



ECOSYSTEM WHITEPAPER

A Solana-based memecoin ecosystem inspired by Old School RuneScape

16 skill sub-tokens · 7 combat tokens · One XP hub

Play · Hold · Grind · Earn



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TABLE OF CONTENTS

- 01. ABSTRACT
- 02. ECOSYSTEM OVERVIEW
- 03. PLAYER STATUS – THE CORE MECHANIC
- 04. REWARD DISTRIBUTION
- 05. ROTATING WEEKLY BONUSES
- 06. LEADERBOARDS
- 07. ONE-WALLET INCENTIVE
- 08. TOKEN REVEAL SCHEDULE
- 09. SPECIAL EVENTS
- 10. TRACKER SITE
- 11. GE FUTURES – SCAPE PERPS
- 12. ROADMAP
- 13. SOLSCAPE – THE LIVING WORLD
 - 13.1 The Hub – World Structure
 - 13.2 Worlds
 - 13.3 GE Futures inside Solscape
 - 13.4 The GP Economy – Stores & the Smith
 - 13.5 The Bank – Tiered Storage (*rolling out*)
 - 13.6 PvM Combat
 - 13.7 Cooking & Firemaking
 - 13.8 Slayer
 - 13.9 Death & the Grim Reaper
 - 13.10 The Duel Arena – Wagered PvP
 - 13.11 The Tavern – Poker Nights (*rolling out*)
 - 13.12 Classes, Avatars & Fashionscape
 - 13.13 Achievement Diaries & a Living World
 - 13.14 Current Status
- 14. POKER – IN-GAME GP (WORK IN PROGRESS)
- 15. DISCLAIMER

01 ABSTRACT

\$XP is a Solana memecoin ecosystem built around the Old School RuneScape (OSRS) skill system. One hub token (\$XP) and 23 sub-tokens (7 combat + 16 skill) form a self-reinforcing economy where sub-token trading fees continuously buy back and burn the hub, while a Player status mechanic drives collection behavior across the full token set.

The ecosystem rewards hold behavior, not flipping. Holders who register a combat class and climb the per-token tier ladder qualify for weekly reward distributions. The OSRS community – known for coordinated meme campaigns, loyalty to the grind, and status-obsessed culture – provides the organic demand base.

Since v3.0, the Solscape Hub has kept growing. The browser world at solscape.fun/play is live with wagered PvP duels, PvM combat with a five-tier weapon ladder, skilling with a depleting-and-regrowing resource economy, cooking over player-lit campfires, Slayer tasks, vanity cosmetics, 44 Achievement Diary goals, three OSRS-style worlds, wallet-synced saves, and a cast of townsfolk – with a tiered Bank and a provably-fair Tavern poker table rolling out behind it (Section 13). Everything is wired to the same wallet, GP balance and token tiers that drive the ecosystem.

02 ECOSYSTEM OVERVIEW

2.1 TOKEN STRUCTURE

TOKEN	TYPE	ROLE
\$XP	Hub	Keys the weekly snapshot; value accrues via buyback/burn from all sub-token fees
\$ATTACK, \$STRENGTH, \$DEFENCE, \$HITPOINTS, \$RANGED, \$MAGIC, \$PRAYER	Sub-token (Combat)	Class requirements
\$FARMING, \$FISHING, \$HUNTER, \$MINING, \$WOODCUTTING	Sub-token (Gathering)	Skill collection
\$COOKING, \$CRAFTING, \$FLETCHING, \$HERBLORE, \$RUNECRAFT, \$SMITHING	Sub-token (Production)	Skill collection
\$AGILITY, \$CONSTRUCTION, \$FIREMAKING, \$SLAYER, \$THIEVING	Sub-token (Utility)	Skill collection

23 total sub-tokens. All sub-tokens route 100% of creator fees to a single dispatcher wallet.

2.2 SUPPLY

- \$XP: Created on pump.fun, bonding curve with standard pump.fun supply
- Sub-tokens: Each created on pump.fun with independent bonding curves

03 PLAYER STATUS — THE CORE MECHANIC

3.1 PLAYER REQUIREMENTS

To receive a weekly reward distribution, a wallet needs two things:

\$XP – the weekly snapshot enumerates \$XP holders, so the hub token is your ticket into every payout run

A reward multiplier above zero – earned by registering a combat class, by holding sub-tokens (any sub-token at any amount earns its first tier), or both

Class registration is required for the class bonus. Registering is a free, one-time signed message (no transaction, no fee) that binds your wallet to the class you qualify for. The bonus pays only while the wallet still holds that class's tokens – sell them and the bonus drops to zero until you re-register. Holdings alone never grant a class bonus; the signature is what proves the wallet is yours.

Below the full classes sits the **NPC tier**: hold any amount of \$HITPOINTS and you can register as an NPC (+0.1x reward multiplier) – the ~\$1 entry point. Every extra token upgrades you from there.

3.2 PLAYER LEVELS – XP TO LEVEL SYSTEM

Every one of the 23 sub-tokens earns its own tier based on how much of it you hold, mirroring OSRS's level progression:

LEVEL	XP REQUIRED	TOKENS NEEDED	TIER BONUS	DESCRIPTION
1	0	Any amount	+0.01x	Entry
50	~160,000	100K+	+0.02x	Established Player
92	6,517,253	600K+	+0.03x	"Halfway" to max – prestige threshold
99	13,034,431	1.3M+	+0.04x	Maximum level – "Maxed" status

The ladder applies **per token**: holding any amount of a sub-token earns its Level 1 bonus, and serious size climbs the tiers. There is no dust minimum – every token in the bag counts – but the real money is in the climb: a maxed token pays four times what a dust holding does, and all 23 tokens maxed pays the full **+0.92x** tier stack.

