A FREE FIELD GUIDE FROM KURV · BOOK 07

The Vault, Explained



What a Vault holds, what a holder receives for selling a piece back, and the four numbers to keep apart. Read it beside a real collection on testnet.

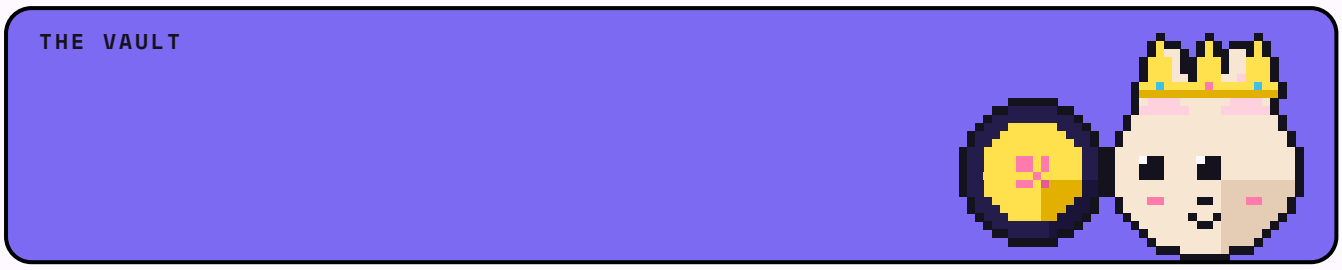
14 MIN Backing from $0, a sell-back at 85%, and one 5% royalty. Written for testnet, where coins have no value.

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

CHAPTER 00 · THE VAULT

Before we start



Every collection launched on KURV has a Vault, and it can hold $0. The creator can also pick No Vault. This book keeps the four numbers apart, and it says what a sell-back pays.

KURV runs on testnet, at testnet.kurv.fun, on Base Sepolia and Solana Devnet. Coins are free and nothing has value. Open a collection there and read a real Vault as you go. Nothing here is a promise about price.

What's inside

01 Every collection has a Vault

02 The creator sets the backing

03 What a piece holds

04 Sell to the Vault

05 One royalty of 5%

06 Four numbers, kept apart

07 What a Vault is not

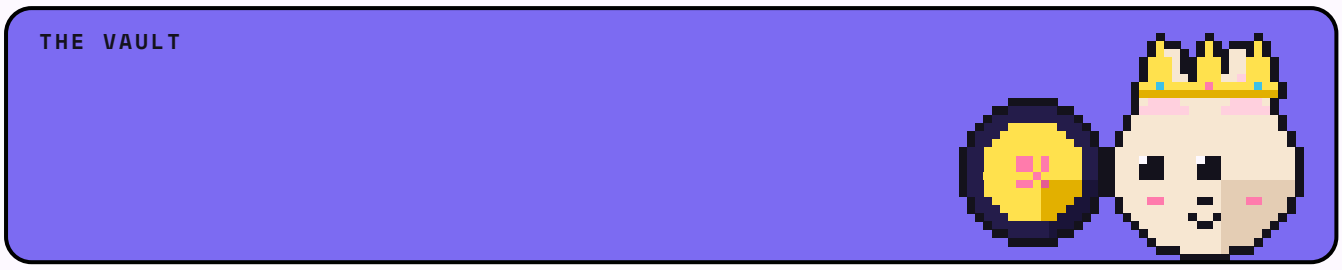
08 No Vault, and a Vault at $0

09 See one on testnet

10 Cheat sheet

CHAPTER 01 · THE VAULT

Every collection has a Vault



The line to remember

01 Every collection launched on KURV has a Vault, and it can hold $0.

02 That is the whole idea.

03 The Vault belongs to that collection alone.

No Vault is a choice

01 The creator can pick **No Vault** when launching.

02 A collection brought over from another launchpad has none, and it trades here at the royalty on its own contract.

The coin stays put

01 A Vault holds that collection's coin as backing.

02 Fees already earned sit apart from it.

03 Nobody at KURV can move the backing.

Read it this way

01 **One collection, one Vault.**
It does not pool with any other collection.

02 **No Vault.**
A launch choice. Say it on the page if you pick it.

