

PROJECT SHIESTY

Whitepaper

VERSION 3.0 · 12 OCTOBER 2026

1 · The game

The game

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.

Shiestynomics runs on Robinhood Chain, chain ID 4663. A Shiesty is a playable NFT; jobs and takes do not transfer it. Ghost minting permanently burns three selected masks. Connecting a wallet does not spend funds; game transactions require wallet approval and gas.

This edition describes the current contract implementation and parameters checked on 12 October 2026, after BlackBag v4 Cut 3 (Version 3). It does not certify that every production service is running or that gameplay is open. The on-chain contracts and current parameters control outcomes.

2 · Masks and control

Masks and control

The mask collection has a maximum of 3,333. Burning respects the 1,500-mask supply floor. Holding an NFT and controlling its game position can differ during a rental: the renter controls eligible game actions for the rental duration. A Shiesty selected for your profile is an identity choice, separate from the mask selected for a transaction.

3 · Jobs and fees

Jobs and fees

Choose a job, the number of prepaid terms and standard or exposed signing. Fees below are ETH per term. Smash requires at least 20 terms; other jobs require at least one. Vault accepts a higher per-term payment and derives its weight from that payment. Extensions retain the position's payment rate.

Rewards vary with the Pot, utilisation and signed weight.

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

4 · Banking, exposure and expiry

Banking, exposure and expiry

Standard signing arms scheduled banking at the safe-window boundary. An eligible take submitted after an armed boundary settles the holder first and extracts nothing from that scheduled bag. This ordering is enforced by the contract; it does not depend solely on a keeper winning a transaction race. After that payout the position is exposed for the rest of the term, so drip earned after it can be taken; the next window's boundary pays it out again. Extending a job that has already ended restarts this schedule, so the resumed term's first payout fires as usual (fixed in Version 3).

Exposed signing is an explicit choice for the term. Heat can force exposure irrespective of the base safe window. Ghost activation can extend a window to three times its base, capped at half the term. An expired span stops earning and its remaining bag may be taken at any time. Claiming an OUT position closes it back to IDLE.

Activity and the inactivity fee (Version 3). The game records when each wallet last acted: signing, extending, claiming its own bag, a successful take or buying a guard. Payouts someone else triggers and settings changes do not count. The contract includes an inactivity fee that is currently switched off (0%). If it is switched on, which will be announced in advance, a scheduled payout that someone else fires for a holder who has not acted for 48 hours sends that share of the payout to the Pot; the holder receives the rest and whoever fired it receives nothing. A wallet's first 96 hours from its first job are exempt. Exposed jobs have no scheduled payout and never pay it, so staying exposed is the stated alternative. The fee moves value from absent holders to the Pot; it creates no new value. The current settings are readable on-chain.

Bag values displayed on the site can be last-accrued snapshots. Catch-up and realisation occur on contract actions; simulation reads the current outcome. A claim pays the controlling holder, subject to the contract's payment and owed-balance handling. Withdraw owed separately when a withdrawable balance exists.

Auto-bank is optional. The holder sets a threshold and a tip once; after that anyone may bank the bag to the holder once it reaches the threshold, keeping only the tip (1 to 500 basis points, never more than 0.01 ETH). It fires only while the Shiesty is not exposed or hot, at most once per run, and only for the wallet that set it; after a sale or transfer it does nothing until the new holder sets their own. Nothing guarantees that anyone triggers it.

5 · Taking: the exact formula

Taking: the exact formula

The hunter must be ON PAPER and controlled by the caller; the victim must be exposed and controlled by a different wallet. The hunter does not have to already be exposed before the take. A successful take then applies Heat and forced exposure.

There is no percentage ramp over ten minutes. With current parameters, the ceiling before guards is calculated as follows:

$\text{standing} = \max(\text{hunter bag}, \text{hunter actual per-term fee})$

$\text{reach} = \max(3 \times \text{standing}, 5\% \text{ of victim bag})$

$\text{take before guards} = \min(25\% \text{ of victim bag}, \text{reach})$

The minimum attempted take is the hunter's actual per-term fee divided by 15. A successful take gives the victim a one-hour cooldown. After a successful take, or an attempt that breaks a covering guard, the hunter cooldown applies to the hunting Shiesty: currently 1 hour. It belongs to the Shiesty, so selling or moving it does not reset it; a wallet's other Shiestys can still hunt. Each wallet is also limited to one successful take per block.

