

A world worth igniting.

Game Ecosystem White Paper



ILLUSTRATED INTEGRATION DRAFT / VERSION 0.1

Direct screenshots from the playable English beta.

All pictured balances, deposits and arena stakes are simulated.

Real token payments, swaps and withdrawals are not enabled.

Contents

Illustrated guide to the current game design. All ten figures are direct captures from the local English beta, not trailer mock-ups. Simulated deposits were used to demonstrate the level-10 character. This document supplements the TORCH ecosystem white paper.

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1. Overview

TORCH Emberwild is a browser-based, multiplayer open-world game built around flame spirits, exploration, gathering, cultivation, crafting and skill-based duels. Players create a profile, select a flame spirit and develop their character through a single, shared seasonal world.

The game uses TORCH as its only economic token. It does not introduce a separate game token. Resources such as wood, crystals and flowers are inventory items, while XP represents progression; neither is a separately issued cryptocurrency.

The launch design is a single 14-day season. Players decide how to use their available TORCH: improve their character, buy tools or cosmetics, participate in eligible arena matches, or request a claim once the minimum threshold is met.

Emberwild combines server-validated gameplay with planned blockchain deposits and withdrawals. It is not designed as a fully on-chain game. Routine movement, farming, crafting and leveling do not require a blockchain transaction for each action.

2. Design principles

- **One ecosystem token:** TORCH connects game access, spending and rewards.
- **Active participation:** Gameplay rewards require completed actions; holding a token or logging in does not automatically produce income.
- **Defined token limits:** Daily gameplay rewards have level-dependent caps denominated in TORCH.
- **Recycled spending:** Eligible game expenditures return to the reward budget rather than minting new tokens.
- **Equal combat parameters:** Character level, tools and cosmetic upgrades do not increase arena damage or starting health.
- **Accessible presentation:** Keyboard controls, a browser client and English/Turkish language selection.
- **Explicit trust model:** The game server validates gameplay. Blockchain integration does not make the off-chain game trustless.

3. The world of Emberwild

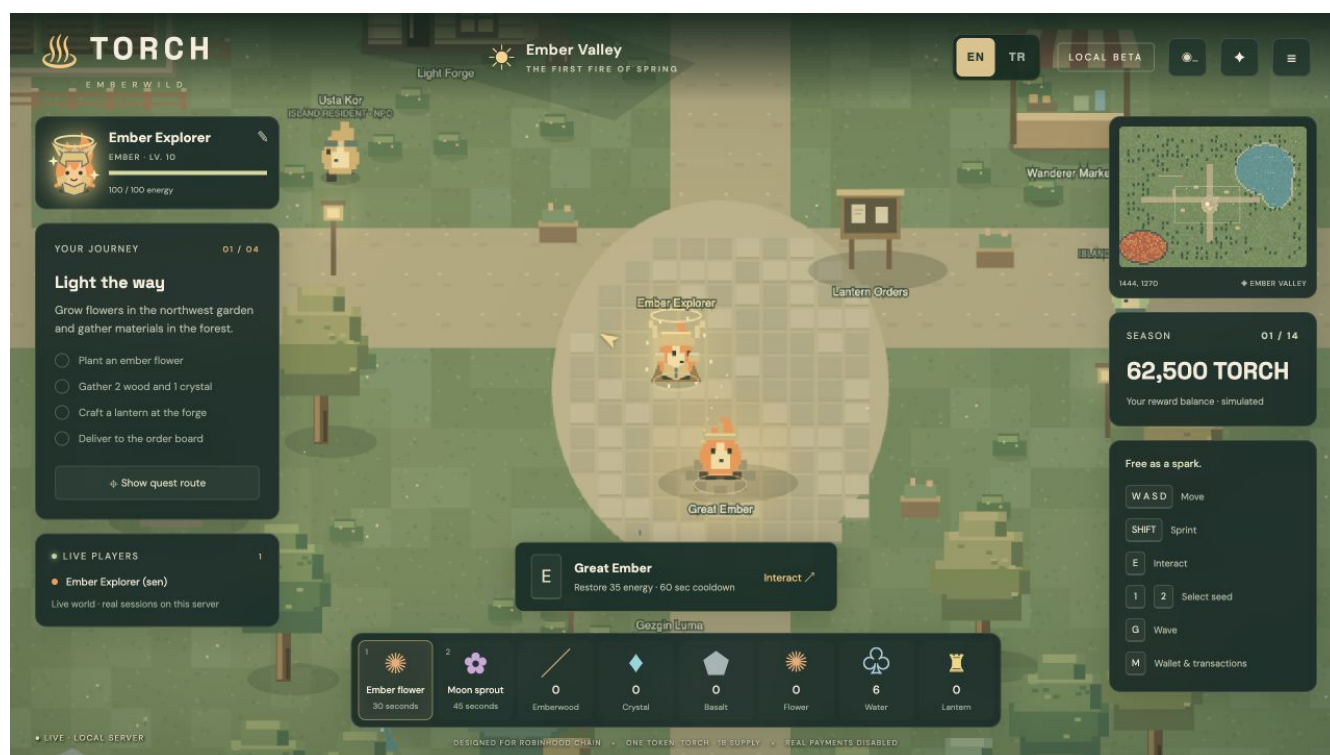


Figure 1. The playable world: Ember Valley, a level-10 demo character, inventory, minimap and nearby residents.

The world is presented as a 2D environment with depth, lighting, animated flame characters, structures and effects. Players move freely using the keyboard and see other connected players in the shared environment. NPC residents are labelled separately from human sessions.

Location	Purpose
Ember Valley	Starting area, navigation and access to core activities
Sprout Gardens	Planting and harvesting
Light Forge	Combining resources into sky lanterns
Wanderer Market	Product sales and item access
Lantern Order Board	Delivering crafted lanterns
Cool Spring	Refilling water
Great Ember	Resting and recovering energy
Rain Gate	Access to the Crimson Forest
Mirror Lake	Exploration landmark
Ember Arena	Duels and free practice

The beta contains a defined map. “Open world” describes free movement within that map; it does not imply an unlimited or procedurally expanding world.

