# **GENESIScoin** Technical Mechanics

## **Pre-Sale System**

- Supply: 33B GENc
- Stages: 5, with progressive pricing and bonuses up to +15%
  - Stage 1: 0.0001 USD / GENc (+4% bonus) no time limit (until sold out)
  - Stage 2: 0.0002 USD / GENc (+8% bonus) duration: 50 days
  - Stage 3: 0.0003 USD / GENc (+9% bonus) duration: 50 days
  - Stage 4: 0.0004 USD / GENc (+10% bonus) duration: 50 days
  - Stage 5: 0.0005 USD / GENc (+15% bonus) no time limit (until sold out)
- Limits (applied only during Pre-Sale, no tax):
  - Max purchase: **500M GENc** per transaction
  - Max wallet: **1B GENc (1% of total supply)**
- Unsold tokens redistributed automatically (on-chain):
  - 15% → Liquidity Pool
  - 15% → Burn
  - 15% → TeamG
  - 15% → Community
  - 35% → Dividend
  - 5% → DevG
- Funds distribution (BNB): All collected funds are redistributed once every 24h across:
  - DevG (10%)
  - TeamG (10%)
  - Liquidity Pool (50%)
  - Marketing (6%)
  - Community (5%)
  - SecureAudit (7%)
  - LevelUpVision (7%)
  - Project Expansion (5%)
- Automation: Distributions are executed trustlessly by the Oracle bot, which triggers distributeFunds() every 86400 seconds (24h)

## B100D Loyalty & Final Bonus – Full Scheme

#### Overview

A 100-day loyalty program with daily GENc payouts and a proportional final bonus. Eligibility and activity are tracked on-chain, enforced by bots and oracle automation.

## 1. Eligibility & Registration

- Requirement:  $\geq$  **15,000,000 GENc** balance.
- Fee: **0.1 BNB** → routed to GENc Gas Reserve.
- Registration available only in Stage 5 of Pre-Sale.
- On registration:
  - b100dParticipants[user] created with initialHold and isActive = true.
  - Event B100DRegistered emitted.
  - B100DBot records user + initialHold.

## 2. Monitoring & Eject Logic

- B100DBot:
  - Subscribes to all Transfer events for registered addresses.
  - Verifies balanceOf(user) ≥ initialHold.
  - If balance < initialHold → calls ejectFromWhitelist(user).

#### • Contract effect:

- Sets isActive = false.
- Emits RemovedFromB100DWhitelist(user).
- User excluded from further daily payouts and Final Bonus.

## 3. Daily Payouts

- Trigger: Oracle calls triggerDailyB100DPayout() once per day.
- Distribution:
  - **15,000 GENc** per active participant.
  - Executed in batches of 50 users for gas safety.
  - If transfer fails → ClaimFailed event emitted.
- **Progression**: after all users processed → B100DDayCompleted(day) emitted.

#### 4. Final Bonus

- Trigger: after day 100, FinalBBot calls triggerFinalBonusDistribution().
- Eligibility: only users with isActive = true.
- Calculation:
  - Contract sums all initialHold of active users.
  - User's share = (initialHold ÷ totalInitialHoldActive) × remaining B100D pool.

# Completion:

- When all eligible processed → FinalBonusCompleted() emitted.
- Users flagged in finalBonusClaimed cannot double-claim.
- Distribution:
  - Batched (max 75 users per tx).
  - Each transfer reduces the B100D pool.
  - FinalBonusDistributed(user, amount) logged.

## **Public Sale + Daily Bonus**

- Phase 1 (Days 1–100):
  - Minimum buy: 200,000 GENc
  - Daily bonus: 100,000 GENc
  - Daily cap: 100 wallets/day
  - Unused bonuses are stored in the Bonus Pool
- Phase 2 (Days 101–200):
  - Minimum buy: 300,000 GENc
  - Daily bonus: 150,000 GENc
  - Daily cap: 75 wallets/day
  - Unused bonuses are stored in the Bonus Pool
- Phase 3 (Days 201–300):
  - Minimum buy: 500,000 GENc
  - Daily bonus: 200,000 GENc
  - Daily cap: 50 wallets/day
  - Unused bonuses are stored in the Bonus Pool
  - Phase 4 (Day 301 → until Bonus Pool exhausted):
    - Minimum buy: 700,000 GENc
    - Daily bonus: 300,000 GENc
    - Daily cap: 25 wallets/day
    - From this point, the **Bonus Pool is gradually distributed** together with the daily allocation.
    - **No expiry** the system continues until the pool is fully depleted.

# **Dividend System**

- DividendGENc Pool
  - Minimum holding requirement: **5,000,000 GENc**
  - **Cycle length:** 21–28 days (randomized by DividendVerifier).
  - **Progressive combo:** Starts at 2%, increases by +1% every 2 completed cycles, capped at ~10%.
  - **HoldProof enforced:** If balance drops below required threshold during a cycle, the address is removed and receives no payout.
  - +151% Rule: If a holder's balance increases by ≥151% compared to the current initialHold during an active cycle, the system updates initialHold immediately. All subsequent payouts (even in the same cycle) are calculated against this new updated threshold.

## • Rewards (BNB)

- Integrated directly into the **GENc Token tax logic**.
- Funded and distributed automatically in BNB from transaction taxes.
- Minimum holding requirement: 10,000,000 GENc.
- Operates as a standard dividend distribution system, fully independent from the DividendGENc pool.

# **Airdrop System**

- Management
  - Controlled by airT tracker and airdropConsole CLI.
  - airT maintains the trackedHolders.json file with all eligible addresses.
- Entry Requirement
  - Minimum balance: 100,000 GENc to participate.
- Distribution Modes (via CLI)
  - Proportional mode:
    - Each eligible wallet receives a share of the pool proportional to its GENc balance.
    - Formula: (userBalance ÷ totalEligibleBalance) × airdropPoolGENc.
  - Fixed mode:
    - Each eligible wallet receives the same fixed amount.
    - Requires that the pool has sufficient balance before execution.
- Pools
  - Pre-Sale Airdrop: up to 1.5B GENc, unlocked progressively across 5 stages (minimum 600M guaranteed).
  - Milestone Holders Airdrop: up to 1.0B GENc, unlocked at holder-count milestones (500 → 5K holders).
  - Additional Allocation: up to 2.5B GENc reserved (DAO or future events; distribution logic TBD).
  - Total Airdrop Allocation: 5.0B GENc.
- Automation & Batching
  - Distributions are executed in batches of up to 200 addresses per transaction for gas safety.
  - All executed distributions are logged in airdropLog.json.
- On-Chain Logic
  - Uses airdropByList(recipients, amounts) in the PublicSaleGENc contract.
  - Pool status tracked via airdropPoolGENc().