Example: victim bag 1 ETH, hunter standing 0.02 ETH. Reach is $\max(0.06, 0.05) = 0.06$ ETH, so the ceiling is 0.06 ETH before guards. If hunter standing is 0.10 ETH, the ceiling is $\min(0.25, 0.30) = 0.25$ ETH. Values use integer wei arithmetic; the Board obtains its quote from the contract.

6 · Cash, roll and Heat

Cash, roll and Heat

From the amount actually taken after guard handling, 40–50% becomes cash according to the hunter’s Heat band, 40% rolls onto the hunter mask, and the remainder goes to the Pot. The Ghost slice is 15% of the cash portion, deducted from cash rather than from the roll. Without active Ghosts, that slice goes to the Pot. Rental backing can further reduce the renter’s cash payment.

For a 0.10 ETH take at a 40% cash band: gross cash 0.04 ETH, roll 0.04 ETH, base Pot share 0.02 ETH, Ghost slice 0.006 ETH, cash remaining 0.034 ETH before rental backing. With no active Ghosts, the Pot receives 0.026 ETH.

The cash split uses the hunter’s Heat band at settlement. Heat advances according to the contract’s take-size rules; not every attempt increases the band. Heat cools by one level for each full day since the Shiesty last took (Version 3); the Board and every take use the cooled level.

Heat level used	Gross cash share	Hot duration
0	40%	1 hour
1	45%	2 hours
2	50%	3 hours
3 or higher	50%	4 hours

Guards

The first guard costs 15% of the current bag; each additional guard doubles that price, with at most five held. Guard coverage is fixed when purchased, so an old guard may not cover a larger future attempt. A covering guard is consumed and the attempt pays zero. When no guard fully covers the attempt, the contract can apply partial fixed coverage without consuming that guard. Guards protect value, not a guaranteed period of time; failed-to-pay covering attempts can strip guards in successive transactions. Every guard costs at least the guard minimum, currently 0.00002 ETH, an owner setting introduced in Version 3.

Ghosts: mint, reveal and earn

Mint one Ghost by permanently burning three eligible owned Shiestys. Ghost supply is capped at 611 and mask burns respect the 1,500 floor. Selected masks must satisfy the deployed contract's idle, empty, guard and rental restrictions. A mint cannot be reversed. Ghosts are minted on the Ghost V2 contract (0x761166e11EC050f42F1D40ce8e7C3B5b90749E48, OpenSea: opensea.io/collection/shiestyghosts).

Ghost V2. On 12 October 2026 BlackBag v4 Cut 2 copied every Ghost from the first Ghost contract (0xA913CA3234a36BC601268352486D81E17c234E50) to Ghost V2: the same number, in the same wallet, in one transaction that checked every owner on chain. Holders did nothing. Attachments, unclaimed Ghost earnings and rentals carried over, because they are kept in the game by Ghost number. The first Ghost contract is retired: its Ghosts can no longer be transferred, sold or minted, and old listings cannot fill. Do not buy a Ghost from the old collection; the real one is already on V2 in the same wallet. V2 exists because the first contract could not enforce the creator royalty.

If a Ghost does not show in your OpenSea profile: OpenSea can file newly received items, including airdrops, under Hidden. Open your OpenSea profile, open your items, switch to the Hidden view, select your Ghosts and choose Unhide. Check the contract on the item page: live Ghosts are 0x7611...9E48; items from 0xA913...4E50 are the retired first contract and cannot be traded. New Ghosts can also take a while to appear after a mint while OpenSea indexes them; the chain is authoritative, and the game's Ghosts page reads it directly.

Unminted Ghost images and metadata stay private. After a confirmed mint reaches the publisher's finality requirement, the per-mint publisher publishes only that minted Ghost's image and metadata. The provenance commitment must match the prepared collection. An on-chain mint and public metadata delivery are separate steps; delivery can need a retry if the service is unavailable.

Activate a Ghost with a separate eligible Shiesty anchor to participate in the 15% cash-slice pool. Working Ghosts share the pool evenly: a Ghost works only while the Shiesty it is attached to is on a job, and it shares the Ghost part of royalties the same way. A Ghost attached to an idle or finished Shiesty earns nothing until that Shiesty signs a job; what it earned before stays claimable. No successful takes means no new take-derived Ghost earnings. Claim Ghost earnings separately from Shiesty bags. Activation, rentals, transfers and expiry affect eligibility; the contract is authoritative.

Ghost resale royalties are 10%, paid to their own royalty splitter (V2), separate from the one Shiesty royalties use (V1), and enforced through OpenSea's transfer validator once the collection's enforcement is switched on in OpenSea. Actual royalty payments depend on marketplace support; a resale does not guarantee a payment.