4. Access and onboarding

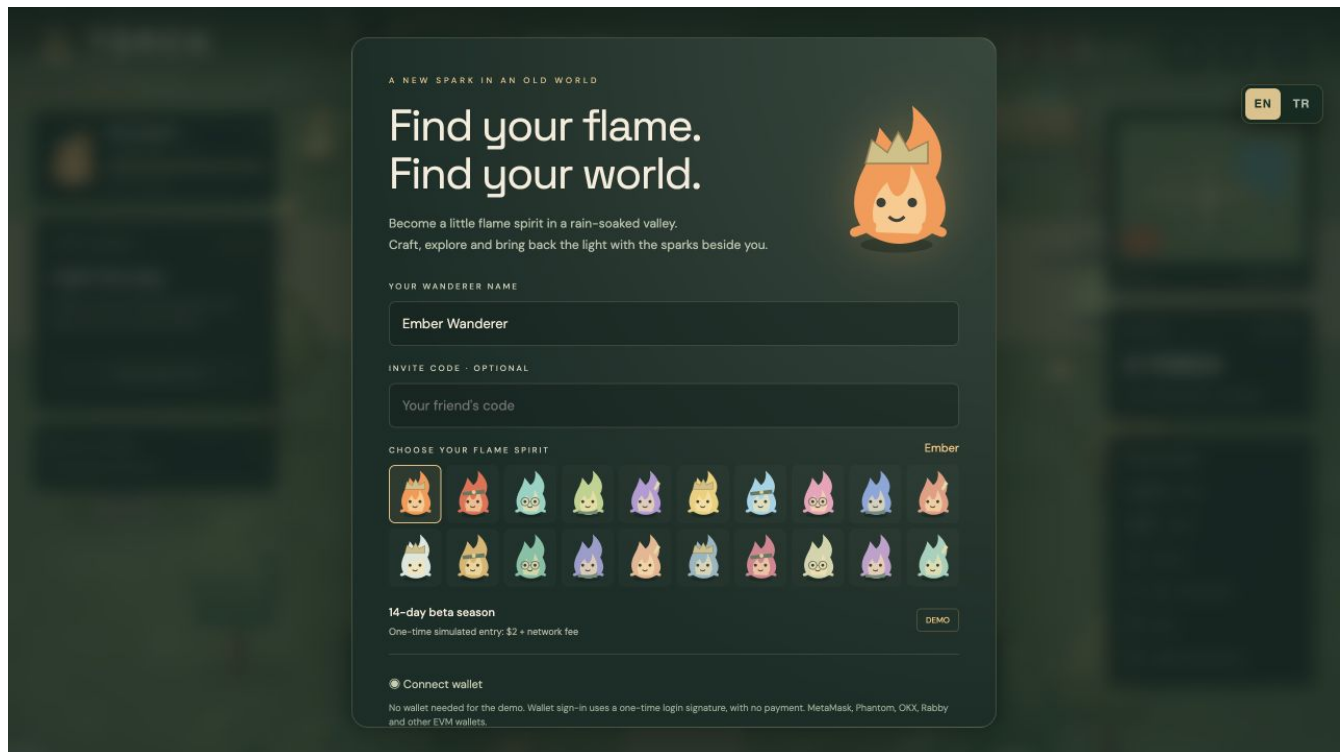


Figure 2. Character selection in the English beta onboarding flow, showing the 20 available flame spirits.

4.1 Player journey

1. Open the TORCH Emberwild website.
2. Select English or Turkish. English is the default.
3. Connect a supported installed EVM wallet, or use the wallet-free beta entry.
4. Sign the one-time login message when entering with a wallet.
5. Choose a profile name and one of 20 flame spirits.
6. Complete the applicable season-entry flow.
7. Enter the valley and begin gathering, planting and crafting.

Wallet connection shares an account address. The login signature verifies account ownership and does not itself authorize payment, token spending or a transfer. A production payment requires a separate transaction confirmation.

4.2 Entry fee

The planned seasonal entry is **USD 2 equivalent, plus applicable network and execution costs**. The entry is an access fee, not an initial reward balance or refundable token deposit.

The design directs the full USD 2 entry amount into a TORCH purchase for the reward treasury. Gas, DEX execution costs and price slippage must be disclosed separately in the final payment flow. The actual TORCH received is determined by the executed swap, not by a guaranteed reference conversion.

In the beta, this conversion is simulated. No real entry payment is collected and no market purchase occurs.

4.3 Wallet support

The current wallet-discovery implementation includes MetaMask, Phantom EVM, Rabby, OKX Wallet, Coinbase Wallet, Trust Wallet, Ronin Wallet, Backpack and compatible injected EVM providers. One card is shown per wallet brand.

Availability depends on the installed wallet, browser, wallet version and network support. Phantom's EVM provider is used; a Solana-only connection is not treated as an EVM account. WalletConnect is not included in the current design.

5. Flame spirits and identity

Players select from 20 flame spirits:

Ember, Lava, Aurora, Mint, Violet, Sunfire, Frostfire, Rose, Cobalt, Coral, Ghost, Amber, Emerald, Nightfall, Peach, Storm, Ruby, Moonlight, Orchid and Prism.

All characters begin with equivalent economic and combat parameters. The selection provides visual identity, not a starting reward advantage.

Players choose their profile name. Character progression and purchased appearances are visible in the world. Character appearances are currently game-account records; the beta does not mint them as NFTs or provide a player-to-player character marketplace.

6. Controls and gameplay loop

Control	Action
WASD / arrow keys	Move
Shift	Sprint
E	Interact with nearby objects
1 / 2	Select crop
G	Wave
P / progression button	Open progression, quests, market, shop, referrals, wallet and arena
M	Open wallet and finance tools
Space, in arena	Fire an ember shot
F, in arena	Melee strike

The core loop is:

Explore → gather → plant → harvest → craft → sell or deliver → earn XP and eligible TORCH → upgrade or claim.

A player may sell materials directly or combine them into crafted products. The same resource cannot be sold and subsequently used in a recipe; sales and crafting consume the relevant inventory.

7. Gathering, crops and crafting

7.1 Resource gathering

A successful gathering action costs **5 energy**, grants **3 XP** and produces two units of the selected resource: emberwood, light crystal or basalt. The current beta resource cooldown is **45 seconds**.

The daily gathering limit is **30 successful actions**.

7.2 Crops

Crop	Growth time	Yield	Planting requirements
Ember flower	30 seconds	3 flowers	1 water
Moon sprout	45 seconds	5 flowers	1 water + 1 moon sprout seed

Planting costs **3 energy**. Harvesting costs **3 energy** and grants **8 XP**. A player may occupy up to **four plots simultaneously** and complete **12 harvests per day**. Another player cannot harvest an owned plot.

Both crop types contribute flower inventory used in production. Moon sprouts provide the higher yield at the cost of a seed and a longer growth time.

7.3 Sky lanterns

A sky lantern requires:

- 2 emberwood;
- 1 light crystal;
- 2 flowers;
- 5 energy to craft.

Crafting grants **15 XP**, with a limit of **12 crafts per day**. Delivering a lantern to the order board consumes it, grants **20 XP** and 10 contribution points, and credits its eligible TORCH value subject to the daily cap and available reward budget.

7.4 Energy, water and seeds

Players start the current beta with 100 energy. Free rest at the Great Ember restores up to **35 energy**, subject to a **60-second cooldown** and a 100-energy ceiling for that rest action. Shop flasks can store energy up to 150. The spring refills water in increments of six, up to 12.

Players may exchange **2 basalt for 3 moon sprout seeds** at the market, or buy a seed pack with TORCH. The Rain Gate consumes one crystal and 10 energy for its travel interaction.

