
World of ClaudeCraft

A Free, Open-Source Browser MMO and the \$WOC Community Token

Whitepaper

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worldofclaudecraft.com

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Executive Summary

World of ClaudeCraft is a free, open-source, massively multiplayer online role-playing game that runs in a web browser. Players create a character, choose one of nine classes, and progress through a connected world of quests, dungeons, trading, and other players. It runs in two modes on a single deterministic engine: a persistent online world and an instant single-player world. It is a complete game, not a marketplace, a hub, or a trading tool.

\$WOC is the community token of World of ClaudeCraft, issued on the Solana network. It connects to the game through the player's wallet and is becoming part of how players engage with the world. Today, holders link a wallet to carry their on-chain holder status into the game. The token's in-game role is planned to grow over time, directed by the community together with Levy Street Group. Throughout, the core game stays free to play and fully playable without a wallet, so \$WOC deepens the experience for holders without becoming a barrier to play.

The game is free and open source. Development is funded by community donations and by a share of on-chain token trading fees the project has claimed, both directed back into building and running the game.

This whitepaper sets out the game, the in-game economy, the \$WOC token and its planned utility, the tokenomics, how the project is funded and governed, and the relevant risks and notices.

1 The Game

World of ClaudeCraft is the core of the project: a complete, playable game that anyone can open in a browser and start playing for free.

1.1 Overview

World of ClaudeCraft is a classic-style micro-MMO. It recreates the feel of classic-era online role-playing: melee and caster classes, quests, talents, loot, group play, and a connected world that players level through. The world, the names, and the quests are original. The combat and progression follow classic-style rules. It is a game rather than a marketplace, hub, or trading tool, and the token is one part of the experience rather than a requirement to play.

1.2 How You Play

The game runs in two modes on one engine:

- **Online.** A full client and server game. Players create an account, make persistent characters, and share the world with others. Characters, levels, gear, bags, quests, talents, position, and money are saved to a database.
- **Offline.** An instant single-player world in the browser, with nothing to install and no account, useful for a quick session or for testing.

Both modes run the same deterministic simulation core, so the offline world behaves exactly like the authoritative online server.

1.3 Content and Systems

- **Classes.** Nine classes, each with classic-style mechanics and ranked abilities that unlock as players level from 1 to 20: Warrior, Paladin, Hunter, Rogue, Priest, Shaman, Mage, Warlock, and Druid.
- **World and zones.** Three connected zones form a single levelling journey: Eastbrook Vale (levels 1 to 7), Mirefen Marsh (6 to 13), and Thornpeak Heights (13 to 20), each with its own hub town, vendors, graveyard, music, and map.
- **Quests and story.** Around sixty quests follow one storyline, the Gravecaller conspiracy, from the first restless bones outside Eastbrook to a final boss beneath the peaks, with gossip dialogue, abandon and turn-in flows, and per-class rewards.
- **Group dungeons.** Multi-step dungeons tuned for five players, including the Hollow Crypt, the Sunken Bastion, and the Graveworm Sanctum, using private instances, elite enemies, boss mechanics, and rare and epic loot.
- **Multiplayer.** Parties of up to five with shared experience and quest credit, player-to-player trading with atomic server-validated swaps, and duels, with classic loot and tap rules.
- **Combat and progression.** Classic-style formulas for hit, dodge, armour, rage, mana, and the experience curve, with global cooldowns, swing timers, eating and drinking to recover, vendors, loot, and a talent and spell system.

1.4 Technology and Access

- **Type.** Massively multiplayer online role-playing game, browser based.
- **Platforms.** Modern web browsers on desktop and mobile. The server stack is self-hostable.
- **Architecture.** An authoritative server with a deterministic simulation core. The client is a renderer; all combat, loot, quest, and vendor logic resolves on the server.
- **Open source.** The source code is published publicly at the project repository.
- **Research use.** The same core runs as a standard reinforcement-learning environment, so an agent can train against the real game.
- **Status.** In active development. Current public version 0.10.

2 The In-Game Economy

The money inside the game is ordinary virtual currency, separate from the blockchain and the token. Players earn virtual gold, silver, and copper from quests and loot, and spend it with in-game vendors on food, water, and gear. This currency is held and validated entirely on the game server. It cannot be transferred off the server, it cannot be cashed out, and it has no real-world monetary value.