Rentals and backing

Owners list a full rental price, duration and, for masks, backing basis points. The NFT stays in the owner's wallet. The renter reviews the exact offer and nonce, pays the rental price, and funds their own jobs. Mask backing applies to take cash proceeds, not drip claims. Ghost rentals do not use mask backing. Ended rentals may need settlement before another action; the contract determines control, refunds and owed balances.

10 · Bounties and Most Wanted

Bounties and Most Wanted

A bounty escrows ETH against one Shiesty until a chosen expiry, up to 30 days. The first successful take on that Shiesty after the bounty was posted, and before it expires, wins it: anyone may settle it, 90% is paid to the recorded hunter and 10% goes to the Trap. A guard break moves no ETH and does not count. If nobody takes it in time, or the target is burned, the poster refunds it in full.

Most Wanted is funded by 1% of every job fee. Each week it goes to the wallet that took from the most distinct Shiestys during the week; repeat takes on the same Shiesty do not add, it is not the largest single take, and a tie goes to whoever reached the score first. After the week anyone may settle it and earns 1% of the pool; a week with no takes returns its pool to the Pot.

11 · The Pot and fee routing

The Pot and fee routing

The Pot is accounted for in contract storage; the contract's raw ETH balance is not all spendable Pot money. Base emission is 8% of the current Pot per day, scaled by utilisation against target weight. Actual accrual depends on active weight and accounting checkpoints. This is a game emission rule, not a promised personal return.

Anyone can add money to the Pot at any time through a public function, `fundPot()`. It requires a nonzero payment and the game clock to be current. Directly sending ETH is not a substitute for using the accounting function.

Job fees route 90% to the Pot, 7% to team funds, 2% to Trap and 1% to Most Wanted. Guard fees route 80% to the Pot and 20% to team funds. Trap funds support the configured buyback and burn process; receiving a fee does not itself prove a market purchase has happened. Since Version 3 every job fee's split and every extension is recorded on-chain as an event.

Royalties are split per collection. Shiesty royalties (splitter V1): 50% to the Pot, 12.5% to the developer and 37.5% to the project. Ghost royalties (splitter V2): 20% to the Pot, 30% to working Ghosts, 12.5% to the developer and 37.5% to the project. The Ghost part waits in the splitter while no Ghost is working. These percentages describe distribution of royalty receipts, not a royalty rate on every sale. Ghost resale royalty information is 10%. Royalty payments depend on the marketplace.

The keeper can batch Pot flushing instead of processing every tiny receipt immediately. Pending balances remain accounted for until handled. Project and developer claims are separate from the keeper's Pot flush. Verify the deployed splitter recipients before directing royalties to it.

12 · Keeper and operations

The Trap: holder buyback

The Trap is a funded standing bid: it buys a Shiesty at its published price and burns it in the same transaction, so every sale shrinks the collection. Sale proceeds are reserved for the seller and withdrawn separately; nothing else can spend them, including a later bid or other sellers. The Trap must have funds to process a sale.

Its budget comes from 2% of every job fee and the 10% bounty rake, plus any ETH anyone sends to it on Robinhood Chain. There is no withdrawal of the budget. The site derives the bid from the OpenSea floor and keeps it below the floor, so the Trap cannot be farmed by buying the cheapest listing and selling it on; the budget must also cover the chosen number of sales. Bids last at most 30 days and are currently published for 24 hours.

A Shiesty can be sold only when idle, with an empty bag, no guards, auto-bank off and not rented; an attached Ghost is detached by the sale and keeps its earnings. Sales stop at the 1,500 supply floor. Sell only through the Trap's sell function (the site does this): a Shiesty sent to the Trap's address by an ordinary transfer is not burned, not paid for and cannot be returned. The Trap owner sets the bid and can, by bidding the whole unreserved budget, spend it on a Shiesty it sells itself; amounts already owed to sellers are not affected.

Seasons, rankings and alerts

Rankings, seasons and achievements are counted from on-chain events by the wallet that made the move. A season is four Most Wanted weeks. Points: 25 for each distinct Shiesty taken from, +15 for a revenge take (taking back from the Shiesty that hit yours within a day), 10 per job signed, guard broken or Ghost minted, 25 per bounty collected and 100 for a Most Wanted week. Rentals score nothing. Discord raid points also count, at 10 per submitted raid, once a player has game points that season: link Discord to your game wallet on My Bag. (The Discord bot's leaderboard counts the same 10.) Holders with The Mask role can post one points raid a day in Shiesty posts; the team posts others in the raid channel. Seasons are recognition only: no prize money is promised.

