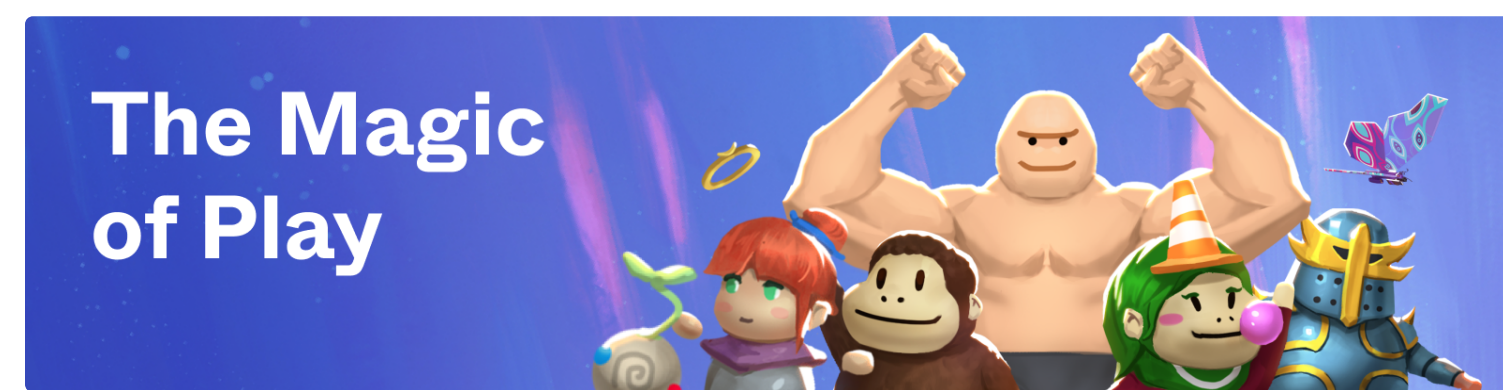


Introduction

The official documentation for Treasure, the decentralized game publisher connecting games and players through \$MAGIC.



What is Treasure?

Treasure is the decentralized game publisher on Arbitrum built for community-driven games. Every project listed on the Treasure platform utilizes MAGIC in their respective metaverses, with each community inventing its own lore and storytelling for this resource. MAGIC, the native token of Treasure, is the sole currency for marketplace transactions. In this way, MAGIC acts as the reserve currency for the entire web of metaverses connected under the Treasure umbrella.

Treasure projects are linked—narratively and economically—through MAGIC. The DAO uses MAGIC emissions to grow new projects and continue supporting more mature ones.

Bridgeworld

The central metaverse in Treasure is a place called Bridgeworld, where MAGIC is emitted and harvested. Bridgeworld utilizes a three-part resource economy:

- **\$MAGIC** (Power);
- **Treasures** (Resources); and
- **Legions** (Characters)

Legions use treasures to mine for MAGIC and build larger forms of infrastructure and equipment. MAGIC is the resource that allows Legions to quest and craft new items using treasures. The relationship between treasures and MAGIC is the equilibrium underpinning Bridgeworld.

MAGIC is an increasingly scarce resource needed to “power on” Treasures and allow them to function as productive assets. Treasures produce the instruments and materials needed to continue mining MAGIC. This dance between treasures and MAGIC forms a base layer metaverse on which other metaverse economies can be built and connected.

Vision and Mission

The TreasureDAO, governed by staked MAGIC holders, oversees the project. The goal of Treasure is to allow communities to bootstrap new, decentralized metaverses. We believe that metaverses are community-written stories, and resources are threads by which the fabric of the metaverse is sewn.

The DAO votes on which projects to onboard, MAGIC distribution, and revenue sharing agreements for the marketplace. Treasure has enjoyed a strong grassroots community in its brief history. Over time, we expect the DAO to cultivate a much larger ecosystem with multiple product offerings. In 2022, the DAO will be launching a generalized NFT marketplace (transacted in ETH) as an additional revenue source. Projects on this marketplace will not be related to MAGIC or Bridgeworld. The marketplace simply provides the DAO with additional runway to continue supporting the growth of the overall Treasure ecosystem.

Over time, Treasure hopes to become the beacon of decentralization across the entire NFT ecosystem. The DAO will begin building decentralized competitors to existing NFT products, using this revenue to jumpstart new projects and continue growing older ones. MAGIC acts as a flywheel to increase decentralization in the metaverse and develop decentralized crypto-economic primitives that can function as “real world” economic assets.

Community-Driven

Treasure is a fair-launch, community-driven project. The vast majority of Treasure’s team members came directly from the community, inspired by Treasure’s ethos of building in the open. The DAO has established a framework by which the community can build alongside the team and receive rewards in MAGIC for developing key parts of the ecosystem (e.g., tooling, lore, quests). These incentives deepen MAGIC’s network effect by aligning the broader ecosystem and incentivizing other communities to build on top of Treasure.

Every item in the Treasure ecosystem—legions, treasures, and MAGIC—was distributed for free. The other collections on Treasure’s marketplace were also free-to-mint, fair launch projects. Moreover, Treasure itself is open source. The marketplace, quests, and lore are publicly-hosted projects to which anyone can contribute.

The DAO believes that metaverse assets become valuable because of the work that users put into acquiring them. Moreover, metaverses need fair launch origins and decentralized decision-making to sustain community participation over the long-term.

The genesis story of the project has attracted collaborators who align with our vision of community-run, decentralized metaverses. In December 2021, the DAO voted to approve a strategic partnership with 1kx, an early-stage investment fund that shared Treasure’s belief in grassroots building. 1kx spearheaded a network of strategic investors who enabled the DAO to diversify its treasury and rapidly scale the project.

DAO Governed

Treasure is governed by its DAO. To ensure a degree of structure, however, a group of dedicated DAO members from the “Treasure Council” will help execute Treasure’s vision.

For more information on the Treasure Council and broader team, [meet the team](#).

Decisions are formed by the DAO and voted by \$MAGIC holders through [Governance](#).

Decentralization solves a crucial scaling problem. There is no way the team (no matter the size) can scrape together a **collective imagination** sufficient to construct the entirety of this metaverse. Decentralization, therefore, creates the conditions by which a true metaverse can develop and be **free of proprietary distortion**.

- Forum:** Where to go to discuss new proposals and review formalized TIPS
- Snapshot:** Where to go to vote on proposals for implementations by the DAO

Process

1. Submit Treasure DAO Improvement Proposals (TIP) via our [Treasure DAO forum](#) to gauge interest and spark healthy conversation - discussion which can be continued in our new dedicated Discord channels for "TIPs" and "Governance."
2. If quorum and sufficient engagement are achieved, move to formal Snapshot voting which will ratify proposals for implementation by the DAO.

Typically, voting lasts 24-48 hours.

Who is allowed to vote?

Only MAGIC stakers (Harvesters and Governance Staking) and those with \$MAGIC-WETH SLP in the Arbitrum LP Rewards contract are eligible to vote with gMAGIC.

Note: the Atlas Mine has been sunsetted as part of [TIP-23](#) as of January 2023.

gMAGIC

Governance \$MAGIC (or "gMAGIC") introduces concepts from the veCRV model where governance rights are weighted towards community members who commit and provide to the longer term success of the DAO. As such:

- Only staked \$MAGIC (veMAGIC) or \$MAGIC-WETH SLP within the Arbitrum LP Rewards contract will count for voting - liquid \$MAGIC (eg. unstaked or uncommitted \$MAGIC) will **NOT** count for governance.
- gMAGIC derived from [Harvesters](#) is calculated on a 1:1 basis for MAGIC staked.
- gMAGIC derived from [Governance Staking](#) is calculated on a 1:1 basis for MAGIC staked.

gMAGIC automatically adjusts for new positions in the Harvesters, SLP rewards, and Governance Staking contract.

Snapshot Voting

Snapshot voting will be based on your gMAGIC holdings on Arbitrum only.

If you're already staked in the Harvesters, Governance Staking, or you have SLP within the LP Rewards contract, you do **NOT** need to do anything.

To participate in voting, you'll need to connect your wallet to our Snapshot page (to be shared at later date) and your gMAGIC holdings will automatically appear. You must be connected to the Arbitrum network.

The TIP will be ratified when quorum is reached with a greater than or equal to 75% vote 'for' in the Snapshot vote.

We look forward to building Treasure together with the community!

Improvement Proposals

:

Treasure Improvement Proposal (TIP)

TIPs are proposals submitted by the community and the DAO Council proposing changes and improvements to different elements of Treasure. These proposals may touch on things like the use of funds, liquidity pool, tokenomics framework, development focus, and more.

Rules and Guidelines

- Start a discussion on the DAO Discord or General Forum prior to posting a proposal.
- Be ready to engage with the community, e.g., by answering their replies and addressing their concerns.
- Include a TIP (Treasure Improvement Proposal) number in the post title.
- Add a poll option in your proposal.

Criteria for a Snapshot Vote

- The proposal must be live for at least one day.
- The proposal must receive at least five posts from different members to ensure sufficient engagement.
- Quorum must be reached from an informal poll (>66% vote "for").
- At least one DAO Council member must be made aware of the proposal.
- The author should indicate clearly when the Snapshot vote will commence (see the Template section below).

Liquidity



Sustainable Liquidity

MAGIC is a scarce resource. This is a key tenet of the Treasure metaverse. Mining rewards will continue to halve each year. LP rewards will align with this trajectory to ensure 1) ecosystem balance and 2) long-term sustainability. Achieving sustainable liquidity will involve:

- a progressive reduction in LP rewards to sustainable emissions, reviewed on an ongoing basis;
- building protocol-owned liquidity; and
- exploration of alternative liquidity solutions.

For more details, see [📄 Liquidity Abstraction](#).

Liquidity Abstraction

Abstracting LP into an intrinsic 'meta mechanic', which deepens liquidity as the network scales



Founders' Long-Term Vision for Treasure Project
Medium

Summary of article can be found below.

Short-Term Objective: Gamifying Liquidity

The hardest part of Proof of Imagination is achieving the critical mass necessary for an invented universe to possess gravity.

Gravity here, like true gravity, tethers the universe and holds it together by the edges. The gravity of a metaverse is simply consensus that it exists. Without this consensus, the world cannot be said to exist, and none of the assets in this world could gain the monetary premium needed for secondary economic structures to develop. (The longer the chain, the sturdier the architecture).

The task for the DAO is figuring out how to keep liquidity incentivized long-term. **This goal can be accomplished by framing liquidity as one of the core objectives of the game.**

Instead of using MAGIC as the ecosystem's core token, the project could transition to using LP tokens as the power source. Ideally, the user wouldn't even know that they're using a LP token because it's called a crystal or a chalice or some other item related to the metaverse.

Developing this concept would solve the impermanent loss problem. Impermanent loss can be reduced to the idea that financial yield does not compensate for the losses incurred by LPing (either real losses or opportunity costs). But the yield in game worlds we are talking about is qualitative — joy! The value of a great gaming experience goes beyond money. It unlocks joy through experiencing, collecting, collective brainstorming, collective experiencing, and so on... Outcomes that DeFi would never in a million years achieve without NFTs.

Framing liquidity as the game's core objective could take the form of **** three metaphor: liquidity as **weather**, liquidity as **time**, and liquidity as a **measure of spatial reach**.

Liquidity as Weather

We have not prescribed a single genesis story for the Legions to create room for other storytellers.

One such story could be that Legions are settlers on a new world, which is full of peril and imbalance that they must learn to manage (like any civilization).

Low liquidity is akin to extremely bad weather. Volatile, cruel, literally an existential threat to the protocol (or civilization). LPing a shitcoin is like riding a tiny boat through a huge storm, knowing at any moment your boat could flip and drown you.

Growth in liquidity could thematically correspond with stronger structures to protect the Legions against the natural world. Or, an even more fantastical version of this idea would be that as liquidity grows, the Legions are increasing their power to control the weather and use it for their advantage.

Liquidity as Time

Growth in liquidity could result in time shifts in the metaverse. New time periods would unlock whenever liquidity reached a certain depth.

You could even design a world where time has frozen, and the solution is for the game players to collectively grow liquidity to re-start time. (The MAGIC-Treasure design is rooted in a similar idea. Productivity of Treasures, and output from the mine, is kickstarted by MAGIC staking.)

Liquidity as Measure of Spatial Reach

Extending on the idea of LP tokens as keys to unlock adventures, liquidity could also be the key to unlocking new realms. As liquidity grows, the world expands outward. This design would create a very fun collective gaming experience and more importantly, begin to heal the extremely damaging mentality borne out of DeFi that LPing is a PVP sport.

We should think of providing liquidity as a means to improve the world and explore its limits. This attitude seems much healthier than what DeFi 1.0 manifested.

Medium-Term: MAGIC as a Natural Resource

In Treasure, the role of smart contract developers can completely invert compared to the status quo. **Today's developers use smart contracts to tame the chaos of the existing world. Treasure builders could instead use smart contracts to create chaotic worlds that require taming.** The game would be to restore harmony to the imperfect world that the developer deviously birthed, with imperfections taking the form of weather, time distortions, and so on.

The exciting part about this design is that we might discover the mechanisms needed to solve problems for which DeFi offered no solutions. Imagine a world built by developers that mimics the cruelty of our own world. Some environments are resource-rich, while others are starved of resources. Blight, tornado, and other natural disasters compound this injustice.

What good would this serve? Well, players would probably figure out how to make an insurance protocol that actually works! DeFi 1.0, steeped in a weirdly perverse worship of deception and sociopathic behavior, wasn't exactly fertile ground for these kinds of experiments.

The insurance industry, done correctly, is an inherently humanitarian industry. It is a collective exercise in overcoming the principal cruelty of the natural world — unequal distribution of tragedy. We believe that game designers might be the first group in crypto to crack the nut of decentralized insurance.

At the end of the day, trustlessness is a bad framework for thinking about crypto. Treasure should lean into narratives that are trust-deepening and pro-social. We want game worlds to be not only experiences of joy, but also genuine attempts at making better, fairer systems that require community and coordination to assemble.

So, in short, MAGIC should become a natural resource that is unfairly and unpredictably distributed around the Treasure metaverse. The TreasureDAO should attempt the paradoxical: using governance to slowly disempower the DAO and make it less and less able to hold any sway over the natural world. The ideal outcome is that MAGIC ceases to be a governance token. Governance tokens don't even exist! Instead, avatar NFTs function as governance tokens.

They indicate the tribe to which the speaker belongs. Each tribe lobbies the DAO (whose actual power has waned significantly) to enact policies that they support. The NFT is the governance token.

In a nutshell: DeFi governance was about ramping up decentralization and strengthening governance's control over the protocol. NFT-DeFi might be about introducing game elements that makes governance progressively more difficult. Opposite approach, but it could yield better solutions to the original set of problems.

Representative democracies are probably inevitable in game worlds. Take, for example, the group-mode for realm conquest. This mechanism results in the natural fragmentation of users into groups. Users break off to work in little groups to build settlements with implicit insider/outsider boundaries. Some sort of political system for that tribe is inevitable.

NFTs as governance tokens are probably also inevitable. Given that the basic conditions for political formation (group identity, shibboleths, etc.) are integral to crypto culture, we might as well embrace it.

We think a council comprised of **NFT-community tribes**, each choosing how to represent themselves before the council, would be an extremely fun experiment for NFTs — and could easily become the new norm for **intra-DeFi governance**.

Long-term: Cross-Chain Treasures

The move to Arbitrum is in no way short-term or medium-term. Hopefully Treasure becomes a staple of Arbitrum for the foreseeable future.

But the most ambitious vision for this project should see Arbitrum as a pit stop on the larger journey.

Treasure should consider one day creating its own app-specific chain with the Cosmos SDK, with Legions and Treasures acting as validator bonds. The majority of MAGIC liquidity would then reside off-world, on an AMM-specific chain connected to the Treasure chain through IBC.

Here is the metaphor for how this would work: Legions are an interstellar civilization in search of the kindest possible environment for their life-form. Their civilization bounces between planets every few generations, moving onto an even-greener world when it presents itself, each time becoming better at the onboarding process so settlement is smooth and painless.

After a few terraforming attempts, they discovered ways to power satellite civilizations with a remote planet, on which no life lives. The only thing on this planet is the power source, which is routinely carted off-world by driverless barges.

Because of this, things move easily between worlds, but no world is over-crowded nor are specific worlds forced to live under universal rule. Moreover, the power-planet exists safely as a separate part of the universe, free from political turmoil on the colonized planets.

It would be **thrilling** to see games build their **own chains**. If NFTs function as better proxies for governance than most tokens, then in the case of game worlds, it is even more true.

What is \$MAGIC?

MAGIC is the natural resource of the Treasure metaverse. It “powers on” NFTs and turns them from fantasy into productive, yield-bearing assets.

MAGIC is designed to be increasingly scarce (emissions decline as the complexity of the economy increases) as it weaves an ever-growing web of narrative bridges within the Metaverse.

Players can earn \$MAGIC through playing, mining, and participating in Bridgeworld. The Treasure ecosystem, therefore, is governed by \$MAGIC holders.

Note: You can learn more about how MAGIC is integrated over at [Bridgeworld](#)

Proof of Work

In the next phase of farming, users will have to stake Legion, treasures and MAGIC to earn new items (see [Bridgeworld](#)). The cost of farming is the price of the initial assets (the mining equipment) and the time it takes to perform these actions. An example mine would include:

- Stake MAGIC and diamonds to create drilling tools (one-time use consumables)

The goal is to create an economy of assets by which the rarest assets are earned through labor. An actual proof of work economy.

This mechanism is a vast improvement over traditional LP incentives. Most farms cater to mercenary farm and dumpers. We have opted for a model that will create slow, continuous growth in liquidity. The early days matter very little because the meat of the LP incentives will not be the token itself but rather the treasures. LPs are rewarded not just for providing liquidity but actually enhancing the quality of the ecosystem. Traditional liquidity mining has instant success and zero long-term efficacy. We are trying to create a long-term community, not instant liquidity.

Mining results in a virtuous cycle for MAGIC and the actual treasures. MAGIC is put into staking or LP positions indefinitely, leaving less of the token to go around. The token then gains “density” (i.e., a loyal community, established use cases), meaning it forms a foundation on which new types of derivatives and financial products can be built.