Level 92 is the prestige threshold – in OSRS, level 92 is the halfway mark to 99 in any skill. In \$XP, the same milestone applies: hitting 92 in a token means you've committed meaningful capital, and the tier bonus steps up to +0.03x.

Level 99 (Maxed): Holding 1.3M+ of a token (0.13%+ of supply) earns the "Maxed" status – the highest identity tier, the full +0.04x rate, and real in-game weight: token levels drive your Solscape avatar's gear tier, your max Hitpoints, your gather success rate and your Bank capacity (Section 13).

Level scaling is intentionally linear, not logarithmic. A wallet with 650K tokens is level 92. A wallet with 1.3M tokens is level 99. There's no advantage to holding more than 1.3M – the level system caps at max.

Supply control: By making level 99 require only ~0.13% of any token's supply, the system ensures that even at extremely high token prices, reaching max level remains affordable for serious collectors. 1.3M tokens at \$0.001 = \$1,300. If the token hits \$0.10, that's \$130,000 – still achievable for a whale, but no longer trivial. This keeps the "Maxed" identity accessible enough to matter while remaining difficult enough to be exclusive.

3.3 COMBAT CLASSES

The \$XP ecosystem classifies every wallet into one of nine combat archetypes. Three are Basic – the foundation every Player starts with. Three are Hybrid – collector tiers unlocked by holding tokens across multiple classes. Three are Secret – hidden until you qualify, creating a discovery mechanic around OSRS's most iconic PvP brackets.

Prayer binds the basics. Every basic class requires \$PRAYER – no build swings a sword or casts a spell without it.

3 BASIC CLASSES (always visible on site – no mystery, these are the foundation)

CLASS	REQUIREMENT	BONUS
Melee	\$ATTACK + \$STRENGTH + \$DEFENCE + \$PRAYER	+1.0x combat weight
Ranged	\$RANGED + \$PRAYER	+1.0x combat weight
Mage	\$MAGIC + \$PRAYER	+1.0x combat weight

3 HYBRID CLASSES (visible on site – the collector tiers)

CLASS	REQUIREMENT	BONUS
Hybrid	Any 2 complete basic class sets	+1.5x combat weight
Tribrid	\$ATTACK + \$STRENGTH + \$DEFENCE + \$HITPOINTS + \$RANGED + \$MAGIC (every combat token except \$PRAYER)	+1.75x combat weight
Universal	All 7 combat tokens (\$ATTACK + \$STRENGTH + \$DEFENCE + \$HITPOINTS + \$RANGED + \$MAGIC + \$PRAYER)	+3.0x combat weight

3 SECRET CLASSES (NOT shown on site until you qualify – the discovery mechanic)

CLASS	REQUIREMENT	OSRS BRACKET	BONUS
Zerk Pure	\$ATTACK + \$STRENGTH + \$HITPOINTS + \$PRAYER, \$DEFENCE = 0, \$RANGED = 0, \$MAGIC = 0	1Def / 1Prayer pure	+2.0x combat weight
Range Pure	\$RANGED + \$HITPOINTS + \$PRAYER, \$DEFENCE = 0, \$ATTACK = 0, \$MAGIC = 0	Ranged pure with prayer	+2.0x combat weight
Mage Pure	\$MAGIC + \$HITPOINTS + \$PRAYER, \$DEFENCE = 0, \$ATTACK = 0, \$RANGED = 0	Mage pure with prayer	+2.0x combat weight

Secret classes are the discovery mechanic. You don't know they exist until your wallet triggers one. The moment you qualify for a Secret Class is a genuine moment – like unlocking a hidden achievement in OSRS. Zerk Pure (1 Defence / 1 Prayer) is the most iconic OSRS PvP bracket. Range Pure and Mage Pure with prayer are its ranged and magic equivalents. None of these are shown on the site until you qualify.

Secret class rules:

- A wallet holding Zerk Pure tokens is NOT shown the Zerk Pure class on-site until they qualify
- Same for Range Pure and Mage Pure
- Discovery moment: when your wallet's token combo first triggers a secret class, it unlocks with a reveal animation/toast on the tracker
- Secret classes register and pay exactly like every other class

3.4 THE UNIVERSAL HOLDER BONUS

Holders who collect all 7 combat tokens are classified as **Universal** and receive:

- +3.0x reward multiplier – the top class tier
- Priority access to Solscape class zones

Universal (+3.0x) is the top of the class ladder – and the class is the base of the multiplier stack. A registered Universal Player with all 23 sub-tokens maxed (+0.92x) sits at **3.92x – the live ceiling today**. The beta-tester +0.5x is additional and cap-exempt. Two further levers – the weekly featured-token bonus and the GE Futures top-5 ladder – are designed and rolling out with the first reward season; once live they lift the designed ceiling to 7.42x (Section 4.3).

The ecosystem has nine classes total: 3 basic, 3 hybrid, 3 secret. A wallet's "combat weight" in Class Wars is determined by how many class tokens it holds and which combination. A Tribrid holding every combat token but Prayer has near-maximum combat weight. A Pure holding only one combat style (and leaving Defence untouched) has a precision bonus.