Optional Discord alerts (/alerts in Discord) send direct messages about a wallet's own Shiestys: hits, guard saves, exposed bags and jobs ending or ended. They repeat public chain data and can be turned off at any time. ShiestyBot also posts the weekly Most Wanted race and results. Posts to X from the site open X's own compose window; nothing is posted on anyone's behalf, and amounts are left out unless the player switches them on.

Keeper and operations

A keeper submits permissionless maintenance transactions such as flushing accumulated Pot royalties, catch-up and settlement. The wallet submitting a transaction pays gas. flushPot does not reimburse its caller; the keeper needs its own gas balance and monitoring. settleMostWanted has a separate caller incentive. Do not assume the keeper self-funds from that incentive.

Keeper gas settings and low-balance alerts help operations but do not guarantee uptime. Failed maintenance must be investigated and retried. Players retain contract-defined claim and withdrawal paths. A website outage does not itself automatically pause contracts.

The planned initial Pot funding is approximately US\$600 in ETH, converted at funding time. This is a project funding decision, not a user deposit requirement or a guaranteed reward budget. Keeper gas funding is separate.

13 · Profiles, My Bag and the Board

Profiles, My Bag and the Board

Connect a supported wallet on Robinhood Chain. An optional signed sign-in message lets you save a display name, short bio and an owned Shiesty profile image. No private key is entered into the site. My Bag shows bag balances, owed ETH, owned and active assets, and Ghost earnings.

Take-history totals cover the lifetime of currently owned Shiestys, including before acquisition; they are not a complete wallet profit-and-loss report. Ghost claimed history counts recorded payments to that wallet. Missing RPC history must be shown as unavailable rather than zero.

The Board filters the positions on its current page. A guarded position can also be exposed. Choose your taking Shiesty above the Board, inspect a target and press TAKE. The app simulates before requesting wallet approval. A quote can change before inclusion in a block; a displayed quote is not a promised payout.

My Bag opens with the player card, a claim-all bar and anything that needs attention (recent hits with take-back, idle or ending Shiestys). The Board's wanted list covers every Shiesty in play, and choosing one jumps to it on the Board. Sales to the Trap have their own tab, Burn to the Trap. Names shown are the display names players chose; wallets link to their OpenSea profiles.

Controls and release status

The game has contract-defined administrative controls, including pausing takes, pausing signings, shutdown and bounded parameter changes. These are real powers, and current settings must be inspected on chain. A deployment, verified source publication, operational readiness and opening gameplay are separate steps.

No multisig is assumed for this launch. Operational signing keys and player wallets have different roles. Private keys must not be placed in source code, browser configuration or public assets.

THE SCORE is Coming soon and is not enabled for this launch. No SCORE reward or fight availability is promised here. Team funds rotation timelock controls are not implemented. Those controls are not in place yet.

Control	Status	Meaning
Timelock	Not implemented	Team funds rotation controls remain pending

Risks and limits

You can lose money through gameplay, bugs, key compromise, network failures or market movements. Guards and Ghosts do not guarantee safety. Fees and gas reduce net results. No return is promised, projected or implied. Check the current contract settings and review every wallet request.

The site, RPC, indexer, marketplace and metadata publisher are separate services and may fail independently. Readiness checks and tests reduce risk but do not eliminate it. Do not infer that a feature is live solely because its documentation or button exists.

Read this first. Shiestynomics is a game played with real money. It is not an investment and nobody is promising you a return. Money you put in can be taken by other players or lost entirely. Fees are deducted, so players as a whole take out less than they put in. Most players should expect to lose money. Do not play with money you need.

Read this first. Shiestynomics is a game played with real money. It is not an investment and nobody is promising you a return. Money you put in can be taken by other players or lost entirely. Fees are deducted, so players as a whole take out less than they put in. Most players should expect to lose money. Do not play with money you need.

Roughly 10 cents of every dollar in fees leaves the player pool for team funds and the burn. Whatever the Pot pays out, it pays out of what players put in, minus that cut. Across everyone playing, the group receives less than the group paid. The only way any individual comes out ahead is by taking it from other players — which means someone else came out behind. Do not model the drip as a yield. It is not one.

Backing is not passive income

Several numbers in this document remain open ahead of launch, and the staged rollout exists specifically to tune them. The contracts as deployed and verified on-chain are the only authoritative source. Where this document and the code disagree, the code is what happens.