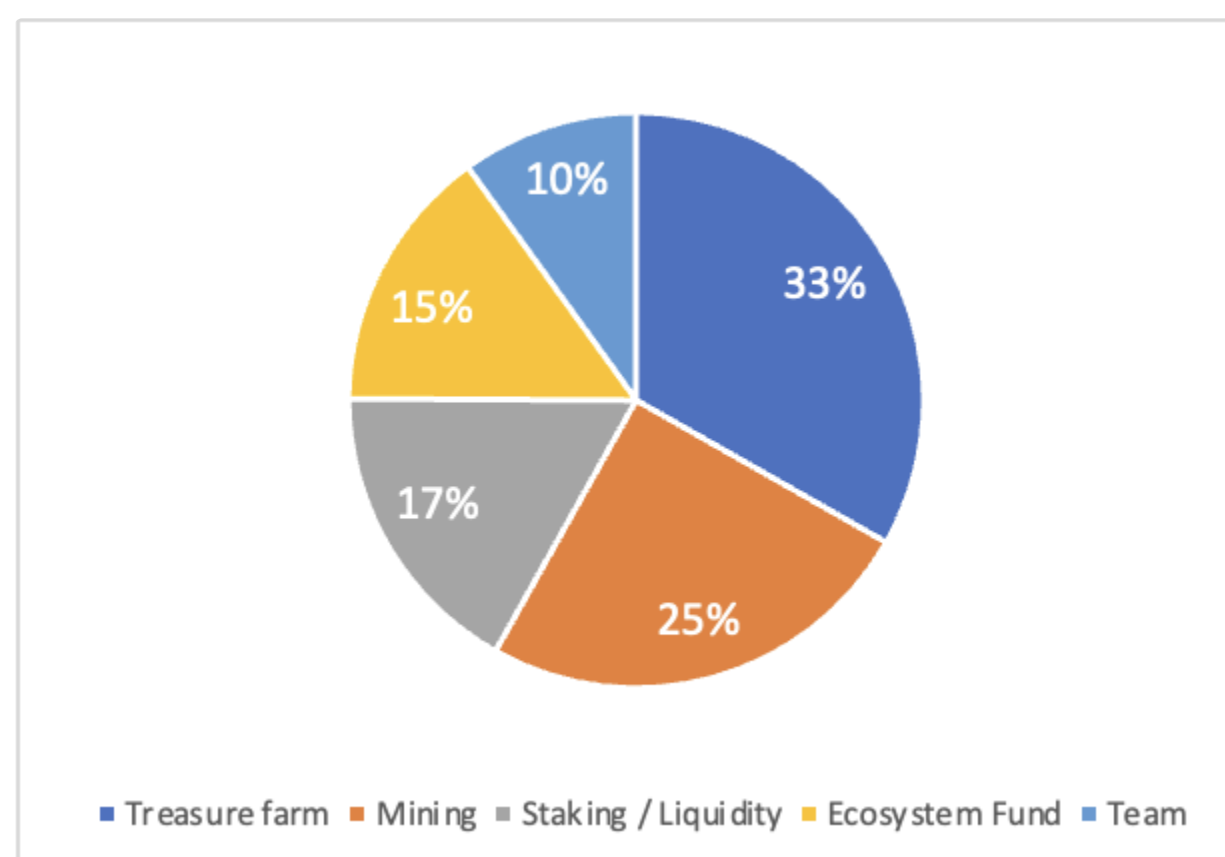
Users love rare items not only for their qualities, but also because of the effort it took to achieve them. This proof of work mechanism turns treasures from words on a card into collectibles of provable value (cost of mining + time + collectors’ affinity for their treasure).

Moreover, as treasures gain financial value, they become valuable inputs for other DeFi products. Builders will compete to attract liquidity to their products. Protocols bid for users’ loyalty with higher yield and lower fees.

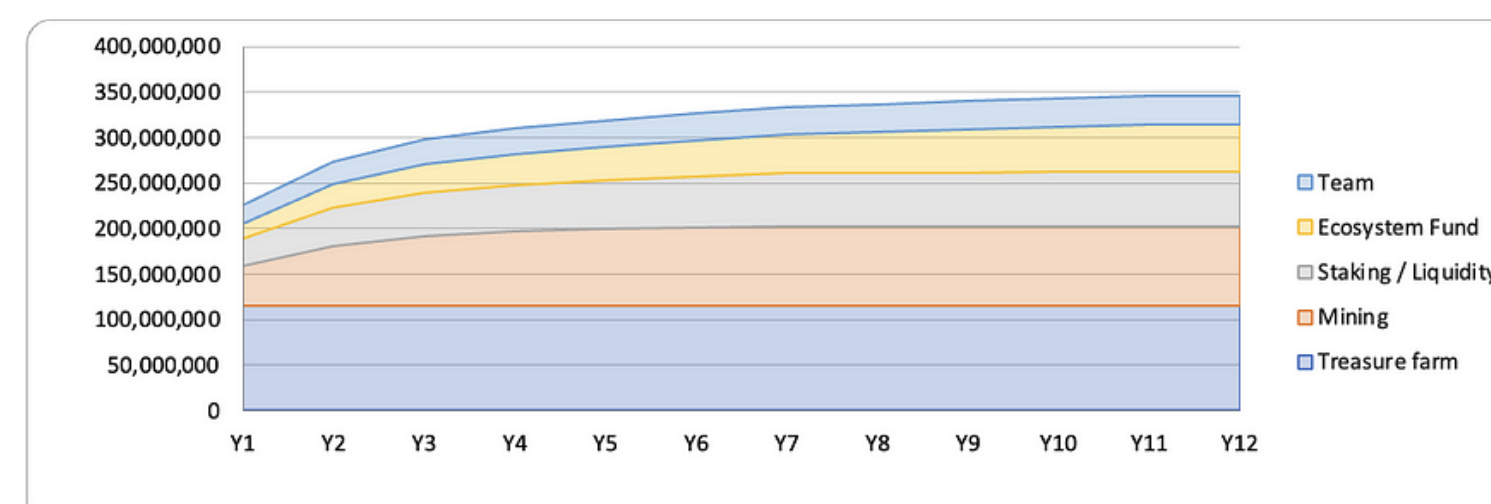
The virtuous cycle continues to compound, with demand for the inputs growing as the outputs become more sophisticated and valuable as well.

Tokenomics

Future MAGIC emissions will be distributed at the following ratios:



MAGIC emission mimics Bitcoin’s **halvening**, but this event occurs every year as opposed to every four years. The total supply will be 347,714,007 tokens.



Successful DeFi protocols have almost universally implemented high emissions to help bootstrap a community and liquidity.

Moreover, the design of the MAGIC mine created uniquely high rewards for users who were willing to lock up their MAGIC for longer periods. These users played a key role in bootstrapping liquidity for the protocol and demonstrated great confidence in its future. This group proved themselves to be the best stewards of the protocol and therefore the best possible trustees of the DAO.

How do I buy \$MAGIC?

📺 For a video walkthrough, [please see this link](#).

First, make sure you're on Arbitrum (not L1 / Ethereum Mainnet) because this is where all of the magic happens (no pun intended) and where the Treasure ecosystem is currently being built out.

📌 **Please note:** \$MAGIC is also available on L1 via Uniswap so please be mindful of the network you're buying \$MAGIC on. Any \$MAGIC you own can be bridged over onto Arbitrum.

1. Move ETH over onto Arbitrum.

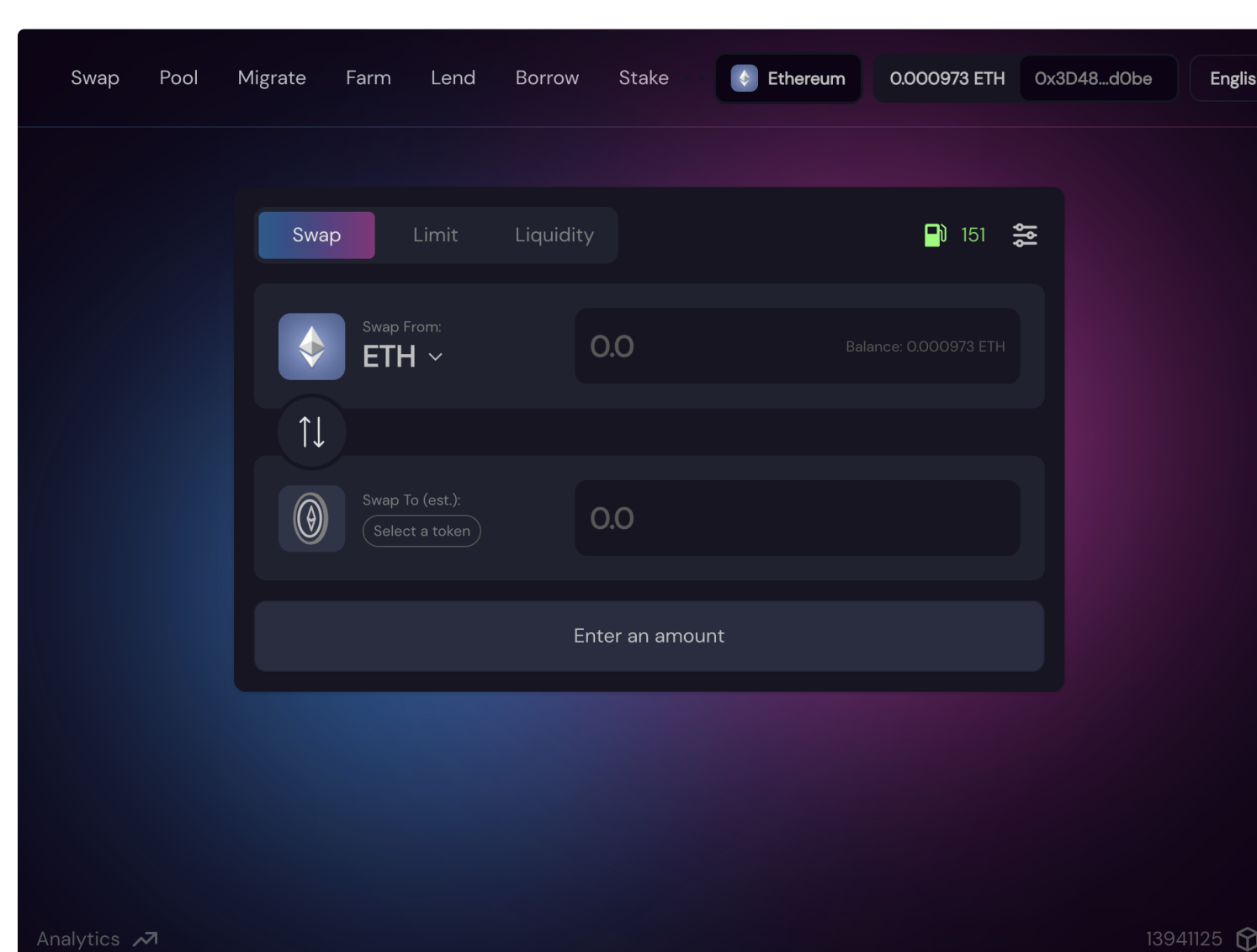
If you already have some ETH on L1 / Ethereum Mainnet, please see the [Steps to Migrate to Arbitrum](#) guide (which uses MetaMask as an example).

You can also buy ETH on Arbitrum directly on exchanges like [Binance](#) and [Crypto.com](#).

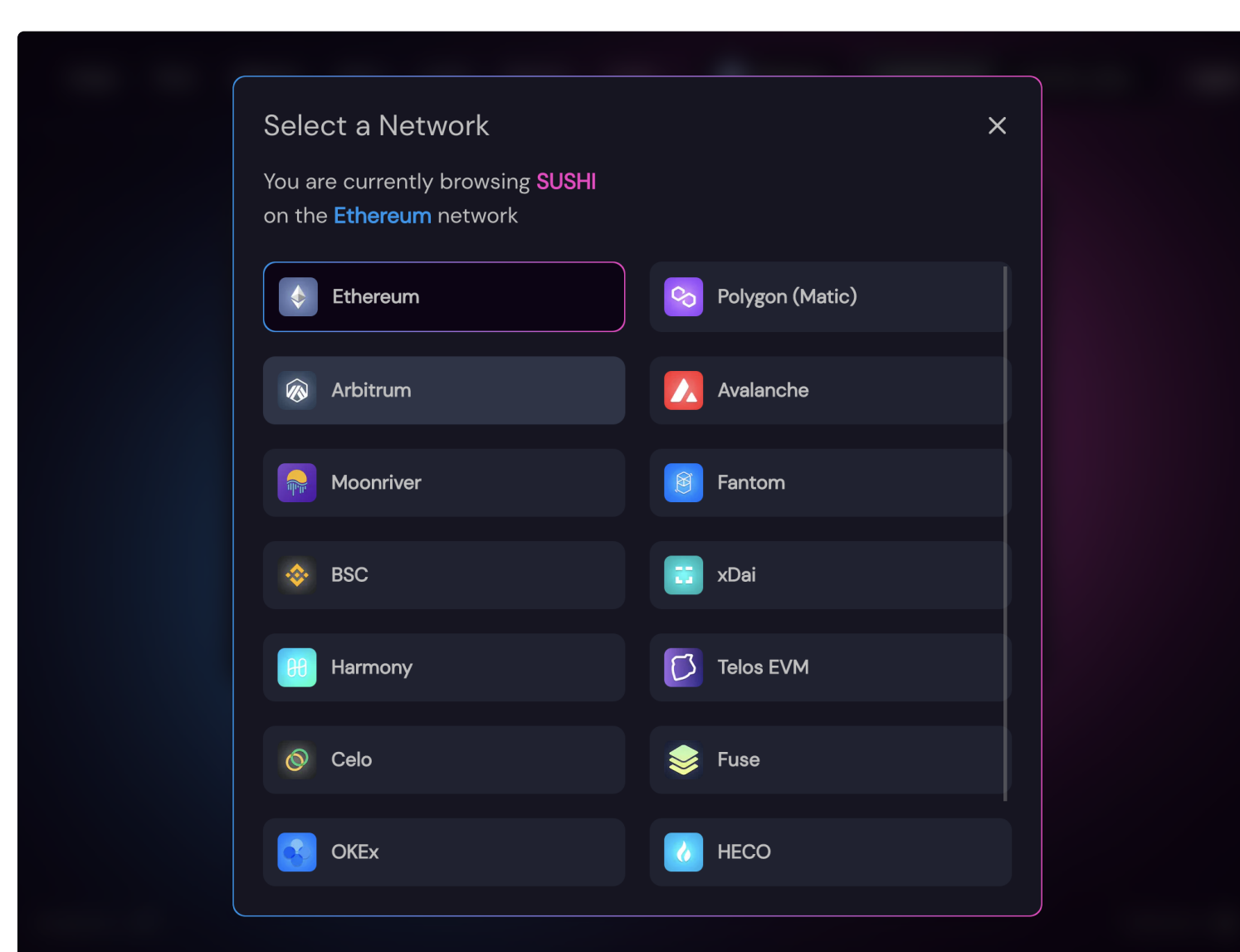
2. Purchase \$MAGIC using SushiSwap.

i. Navigate to [SushiSwap](#) and ensure you are on Arbitrum (not L1 / Ethereum Mainnet).

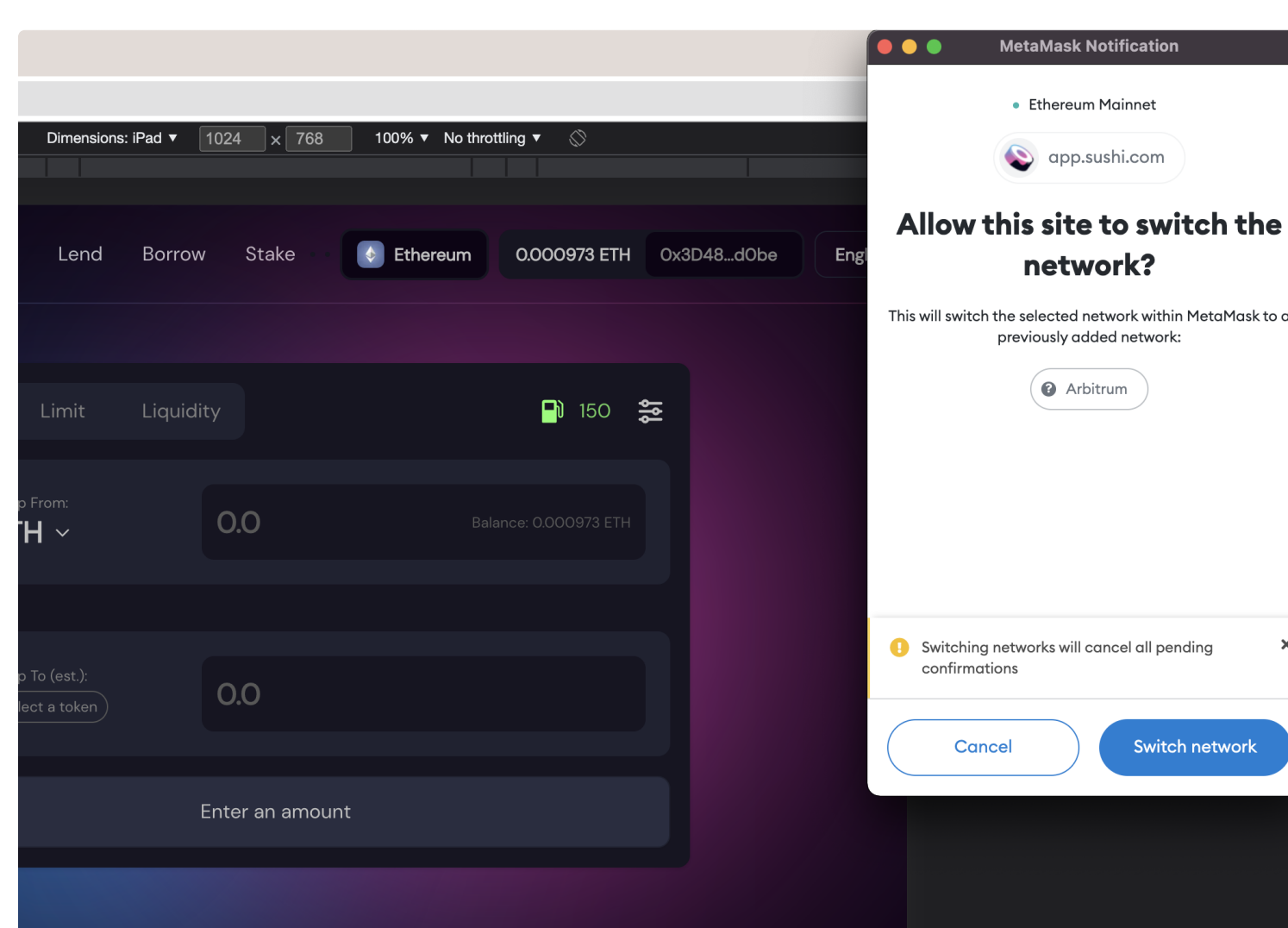
If you are on another network and not Arbitrum, follow these screenshot instructions to switch between networks.



At the top, click the "Ethereum" button near the middle of the screen.



