

1 billion token

The idea of this project is to use community driven products to distribute new projects tokens, in a fair way where anyone who is part of the ecosystems community on chain can participate in earning/mining tokens. Projects listed on the launchpad will have their contracts vetted and approved by the dao before launched. Projects will be required to adhere to platform rules such as fixed supply or fixed inflation rates where supply cannot be changed to prevent rugging, max team allocations with vesting periods. This helps prevent rugs and the community getting hurt.

15% team

5% marketing

10% liquidity

Projects launching on \$GOOSE cannot exceed 20% for their team and no more than 5% vesting per year. 5% will be given to the our core team, 15% will be used for liquidity, and 60% will be minted. Our core team will recieve as same vesting rate as everyone else of that 5% supply.

- 1.\$Goose Native token LP required on each project(highest apy always). This will be the LP tokena from astroport liquidity pools (\$GOOSE/\$SEI)
- 2.\$Goose token staking required
- 3.Project token LP required(2nd highest apy) so the \$TOKEN being launched LP tokens in astroport liquidity pools \$TOKEN/\$SEI
4. Sei staking (with native lock period)
5. Community NFT or token stake rewards(NFTs can be unstaked anytime, no hold, earned \$GOOSE claims depend on boost settings.
6. Stake goose (lowest apy)

Boosts.

Each pool will have 3 boost opportunities

1. Vesting their earned goose foe
 - a) 30 days (10%) boost
 - b) 90 days (25%) boost
 - c) 180 days (40%) boost
2. Referral, users can earn a boost up to max 50% in referrals, to qualify for referrals the use must vest the earned goose for 30 days. Each referral earn 2.5% boost, the referral must meet the following requirements
 - A) Buy \$GOOSE on astroport atleast 5 \$SEI worth
 - B) Stake \$GOOSE to goose stake(lowest apy)
3. When users claim their goose they will be given the option to share their claim on twitter, if they choose to do so they will earn 10% boost for 24h, this boost can only be claimed and

reboosted once every 24h. This needs to be verified, and if possible verifies every x hours to make sure the user doesn't delete the tweet, if the tweet is deleted, the boost will be removed and the user will have to wait 24 hours before eligibility.

Examples: of \$Goose launch

Pool Name	Boost Options	Daily Pool Emissions	Staked	Earnings/sec	Vesting \$GOOSE	Vesting Period
Webump NFT Pool	20% - 40% Vesting Days	750k	10	200	Yes/No	180 Days
SEIYAN NFT Pool	Same as above	750k	-	-	-	-
ANT COLONY Pool	Same as above	750k	-	-	-	-

Component	Boost Options	Daily Pool Emission	Referrals	Additional Info
\$GOOSE Staking	Same as other	100k	3%	Twitter Boost
\$GOOSE LP Pool	Same as other	2.8ml	-	-
\$SEI Staking	Same as others	400k	-	+ EARNs Validator Rewards

- Visuals: Add Pool Visuals for when Max boosted APY.

NEW STUFF BELOW HERE

Boost Mechanism Through Buying and Selling in Factions

Maximum Boost per Faction:

- Each faction allows you to accumulate up to a 5% boost.

Total Boost Across All Factions:

- There are four factions in total. Each faction offers a maximum boost of 5%

Strategic and Active Participation:

- This system encourages you to strategize your trading activities. By actively buying and selling in all four factions, you can maximize your total boost.

Yearly Pass NFT Mint (2500): Overview

The 'Yearly Pass NFT Mint 2500' is a unique digital asset offering a range of features and benefits to its holders. Key random traits and features include:

Faction Color/Name (Random): Random 1 to 4 Factions

Faction Fix Boost % (1-5%): random per faction 1% to 5%.

Each faction should roll the % independently I.E Blue(2.5%) Green(1.5%)
Red(3.3%) Yellow(4.2%)

Discount on trading Fees (0.01-50%): Random Roll when pass is staked passes user gains x amount discount on trading fees

Seller Boost(Multiplier 0-01-0.25%): When you sell an item your base multiplier will be whatever is rolled here and the first sale will be stacked from this number, this number is also your 0 number meaning once you used up your multiplier it no longer applies.

Added to WL For Exclusive Mints (Yes/No): Holders may be added to a whitelist for exclusive future NFT mints, subject to certain conditions.

Point Boost: The NFT can accumulate a boost in points or NFT value when paired with NUT NFT, up to a maximum of 10%.

Point Redemption Bonus (0.01 - 5%): This feature allows for a bonus upon point redemption, with a token burn mechanism involved.

Attribute Points (1-2): The NFT turns into a relic after it expires that can be burned into a skill tree that will make user stronger over the seasons

Access to Premium Challenges: Holders gain access to exclusive daily, weekly, and monthly challenges with premium rewards.

