TOKENOMICS · VERSION 2 · JULY 2026

A fixed billion with a claim on every swap.

$LOOT is LootPad's flagship and house token on Robinhood Chain: a fixed 1,000,000,000 supply with no mint function and no inflation, listed in its own Uniswap v4 pool, and staked to earn 37.5% of every swap fee on every coin the platform ever launches - streamed in ETH. This paper is the complete economics: the genesis split, the flagship listing, the staking stream, and how every launched coin is priced.

SUPPLY
1,000,000,000 - fixed, no mint

STAKER SHARE
37.5% of every fee, in ETH

EMISSIONS
Zero - real fee revenue only

One token, paid by every coin.

A fixed billion $LOOT - and 37.5% of the whole platform's fees behind it.

ABSTRACT

Fixed supply. Real revenue. Nothing synthetic.

Most launchpad tokens are paid in promises: emissions schedules, points, revenue "soon". $LOOT is paid in ETH, from day one, out of the only revenue a launchpad actually has - trading fees. Every swap on every LootPad coin pays a single 1% fee, and 37.5% of it streams to $LOOT stakers.

The supply side is deliberately boring. 1,000,000,000 $LOOT were minted once; the contract has no mint function, so there is no inflation and no dilution - ever. Half went to the community as a genesis airdrop, 30% seeded the flagship's own liquidity, and 20% funds the treasury on a year-long vest. Every restricted slice sits in a public lock contract anyone can read.

The demand side is the platform itself. Coins launched on LootPad are priced by real Uniswap V3 liquidity - a concentrated position that is the bonding curve, not a simulation of one - so they trade everywhere from block one, and every one of those trades feeds the staker stream. Staking $LOOT is a pro-rata claim on the volume of the whole floor.

This paper walks the full loop: where the billion sits (01), how the flagship itself is listed (02), how the stream reaches stakers (03), how launched coins are priced and locked (04), why the flywheel compounds (05), and where to verify every claim on-chain (06).

1,000,000,000
fixed $LOOT supply - no mint function, no inflation

50%
of the supply airdropped to the community at genesis

37.5%
of every swap fee on every coin streams to stakers

0
emissions - staking pays real ETH, never new tokens

01 SUPPLY & ALLOCATION

One billion, fixed forever.

$LOOT minted exactly 1,000,000,000 tokens, once. The contract has no mint function - the supply you see is the supply there will ever be. The genesis split sends the majority to the crowd, puts the market's share to work on day one, and makes the team's slice the smallest and slowest of the three.

- Genesis airdrop · 500,000,000 · 50%
- Liquidity pool · 300,000,000 · 30%
- Treasury · 200,000,000 · 20%

Genesis allocation

Every restricted slice sits in a public lock - tap an address to read it.

Genesis airdrop

500,000,000

50% of supply

Renounced, ownerless drip lock. Releases 10% every 24 hours over ten days - no early exit, no admin override.

`0x0a39EbB9a6B6EC75326BFcB948Bd301b1889a73F`

Liquidity pool

300,000,000

30% of supply

Paired with ETH in the Uniswap v4 pool and permanently locked - the seeder contract has no withdraw path.

`0x9c02597af50f4eef4a05d5642bc3198ceaafffd0`

Treasury

200,000,000

20% of supply

Vests linearly over 12 months, one twelfth a month - no cliff, no unlock switch, no discretion.

`0xA98302aE00263E3469A56974fFc94cef9256b6b0`

NO MINT. NO INFLATION. NO UNLOCK SWITCH.

The cap is provable, not promised: the token contract simply has no way to create more $LOOT, the airdrop drip is renounced and ownerless, the treasury vest has no cliff and no override, and the v4 liquidity seeder has no withdraw path. There is no privileged key that can change any of it.

MINT FUNCTION	TEAM UNLOCK	LP WITHDRAW PATH
None	12-month vest	None

02 THE FLAGSHIP LISTING

Listed like everyone else - only earlier.

$LOOT is the one token on the platform that does not live on a launch curve. It trades in its own Uniswap **v4** pool, where a 1% fee hook makes the flagship's own market obey the same economics as every coin it pays for.