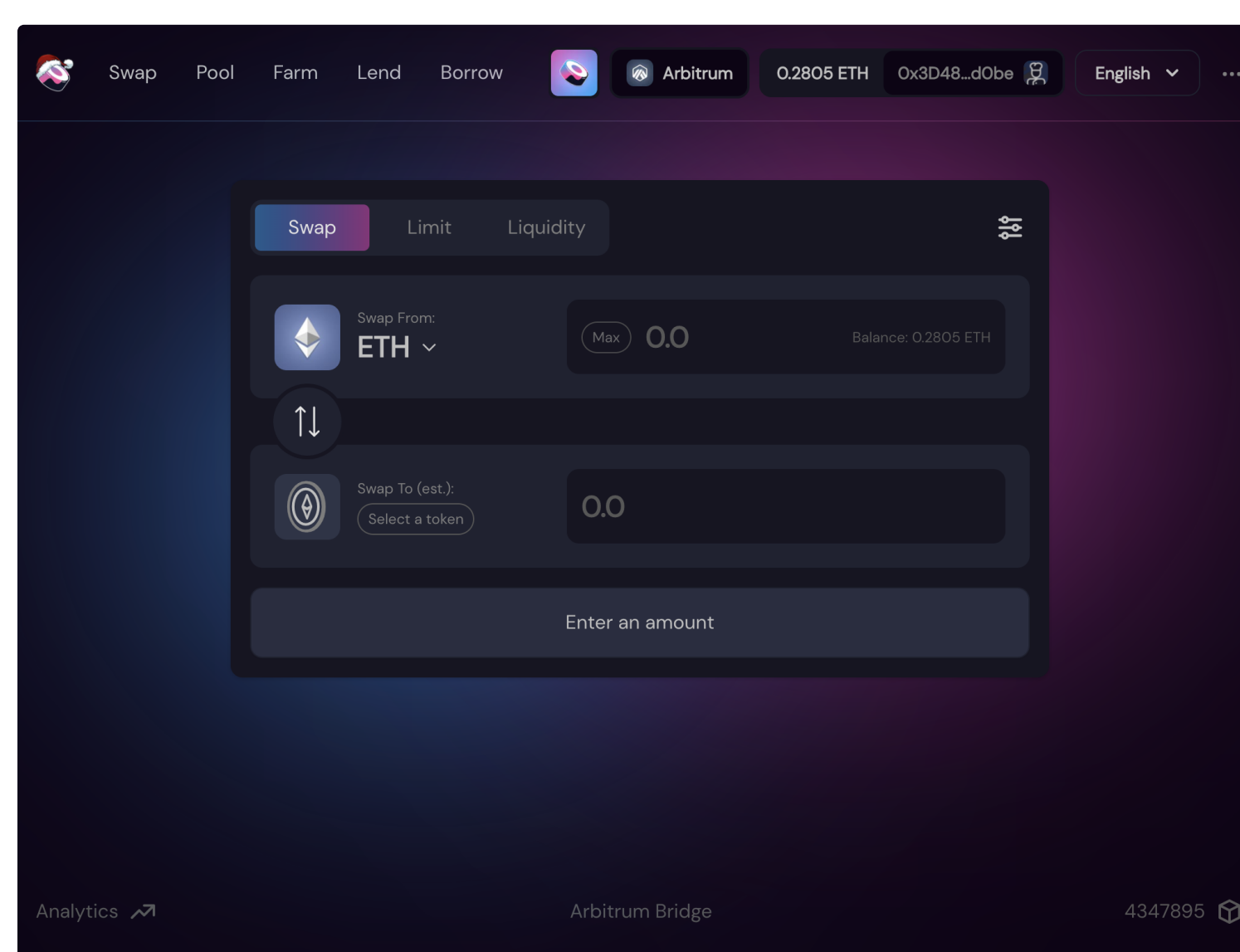
Click the Arbitrum network.



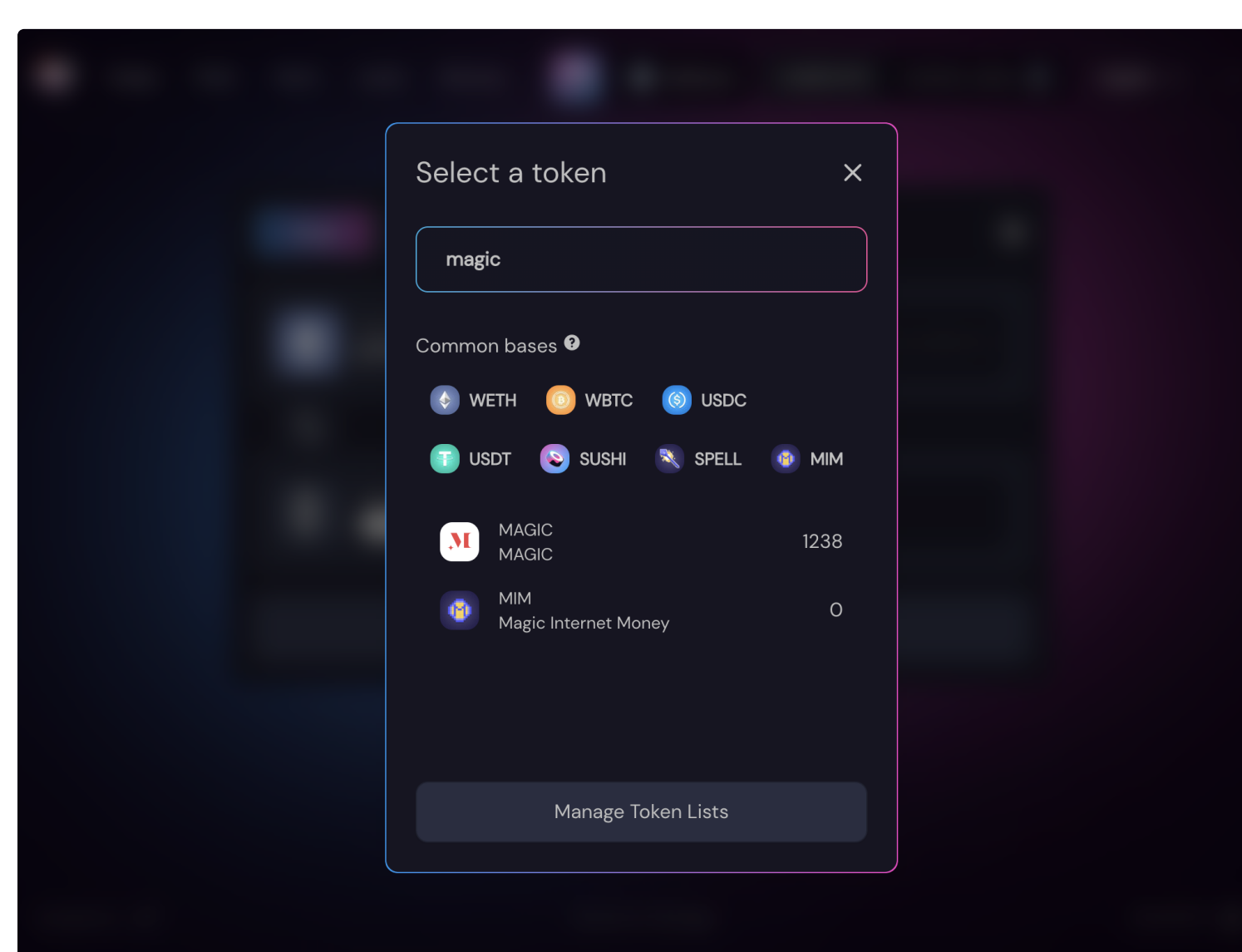
Review the prompt that appears and click "Switch network".

ii. Purchase \$MAGIC

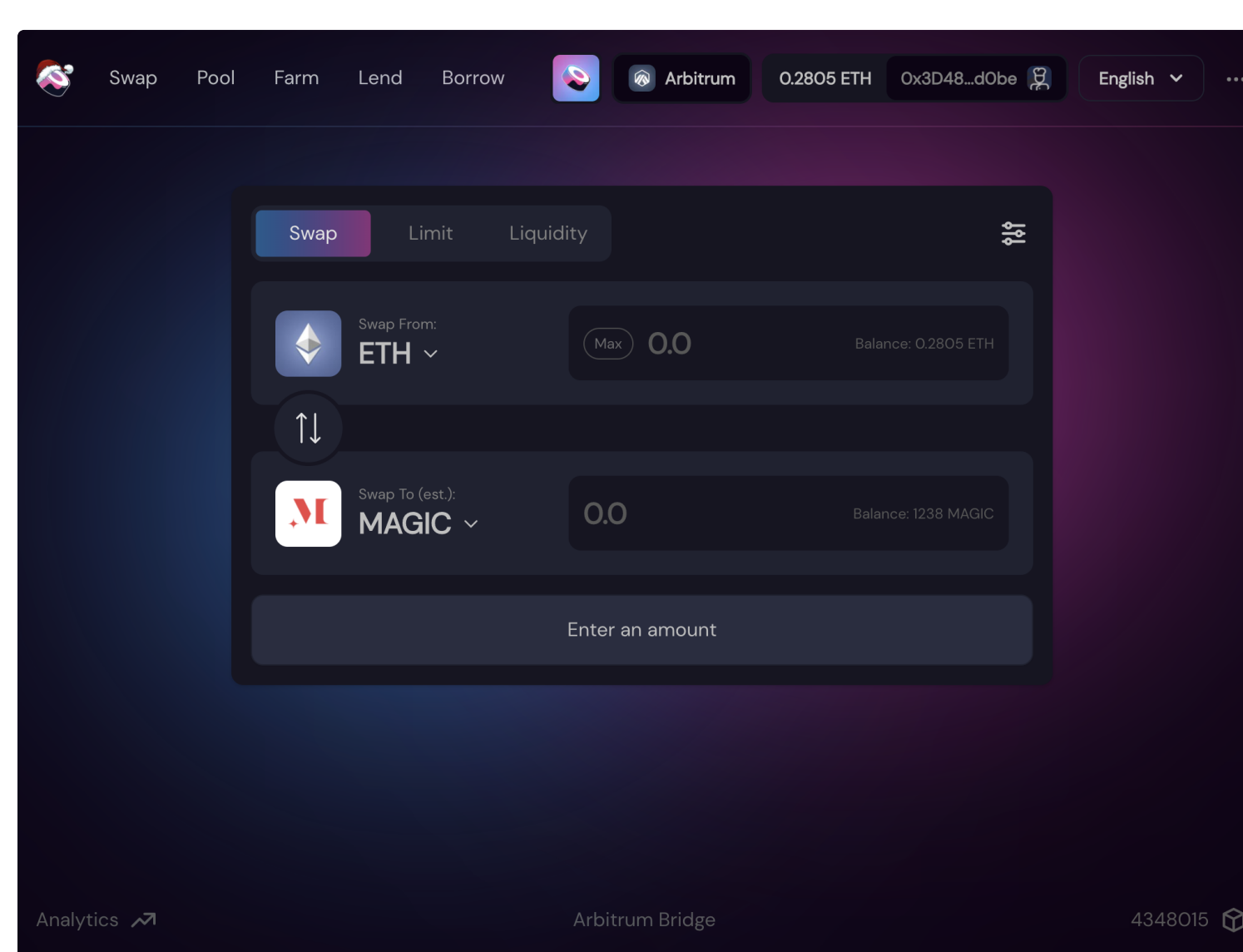
Now that you're on the Arbitrum network (you can confirm this with the "Arbitrum" button at the top-middle of the screen), you're ready to buy some \$MAGIC.



Click the "Select a token" button in the "Swap To (est.)" field.



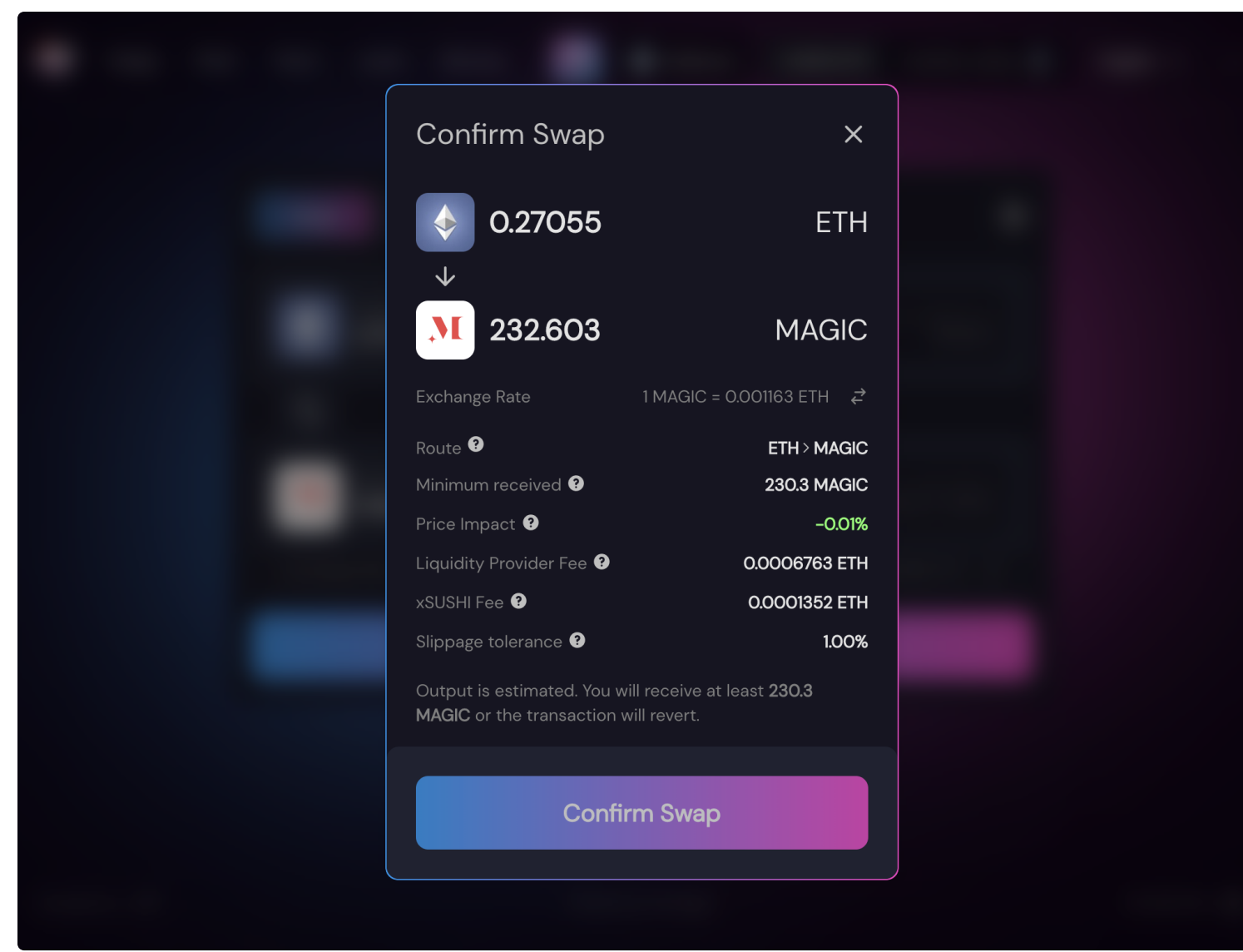
Type in "MAGIC" to find the \$MAGIC token. If you don't have any \$MAGIC, the number to the right will read "0".



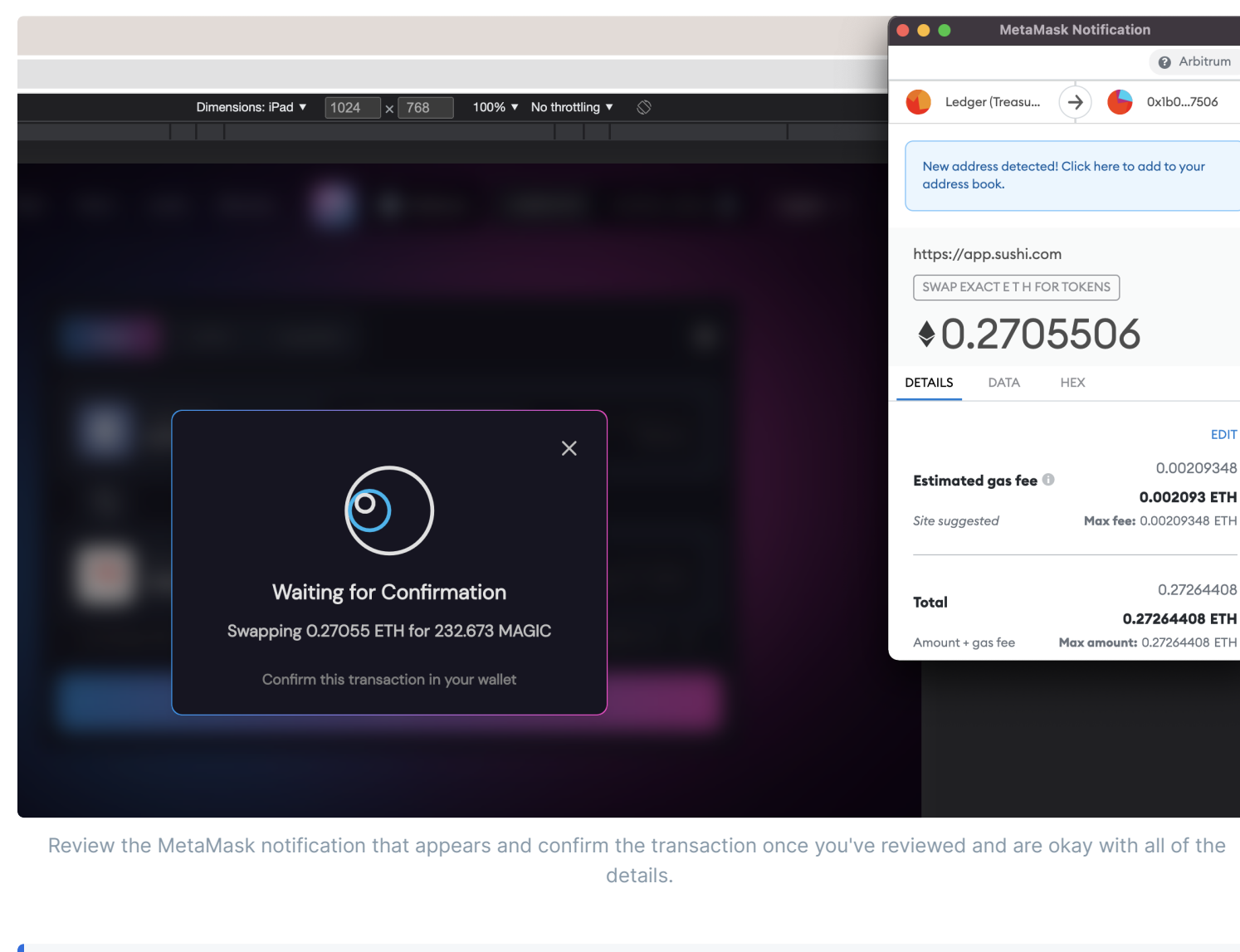
Confirm that the screen looks like this to swap buy \$MAGIC with ETH.