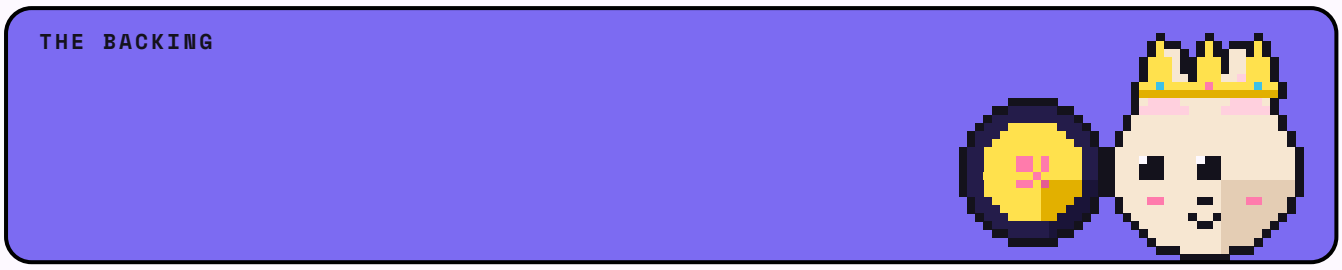
03 **Brought over.**
No Vault, and the collection trades at the royalty on its own contract.

04 **Nobody moves the backing.**
Not you, as a casual withdraw, and not KURV.

05 **$0 is a normal opening.**
Backing counts money that has actually arrived.

CHAPTER 02 · THE BACKING

The creator sets the backing



The charge

01 On a free mint, KURV charges $0.25 a piece.

02 On a paid mint, KURV charges 5% of the price or $0.50, whichever is greater.

03 The buyer pays the price shown.

04 On a free mint, that charge is the $0.25, and none of it goes to the creator or the Vault.

The mint share

01 The **mint share** is how much of what remains, after KURV's charge, the creator keeps, from 0% to 100%.

02 Whatever they do not keep stays with the piece as backing.

03 Backing of $0 is allowed.

04 On a $100 mint the charge is $5, so $95 remains.

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

Fixed once you sign

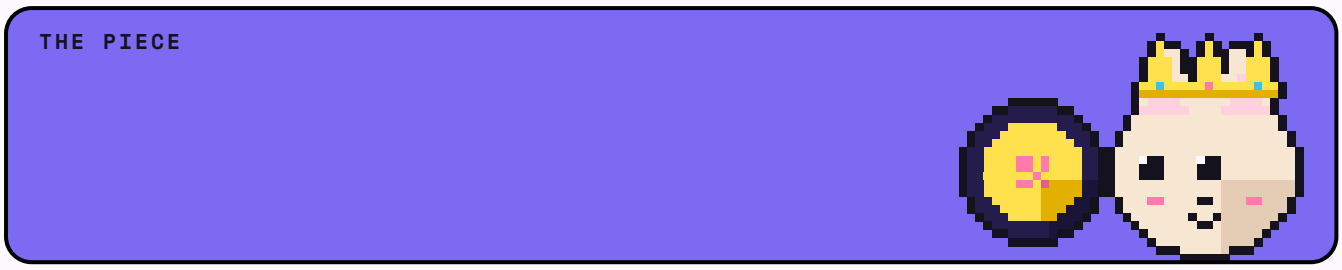
01 The mint share stays fixed for the life of the collection.

02 A phase can have its own share.

03 Pick it before you sign, not after.

CHAPTER 03 · THE PIECE

What a piece holds



Its own mint

01 After KURV's fee and the creator's share, what is left of the price stays with that piece.

02 No later buyer takes it away.

What is shared later

01 Gifts, the Vault's quarter of royalties paid in the collection's own coin, and what other sell-backs leave behind split equally across the pieces that share.

02 Pieces minted later do not share what was given before they existed.

Who does not share

01 Kept pieces and pieces in **Vault Inventory** do not share.

02 A free piece, or a paid piece whose creator kept the whole mint, holds $0 until something is given.

On one card

01 **Quote, not a promise.**
Read Vault Exit on the day. It can be $0.

