



## A playful, on-chain attention game powered by \$MEOWT 🐱.

In the current time of hyper-connectivity, influencers and social media, everyone's got something to say. That's not an issue in itself, but everyone is speaking at the same time: nobody listens anymore. Do you ever find yourself endlessly scrolling through feeds, hunting for anything with real meaning? Something that feels different and original?

Platforms like Facebook, Twitter, Instagram, TikTok, Reddit all produce tons of content every second. It's no surprise the value of each voice gets hopelessly diluted. That's when a cool cat like you needs to scream: **HearMeOwT!**

**HearMeOwT** is a playful billboard where only one post is live at a time. Think of it as a megaphone always ready, right in front of your mouth. By staking the \$MEOWT 🐱 token you book a time slot for your post; the crowd votes by liking or disliking it, and anyone can try to replace it by staking higher. There are three ways a post can resolve: it can expire with time, be replaced by a new challenger, or get nuked if the dislikes dominate (as it usually happens to your birthday pictures on Instagram 🎂Monkey). **Boosts** add bursts of visibility and temporarily protect from replacements. If time runs out without a replacement, your message gets crowned: other cats finally heard your voice.

As if that wasn't enough, here comes the catch - there's a whole other layer: **incentives**. Honor and attention feel nice, but they don't fill your belly. For the materialists among us: you can also play to earn.

Each post has its own **pot**, first seeded from a small percentage of the initial stake, then buffed by engagement from boosts and votes. When the message resolves, the pot gets distributed: part to the author, part to the majority voters, part to treasury (with burn). The split depends on how the post ends. Time expiration rewards the author more; nuking rewards the house more; replacements carry part of the old pot into the new one. No matter what, someone leaves with fresh, shiny \$MEOWT 🐱 in their pocket. And it's not just at resolution: authors and boosters receive immediate tips on each like -real time, right now- taken directly from voting fees.

Blend these two components and you get a fun, **self-funding loop**: attention drives fees → fees grow the pot → the pot funds rewards → and the next challenger inherits part of that energy.

That's it. Ready to post? Or worried for your precious tokens? That's fair; words only go so far. Everything above is **formula-based and on-chain**; there are no hidden knobs and every rule is parameterized. For the full picture -parameters, equations, and all the nerdy bits- jump to the sections below.



# Mechanics & Parameters

Clear rules. Exact parameters. All on-chain.

## ⌚ Staking & Time windows

Max post time (cap): 3h

Stake to pot: 6%

Post/Replace Immunity: 6m

Boost window: 3m

Boost gap: 3m

Glory: 6m

Settle freeze: 11s

The time duration for a message to be live on the billboard depends on the amount of MEOWT 🐱 staked by its author at post or replacement. In any case, the maximum time is **3 hours**. At staking, **6%** of the total amount is immediately sent to the pot. The author **always** retrieves the remaining amount at resolution. After a new message appears, replacements are blocked for **6 minutes** (immunity). A boost locks replacements for **3 minutes** and enforces a **3 minute** cool-down before the next boost. When the main timer ends, a **6 minute Glory** period starts, when only likes are allowed. We add an **11 second** safety freeze after Glory and after a message is nuked or moderated to keep chain and UI animation perfectly in sync.

## 💸 Replacement Price

Each MEOWT 🐱 staked: 30 sec

Small premium: 5%

Price floor: 2% of stake

Min floor: 50 MEOWT 🐱

Engagement: 20% of pot

Cap engagement: 3x

The initial stake (for a post or a replacement) **determines** how long a message can stay live, up to a hard cap of **3 hours**. As time passes, the price to replace the post diminishes **linearly**. Staking above what's needed for the 3-hour cap does **not** increase time; it only raises the floor for future replacement price, which is **2%** of the post's initial stake (min **50 MEOWT 🐱**). Replacing the live post costs MEOWT 🐱 based on the remaining lifetime plus a small **5%** premium and an additional component tied to **20% of the pot** (engagement), capped at **3x** the base price.

