

CREATOR GUIDE

PERKS

Give your fans access to something real: events, experiences, discounts and signed items.

DOCUMENT

Creator Guide

PRODUCT

Perks

EDITION

October 2026

01 WHAT IT IS

A pass that unlocks something real.

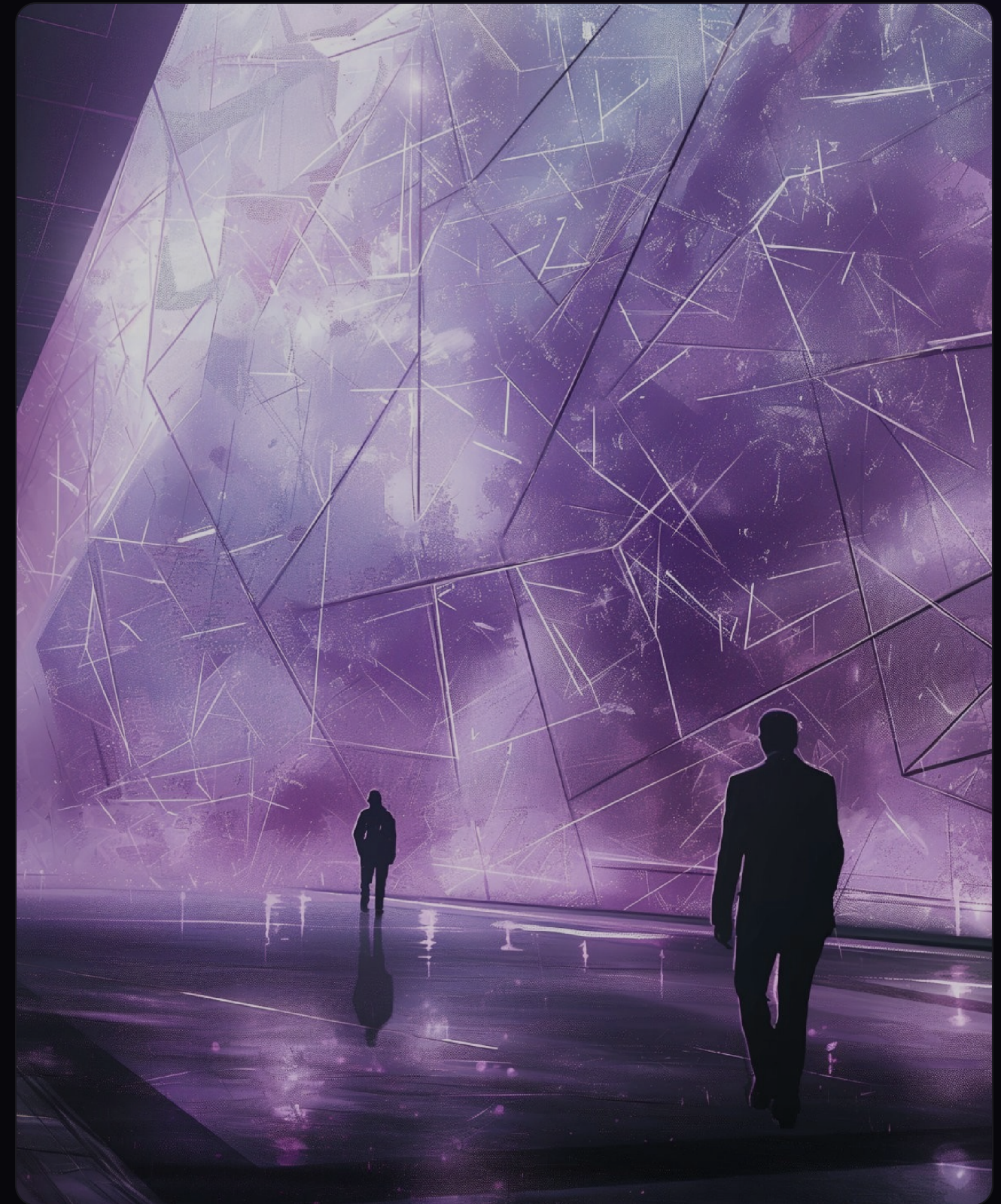
A Perk is a digital pass that unlocks something you offer. You decide what it unlocks, how many passes exist and the price. Fans buy the pass, use it, or sell it to another fan.