Enter the amount of MAGIC you'd like to purchase OR the amount of ETH you'd like to spend. Click the "Swap" button when you're ready.



Review the swap details and, when you're happy, click "Confirm Swap".



Review the MetaMask notification that appears and confirm the transaction once you've reviewed and are okay with all of the details.

📌 **Note:** These steps are also applicable if you have a hardware wallet like a Ledger or a Trezor.

From here, you are all set to begin purchasing NFTs on the [Treasure Marketplace](#) or staking your \$MAGIC in the [Genesis Mine](#).

How do I check the price of \$MAGIC?

There are a few options to check the price of \$MAGIC:

- [CoinGecko](#)
- [CoinMarketCap](#)
- [GeckoTerminal](#)
- [Dexscreener](#)

Staking \$MAGIC



What is staking?

Staking is the process of locking up your holdings (whether that be \$MAGIC and/or your NFTs) in order to obtain rewards or earn interest.

What can I stake?

Following the migration to Arbitrum, you can stake 2 things on Treasure:

- \$MAGIC in the Harvesters in Bridgeworld
- SLP tokens in the MAGIC-WETH SLP



Note: Staking is no longer active on the Ethereum Mainnet, and you can no longer stake Loot, n, or AGLD for MAGIC.

How can I stake?

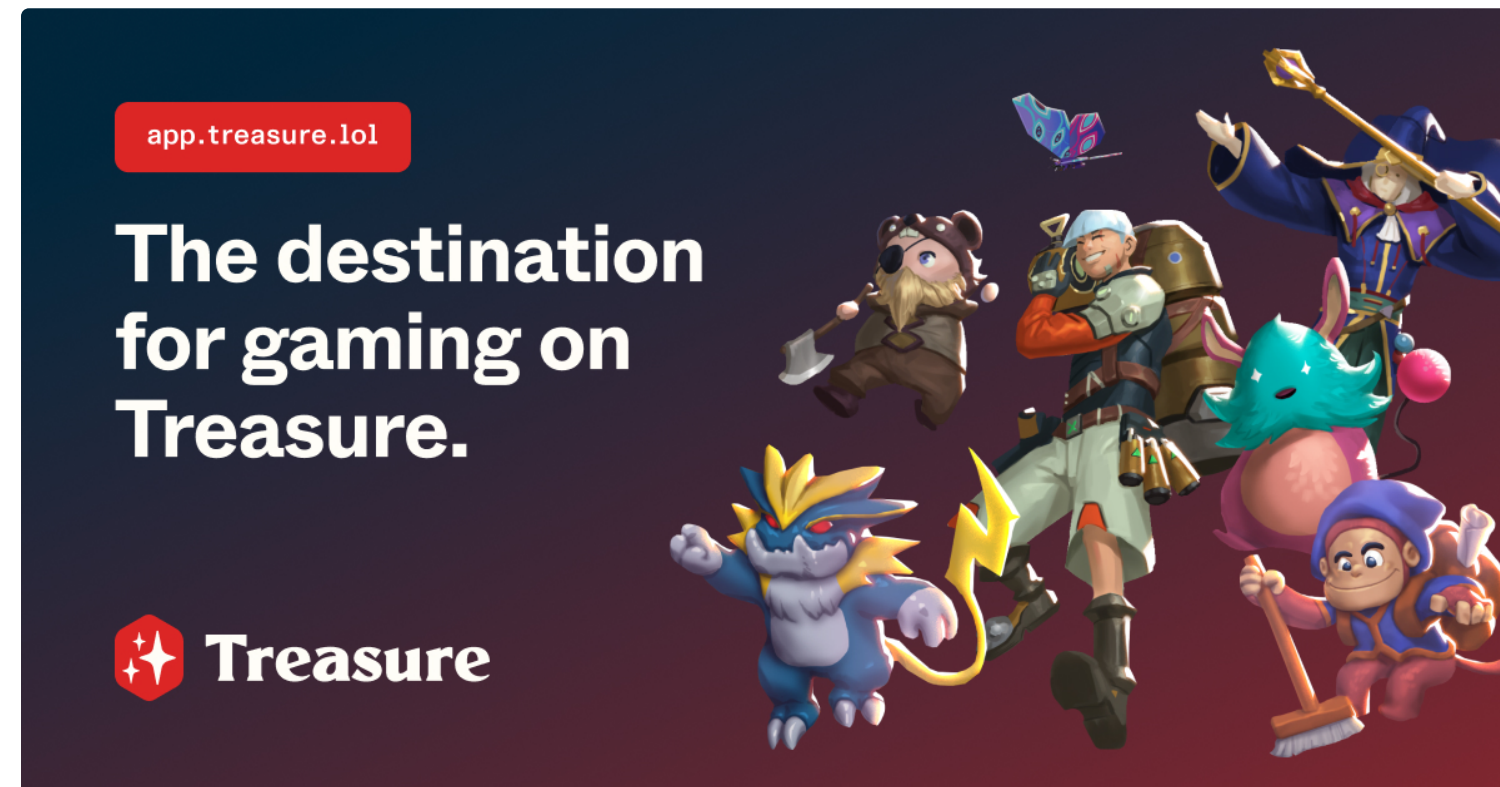
You can stake \$MAGIC along with NFTs in the Bridgeworld Harvesters. For more details, please see [Bridgeworld](#).

Platform


Play, collect, trade, compete, and discover your new favorite games on the Treasure platform.

The Treasure platform is your destination for gaming on Treasure. As an asset marketplace, a hub for game discovery and distribution, center for tournaments and events, and much more, Treasure brings together everything that players and game developers could possibly want under a single roof.

👉 Visit the platform: app.treasure.lol




For Players

- Play and discover your new favorite games on Treasure
- Collect and trade your game assets and digital collectibles through our marketplace by using MAGIC and ETH
- Earn badges by playing games, collecting assets, and competing in tournaments and events
- Obtain your  **TreasureTags** build your player identity within the Treasure ecosystem
- Showcase your achievements, prized assets, and loved games on your profile

For Games

- Leverage Treasure as an engine for your game's distribution and discovery with dedicated game and collection pages
- List your game's assets and NFT collections on the platform's built-in marketplace for trading
- Engage players through jointly held events and tournaments
- Tap into Treasure's game developer tooling and infrastructure across its marketplace, AMM, "Proof of Play" features (achievements, quests), and more to come

For Creators

- Join the Treasure Create program for  **Content Creators** and earn an exclusive badge collectible
- Potential for exclusive streaming and video features on the Treasure platform

Fun fact! The Treasure platform was previously known as Trove and the Treasure Marketplace.

Collection Listing Process

The process, required information, and guidelines that need to be followed for collections to list on the Treasure platform.

In order to ease the onboarding for collections interested in being listing on Treasure, all collections will need to follow a standardized framework and process. Rather than reinvent the wheel, we will be leveraging best practices and standards followed by the majority of NFT marketplaces.

Architectural Requirements

As you build and design your collections, please ensure that you abide by:

- the [Non-Fungible Token \(ERC-721\)](#) and [Multi Token \(ERC-1155\)](#) standards; and
- the [OpenSea Metadata Standards](#) to design your metadata structure

For more details, see [📄 Metadata Support](#).

Listing Process

The below outlines the high-level process for listing on the Treasure:

1. Submit application via the [Game Partner Application Form](#)
2. Review by the Treasure partnerships team
3. Discuss candidacy with prospective partner
4. Decision made to implement or reject

As a curated marketplace, not all partners will be accepted. Please see the [📄 Game Builders Program](#) for more information

Required Information

Once a game partner has been accepted to list their collection(s) on the Treasure marketplace, the following details are required:

- **Logistical Details:**
 - Requested launch timing
 - Contacts (Discord IDs)
- **Collection Details:**
 - Collection Name
 - Collection Description
 - Requested Collection URL Slug
 - Banner Image (1400x400 as a .jpg)
 - Thumbnail image (600x600 as a .jpg)
 - Links (if applicable):
 - Discord
 - Twitter
 - Website
 - Instagram
 - Game
 - Treasure Tools
 - Testnet Contract
 - Production Contract
 - Royalty Fee (between 0-20%)
 - Address for Royalties
 - Related Collections
 - Main Project Name (i.e. to group related collections together)

Delisting Framework

For details regarding parameters that may result in a collection being delisted, please visit [📄 Delisting Framework](#).

Permissionless / Open Listing Model

Treasure is currently a DAO-curated platform but there are plans to allow for an open and permissionless listing model down the road. No timeline is available for the time being.

Metadata Support

Metadata Structure

As you build and design your collections, please ensure that you abide by:

- the [Non-Fungible Token \(ERC-721\)](#) and [Multi Token \(ERC-1155\)](#) standards; and
- the [OpenSea Metadata Standards](#) to design your metadata structure

Your collection's contract must return a valid URI for the `tokenURI()` (ERC721) or `uri()` (ERC1155) calls. Examples of valid token URIs include:

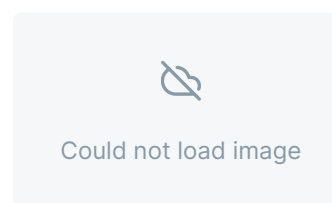
- A URL to an IPFS file (e.g., 'ipfs://Qm.....')
- A URL to an Arweave file (e.g., 'ar://...')
- An 'http://' or 'https://' URL.
- A base64 encoded JSON object (e.g., 'data:application/json;base64...')
- A UTF-8 encoded JSON object (e.g., 'data:application/json;utf8,...')

Example of JSON metadata AFTER its token URI is downloaded/decoded:

```
{
  "description": "The Smol Brains are a dynamic PFP of a monkey whose head gets bigger t",
  "external_url": "<https://smolverse.lol/smol-brains/3>",
  "image": "ipfs://QmY71ban6QoWg9nbNwikk6wVWknj8NFBG8nMGHEuzwFawf/3",
  "name": "Smol Brains #3",
  "attributes": [ ... ],
}
```

How each of these properties work:

image	This is the URL to the image of the item. Can be just about any type of image (including SVGs, which require explicit approval from the Trove team), and can be IPFS URLs or paths. Common image sizes are 350x350, 500x500 (please avoid images larger than 1500 pixels in any dimension).
external_url	This is the URL that will appear below the asset's image on Trove and will allow users to leave Trove and view the item on your site (if applicable).
description	A human readable description of the item. Markdown is supported.
name	Name of the item.
attributes	These are the attributes for the item, which will show up on the Trove page for the item. (see below)
animation_url	A URL to a multi-media attachment for the item. <ul style="list-style-type: none">Supported animated images include GIF and WEBP.Supported video formats include MP4.



Supported Media Formats

- Static images (.png, .jpg, .gif, .svg, .webp)
- Animated images (.gif, .webp)
- Videos (.mp4)

Attributes

For launch, Treasure will only support basic attributes displayed as a grid. Number ranges and more dynamic or visual representations of attributes will be implemented at a future date.

Attribute Guidelines

You should include string attributes as strings (with quotes), and numeric properties as either floats or integers so that Treasure can display them appropriately. String properties should be human-readable strings.

Attributes should take this form:

```
{
  "attributes": [
    {
      "trait_type": "Background",
      "value": "Mint"
    },
    {
      "trait_type": "Mushroom",
      "value": "Blue"
    },
    {
      "trait_type": "Skin",
      "value": "OG Green"
    },
    {
      "trait_type": "Clothes",
      "value": "Hoodie - Grey"
    },
    {
      "trait_type": "Mouth",
      "value": "Laugh - Teeth"
    },
    {
      "trait_type": "Level",
      "value": 3
    }
  ]
}
```

NOTE: any strings used in `trait_type` and `value` should exclude the characters `#`, `:`, and `,` (hash, colon, and comma). If they are present, they will be normalized to `_`.

Image Versioning

At launch, Treasure will **NOT** support different image versions for NFTs.

IPFS and Arweave URIs

Treasure will support the storage of NFT metadata in decentralized file networks.

Setting Collection Royalties

In order to set or update your collection royalties (between 0-20%), please contact a member of the Treasure team in [Discord](#).

Delisting Framework

:

As a community-curated platform, Treasure reserves the right to delist games, collections, and assets in accordance with its policies.

General Guidelines

As we recognize that norms and community expectations are continuously changing, it is important that Treasure will maintain strict guidelines for both collections and items to preserve the safety and standing of the marketplace.

A collection or item may be delisted on Treasure if it is determined to:

- infringe on protected intellectual property,
- promote suicide or self-harm,
- incite hate or violence against others,
- degrade or dox another individual,
- or be a blatant copy of existing projects (excluding derivatives or extensions)

As Treasure works to make a potential move to an open listings model and permissionless structure, this will necessitate changes to how we operate. As a result, we will ensure that we continue to listen to our community, be guided by our evolving business strategy, and adjust these guidelines accordingly.

API



Treasure does not currently have a publicly accessible API to read or write to.

Please refer to the subgraph: <https://thegraph.com/hosted-service/subgraph/vinnytreasure/treasuremarketplace-fast-prod>

FAQ



Marketplace (General)

> **Does Treasure support cross-chain NFTs?**

> **Does Treasure support multiple chains?**

> **Does Treasure have an open or permissionless listing model?**

> **Does Treasure support lazy minting?**

> **Does Treasure support offers / bidding?**

> **How are royalties structured on Treasure?**

> **Who were the initial launch partners on the Treasure marketplace?**

Marketplace (Projects & Game Developers)

> **Can I set or update my collection's royalties manually?**

> **Are collections with free or paid mints eligible to be listed on Treasure?**

Player Identity & Progression



Treasure's player identity and progression framework is powered by [📄 TreasureTags](#) and supplemented by our [📄 Badges & Achievements](#) system.

Together these are powerful tools to help players build their on-chain reputation within the Treasure ecosystem of games, while providing game developers with valuable insights on their players.

Continue exploring --> [📄 TreasureTags](#)

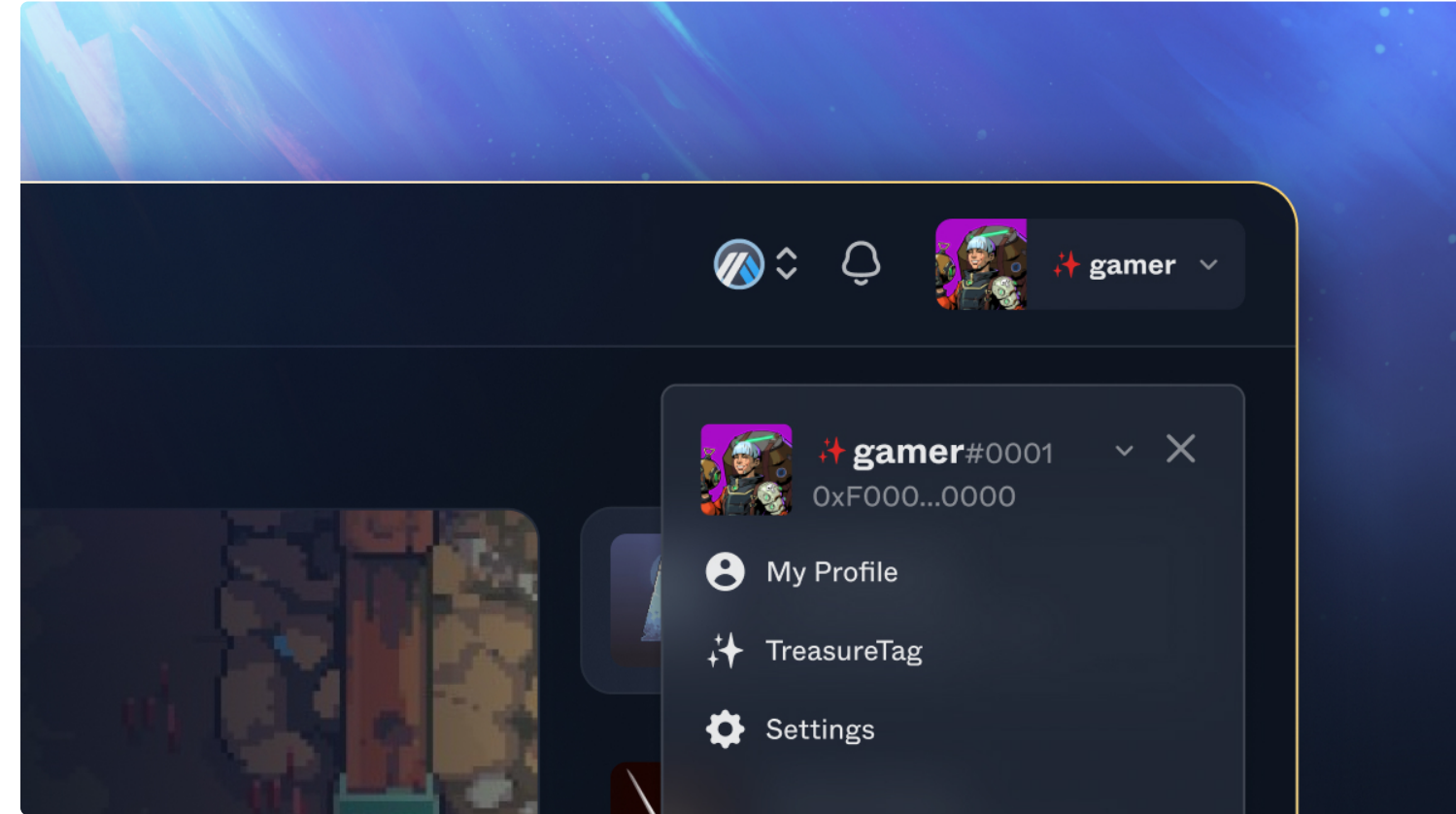
What is a TreasureTag?

TreasureTags ("Tags") are free gamertags that serve as your global player profile, identity, and the basis for user reputation across the Treasure gaming ecosystem. Your Tag is a "soulbound" (non-transferrable) digital collectible that will allow you to own your identity and will be required to participate in upcoming product releases including the future Proof of Play meta game (TreasureXP, Treasure Achieve, and Treasure Quests), among other experiences that may be accessible to only those who possess a Tag.

In the long term, your Tag can be linked to avatars to power up your social identity, earned badges to showcase your greatest achievements, and even benefit from cosmetic modifiers to alter the appearance of your Tag to stand out.

The Tag is comprised of two parts: (1) a name; and (2) a discriminant (ie. 4-digit ending similar to Discord). Players will be limited to one Tag per wallet.

Get your TreasureTag on Treasure at app.treasure.lol!