At listing, the full 300,000,000-token liquidity allocation was paired with ~1.82 ETH - roughly $20,000 of opening fully-diluted valuation and about $12,000 of two-sided liquidity. A deliberately modest open: no premium priced in, the whole curve of upside left for the market to discover, and the position permanently locked from the first block.

The 1% hook on that pool feeds $LOOT's own trading into the very split it benefits from: 37.5% of every $LOOT swap streams to stakers like any other coin's fees, and because the platform itself is the "creator" of $LOOT, the 50% creator share routes to the treasury. The flagship funds its own community and its own runway with every trade.

Why v4 here, and V3 everywhere else

$LOOT's pool uses Uniswap v4 because the fee hook lets one pool enforce the platform split natively on the flagship's trades. Launched coins use Uniswap V3 (section 04), where the launchpad-owned liquidity position itself collects the 1% - two mechanisms, one identical 50 / 37.5 / 12.5 split.

300,000,000

$LOOT seeded into the v4 pool, paired with ~1.82 ETH - locked, no withdraw path

~$20,000

opening fully-diluted valuation - a floor-level start, not a premium

~$12,000

of two-sided liquidity live from the first block

50% → treasury

$LOOT's own creator share routes to the treasury, funding the platform

03 STAKING

One stake, the whole floor.

Stake $LOOT and you hold a pro-rata claim on 37.5% of every swap fee across every coin on the platform - every launch, every graduation, every day of trading after - streamed in ETH. Not points, not emissions, not a promise: real fee revenue, in the chain's own money.

The mechanism is a masterchef-style accumulator. Each time fees are distributed, the staking contract bumps a global accumulated-ETH-per-staked-$LOOT figure; your claimable balance is simply your stake multiplied by how much that figure has grown since you entered. No epochs, no snapshots, no gas-heavy loops - the math is O(1) whether ten people stake or ten million.

Distribution itself is permissionless: anyone can call the collect-and-distribute path, which harvests the accrued pool fees, converts the coin side to ETH, and pushes the 37.5% into the accumulator. No one at LootPad can pause, withhold, or redirect the stream. And because rewards arrive as ETH rather than freshly minted tokens, staking never dilutes the very asset it rewards.

37.5%

of every swap fee on every coin streams to stakers

ETH

the reward currency - spendable, never dilutive

0

emissions, lock-ups, or new tokens - fee revenue only

1 · Fees accrue

Every swap on every coin pays the 1% pool fee. It collects on launchpad-owned positions across the whole floor - and on $LOOT's own v4 hook.

2 · Anyone distributes

A permissionless call harvests the fees, converts the coin side to ETH, and credits 37.5% to the staking accumulator. The stream cannot be withheld.

3 · Stakers claim

Your claim grows block by block with platform volume, pro-rata to your stake. Claim the ETH whenever you like - or let it accrue; it never expires.

04 HOW LAUNCHED COINS ARE PRICED

The position is the curve.

