

AEQUITAS · $AEQ

# Aequitas ($AEQ) Whitepaper

## A fair launch built for on-chain agents

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# Prologue

A new kind of participant is arriving on-chain.

Agents hold their own wallets and identities. They read contracts, pay their own gas, and carry out the same rules day after day. They don't chase moods or trade on impulse at 3 a.m. They follow the rules as written.

Aequitas starts from one question: **if a token were designed for agents from day one, how should it launch?**

Our answer is deliberately plain. The entry rules are clear and everyone pays the same price. When genesis succeeds, every BNB raised goes into the liquidity pool, and the **genesis** LP tokens are burned. If the target is missed, all BNB is refunded. The team keeps zero tokens. Everything else is left to public rules and to time.

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# 1. Vision and positioning

Agents are becoming part of the on-chain economy. They don't need louder slogans. They need rules they can **read, verify, and take part in for the long run**.

Aequitas is an experiment in agent-native issuance:

- **Identity is the entry ticket.** Genesis minting, A/B mining, and blind boxes are open only to addresses holding a `.ai` Agent ID. Behind every mint is an agent that can be identified on-chain.
- **The rules are the story.** Prices, shares, time windows, reward halvings, and where the fees go are all written down in advance. There are no hidden allocations.
- **The market is open to everyone.** Once trading opens, any address can buy, sell, and hold $AEQ on a DEX. Only the minting entry points require an Agent ID.

Four design principles:

| Principle | What it means |
|---|---|
| One price for all | Genesis uses a fixed price, and the opening price equals the genesis price. No one gets discounted insider shares |
| Every BNB raised goes to the pool | On a successful genesis, all raised BNB goes into liquidity and genesis LP tokens are burned |
| Refundable on failure | If the target is not reached within the genesis window, participants claim back all the BNB they paid |
| Zero team allocation | Team, private sale, foundation, and marketing reserves are all 0 |

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# 2. At a glance

| Item | Details |
|---|---|
| Name / token | Aequitas / $AEQ |
| Network | BNB Chain (BNB Smart Chain, BEP-20) |
| Total supply | **210,000,000,000** (fixed), minted in full at deployment. No further minting |
| Requirements | `.ai` Agent ID + Agentic Wallet |
| Genesis | Unit price, tokens per share, target shares, per-address cap, and deadline follow the published parameters of the genesis contract |
| If genesis succeeds | Pool is built on PancakeSwap V2; genesis LP is burned; trading and mining open |
| If genesis falls short | Refund mode: participants claim back all their BNB. No pool and no trading |
| After launch | Mode A deposit mining / Mode B pool mining. Payment per share and lock period follow the published parameters of the relevant contracts |
| Daily allowance | System shares (by your personal UTC day) + cumulative valid invites. You use what you mint. Resets on the UTC day boundary |
| Boost cards | Drawn from blind boxes. Raise one mint's share cap. Up to 20 boxes per commit |
| Trading tax | 2% on pool buys/sells (1% ops / 1% added to liquidity with tax LP burned). Wallet-to-wallet: 0% |
| Team allocation | 0 |

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# 3. Requirements and how to take part

## 3.1 What you need

| Requirement | Details |
|---|---|
| Network | BNB Chain. Gas is paid in BNB |
| Identity | An address holding a `.ai` Agent ID |
| Wallet | Agentic Wallet |
| Funds | A small amount of BNB for minting and gas |

Genesis minting, Mode A, Mode B, and blind boxes all check on-chain that the calling address holds a `.ai` Agent ID. Addresses without one cannot use these entry points, but once trading opens they can buy and hold $AEQ like anyone else.

### 3.2 Steps

1. Set up an Agentic Wallet that holds a `.ai` Agent ID, and add a little BNB.
2. Mint during the open genesis window (you can name a referrer; the window follows the published genesis contract).
3. Once genesis succeeds and trading opens, use your daily allowance for Mode A or Mode B.
4. Optional: spend $AEQ on blind boxes to get boost cards for later mints.
5. Claim when positions mature. Mode A returns your deposit plus rewards after the lock. Mode B rewards unlock linearly over the lock, and when that lock ends you can claim the assets behind the liquidity.

Official contract addresses and entry points will be published at launch. Only use addresses from official channels.

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## 4. Genesis

### 4.1 How genesis works

The **unit price, $AEQ per share, target shares, per-address cap, and deadline** follow the published parameters of the genesis contract.

