



LandVerse

LandVerse Whitepaper

A Minecraft factions world connected to Solana wallet verification, LAND utility, player trade, live maps, and server-native progression.

Draft generated from the current server implementation and work completed through June 16, 2026.

Executive Summary

LandVerse is a Minecraft factions server with a Solana-connected utility layer. The core game loop is familiar Minecraft survival and faction territory play: players join, register or log in, verify a wallet, build, mine, trade, create factions, and compete for territory. The Web3 layer is intentionally narrow: LAND is used for server utility, faction creation payment, verified-player trading, diamond conversion, leaderboard tracking, and future in-game sinks.

The project runs on a Paper Minecraft server, uses AuthMe for account authentication in offline mode, PermissionsEx for groups and permissions, StormFactions for faction play, BlueMap for the live map, and a custom WalletVerifier system to connect Minecraft identities to Solana wallets without storing private keys in Minecraft.

LAND should be presented as a game utility token. This document does not make investment promises, price promises, profit claims, or financial advice.

Project Identity

PROJECT

LandVerse

SERVER TYPE

**Minecraft factions, survival, economy,
Solana utility**

PRIMARY DOMAIN

landverse.fun

MINECRAFT BRAND MOTD

LandVerse [1.17 / 26.1]

MAP

<https://landverse.fun/map/>

CORE WALLET URL

<https://landverse.fun/verify/>

Current Server Stack

Layer	Implementation	Purpose
Minecraft server	Paper 26.1.2 build 70, offline mode	High-performance Minecraft backend for modern clients.
Authentication	AuthMe 6.0.0 Paper	Registration and login security for offline-mode accounts.
Permissions	PermissionsEx with Vault	Default/founder groups, command permissions, chat prefixes.
Factions	StormFactions	Faction creation, tags, claims, power, and faction gameplay.
Wallet utility	Custom WalletVerifier plugin and Node web service	Wallet linking, LAND checks, LAND payments, trades, leaderboard.
World map	BlueMap 5.20	Live browser map at /map/ .
Anti-xray	Paper anti-xray plus Orebfuscator and ProtocolLib	Ore hiding and anti-cheat hardening.
Version support	ViaVersion, ViaBackwards, ViaRewind	Allows a wide range of client versions to join.
Branding	LandVerseTabList, custom MOTD, website, icon assets	Consistent LandVerse identity in game and web.

LAND Token

LAND is the utility token connected to LandVerse. The token is verified from the live Solana mint and pump.fun metadata.

NAME LandVerse	SYMBOL LAND
MINT HAWEcdhLwho9ELePmwquW7eecntY WsEL8iAojXRHpump	TOKEN STANDARD Solana Token-2022
DECIMALS 6	CURRENT RAW SUPPLY READ 999,545,068.229503 LAND
MINT AUTHORITY Disabled	FREEZE AUTHORITY Disabled
CREATOR / POOL WALLET 2QBZoR3GM56soHcR5eGQtM5Lqwhi1 KAKJu8T65diF5g4	RPC https://api.mainnet-beta.solana.com

Implemented Tokenomics

The current tokenomics are game-utility economics built around access, payment, and conversion. The numbers below are implemented in the live configuration and code.

Action	LAND Rule	Current Status
Create a faction	20,000 LAND payment/check flow	Implemented through WalletVerifier faction creation gate and payment session.
Buy diamonds from website	600 LAND per diamond	Implemented at <code>/trade/</code> ; verified wallet pays LAND and diamonds are delivered in game.
Sell diamonds in game	500 LAND per diamond	Implemented with <code>/land sell <amount all></code> ; LAND is sent from the pool wallet.
Trade spread	100 LAND per diamond between buy and sell rates	Acts as a game-economy spread and token sink/control lever.
Leaderboard	Tracks LAND earned from in-game diamond selling	Implemented at <code>/leaderboard/</code> and <code>/leaderboard/api</code> .
Wallet verification	No LAND required; signature proof only	Implemented at <code>/verify/</code> .

Future token sinks already described on the LandVerse site include faction rename, faction tag changes, weekly upkeep, cosmetics, marketplace access, event rewards, and server upgrades. These are roadmap items unless explicitly implemented in plugin code.

Wallet Verification Flow

1. The player runs `/verify <solana-wallet>` in Minecraft.
2. The WalletVerifier plugin validates the Solana-looking public key and creates a one-time code.
3. The player opens the web verification page at `https://landverse.fun/verify/?code=...`.
4. The browser connects the player's Solana wallet and requires it to match the wallet submitted in game.
5. The wallet signs a verification message. The service verifies the signature with `tweetnacl`.
6. The verified session is written to JSON storage under the WalletVerifier plugin directory.
7. The plugin detects the verified session and tells the player wallet setup is finished.

Private keys are never entered into Minecraft and are never requested by the verification page. The player proves wallet ownership through a signed message.

Faction LAND Flow

WalletVerifier listens for faction creation commands: `/f create`, `/faction create`, and `/factions create`. The original simple permission bypass was removed so founder/op wildcard permissions cannot skip the LAND gate.

