LaunchPool User Guide

1. Introduction to LaunchPool

LaunchPool is built on **Lightning Channel Contracts** and serves as a key infrastructure in the **SatoshiNet ecosystem**. It provides project teams with a flexible way to issue and distribute assets. Currently, it supports **ORDX** and **Runes** protocol assets on **Bitcoin L1 (Mainnet)**, and will later expand to support **BRC20**, **Ordinals**, and other mainstream protocols.

LaunchPool has already unlocked the initial potential of **Lightning Channel Contracts**. In the future, we will continue to design **more diverse template contracts** based on project narratives and application scenarios, bringing new paradigms for asset issuance and circulation in the Bitcoin ecosystem.

For users, LaunchPool offers a **low-cost**, **fair**, **and transparent** way to participate in asset minting. Once the launch succeeds, assets are **instantly settled and automatically distributed**, and can immediately flow into the **Swap Market** for trading.

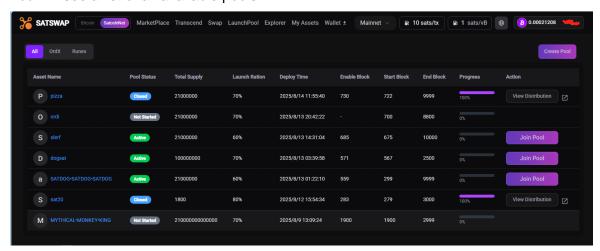
2. Create a LaunchPool

2.1 Open Sat20 Market

Sat20 Market

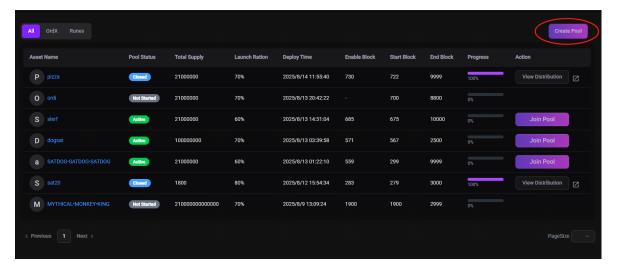
2.2 Access LaunchPool

- In the navigation bar, click LaunchPool.
- You will see a list of all available pools.



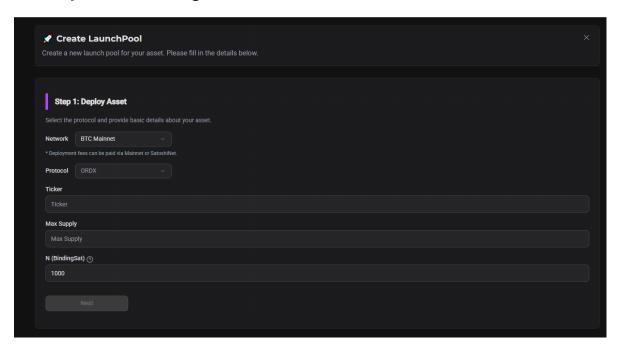
2.3 Create a Pool

• Click [Create Pool] to open the pool configuration page.



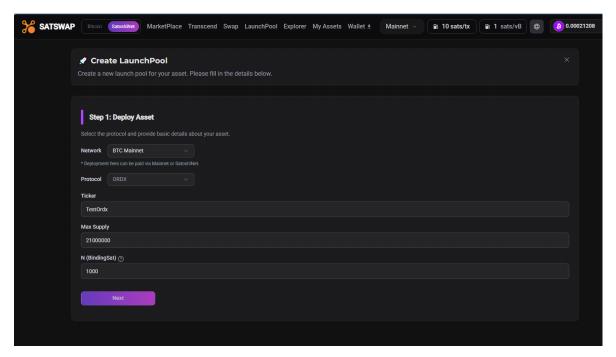
3. Configure a Launch Project

3.1 Step One: Configure Mainnet Parameters



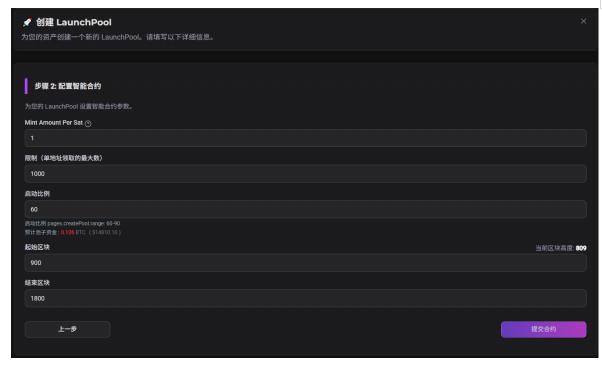
- Network: Supports Mainnet and SatoshiNet (for paying launch fees).
- Protocol: Currently supports ORDX and Runes; will support BRC20, Ordinals later.
- Ticker: Asset name.
- Max Supply: Total supply of the asset (determines pool size, fill based on use case).
- N (BindingSat): Required for ORDX protocol only. Defines the number of assets bound to each satoshi (e.g. 1/10/100/1000/10000).