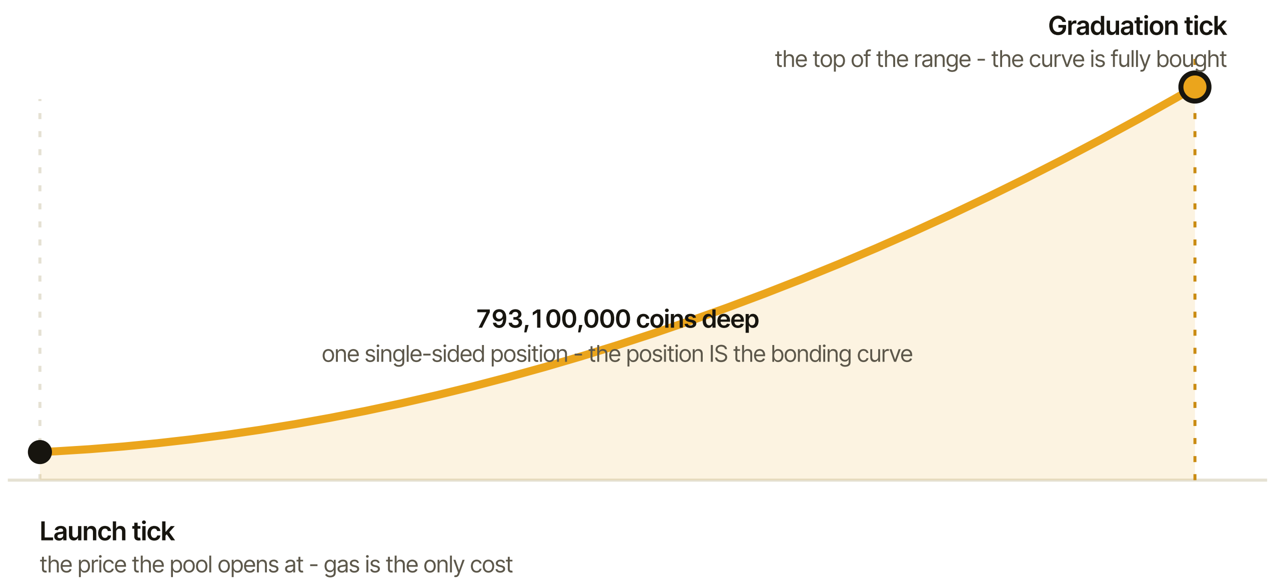
Every coin launched on LootPad is a standard ERC20 paired with WETH in a real Uniswap V3 pool on the 1% fee tier (fee 10,000, tick spacing 200). The launchpad seeds that pool with a single-sided, coin-only concentrated position spanning the launch price up to the graduation price - and that position **is** the bonding curve. Buys swap WETH into the range and walk the price up it; sells walk it back down.

No virtual reserves - the price rise is the tick range itself

Earlier editions of this paper described a synthetic constant-product curve - virtual ETH and token reserves with $k = R_{eth} \times R_{token}$ - that migrated into a v4 pool at graduation. That model is retired. In the deployed system there is no virtual-reserve formula at all: the price path from launch to graduation is set by the geometry of the V3 tick range the liquidity sits in, priced by the same pool math every arbitrageur, bot, and router on the chain already speaks. Nothing is simulated, and nothing migrates.

79.3% SOLD ON THE CURVE | **20.7%** LOCKED FLOOR

- 793,100,000 - sold on the open curve
- 206,900,000 - reserved to seed the locked graduation LP



Launch specification

Total supply per coin	`1,000,000,000`
Sold on the curve	`793,100,000 (79.3%)`
Graduation reserve	`206,900,000 (20.7%)`
Market	`Uniswap V3, COIN/WETH`
Pool fee tier	`1% (10,000)`
Tick spacing	`200`
Launch cost	`Gas only`

79.3% of the supply is sold on the open curve; the remaining 20.7% is held back for exactly one purpose - seeding the locked liquidity floor at graduation.

1 · The curve fills

All 793,100,000 curve coins are bought through and the price reaches the graduation tick at the top of the range. The coin has earned its floor.

2 · The spent position burns

Graduation is permissionless - anyone can trigger it once the curve is spent. The single-sided curve position is burned out of the pool.

3 · The floor re-mints, locked

The raised ETH plus the reserved 206,900,000 coins re-mint as one full-range V3 position owned by an immutable Locker with no liquidity-removal code path. Locked forever.

A real V3 pool from block one: the coin lists itself, everywhere, the moment it launches.

Tradeable everywhere, immediately

Because every coin is a real, canonical Uniswap V3 pool from its first block - not a website-only curve - the entire tooling world sees it the moment it exists. And because graduation restructures the same pool rather than migrating to a new one, the chart never dies, the pair address never changes, and there is no re-listing window for snipers.

DexScreener | GeckoTerminal | Maestro | Any DEX router | Your own contracts

For the full launch mechanics - dev-buys, graduation triggers, and the locked floor in depth - read the **whitepaper**. This paper's concern is what those mechanics mean for $LOOT: every one of these pools pays the stream.

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05 THE FEE FLYWHEEL

One percent that pays the crowd.

Every swap on every coin - on the curve, after graduation, and on $LOOT's own v4 pool - pays a single 1% fee. It splits the same way every time, forever: half to the coin's creator, 37.5% to $LOOT stakers, and 12.5% to the house, paid last and least by design.