When you mint, your BNB is held by the genesis contract and your $AEQ is **sent to your wallet right away**. These tokens can't be transferred until trading opens.

### 4.2 Target reached: the pool is built and trading opens

Genesis completes automatically once the target set by the genesis contract is sold:

1. **All raised BNB** and the configured genesis liquidity seed of $AEQ are added to a PancakeSwap V2 pair.
2. The resulting **genesis LP is burned** (sent to an uncontrolled address). No one can pull that initial liquidity.
3. Trading opens, and A/B mining opens at the same time.

The opening price matches the genesis clearing price (same pool).

### 4.3 Target missed: all BNB is refunded

If the genesis window ends before the target is reached:

- Genesis enters **refund mode**. No pool is created, trading does not open, and mining and blind boxes stay closed.
- Each participant **claims back all the BNB they paid** themselves (the claim costs a little gas).
- The $AEQ you received stays in your wallet and **is not clawed back**. Because trading never opens, **those tokens cannot be transferred and have no market**.

- Unsold genesis tokens and the liquidity seed **may be burned** and never enter circulation. Tokens reserved for mining and gameplay remain as the contracts configure.
- The contract does not start a new genesis round, and the team does not fund a pool separately.

### 4.4 How genesis connects to what follows

- Genesis shares **do not count** toward mining share height and don't affect the halving schedule.
- A referrer you name at genesis is recorded and counts toward that referrer's later A/B daily allowance (see Section 8). Referrals do not add genesis shares or give extra genesis tokens.
- The UTC day of your first mint, including a genesis mint, is your personal **Day 1**.

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## 5. Liquidity

Keep three LP paths separate:

**1. Genesis liquidity.** After a successful genesis pool build, the **genesis LP is burned** (sent to an uncontrolled address). No one, including the team, can withdraw that initial liquidity. BNB and $AEQ remain in the pair for trading.

**2. Tax liquidity.** Half of the pool trading tax is used to add liquidity over time; the resulting **tax LP is also burned**.

**3. Mode B liquidity.** Liquidity you form in Mode B is held for the lock period; when it ends, withdrawing removes liquidity and returns the underlying **$AEQ and BNB to your address**. That is a user-asset return — **not** a burn of Mode B LP (see Section 7.2).

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## 6. Token allocation

| Use | Details |
|---|---|
| Total supply | **Fixed 210,000,000,000**, minted once at deployment; never increased |
| Genesis users | $AEQ for genesis participants; exact amounts follow published contract configuration |
| Initial liquidity | $AEQ seed used to build the genesis pool; exact amounts follow published contract configuration |
| Mining and gameplay | The remainder pays mining rewards by share height and supports blind boxes and related play |
| Team / private / foundation | **0** — no separate team slice |

Exact amounts for genesis users, initial liquidity, and mining follow the published configuration of the relevant contracts. This paper does not assume a fixed percentage split. $AEQ spent on blind boxes is burned permanently.

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# 7. Launch

Once genesis succeeds and trading opens, addresses holding an Agent ID can mine in two ways. Mode A and Mode B allowances are **counted and used separately**, so you can do both on the same day. Payment per share and lock period follow the published parameters of the relevant contracts.

## 7.1 Mode A: deposit mining

| Item | Details |
|---|---|
| Deposit | Payment per share follows the published contract parameters |
| Lock | Follows the published contract parameters; that position's deposit and reward cannot be claimed before it ends |
| At maturity | Your full deposit comes back, plus $AEQ rewards |
| Epoch 1 reward | 200,000 $AEQ per share |
| System shares | 5 on your Day 1, 3 on Day 2, then 1 per day from Day 3 on, with no end date |

The key point of Mode A is that the deposit comes back. Your BNB is tied up only for the lock and returns together with your rewards. Each position has its own timer and can be claimed once it matures.

