# LitDEX Network

Genesis Champions

Whitepaper · Version 1.0

## 1. Introduction

LitDEX Network is building an interconnected ecosystem spanning the LitVM testnet and Base, combining infrastructure, decentralized trading, and a community-owned digital collectible layer. Genesis Champions is the first NFT collection to launch from this ecosystem: a membership pass that rewards early participants, gates access to ongoing on-chain games, and evolves permanently based on how its holder plays.

This document outlines the collection's structure, minting process, progression system, and the utility granted to holders at each tier.

## 2. The Genesis Champions Pass

Each Genesis Champion is an ERC-721 pass on Base. Unlike a static image, every pass carries an on-chain state: a rarity and a tier within that rarity, which is displayed directly on the card and updates automatically wherever the NFT is viewed, including on marketplaces like OpenSea.

A pass never resets and is never re-minted to change its state. The same token, permanently held by the same wallet until transferred, simply advances through tiers as its holder engages with the ecosystem.

### 2.1 Total Supply

| Rarity | Total Supply |
|---|---|
| Common | 500 |
| Rare | 300 |
| Epic | 150 |
| Legend | 50 |
| **Total** | **1,000** |

Of the total supply, 200 passes are allocated to the LitDEX team and core contributors for partnerships and collaborations, distributed proportionally across rarities alongside the public allocation. The

remaining 800 are available to the community through the minting process described below.

### 2.2 Rarity Tiers

Within each rarity, a pass progresses through a series of internal tiers:

| Rarity | Tier Range |
|---|---|
| Common | Tier 1 to Tier 9 |
| Rare | Tier 1 to Tier 5 |
| Epic | Tier 1 to Tier 3 |
| Legend | A single tier, the ceiling of the collection |

Reaching the top tier of a rarity (Common Tier 9, Rare Tier 5, or Epic Tier 3) is the gateway to promotion into the next rarity, starting again at its Tier 1.

## 3. Minting

Genesis Champions launches in two phases, both denominated in stablecoins. USDT and USDC are both supported.

### 3.1 Whitelist Phase

Wallets that have participated in the LitDEX and LitVM testnet ecosystem receive discounted mint access, scaled to their prior engagement:

| Prior Testnet Holdings | Discount |
|---|---|
| Common-tier assets | 20% off |
| Rare-tier assets | 30% off |
| Epic-tier assets | 50% off |

Every applicable discount is honored: a wallet holding multiple prior assets across categories can mint multiple discounted passes in a single session, one per eligible slot, in any combination. All whitelist-minted passes begin at Common Tier 1; the discount reflects the holder's history, not a head start in rarity.

The whitelist window is open for a limited time after launch, after which minting continues at the standard public price.

### 3.2 Public Phase

Following the whitelist window, minting opens to everyone at a flat price per pass, denominated in USDT or USDC, with a maximum of two mints per wallet.

# 4. Progression System

Genesis Champions is designed to be played, not just held.

## 4.1 On-Chain Games

Passes that have reached the top tier of their rarity, or hold Legend, become eligible to participate in ongoing on-chain games. Additional games will be introduced over time. The core progression rule is consistent across all of them:

• Win: the pass advances one tier.

• Loss: the pass drops one tier, and enters a damaged state.

A pass cannot participate in further games while damaged. It must first be repaired.

At the floor of a rarity (Tier 1) or at Legend, a loss does not demote the pass further; it remains in place, still requiring repair before continuing.

Reaching the top tier of Common, Rare, or Epic and winning promotes the pass into the next rarity's Tier 1. Legend has no ceiling beyond itself: it is the final tier of the collection.

## 4.2 Repair and Leveling Costs

A damaged pass is restored through a repair transaction, paid in stablecoin (USDT or USDC) plus a LitDEX points contribution. Leveling up a pass also requires spending LitDEX points. The exact stablecoin and points amounts for both actions have not yet been finalized and will be announced closer to launch. Both remain configurable by the protocol as the ecosystem matures.

# 5. Holder Utility

| Rarity | Utility |
|---|---|
| Common (Tier 1 to 8) | Progression only, building toward game eligibility |
| Common (Tier 9) and above | Eligible to participate in on-chain games |
| Rare | Partnership opportunities, plus priority access to community giveaways |
| Epic | All Rare benefits, plus a share of the future $LITDEX token airdrop, plus 10% of weekly protocol repair revenue |
| Legend | All Epic benefits, plus a larger airdrop share, plus 20% of weekly protocol repair revenue |

## 5.1 Repair Revenue Share

A portion of all repair-fee revenue collected by the protocol each week is distributed directly to Epic and Legend tier holders. Legend holders receive 20% of this weekly revenue, split evenly among them. Epic holders receive 10%, split evenly among them. As both tiers have capped supply, with a portion reserved for the team, this creates a scarce, ongoing yield tied directly to platform activity.

### 5.2 Future Token Airdrop

Epic and Legend holders who maintain their holdings are positioned to receive an allocation from the future $LITDEX token airdrop, drawn from a dedicated portion of total token supply reserved for the Genesis Champions community.

## 6. Provenance and Transparency

Every Genesis Champion carries a unique reference code, printed directly on the pass. Holders and collectors can look up any code to view that token's full history: its original minter, every subsequent holder, and its current owner, through LitDEX's public verification tool. Combined with the pass's live on-chain tier display, this gives the collection full, auditable transparency from mint to present day.

## 7. Rollout Plan

Genesis Champions is being deployed and validated on Base Sepolia testnet first. Every mechanic described in this document (minting, discounts, tier progression, repair, and games) is tested end-to-end before the collection goes live on Base Mainnet. This staged approach ensures the system behaves exactly as designed before real value is involved.

## 8. Disclaimer

This document describes the intended design of the Genesis Champions collection as of the date of publication. Specific parameters, including repair costs, game mechanics, and reward structures, are configurable and may be adjusted by the protocol to maintain ecosystem health. This is not a solicitation to purchase securities, and participation involves risk. Nothing in this document constitutes financial advice.