TaxTheRich Litepaper v1.0

TaxTheRich ($TAX) — Litepaper v1.0

The people’s tax code, on Robinhood Chain.

> **$TAX is live on Robinhood Chain mainnet as of 2026-07-22.** Every claim in this document is verifiable on-chain right now — links below.
>
> | Step | Status |
> |---|---|
> | Token deployed (genesis 10B minted) | ✅ Done |
> | Genesis distributed (20/30/40/10) | ✅ Done |
> | Vesting contracts deployed & funded, lock verified | ✅ Done |
> | EmissionController deployed | ✅ Done |
> | Uniswap V3 pool created, LP burned | ✅ Done |
> | Admin role renounced | ✅ Done |
> | Contract source verified on explorer | ✅ Done |
> | Game server pointed at mainnet contracts | ✅ Done |
> | Public announcement | ✅ Done |

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1. What is $TAX?

$TAX is a memecoin on Robinhood Chain (an Arbitrum Orbit L2) built around the Robin Hood legend: take from the rich, give to everyone who shows up.

Instead of buying your way in, you **build Tax Score by playing a free idle game**. Time and consistency — not money — determine your potential monthly allocation. Every withdrawal pays a 5% burn (“the tax on the tax”), offsetting part of ongoing issuance (see §6).

No presale. No team allocation. No VC. The deployer bought their own bag on the open market like everyone else.

2. Token basics

Chain	Robinhood Chain (chainId 4663)
Standard	ERC-20 (no transfer tax — fully DEX-compatible)
Ticker	$TAX
Genesis supply	10,000,000,000
Ongoing emission	100,000,000 / month, minted only by the game (see §5)

Launch	Uniswap V3, single-sided liquidity, LP NFT burned

Token contract: `0xB177210C56cb53BE91C489517DB847E706FF7D0C` Explorer (source verified): `https://robinhoodchain.blockscout.com/address/0xB177210C56cb53BE91C489517DB847E706FF7D0C`

EmissionController contract: `0x2e06074Ae89538A76B4e54C7F5ebc09a7305BAD2` (source verified; admin role renounced — see §5)

Official channels (only these are official — admins will never DM you first, never share your seed phrase):

- Website: `https://www.robin-tax.com`
- Play the game: `https://www.robin-tax.com/game`
- Litepaper: `https://www.robin-tax.com/litepaper`
- Announcements (Telegram): `https://t.me/TaxTheRichOfficial`
- Community (Telegram): `https://t.me/TaxTheRichCommunity`

Additional official channels are listed at `https://www.robin-tax.com`.

3. Genesis distribution — locked and verifiable

Allocation	Amount	Lock
Liquidity	2B (20%)	LP NFT sent to 0xdead — liquidity can never be pulled
Community	3B (30%)	On-chain vesting: 24-month linear, no cliff
Treasury	4B (40%)	On-chain vesting: 12-month full lock, then 36-month linear
Marketing	1B (10%)	Operational wallet, spending published

- Community funds mining-season bonuses, events, airdrops.
- Treasury is reserved for exchange listings, ecosystem grants and future staking rewards. Under the project's published policy, **it is not sold to fund development** — development is funded only by the monthly dev share (§7). This is a transparency commitment, not an on-chain restriction: the treasury vesting contract itself does not technically prevent the beneficiary from selling released tokens.
- Vesting contracts: Community `0xCd1B1244E88991Dd6cd5A41C3D652D031d0b01Be`, Treasury `0x3DcFffA16307858F8393d36FFaadB4987C47C689`. Anyone can verify the unlock curves via `releasable(address)` on each contract.
- There is no team allocation in genesis. Zero.

4. Mining: play, don't pay

The $TAX idle game (web app, free) mines for you while you're away.