02 **No yield.**
The Vault does not pay interest for holding a piece.

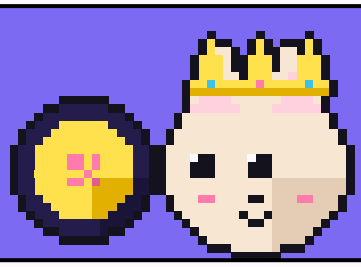
03 **Testnet.**
Open testnet.kurv.fun and press See the Vault. Coins there have no value.

04 **Four names.**
Market Floor, Vault Backing, Vault Exit, Vault Inventory.

CHAPTER 04 · THE EXIT

Sell to the Vault

THE EXIT



The press

01 Anyone holding a piece that holds money can sell it back.

02 Press **Sell to the Vault**.

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

85% of what it holds

01 You receive 85% of what that piece holds.

02 On $100 of backing, that is $85.

03 The rest stays in the Vault.

04 Both cuts come off the $100, not one after the other.

The piece stays

01 The piece is not destroyed.

02 It waits in **Vault Inventory**, and the Vault can sell it again, even when no other piece is out.

03 The quote is what it is at that moment.

Before you confirm

01 **See the Vault.**
Open the collection page and press it. The figures come from the contract.

02 **Read Vault Exit.**
It is 85% of what that piece backs. On $100 of backing, that is $85.

03 **Two cuts, one backing.**
You receive 85% of what the piece backs. The rest stays in the Vault.

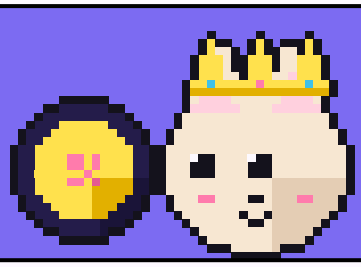
04 **Sign yourself.**
Confirm in your own wallet. An agent does not sign this for you.

05 **The piece stays.**
It waits in Vault Inventory. The Vault can sell it again.

CHAPTER 05 · THE ROYALTY

One royalty of 5%

THE ROYALTY



The same on every collection

01 Every resale carries one royalty of 5%.

02 The creator does not set it, and 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.

In the collection's coin

01 On KURV's market the sale is in the collection's own coin.

02 The royalty splits in half to the creator, a quarter to the Vault, and a quarter to KURV.

03 When it does not divide evenly, the leftover goes to the Vault.

In any other coin

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

02 On another marketplace, someone has to route a royalty the contract received.

03 KURV does not do that for you.

On a $100 resale

01 **The royalty is $5.**
5% of $100. It is not a range, and you do not set it.

02 **Creator.**
Half, $2.50, when the sale is in the collection's coin.

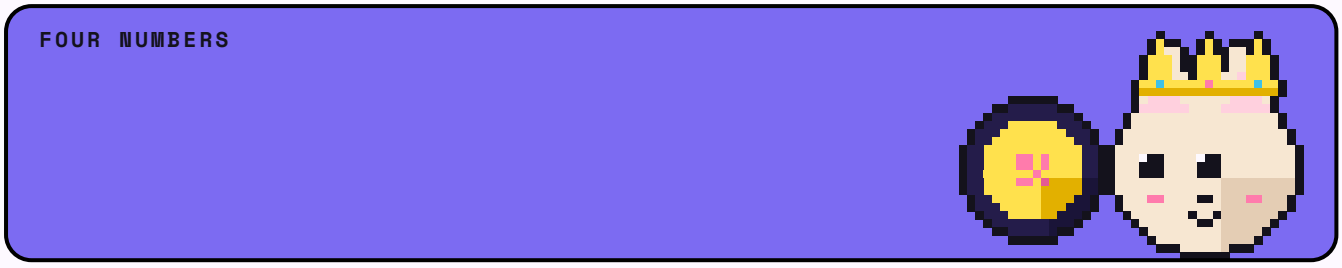
03 **Vault.**
A quarter, $1.25, split across the pieces that share.

04 **KURV.**
A quarter, $1.25. No second marketplace fee on top.

05 **Another coin.**
75% to the creator and 25% to KURV. Nothing from that royalty reaches the Vault.