3.5 DEMAND HIERARCHY

PRIORITY	TOKEN GROUP	REASON
1	\$PRAYER	Required by every basic class – the thread that binds Melee, Ranged and Mage
2	\$HITPOINTS	The NPC entry token, required by every Pure, Tribrid and Universal – and it sets your max HP in Solscape
3	Other combat tokens	Required to complete classes and climb the class ladder
4	Skill tokens	Tier bonuses plus in-game perks: sell-price boosts, gather levels, Bank capacity
5	\$XP	Keys the weekly snapshot – demand follows ecosystem health

This hierarchy means \$PRAYER, \$HITPOINTS and the combat tokens maintain a persistent demand floor. Skill tokens stack reward tiers with tangible in-game utility.

04 REWARD DISTRIBUTION

4.1 FEE ROUTING (PER SUB-TOKEN TRADE)

All creator fees from all 23 sub-tokens accumulate in a single dispatcher wallet. Each incoming transfer is split:

DESTINATION	PERCENTAGE	PURPOSE
\$XP Buyback & Burn	25%	Buy \$XP on PumpSwap, send to burn address
Player Reward Pool	25%	Distributed weekly to qualifying Players
Dev Wallet	50%	Development, infrastructure, marketing and events

The split is integer math – the three legs always sum exactly to the distributable amount, with rounding dust falling into the dev share so no lamports are lost. Marketing spend and special events are funded from the dev share; if dedicated on-chain legs are split out later, this table changes with them.



Every sub-token trade → fee → dispatcher → buyback + burn \$XP

4.2 WEEKLY REWARD CYCLE

The whole cycle runs on Mondays, UTC:

- **00:00 UTC** – weekly trading reset (GE Futures balances back to 500K GP, positions voided, open orders refunded)
- **02:00 UTC** – snapshot: every \$XP holder is enumerated and their multiplier computed from registered class + token tiers
- **03:00 UTC** – payout: the reward pool is distributed pro-rata to every snapshotted wallet with a multiplier above zero

4.3 REWARD MULTIPLIERS

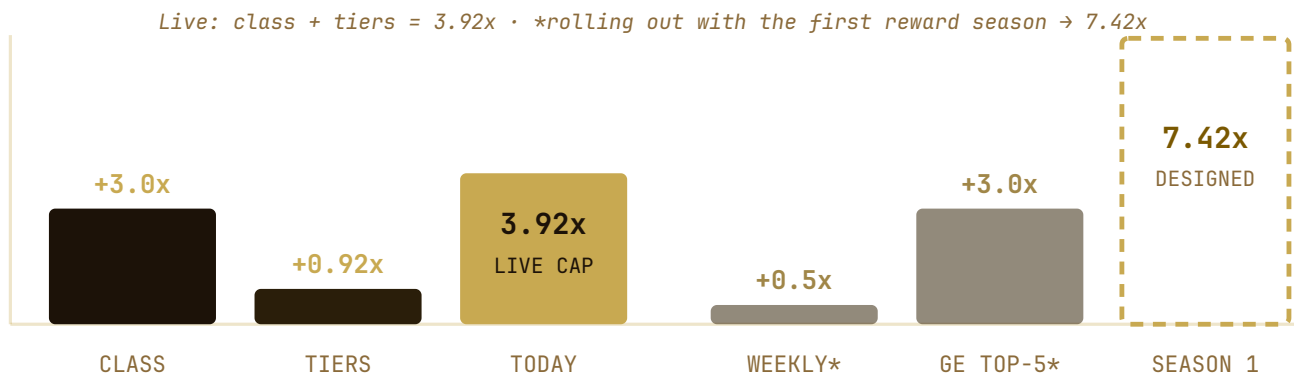
Live today – the multiplier that actually scales your share of the pool:

COMPONENT	BONUS
Registered class (NPC +0.1x, Basic +1.0x, Hybrid +1.5x, Tribrid +1.75x, Pure +2.0x, Universal +3.0x)	up to +3.0x
Token tiers (23 sub-tokens × up to +0.04x each)	up to +0.92x
Live maximum	3.92x
Beta-tester thank-you (permanent, cap-exempt)	+0.5x

Rolling out – designed, activating with the first reward season:

COMPONENT	BONUS
Weekly rotating bonus (Section 5)	+0.5x
GE Futures top 5 weekly (ranks 1–5: +3.0 / +2.0 / +1.5 / +1.0 / +0.75)	up to +3.0x
Designed ceiling once live	7.42x

The GE Futures ladder is deliberately the largest single lever, to reward active trading. A maxed, registered Universal Player with the weekly featured bonus and the #1 GE Futures slot will cap at 7.42x: 3.0 + 0.92 + 0.5 + 3.0. Until those levers switch on, the published math is the live math: class + tiers, 3.92x.



4.4 SUB-TOKEN TRADE CREATOR FEES – DISPATCHER WALLET

Every sub-token trade generates creator fees that flow into a single dispatcher wallet:

FEE %	DESTINATION
100% of creator fees	Dispatcher wallet (split per Section 4.1)

Fees accumulate continuously. The dispatcher wallet is the central hub through which all fee revenue flows before routing to buyback, rewards and dev destinations.

05 ROTATING WEEKLY BONUSES

Status: designed – activates with the first reward season after token launch.

5.1 MECHANIC

Every week, one skill token receives a **rotating bonus** – wallets holding 0.5%+ of that token’s supply receive an additional **+0.5x** multiplier on their weekly reward calculation. To qualify for the weekly bonus, a wallet must have at least one skill token at Tier 3 (the Level 92 threshold – 600K tokens) or above. The featured token is selected by the dev team each week.