Your share of each month's pool is proportional to your **mining score**:

```
daily score = 100 x streak multiplier x level multiplier
```

- **Streak** (+2%/day, max 1.5x at 25 days): show up daily. Each missed day halves your streak again (compounding), rather than resetting it to zero on a single miss.
- **Level** (+0.25%/level, max 1.05x): permanent, based on lifetime active days. Time invested is never lost, but the effect is intentionally small — level is a badge of history, not a shortcut around showing up.

- **Active collection** (optional, small): collecting your mined balance in person — rather than letting it sit until the next visit — pays a small on-top bonus (+0.5% of that day's cap, up to 5 times/day, max +2.5%). The bonus requires banking real elapsed time between collections, so tapping repeatedly does nothing; it rewards checking in through the day, not spending money. This is the only mechanic where visit frequency (not just daily presence) affects score, and it is capped deliberately small.
- **Monthly per-player cap**: no single player can claim more than the smaller of (a) 2% of that month's user pool (about 1.94M TAX in the first six months, 1.9M after), reduced by 15% compounding for each day missed that epoch, or (b) roughly $200 worth of TAX at that epoch's average price (tracked via on-chain TWAP, not a single snapshot). Whichever cap is smaller applies. This exists to stop one player from claiming an outsized share while the player base is still small — for any realistic-sized community the cap essentially never binds, since a fair proportional share naturally stays far below it. Amounts capped away are not lost: 75% carries into next month's pool, 25% is burned (see §6).
- Maximum veteran advantage over a brand-new player: ~1.6x, and only when both are showing up consistently — streak (not level) is deliberately the dominant factor, so a lapsed veteran cannot out-earn an actively playing newcomer just from past history. Big enough to reward loyalty, small enough that it's never too late to start.

In the game client, your streak is shown as a small band of companions (drawn from the Robin Hood ballads) who join at set streak milestones — a visual read of the same streak number above, not a separate mechanic.

Nothing you can buy affects mining speed. The in-game shop sells cosmetics only, payable only in mined $TAX — and every token spent there is burned.

5. Emission: unlimited supply, on-chain discipline

$TAX has no supply cap (Dogecoin-style), but minting is controlled by an immutable contract, not by the team:

- Only the EmissionController can mint. Its admin role has been renounced on-chain — no new minters can ever be added, by anyone, including the developer. Renounce transaction: `https://robinhoodchain.blockscout.com/tx/0xa8ce56ec030c196d966db63bb6c9f0e9168cf3c05fc103ef93967a49a02f7ec6`
- Hard cap of 100M/month and a minimum 28-day interval between emissions, enforced in code. Even a full server compromise cannot mint faster.
- Monthly distribution list (address, amount) is published in full; a Merkle root goes on-chain and claims open only after a 48h public audit window.
- Claims never expire — accumulate months and claim once to save gas.

Because the monthly pool is fixed, per-player rewards automatically shrink as players grow: the average allocation per eligible player may decrease as participation grows, and inflation as a percentage of supply falls every year (from ~12% in year one toward ~6% by year ten, before burns). A separate hard cap (see §4) additionally limits any single player's monthly claim, regardless of population size.

Illustrative example (mechanics only, not a forecast): using the epoch-7-and-later 95M-TAX user pool as a simplified baseline, with 10,000 active miners splitting it roughly evenly, an average player mines on the order of ~9,500 TAX that month, before the withdrawal burn (the first six epochs use a slightly larger 97M pool). With 100,000 miners the average drops to ~950 TAX — the pool is fixed, so more players means a smaller individual share, not a bigger pool.

6. Burn mechanics: the tax on the tax

Two separate burns apply. They don't grow together — one scales up with adoption, the other fades:

- **Withdrawal burn — 5% of every claim is burned.** Fixed in code, not adjustable by anyone.

Applies to the whole user pool, every time someone claims. This is the main, ongoing burn — the more active the player base, the more it removes in absolute terms.
- **Cap overflow burn — 25% of any per-player cap overflow is burned** before the remaining 75% carries into next month's pool (see §4). This one runs in the opposite direction: it's strongest when the player base is still small (so the cap binds more often) and fades toward zero as the community grows and a fair share naturally stays under the cap.
- **Cosmetic shop — 100% of spent $TAX is burned.**
- All burns are on-chain events; total burned is publicly trackable.