These are beta balancing parameters, not immutable token-contract rules.

8. Product values

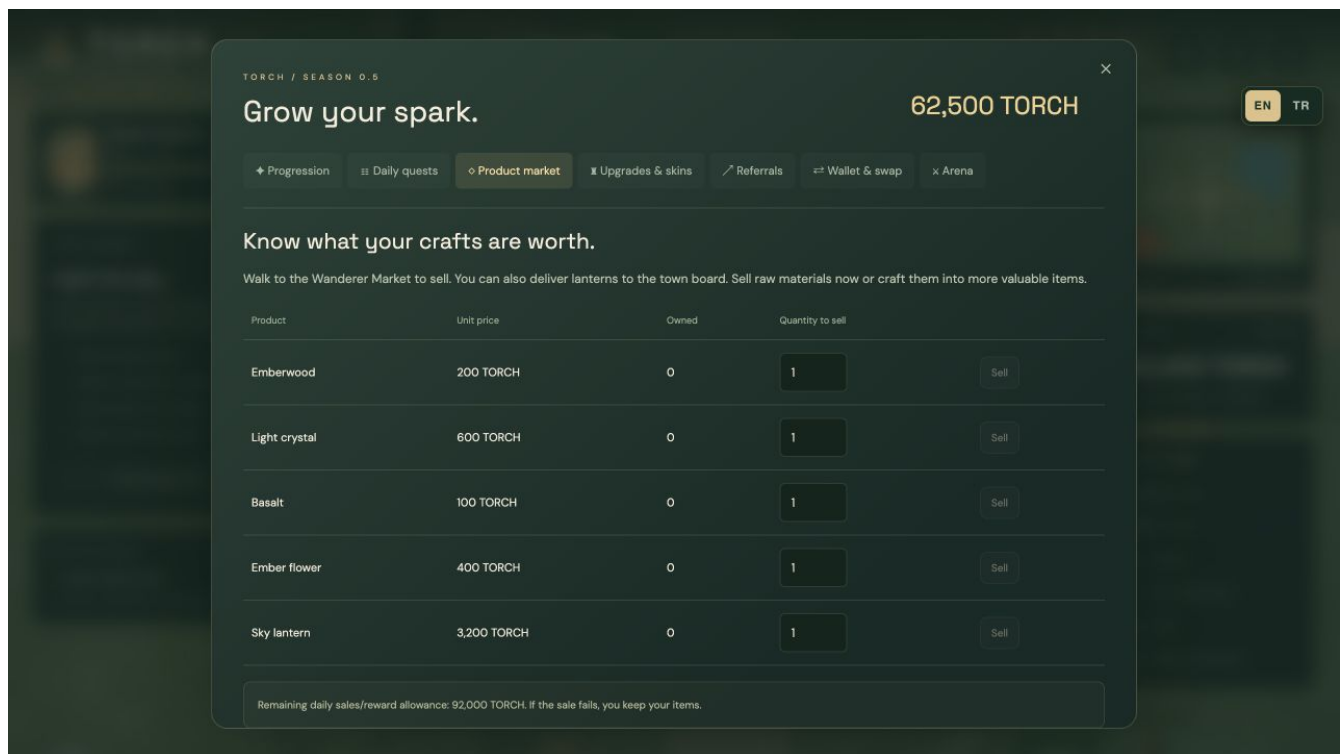


Figure 3. The product market lists fixed TORCH values and owned quantities. Values shown are simulated beta values.

Base product prices are fixed in TORCH:

Product	Base price per unit
Emberwood	200 TORCH
Light crystal	600 TORCH
Basalt	100 TORCH
Flower	400 TORCH
Sky lantern	3,200 TORCH

A crafting-tool upgrade adds 10% to eligible product value per tier, up to 20%. The existing beta also applies that multiplier to token-bearing quest rewards.

Products are sold at the Wanderer Market. Lanterns may instead be delivered to the order board. A lantern sold at the market is not available for a second delivery reward.

The earning cap is shared across product sales, deliveries and token-bearing daily quests. These are not separate daily token allowances. If a sale exceeds the remaining cap or cannot be funded, it is rejected and the player keeps the product.

9. Daily quests

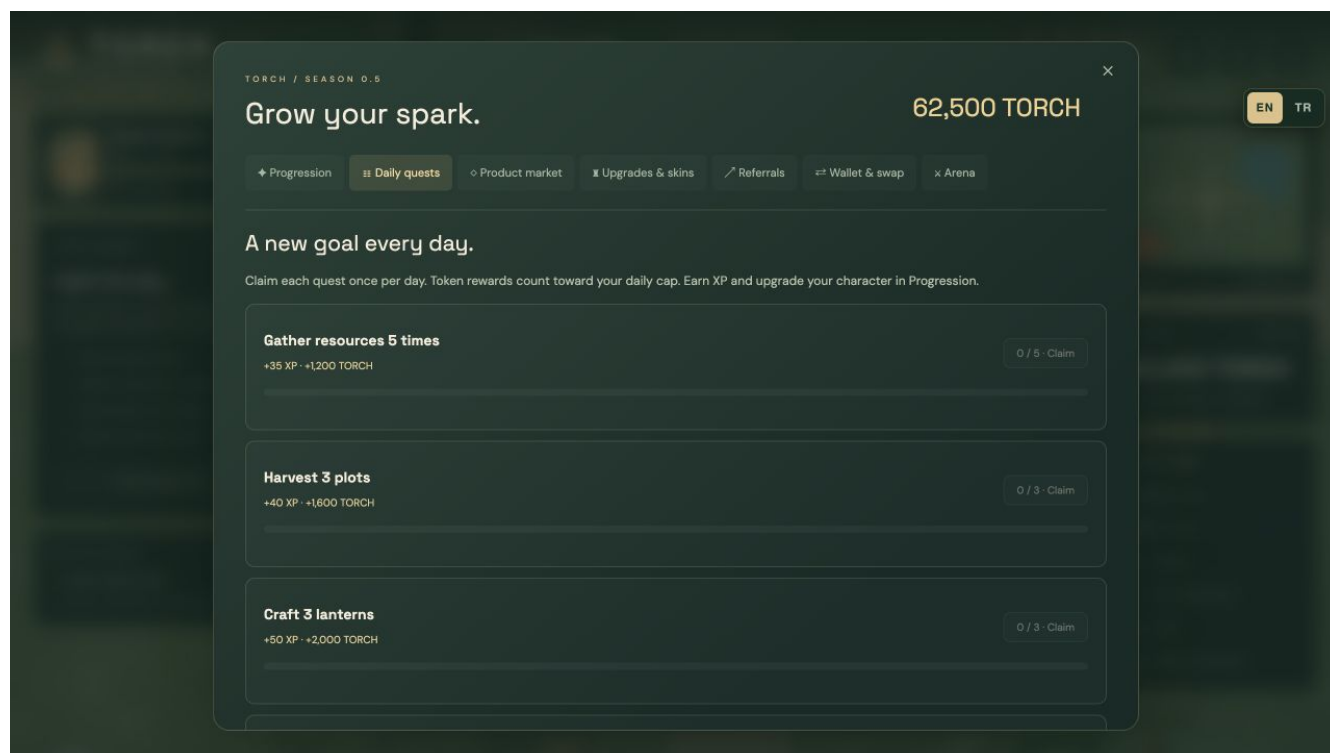


Figure 4. Daily quest progress and the shared gameplay-reward rules in the live beta interface.