5.2 BONUS SCHEDULE

The featured token each week is selected by the dev team. Bonus token announcements go out Monday morning UTC, with the bonus week starting the following day. The selection rotates through non-combat skill tokens to ensure every skill gets featured over time.

5.3 ROTATION SCHEDULE (WEEK 1-4 EXAMPLE)

WEEK	BONUS TOKEN	BONUS
1	\$SLAYER	+0.5x for \$SLAYER holders (0.5%+ supply)
2	\$MINING	+0.25x for \$MINING holders (0.5%+ supply)
3	\$FISHING	+0.25x for \$FISHING holders (0.5%+ supply)
4	\$HERBLORE	+0.25x for \$HERBLORE holders (0.5%+ supply)

Bonus amounts and thresholds can be tuned by the dev team. Weeks 1-4 use lower values to test behavior; Weeks 5+ use data to optimize engagement.

06 LEADERBOARDS

6.1 GE FUTURES WEEKLY TRADER LEADERBOARD – LIVE

The trading board ranks all Players by weekly PnL in virtual GP. It is position-backed and server-authoritative – every number on it comes from positions the server itself opened, valued and closed at its own recorded prices, so it cannot be fabricated from the client. It resets with the trading week, Monday 00:00 UTC. No fake entries – connected wallet addresses are shown honestly. Top 5 will earn ecosystem reward multipliers when the reward season begins (Section 11.5).

6.2 BANK WEALTH – RICHEST VAULTS – LIVE

With the Solscape Bank (Section 13.5), items live server-side – so for the first time the site can rank **true wealth**: every wallet's banked stacks valued at catalog prices, computed entirely from server data. The richest vaults in the world, no self-reported numbers.

6.3 PLAYER SCOREBOARD

A leaderboard ranking all wallets by **Player Score**. The live early form scores skill-token tiers plus class weight; the full supply-percentage formula switches on when the token mints land:

```
Player Score = (XP % × 100) + (Combat completeness × 50) + (Skill % sum × 10) + (Weekly bonus contributions)
```

6.4 PER-TOKEN HOLDER LEADERBOARDS – ROLLING OUT

For each of the 23 sub-tokens, a public leaderboard tracking **top 5 holders by token percentage** goes live once the tokens mint. Position 1 on a high-demand token (\$PRAYER, \$HITPOINTS, combat tokens) is a prestige signal.

Each board creates a different competition axis: trading skill, hoarded wealth, ecosystem participation, and raw holdings.

07 ONE-WALLET INCENTIVE

The reward system is designed to reward one concentrated wallet over multiple split wallets. There's no benefit to splitting your holdings across multiple wallets – it only dilutes your multiplier and fragments your reward eligibility.

- The snapshot pays per wallet – and only one class can be registered per wallet, so the class bonus never adds across a split
- Token tier bonuses are tied to per-wallet holdings – spreading a token across wallets means lower tiers everywhere
- Class bonuses reward completeness – one wallet holding all 7 combat tokens registers Universal (+3.0x); three split wallets each cap at a basic +1.0x

Whale strategy: Build one "perfect Player" – maximize your class coverage and token tiers in a single wallet. The ecosystem rewards the collector, not the splitter.

08 TOKEN REVEAL SCHEDULE

Tokens do not all launch simultaneously. Staggered reveals create a multi-day marketing calendar.

8.1 REVEAL TIMELINE

DAY 1 —————
\$XP + \$ATTACK + \$STRENGTH + \$DEFENCE + \$HITPOINTS
\$RANGED + \$MAGIC + \$PRAYER
Combat tokens all live – Players can form

DAYS 2-17 —————
Day 2: \$FARMING Day 3: \$FISHING Day 4: \$COOKING
Day 5: \$HUNTER Day 6: \$CRAFTING Day 7: \$SLAYER
Day 8: \$MINING Day 9: \$FLETCHING Day 10: \$HERBLORE
Day 11: \$WOODCUTTING Day 12: \$RUNECRAFT Day 13: \$AGILITY
Day 14: \$SMITHING Day 15: \$FIREMAKING Day 16: \$THIEVING
Day 17: \$CONSTRUCTION

One skill token per day from Day 2 onward. Each reveal announced 24h in advance on Twitter. Daily reveals create a sustained 17-day marketing calendar without diluting attention.

09 SPECIAL EVENTS

Special events are funded from the dev share of fee revenue (Section 4.1) until a dedicated on-chain treasury leg is split out. Planned events:

Rotating Skill Bonus (weekly): Every week, one skill token is selected by the dev team. Any wallet holding 0.5%+ of that token receives a +0.5x bonus on their weekly reward calculation (Section 5).

Trader of the Week (weekly): Each week, the top-ranked GE Futures trader by PnL receives a boosted reward multiplier. When activated, the #1 ranked trader earns double the standard bonus. Spans across all weekly reward distributions.

Milestone Burns: When \$XP supply hits defined burn milestones (e.g., 25%, 50%, 75% burned), an additional burn event executes, amplifying the deflationary pressure at key moments. Announced in advance on Twitter.

More in Development: Additional event types – Double XP Weekends, Class Wars, Wilderness FOMO events, and seasonal competitions – are planned as the ecosystem grows.

10 TRACKER SITE

A public dashboard at solscape.fun displays:

- Current Player requirements checklist (per connected wallet) with class registration
- Current reward multiplier, broken down live: class + token tiers (+ beta bonus)
- GE Futures weekly trader leaderboard
- Bank Wealth leaderboard – richest vaults, valued server-side
- Player scoreboard
- Solscape Hub – the playable world at /play (Section 13)

At token launch, the tracker lights up further: live \$XP and sub-token prices (via PumpSwap integration), per-token holder leaderboards, the weekly rotating bonus countdown, and the fee revenue dashboard (total fees collected, total \$XP burned, burn tx links).