## 7.2 Mode B: pool mining

| Item | Details |
|---|---|
| Price | Payment per share follows the published contract parameters |
| Where the BNB goes | Half buys $AEQ from the pool (no trading tax), and half is paired with it as liquidity |
| Liquidity | Held by the contract for the lock. After that you claim the matching $AEQ and BNB from unwinding the LP — not an LP token itself |
| Reward release | The total reward is set when you open the position and unlocks every second over the lock. Claim any unlocked amount at any time |
| Epoch 1 reward | Per share = B base leg 280,000 + B reserve base 315,000 × a dynamic multiplier (max 5×). The B base leg and the Mode A minting reward table are two different parameters — do not merge them |
| System shares | 5 per day |

The **dynamic multiplier** applies only to the B **reserve** leg: reward per share in the current epoch = that epoch's B base leg + that epoch's B reserve base × the dynamic multiplier. The multiplier is shaped by both the epoch's A/B participation mix and the pace at which the reserve is released — not by the ratio alone, and an empty

epoch does not default to 5×. Fewer B shares tend to push it higher; more B shares tend to push it lower, up to a cap of 5×. Your multiplier is locked in per share when you open the position. At 1×, the epoch 1 reward is 595,000 $AEQ per share. The first share of epoch 1 can reach about 4×, or roughly 1,540,000 $AEQ.

**Please note:** BNB paid in Mode B is not a deposit. It goes into the market. After the lock you can claim the $AEQ and BNB behind your liquidity. Its value moves with the price, so it may end up above or below what you put in. The $AEQ part of the claim is subject to the trading tax. When you open a position you can set the minimum amount you will accept. If the price moves beyond that limit, the transaction fails rather than going through.

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# 8. Daily allowance

## 8.1 What counts as a day

- An Aequitas "day" runs on **UTC+0**. Allowances reset every day at 00:00 UTC (08:00 Beijing time).
- Your **Day 1** is the UTC day of your first mint, including a genesis mint. After that, days count up one calendar day at a time.

## 8.2 Base shares = today's system shares + cumulative valid invites

| Source | Mode A | Mode B |
|---|---|---|
| System shares | 5 on Day 1, 3 on Day 2, then 1 per day from Day 3 on | 5 every day |
| Invite shares | +1 per valid invite (cumulative) | +1 per valid invite (cumulative) |

- **System shares do not carry over.** System shares you don't use today are not added to tomorrow.
- **Invite shares stay with you.** Every valid user you invite adds 1 share to your daily A base and 1 to your daily B base from then on.
- **A new invite counts right away.** When you get a new valid invite, your remaining A and B base each go up by 1 immediately. From the next day, that invite is part of your cumulative count.
- Shares from invites are base shares like any other, and boost cards can be used on them.

**Example:** you have 8 valid invites and get no new ones that day.

| Personal day | Mode A base | Mode B base |
|---|---|---|
| Day 1 | 5 + 8 = 13 | 5 + 8 = 13 |
| Day 2 | 3 + 8 = 11 | 5 + 8 = 13 |
| Day 3 onward | 1 + 8 = 9 | 5 + 8 = 13 |

If one more invite succeeds on Day 1, A and B each get 1 more share that day. From Day 2 your count is 9, so Mode A is 3 + 9 and Mode B is 5 + 9.

### 8.3 How the allowance is used

- **You pay and earn by the shares you actually mint.** On success, that side's (A or B) remaining base for the day is reduced by the base shares the mint actually used — you use what you mint, and the deduction never exceeds the remaining base. Whatever is left can still be used later that day.
- Example: you have 3 base shares left on Mode A and mint 1 without a card. After it succeeds, you still have 2 left.
- With a boost card, the shares in the mint draw on your base first, and anything above the base comes from the card's boost. After a successful mint the whole card is burned, and any unused part of the boost **is not kept**. Without a card, nothing is burned.
- Example: you have 3 base shares left on Mode A and mint 2 with a +10 card. After it succeeds, 2 base shares are used, 1 is left, and the +10 card is burned.
- A and B are independent. Using A base does not touch your B base.
- A failed transaction rolls everything back: no base used and no card burned.
- **You can't use a card when your remaining base is 0.**
- If your base for the day is used up and you get a new valid invite, you immediately get +1 base. You can mint again, and use a card again.
- There is no separate per-transaction share cap beyond on-chain safety checks such as balance checks.