Daily objective	XP	Base TORCH reward
Gather resources five times	35	1,200
Harvest three plots	40	1,600
Craft three lanterns	50	2,000
Deliver three orders	45	1,600
Complete a paid duel	40	No direct token reward

Each quest may be claimed once per game day after completion. Token-bearing quest rewards count toward the same daily gameplay cap as sales and deliveries. Free practice does not complete the paid-duel quest.

XP is a progression measure. It is not transferable, withdrawable or exchangeable for TORCH by itself.

10. Levels and daily gameplay limits

The maximum character level is **10**.

The daily gross gameplay cap is:

Daily cap = $20,000 \times [1 + 0.4 \times (\text{level} - 1)]$ TORCH.

Level	Title	Daily gross gameplay cap
1	Spark	20,000 TORCH
2	Ember Wanderer	28,000 TORCH
3	Iron Ember	36,000 TORCH
4	Flame Keeper	44,000 TORCH
5	Ember Knight	52,000 TORCH
6	Fire Guardian	60,000 TORCH
7	Golden Armor	68,000 TORCH
8	Sun Warrior	76,000 TORCH
9	Legendary Ember	84,000 TORCH
10	Sovereign of Light	92,000 TORCH

These figures are maximum eligible gameplay rewards, not automatic payouts. Players must perform the relevant activities, remain within action limits and have sufficient reward funding available.

Leveling up does not reset the amount already earned that day. It increases the cap against which that day's existing earnings are measured. Arena stake transfers and referral credits are accounted for separately from the task/production cap; their own conditions still apply.

11. Two upgrade paths

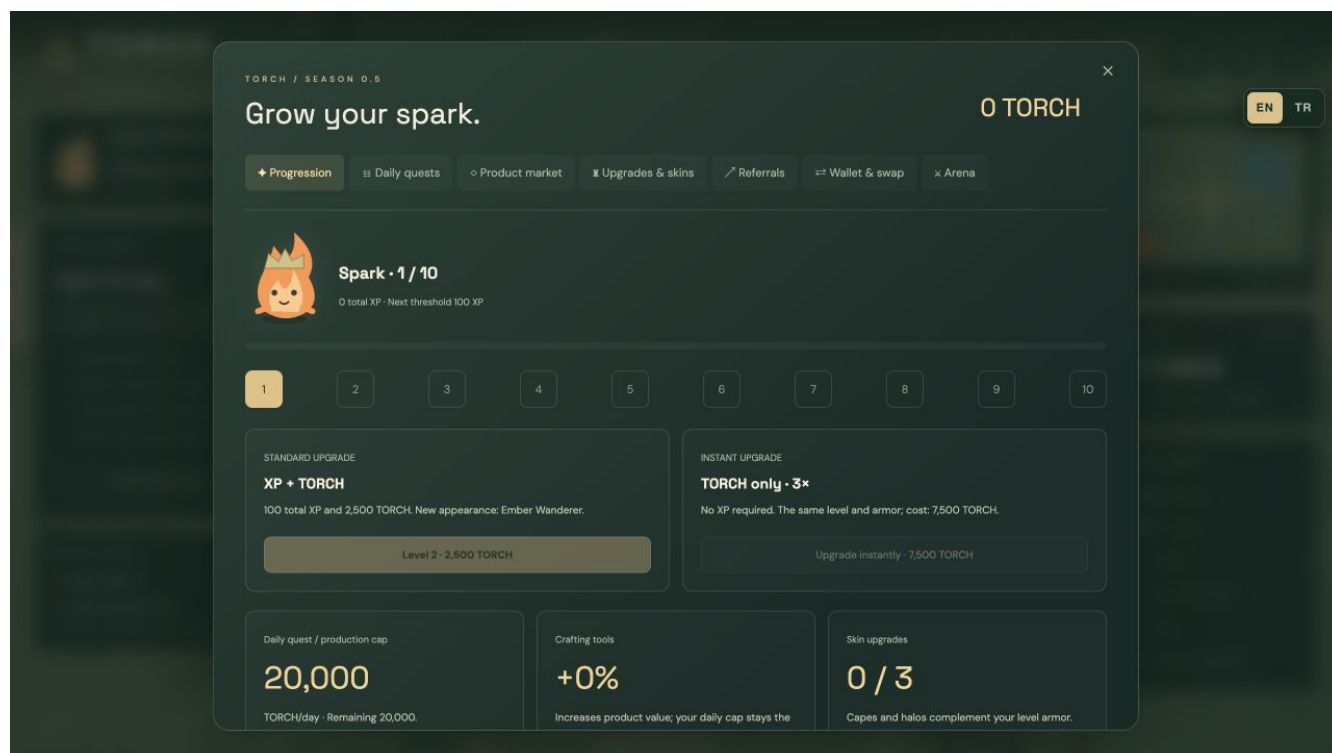


Figure 5. The starting progression screen offers XP + TORCH or the three-times-cost instant upgrade path.

For a player at level N , upgrading to level $N + 1$ has two options:

1. **Standard:** at least $N \times 100$ accumulated XP, plus $N \times 2,500$ TORCH.
2. **Instant:** $N \times 7,500$ TORCH, with no XP requirement.

The standard path checks total accumulated XP; it does not consume that XP. Both options consume TORCH and unlock the same resulting level and appearance. Instant upgrades do not grant additional combat power.

Upgrade	Standard XP threshold	Standard TORCH cost	Instant TORCH cost
1 → 2	100	2,500	7,500
2 → 3	200	5,000	15,000
3 → 4	300	7,500	22,500
4 → 5	400	10,000	30,000
5 → 6	500	12,500	37,500
6 → 7	600	15,000	45,000
7 → 8	700	17,500	52,500
8 → 9	800	20,000	60,000
9 → 10	900	22,500	67,500
Total TORCH, level 1 → 10	-	112,500	337,500

XP also comes from gathering, harvesting, crafting, delivering, eligible sales and paid-duel participation. The beta gives 60 XP to a duel winner and 25 XP to other participants, including a tie, separately from the daily arena quest.