Together these offset part of ongoing issuance — they do not yet make total supply shrink. Long-term goal: burn rate approaching emission rate.

Illustrative example: if every miner claims their full reward each month, the withdrawal burn alone removes about 4.75M TAX from the 95M-TAX user pool (5% of it) — before any cosmetic-shop or cap-overflow burns are added on top. This scales with participation: a larger, more active player base burns more in absolute terms, not less.

7. Developer compensation — aligned by design

The developer receives **5% of each monthly emission (3% for the first six months)**, minted by the contract, with the percentage fixed in code.

- No genesis allocation. No pre-mine. Income starts only when the game ships.
- Developer compensation is a disclosed fixed share of monthly issuance. Its market value is variable and is not guaranteed.
- Dev wallet: `0x18917EF488CFa97FF2567c586B6d8561A5Bcbbb4` (set as the EmissionController's fixed devWallet parameter at deployment — this cannot be changed).

Disclosed sell policy: up to 100% of each month's devWallet allocation may be sold — for server hosting, maintenance, and other operating costs — executed gradually via market orders as soon as it's received, to minimize price impact. 100% is a ceiling, not a fixed commitment: the amount actually sold each month depends on real operating needs and may be less than the full allocation. Any change to this policy (the ceiling itself or the execution method) will be announced at least 14 days in advance before taking effect. Day-to-day selling within this policy needs no individual announcement — it's verifiable directly on-chain via the disclosed wallet.

8. Fair launch mechanics

- Deployed directly (no launchpad), CASHCAT-style.
- Uniswap V3 single-sided position: 2B $TAX, zero paired ETH — price discovered purely by buyers from a $6,000 starting valuation.
- LP NFT burned at pool creation. Liquidity is permanent — it can never be withdrawn by anyone. Burn transaction: `https://robinhoodchain.blockscout.com/tx/0x7c76693df9dd8e287390cae07f06ba39aca8e2a7b3b055406217ec74c2ceb680`
- Contract source verified on the explorer for all four contracts (token, EmissionController, both vesting contracts) — unlike most memecoins.
- All of the deployer's personal holding and trading happens in one disclosed wallet: `0x33A08b57F5C85673BC238280CE0e869af5285fb3`. Initial buy at launch is capped at 1% of genesis supply, purchased on the open curve like anyone else. Under the project's published policy, any later buys or sells also happen only in this wallet, in public view, following a pre-announced schedule — this is a transparency commitment, not an on-chain restriction, since no contract can prevent the deployer from using a different wallet. Verify the pattern holds by watching this wallet on the explorer.

9. Roadmap (conservative on purpose)

[redacted]

Phase	Target	Contents
1. Launch	2026-07-22	Token + vesting deployed, LP burned, game live at launch, EmissionController wired, community channels open, mining begins day one
2. Stabilization	+1-2 months	Bot-defense tuning, balance adjustments from real player data, first monthly settlement completed
3. Growth	+3-6 months	Cosmetic seasons, community events, exchange listings
4. Expansion	ongoing	Staking (treasury-funded), native apps

The token and game launched together on 2026-07-22: mining began from day one rather than after a separate game-development period.

Dates are estimates, not promises. We ship when it works. Progress is posted as verifiable milestones (demos, commits, on-chain deployments), not announcements of announcements.

10. What $TAX is not

- Not an investment product. No profit is promised or implied.
- Not affiliated with Robinhood Markets, Inc. or any Robin Hood IP owner. $TAX draws on the centuries-old public-domain legend.
- Not available where prohibited. The game may geo-restrict jurisdictions with adverse regulation.
- Mining rewards depend on continued game operation; parameters outside the immutable contracts (game balance, shop pricing) may be tuned, always with advance notice.

Do your own research. Never risk money you cannot afford to lose.