Season Pass Benefits: Receive SMS and or EMail notifications about limited boosts, discounts or other important information regarding the platform.

1/1 Specialty Passes Only earned by winning on LeaderBoards

Faction Color/Name (Random): ALL 4 Factions

Faction Fix Boost % (5%): Max 5% on all factions; total 20% bonus in points

Seller Boost(Multiplier 0.25%): .25%

Point Boost(10%): These NFTs gets the Max 10% Roll

Point Redemption Bonus (5%): This NFT gets Max Point redemption 5%

Attribute Points (5): The NFT turns into a relic after it expires that can be burned into a skill tree that will make user stronger over the seasons and add 5 Attribute points

Access to Premium Challenges: Holders gain access to exclusive daily, weekly, and monthly challenges with premium rewards.

Added to OG For Exclusive Mints (Yes): Always a YES, and gets up to 5 mints as this gets a special OG Mint Access 15 minutes before WL mint.

Discount on trading Fees (50%): Random Roll when pass is staked passes user gains x amount discount on trading fees

1/1 Super Trait(250,000 -1,000,000 \$NUT): When this NFT turns into a relic, apart from gaining 5 Attributes, the person will earn the amount of \$NUT rolled, This trait will be rolled at the time of claiming/winning. This can only be done after the NFT has turned into a Relic and not before

Access to Premium Challenges / Season Pass Benefits

2/2 Specialty Passes Only earned by winning on LeaderBoards

Faction Color/Name (Random): 3-4 Factions (Rolled on Claim/Win)

Faction Fix Boost % (3-5%): min 3-5% on all factions; total min 12% bonus in points

Seller Boost(Multiplier 0.15-0.25%): Random

Point Boost (6-10%): These NFTs gets the min 6% Roll upto 10

Point Redemption Bonus (3.5-5%): This NFT gets min Point redemption 3.5% up to 5%

Attribute Points (3): The NFT turns into a relic after it expires that can be burned into a skill tree that will make user stronger over the seasons and add 5 Attribute points

Access to Premium Challenges: Holders gain access to exclusive daily, weekly, and monthly challenges with premium rewards.

Added to OG For Exclusive Mints (Yes): Always a YES, and gets up to 5 mints as this gets a special OG Mint Access 15 minutes before WL mint.

Discount on trading Fees (25-50%): Random Roll when pass is staked passes user gains x amount discount on trading fees

2/2 Super Trait(100,000 - 50000 \$NUT): When this NFT turns into a relic, apart from gaining 5 Attributes, the person will earn the amount of \$NUT rolled, This trait will be rolled at the time of claiming/winning. This can only be done after the NFT has turned into a Relic and not before

Access to Premium Challenges / Season Pass Benefits

3/3 Specialty Passes Only earned by winning on LeaderBoards

Faction Color/Name (Random): 2-4 Factions (Rolled on Claim/Win)

Faction Fix Boost % (2-5%): min 2-5% on all factions; total min 12% bonus in points

Point Boost (6-10%): These NFTs gets the min 6% Roll upto 10

Seller Boost(Multiplier 0.10-0.25%): Random

Point Redemption Bonus (3.5-5%): This NFT gets min Point redemption 3.5% up to 5%

Attribute Points (2): The NFT turns into a relic after it expires that can be burned into a skill tree that will make user stronger over the seasons and add 5 Attribute points

Access to Premium Challenges: Holders gain access to exclusive daily, weekly, and monthly challenges with premium rewards.

Added to OG For Exclusive Mints (Yes): Always a YES, and gets up to 5 mints as this gets a special OG Mint Access 15 minutes before WL mint.

Discount on trading Fees (15-50%): Random Roll when pass is staked passes user gains x amount discount on trading fees

2/2 Super Trait(100,000 - 50000 \$NUT): When this NFT turns into a relic, apart from gaining 5 Attributes, the person will earn the amount of \$NUT rolled, This trait will be rolled at the time of claiming/winning. This can only be done after the NFT has turned into a Relic and not before