11 GE FUTURES — SCAPE PERPS

GE Futures is a virtual OSRS trading minigame where holders trade OSRS Grand Exchange item futures using virtual GP. Inspired by the real OSRS GE, players take long or short positions on thirteen real OSRS items with up to 50x leverage. No real money. No SOL. Virtual GP only – it resets every week to keep competition fair and purely skill-based.

11.1 ITEMS TRADED

Thirteen virtual futures contracts, each backed by real OSRS Grand Exchange price data from the OSRS Wiki API:

ITEM	OSRS WIKI ID	STARTING PRICE
Coal	453	~170 GP
Yew Log	1515	~124 GP
Magic Log	1513	~941 GP
Sapphire	1619	~1,328 GP
Dragon Bones	536	~2,991 GP
Raw Shark	383	~692 GP
Wine of Zamorak	2970	~555 GP
Raw Lobster	377	~141 GP
Nature Rune	561	~117 GP
Red Chinchompa	12934	~179 GP
Steel Bar	2353	~599 GP
Mahogany Plank	8782	~2,100 GP
Steel Cannonball	253	~278 GP

Prices are pulled from the OSRS Wiki prices API (prices.runescape.wiki) and recorded server-side every minute. That recorded feed is the **price oracle**: every open, close and liquidation settles at the server's own price, never at a price the client sends – which is what makes the leaderboard unfabricatable.

11.2 TRADING MECHANICS

Every trader starts with **500,000 GP** (reset weekly). Choose Long or Short, set leverage from 1x to 50x. A 0.2% fee on position size is charged at open. Positions auto-liquidate at 95% margin loss – no balance can go negative. The trading week ends Monday 00:00 UTC: balances reset to 500K GP, open positions are voided and resting orders are refunded.

- **PnL (Long)**: $\text{size} \times \text{leverage} \times (\text{exit price} - \text{entry price}) / \text{entry price}$
- **PnL (Short)**: $\text{size} \times \text{leverage} \times (\text{entry price} - \text{exit price}) / \text{entry price}$
- **Position merging**: opening a second position on an item and side you already hold merges into one position at a blended average entry price – no duplicate rows, no GP created or destroyed
- **Leverage warning**: 50x leverage means 50x gains *and losses* – a 2% adverse move triggers liquidation

11.3 GE OFFERS – LIMIT, STOP, TAKE-PROFIT & STOP-LOSS

True resting orders, live and on by default:

- **Limit open** (buy the dip / sell the rip), **stop open** (breakout entries), and **take-profit / stop-loss** guards on any open position
- Orders fire **server-side, even while you're offline** – a sweep checks every resting order against the oracle price each minute
- The trigger direction is **derived on the server** from the order's kind and side; a malicious client can never invert a stop into a take-profit
- Triggers must sit within 0.2x–5x of the live market – fat-fingered or spoofed prices are rejected before they ever escrow GP
- Open orders escrow margin + fee at placement; guards escrow nothing (they close margin the position already holds)

11.4 PNL CARDS

After closing a position, traders can download a shareable PnL card – an OSRS-styled achievement card showing the trade outcome, item, direction, entry/exit prices, leverage used, and net GP profit or loss. Cards are designed to be shared on Twitter and Discord to drive community engagement and word-of-mouth.

11.5 LEADERBOARD & REWARDS

Top 5 weekly traders by PnL earn bonus multipliers on their next \$XP ecosystem reward payout – deliberately the single largest lever in the reward stack, activating with the first reward season (Section 4.3):

- #1 – +3.0x bonus
- #2 – +2.0x bonus
- #3 – +1.5x bonus

- #4 – +1.0x bonus
- #5 – +0.75x bonus

A trader's PnL performance translates directly to real ecosystem rewards. Consistently ranking in the top 5 earns measurably more from the weekly \$XP distribution than passive holding.

11.6 TECHNICAL IMPLEMENTATION

- Chart data: OSRS Wiki Real-Time Prices API (prices.runescape.wiki/api/v1/osrs), recorded by a minutely server cron
- Timeframes: LIVE tick, 5m, 1h, 6h, 24h
- Settlement: server-authoritative accounts, positions and orders in Supabase, mutated only through transactional RPCs keyed to the connected wallet
- Sweeps: minutely server crons for order triggers and liquidations; weekly reset cron Monday 00:00 UTC
- Candlestick chart: CSS/div rendering, no external chart library

12 ROADMAP

PHASE 1 – DAY 1

- \$XP launch on pump.fun (Solana)
- 7 combat tokens launch simultaneously
- Tracker site with holder dashboards

PHASE 2 – DAYS 2-7

- Daily skill token launches (Fishing, Woodcut, etc.)
- Leaderboards live for all 23 sub-tokens
- Weekly bonus rotation begins

PHASE 3 – WEEK 2+

- All 23 sub-tokens live
- First weekly reward distribution
- Leaderboard competitive season begins

PHASE 4 – POST-LAUNCH

- GE Futures competitive seasons with the top-5 reward ladder
- Community-driven token curation
- Additional tracker features + reward tiers

SOLSCAPE HUB – SHIPPED SINCE V3.0

The v3.0 roadmap promised a trade overhaul – it's live and on by default: GE Offers with limit/stop/take-profit/stop-loss that fire server-side while you're offline (Section 11.3). Also landed: the Bank with tiered storage (Section 13.5), Cooking & Firemaking (13.7), Slayer tasks (13.8), three worlds (13.2), wallet-synced saves, the Tavern with provably-fair poker (13.11), and the first pickaxe tier – Rune and Dragon pickaxes that gate the gem rock and its rare uncut diamonds.

