TRANSPARENT WHITEPAPER · V1 · NFA

UPPERDECK RIPMASTER 3030

$UR3030 · 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 **$UR3030** 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 pulled from packs, 22 earned in the games); the other **67 are render-only lenses**, mintable later.
- Packs **burn** the token — supply contracts **≈3×** (3.03M → ~1.01M) — but **the cards survive**. The token burns so the art can live.
- **No treasury. No team pre-mint. No fee wallet.** Plus **Lovebeing**, the holder lens every wallet carries.

THIS DOCUMENT IS TRANSPARENCY, NOT A PITCH.

$UR3030 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 ~350 $UR3030, burned in full**; you pull **field cards** and, rarely, a **gacha lens claim**.
- **The 33 hero lenses** — **11 gacha** (pull the claim → mint the 1/1) + **22 earned** (win a one-of-a-kind game title → mint). One owner each.
- **Play & wager** — the games ante $UR3030 (**net-zero wagers** — winner takes the pot) and let you stake your cards, which transfer (never burned).
- **The burn-down** — packs deflate the token ≈3×; **nothing retires**. Scarcity is dwindling allotments + rarity votes + compression.

100
living lens cards

33
minted hero 1/1s

67
render-only field cards

3×
token contraction

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

- **Supply cap: 3,030,000 $UR3030. Minted once** into the pool at launch; burns are **permanent** and never re-mint.
- **Opening price ≈ 1 RARE / token (~$0.02)** — kept cheap so every toll and vote is a micro-move.
- Liquidity is a **Doppler multicurve** (log-normal) inside a **Uniswap-v4 pool**; reserve/quote is **RARE**.
- **FDV at a full curve ≈ $606k** — an artist-scale niche edition, by choice. Verified with `--preview` pre-mainnet.

3.03M hard cap	**~$0.02** opening / token
RARE reserve currency	**~$606k** 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 — **in full** (~350/rip)
- voluntary conviction burns
- season-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 ~350 $UR3030 ≈ $7** (seven cards, ~$1 a card), **burned in full** — native curve operations, no pack contract.
- Your 7 pulls derive from your burn tx; your collection is your rip history + holdings — **not** a token reprice, FDV unchanged.
- **Within a season:** price walks a line from base → ceil as the allotment sells (S1 350 → 525 tokens).
- **Across seasons:** the **allotment dwindles** and the floor rises — the pack count is bounded by the **burn budget (~2.02M, ⅔ cap)**, not card supply.
- Sell out the allotment and packs **close for the season** — the schedule is site-enforced and auditable from the burn txs.

SEASON	PACK ALLOTMENT	BASE ≈ $*
I · Summer	1,600 packs	$7.00
II · Fall	1,100 packs	$9.00
III · Winter	600 packs	$12.00
IV · Spring	260 packs	$16.00

*Floor priced at the launch spot ($0.02); token appreciation rides on top. ≈3,560 packs total; full sellout ≈ 2,028,750 🔥 (⅔ of cap). Recalibrated to the live token price at each season open.

Four seasons a year — every card a living lens.

SEASON I	SEASON II	SEASON III	SEASON IV
SUMMER	**FALL**	**WINTER**	**SPRING**
LIVE AT LAUNCH	SOON	SOON	SOON

- **33 hero lenses — a Season-1 genesis set (persists all four seasons): 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 $UR3030 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 → ~1.01M), 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.

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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