Player Benefits

- Feel like a player and less like an anonymous 0x1234 wallet address
- Customize how the community sees you to match your own personal style
- Access Tag-gated events and features

Game Benefits

- Show names on your leaderboard over unmemorable wallet addresses
- Attract users who want to flex their individuality by targeting Tag-gated events, competitions, activities, and features
- Enable greater interoperability across Treasure by collaborating on game-specific cosmetic modifiers or badges

Creator Benefits

- Potential opportunities for creator-specific cosmetic modifiers that stand out to your audience
- Potential tie-in to future creator programs launched by Treasure enabled by the TreasureTag

FAQ

> **What is a TreasureTag?**

> **How do I get a TreasureTag?**

> **Are TreasureTags unique?**

> **What types of characters are allowed in the Tag?**

> **What is a discriminant?**

> **What games, infrastructure, or other products currently support TreasureTags?**

> **How many TreasureTags can I have?**

> **Do TreasureTags expire?**

> **Are TreasureTags NFTs?**

> **Can TreasureTags be transferred?**

> **Can I rename, edit or update my TreasureTag (name or discriminant)?**

> **Can I see the wallet address behind a user's TreasureTag (like ENS)?**

> **Can I find a TreasureTag if I know a user's wallet address (like ENS)?**

> **How long can Tags be?**

> **What is your policy on inappropriate Tags?**

> **Is TreasureTag built on top of an existing standard (eg. ENS domains)?**

> **Can I store text and unique metadata on my Tag (like ENS)?**

> **Does my TreasureTag replace Smol Domains (.smol) and any .smol domains that I own?**

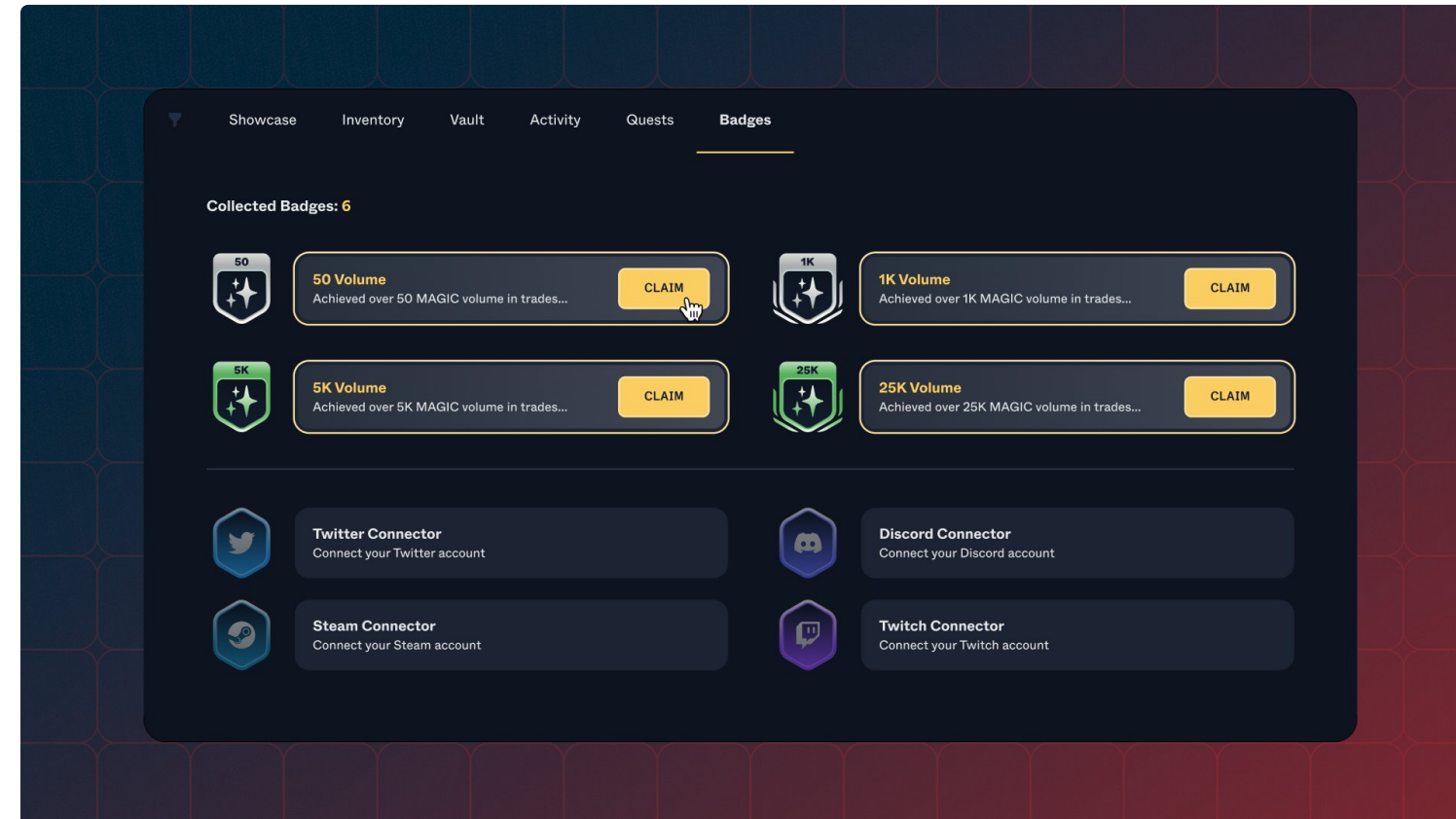
Badges & Achievements



What are Badges & Achievements?

Badges & Achievements are non-transferable (soulbound) digital collectibles that can be earned by playing games, collecting assets, and competing in events within the Treasure ecosystem.

Claim your badges on Treasure today!



For the initial announcement, [please see this link](#).

Badge Technical Implementation

Guide for games to integrate badges into Treasure

Step 1: Design Your Badge

Before determining which use case suits your needs, please review the [Treasure Badge Design Guide](#) for how to prepare the image assets for your badge.

Step 2: Identify Your Use Case

Choose one of the three use cases that best suits your needs.

(1) Host Badges on the `TreasureBadges` contract, Treasure app handles claiming/display

For spinning up a badge quickly without your own Badge infra:

- Provide us a way to check "is wallet address `X` eligible to claim your badge `B`?".
Some options: (a) static list of addresses (WL) [examples: plaintext list, or JSON array of strings], (b) API call, (c) contract method, (d) whether the user possesses a particular ERC721/ERC1155/ERC20 token.
- Send us the image assets designed according to the guidelines in Treasure Badge Guide.
- Provide us the metadata in the `REQUIRED` section described below in **Metadata**.

(2) Host Badges tracking + claiming yourself, display on Treasure app

Best for decentralization:

- Send us the image assets designed according to the guidelines in Treasure Badge Guide.
- Provide us the metadata in **both** the `REQUIRED` + `OPTIONAL` sections described in **Metadata**.

(3) Host Badge tracking yourself, allow claiming/display of Badge from Treasure app

For decentralized hosting of badges w/ possibility to let users claim from Treasure app:

- Provide us a way to check "is wallet address `X` eligible to claim your badge `B`?".
Some options: (a) static list of addresses (WL) [examples: plaintext list, or JSON array of strings], (b) API call, (c) contract method, (d) whether the user possesses a particular ERC721/ERC1155/ERC20 token.
- Send us the image assets designed according to the guidelines in Treasure Badge Guide.
- Provide us the metadata in **both** the `REQUIRED` + `OPTIONAL` sections described in **Metadata**.
- Tell us input parameters needed to call your badge contract to claim a badge.
Example: for Treasure badges, eligible users are given a struct (`ClaimInfo`) and a signature to the `TreasureBadges` contract to claim the badge on-chain.

Step 3: Provide Us Metadata About Your Badge

The following is a subset of the TypeScript schema we use for representing Badge configurations in our backend.

```
interface BadgeInfo {
  // REQUIRED: Basic info for the badge.
  displayName: string; // Example: 'Socializer'
  description?: string; // Example: 'Connect all socials'
  descriptionGerund?: string; // Example: 'connecting my socials'
  imageUri: string; // Send to us and we can host. Or provide your own URI.
  externalUrl?: string; // Example: 'https://yourgame.io'

  // OPTIONAL: If you are managing your own badge contract, these fields let
  // Treasure check whether the badge has been claimed.
  claimConfig?: {
    // Supported chains:
    // 'arb' (Arbitrum)
    // 'arbnova' (Arbitrum Nova)
    // 'eth' (Ethereum mainnet)
    // 'arbgoerli' (Arbitrum Goerli)
    // 'sepolia' (Sepolia)
    chain: string;
    // Contract address for your self-managed badge contract.
    badgeAddress: string;
    // Token ID within your badge contract.
    badgeTokenId: string;
    // And any other metadata relevant to checking your badge status.
  };
}
```

External Links

- TreasureBadges contract:
<https://arbiscan.io/address/0x0d2e10774abbd54bbffb1cc4c44fe6a66e82d196>

Game Development Suite



Pluggable on-chain game features

Introduction

Treasure offers a collection of modular on-chain features and engaging game loops designed to empower game developers. By seamlessly connecting their games to Treasure's tooling, developers can leverage on-chain game features as if they were native to their projects, streamlining the development process and accelerating time to market.

Key Features

We offer a comprehensive suite of interconnected on-chain game loops and features that can be easily plugged into your game. This modular design enables developers to choose the functionalities that best suit their game, while providing a seamless integration experience. We currently offer the following infrastructure functionalities for games and dApps:

- **Creating and managing guilds:** Build and oversee player communities, establish hierarchies, and set up communication channels.
- **Facilitating in-game commerce/payments:** Enable secure and seamless in-game payments, including trading, buying, and selling virtual goods or services.
- **Asset emissions:** Efficiently generate, distribute, and manage in-game assets, such as items, currencies, or resources.

Benefits

By utilizing our game development suite's powerful set of features, developers can enjoy numerous benefits, such as accelerated and cost-effective game development, enhanced collaboration with game partners, simplified cross-game interactions, and the ability to create captivating gaming experiences.

Customizable and Adaptable Functionalities - The tool's flexible design allows for customization and adaptation to fit the unique requirements of your games and dApps. Developers can tailor the functionalities to match their game's theme, mechanics, or aesthetics, ensuring a cohesive and engaging player experience.

Continuous Updates and Feature Expansions - We are committed to ongoing development, with regular updates and feature expansions to ensure it stays at the forefront of gaming infrastructure technology. Developers can rely on a continuously evolving toolkit to help them stay ahead of the curve and meet the demands of a dynamic industry.

Integration into the Treasure Ecosystem - Our game development suite is an integral part of the Treasure ecosystem, a thriving network of games and applications. This integration offers developers access to a larger community of users and partners, enabling collaboration on shared game loops, cross-game interactions, and enhanced gaming experiences.

API/SDK for Simplified Integration (coming soon) - The user-friendly API and SDK provided by our suite will streamline the integration process, making it simple for developers to connect their games and dApps to the platform. Comprehensive documentation and code samples further support developers in leveraging the tool's capabilities to their fullest potential.

Who is this for?

1. **Game Builders:** It's a perfect tool for those seeking to craft unique, engaging gaming experiences. We provide on-chain game features, simplifying the development process. This allows creators to focus more on innovative gameplay. It caters to both independent developers and larger game studios, helping them create standout games.
2. **Treasure Ecosystem Partners:** As a vital part of the Treasure ecosystem, our game development suite integrates effortlessly with various network games and applications. Partners can enjoy improved collaboration, shared game loops, and cross-game interactions. By using this, they can help foster a vibrant community of interconnected games and applications, enhancing user experiences.

Architecture

Our game development suite's architecture is designed to be a universal contract for all games, divided into modules with distinct functions. It allows third-party developers to customize according to their needs. This on-chain component, managed and updated by Treasure, uses a **Diamond** contract that can be upgraded, ensuring our suite can evolve and accommodate new on-chain demands. This saves third-party developers the hassle of modifying their code for new features.

However, an upgradable contract might disrupt existing integrations - if a function Contract A relies on is removed, transactions through Contract A could fail. To prevent this, Treasure will only add to the core contract, maintaining backwards compatibility.

Getting Started

Our tooling operates on the concept of 'Organizations,' where each Organization symbolizes a game. To start working with our game development suite on either the testnet or mainnet, you'll need to establish an Organization for your project.

Reach out to us on [Discord](#) or email info@treasure.lol for assistance.

Links

- [Spellcaster Github](#)

Overview

Guilds represent an on-chain feature that assembles wallets into groups. Owners and admins structure guilds, which function under specific rules that dictate guild creation and membership. Every guild issues a unique Soul Bound Token to its members, displaying the guild's name and emblem and indicating guild membership. Guilds aim to make wallet grouping more efficient and cultivate a sense of community and shared identity.

Guilds function under the wider organization, enabling substantial customization regarding governance and operations. Each organization can set who can form a guild and how they run. Following the establishment of a guild, the owner can invite wallets to join. Wallets can then accept these invitations, expanding the guild and fostering a collective within the organization.

Key Features

- On-chain Wallet Grouping:** Guilds enable on-chain assembly of wallets into groups. This feature adds a layer of organization and community-building to the ecosystem.
- Customizable Structure:** Owners and admins have the power to structure guilds under specific rules that govern guild creation and membership. This allows for flexible and customized organizational design.
- Unique Soul Bound Tokens:** Each guild issues a unique Soul Bound Token to its members, representing their membership. The token carries the guild's name and emblem, fostering a sense of identity and belonging among members.
- Admin and Member Operations:** The guild system includes multiple features designed for managing guild members:
 - Assign Admins:** The system allows for the assignment of administrative roles within the guild, empowering certain members with governance responsibilities.
 - Kick Members:** Administrators have the power to remove members from the guild, ensuring they can maintain a positive and productive community environment.
 - Invite Members / Join Guilds:** Guilds can extend invitations to wallets to join the guild, and wallets can accept these invitations, facilitating the expansion of the guild.
 - Assign Member Levels:** The guild system allows for the definition of different levels or ranks for guild members, introducing a hierarchy or progression system within the guild.
 - Invitation System:** Once a guild is established, the owner can invite other wallets to join. Wallets can accept these invitations, facilitating the expansion of the guild and fostering a sense of community within the organization.
- Enhanced Efficiency:** Guilds aim to streamline the process of wallet grouping, making it more efficient. This feature reduces complexity and facilitates smoother interactions within the ecosystem.
- Community Building:** Guilds promote a sense of community among members, fostering shared identity and encouraging collaboration. This enhances user engagement and satisfaction within the ecosystem.
- Customizable Governance and Operations:** Guilds operate under a wider organization, with substantial customization options for governance and operations. Each organization can set who can form a guild and how they run, allowing for varied and adaptable guild structures.

Integration Guide

- Create an organization** - Begin by setting up an Organization for your project. Refer to [Getting Started](#) for guidance on this process.
- Copy the Interface/ABI** - Check out [IGuildManager.sol](#). If you're planning to call methods from another contract, import the interface file into your solidity project. If the intention is to call methods directly from the front end, copy the ABI.
- Call initializeForOrganization** - Refer to [IGuildManager.sol](#) for information on the different parameters. This step is only necessary once.

```
function initializeForOrganization(  
    bytes32 _organizationId,  
    uint8 _maxGuildsPerUser,  
    uint32 _timeoutAfterLeavingGuild,  
    GuildCreationRule _guildCreationRule,  
    MaxUsersPerGuildRule _maxUsersPerGuildRule,  
    uint32 _maxUsersPerGuildConstant,  
    address _customGuildManagerAddress,  
    bool _requireTreasureTagForGuilds  
) external;
```

i.e.

```
guildManager.initializeForOrganization(  
    ORG_ID,  
    1, // Users can only be in 1 guild at once  
    1 days, // Have to wait 24 hours to join a new guild  
    GuildCreationRule.ANYONE, // Anyone can create a guild in this organization  
    MaxUsersPerGuildRule.CONSTANT, // Indicates to use the 200 parameter passed below  
    200,  
    address(0), // Only needed if doing custom interactions  
    true // All users must have a Treasure Tag to join a guild  
);
```

- Create Guilds** - You can permission the creation of guilds via `GuildCreationRules` setup in step 2. For example, you can allow anyone to create a guild within your organization or you can
- Create Guilds:** Through `GuildCreationRules` set in step 2, you can control who can create guilds. For instance, you might allow anyone, or restrict it to just the organization admin. Use `createGuild` to establish a new guild in your organization.
- Configure Guild:** Use `updateGuildInfo` and `updateGuildSymbol` to change guild details like its name and symbol. These details appear with the soulbound token minted for users.
- Invite Users:** To invite users to a guild, use `inviteUsers`. To remove a user or retract an invitation, use `kickOrRemoveInvitation`.
- Set Up Guild Admins:** Use `changeGuildAdmins` to elevate or demote users to admin status. Admins can invite and remove users.
- Adjust Member Levels:** Each guild member has a level between 1-5. The significance of these levels is up to the guild, or this feature can be omitted. Guild admins can modify member levels.

For further reading, see [IGuildManager.sol](#).

Payments



Overview

The Payments module facilitates commerce within games. Developers can effortlessly process payments in a variety of ERC-20 currencies that leverage equivalent exchange rates for smooth transactions. For example, the payments module is used to define the cost of an asset to be, for example, the MAGIC equivalent of 10 USDC.

Key Features

1. **In-game Commerce Support:** The Payments module facilitates commerce within games, allowing developers to integrate a dynamic and engaging economy system within their gaming universe.
2. **Effortless Payments Processing:** Developers can easily process payments using the Payments module. It streamlines the usually complex process and allows for efficient and seamless transactions.
3. **Multiple Currency Support:** The module supports a variety of ERC-20 currencies, accommodating a diverse range of users and transactions. This feature broadens the scope of in-game purchases, making it more accessible for players around the globe.
4. **Equivalent Exchange Rates:** To ensure smooth transactions, the Payments module leverages equivalent exchange rates. This feature ensures fairness and consistency in transactions, making the trading process transparent and reliable.
5. **Asset Pricing:** The Payments module allows developers to define the cost of an asset in terms of another currency. This feature provides a flexible pricing mechanism that can cater to a wide range of pricing scenarios.
6. **Flexibility and Adaptability:** The Payments module allows developers to adapt to changing market conditions by adjusting asset prices or introducing new currencies. This flexibility allows for continual adaptation and improvement, ensuring the in-game economy remains engaging and dynamic.

Integration Guide

1. The process of configuring a payment starts by calling a method on the game development suite. The method called depends on the payment currency and the currency used to determine the value.

The methods are:

1. `makeStaticGasTokenPayment` : Accepts payment in ETH (gas token) with the price also in ETH. For instance, if you want exactly 1 ETH.
2. `makeStaticERC20Payment` : Takes payment in an ERC20 token, which is a flat amount. For example, if you want exactly 10 \$MAGIC.
3. `makeGasTokenPaymentByPriceType` : Receives payment in ETH (gas token), priced in another currency. For instance, if you want ETH equivalent to \$10 USD.
4. `makeERC20PaymentByPriceType` : Accepts payment in an ERC20 token, priced in another currency. For example, if you want \$MAGIC equivalent to \$10 USD.