12. Armor and cosmetics

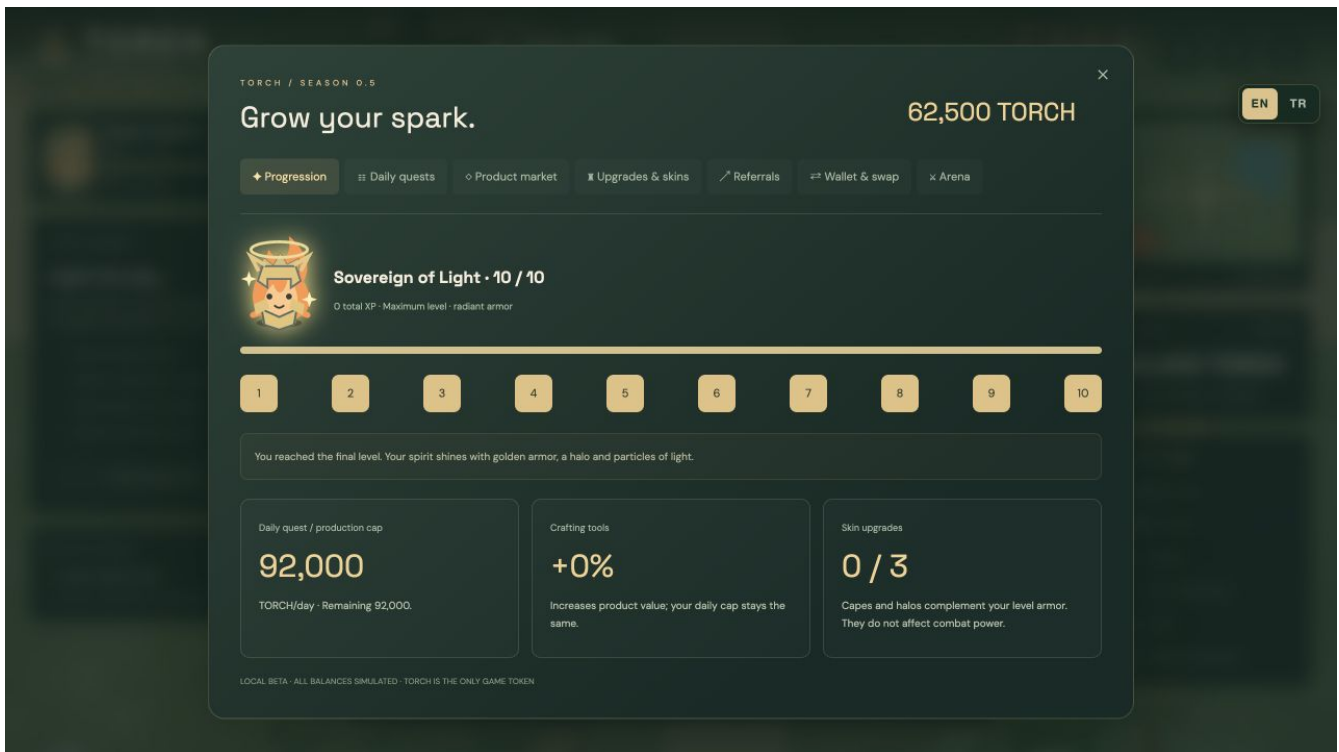


Figure 6. A demo profile at level 10: *Sovereign of Light*, radiant armor and the 92,000 TORCH daily gameplay cap. Test funds were used for upgrades.

Level progression changes the world character's appearance. It develops through belts and armor plates, shoulders, a helmet, a cape and golden detailing, then adds more prominent effects and a halo. Level 10 includes a radiant golden appearance and orbiting light particles.

The shop provides an additional three-tier cosmetic path: cape, light halo and golden halo. These visual upgrades complement level armor. Neither cosmetic spending nor character level increases arena health or damage.

13. Shop and TORCH use

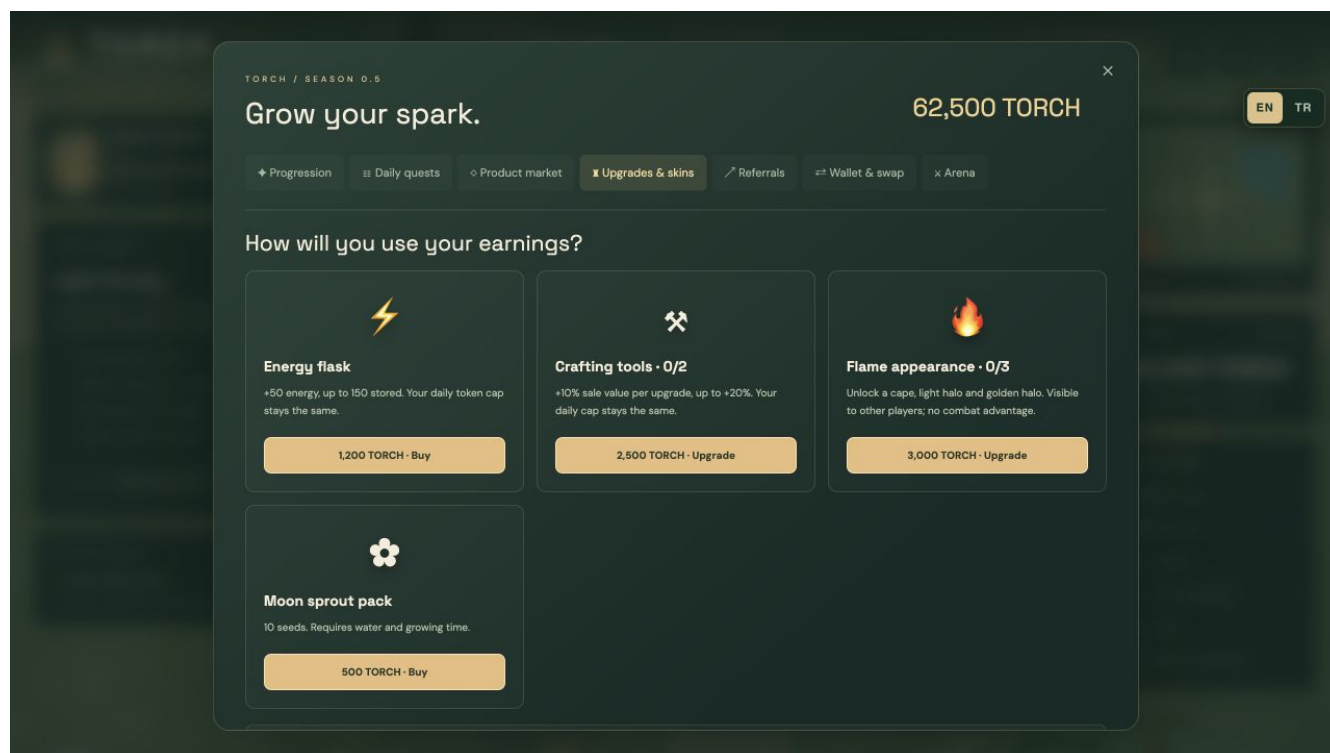


Figure 7. The beta shop: energy, crafting tools, cosmetic progression and moon sprout seeds.