**Math quick ref**

**Seconds per token → k**  
k = 30 sec / 1 MEOWT

**Total time from t<sub>0</sub> → B<sub>0</sub>**  
 $B_0 = \min(stake \cdot k, 3h)$

**Floor**  
 $\text{floor} = \max(2\% \cdot \text{stake}, 50 \text{ MEOWT})$

**Remaining time → rem**  
 $\text{rem} = B_0 - (t - t_0)$

**Base without premium → base**  
 $\text{base} = \text{ceil}(\text{rem} / k)$

**With premium ε = 5% → withEps**  
 $\text{withEps} = \text{base} \cdot (1 + \epsilon)$

**Effective base with floor → baseEff**  
 $\text{baseEff} = \max(\text{withEps}, \text{floor})$

**Engagement add → engAdj**  
 $\text{engAdj} = \min(20\% \cdot \text{feePot}, 3 \cdot \text{baseEff})$

**Replacement price**  
 $\text{StakeToReplace} = \text{baseEff} + \text{engAdj}$



## 👍👎 Voting & Like Tips

**Like fee: 1.5 MEOWT 🐱**

**Dislike fee: 2.0 MEOWT 🐱**

**Author tip: 0.5 MEOWT 🐱**

**Booster tip: 1.0 MEOWT 🐱**

**Glory author tip: 1.5 MEOWT 🐱**

**Min voting balance: 10 MEOWT 🐱**

Anyone holding at least **10 MEOWT 🐱** can vote. A like costs **1.5 MEOWT 🐱**; a dislike costs **2.0 MEOWT 🐱**. Outside special windows, each like pays an immediate **0.5 MEOWT 🐱** tip to the author, with **1.0 MEOWT 🐱** added to the pot. During a **Boost**, each like pays an immediate **1.0 MEOWT 🐱** tip to the booster, with **0.5 MEOWT 🐱** added to the pot. During **Glory**, the entire like fee tips the *author*. The entire dislike fee always goes to the pot.

## 🏁 Resolution Splits

**Expired: 50%/40%/10%**

**Nuked: 0%/40%/60%**

**Replaced: 10%/40%/50%**

**House: 50%/50% Treasury/Burn**

**Carry over: 20% from house**

**Cap carry over: ≤ baseEff(new)**

Posts resolve in **three** ways. **Expired** when time runs out: **Author 50% • Winners 40% • House 10%**. **Replaced** when a challenger stakes the

replacement price outside immunity/boost/glory: **Author 10% • Winners 40% • House 50%.** **Nuked** when dislikes reach **66%** with quorum  $\geq 30$  votes: **Author 0% • Winners 40% • House 60%.** After nukes, there is an **11s** freeze. On replace, **20%** of the old pot (from the house share) *carries over* to the new message, capped at  $\leq \text{baseEff(new)}$ . House share is split 50/50 between burn and treasury.

### Distribution summary

Outcome	Author	Winners	House
Expired	50%	40%	10% (50/50 burn/treasury)
Replaced	10%	40%	50% (50/50 burn/treasury)
Nuked	0%	40%	60% (50/50 burn/treasury)

**Carryover on replace: 20% of old pot (from house), capped at  $\leq \text{baseEff(new)}$ .**

### 🛠️ Moderation

**Auto-nuke on flag** **Freeze: 11s** **Author 0%** **Winners 40%** **House 60% → burn**

All messages are checked by an external oracle (e.g., Perspective). If flagged, the contract **immediately nukes** the post. Distribution follows the nuked split with a moderation override: **Author 0%, Winners 40%, House 60%** and the **entire house share is sent to burn** (no treasury). An **11s** freeze prevents posting until the board resets. The UI masks the post during this interval.

### 🚀 Boost Pricing

**min 6 MEOWT 🐱** **max 60 MEOWT 🐱** **target: 25% of pot**

Boost cost tracks the pot for intuitive pricing: **25% of pot, clamped to 6–60 MEOWT 🐱.** 100% of boost fees go to the pot. While a boost is active, like tips are split: **1.0** to booster, **0.5** to pot.

🐱 Exact on-chain values in the contract.

Parameters upgrade-gated until locked.



# Mechanics: Parameters values

Concrete numbers used at launch.

## ⌚ Timings

- **maxBO** = 3 hours
- **POST\_IMMUNITY\_SECS** = 360
- **BOOST\_WINDOW\_SECS** = 180
- **BOOST\_GAP\_SECS** = 180
- **GLORY\_SECS** = 360
- **SETTLE\_FREEZE\_SECS** = 11

## เหรียญ Replace Price

- **kSecPerToken** = 30
- **epsilonBps** = 500 (5%)
- **floorBps** = 200 (2% of stake)
- **minFloorMEOW** = 50 MEOWT 🐱
- **engagementBps** = 2000 (20% of pot)
- **capMultiplierBps** = 30000 (3x baseEff cap)

## 👍👎 Voting

- **voteFeeLike** = 1.5 MEOWT 🐱
- **voteFeeDislike** = 2.0 MEOWT 🐱
- **likeTipBase** = 0.5 MEOWT 🐱 (default author tip)
- **minVotingBalance** = 10 MEOWT 🐱
- **vMin** = 30 votes (quorum)
- **nukeBps** = 6600 (66%)