CHAPTER 06 · FOUR NUMBERS

Four numbers, kept apart



Each name is one number. Market Floor and Vault Exit move on their own. One can be high while the other is $0. Neither is a promise.

01 Market Floor.
The lowest price anyone is currently asking for a piece. Collectors set it. It is the only number KURV calls a floor.

02 Vault Backing.
What one piece holds: the Vault part of its price, plus its equal share of what has been given since.

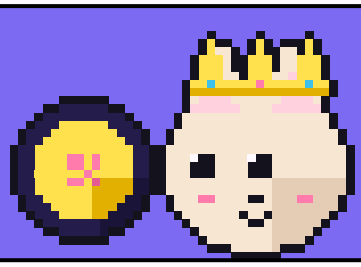
03 Vault Exit.
What you would receive today for selling that piece to the Vault. It is 85% of what the piece holds. A piece holding $0 has none until something is given.

04 Vault Inventory.
Pieces the Vault holds after buying them back. They wait there, and they do not share.

CHAPTER 07 · NOT THIS

What a Vault is not

NOT THIS



Not a yield, and not interest

01 Holding a piece does not pay you for waiting.

02 The Vault does not pay a yield or interest.

03 A sell-back is a quote for that piece, today, and only when the piece holds money.

Not a guaranteed price

01 A **Vault Exit** is a quote at a moment.

02 It is not a promise of later value, and it is not protection if a piece sells for less on the market.

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

Not a floor you can withdraw

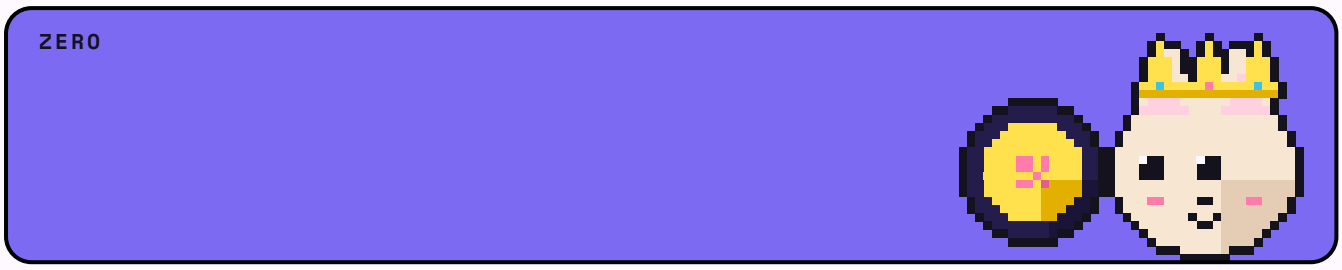
01 Only the **Market Floor** is a floor.

02 Money leaves a Vault when a holder sells a piece back, or when the Vault sells a piece from inventory.

03 You do not withdraw the backing as cash.

CHAPTER 08 · ZERO

No Vault, and a Vault at $0



Picking No Vault

01 If the creator picks **No Vault**, there is no sell-back, and that collection has no Vault share of a royalty.

02 Say so in the description, in plain words.

$0 is normal

01 A free mint puts nothing into backing from the price.

02 A creator who keeps 100% of the mint share does the same.

03 Backing counts money that has actually arrived, and only that.

On testnet

01 The same rules run at testnet.kurv.fun.

02 The coins have no value, so you can read a quote of $0, or of more, without treating it as money.

On one card

01 **Quote, not a promise.**
Read Vault Exit on the day. It can be $0.