Item / upgrade	Cost	Effect
Energy flask	1,200 TORCH	+50 energy, maximum stored energy 150
Crafting tools, tier 1	2,500 TORCH	+10% eligible value
Crafting tools, tier 2	5,000 TORCH	+20% total eligible value
Cosmetic tier 1	3,000 TORCH	Cape
Cosmetic tier 2	6,000 TORCH	Light halo
Cosmetic tier 3	9,000 TORCH	Golden halo
Moon sprout seed pack	500 TORCH	10 seeds

Tools, flasks and seeds affect production options or convenience. They do not remove daily gathering, harvest, crafting or token limits.

The full TORCH amount spent on shop purchases and either level-up path returns to the reward budget. These transactions do not pay a referral commission.

14. Arena

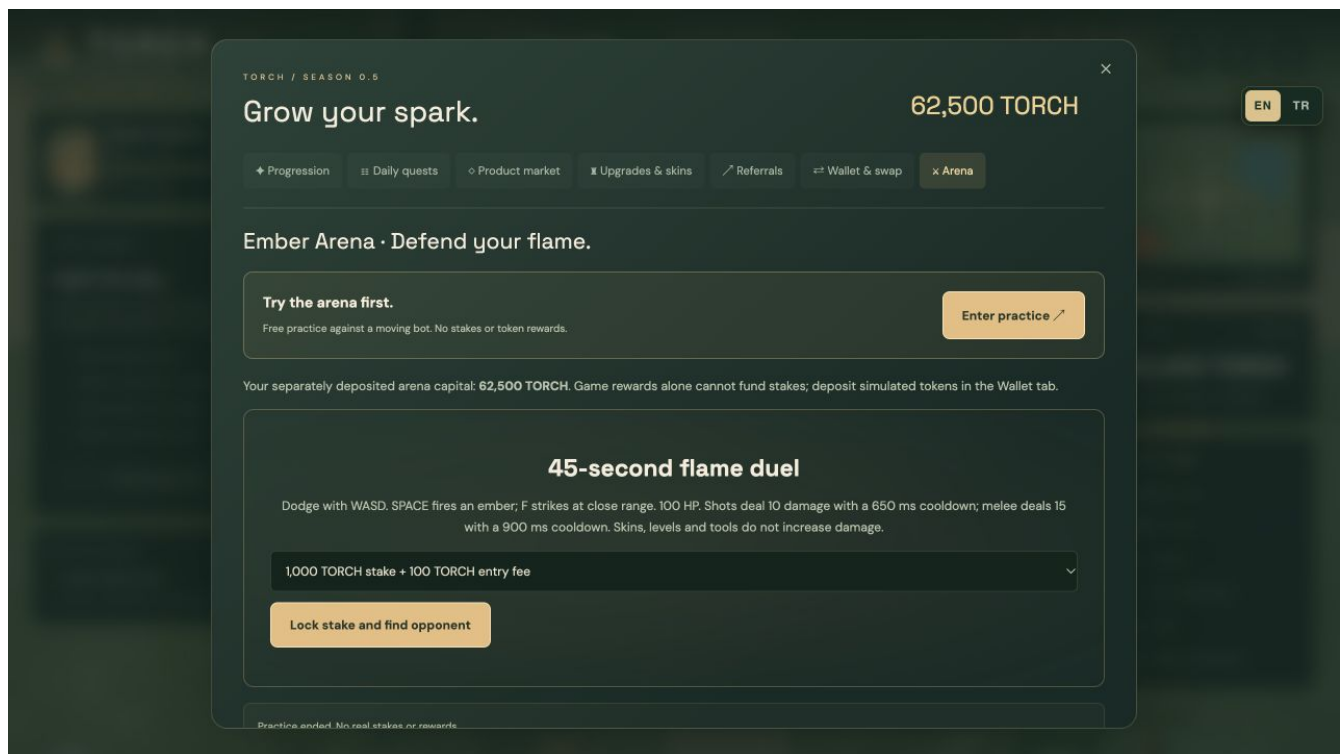


Figure 8. Arena entry, stake selection, free-practice access and the equal-combat rules in the beta.

14.1 Paid duel format

Two players queue with matching stakes. The beta provides the following tiers:

Stake per player	Entry fee per player	Combined stake pot
1,000 TORCH	100 TORCH	2,000 TORCH
2,500 TORCH	100 TORCH	5,000 TORCH
5,000 TORCH	100 TORCH	10,000 TORCH

The player must have separately deposited arena capital sufficient for the stake and entry fee. Earned gameplay rewards alone do not satisfy that funding requirement in the current beta.

14.2 Combat parameters

- Match duration: **45 seconds**.
- Starting health: **100 HP per player**.
- Ember shot: **10 damage, 650 ms cooldown**.
- Melee strike: **15 damage, 900 ms cooldown**, close range.
- Movement and dodging influence the outcome; current ember shots are directed toward the opponent.
- Level, tools and cosmetics do not modify these combat parameters.

The duel ends when a player reaches zero health, or when time expires. At timeout, the player with higher health wins. Equal health produces a tie.

14.3 Settlement and cancellation

The winner receives the combined stakes. This is a transfer from the duel pot, not new token issuance or an additional task reward. The loser loses the stake. Entry fees are separate and go to the reward budget.

A tie refunds each stake; entry fees remain non-refundable. A queued player can cancel before a match begins. If no opponent matches within two minutes, the stake is returned. A match already in progress cannot be cancelled, and disconnection does not stop its clock.

The beta's restart recovery refunds unresolved locked stakes once. This recovery behavior is not a substitute for a production settlement and dispute policy.

All arena values are simulated in the current beta. Paid live arena access remains dependent on settlement implementation, abuse controls and applicable eligibility requirements.