FOR YOUR FANS

- The perk itself, unlocked by holding the pass
- Proof it is genuine: every pass is recorded on-chain
- The choice to use it, keep it or resell it

FOR YOU

- Money up front when your passes sell
- A cut every time a pass is resold
- Full control of what it unlocks, how many and the price



02 WHAT YOU CAN OFFER

What you can offer. Eight categories.



Event access

Tickets, VIP passes, backstage and front-row seats



Memberships

A year of members-only content and drops



Experiences

Meet-and-greets, training sessions, studio visits



Live sessions

A private livestream or Q&A for holders only



Discounts

One-time codes for your merch, tickets or products



Signed items

Balls, jerseys, posters, kept in the vault until shipped



First access

Drops, merch and tickets before the public



Mystery packs

Sealed packs: each fan pulls one perk at random

EXAMPLE

A founding membership of 5,000 passes. Each pass unlocks a year of members-only content and one sealed perk, from a merch discount to a meet-and-greet.

Use it

Redeem the perk with a private code.

Keep it

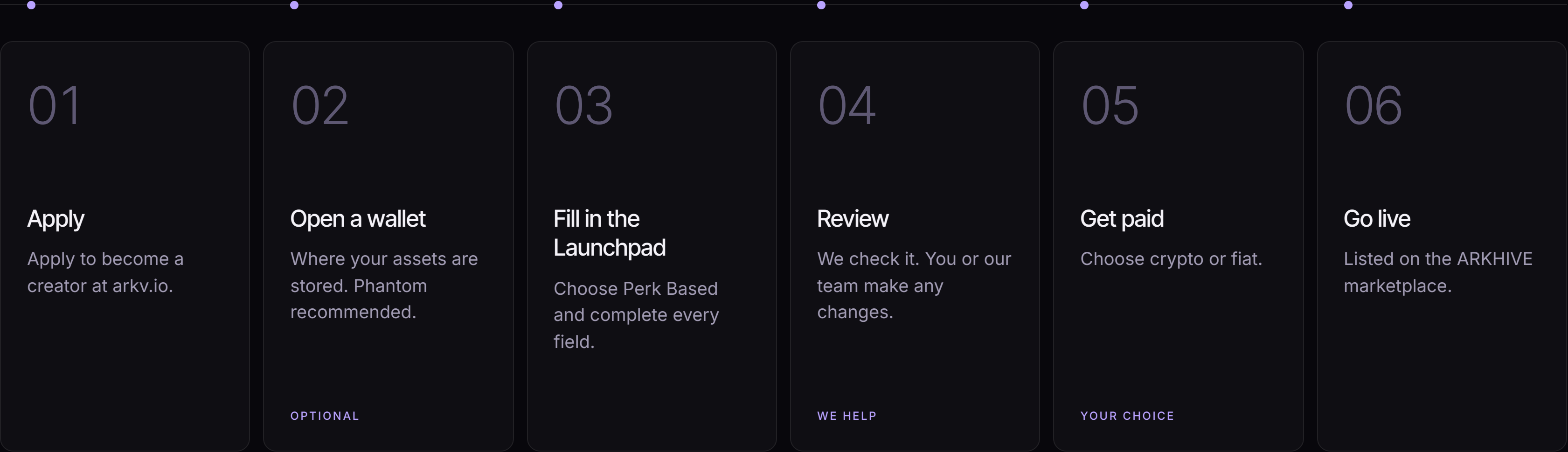
Hold the pass and its membership.

Resell it

Sell it on the marketplace. An unused perk goes to the buyer.

03 HOW IT WORKS

How it works. Six steps, guided.



04 BEFORE YOU START

Before you start. What to prepare.

CHECKLIST

What you need

- ☐ A cover image and a few lines about you
- ☐ What each perk unlocks
- ☐ Who delivers each perk, and by when
- ☐ A wallet, if you want one (Phantom recommended)

GOOD TO KNOW

How it works in practice

- Perks give access and benefits. They do not pay a share of your income.
- Codes change on every sale, so only the current owner can use them
- Signed items stay in the vault until the owner asks to ship them
- Fees are set for each launch

05 NEXT STEP

Get started. Apply at arkv.io.

NEXT STEP

Launch your Perks

Apply to become a creator at arkv.io. Once approved, you build on the Launchpad.

[Apply at arkv.io](https://arkv.io)

contact@arkv.io

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