In-game gold is a normal game feature, as in any role-playing game, and is distinct from the \$WOC token. The two do not convert into one another, and the game does not read, spend, or award \$WOC during play in the current build.

3 The \$WOC Token

3.1 Overview

\$WOC is the community token of World of ClaudeCraft, issued on Solana as an SPL token. It originated in the project's community and is recognised by the project as its official community token. It links to the game through the player's wallet, giving holders an on-chain identity that the game can read and build on. The authoritative description of the token, its current integration, and its planned utility is this document together with the official website; some third-party listing sites describe \$WOC inaccurately, including listing it on the wrong network.

3.2 In-Game Integration Today

A player links a Solana wallet to their account with a single read-only signature. The link is non-custodial: there is no transaction to approve and no SOL is spent. Once linked, the player's \$WOC holding is reflected in the game as holder status and player-card flair. This is the integration as it stands at version 0.10, and it is the foundation for the broader utility described below.

3.3 Direction and Planned Utility

The project's intention is to give \$WOC a substantial and growing role in the game. The specific design is being developed by the community together with Levy Street Group rather than fixed in advance, and is expected to expand across player identity, access, customisation, and in-game features over time.

The guiding commitment is that the core game remains free to play and fully playable without holding the token. \$WOC is intended to deepen the experience for holders and to recognise active members of the community, while the base game stays open to everyone. As each step of the design is finalised, it is published through the project's channels and reflected in later versions of this document.

4 Tokenomics

4.1 Supply and Distribution

\$WOC has a simple, fixed-supply structure typical of a fair-launch community token.

Item	Detail
Network	Solana, SPL token standard
Contract address	3WjLscH2JsXLEFJZRA9z8ti8yRGxWGKbqymPd7UicRth
Total supply	Fixed at 1,000,000,000 (one billion) \$WOC
Circulating supply	The full supply is in circulation. There is no locked or vesting tranche held back by the project.
New issuance	None. Under the standard launchpad process used at launch, the mint authority is renounced, so no new \$WOC can be created. Supply is fixed.
Distribution	Fair-launch community token, created by a third party. There was no private sale and no pre-sale allocation reserved for the project or insiders.
Where it trades	Only on Solana decentralised exchanges. It is not listed by the project on any centralised exchange.
Liquidity	Provided in public on-chain pools. Liquidity, price, and depth are set by the open market, not by the project.
Emissions	None. The supply is fixed and there is no emission schedule.

Market data such as price, market capitalisation, holder count, and trading volume changes constantly and is published by third-party aggregators. Those figures are not reproduced here as fixed facts. Anyone can verify the contract and current on-chain data using a Solana block explorer and the token's contract address.

4.2 The Project's Relationship to the Token

- The project did not launch \$WOC and does not sell it to players or visitors.
- The launchpad used at launch pays a share of on-chain trading fees to the token's creator account. The project has claimed that account, so it now receives that share.
- The project uses those funds to support development and to run the servers for the game. They are not paid out to holders.
- The project does not control the token's market price, trading venues, or third-party listings.

5 Funding and Sustainability

The funding supports a free game and comes from two sources, both directed back into development.

- **Free to play.** The game is free. No purchase is needed to play, and no part of the game is locked behind payment. The code is open source, so anyone can read it, host it, or contribute.
- **Community donations.** Players who want to support development can donate through GitHub Sponsors. Donations are optional and give no gameplay advantage.
- **Token trading-fee rewards.** \$WOC was launched by a third party, not by the project. The launchpad it was created on pays a share of on-chain trading fees to the token's creator account, which the project has claimed. That share is treated as development funding: it pays the people who build the game and covers the servers that keep it online.

The fee rewards are generated by trading on public exchanges by third parties, not by payments from players. They rise and fall with market activity, they are not paid to holders, and they are not a reason to expect any token value. Their purpose is to keep an open game running.

6 Stewardship and Governance

The game is built and maintained as an open-source project, led by Levy Street Group together with its community. The source code is published in the public repository so the community can review and contribute. Levy Street Group stewards the game, the website, and the wallet feature.