- If a player does not have a verified wallet, they are told to verify first.
- If they have a verified wallet, the plugin checks the LAND balance using DAS first and falls back to token-account RPC.
- If payment is needed, the plugin creates a faction payment session and sends a payment URL.
- The payment page builds a Token-2022 transfer transaction to the pool wallet.
- After Phantom confirms the transfer, the payment is marked paid.
- When the player runs the faction create command again, the paid session is consumed and the faction command is allowed once.

Trade System

The trade system connects website purchases and in-game selling.

Buying Diamonds With LAND

- Page: <https://landverse.fun/trade/>.
- The connected wallet must belong to a verified Minecraft player.
- Quantity range is 1-64 diamonds.
- Price is 600 LAND per diamond.
- The page creates a Token-2022 transfer transaction to the pool wallet.
- Paid purchases are written to `trade-purchases`.
- WalletVerifier scans paid, undelivered purchases every 5 seconds and on player join, gives diamonds once, then marks the purchase delivered.

Selling Diamonds For LAND

- Command: `/land sell <amount|all>`.
- The player must have a verified wallet.
- The plugin removes diamonds from inventory.
- The web service sends 500 LAND per diamond from the pool wallet to the verified wallet.
- If sending LAND fails, the plugin attempts to return the diamonds.
- The sale updates `land-earned.json` for the leaderboard.

Website and Public Pages

Page	Purpose
/	Main LandVerse page with server identity, map preview, token section, faction utility, and calls to verify/trade/leaderboard.
/verify/	Wallet verification page for Minecraft players.
/verify/pay/	LAND payment page for faction creation fees.
/trade/	LAND-to-diamonds trade page.
/leaderboard/	Public leaderboard showing player avatar, username, wallet, and LAND earned.
/map/	BlueMap live server map.

Player Experience

A normal new player flow is:

1. Join LandVerse using a supported Minecraft client version.
2. Register or log in through AuthMe.
3. Use default commands such as `/sethome`, `/home`, `/warp`, `/warp list`, and `/warp start`.
4. Run `/verify <wallet>` to connect a Solana wallet.
5. Use `/wallet` to view the verified wallet.
6. Use `/land` to view LAND status and faction requirement.
7. Use `/land sell` to convert mined diamonds into LAND.
8. Use the website trade page to buy diamonds with LAND.
9. Create or join factions and compete on the server.

Recent Configuration Work Completed

- Installed core plugins: EssentialsX, WorldEdit, WorldGuard, Multiverse-Core, AuthMe, hologram support, StormFactions, PacketEvents, Vault, PermissionsEx, ViaVersion suite, BlueMap, Orebfuscator, ProtocolLib, and custom LandVerse plugins.
- Created founder group for `deecayz` with wildcard permission and founder chat prefix.
- Added default permissions for `essentials.sethome` and `essentials.home`.
- Configured AuthMe for browser-friendly login: shared-IP registration allowed, longer login/register timeouts, pre-join dialog disabled, and other-account display disabled.
- Updated current AuthMe welcome/join display to compact `[+] username` style and quit message to `[-] username`.
- Installed SakuraSpawn as the main world and added the matching WorldEdit schematic.
- Set max players to 128 and branded the MOTD as LandVerse.
- Added custom tab list branding with LandVerse header, domain footer, and version footer.
- Set up BlueMap at `/map/` and embedded a map preview on the website.
- Built custom chat formatting to show PermissionsEx label and faction tag before player names.
- Created and iterated WalletVerifier for verification, LAND status, faction gating, DAS balance checks, trade, airdrops, and leaderboard.

Security and Operations

- Solana wallet private keys are not posted in chat and are stored on the server with restricted filesystem permissions.
- Wallet verification uses signed messages instead of private-key submission.
- LAND transfers use Token-2022-aware associated token accounts and `TransferChecked` transactions.
- Payment completion validates token balance deltas and duplicate signatures.
- Plugin reloads were used where possible to avoid unnecessary server restarts.
- Before risky plugin changes, backups were saved under `/srv/minecraft/plugin-backups`.
- Recoverable moves used trash/archive locations instead of destructive deletion.
- Paper anti-xray and Orefuscator are both active to reduce ore abuse.

Roadmap

Phase	Focus	Details
Live foundation	Server + wallet integration	Current live stack: Minecraft server, website, verification, LAND token config, map, leaderboard, trade.
Economy expansion	More LAND sinks	Faction rename, tag changes, upgrades, cosmetics, ranks, events, and weekly upkeep.
Player retention	Events and rewards	Seasonal faction competitions, leaderboard seasons, PvP prizes, build events, and limited cosmetics.
Marketplace	Player-to-player utility	LAND-based marketplace mechanics for server-approved items, boosts, or cosmetics.
Governance-lite	Community input	LAND-holder polls for event themes, map resets, cosmetic drops, or faction rule tuning, without promising financial governance.

Disclaimers

LandVerse is a game server project. LAND is described here as a utility token for gameplay features. The project should avoid language that suggests guaranteed price appreciation, investment returns, dividends, revenue share, passive income, or guaranteed liquidity. Token balances, supply, and external market data can change over time; operational documents should be refreshed before publication.

Generated from local implementation state, server files, Solana mint reads, pump.fun metadata, and recent operational notes on June 16, 2026.