SOLSCAPE HUB – NEXT (IN DESIGN / IN DEVELOPMENT)

These features are design-complete or in active development – they are **not yet live**:

FEATURE	WHAT'S COMING
The Wilderness	An open-PvP risk zone north of the map – attack anyone via the combat triangle; die and drop all but your 3 most valuable items; triple-value resources
Ranged & Magic Combat	Bows, staves and rune-powered spells unlock the \$RANGED and \$MAGIC tiers in PvM; new mobs complete the combat triangle
GE Tunnels	An underground expansion beneath the Exchange – the Undermarket potion shop with timed gathering/trading buffs; the world grid grows from 80×80 to 112×112
Gathering Tool Ladder	The full bronze → rune axe and pickaxe ladders that put \$WOODCUTTING and \$MINING tiers to work – faster swings, bonus yield
3D Camera	Compass-snap world rotation under evaluation

13 SOLSCAPE — THE LIVING WORLD

Solscape is the persistent multiplayer world of the \$XP ecosystem – and as of June 2026 it is no longer a roadmap item. The Hub at solscape.fun/play is a full browser game: a shared isometric world where Players walk in as OSRS-style avatars, gather, cook, trade, dress up, duel each other for GP, fight mobs, take Slayer tasks, and die – occasionally to the Grim Reaper. Connect your wallet and your character materializes; your token holdings shape your class aura, your armor tier, your max Hitpoints, and which weapons you can wield. No download – the world runs in the browser and persists between sessions.

13.1 THE HUB – WORLD STRUCTURE

The Hub is an 80×80 isometric tile world with run energy, adjustable zoom, and a 10-minute day/night cycle. Players click-to-walk, with a minimap for navigation. Four skill zones ring the outer edges:

- NW – Woodcutting grove (chop trees, gather logs)
- NE – Mining area (mine rocks, gather stone – and a gem rock for those with a rune pickaxe)
- SW – Fishing spot (cast into water, gather fish)
- SE – Farming fields (harvest cabbage, watermelon, herbs)

Each gather action drops items into a 28-slot backpack. The Trader buys the full haul – holding the matching skill token boosts the sale price by 25%. Collected GP on its own has no value outside the Hub, but it stakes your GE Futures positions, your duels, and your shopping.

The world fights back. Every tree drops to a stump when felled – regrowing in about 8 seconds in the skill groves, 24 out in the wild – and rocks cave to rubble (about 12 seconds in the mining zone, longer outside). Wild trees take two chops. Gathering rate caps keep the economy honest. Selling milestones unlock music: 100 fish, 100 coal, or 100 crops sold to the Trader each unlock a background theme.

Claim a username (your first is free) – it shows in chat and over your head. **Your save follows your wallet, not your browser:** look, vanity, equipment, position, HP, music unlocks, kills and Slayer progress sync server-side, so logging in from another device resumes right where you stood.

13.2 WORLDS

The Hub runs OSRS-style **worlds** – same map, same character, different crowd:

- **World 301 – Free.** The default Grand Exchange Hub. Open to everyone.
- **World 302 – Members.** A quieter world for \$XP holders – hold 10,000 \$XP to enter.
- **World 330 – Party.** A packed, chatty world: double the NPCs and monsters.

Your progress is identical across worlds – a world is a social choice, not an economic one. GP, positions and duel escrow stay global per wallet, and you can world-hop in-game.

13.3 GE FUTURES INSIDE SOLSCAPE

The Grand Exchange building is a physical place inside the world you walk to. Step up to the clerk booth to open the trading panel. Every function from solscape.fun/trade is available directly in-world: live candlestick charts, open positions, GE Offers, LONG/SHORT, 1x–50x leverage. Players start each week with 500,000 GP of paper coin. GP is earned by selling gathered goods and mob drops – and is spent on margin, duels, and the shops. Weekly PnL leaderboard ranks all Players.

Walking up to check prices and place orders while watching other real Players move through the same space turns GE Futures from a finance tool into a shared experience.

13.4 THE GP ECONOMY – STORES & THE SMITH

GP is a closed in-world currency with a full loop. It flows **in** server-side: mob kills pay bones, hides and a GP roll (under a 25,000 GP daily combat cap), gathered and cooked goods sell to the Trader, Slayer tasks pay completion bounties. It flows **out** through sinks: the shops, the Duel Arena's burned house cut, the Reaper's death toll, GE open fees, and the Tavern's poker rake. Sinks burn; nothing re-enters quietly.

- **The General Store** – the Trader keeps a proper shop on the open grass south-east of the Exchange: sell your haul over the counter, and buy staples – Bread (40 GP, eat to restore 5 HP), a Tinderbox, and odds and ends. Night gear (a Torch or a Miner's Helmet) lights your way after dark.
- **Doral the Smith** – at the anvil, sells the functional weapon ladder: Bronze sword (250 GP) → Iron (2,500 GP) → Steel (10,000 GP) → Mithril (40,000 GP) scimitars. Each tier requires the matching \$ATTACK tier to wield, and your first bronze sword is free the moment you throw your first punch. Rune is not for sale at any price – it drops only in battle (1 in 512 from the toughest roamer).