These conversions are powered by ChainLink's [Price Feeds](#). Currently, our game development suite supports the following feeds:

- \$MAGIC <-> USD
- \$ARB <-> USD
- ETH <-> USD.

Refer to [IPayments.sol](#) and [IPaymentsReceiver.sol](#).

If you want us to add another currency supported by ChainLink, please contact us via Discord or at info@treasure.lol.

2. To receive payments with the payment module, you need to deploy a contract for your project that implements the `IPaymentsReceiver`.

`IPaymentsReceiver` has two key methods: `acceptERC20` and `acceptGasToken`. These methods should verify all received parameters (price, token, etc.), and also act on the payment (like minting the user's NFT, emitting an event for external services to acknowledge the payment, recording the payment in the receiver contract, etc.). If you won't use a specific payment type, the method can revert safely.

An example of `IPaymentsReceiver` is available via [PaymentsReceiver](#). You can inherit directly from this contract or use it as a guide to create your own.

Emissions

:

Overview

The emission infrastructure is a system designed to allow users to emit any type of asset (ERC20 and ERC1155) with configurable parameters including the amount, frequency, and duration of the emission. The primary use case of this system is to emit assets to partner games or players automatically in a pre-defined frequency/duration.

Key Features

The emission infrastructure has the following features:

- Multi-Asset Support:** The system supports multiple types of assets, including ERC20 and ERC1155.
- Configurable Emission Parameters:** Users can set parameters such as the total amount of assets to be emitted, the frequency of emission, and the duration of emission.
- Time-based Emission Rate:** Emission rates can be tied to a unit of time, ensuring a consistent flow of assets over a period.
- Reliability and Accuracy:** The system ensures that the correct amount of assets is emitted according to the configured parameters.

Integration Guide

Here's how to integrate with the emission infrastructure:

See [IEmitter.sol](#) for more details on each step of the process, such as the exact function parameters and the meaning of each.

1. Create an organization - See [Getting Started](#) for steps to setup an Organization.

2. Create an EmissionInstance

Create an EmissionInstance: This can be achieved using the `createEmittingInstance` function. Here, you can set the initial parameters defining the EmissionInstance. For detailed and current information about each parameter, refer to [IEmitter.sol](#).

```
function createEmittingInstance(  
    bytes32 _organizationId,  
    EmittingCollectionType _collectionType,  
    address _collection,  
    uint64 _emittingFrequencyInSeconds,  
    uint256 _amountToEmitPerSecond,  
    uint64 _startTime,  
    uint64 _endTime,  
    EmittingRateChangeBehavior _rateChangeBehavior,  
    uint256 _tokenId,  
    bytes4 _emitFunctionSelector  
) external;
```

Example

Suppose you want to continuously send 10 \$EXAMPLE tokens to an address. You'd like this to happen daily, at the end of each day.

```
emitter.createEmittingInstance(  
    ORG_ID,  
    EmittingCollectionType.ERC20,  
    EXAMPLE_COLLECTION_ADDRESS,  
    1 days,  
    (10 ether) / 1 days, // Amount per second  
    block.timestamp, // Start immediately  
    0, // Indefinite  
    EmittingRateChangeBehavior.CLAIM_PARTIAL, // See EmittingRateChangeBehavior for more  
    0, // No tokenId for ERC20  
    IExampleToken.mint.selector // The function that actually mints the token  
);
```

3. Approve Addresses to Claim

You can authorize one or more addresses to claim from the emission using the `changeEmittingInstanceCanClaim` method. Remember, you need to call `changeEmittingInstanceCanClaim` separately for each address.

```
emitter.changeEmittingInstanceCanClaim(  
    EMITTING_ID,  
    ADDRESS,  
    CAN_CLAIM // true to allow ADDRESS to claim. False to revoke claiming privileges  
);
```

4. Approve the Emitter to Emit the Collection as a Collection Owner

You can accomplish this using the `changeEmittingInstanceApproval` method. The owner of a contract must approve any call from an external contract via the game development suite to prevent malicious activity.

Note: If your token's contract mint method has permissions, you must enable the game development suite to call this method.

5. Claim

Use the `claim` function from an approved address to retrieve any accumulated tokens.

Game Builders Program

Supported by Arbitrum.

What is the Treasure Game Builders Program (GBP)?

The **GBP** aims to support and incentivise aligned, high potential games building in the Treasure ecosystem.

There are two integration tiers to aim for:



Gold

Access the Exclusive Treasure Partners Discord, Treasure and Arbitrum team support, and compete for the chance to win periodic MAGIC rewards as a top driver of ecosystem priorities.



Diamond

Gold Tier plus end-to-end advisory and support from Treasure's internal and industry expert Network (including Arbitrum technical and marketing) to kickstart adoption and hypercharge growth.

To access these benefits, game builders must collect and fill their **Treasure Builders Pass (BPass)** with **Badges** obtained from achieving milestones in five key integration areas.

Unlocking fun, composability across games is a key Treasure goal. Experimentation is encouraged, particularly for deeper levels of integration.

Why Build with Treasure?

Treasure is the #1 gaming destination on Arbitrum with >\$265M processed volume, 20+ games and >80k MAGIC holders. We've created a vibrant and intimate community of game builders, creators, and players united around a common purpose – connect through shared experiences and fun!

Building with Treasure launches games into a powerful flywheel of deeply connected communities and builders, strengthened through interoperability. Everything we do at Treasure serves the values of sharing bonds, collaboration, and love. *Treasure is community.*

But don't just trust our word, here's what our game partners are saying about Treasure...

"Treasure has been the perfect place to build upon for us. Not only do they provide crucial and top tier infrastructure to build your game on top of, they also have the most active and enthusiastic community that shares the overall vision and ethos. The team is also incredibly supportive and proactive in terms of marketing, product design and overall community fostering."

Diego, Co-Founder of The Beacon

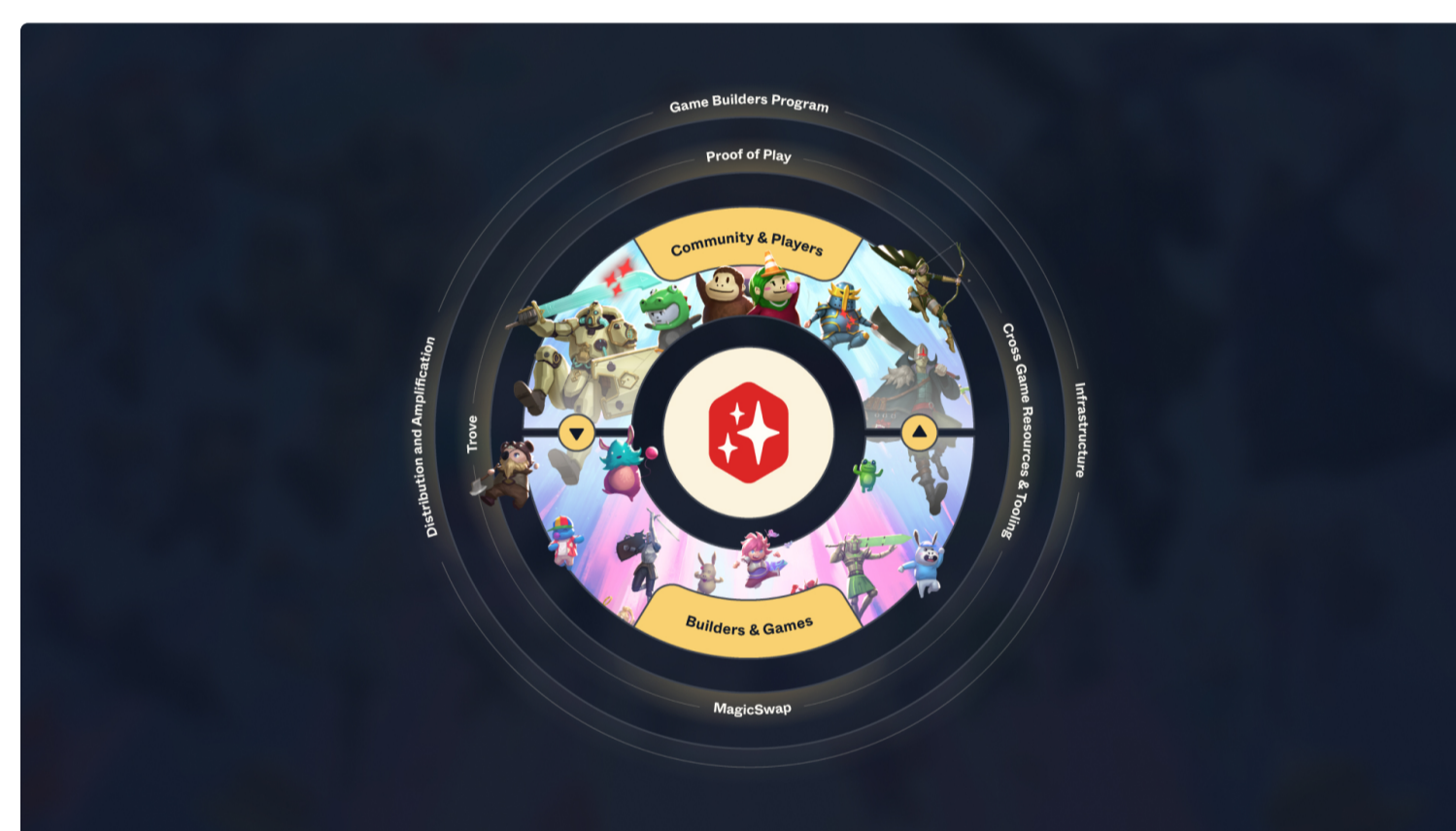
"Reliable, transparent and consummate builders, Treasure is everything a founder could want in a partner to help bring their game to the masses."

Flook, Co-Founder of Knights of the Ether

"Building with Treasure has been a fantastic experience. The sincerity behind their support, as well as opportunities provided is unparalleled throughout web3. From social outreach to marketplace integration, Treasure has been swift and helpful in all aspects."

Smashe, Co-Founder of Tales of Elleria

The Treasure Flywheel



The **Treasure Flywheel** benefits game builders in three key ways:

1. Vibrant and Intimate Ecosystem

- **Community** - Bootstrap adoption by tapping into the most vibrant and engaged web3 gaming community with a rich diversity of experiences.
- **Builders / Games** - Build in an intimate and tight-knit ecosystem of highly aligned and collaborative game developers who work towards common goals.

2. Immersive Gaming Experiences

- **Proof of Play** - Form deeper connections with your community through meta-progression (TreasureXP, Treasure Achieve) and powerful inter and intra game player funnels (Treasure Quests).
- **Platform** - Leverage the premier gaming destination and marketplace on Arbitrum packed with game rich features and world-class developer support.
- **MagicSwap** - Tap into powerful cross-game trading with instant liquidity, seamless interoperability and novel barter models to de-emphasise speculation.
- **Cross-Game Resources and Interoperability** - Enhance player retention and engagement by extending assets and IP across an ecosystem of games.

3. Enablers and Accelerants

- **Game Builders Program** - Elevate your game through expert advisory, support and thoughtful incentives that drive network effects.
- **Distribution and Amplification** - Supercharge your go-to-market through extensive reach, authentic content and deep audience understanding.
- **Infrastructure** - Build faster with Treasure's toolkit and infrastructure for game builders, including open source code, dev documentation, and more.

Treasure in Numbers

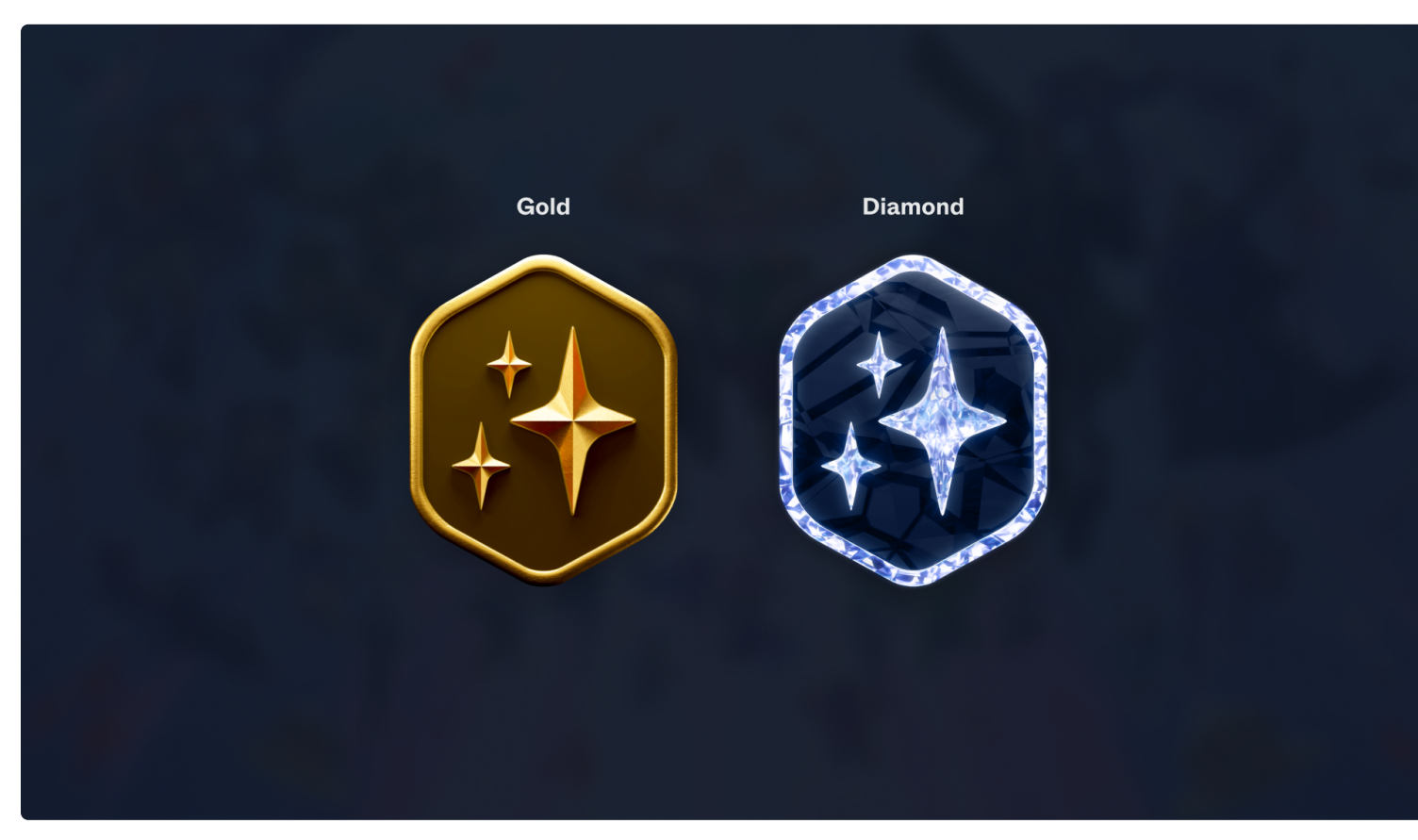


How to get involved?

If building with Treasure excites you, apply below or reach out to partnerships@treasure.lol if you have any questions.



[Apply Here](#)

GBP Partnership Tiers



Game Builder Partnership Tier Badges

The following table describes each Tier of the GBP.

Tier	Overview	Benefits	Requirements
 <p>Gold Integration</p> <p>Learn more</p>	<p>Access to Treasure's exceptional support and suite of products, including an exclusive discord for ecosystem builders and creators to collaborate. Games will also be able to compete for rewards by achieving a top 3 position against ecosystem priorities. Indicative priorities include (subject to change):</p> <ul style="list-style-type: none"> • Interoperability and Innovation • Player engagement • GDP 	<p>Access to the Exclusive Treasure Partners discord for builder collaboration, and Treasure and Arbitrum support</p> <p>Opportunity to earn periodic MAGIC rewards for contributing to the ecosystem</p>	<p>Acquire and retain the following BPass Badges:</p> <ul style="list-style-type: none"> • Platform • MagicSwap • Archivist
 <p>Diamond Integration</p> <p>Learn more</p>	<p>End-to-end advisory and support across the Treasure Network to supercharge adoption and growth. This spans technical, strategy, game design, community building and operations, go to market and funding. Recipients may also gain access to significant content and distribution networks, funding leads and vendor discounts to SaaS providers and tooling.</p> <p>This tier is targeted at high potential, aligned teams who meet rigorous assessment criteria reviewed by the Game Builders Council. Final recommendations will be reviewed by Treasure's gaming industry expert.</p>	<p>Gold Tier +</p> <p>Deepest level of advisory and support from the Treasure Network and Arbitrum (technical and marketing)</p>	<p>Acquire and retain the following BPass Badges:</p> <ul style="list-style-type: none"> • Platform • MagicSwap • Archivist • Proof of Play • Explorer <p>Token / NFT allocation and/or equity / treasury swap to align incentives</p>

Treasure Builders Pass














So you want to redefine gaming with a vibrant community and ecosystem of builders in the GBP? Great! You're in the right place, but you're going to need a **Treasure Builders Pass (BPass)** first.

How it works

The **BPass** is your passport and first step towards entry into the **GBP**. It contains five Integration Areas that will help supercharge games building with Treasure! Teams will receive a **BPass Badge** for each Integration Area satisfied. **Specific BPass Badges** must be maintained for each Tier of the **GBP** as 'proof of alignment' with the broader ecosystem.

Game developers must apply via the application form to obtain their BPass Badges. Thereafter, periodic reviews starting monthly, will be performed to ensure continued alignment.