You can lose your bag. That is the game, not a bug.

16 · Legal notices

The unglamorous part

No investment, no returns, no promises

Shiestynomics is a game played for entertainment. Masks and Ghosts are collectible tokens that grant access to gameplay. They are not securities, shares, notes, units, derivatives, deposits, or claims on any entity, any revenue, any pool of assets or any person's efforts. They carry no equity, no dividend, no voting right, no redemption right and no entitlement to any payment from us. Nothing in this document is an offer to sell or a solicitation to buy any security or financial instrument in any jurisdiction.

No return is promised, projected, implied or targeted. No mechanic described here is a yield, an interest rate, a distribution or a profit share. Any figure describing rates, fees, splits or emission describes how the software behaves, not what any participant will receive. Participants should expect to lose money.

Not advice

This document is informational only. It is not legal, financial, investment, accounting or tax advice, and it is not a recommendation to acquire or dispose of anything. Seek your own qualified professional advice before participating. You are solely responsible for determining any tax consequences of your activity and for reporting and paying what you owe.

Your responsibility, your jurisdiction

Adults only — participation is restricted to persons aged 18 or over, or the age of majority where they live, whichever is higher. Laws on games involving real money, prize competitions, gambling, digital assets and consumer protection differ enormously between countries and between states. You are solely responsible for confirming that your participation is lawful where you are. Access may be restricted from certain jurisdictions. Do not participate if it would be unlawful for you to do so.

Forward-looking statements

Statements about future plans, features, timing, parameters or the rollout schedule are intentions at the time of writing, not commitments. They may change, be delayed or be abandoned for technical, legal or commercial reasons. This document may be revised; check the version and date on the cover, and verify everything against the deployed and verified source code, which prevails over this document in every case of conflict.

No warranty, no liability

The software is provided on an "as is" and "as available" basis, without warranties of any kind, express or implied, including merchantability, fitness for a particular purpose, availability, or non-infringement. To the fullest extent permitted by law, the contributors, developers and their affiliates accept no liability for any loss or damage of any kind arising from participation, including losses caused by other players, software defects, third-party infrastructure, network failure, user error, or the loss or compromise of your own keys. Participation is entirely at your own risk.

Interacting with other players

Renting and backing are agreements between participants, executed by the software. Neither we nor the contracts manage anyone's funds, exercise discretion over anyone's play, or guarantee any counterparty's conduct or performance. Backing in particular — funding another person's play for a share of their winnings — may be characterised or regulated differently depending on where you and they are located. Evaluate it accordingly.

Independence

We are not affiliated with, endorsed by, or acting on behalf of any blockchain operator, exchange, marketplace, broker or wallet provider referenced or relied upon. Any such network or service is used as a venue and may change its terms or availability at any time, without notice to us and without recourse for you.

Parameters and version

Whitepaper v3.0 · 12 October 2026. Take and guard parameters were checked at Robinhood Chain block 86,166,777, after BlackBag v4 Cut 2 at block 86,275,357. Version 3 (BlackBag v4 Cut 3, block 87,019,066) changed no take parameter. Parameters may change through contract-defined controls. The Board reads live quotes rather than reproducing this formula as transaction authority.

Parameter	Current value	Meaning
Take maximum	25%	Ceiling before reach and guards
Minimum reach	5% of victim bag	Reach floor, not a time ramp
Skin multiple	3x	Applied to max(hunter bag, term fee)
Victim cooldown	1 hour	After a successful paid take
Hunter cooldown	1 hour	Per hunting Shiesty, after a take or guard break
Hunter throughput	1 successful take / wallet / block	Across controlled masks
Minimum attempt	Term fee ÷ 15	Before guard application
Roll	40%	Added to hunter bag
Ghost slice	15% of cash	Deducted before rental backing
Maximum guards	5	Per mask
First guard price	15% of bag	Doubles with guards held
Royalty receipt split	20 / 30 / 12.5 / 37.5	Pot / working Ghosts / developer / project
Ghost royalty	10%	To the splitter; enforced via OpenSea once switched on
Guard minimum	0.00002 ETH	Floor on any guard price (owner setting)
Heat cooling	1 level per full day	Counted from the Shiesty's last take
Inactivity fee	Off (0%)	When on: payouts fired for holders away 48 h+; first 96 h exempt; exposed jobs never pay
Pot payout rate	8% per day at full weight	Owner setting, 4–20%; sets speed, not long-run payout

[Download PDF](#)

Game transactions cost gas. Burns are permanent. You can lose money. The deployed contracts and current settings are authoritative.