14.4 Free practice

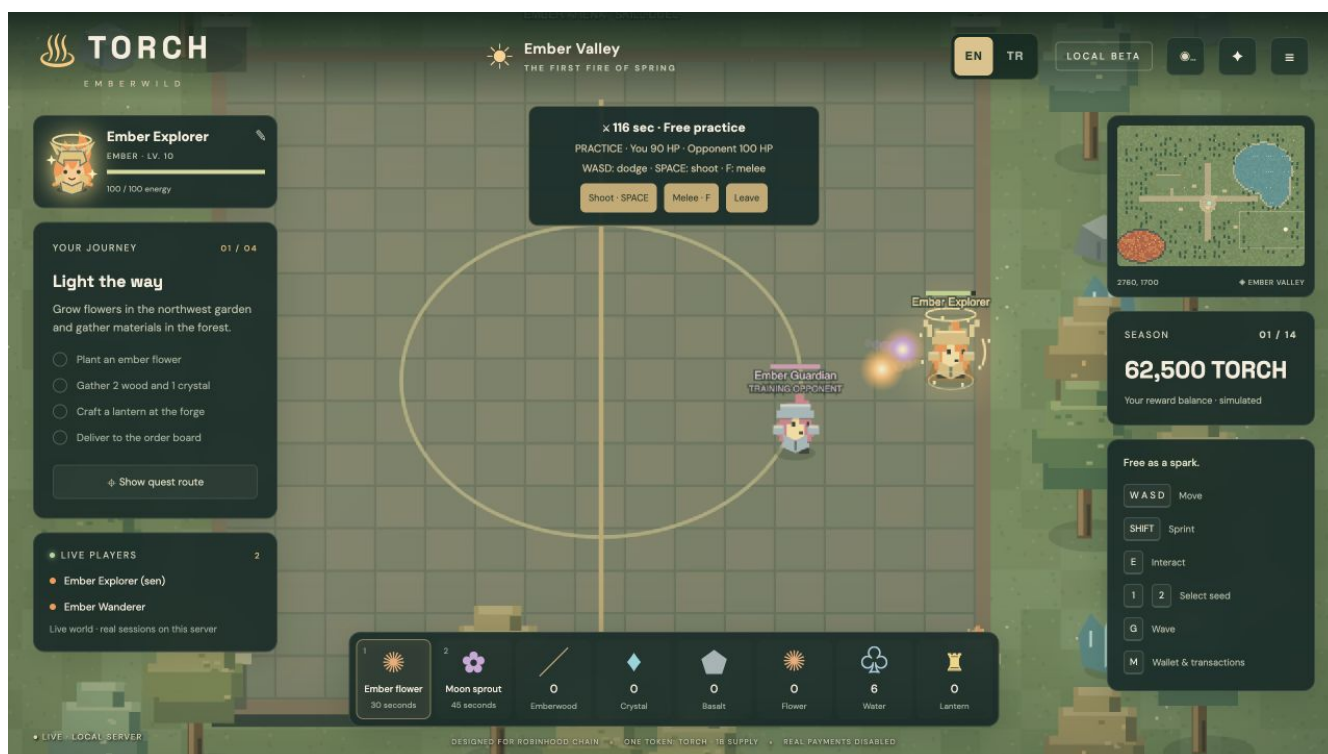


Figure 9. Direct capture of a free practice match against the labelled training bot. This mode has no token or XP reward.

Players may enter a free match against a labelled moving bot. Practice has no stake, entry fee, TORCH reward, XP reward or paid-arena quest credit. The current practice timer is up to 120 seconds, ending earlier on defeat or exit.

15. Referral program

Players receive an invite code and link. When another player enters through that code and creates a profile, the referral relationship appears in the referrer's interface.

The interface tracks invitees, join date, level, TORCH spent, gross claimed TORCH and the referral amount credited.

A claim is divided as follows:

Recipient	Share of gross claim
Claiming player	90%
Referrer	5%
Operating treasury	5%

The referrer's share is credited to their in-game balance. A later claim by the referrer follows the applicable minimum and claim rules; it is not an automatic external-wallet transfer.

No referral reward is created simply for registration, shop spending, level spending or locking an arena stake. If no referrer exists, the corresponding 5% remains in the reward budget. The operating treasury's 5% remains a separate allocation.

16. Claims and swaps

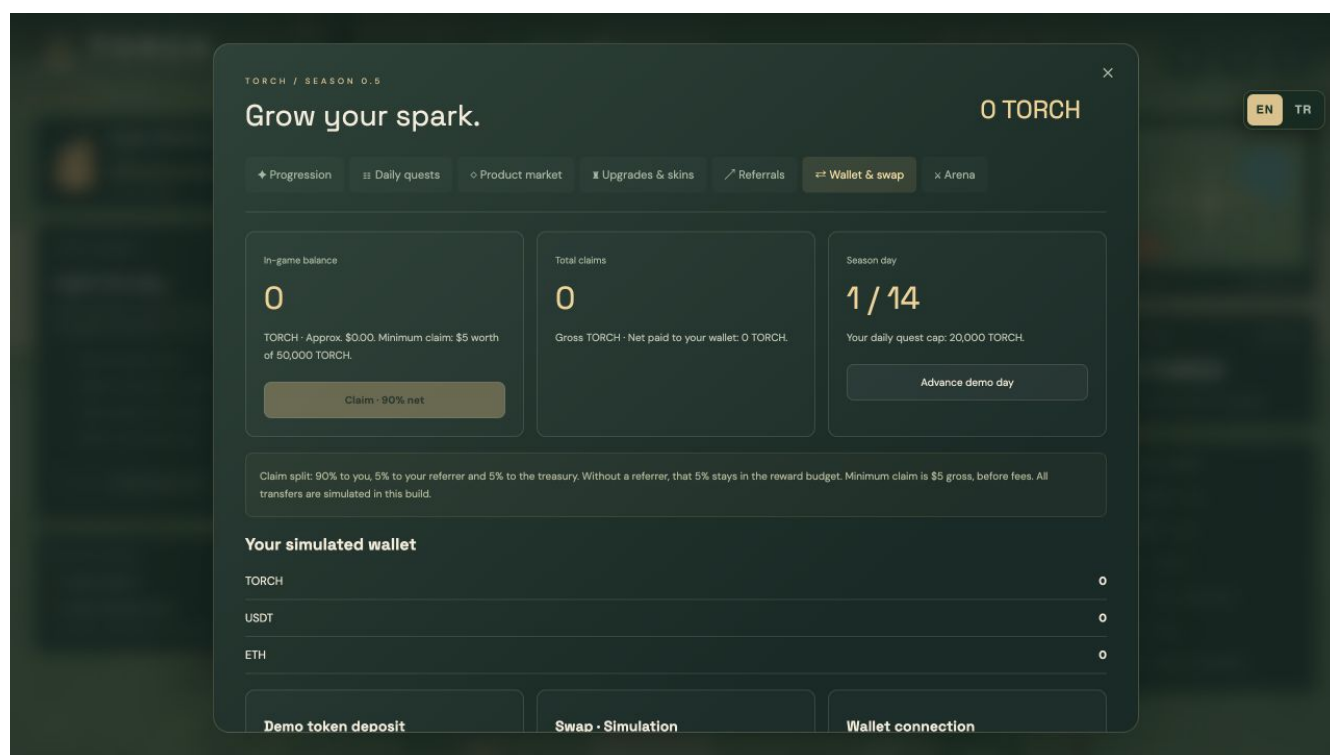


Figure 10. The simulated wallet displays the claim threshold and allocation. Real transfers and swaps are disabled.

16.1 Minimum claim

The minimum is **USD 5 equivalent in gross TORCH**, before claim deductions. At the beta reference price of USD 0.0001, that is **50,000 TORCH**. The net TORCH received from a minimum-sized claim is 90% of the gross amount, before any applicable network costs.