## 🏁 Splits & Carryover

- **Expired**: Author 50% • Winners 40% • House 10%
- **Replaced**: Author 10% • Winners 40% • House 50%
- **Nuked**: Author 0% • Winners 40% • House 60%
- **carryoverBpsOnReplace** = 2000 (20% of old pot)
- **carryoverCapMultiplierBps** = 10000 ( $\leq 1 \times \text{baseEff(new)}$ )
- **carryoverMinVotes** = 0

## Boosts & Pot Seed

- **boostCost** = clamp(6, 25% of pot, 60)
- **Boost like tips**: 1 to booster, 0.5 to pot (while active)
- **Glory like tips**: 100% to author
- **Pot seed** on post/replace: 6% of stake → pot
- **House split** at resolution: 50% burn / 50% treasury

## Guardrails

- **minStakeToPost** = 50 MEOWT 
- **Posting blocked** during Glory + settle freezes post nuked and moderation
- **Replace blocked** while no message active, or during immunity, boost and glory
- **Moderation**: auto-nuke on flag → **Author 0%, Winners 40%, House 60% to burn**

 Mirrors deployed contract defaults.

Subject to final audit before mainnet.



# Tokenomics

## Straightforward, low-maintenance, and transparent.

### Total Supply

Token	Symbol	Total Supply	Chain
HearMeOwT	MEOWT 	1,000,000,000	Base

No further minting. Ownership and vesting addresses will be published at TGE.

### Allocation

Bucket	%	Amount	Notes
Presale	20%	200,000,000	25% TGE, 75% linear 3m (monthly)
Team	12%	120,000,000	12m linear (monthly) via VestingWallet
Treasury / Ops	8%	80,000,000	12m linear (monthly)
Liquidity & MM	10%	100,000,000	Seed DEX; LP locked/burned
Ecosystem & Rewards	30%	300,000,000	Timelocked distributor (no micromanaged emissions)
Community Airdrop	10%	100,000,000	Claim window; unclaimed → burn/treasury
Strategic / Partners	10%	100,000,000	Allocated if needed; 12–18m linear

Everything not circulating at TGE is locked in visible, on-chain vesting or timelocks.

### Presale (simple, fixed-price)

- **Allocation:** 200M (20%).

- **Vesting:** 25% at TGE, rest linear over 3 months (monthly).
- **Caps:** per-wallet min/max; allowlist optional.
- **Unsold:** move to Ecosystem or burn.

Why fixed price? It's predictable, low-touch, and easy to verify. No complex auctions needed.

## Liquidity & Launch

- Seed DEX with **100M MEOWT** 🐱 + matching ETH.
- **Lock / burn** the LP tokens.
- Publish the wallets for burn, treasury, and vesting contracts.

Initial circulating at TGE = Presale (TGE portion) + Liquidity pool + Airdrop.

## Ops & Moderation Budget

Treasury covers infra, moderation API, keepers, audits, and basic maintenance. No promises of future features; the game is complete at launch.

## "No-Roadmap" Pledge

This is a finished toy: **the game you see is the game you get**, as a fully functional on-chain billboard game. No vague promises, no endless teasers.

## Plain-English Notice

MEOWT 🐱 is a utility token for an on-chain game. It is **not** an investment contract or a promise of profit. Jurisdictional rules vary; users are responsible for complying with local laws. We recommend basic geofencing/KYC where required.



# Roadmap

Ship small. Keep promises. Have fun 😊

## Phase 1 — Launch & Ops

- **Final contract deployed** with the rules in this doc (params visible on-chain, owner on a Safe).
- **Moderation bot live** (GitHub Actions + Perspective/OpenAI): auto-nuke on flag + 11s freeze; UI mask during freeze.
- **Liquidity seeded** on DEX; LP **locked or burned**. Publish all addresses (burn, treasury, vesting).
- **Claims are self-serve** in the UI (authors auto, voters claim / batch-claim available). No extra “settlement keeper” needed.
- **Transparency over hype**: public source, parameters documented; optional community review / audit budget permitting.

## Phase 2 — Social Surfaces

- Share cards, leaderboards, and “glory highlights”.
- Creator profiles & post history.
- Community-run sticker/overlay packs.

## Phase 3 — Expansion

- Permissionless “side billboards”.
- Seasonal parameter presets (no hidden knobs; rotate the published set before `lockParams()` or stick with the base).
- DAO-style controls: timelock + multisig for owner actions; eventual **permanent** `lockParams()`.

## Plain-English note

**This is a finished game at launch.** Extras are aspirational, not empty promises. The game **already** works exactly as described.



Feedback welcome: tune parameters, not vibes.

The game you see is the game you get.