BPass Badges

Badge	Overview	Benefits to Game Developers	GBP Tier
 <p>1. Platform</p>	<p>Use the Treasure platform as the primary gaming destination and NFT marketplace for your game.</p>	<p>Treasure is the premier gaming destination on Arbitrum and the Treasure ecosystem, with >8k monthly active users and >\$265m USD equivalent processed to date.</p> <p>Packed with unique, gaming rich features such as in-game event drivers, cross-game XP (eg. TreasureXP) and Quests, and world-class developer support, Treasure elevates the gaming experience for both players and builders alike.</p> <p>See a paast announcement on Treasure and 'Proof of Play'</p>	<p>Gold</p>  <p>Diamond</p> 
 <p>2. MagicSwap (v2)</p>	<p>Use MagicSwap as the primary token and NFT / game item swap protocol (where applicable).</p>	<p>MagicSwap will be a key piece of infrastructure that powers cross-game trading of in-game resources and items (eg. NFTs).</p> <p>By utilising MagicSwap, games can tap into powerful features such as instant item liquidity via 'smart merchants', seamless interoperability via cross-game item trading and web3 gaming economies that de-emphasise speculation through novel barter models.</p>	<p>Gold</p>  <p>Diamond</p> 
 <p>3. Archivist</p>	<p>Contribute game information into a shared, Treasure ecosystem repository to enable developers to better pursue cross-game interoperability.</p> <p>Key items include tokenomic data for core collections (eg. character NFTs, item NFTs) and contract documentation (eg. contract addresses and comments regarding how the contracts work).</p> <p><i>Note: This will be an evolving list informed by feedback from builders and the community</i></p>	<p>The Treasure interoperability repository (to be released) is a shared source of contracts and gaming information across games in the Treasure ecosystem.</p> <p>It will include best practices, existing code / approaches and identifies opportunities for cross-game interoperability.</p> <p>By contributing to the repository, game developers will help improve speed to market, seed and nurture cross-game relationships and help pioneer interoperability in gaming.</p>	<p>Gold</p>  <p>Diamond</p> 
 <p>4. Proof of Play</p>	<p>Participate in Treasure's 'Proof of Play' framework - TreasureXP, Treasure Quests and Treasure Achieve.</p> <p>This includes:</p> <ul style="list-style-type: none"> • Integrating key actions / in-game events for XP and badges • Co-designing relevant quests and achievement drops • Contributing to quest rewards • Participating in at least [one] quest per [month] 	<p>Treasure's 'Proof of Play' framework is a unique offering targeted at enriching the player experience and improving builder outcomes.</p> <p>TreasureXP is a meta experience system that recognises your cross-game accomplishments and good actions across Treasure. It will be earned and used to unlock rewards and perks. It invites deeper player investment and a sense of meta-progression that extends beyond individual games, including social flexing and status based rewards.</p> <p>Treasure Quests is a powerful cross-game funnel designed to drive actions (eg. weekly quests) intra and inter game - such as interoperability - in a way that is both fun for players (eg. exploration and completion) and valuable for builders (eg. distribution, acquisition)</p> <p>Treasure Achieve is an interoperable badges and achievements framework that games can use to enrich their game experience and players can collect for prestige and rewards.</p>	<p>Diamond</p> 
 <p>5. Explorer</p>	<p>Explore meaningful interoperability across Treasure.</p>	<p>Creating fun, interoperable gaming experiences is a strategic priority at Treasure. Games integrating at the highest level will share Treasure's values to explore and pioneer what interoperable gaming could be.</p>	<p>Diamond</p> 

Important: Treasure views interoperability in gaming as a powerful, untapped design space. However, it is still nascent and largely unproven. Noting this, Treasure's initial focus is on exploration, education and enablement to help push the industry to discover what could be. A home for 'all things interoperability' at Treasure is currently being developed. More details to follow.

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Gold Integration



Games in the Gold tier will have access to Treasure's exceptional support and suite of products, including an exclusive discord for ecosystem builders and creators to collaborate. The Arbitrum team will also assist in technical areas and marketing.

Games can also earn rewards for being top performers against Treasure ecosystem priorities. The framework has been designed to encourage, align and reward actions that strategically improve the ecosystem and its participants.

Ecosystem Priorities | Q1 (indicative)

Priority	Measure	Rationale
Interoperability and Innovation	<p>1. Vote on the most meaningful execution of interoperability and innovation in the Treasure ecosystem for that period.</p> <p>Submissions can be made by any member of the community. Shortlisting will be conducted by the Game Builders Council. Final voting will be conducted by gMAGIC holders on a 1 vote per person basis. The voting process will be evolved over time as we improve governance (see 'How it Works' section for details).</p> <p>Shortlist categories:</p> <ul style="list-style-type: none"> Creation of meaningful interoperable infrastructure, contracts or modules to be used by others Creation of meaningful interoperable cross-game formats, loops (including sinks) or go to market approaches Innovative game mechanics, concepts, loops or experiences Innovative use of tokens, NFTs and/or protocols to drive positive player and game outcomes Innovative game infrastructure, contracts or products <p>Where 'innovative' means a new / novel idea not used / executed by Treasure or any other NFT/gaming ecosystem (eg. does the concept enable / introduce a new type of player experience or behaviour)</p>	Interoperability and innovation is a core thesis underpinning Treasure and web3 gaming. Incentivising its use - in fit for purpose ways - is a key priority
Player Engagement (On hold, indicative only)	<p>2. Quarterly growth in unique net players</p> <p>Quarter-on-quarter growth (%) in unique net players (existing + acquisitions - churn). A threshold for the minimum number of players will be applied.</p> <p>Note: Player driven metrics (eg. new acquisitions, retention etc) will only be used once a reliable source of data for unique users can be agreed upon (eg. to omit users with multiple wallets). Treasure is exploring various options.</p>	<p>Growth in active players is a baseline metric for measuring the health of a game. This may need some nuance across genres</p> <p>Treasure must continually grow new qualified users for the network to prosper</p>
GDP	<p>3. USD value of total transactions processed in the Treasure platform.</p> <p>The intention is to expand this to in-game transactions once a reliable method of collecting data is aligned on.</p>	Reflects level of economic activity within a game

How it works (indicative)

- Priorities and rewards are set for the ecosystem each quarter (subject to change)**
 - Periods run from the start of the first month to the end of third month (eg. 1 Jan to 31 Mar)
 - Rewards are agreed in MAGIC / NFTs
- Submission and voting process (where applicable)**
 - Submissions are due within one week after the quarter finishes
 - Any member of the community may submit an application
 - Shortlisting will be conducted by the Games Builder Council and completed by the following week
 - Voting on the shortlist will be open for 7 days
 - Only gMAGIC holders can vote
 - One vote per person
 - To prevent gaming of the system, users must register their address holding gMAGIC, Discord and Twitter IDs to be eligible (indicative, TBC)
 - Three winners will be announced in the 4th week of the following month
 - 1st Place: 6x bonus prize
 - 2nd Place: 3x bonus prize
 - 3rd Place: MAGIC prize
- Measurable metrics (where applicable)**
 - Results locked down by the end of each quarter
 - Reconciliations will take between 1 - 2 weeks (indicative only, this may take longer contingent reliability and quality of the data)
 - Winners announced by the end of the month.

High Level Timelines - indicative (after quarter finishes)

Timelines	Week 1	Week 2	Week 3	Week 4
Submission and vote	Submissions due (end of week)	Shortlisting (7 days)	Voting (7 days)	Results
Measurable Metrics	Results locked down (end of prior week)	Reconciliation (Indicative only. Contingent on data availability and quality*)	*same as week 2	Results

Rewards

Initially, up to 100k MAGIC will be available for rewards over 12 months. **Rewards for each Measure / Metric will be allocated to the top 3 performers based on a 60 / 30 / 10 split.** Subject to change based on participation and outcomes achieved.

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Diamond Integration



The Diamond tier is targeted at high potential, aligned teams who will greatly benefit from Treasure's end-to-end advisory and support to supercharge adoption and growth.

Within this tier, Treasure provides support across and access to a powerful network of industry experts and partners across the game development value chain, such as Technical (incl. Arbitrum team support), strategy, game design / economy, community building and operations, go-to market (incl. strategy, content creators, distribution - extensive partner networks, amplification - including Arbitrum and activation - events / esports) and funding (incl. mint, raise and network leads). Games may also leverage Treasure's preferred partner status for cheaper SaaS.

There will be limited positions available in each cohort. This is to ensure Treasure can maintain a high level of advisory and support for its highest potential partners.

The assessment will be conducted by the Games Builder Council and recommended to our independent gaming industry expert, **Noisewar**:

- Games consultant, former EA and Nexon Mobile, 14 years experience in online service games, monetization, and full-cycle 1st and 3rd party product management.

Noisewar's review will inform whether an offer is presented to successful candidates.

Submission Process

The below outlines the process for deeper integration within the Treasure ecosystem. The timeline is indicatively estimated at 2-4 weeks, contingent on the volume of submissions.

1. Submit application form and one-pager. The one-pager should include:

1. **Team and experience** - eg. current roster, experience and expertise
2. **Game overview** (type, genre, platforms) and stage of maturity
3. **Game concept** - What gameplay experiences are you creating for your audience? What is the end game?
4. **Alignment** - How can the project add to the broader Treasure ecosystem, and how can the ecosystem help your project?
5. **Prototype** - Include a prototype, demo or animatic demonstrating gameplay and stage of development

2. Shortlisting

High potential games are shortlisted and requested to submit a short deck and give a 20 minute presentation. The presentation should include:

1. **Team and experience** - eg. current roster, capabilities and growth plans; examples or prior projects
2. **Game overview and concept** - eg. Type, genre, platform, target audience, what gameplay experience are you creating for your audience
3. **Game economy and tokenomics** - eg. core game loops, supply / demand via sinks and faucets; and thinking through how MAGIC, Treasures or Treasure ecosystem games could potentially be connected and integrated.
4. **Go-to Market** - How do you intend to reach and engage target audiences through thoughtful game design and novel user acquisition strategies?
5. **Alignment** - How can the project add to the broader Treasure ecosystem, and how can the ecosystem help your project?
6. **Funding** - Funding strategy and runway

3. Detailed review

A detailed review is performed against Assessment Criteria (see below for details) with potential follow up presentations. Recommendations are put forward to our gaming industry expert for final review.

4. Decision made

Successful projects are informed with terms agreed (eg. milestones, duration etc)

5. Implementation

To be developed together.

Assessment Criteria

Shortlisted projects will be assessed against the following criteria.

Criteria	Key Success Factors
Long-term alignment with TreasureDAO	<ul style="list-style-type: none">• Long-term vision and plan• Strong alignment of values<ul style="list-style-type: none">• Belief in and exploration of fun, interoperable gaming experiences• Building games in a fun and social community driven environment
Capable Team	<ul style="list-style-type: none">• Key team members in-house• Game developers in-house, game studio or retainer• Pre-existing experience with other projects• Right mindset (open, collaborative, builders, long-term)
Clear audience, game design, and road map	<ul style="list-style-type: none">• Clearly articulated game concept/vision and intended gaming experience for target audiences• Defined game systems, narratives, game loops, and player progressions through the game• Prototypes, demos, and animatics demonstrating gameplay helps convey game concept and stage of game development• Thoughtful game loops that encourage replayability and ongoing engagement from players• Onboarding strategies for attracting web2 and web3 players
Balanced game economy and thoughtful game system design	<ul style="list-style-type: none">• Supply and demand relationships balanced (eg. sinks and faucets in place)• Sustainable token / business model (ie. not a ponzi, with path to self-sufficiency)
Thoughtful applications of composable gaming	<ul style="list-style-type: none">• Ideas on points of integration for Treasure and ecosystem NFTs (eg. can interoperability of any kinds)• Considerations of how MAGIC can be used in game (note: this if not mandatory)
Adds clear value to the Treasure ecosystem	Clearly articulated value to the Treasure ecosystem

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Content Creators



Treasure Create is Treasure's content creator program helping cultivate a community of leading video content creators across the Treasure ecosystem!

About the Program

Treasure Create is an exclusive creator program that brings together top creators to champion Treasure games, grow their platform, and take part in unique opportunities across the ecosystem.

As an official Treasure Creator, content creators can tap into Treasure's large community of 150k+ players and games for increased exposure and receive monetary perks like MAGIC, as well as allowlists, in-game items, and early access to playtests.

Goals of the program:

1. Formally recognize talented and passionate video content creators in the Treasure community.
2. Build closer relationships between our Treasure games and active content creators.
3. Facilitate a collaborative community between Treasure Create members and provide unique opportunities to participate across the ecosystem.

The Perks for Creators

In the early stages of this program, the following perks will be available to those accepted and actively contributing content for our Treasure games:

- Receive MAGIC compensation
- Receive select in-game items and perks
- Early access to beta playtests
- Promotion from official Treasure channels
- Exclusive Treasure Create badge (on-chain, soulbound digital collectible)
- Access to a private creator channel in Treasure Partners Discord to connect with other creators

And more!

Application Process

Fill out the form below to apply to Treasure Create.

Applications will be considered holistically based on a number of factors including but not limited to quality of video content, engagement and follower size, and experience playing Treasure games.

Please Note: The team will be reviewing applications on a rolling and as-needed basis. Do not expect to hear back immediately. We will be in touch if and when we believe you might be a good fit for the program!

<https://forms.clickup.com/9003025951/f/8c9yhgZ-3182/QBO3G2H9GDHUXBZ7K5>

DAO Multisigs

:

Treasure

Name	Safe Address
Treasury (L1)	eth:0xEc834bD1F492a8Bd5aa71023550C44D4fB14632A
Treasury (L2)	arb1:0x0eB5B03c0303f2F47cD81d7BE4275AF8Ed347576
Ecofund	arb1:0x482729215AAF99B3199E41125865821ed5A4978a
Mining	arb1:0x81FA605235E4c32d8b440eEBE43D82e9E083166b
Staking/LP	arb1:0x64bFB08217B30b70f287a1B7f0670BDD49F8A13f
Developer	arb1:0xE8409cd2aBae06871D166E808D75aDdb0537033A
Contributor Allocation	arb1:0x4D3aAA252850EE7C82b299CB5778925BBE92f1fC
Community Grants Program	arb1:0x1054E9D9091dC55a1738F9c8Fc0c79E59E222804
MagicSwap - Community Gamification Fund	arb1:0x3Fe5d6AE3470b2De09eD062Ac78444E44Aa0cACe
MagicSwap - Community Ecosystem Fund	arb1:0x45236EB7C47a68aE63f62F7e38f7C2F864f2Ad14

Trove

Name	Safe Address
Marketplace (L1)	eth:0xb2F011FD7f663C37B2936e3Bd921d3ACcB90B416
Marketplace (L2)	arb1:0xDb6Ab450178bAbCf0e467c1F3B436050d907E233

Smolverse

Name	Safe Address
Treasury	arb1:0x674295B530A1F69a4Bc217FFFB7E8BcDF9971678

Bridgeworld

Name	Safe Address
Treasury (Game)	eth:0xC983AA839910e7fa206dbC9478d9e3bbDFb88515

Darkbright Studios

Name	Safe Address
Treasury	eth:0xFc4aA8C3Ee7d40C4C38ad5565Da7AF8Fc53F1487

Contracts

All production (mainnet) contracts are on Arbitrum and development (testnet) contracts are on Arbitrum Goerli, unless otherwise stated.

General

Contract	Mainnet Address	Testnet Address
MAGIC	0x539bdE0d7Dbd336b79148AA742883198BBF60342	0x88f9eFB3A7F728fdb2B8872fE994c84b1d148f65
Randomizer	0x8e79c8607a28fe1EC3527991C89F1d9E36D1bAd9	0x9b58fc8c7B224Ae8479DA7E6eD37CA4Ac58009a9
Keys	0xf0a35ba261ece4fc12870e5b7b9e7790202ef9b5	
Extra Life	0x21e1969884d477afd2afd4ad668864a0eebd644c	

Smolverse

Contract	Mainnet Address	Testnet Address
Smol Brains	0xA71f462e0EcdeEbDeE4Faf6681148Ca96Db78777	0xC831f372B4342824EB533C486bF0aaf1cf0521F
Smol Bodies	0x17dacad7975960833f374622fad08b90ed67d1b5	0xF8e004f5447a3D9ae0841fAc98523Fa89c1Ea63d
Smol Land	0xd666d1CC3102cd03e07794A61E5F4333B4239F53	0x2De47e310C5413EA957104bA3C0bEf12F2506660
Smol Brains Pets	0xF6Cc57C45CE730496b4d3Df36b9A4E4C3a1B9754	0xfec202A557A2419b09a52fD5c497839ec15167Ef
Smol Bodies Pets	0xAe0d0C4Cc3335FD49402781E406ADF3f02D41bcA	0x1B4528c69Ee591C59dA056F43C139F4009D34F76
Smol Cars	0xb16966dad2b5a5282b99846b23dcd8c47b6132c	0x4B52e4fD04E48b6B68C3B538A44b6404a37Da9D1
Swolercycles	0xdf32aED1e8841A174Cb637eAa1707026319fb563	0xC9c1de3C26c431F8d8dC66210541BA5156361eC2
Smol Brains School	0x602e50ed10a90d324b35930ec0f8e5d3b28cd509	0xFd2C963aB2525Fb402c74FeB95D9a631d399142
Smol Bodies Gym	0x66299ecc614b7a1920922bba7527819c841174bd	0xF4178C3Cbe7E771B28FB3E78EE45cb27A9F465FE
Smol Farm	0xC2E007C61319f0c028178FAB14CD6ED6660C6e86	
Smol Treasures	0xc5295C6a183F29b7c962dF076819D44E0076860E	0xAB938e18d13f555A652FD4a24d4449BFb5A4E38B
Smol Racing	0xEc895f620D1c103d5Bbc85CcE3b623C958Ce35cC	0xa7be8F1A31E74C771D0E97b8683b2e79CF0747
Smol Racing Trophies	0xD5e7c7128A4b348E2b9b2d8539BC53130B7F5789	0xb4D266E93942c4F9C4B6D4a7FCE5934bF9eeeeE1
Smol Trait Shop	0x747468e17cF47e861759e70a4355D6cB0b170bC6	0x967561437fe12b31f39912b64ac7da0451868479
Smoloween	0x919c574D12dF2b534467f224c16Bd8475846B25c	0xE3619DE3f33DEcCc91D90A1qa84A42d269d8A674
Transmolgriffier	0xD9480355d534a428a36E0FeCF310A731Ff6ce11	0xbd12D635E0a17ef2cBf9af2E4683BAF9d20e4157
wSMOL (Smol Quests)	0x1f245E83fB88A1e85b4A1c3e4B3c16660d54319a	

