

YOLO Supply and Unlocks



1. 1,000,000,000 YOLO. No owner, no mint, no pause.

2. Incentives 25% = 250,000,000: 62,500,000 at launch, the rest over 24 months.

3. Treasury 22.2222223% = 222,222,223: 74,074,074 at launch, the rest over 12 months.

4. Liquidity 15% = 150,000,000: in the pool, locked forever.

5. Stabilizer / MM fund 15% = 150,000,000: at launch.

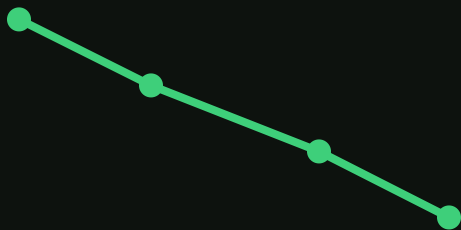
6. Swarm 10% = 100,000,000: at launch.

7. Dev 7.7777777% = 77,777,777 and Future team 5% = 50,000,000: over 12 months, no cliff.

Allocation and unlock percentages of total YOLO supply

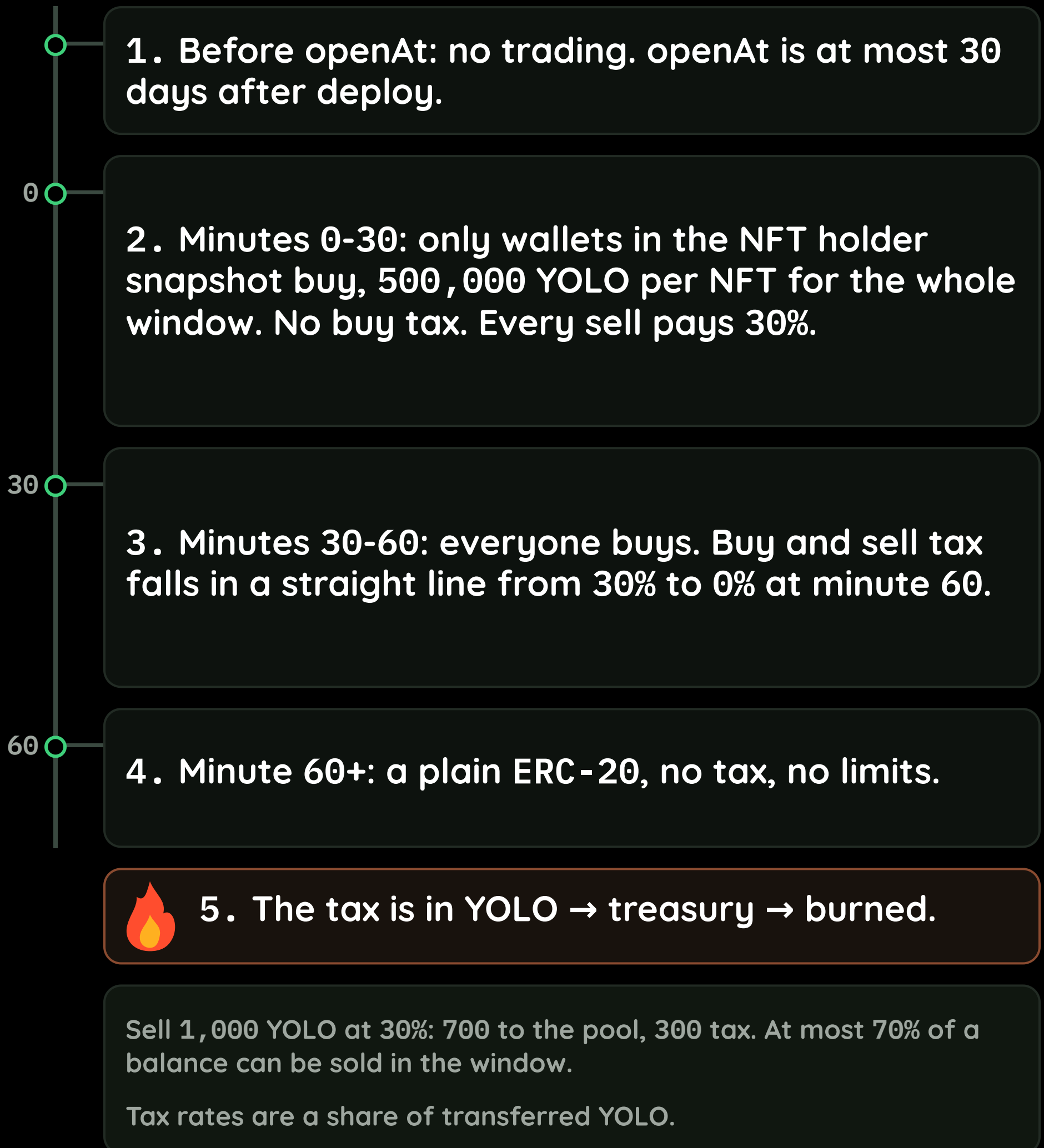
8. Unlocked:

- day 0 54% .
- month 6 72% .
- month 12 91% .
- month 24 100%.



Vestings have no owner and cannot be sped up. No mechanic pays out of a fund.

The Launch Hour



Who's Who



1. Author:



posts a dare, can also do it.

Pays the reward.

Can get: the reward back (not done or cancelled), 2.5% of entries, half or all of an empty-side pool.

2. Doer:



submits proof with reasons.

Pays a bond.

Can get: 90% of the reward (up to 94% with a stake), 2.5% of entries.

3. Disputer:



disputes a submission.

Pays a bond.

Can get: the loser's bond (50% or 100%).

4. NFT holder:



votes with each NFT.

Pays gas.

Can get: 5% of the reward and half the loser's bond when voting right.

5. Predictor:



enters WILL DO or WON'T DO.

Pays YOLO.

Can get: its 90 back + the losers' pool by weight.

6. Swarm caller:



calls the swarm.

Pays a bond + 0.5 IMD.

Can get: what the winning side gets.

7. IMD swarm:



judges appeals.

Pays: —

Gets the call fee.

8. Dev wallet:



cancels a dare (everything back to whoever paid it in).

Pays: —

Gets nothing.

The treasury pays nothing for the mechanics.

Contract Map



Money  Calls 

1. Launch 0: NftGate, 4 vestings, YoloSplitter (project YOLO only).

2. Launch 1: YoloToken, DevPrices, swap adapter, ParamsRegistry, TextRules, SwarmQuestion, VotePower, AttestationChecker, BuybackBurner.



3. Launch 2 (core): YoloLockHub (stakes), CaseDesk, DisputeDesk, TaskVault (rewards and bonds; users talk only to it).



4. Launch 3: YoloSweetener (add-ons), TrophyCatalog, DareTrophy, ProtocolDirectory, HiddenList, YoloPredict (entries).



IMD swarm
(Intake)

treasury

buyback

dev wallet

5. Outside: IMD swarm (Intake); treasury, buyback and dev wallets.

6. No server, no keeper. Each step is done by whoever calls it. Each launch fits 16,777,216 gas.