The current claim deduction applies to the full outgoing amount, including deposited TORCH if that balance is included in a claim. A principal balance is not represented as exempt from the beta's claim fee.

16.2 Swap routes

The design provides TORCH/USDT and TORCH/ETH conversions:

- **TORCH → USDT or ETH:** first apply the 90% / 5% / 5% claim split, then apply a 1% swap fee to the remaining outgoing value.
- **USDT or ETH → TORCH:** apply a 1% swap fee without the outgoing-TORCH claim deduction.
- The swap fee's TORCH equivalent is directed to the reward budget.

Actual DEX fees, gas, price movement and slippage are separate from the specified game fee and must be disclosed before execution. Supported assets and routes depend on deployed contracts and available network liquidity.

All current swaps and claims are simulations. The beta does not send TORCH, USDT or ETH to a real wallet.

17. Token design and reference pricing

Parameter	Design
Token	TORCH
Initial supply	1,000,000,000
Token decimals in the draft	18
Separate game token	None
Intended network	Robinhood Chain
Production contract address	To be confirmed before launch
Post-deployment mint function in the draft	None
Automatic game-spend burn	None

The unpublished token draft creates the initial supply once and includes voluntary holder burning. It does not implement automatic transaction taxes or automatic buyback-and-burn. Purchasing TORCH for the treasury is a market purchase, not a token burn.

The beta calibrates its level-one daily cap using a reference price of **USD 0.0001 per TORCH**. A USD 100,000 market capitalization corresponds to that price only if all one billion tokens are circulating; otherwise the same calculation represents a fully diluted valuation.

Rewards remain fixed in TORCH quantities. They are not automatically increased or reduced to maintain a fixed USD income. Market price changes alter the USD value of the same reward amount.

The game provides no guaranteed return period, fixed USD daily income, token price floor or guaranteed resale liquidity.

18. Treasury flows and internal accounting

18.1 Reward budget inflows

The model directs the following to the reward budget:

- TORCH actually purchased using the USD 2 entry amount;
- the full TORCH spent on energy, tools, seed packs and cosmetics;
- the full TORCH spent on either level-up path;
- arena entry fees;
- the TORCH-equivalent swap fee;
- the unallocated 5% claim share where no referrer exists;
- separately recorded founder or project contributions.

An optional player deposit credits that player's balance and creates a corresponding obligation; it is not counted again as unencumbered reward income. Likewise, arena stakes remain assigned to their duel pot and are not simultaneously counted as reward reserves.

18.2 Outflows and allocation

Gameplay earnings move value from the available reward budget into player balances. Claiming then settles the relevant player obligation and allocates the referral and operating shares. A player balance already credited must not also be counted as freely available reward budget.

Internal spending recirculates existing tokens; it does not by itself create outside revenue. Founder contributions are discretionary and are not a guaranteed source of future funding.

If a reward cannot be covered, the beta rejects the new earning transaction and leaves the relevant inventory intact. A fixed earning cap limits issuance of game obligations but does not guarantee funding or solvency.

18.3 Buyback terminology

Entry-funded TORCH purchases are an intended treasury-funding mechanism. The design does not promise continuous price support, a particular purchase volume or a guaranteed market impact. Real purchase execution is not implemented in the beta.

19. The 14-day season

The intended first release is one shared 14-day season. Joining later does not imply a new personal 14-day reward period. A future season is not automatically promised by this design.

The beta uses a manually advanced shared game day. It resets daily action counters, quests and earned-cap tracking, without automatically crediting daily income. A production release requires a published start/end timestamp and an authoritative daily-reset schedule.

When the beta season ends, new gameplay reward generation and new paid-arena enrollment stop. Final live rules must separately define:

- entry closing time;
- settlement of matches already started;
- the final claim window;

- handling of balances below the minimum claim;
- treatment of unclaimed balances and unspent treasury funds;
- persistence of XP, cosmetics and profiles after the season;
- service interruption and refund rules.

These terms must be finalized and published before a real-money season. This draft does not authorize forfeiture or automatic deletion of earned balances.

20. Hybrid architecture and security

The proposed deployment separates the browser client, authoritative game server, durable financial records and blockchain settlement.

Layer	Responsibility
Website / client	Rendering, controls, interfaces, wallet prompts and language selection
Game server	Movement validation, action timing, inventories, progression, quests and duel outcomes
Persistent records	Profiles, accounting, transaction identifiers, settlement state and recovery
Blockchain / treasury integration	Confirmed deposits, real swaps, treasury custody and withdrawals

Vercel is the planned website host, with a separate continuously running game server and a managed production database. These are deployment choices rather than token utility claims.

The beta has local SQLite checkpoints, backup tests, restart recovery, server-side wallet-signature verification and one-time login challenges. It does not yet have the complete production financial ledger, live payment adapters, on-chain withdrawal settlement or independently reviewed custody contracts.

The server can influence game outcomes and balances. Signing in with a wallet does not remove that trust assumption. Production requirements include single-use transaction identifiers, duplicate-payment prevention, exact integer token accounting, restricted treasury permissions, backups, monitoring, rate limits and tested recovery.

The capacity target is 6,000 total profiles and 300 concurrent players. It is a target, not a demonstrated service guarantee; the current beta retains a smaller test profile limit pending optimization and load testing.

21. Current implementation and release stages

Feature	Current status
Browser world and connected local player sessions	Implemented in beta
20 characters, XP, levels, visual armor and skins	Implemented in beta
Gathering, planting, crafting, quests and product sales	Implemented in beta
Daily caps, shop and referral tracking	Implemented with simulated balances
Animated arena and free practice	Implemented with simulated stakes
English / Turkish interface	Implemented; English default
Installed EVM wallet detection and signed login	Implemented; real-extension coverage still requires release testing
Local persistent records and restart tests	Implemented for beta
Real entry payment and TORCH market purchase	Not implemented
Real claim, swap and arena token settlement	Not implemented
Production financial ledger, infrastructure and load validation	Pending
Production token / treasury contract deployment and independent review	Pending

Release stages are: stabilize the local beta; complete durable production accounting; integrate and test blockchain payments on a compatible test network; complete security and operational checks; then consider a limited live pilot. No launch date or review completion is guaranteed by this document.

22. Risks, changes and integration notes

Participation involves gameplay, market-price, liquidity, funding, smart-contract, server, wallet and operational risks. Paid duels can lose the committed stake. Network congestion, outages and security controls may delay transactions or availability.

The numerical rules in this document describe the current beta design. Live parameters must be published before a season, and changes to economic terms must be communicated clearly. No NFT rights, governance entitlement, revenue share, token-allocation percentages, audit certification or external partnership is implied here.

This chapter supplements the broader TORCH white paper. The final token address, allocation plan, custody structure, operational entity, eligibility policy and season-closing terms must be reconciled with that document before publication. Only verified deployment information should replace the pending fields.