



BASE MAINNET ECOSYSTEM

CreArt Adventure

Chapter I Whitepaper v2.0

Creation, Exhibition, Chat, MiniGames, Luck, and CADiamond utility inside the live CreArt Adventure ecosystem.

Version: 2.0 Draft — June 2026

Network: Base mainnet

Core pillars: CreArt Exhibition, CreArt Chat, CreArt Luck

1. Executive Summary

CreArt Adventure is a Web3 art ecosystem built around a simple idea: digital creation should remain active after minting. Chapter I connects artist access, canvas creation, framed artwork, public halls, appraiser interaction, yield, claims, chat, MiniGames, and CADiamond utility into one live ecosystem on Base.

Chapter I is now organized around three public pillars: **CreArt Exhibition**, **CreArt Chat**, and **CreArt Luck**. Exhibition is the creation and Hall layer. Chat is the wallet-based community and game layer. Luck is the prize direction that includes Lucky Numbers, Lucky Scratch, and the locked Lucky Spin V2.3 model.

Pillar	Role	Status
CreArt Exhibition	BrushNFT access, Artist Dashboard, painting, ArtworkNFT minting, Halls, Yield, Claims, Swap.	Live and polished.
CreArt Chat	Wallet identity, member channels, paid posts, paid reactions, direct messages, MiniGames, CADiamond Arena.	Live and expanding.
CreArt Luck	Lucky Numbers, Lucky Scratch, and locked Lucky Spin V2.3 economy.	Luck modules active/expanding. Lucky Spin V2.3 is coming soon.

2. Ecosystem Architecture

CreArt Adventure is a multi-surface ecosystem. The public hub explains the universe, while the live dApp contains creation, chat, games, halls, claims, and utility actions.

Surface	Role
https://creartnft.io	Public information, onboarding, whitepaper, CADiamond page, and ecosystem guide.
https://creart-exhibition.app/	Main Chapter I dApp: Brush, Artist Dashboard, Paint, Mint, Halls, Yield, Claims, Swap, Chat, Games, Luck.
https://creart-exhibition.app/swap	Ranked coin utility layer and swap story.
https://creart-exhibition.app/chat	Wallet identity, community, paid chat, and games surface.

Core loop: **BrushNFT** → **CanvasNFT / CanvasManager** → **FrameNFT** → **ArtworkNFT** → **Halls / Interactions** → **Yield / Claims / Swap** → **CreArtChat** → **MiniGames / Luck**.

3. CreArt Exhibition

3.1 BrushNFT

BrushNFT is the artist membership and access NFT. It unlocks the Artist Dashboard, canvas creation, frame minting, painting flow, and current-owner yield. Original minters receive non-transferable frame credits, while secondary buyers keep access and daily holding utility.

Brush tier	Supply cap	Public price rule	Original-minter credits	Daily yield
Diamond Brush	8,000	Starts at 0.03 ETH, +0.005 ETH every 500 public mints	3 Diamond Frame credits	30,000 CADiamond / 24h
Gold Brush	9,000	0.02 ETH	5 Gold Frame credits	60,000 CAGold / 24h
Silver Brush	10,000	0.01 ETH	7 Silver Frame credits	270,000 CASilver / 24h

Brush public minting is capped at two mints per wallet per tier. The 1,000 Diamond BrushNFT artist airdrop campaign should be executed only after the social campaign and artist selection list are finalized.

3.2 Canvas, Frame, and ArtworkNFT

Canvas creation is available through the Artist Dashboard. A wallet can keep up to three active canvases at a time.

FrameNFTs are mint keys. Paid frame mints route ETH to treasury and matching Hall prize-pool infrastructure.

ArtworkNFTs are unique, mint-once outputs created from one canvas and one frame.

The frame tier determines Silver, Gold, or Diamond Hall placement.

Artwork yield belongs to the current owner and remains available through the Yield page even after the artwork leaves the active Hall epoch.

3.3 Halls and 14-day epochs

Silver, Gold, and Diamond Halls are public exhibition arenas. The live Hall interface is designed around current-epoch artworks only. When an epoch ends, older artworks remain tradable on OpenSea and remain productive for yield, but they stop participating in the live Hall interaction leaderboard.

Rule	Current model
Epoch length	14 days
Live Hall display	Only current-epoch artworks appear for Hall interaction and scoring.
Past artworks	Visible/tradable on OpenSea and still yield for current owners.
Reward model	70% distributed, 30% rolls over.
Distributed 70% split	VIP 20%, Professors 30%, Masters 35%, Active Appraisers 15%.
Claim model	Manual claim buttons after valid finalized artifact/root.

4. CreArt Chat

CreArt Chat is the wallet-based social layer of CreArt Adventure. It does not affect Hall rankings. It connects artists, collectors, appraisers, and community entrants through member channels, paid posts, paid reactions, direct messages, MiniGames, and CADiamond Arena.

Role	Basis
Artist	Wallet owns BrushNFT.
Collector	Wallet owns ArtworkNFT.
Appraiser	Wallet holds enough CADiamond to qualify for appraiser access rules.
Airdrop applicant	Wallet-connected user in the public airdrop/onboarding channel.

Airdrop/onboarding channel is public-readable and wallet-postable for campaign support.

Member channels are role-gated by Artist, Collector, or Appraiser status.

Top-level public posts use CADiamond payment verification before messages are saved.

Paid reactions use Like, Emoji, and Sticker tiers with CADiamond costs and payment verification.

Direct messages use CADiamond utility and should follow explicit wallet, moderation, and safety rules.

5. MiniGames and CADiamond Arena

CreArt Chat includes games as a community utility layer. Skill-based MiniGames and CADiamond Arena games share wallet identity, leaderboard logic, and claim visibility.