50%	37.5%	12.5%
CREATOR	$LOOT STAKERS	HOUSE

● Creator · 50% ● $LOOT stakers · 37.5% ● House · 12.5%

1. **Coins launch and trade**

   Real pools from block one mean real volume from block one - every buy, sell, snipe, and arb pays the 1%.

2. **Creators are paid to build**

   Half of every fee banks to the coin's creator in ETH, so the people who bring volume keep bringing it.

3. **Stakers are paid to hold**

   37.5% of the same fee streams to $LOOT stakers - the staker share is what gives $LOOT its value: a claim on the whole platform's volume, not on a promise.

4. **The loop compounds**

   A growing stream makes staking more attractive, a stronger $LOOT funds a better platform, and a better platform launches more coins - which grows the stream.

— Every tool, bot, and router that trades a LootPad coin is feeding the same stream to $LOOT stakers.

WHAT $LOOT ACTUALLY IS

Strip the branding away and $LOOT is a fixed-supply claim on 37.5% of the gross trading fees of an entire launchpad, paid in ETH, with the claim enforced by permissionless code rather than a dividend policy. More coins, more volume, more stream - and not one new $LOOT is ever minted along the way.

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06 CONTRACTS & VERIFICATION

Don't trust us - read us.

Every number in this paper is checkable against deployed, verified code on the Robinhood Chain block explorer: the fixed supply, the genesis locks, the staking stream, and the launcher whose fees feed it. If an address does not match this list, it is not us.

$LOOT - token, listing & staking

The flagship and the machinery that pays it.

$LOOT token

`0xbEF83DA2237be439d0BE0b50d452b89A6968B112`

Fixed 1,000,000,000 supply, immutable. The house token - verify before you trade.

LootStaking

`0x5F0fF5edAAf670fa85B720C6839b80E158AB808c`

Stake $LOOT here to receive 37.5% of every swap fee on the platform, streamed in ETH.

Fee hook (Uniswap v4)

`0x698975785F4e661a6e978b81754281d7bA710044`

The 1% hook on $LOOT's own v4 pool - the flagship's trades feed the same split.

Uniswap v4 PoolManager

`0x8366a39CC670B4001A1121B8F6A443A643e40951`

The v4 singleton that hosts $LOOT's pool.

Airdrop lock

`0x0a39EbB9a6B6EC75326BFcB948Bd301b1889a73F`

Renounced drip holding the 500M genesis airdrop - 10% unlocks every 24 hours.

Treasury lock

`0xA98302aE00263E3469A56974fFc94cef9256b6b0`

Holds the 200M treasury on a 12-month linear vest - one twelfth a month.

LootPadV3 - the launcher behind every coin

The V3 stack whose fees $LOOT stakers are paid from.

LootPadV3

`0x280996bdDCd10A6eEc637Bfb55bD60131f31aa59`

Launcher (UUPS proxy): creates each coin's pool, seeds the curve position, routes the fee split.

LP Locker

`0x25646EE317033aC35CcF325d23b0d9FD848F88A0`

Immutable owner of every graduated coin's full-range liquidity. No removal code path.

Uniswap V3 factory

`0x1f7d7550B1b028f7571E69A784071F0205FD2EfA`

The chain's canonical V3 factory - every coin's pool is created through it.

WETH9

`0x0Bd7D308f8E1639FAb988df18A8011f41EAcAD73`

Wrapped ETH. Pools are COIN/WETH; ETH wraps and unwraps at the router edges.

SwapRouter02

`0xCaf681a66D020601342297493863E78C959E5cb2`

The standard Uniswap router the LootPad UI, and any bot, trades through.

The living registry, with explorer links and any future additions, is always at **lootpad.tech/contracts**. For the full protocol mechanics behind these addresses, read the **whitepaper**.

LOOTPAD · TOKENOMICS V2

The stream is live.

A fixed billion. Zero emissions. 37.5% of every swap fee on every coin, streamed in ETH to the people who stake. Everything in this paper is deployed, verified, and paying out on Robinhood Chain right now - go check, then come earn.