Access to Premium Challenges / Season Pass Benefits

Super Trait MATH

```
function customRNG(startMin, maxNumber, increment, rejectionProbability) {  
  while (true) {  
    // Generate a random number within the specified range  
    const num = Math.floor(Math.random() * maxNumber) + 1;  
  
    // Calculate the range factor (number of increments between startMin and num)  
    const rangeFactor = Math.min(  
      Math.max(Math.floor((num - (startMin + increment)) / increment), 0),
```

```

    Math.floor((maxNumber - startMin) / increment)
  );

  // Calculate the rejection probability increment
  const rejectionProbabilityIncrement = rejectionProbability * Math.pow(2, rangeFactor);

  // Generate a random probability between 0 and 1
  const randomProbability = Math.random();

  // Check if the generated number is accepted based on the rejection probability
  if (randomProbability < rejectionProbabilityIncrement) {
    continue; // Reject the number and try again
  }

  return num; // Accept and return the generated number
}
}

// Example usage:
const startMin = 250000; // Minimum range
const maxNumber = 1000000; // Maximum range
const increment = 100000; // Increment value
const rejectionProbability = 0.075; // Rejection probability (7.5%)
const generatedNumber = customRNG(startMin, maxNumber, increment, rejectionProbability);
console.log(`Generated Number: ${generatedNumber}`);

```

The Same algorithm can be used for all traits.. Or maybe better to get a math guy, but we would need to tune the variables for each Trait.

1/1 1st + 2 Attribute points

2/2 2nd + 2 Attribute Points

3/3 3rd + 2 Attribute Points

4-10 Win 2 Additional Attribute points

11-100 Win 1 Additional Attribute points

Relics converted to attribute points will be limited to 1 pass burn per account per season, meaning after each season they can burn another pass to add attribute points.

le.

```
import java.util.ArrayList;
import java.util.List;

public class PrizeDistribution {

    public static List<Double> calculatePrizeDistribution(double totalPrizePool, double
prizeTopThree, double[] percentages4To10) {
        // Calculate remaining prize pool after top three positions
        double remainingPrizePool = totalPrizePool - prizeTopThree;

        // Calculate payouts for positions 4 to 10
        List<Double> payouts4To10 = new ArrayList<>();
        for (double percentage : percentages4To10) {
            payouts4To10.add(remainingPrizePool * percentage);
        }

        // Calculate the total payouts for positions 4 to 10
        double totalPayouts4To10 =
payouts4To10.stream().mapToDouble(Double::doubleValue).sum();

        // Calculate the payout for positions 11 to 100
        double remainingPoolFor11To100 = remainingPrizePool - totalPayouts4To10;
        int numberOfPositions11To100 = 90; // From 11th to 100th position
        double payout11To100 = remainingPoolFor11To100 / numberOfPositions11To100;

        // Combine all payouts
        List<Double> payouts = new ArrayList<>();
        payouts.add(prizeTopThree);
        payouts.addAll(payouts4To10);
    }
}
```

```

    for (int i = 0; i < numberOfPositions11To100; i++) {
        payouts.add(payout11To100);
    }

    return payouts;
}

public static void main(String[] args) {
    double totalPrizePool = 3000000; // Total tokens
    double prizeTopThree = 900000; // Variable combined prize for top three positions
    double[] percentages4To10 = {0.12, 0.10, 0.08, 0.06, 0.05, 0.04, 0.03}; // Percentage scale
    for positions 4 to 10

    List<Double> prizeDistribution = calculatePrizeDistribution(totalPrizePool, prizeTopThree,
percentages4To10);
    prizeDistribution.forEach(System.out::println);
}
}

```

WHEN A SELLER SELLS AN NFT THEY GET MULTIPLIERS FOR WHEN THEY BUY

Structure of the Multiplier System BASE Value (1.0x)

Initial Multiplier: The initial multiplier is determined by the formula

$$\text{Multiplier} = \frac{(Total\ Supply - Rarity\ Rank) / Holders}{(Total\ Transfers\ of\ NFT\ in\ past\ 72\ hours)^2}$$

This value will act as the starting point for the multiplier effect on a player's boost.

Diminishing Effect: With each subsequent trade of the same NFT, the multiplier diminishes by 50%. For example, if the initial multiplier is 1.8x, the next trade of the same NFT would have a multiplier of 0.9x.

Stacking and Cap: The multiplier can stack with consecutive trades, but the maximum limit is capped at 2.0x. This means if a player makes a series of trades that would normally exceed a 2.0x multiplier, the multiplier will not go beyond 2.0x.

Example

A base of 100 points.

An active boost of 150%, which means the points are increased by 1.5 times the base value.

A multiplier of 1.25.

To calculate the total points earned, we first apply the boost to the base points and then apply the multiplier. Here's the correct calculation:

Boost Applied:

$100 \text{ points} \times 1.5 = 150 \text{ points}$

Multiplier Applied:

$150 \text{ points} \times 1.25$

Let's calculate the final amount with these steps.

Upon recalculating with the correct application of the boost and multiplier, the total points earned remains 187.5 points. This is because the boost (150%) first increases the base points (100) to 150, and then the multiplier (1.25) is applied, resulting in the final value of 187.5 points.

In summary:

- Base points (100) boosted by 150% becomes 150 points.
- These 150 points are then multiplied by 1.25, resulting in 187.5 points.