TRANSPARENT WHITEPAPER · V1 · NFA

RIPMASTER 3030 STUDIOS

$3030 · a liquid trading-card game on **SuperRare Liquid Editions**

by **Gianni Arone** (lovebeing · @_lovebeing_) · SuperRare Liquid Editions — Cohort 1

One token. One fire. 100 living lenses.

- On-chain this is exactly **one thing**: a SuperRare **Liquid Edition** — the ERC-20 **$3030** on a bonding curve in **RARE**, **minted once**, burns permanent.
- The **100-card deck is the artwork — every card is a lens** (a render that reads the live market + burn). No ERC-1155, no per-copy editions.
- **33 hero cards mint as 1/1s** (11 auctioned on SuperRare, 11 pulled from packs, 11 earned in the games); the other **67 are render-only lenses**, mintable later.
- Packs **burn** the token — supply only ever falls, and we publish the **live** burn rather than a forecast — but **the cards survive**. The token burns so the art can live.
- **No team pre-mint. No hidden fees.** The studio takes a stated cut — half of every pack and half of the 10% game rake; the rest burns. Plus **Lovebeing**, the holder lens every wallet carries.

THIS DOCUMENT IS TRANSPARENCY, NOT A PITCH.

$3030 is a **collectible game token**, not an investment. It can go to zero. The cards are **art, parody, and memes**. Play for the fun of it. Nothing here is financial, legal, or tax advice — see the last page.

100 living lenses. Burn the token, not the cards.

- **The field** — all 100 cards are live lenses, five tiers (Common → Prizm). **Rarity is set by community vote** (the Rarity Court), not decreed.
- **Rip & collect** — a pack is a guided **buy of about $10 of $3030 — half burned, half to the studio**; you pull **field cards** and, rarely, a **gacha lens claim**.
- **The 33 hero lenses** — **11 auctioned** (bid on SuperRare) + **11 gacha** (pull the claim → mint the 1/1) + **11 earned** (clear a named feat → one-of-a-kind game title → mint). One owner each.
- **Play & wager** — the games ante $3030 (**net-zero wagers** — winner takes the pot) and let you stake your cards, which transfer (never burned).
- **The burn-down** — packs deflate the token permanently; **nothing retires**. Scarcity is dwindling allotments + rarity votes + compression.

100
living lens cards

33
minted hero 1/1s

67
render-only field cards

live
burn, read on-chain

A cheap micro-token on a Uniswap-v4 + Doppler curve.

- **Supply cap: 3,030,000 $3030. Minted once** into the pool at launch; burns are **permanent** and never re-mint.
- **Opening price ≈ $0.08 / $3030 — MEASURED, not modelled.** SuperRare ran the live mainnet `--preview` at the full supply on the **low-demand** preset, no initial RARE liquidity, no creator allocation.
- Liquidity is a **Doppler multicurve** (log-normal) inside a **Uniswap-v4 pool**; reserve/quote is **RARE**.
- **FDV at a full curve ≈ $2.4M** — an artist-scale niche edition, by choice. ⚠ This assumes a demand multiple of 10 across the whole curve, which the preview did **not** give us: illustration, not forecast.

3.03M hard cap	**~$0.08** opening / token
RARE reserve currency	**~$2.4M** full-curve FDV*

Two on-chain unknowns are confirmed with the Rare CLI before mainnet: the effective demand multiple **M** and the **sell-fraction**. The whole model is reproducible in `scripts/token-model.mjs`.

One direction: the fire.

🔥 BURNS (ON-CHAIN, REAL)

- every pack — **half of it** (125 tokens at the $0.08 open)
- voluntary conviction burns
- tier-end **compression** costs
- irreversible, public, final

📈 THE CURVE (ON-CHAIN, REAL)

- buys deepen the RARE reserve
- sells walk back down it
- **mint-once** — burns never re-mint
- read it live: `getMarketState()`

🃏 SITE-LAYER (SIGNAL, HONEST)

- rarity votes, wagers, trades, binder
- field-card pulls (render-only lenses)
- no tokens burned — **only packs burn**

There is no toll wallet, no creator-cut contract, no house pool. One ERC-20 + one renderer+721 lens contract (a tiny mint footprint — 33 hero 1/1s); the chain is the receipt.

The one premium ritual — a real buy-and-burn.

- A pack is a site-guided **buy of about $10 of $3030** (seven cards, ~$1.40 a card), **split half-burn / half-studio** — see docs/TREASURY.md for why that split has to be one atomic call.
- Your 7 pulls derive from your burn tx; your collection is your rip history + holdings — **not** a token reprice, FDV unchanged.
- **Priced in dollars:** the token amount is set from the live price when a tier opens and **locked for that tier** (Tier I = 125 $3030 at the $0.08 open).
- **Across tiers:** the **allotment dwindles** and the floor rises — the pack count is bounded by the **tier allotment**, not card supply.
- Sell out the allotment and that tier **closes**; the next opens. A tier opens on **sell-out, not on a date** — site-enforced and auditable from the burn txs.