13.5 THE BANK – TIERED STORAGE (ROLLING OUT)

A proper bank, with a floor you walk and a counter you queue at. Deposit your haul and it lives **server-side** – no more losing a backpack to a browser.

- Everyone gets a **40-slot vault** – bigger than the 28-slot backpack – and each gathering-skill token tier adds 10 slots, up to **280 slots** for a fully maxed collector. Six tokens widen the vault: the four gather skills plus \$COOKING and \$SLAYER.
- Deposits and withdrawals are validated twice – once in the client for honest UX, again in the database for security. Hard server caps bound every stack and every vault, so no client bug or lie can mint wealth.
- Because banked items are server truth, they power the **Bank Wealth leaderboard** (Section 6.2): the richest vaults in the world, valued at catalog prices, no self-reporting.

13.6 PVM COMBAT

Combat is live. Click a mob, march over, and start swinging – real hitsplats, real misses, a 2.4-second rhythm to every blow.

- **The mob roster**: pasture cows, giant rats by the lake, a goblin camp at the forest edge, and highwaymen lurking on the far northern edge of the map – each with its own HP, aggression and respawn timer. Drag one too far from home and it gives up, walks back, and heals – no cheesing a half-dead mob across the map.
- **Your max HP is your Hitpoints level** – your \$HITPOINTS holdings interpolate an exact OSRS-style level from 10 (fresh wallet) to 99 (maxed, 1.3M+) – and it regenerates on its own out of combat.
- **Every kill pays server-side**: bones, hides and a GP roll, under a 25,000 GP daily combat cap. Rare cosmetic drops – a 1-in-512 Cow Mask among them – reward the dedicated.
- **Kills tick Achievement Diary entries** – First Blood for your first kill, Here's the Beef for ten cows.

13.7 COOKING & FIREMAKING

The survival loop: chop logs, light a campfire, cook the raw fish you catch, eat the cooked food to heal.

- A player-lit campfire burns for about a minute – long enough to cook a backpack of fish, short enough that the world doesn't fill with abandoned fires.
- Cooking rolls a **level-scaled burn chance** – a fresh cook chars half the catch; a maxed \$COOKING holder barely loses one. Cooked fish heal more than bread and sell for more than raw.
- Logs alone light a fire, OSRS-style tinderbox optional – the Trader stocks one for the purists.

13.8 SLAYER

Huntmaster Skarn stands ready with tasks: a five-task chain that walks the full mob roster – kill the count, return for the bounty, take the next. Completions pay GP through the same audited server path as combat, and unlock perks along the way: titles, a permanent +25% sell bonus on one good, and a pity path to the rarest mask. Holding \$SLAYER boosts task payouts by +25% per tier. The capstone task demands the whole bestiary.

13.9 DEATH & THE GRIM REAPER

Take too many hits and it's "Oh dear, you are dead." The screen fades to black and the Grim Reaper himself rises to collect you. You wake in the graveyard north of the farm – leaning headstones, a stone crypt, and the Reaper's sentinel – briefly Winded, and lighter by a 5% GP toll, charged server-side under an account lock and recorded in an append-only ledger. Your items are safe: death in the Hub costs coin and time, not your goods.

13.10 THE DUEL ARENA – WAGERED PVP

West of the Grand Exchange stands a sandstone colosseum where Players duel each other for real GP.

- Right-click another Player and choose ✕ Duel – they get 15 seconds to accept. Both fighters stake the same amount (1,000–100,000 GP), escrowed server-side before the first round.

- Duels are best-of-three on the warrior's triangle – Melee beats Ranged, Ranged beats Magic, Magic beats Melee. Each round both picks are sealed as cryptographic commitments and revealed at once (30 seconds to commit, 30 to reveal) – no peeking, provably.
- The winner takes the pot less a 5% house cut, which is burned.
- Fair play is enforced: no self-duels, no two fighters from the same network, daily caps (20 duels and 300,000 GP wagered per wallet), and a sweeper that auto-refunds any stuck duel within a minute. Refresh mid-duel and you drop right back into the fight.
- New to the triangle? Sawdust the Sparring Dummy offers free practice – no GP, no wallet, no risk – and the Arena Master will teach you the ropes.

13.11 THE TAVERN – POKER NIGHTS (ROLLING OUT)

Outside the north gate stands the Tavern – Barkeep Brann behind the counter, a felt table in the corner. Sit down for **Texas Hold'em**:

- **A free table first:** tavern chips, no GP, no risk – bots fill the empty seats so there's always a game.
- **GP tables** at four buy-ins – 50K, 100K, 200K and 500K GP – with blinds to match. Real stakes, humans only on the GP felt.
- **Provably fair:** every deck is committed to by hash before the first card moves, and the shuffle seed is revealed when the hand ends – anyone can re-derive the deck and verify nothing was stacked.
- **The rake is a sink:** GP tables pay a 2% rake capped at 5,000 GP per pot, burned outright – poker feeds the same deflationary loop as the Duel Arena's house cut.
- Server-authoritative end to end: stacks, pots and payouts live in the database under a conservation invariant – chips in always equal chips out plus rake.

13.12 CLASSES, AVATARS & FASHIONScape

Your wallet's token holdings determine your combat class (Melee/Ranged/Mage or Hybrid/Pure variants) – class auras glow under your feet. Your token levels across the four gather skills – read straight from your on-chain holdings – determine your armor tier (Steel → Mithril → Rune → Dragon). Other Players appear in real time with amber nameplates; right-click any Player to inspect their wallet, combat class, holdings and reward multiplier. World Chat (Supabase-backed, wallet-gated, resets midnight Eastern) keeps conversation live without bots or sybil.

