top.

A free mint

01 A free mint still carries a KURV charge of $0.25 a piece.

02 None of that $0.25 goes to the creator or the Vault.

03 On a paid mint the charge is 5% of the price or $0.50, whichever is greater.

04 A network fee, when there is one, is the chain's.

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

06 The mint page shows the numbers before anyone confirms.

Three prices, worked

01 **$0, a free mint.**
KURV charges $0.25. Creator $0 from that charge. The piece holds $0 from it.

02 **$10, paid.**
5% is $0.50, so the charge is $0.50. $9.50 remains for the mint share.

03 **$100, paid.**
5% is $5, so the charge is $5. $95 remains. At a 50% share you keep $47.50 and the piece holds $47.50.

04 **The page shows it.**
Read Where your {total} goes before anyone confirms.

05 **Network fee.**
The chain's, when there is one. On testnet, KURV covers the network fee on Base.

A $100 PAID MINT, 50% MINT SHARE



KURV $5 You keep $47.50 The piece holds $47.50

CHAPTER 03 · THE SHARE

Your mint share

THE SHARE



The dial

01 The **mint share** is how much of what remains after KURV's charge you keep.

02 On a $100 mint the charge is $5 (5% is greater than $0.50).

03 At 100% you receive $95 and the piece holds nothing from its price.

04 At 0% the piece holds $95.

05 At 50% you keep $47.50 and the piece holds $47.50.

06 On a $4 mint, 5% is $0.20, so the charge is $0.50 and $3.50 remains.

A phase can differ

01 A phase can have its own creator share.

02 Blank means the collection's share.

03 Both stay fixed once you sign.

The tradeoff

01 A bigger share pays you more at mint and leaves less backing.

02 A smaller share does the opposite.

03 Neither is a promise that anyone will mint.

CHAPTER 04 · THE LIMIT

A limit per wallet

THE LIMIT



Per phase

01 Each phase has its own price, its own cap, and its own limit per wallet.

02 An allowlist phase can add a list.

03 The public phase can use a different limit.

What the collector sees

01 The mint page says whether they can mint, and why not if they cannot.

02 A line tells them how many they can still take.

03 You do not have to guess the wording.

04 The page writes it.

Why it matters on a free mint

01 A free phase with no limit lets one wallet take a large part of the supply.

02 Set the limit on purpose, including when the price is zero.

CHAPTER 05 · SUPPLY

Choosing a supply

SUPPLY



Fixed

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

02 Pick a number you can keep.

People and art

01 Count the people who actually follow the work, not the number you hope for.

02 For layers, more pieces need more traits to stay varied.

03 For finished art, every piece is drawn.

04 Pinned uniques count toward supply.

Half minted

01 A small collection that finishes reads more clearly than a large one that stalls.

02 This is a planning note, not a promise that either one will sell.

CHAPTER 06 · PHASES

Phases

PHASES



What a phase holds

01 A price, a per-wallet limit, a cap, and an optional allowlist.

02 A common plan is one phase for early supporters and a later public phase.

03 Say only what you will actually do.

How the price moves

01 Fixed price is one price for the phase.

02 Mystery mint is one price, with the art sealed until the reveal, and the reveal can only show what was sealed.

03 Rising price makes each piece cost a little more than the last.

04 The mint page always shows the next price.

What does not change the next price

01 A gift, a trade, or a sell-back never changes what the next piece costs.

02 On testnet the wizard also offers other choices.

03 Fixed, mystery or rising names the three this paragraph covers.

CHAPTER 07 · ROYALTY

The 5% royalty

ROYALTY



You do not set it

01 The royalty is 5% on every collection, free ones included.

02 It stays 5% for the life of the collection.

03 It is the whole fee on a sale between collectors.

04 KURV adds no marketplace fee.

The split

01 On KURV's market, in the collection's own coin: half to you, a quarter to the Vault, a quarter to KURV.

02 On a $100 sale the seller receives $95, you $2.50, the Vault $1.25, and KURV $1.25.

Another coin

01 A royalty paid in any other coin splits 75% to you and 25% to KURV, with nothing to the Vault.

02 A sell-back pays the holder 85% of what that piece holds.

03 The Vault does not pay a yield or interest.

CHAPTER 08 · TWO PLANS

Two plans, not two promises

TWO PLANS



A paid plan

01 Ana wants holders to have backing from the first mint.

02 She writes down a low fixed price in USDC, a per-wallet limit, and a mint share that leaves part of each mint with the piece.

03 She does not write down a result.

A free plan

01 Leo wants people to see the work and does not have an audience.

02 He writes down a free mint and a per-wallet limit, and he accepts that the Vault starts at $0.

03 Backing, if any, would come later from royalties or gifts.

04 He does not promise either.

On testnet

01 Either plan can be walked through at testnet.kurv.fun.

02 The coins have no value, so the exercise is the settings, not the money.

CHAPTER 09 · BEFORE

Before you sign

BEFORE



01 Free or paid?
What should the Vault hold at the start: $0, or backing from the mint?

02 Mint share?
Your part of the 95% after KURV's 5%, from 0% to 100%.

03 Limit?
How many pieces one wallet can take in each phase.

04 Supply?
A number you can keep. It stays fixed.

05 Phases?
Prices chosen now. They do not change after launch.

06 Royalty?
5%. Half, a quarter, a quarter, in the collection's coin.

07 Testnet?
Read the split on a mint page at testnet.kurv.fun. Nothing there has value.

CHAPTER 11 · WORKSHEET

Worksheets

WORKSHEET



Copy these and fill them in. Prices stay fixed once you sign.

The charge

```
Free or paid:      _________________
Price:             $_________________
If free, KURV charge is $0.25
If paid, 5% is $________
Greater of that and $0.50: $______
```

What remains

```
Mint share:        ______%
You keep:          $_________________
Piece holds:       $_________________
Per-wallet limit:  ____
Supply:            ____
```

Royalty

```
Royalty:           5%  (fixed)
On a $100 resale:
  Creator $2.50  Vault $1.25  KURV $1.25
```

CHAPTER 10 · ONE PAGE

Cheat sheet

ONE PAGE



01 Paid mint.
5% of the price or $0.50, whichever is greater.

02 Free mint.
$0.25 a piece, kept by KURV. Set a per-wallet limit.

03 Mint share.
Your part of the other 95%. The rest is backing. $0 is allowed.

04 Supply.
Fixed once you sign. Size it to people and art, not to hope.

05 Royalty.
5%. Half creator, a quarter Vault, a quarter KURV, in the collection's coin.

06 Not a promise.
No yield, no interest, no line about what pieces will sell for.



THE LAST PAGE

Read the split before you sign.

The mint page shows the price and where it goes. Read it on testnet, where coins are free and nothing has value, before the same settings are the ones you sign.

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NEXT READ · BOOK 12

Collect and Test on Testnet

Set up a wallet on testnet, get test funds, mint, sell to the Vault, and report a bug. Coins are free and nothing has value.

Made by KURV. Free to read and share. Book 11. Pass it to one creator before they set a price.