5.1 CreArt Shooter and CreArt Snake

The current MiniGames surface includes CreArt Shooter and CreArt Snake. Paid-mode readiness includes deterministic run seeds, replay validation, score submission, leaderboard logic, settlement preparation, and claim-ready persistence.

5.2 CADiamond Arena

Arena game	Entry	Ranking rule	Pool rule
Tic Tac Toe	10,000 CADiamond per round	Best score per wallet per weekly epoch	50% burn, 20% liquidity, 30% game prize pool.
CreArtBlock	20,000 CADiamond per round	Highest score per wallet per weekly epoch	50% burn, 20% liquidity, 30% game prize pool. 80% of pool distributes to top 5 and 20% stays/rolls.

Each paid round uses its own payment identifier. A player may replay as many times as desired during an epoch, but only the wallet best score should count in the leaderboard for that epoch.

6. CreArt Luck

CreArt Luck is the prize and chance direction of the ecosystem. It is separate from painting, but it shares wallet identity, CADiamond utility, reward vaults, and the CreArt brand.

6.1 Lucky Numbers and Lucky Scratch

CreArt Lucky Numbers is the number-based luck product with visible rules, result state, and claim/announcement discipline.

CreArt Lucky Scratch is the scratch-style reward product with visible reward vaults, transparent rules, and simple claim instructions.

6.2 Locked Lucky Spin V2.3 model — coming soon

Locked Lucky Spin V2.3 model is coming soon as the next major CreArt Luck experience. It keeps the CreArtLSPN identity: a 3×5 spinning machine, SpinNFT tickets, WinningLSPN NFTs, visible animation, Chainlink VRF support, and audited prize accounting.

Action	Fee	Distribution
Epoch entry	10,000 CADiamond	50% burn, 40% CADiamond prize pool, 5% CreArtLN consolation vault, 5% CreArtLS reward vault.
SpinNFT ticket	0.0025 ETH	60% ETH prize pool, 15% treasury, 2.5% Silver Hall pool, 2.5% Gold Hall pool, 2.5% Diamond Hall pool, 5% Chainlink VRF reserve, 0.5% liquidity, 2% CreArtLN, 10% rollover.

Locked Lucky Spin V2.3 model is coming soon.

7. CreArt Coins and CADiamond Utility

CreArt uses three ranked utility coins: CASilver, CAGold, and CADiamond. These are emission-based utility assets generated through eligible yield claims and used throughout the app.

Coin	Primary role
CADiamond	Premium Diamond-tier utility: Diamond Hall, Chat paid actions, Arena games, Luck entry, swap/liquidity lane.
CAGold	Gold-tier utility: Gold Hall, ranked coin movement, mid-tier utility.
CASilver	Base-tier utility: Silver Hall and ranked coin movement.

CADiamond market and liquidity

Network	Base mainnet
Token name	CreArt Diamond
Symbol	CADiamond
Contract	0xc93D7A470f563869F730E0ead06cE58657ee4f52
CADiamond/WETH pair	0xaA719f3B1f29E9e742b6802D13786D9BFFA50690
DiamondLiquidityVault	0x3a1EcD0Af9ac37d6DfAD44fEE5317ce311718589

8. Automation, Claims, and Safety

The ecosystem uses a conservative automation model. Bots and keepers are reviewed individually, run dry first, and are enabled only when the relevant state is eligible.

CADiamond LP Keeper and MiniGames Settlement Keeper remain enabled after proof runs.

CreArtLuck Automation Chain runs LN, LS, and announcement steps after dry-run and controlled execute validation.

CADiamond Games settlement remains controlled until an eligible completed epoch has enough unique winners.

Hall settlement uses artifacts, Merkle roots, and manual claims rather than blind mass payouts.

9. Chapter I Completion and Mobile Direction

Chapter I is considered complete after bots and automation are stable, MiniGames settlement/claims are stable, Hall epoch automation and claims are stable, CreArt Lucky Spin is built correctly, Luck pages/bots are stable, and the whitepaper/listing packet is updated.

After Chapter I completion, the mobile plan separates consumption from creation: CreArt Chat and Exhibition Halls can become Android/iOS applications, while Artist Dashboard, Paint, canvas creation, and Artwork minting remain desktop-first.

10. CADiamond Listing Readiness

CADiamond is the first exchange-facing candidate among the CreArt coins because it has the strongest public market story: Base mainnet contract, public CADiamond/WETH market, CADiamond page, permanent liquidity proof, app utility, and expanding Chat/Games/Luck use cases.

Primary candidate: CADiamond, not CASilver or CAGold.

Listing packet should include contract, network, explorer, website, whitepaper, tokenomics, utility, liquidity proof, socials, compliance contacts, and market-support plan.

Potential later exchange targets: Gate, MEXC, Bitget, KuCoin, CoinEx, LBank, and XT.com.

11. Official Links

Project hub	https://creartnft.io
Live dApp	https://creart-exhibition.app

Brush mint	https://creart-exhibition.app/brush
CreArt Chat	https://creart-exhibition.app/chat
CreArt Luck	https://creart-exhibition.app/luck
CADiamond page	https://creartnft.io/cadiamond/
Ecosystem guide	https://creartnft.io/CreArtEcosystemguidance/
OpenSea Brush	https://opensea.io/collection/creart-brush-708430231
Telegram	https://t.me/CreArtAdventure
X	https://x.com/CreArtNFT

12. Disclosures

This whitepaper is public-facing project documentation. It is not financial advice, a securities offering, or a promise of secondary-market performance. Mechanics described as live reflect current public project materials and deployed app surfaces. Mechanics described as locked or coming next require final contract, test, UI, automation, and deployment approval before public release.

Users should verify official links, use Base mainnet where required, keep ETH for gas, and avoid sharing seed phrases, private keys, or recovery data.