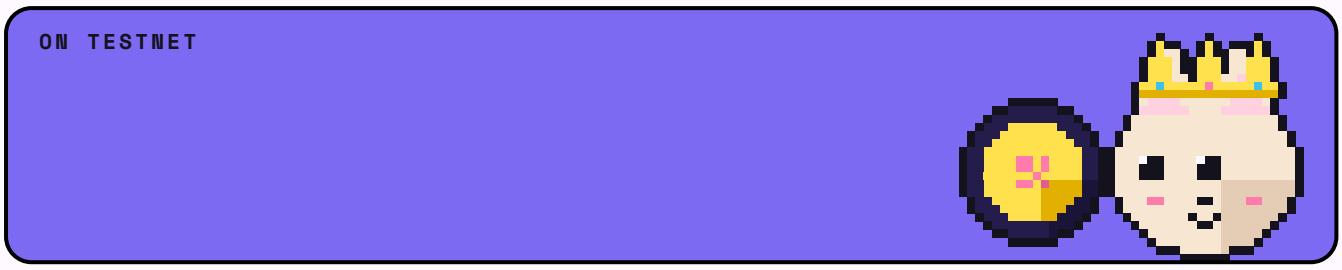
02 **No yield.**
The Vault does not pay interest for holding a piece.

03 **Testnet.**
Open testnet.kurv.fun and press See the Vault. Coins there have no value.

04 **Four names.**
Market Floor, Vault Backing, Vault Exit, Vault Inventory.

CHAPTER 09 · ON TESTNET

See one on testnet



See the Vault

01 Open testnet.kurv.fun and a collection.

02 Press **See the Vault**.

03 The page reads the contract while it is open: backing, exit, balance, pieces out, the next price, and every Vault move.

Then the quote

01 Press **Sell to the Vault** only after you have read the **Vault Exit**.

02 On testnet, confirming it is practice.

03 The piece and the coins have no value.

If a label is confusing

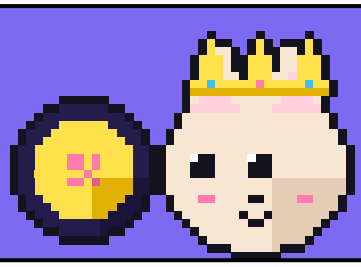
01 That is worth a note.

02 The book Collect and Test on Testnet is the path from login to a bug report.

CHAPTER 11 · WORKSHEET

Worksheets

WORKSHEET



Copy these and fill them in. A Vault Exit is a quote at a moment, not a promise. The Vault does not pay a yield or interest.

One piece

```
Collection:          _______________
Piece number:        _______________
Vault Backing:       $______________
Vault Exit (85%):    $______________
Market Floor:        $______________
Same number?         Y / N
```

The mint

```
Price:               $______________
Free or paid:        _______________
KURV charge:         $0.25  or  5% or $0.50
Mint share:          ______%
Stays on the piece:  $______________
```

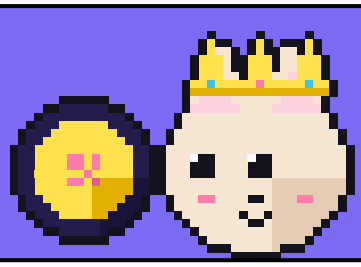
The royalty

```
Resale price:        $______________
Royalty (5%):        $______________
Creator half:        $______________
Vault quarter:       $______________
KURV quarter:        $______________
```

CHAPTER 10 · ONE PAGE

Cheat sheet

ONE PAGE



01 Vault.
Every collection launched on KURV has one, unless the creator picks No Vault. It can hold $0.

02 Mint.
Free: $0.25 a piece. Paid: 5% or $0.50, whichever is greater. The mint share is the creator's part of what remains.

03 Sell-back.
You receive 85% of what the piece holds. The piece stays in Vault Inventory.

04 Royalty.
5% on every resale. In the collection's coin: half creator, a quarter Vault, a quarter KURV.

05 Four names.
Market Floor, Vault Backing, Vault Exit, Vault Inventory.

06 Not a yield.
The Vault does not pay interest. A quote is a moment, not a promise.

07 Testnet.
Read a real one at testnet.kurv.fun. Testnet pieces and coins have no value.



THE LAST PAGE

Read a real Vault on testnet.

Open a collection at testnet.kurv.fun and press See the Vault. The numbers on that page are the ones in this book. Testnet pieces and coins have no value.

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NEXT READ · BOOK 08

Launch Around a Coin

A collection is priced in one coin, including a meme coin or a project's own coin. Mints put that coin in the Vault. Fans can launch one on testnet, alone or with an agent.

Made by KURV. Free to read and share. Book 07. Pass it to one person who wants the Vault in plain words.