- Higher values = lower minting cost on Mainnet, but larger minimum withdrawal unit.
- Example: Max Supply = 21,000,000, BindingSat = 1000 → Minting cost =
- $21,000,000 \div 1000 = 21,000$ sats.



3.2 Step Two: Configure SatoshiNet Parameters

- Mint Amount Per Sat: Number of assets per satoshi on SatoshiNet (min = 1).
 - Smaller value = larger pool size. Suggested values: 1 / 10 / 100 / 1000 / 10000.
- Limit (Max amount per address): Maximum mint per address.
- Launch Ratio: The success threshold. If reached, launch succeeds; if not, funds are refunded.
- Start Block: Block height when the contract becomes active (≈ 12 seconds per block).
- End Block: Expiry block height. If target not reached by then, launch fails and funds are refunded.

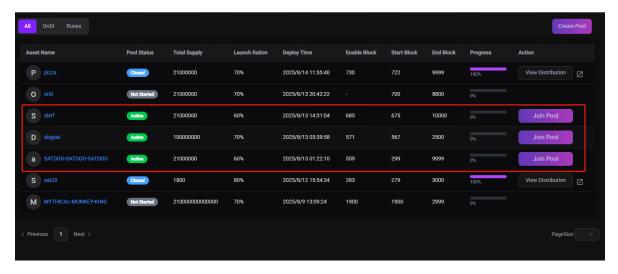


Formula Example:

- Pool Size = (Max Supply ÷ Mint Amount Per Sat) × Launch RatioExample: 21,000,000 ÷ 1
 × 60% = 12,600,000 sats ≈ 0.126 BTC
- If Mint Amount = 10 →Pool Size = 0.0126 BTC

Note: Since LaunchPool runs on Lightning Channel Contracts, deployment requires Mainnet block confirmations. The status in the LaunchPool list will show:

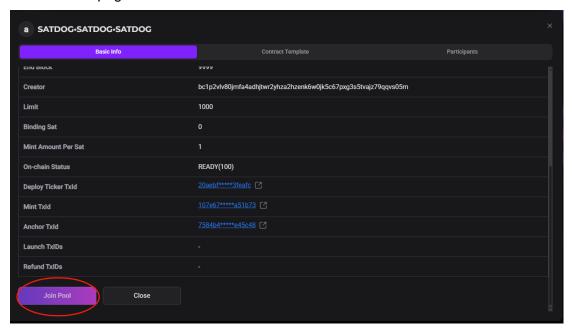
- Active —Contract is live
- Not Started → Contract pending



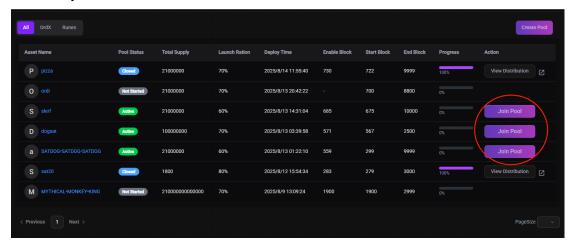
4. Join a LaunchPool

• Pools with status **Active** and progress < 100% are open for participation.

- Join via:
 - Asset details page →Join Pool



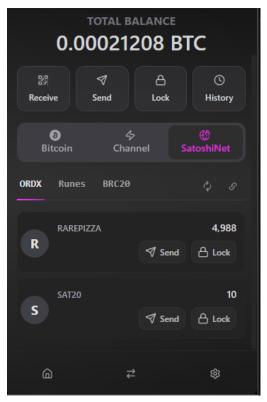
o Or directly click Join Pool in the list.



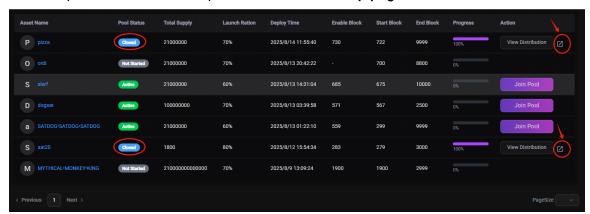
• Respect per-address limits. You can join in multiple rounds or all at once.

5. Asset Distribution & Trading

1. When a launch succeeds (reaches threshold), the system automatically distributes assets to participant addresses in SAT20 Wallet —SatoshiNet.



- 2. Confirm that assets have been received in your wallet.
- 3. From the pool list, click the swap icon to enter the **Swap page**.



- 4. Or navigate to **Swap** in the top menu, and check the status of the asset's **AMM contract**.
 - a. If status = **Active**, you can start trading immediately.

