

Onepager

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01 · WORK, BANK OR HUNT

Run jobs with a Shiesty, bank your bag, or risk hunting someone else's. Standard signing schedules banking at the safe boundary. Exposed signing deliberately leaves value in play. Rewards depend on the shared Pot and active weight; returns are not guaranteed.

Choose a job and prepay terms. Standard signing schedules a bank at the safe boundary, after which the rest of the term is exposed; exposed signing leaves the whole bag open by choice. Heat and expiry affect exposure. Connecting costs nothing; transactions cost gas.

Version 3: an inactivity fee exists but is switched off. If it is switched on (announced first), safe-mode payouts fired for holders away 48 h+ send a share to the Pot. First 96 h of play exempt; exposed jobs never pay it.

02 · FIVE JOBS

Fees are ETH per term. Rewards depend on the live Pot and active weight. Ghost windows can extend to 3x base, capped at half the term.

Job	ETH / term	Term	Base safe window	Base weight	Minimum terms
Smash	0.0005	6 hours	1 hour	12x	20
Corner	0.0005	3 days	12 hours	1x	1
Bank	0.001	3 days	8 hours	2x	1
Truck	0.002	3 days	4 hours	4x	1
Vault	0.02 minimum	3 days	3 hours	40x minimum	1

03 · TAKE MATH

No timed ramp. standing = max(hunter bag, hunter term fee). Take before guards = min(25% of victim bag, max(3 × standing, 5% of victim bag)).

Minimum attempt: hunter term fee ÷ 15. Hunter must be ON PAPER; victim must be exposed and controlled by a different wallet. One-hour victim protection after each hit. After a take, that Shiesty waits 1 hour before it can take again.

Gross cash 40–50% by Heat; roll 40%; Pot gets the rest. Deduct 15% of cash for working Ghosts (attached to a Shiesty on a job), or send it to the Pot when none is working. Rental backing can further reduce cash. Taking applies Heat and forced exposure. Heat cools one level per day.

04 · GUARDS, GHOSTS AND RENTALS

Guards: first costs 15% of the bag, doubling with each held; five maximum. Coverage is fixed. A covering guard is consumed for zero take payout; partial coverage follows contract rules. Minimum guard price 0.00002 ETH.

Ghosts: permanently burn three eligible masks; cap 611, mask floor 1,500. Only the confirmed minted Ghost is published after finality; all unminted files stay private. Activate with a separate eligible Shiesty; a Ghost earns only while that Shiesty is on a job. Claim Ghost earnings separately. Ghosts live on Ghost V2 (contract 0x7611...9E48); the first Ghost contract (0xA913...4E50) is retired.

Rentals: NFT stays with its owner, renter pays rent and job fees. Mask backing shares take cash, not drip claims.

Most Wanted: 1% of job fees, won each week by the wallet that takes from the most different Shiestys (not the biggest take). Bounties: the first take on the target after posting wins 90%; 10% to the Trap. The Trap buys Shiestys below the OpenSea floor and burns them, while it has funds. Seasons are four weeks of on-chain points plus 10 per Discord raid for players; recognition only.

05 · MONEY FLOW

Job fees: 90% Pot / 7% team funds / 2% Trap / 1% Most Wanted. Guard fees: 80% Pot / 20% team funds. Bounty rake: 10% Trap. Every split is recorded on-chain.

Royalty receipts: Shiesty 50% Pot / 12.5% developer / 37.5% project; Ghost 20% Pot / 30% working Ghosts / 12.5% developer / 37.5% project. Ghost resale royalty information: 10%. Marketplace payments are not guaranteed.

Keeper maintenance uses a separately funded gas wallet. flushPot does not reimburse gas; settlement incentives are a different mechanism. THE SCORE: Coming soon, outside this launch.

06 · STRAIGHT UP

This is a game played with real money and you can lose it. Not an investment. No returns are promised, projected or implied. Masks and Ghosts grant access to gameplay — they are not securities and carry no claim on anything.

Nothing here is legal, financial or tax advice. 18+ only. You are responsible for checking that participation is lawful where you live. Read the full whitepaper before you play.

v3.0 · 12 October 2026. The deployed contracts and current settings are authoritative. Administrative controls, service failures, wallet risks and chain risks remain.