TIER	PACK ALLOTMENT	BASE ≈ $*
Tier I	1,600 packs	$10
Tier II	1,100 packs	$12
Tier III	600 packs	$15
Tier IV	260 packs	$20

*The pack is priced in **dollars**; the token amount is derived from the live price at each tier open and locked for that tier. ≈3,560 packs total. We do **not** publish a target burn percentage — see docs/PACK-PRICING.md.

Four tiers, no calendar — every card a living lens.

TIER I	TIER II	TIER III	TIER IV
1,600	1,100	600	260
LIVE AT LAUNCH	ON SELL-OUT	ON SELL-OUT	ON SELL-OUT

A tier opens when the one before it sells out — not on a date. We are a game studio, not a drop calendar.

- **33 hero lenses — the genesis set (persists across all four tiers): 11 auctioned** (bid on SuperRare) + **11 gacha** (pull a claim from a pack → mint) + **22 earned** (win a one-of-a-kind game title → signed voucher → mint). Real **1/1 ERC-721** tokens, wallet-signed.
- **67 field lenses — render-only now:** live on-chain, unminted (readable via the CLI). Collect their copies from packs; **compress** (own every copy) into a **1/1**. Mint them for real **later**, on the same render — so they stay lenses, never static art.
- **Lovebeing — the holder lens:** distributed to **every $3030 holder**, one per wallet, **non-transferable** and **non-burnable**. Nothing turns to ash — the deck survives; the token deflates.

Built to ratchet, not to spike — and to add liquidity.

- **Un-pullable liquidity** — the RARE reserve lives in the pool, not a yankable LP. Sells walk down the curve; they can't drain it to zero.
- **No team pre-mint** — nothing is minted at genesis to dump on you.
- **Buy-and-burn packs** — RARE flows in on every buy, tokens vanish on every burn, so fewer tokens sit on a deeper reserve.
- **Adding liquidity** — seed real RARE at deploy and let every buy deepen the reserve organically; the curve itself is the standing liquidity.

WHAT THIS IS NOT.

Not a promise the price goes up. Net supply moves with **buys − burns** — the sign is not guaranteed. Deflationary *pressure* is a design goal, not a floor. Read the real trajectory live from `totalSupply()`.

Everything that matters is on-chain and reproducible.

- **Two contract surfaces** — the edition + one renderer+721 lens contract (a tiny mint footprint: 33 hero 1/1s). Nothing else to trust or exploit.
- **Reproducible model** — `token-model.mjs` re-derives every number in this deck (supply, curve, packs, lifetime burn).
- **Legible actions** — packs + conviction are burn txs on the one token; hero-lens mints are wallet-signed. The chain is the receipt.
- **Cards survive** — the burn is **token deflation** (3.03M → ~2.76M), not card death. No retirement, no ash, no ERC-1155.
- **Canonical + honest** — `docs/ECONOMIC-FLOW.md`; field-card ownership is a labeled later phase.
- **Testnet first** — a full Sepolia dress rehearsal before any mainnet deploy.

YOU CAN CHECK US.

Read the contract. Run the model. Watch the events. Transparency here means you don't have to trust the copy on this page — the chain is the source of truth.

RISKS · READ HONESTLY

Ways this can lose you money or break.

- ⚠ **The token can go to zero.** It is experimental and highly volatile. Only spend what you can lose entirely.
- ⚠ **Smart-contract risk.** Code can have bugs. Assume it is unaudited unless a published audit says otherwise.
- ⚠ **Liquidity & slippage.** A thin market means large trades move price hard; you may not be able to exit at the quoted price.
- ⚠ **Design risk.** Curve/preset parameters and the pack allotment are tuned and modeled — but game economies can behave in unexpected ways.
- ⚠ **Dependency risk.** The 721 lens mints (hero lenses + later field mints) run through SuperRare's assisted setup, or our own CLI-deployed lens contract — scope and timing are not solely ours.
- ⚠ **Site-layer honesty.** Court votes, wagers, and trades are community signal, not on-chain settlement. Only burns are consensus.
- ⚠ **Regulatory & key risk.** Rules vary by jurisdiction and can change; self-custody means a lost key is lost funds.

THE HONEST BOTTOM LINE.

This is a **game and an art project**, not a yield product. There is **no expectation of profit**. If any part of this reads like a promise of returns, re-read it: it isn't one.

All memes are memes. Not financial advice.

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