- **Tailor Morgan** keeps a stall inside the Exchange stocked with real OSRS vanity gear – coloured party hats, a Santa hat, a chef's hat, a fedora, wizard hats, rune full helms, and capes. Pure cosmetics (no stat changes), equipped from the Vanity tab, and visible to every Player around you.
- **The Makeover Mage** restyles hair, eyes, skin and body colour – and your full look syncs to every other Player in the world. Your character faces all four directions as it walks, so the cape flexes from every angle.
- The rarest fits can't be bought: cosmetics like the Cow Mask drop only from combat.

13.13 ACHIEVEMENT DIARIES & A LIVING WORLD

- **Achievement Diaries:** 44 goals across four tiers (Easy → Medium → Hard → Elite) and eight categories – gathering, combat, cooking, trading, Slayer, fashion, exploration and social. From *Timber!* all the way to *Arena Legend* (25 duel wins), tracked with progress bars; a banner pops the moment you earn one.
- **A cast of townfolk:** Merchant Gadditch greets new arrivals and teaches gather → sell → trade; Quantavious calls the live Solana price across the Exchange floor every minute; Bobby Norwood frets about his hairline; guards patrol, the crier booms, and the locals trade call-and-response banter – every role voiced, every conversation click-to-talk.
- **Atmosphere:** moonlit nights with flickering torches, unlockable music themes, OSRS-style Fixed mode on desktop, and a world that scales from 5K displays down to phones.

13.14 CURRENT STATUS

Live today at solscape.fun/play: the Hub world across three worlds, all four gathering zones with depleting resources, PvM combat with the full weapon ladder, Cooking & Firemaking, Slayer tasks, death and the Reaper's 5% toll, the wagered Duel Arena, the General Store and Doral's smithy, GE Offers at the clerk booth, Fashionscape, 44 Achievement Diary goals, music unlocks, World Chat, multiplayer presence and wallet-synced saves. Rolling out behind feature flags: the Bank with tiered storage and the Tavern's poker tables. Next in design: the Wilderness, Ranged & Magic combat, and the GE Tunnels – see Section 12.

14 POKER — IN-GAME GP (WORK IN PROGRESS)

Status: work in progress – not yet open to the public. Poker is built and undergoing private testing; like the Bank and other systems before it, it will roll out behind a feature flag once testing is complete. Everything in this section describes in-development design and may change before release.

The Solscape Tavern hosts a full multiplayer **Texas Hold'em** game played entirely with **in-game GP** – the same virtual currency earned by skilling, trading and combat. Poker GP has **no monetary value and no redemption mechanism** (see Section 15); it is a GP sink and a social minigame, not a financial product.

14.1 TWO WAYS TO PLAY

- **Practice tables – free.** Seated instantly against AI opponents with distinct playstyles (from a tight "rock" to a "maniac"). Stakes are fake chips; nothing touches your GP.
- **GP tables – in-game GP buy-ins** (designed at 50K / 100K / 200K tiers). Humans-only seats, with a small rake capped per pot and **burned** – removed from circulation, never paid to a house.

14.2 PROVABLY FAIR

Every hand commits a **hash of the shuffled deck before the deal** and **reveals the seed when the hand ends**, so any player can re-verify in their browser that the cards came out exactly as committed – no stacked decks. Hole cards are delivered **only to the player who holds them**, never through the shared table broadcast.

14.3 ENGINE & INTEGRITY

The full rulebook runs **server-side** – blinds, betting rounds, raises, all-ins, side pots and split pots – with the hand engine fuzz-tested across tens of thousands of randomized hands. GP enters and leaves a table only through audited, server-authoritative buy-in and settlement paths with conservation checks, so chips can never be minted at the felt.

14.4 ROLLOUT

Poker is being hardened on a private admin instance before any public release. When testing is complete it flips on by feature flag – no client update required – and the Tavern's tables open in the live Hub. Until then the poker zone stays closed to players.

15 DISCLAIMER

This document is a design specification. All token launches are on pump.fun (Solana). Memecoins carry extreme risk. This is a fan-created project – not affiliated with, endorsed by, or associated with Jagex, RuneScape, or Old School RuneScape. Solscape Hub GP – including duel stakes, poker buy-ins and tavern chips – is a virtual in-game currency with no monetary value and no redemption mechanism. All fee percentages are targets; on-chain routing is subject to protocol constraints and bot execution. Features marked "rolling out" or "designed" are not yet active and may change before launch. Nothing here is financial advice.



DEVELOPER

@xpscape

I have been playing, loving, and hating this damn game my entire life honestly. I have seen a lot of tech projects. A lot of larp projects. And lately, tech larp projects. I have been creating random meaningless stuff my entire life. I have graduated a few years ago with a bachelor's in comp sci and never knew where to apply anything I learned. After making meaningless website after website, webapp after webapp, webgame after webgame, I have found an idea that does not just speak to me, it motivates me, it fuels me with passion to build. To build something no one else is clearly even bothering to. In an environment of everyone taking profit and jumping around, communities barely matter. We have to change that. We have to come back to the roots we love, cherish, and remember.

A nicer time, where we sat around grinding, chatting, and immersed in another world. I want to recreate that feeling, for anyone I can. This project is more than just passion to me. It is a dedication to everything I have crammed into my mind for years and years. An idea I can finally take the shot to realize this dream/vision. It is a sustaining economy. The math checks out.