Bridgeworld

Contract	Mainnet Address	Testnet Address
Legions	0xfE8c1ac365bA6780Aec5a985D989b327C27670A1	0x9202aE6BAcE44Ae2826A7918f62e51db570f163
Legion Metadata Store	0x99193EE9229b833d2aA4DbBdA697C6600b944286	0xc813276680388B2Fc8f331eb5E922Fd5c95c1B2f
Recruit Level	0x73F66906ec2d419F70A560990b8a3691B980766B	0xb475b45fFE5FE8091363B2906786E9859E796B7
Treasures	0xEbba467eCB6b21239178033189CeAE27CA12EaDf	0x3243e84A1b06784CD4094114e0dc71aC13d80556
Treasure Metadata Store	0x9b58fc8c7B224Ae8479DA7E6eD37CA4Ac58099a9	0xc7d05E6cC29511241CD0a6B912164D0a54571e893
Treasure Fragments	0x756E4F3bb69c47d492aBf2a52af320190c174c55	0x22493924D89308fB8CFf0687cC21DB0484EcCD53
Consumables	0xf3d00a2559d84de7ac093443bcaada5f4ee4165c	0x38129F7a7DAC2119b5F1D99cE6a1bb3778e5B73F
Balancer Crystals	0xBfeBa04384CeCFa0240b49163aed418f82E43d3A	0x46b20a918903702Ed8C89320D49fe19B3d98657
Balancer Crystal Exchange	0xfe51d5571743979ea838f070aa7Dfa621555e409	0x604D6164d5D3ae6700D36951d285b2870e3f0F257
Master of Inflation	0xA5447D47BfD314C205BfAeC8E80A66af8f467819	0x6778448E6991d7D49aC69f8103Ae396963D944DB
Pilgrimage	0xD661A18E824c8d2EDf3BADF75aeDDa5B7D142448	0x610727cfA49531f4f68C92AEC1E530814f8027d4
Summoning	0xC8bdDC58289474AB3E01568Eb5f88f440BDE6B46	0x4F50fc16a7b647066929A980e62502C656CEa52B
Barracks	0x1bb7fbd942eb19be66b5dcb32f5a69c2ba053d	0x38cD60104A402b3B9A7F2b991a9F8B1EC202793
Starlight Temple	0x6ac94b1093D34f5c520688840689354C9248365f	0x9e5cE38b8f98583EF09aFD8BCACb6Ab7d6B82589
Treasure Crafting	0xB9c9eD651Eb173Ca7fbC3A094da9Ce33ec145a29	0xAc7dd73a7F218097Cb414e6694c917332272Fe89
Consumable Crafting	0x69540403Fb839696C6B0C02dF7623D664CAeAc82	0xb5C03f024505e7ACfC1DE09465a7CFa1ede9437E
Questing v1	0xDA3caD5e4F40062CECa6c1B979766B0BAed8e33	0x2830eB1183C6E03489a3A72621e1F3FE2b9158c3
Questing v2	0x737eaF14061fE68f04ff4cA8205ACf538555fCC8	0x933f085ec5C2e5fFcc3C9897a7640d577Bf6984
Treasure Triad	0x3D54dBa766cF134b137973E120CF19AC7EDC3629	0x121F856C69A177bd54DB97A3B750ef948a08E608
Master of Coin	0x3563590E19d2B9216E7879D269a04ec67Ed95A87	0x28F13B8B0545Bfe5cB9233663EBBc7ebe7380B7B
Middleman	0x3EA9CeAEbDeB702FCBC576710084C464431584c8	0xd611afb0A5c7DFd1878dB E20f2f9178bd411c826
Atlas Mine	0xa0a89db1c899c49f98e6326b764bafcf167f2ce	0x9D99d6C2b9173451C2055BE0825FA1410148F618
Harvester Factory	0xE59aEc5f6F631EF380dd4e60D531ff3Ae2985CFd	0x1D827e7dc6F7348174Fc5Cd7F6BBE42F78D8C872
Harvester 1 (Kameiji)	0xdf9f9ca6ee5c3024b64dc ecbadc462c0b896147a	0x1e288583e9154178af77c82c5e7884820c979a9
Harvester 2 (Shinoba)	0x2b1de6d22e6cb9178b3e cbc7f20b62fccc925d4	0x5d426cab2dcaa68a9c0a85f229d65a9cf12bf691
Harvester 3 (Asiterra)	0x88Bf661446C8f5a7072C0f75193daE0e18ae40BC	0xaa32d051668af574736923aa1eb7102daa3d36d9
Harvester 4 (Lupus Magus)	0x3fbfcd02f649d5875bc9f97281b7ef5a7a9c491	0x684b21eb2ab53a02cf0b405c87b445a96a3674ed
Harvester 5 (Afarit)	0x70a75ac9537f8cdac553f82b6e39484acc251067	0x36ce8994038d4cf4f86413d721b89e7c31a744dc
Harvester 6 (Emerion)	0x587Dc30014e10B56907237d4880A9bF8B9518150	0x67a848bb748c132f27c048832cc2028717394707
Harvester 7 (Thundermane)		0x8f8908ce594c323fde8ffcbfcf1839f534f4865
Corruption	0x6b66d774a862539f84128f171db1940302c4671e	0xAA298515801defDF79b9a2B17324c1EEe81b9d6
Corruption Removal	0x08f3533acd12b9c400204056f771bd6f11c200	0xac5401ff3F78C21Ad55298531E5641a7456C7839
Corruption Crypts	0x447c73f3ee46050d618fd956c1641274860b6c74	0xa12786378F4CA03269A53a012da606fdcf655EB0
Corruption Crypts Rewards	0xc0df5094b3b2413e4891a2dc2f583a2ffd3e8d3	0xf92E54b8dE47056825E1f5cFA3d1817b40dc62F

Platform

Contract	Mainnet Address	Testnet Address
Trove (Marketplace)	0x09986B4e255B3c548041a30A2Ee312Fe176731c2	0x3afEbAca12aE8BDE9E3304b478DD807dCf6B92Ff1

MagicSwap

Contract	Mainnet Address	Testnet Address
UniswapV2Factory	0x015e379Ce0FF195228b3A9eBDFa13F9af1C15Dd7	0x6Cd71961e531aBB505256ffa945D59ab9a2156ec
UniswapV2Router02	0x23805449f91bB2d2054D9Ba288FdC8f09B5eAc79	0x2D3Ab76d3bECf0Bb5FDbE2f992129c1a555A2E8
MAGIC-ELM LP Pair	0x3e8fb78ec6fb60575967b b07ac64e5fa9f4984a	0xc175926f79c3f77efd2a88330aabe45f9066b617
MAGIC-GFLY LP Pair	0x088f2bd3667f385427d9289c28725d43d4b74ab4	0x088f2bd3667f385427d9289c28725d43d4b74ab4
MAGIC-VEE LP Pair	0x6210775833732f144058713c9b36de09afd1ca3b	0xa5f4441c1dd3515767a4e33bacc320fb3828688f
MAGIC-ANIMA LP Pair	0x7bc27907ac638dbceb74b1fb02fc154da3e15334	0x7cfc374cfe753c9b77bd6d ac1d5d8c97ed84adc3f0

Other Liquidity Pairs

Contract	Mainnet Address	Testnet Address
MAGIC-ETH LP Rewarder	0x73EB8b2b235F7957f830ea66ABE433D9EED9f0E3	
MAGIC-ETH LP Pair	0xB7E50106A5bd3Cf21AF210A755F9C8740890A8c9	

Legacy

The following contracts are either deprecated or no longer in use:

Contract	Mainnet Address	Testnet Address
Genesis Mine	0xDf19f1216aA406DF8bC585246bee7D96933f285F	
Auxiliary Legions (ERC-1155)	0x658365026D06F00965B5bb570727100E821e6508	0xb50DF8289cF0cf2De423385b2D821EBA76c3A7f6
Genesis Legions (ERC-1155)	0xE83c200E93Cb1496054e387BDaE590C07f0194	0xE8123a180826f0b0CBEcc b3703014e12937852bD
Smol Brains (Legacy)	0x6325439389E0797ab35752B4F43a14C004f22A9c	0x2542421ACD0A4A98f5Cf04DA97a36DAD8F1FaC3f4

Audits



TreasureDAO - Quantstamp Final Report.pdf 365KB
PDF



TreasureDAO A-1 _ Macro Audits _ The OXMacro Library.pdf 1MB
PDF

Official Links



Here are the articles in this section:

Website 

Platform 

Discord 

Twitter 

GitHub 

Glossary



\$MAGIC

MAGIC is the natural resource of the Treasure metaverse, which “powers on” NFTs and turns them from fantasy into productive, yield-bearing assets.

veMAGIC

Vested \$MAGIC (or "veMAGIC") is \$MAGIC that is staked in the mines and time-locked, thereby converting their \$MAGIC into veMAGIC. veMAGIC cannot be traded or transferred until the user's selected time period has expired.

gMAGIC

Governance \$MAGIC (or "gMAGIC") introduces concepts from the veCRV model where governance rights are weighted towards community members who commit and provide to the longer term success of the DAO. Learn more in [📄 Governance](#).

APR

Annual Percentage Rate, is the annualized interest rate without taking the effect of compounding into account.

APY

Annual Percentage Yield, is the normalized representation of an interest rate, based on a compounding period over one year. Note that APYs provided are rather ballpark level indicators and not so much precise future results.

DAO

Decentralized Autonomous Organization, is a governance mechanism for making decisions in a more trustless and collaborative way. Voting rights are often bound to a governance token. In Treasure, the governance token is Governance \$MAGIC ("gMAGIC").

Extra Life

Exclusive NFT gifted to our earliest and most loyal supporters.

Media & Content

Articles posted by Treasure on Medium, plus various interviews

Official Medium Page: <https://medium.com/@TreasureNFT>

Mar 17, 2022 | TreasureDAO Announces Integration of Chainlink Oracles for Secure NFT Marketplace Pricing

TreasureDAO is integrating Chainlink Price Feeds to deliver ETH prices on Arbitrum for Trove, its generalized NFT Marketplace.

Mar 1, 2022 | Evolving Treasure's Free Mint Model

Treasure NFTs and MAGIC have been distributed for free. Treasure will continue to use this mint model for its products, but we are exploring ways to collaborate with projects that use paid mints.

Dec 1, 2021 | Olympus Agora Soundbank with Treasure DAO

Interview with Treasure Council members John, Gaarp, and Tei

Nov 27, 2021 | Club721 with Treasure DAO

AMA with John, Yuta, Gaarp and Tei

Nov 2, 2021 | Founders' Long-Term Vision for Treasure

Short, Medium and Long Term Goals for Treasure

Nov 2, 2021 | Treasure DAO: Full Decentralization of the Treasure Project

Treasure DAO, Tokenomics, Team Tokens and Ecosystem Funds

Oct 7, 2021 | Life by "Jumpman": Treasure's First Integration

Life NFT begins as a newborn who grows into a child, then adult etc.

Oct 6, 2021 | Beginner's Guide to Becoming a Master Bridgooooor

Quick Guide on Bridge from L1 (Eth) to L2 (Arbitrum)

Oct 1, 2021 - October 2021 Roadmap

Genesis Mine, Genesis Legions, Group Rewards, Marketplace and Gameplay

Oct 1, 2021 | Treasure: v1 Game Theory

Incentive Equilibrium between Treasure and \$Magic, Genesis Mine Powering Up/Down

Sep 22, 2021 | Beginner's Guide to Providing Liquidity to \$MAGIC

Liquidity Providing 101, How Treasure is an NFT-Defi Project

Sep 21, 2021 | Treasure Monomyth: LP Tokens as Keys to Unlock Quests

LP design, Monomyth (i.e., Treasure universe, quest explorations and adventures)

Sep 19, 2021 | \$MAGIC Token and Treasure's "Proof of Work" Economy

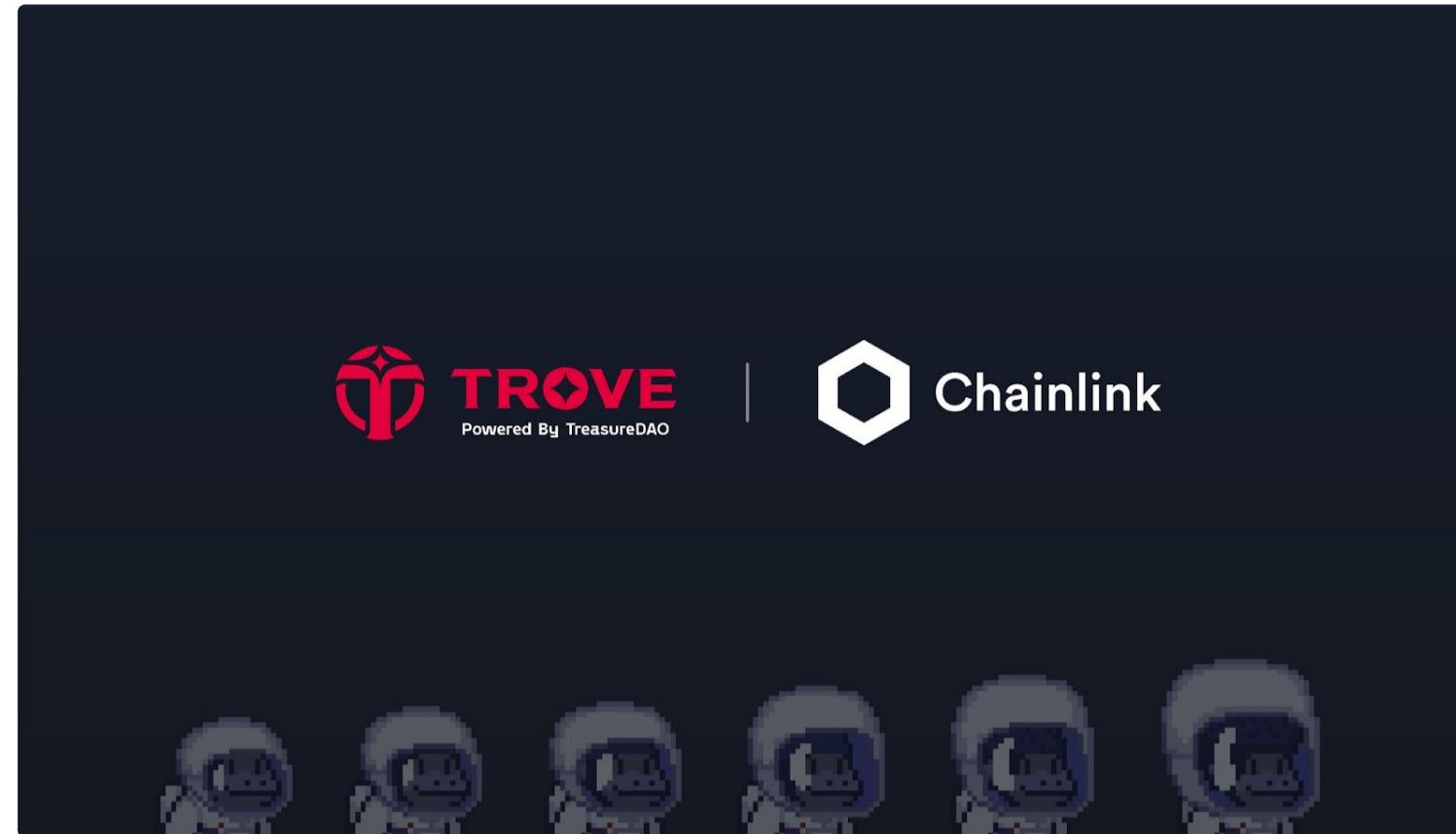
Proof of Work Consensus, MAGIC Tokenomics and Deflationary Mechanisms

Sep 7, 2021 | \$MAGIC: The Native Token of the Legions Game

Link between \$MAGIC and the first profile picture (PFP) MMORPG, which we call Legions

TreasureDAO Announces Integration of Chainlink Oracles for Secure NFT Marketplace Pricing

TreasureDAO is integrating Chainlink Price Feeds to deliver ETH prices on Arbitrum for Trove, its generalized NFT Marketplace.



March 17, 2022 - TreasureDAO (“Treasure”) announced its integration of [Chainlink Price Feeds](#) to deliver accurate, decentralized NFT pricing into its upcoming marketplace, Trove. Denominated in ETH, Trove is being launched by Treasure in response to significant market demand for an Ethereum-based, decentralized layer 2 NFT marketplace that truly puts its users first, while gamifying the NFT collecting experience in a trustless manner.

[Chainlink](#) decentralized price oracles are the industry standard for high-quality on-chain data delivery due to their strong security and extensive developer tooling for open frameworks. Chainlink enhances smart contract security by aggregating a wide range of price data sources and providing an incentivized network for delivering the data. This removes outliers and creates strong protections against outliers or asset price manipulation.

Trove is preceded by the incredible success of the MAGIC-denominated Treasure NFT Marketplace, which focuses only on deeply integrated ecosystem projects. Since November 2021, the marketplace has achieved over 62M MAGIC in volume or US\$250M based on current prices. Because of the clear user demand, Treasure anticipates significant trading volumes on Trove, and believes that implementing a decentralized and trustless pricing oracle is paramount to building and fostering trust with its users and the community.

Treasure will also be implementing safeguards to help ensure exploit prevention while simultaneously promoting integrity and fair competition across its growing ecosystem of metaverse and play-to-earn projects by utilizing Chainlink’s suite of decentralized services for use across DeFi composability of MAGIC (e.g. via a MAGIC price oracle) and NFTs. One such service is [Chainlink VRF](#), which provides non-deterministic and provably fair randomness for smart contracts and blockchain-based applications, helping ensure tamper-proof and trustworthy outcomes for users.

“We’re thrilled to launch Trove for users, and are confident in our ability to create a secure user experience by implementing time-tested price data from Chainlink. Integrating the industry-leading oracle solution also simplifies the developer experience for us, offloading a high-effort engineering task to the Chainlink Network and letting us focus on creating a quality NFT marketplace.” — Josh Whitney, CTO of Treasure.

About TreasureDAO

Treasure is a decentralized DeFi-NFT ecosystem on Arbitrum built for metaverse projects. Every project listed on Treasure’s marketplace utilizes MAGIC in its respective metaverse, with each project’s community generating its own lore and storytelling surrounding this resource. MAGIC, the native token of Treasure, is the sole currency for marketplace transactions. In this way, MAGIC acts as the reserve currency for the entire web of metaverses connected under the Treasure umbrella. As a DAO, the community drives the direction of how the Treasure ecosystem expands.

Learn more by visiting the Treasure [website](#), reading our [documentation](#), visiting our [Twitter page](#), or trading Treasure ecosystem NFTs on the [Treasure NFT Marketplace](#). To submit a partnership, [complete this submission form](#).

About Chainlink

Chainlink is the industry standard for building, accessing, and selling oracle services needed to power hybrid smart contracts on any blockchain. Chainlink oracle networks provide smart contracts with a way to reliably connect to any external API and leverage secure off-chain computations for enabling feature-rich applications. Chainlink currently secures tens of billions of dollars across DeFi, insurance, gaming, and other major industries, and offers global enterprises and leading data providers a universal gateway to all blockchains.

Learn more about Chainlink by visiting [chain.link](#) or reading the developer documentation at [docs.chain.link](#). To discuss an integration, [reach out to an expert](#).

Getting Involved



Proposed Partnerships

Have an idea for a project that could interface with \$MAGIC and be a part of the Treasure ecosystem? Launching a game that you would like to have listed on Trove?

Have a prospective partnership you would like to run by the Treasure Council? Join the Discord and leave a note in `#partnerships` or email partnerships@treasure.lol.

Contributing to Treasure Docs



Found a typo? Think there's a missing page/section? Want to shed some more light on a topic? We would love to have you help contribute to the Treasure Docs.

[Visit the GitHub repository](#) and read through our Contributor Covenant Code of Conduct, Guide to Contributing, and Open Source License.