The token sits with the community. The project recognises \$WOC as the community token and provides the wallet integration described in Section 3. It does not issue new supply, custody holders' tokens, or control the token's market. It has claimed the token's creator account on the launchpad and uses the trading-fee share that account receives to fund development, as set out in Section 5.

Decisions about how \$WOC is used in the game over time are made by the community in conjunction with Levy Street Group. The approach is evolving rather than fixed, and is guided by keeping the game free and accessible. Players interact with \$WOC through their own non-custodial wallets and at their own discretion.

7 Responsible Play and Platform Conduct

World of ClaudeCraft is built to sit within mainstream platform policies.

- The game is free to play, and the core game is fully playable without holding the token.
- It contains no gambling, no wagering, and no loot boxes or chance-based purchases.
- The wallet connection is optional, non-custodial, and read-only.
- The game is fantasy combat in a classic role-playing style, intended for a general audience. The project does not assign itself a formal age rating and relies on official ratings bodies where applicable.

8 Risk Factors and Important Notices

This whitepaper is for information only. It is not financial, investment, legal, or tax advice, and it is not an offer to sell or a solicitation of an offer to buy any token, security, or financial product. Nothing here is a promise of any future value, return, or outcome. \$WOC is a community token: it is not a share, not a security, and not a claim on the game, the maintainers, Levy Street Group, or any revenue, and it carries no profit expectation. Statements about future plans, including planned token utility, are intentions rather than commitments and may change. Anyone choosing to acquire or hold \$WOC should understand the following.

Risk	Detail
Volatility and total loss	\$WOC is a small-cap community token. Its price can move sharply and can fall to little or no value. Only risk what you can afford to lose.
No investment rights	The token gives no ownership, no revenue share, no dividend, and no claim on the game, the maintainers, or any company.
Project funding interest	The project receives a share of on-chain trading fees through the token's creator account, used to fund development. It is not a payment to holders and creates no obligation to holders.
Liquidity	Liquidity is market-provided and can change. Entering or exiting a position may be difficult at times.
Third-party and market risk	Exchanges, wallets, market makers, and aggregator sites are outside the project's control. The project is not responsible for their conduct, accuracy, or availability.
Copypcats and impersonation	Other tokens or pages may copy the name or branding. Always verify the official contract address against the official website before any on-chain action.
Regulatory uncertainty	The treatment of tokens differs by country and can change. Nothing here is an offer or solicitation where that would be unlawful. Holders are responsible for their own compliance and taxes.
Beta status	The game is in active development at version 0.10. Features, including the wallet feature and planned utility, may change or be removed.
Smart-contract and chain risk	On-chain assets carry technical risks inherent to the Solana network and to token contracts generally.

9 Official Resources and Verification

Resource	Detail
Official website	worldofclaudecraft.com
Play the game	From the official website, online or instant offline
Source code	github.com/levy-street/world-of-claudecraft
Support the project	github.com/sponsors/levy-street
Community	Official community channels are linked from the website
Token contract (Solana)	<code>3WjLscH2JsXLEFJZRA9z8ti8yRGxWGKbqymPd7UicRth</code>
Verify the token	Paste the contract address into a Solana block explorer to confirm supply and on-chain data, and always cross-check the address against the official website.

A Glossary

- **\$WOC.** The community token of World of ClaudeCraft, issued on Solana.
- **Solana.** A public blockchain network on which \$WOC is issued and traded.
- **SPL token.** The standard token format on Solana, comparable to a token standard on other chains.
- **Non-custodial wallet.** A wallet whose keys are held by the user. Linking it to the game is read-only and does not give the project control of the holder's tokens.
- **Fair launch.** A token launch with no private sale and no pre-sale allocation reserved for the team or insiders.
- **Creator account.** The launchpad account that receives a share of on-chain trading fees for a token, which the project has claimed for \$WOC.

- **Decentralised exchange (DEX).** An on-chain marketplace where tokens trade peer to peer without a central operator.
- **MMO.** Massively multiplayer online game, a shared persistent game world played by many people at once.
- **Open source.** Software whose source code is published publicly and can be read, hosted, and contributed to by anyone.