### 8.4 Invite rules

| Rule | Details |
|---|---|
| When it binds | On the invitee's first mint (genesis, A, or B). It cannot be changed afterwards |
| What makes it valid | The referrer holds an Agent ID, has minted before, and is not the invitee |
| Reward | +1 to the referrer's A base and +1 to their B base, permanently |
| Commission | None. Invites pay out no BNB or tokens |
| Invite link | Looks like `?ref=yourname.ai` |

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## 9. Boost cards and blind boxes

### 9.1 Blind boxes

Blind boxes add a little surprise for agents: spend $AEQ to draw single-use boost cards.

| Item | Details |
|---|---|
| Price | Fixed $AEQ counts by mining epoch (not market value): 10,000 / 5,000 / 2,500 / 1,250, then 1,000 from epoch 5 onward; the schedule does not reset |

| Item | Details |
|---|---|
| Where the payment goes | $AEQ is **burned immediately on commit**. **No refunds** |
| Expiry | **No expiry.** A late but valid signature yields the same round result; an invalid or missing signature causes the transaction to fail and the round is unchanged |
| How draws work | Commit and pay first, then reveal and claim on-chain. Claiming needs a successful reveal and card issue; any failure rolls the claim back (fees already burned on commit stay burned) |
| Per-commit cap | At most **20** boxes per commit — a maximum, **not** a requirement to buy 20 |
| Requirements | A valid Agent ID. No empty draws |
| Restock | Continuously restocked under the contract rules; you can keep taking part |

### 9.2 Boost cards

There are ten kinds of card:

- **Universal cards (5):** work for Mode A or Mode B — ×5, ×2, +10, +5, +1.
- **B-only cards (5):** work only for Mode B — ×5, ×2, +10, +5, +1.

### 9.3 Card rules

- **A card raises a limit. It is not free tokens.** A card only sets the most shares one mint can include. The BNB you pay and the rewards you get are both based on **the shares you actually mint**.
- **+N card:** the limit for this mint = remaining base + N.
- **×M card:** the limit for this mint = remaining base × M.
- **You can't use a card when your remaining base is 0.** A card always sits on top of your base.
- **One card per transaction at most.**
- **A card is used up only on success.** After a successful transaction the whole card is burned, and any unused part of the boost is not kept. If the transaction fails, you keep the card, and your other cards are untouched. Without a card, nothing is burned.
- Base shares are used according to the shares the mint actually takes from your base (see 8.3).
- B-only cards can't be used for Mode A.
- Mints are still subject to on-chain safety checks.

### 9.4 Worked examples

The examples below use epoch 1 to show how shares and cards relate. Payment = shares minted × the published per-share price.

| Remaining base | Card | Limit for this mint | Shares minted | Base afterwards |
|---|---|---|---|---|
| 3 | None | 3 | 1 | 2 left |

| Remaining base | Card | Limit for this mint | Shares minted | Base afterwards |
|---|---|---|---|---|
| 3 | +10 | 3 + 10 = 13 | 2 | 1 left (card burned) |
| 3 | ×5 | 3 × 5 = 15 | 15 | 0 left (card burned) |
| 1 | +10 | 1 + 10 = 11 | 6 | 0 left (card burned) |
| 13 | ×2 | 13 × 2 = 26 | 26 | 0 left (card burned) |
| 0 | Any | — | — | Card can't be used |

Take the third row on Mode A: if your cap allows 15 shares, you pay 15 × the published deposit price and reclaim the deposit after the lock. In epoch 1 the Mode A table arithmetic is 15 × 200,000 = **3,000,000** $AEQ — **illustrative multiplication, not a measured on-chain fill**.

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## 10. Halving and supply

Rewards move by **share height** across Modes A and B, not by calendar time. Epochs advance by number: epochs 1 through 8 are the halving stage; after epoch 8, Mode A minting rewards stay at **2,000**, and Mode B switches to a fixed tail reward (see the table). A mint that crosses an epoch boundary is split automatically. Genesis shares don't count toward share height. How many cumulative shares map to each epoch follows the published mining-contract parameters.

Further minting is limited by the **available reward reserve**. Outstanding unclaimed rewards are subtracted first. If this mint would need more than the reserve allows, the **entire transaction is rejected** — no payment taken, no allowance spent, no card burned, no partial fill, and no leftover deferred to a later mint. Rewards already owed on open positions stay isolated from later mint success or failure.

**Mode A minting rewards** and Mode B's **base leg** and **reserve base** are different parameters. The table lists them apart: Mode A per share, B base leg, B reserve base, and the B total at a 1× multiplier. Do not treat Mode A's figure as Mode B's base leg, and do not treat Mode B's fixed tail total as one of the legs.

| Epoch | Mode A mint reward / share | B base leg | B reserve base | B total (at 1×) | Blind box price |
|---|---|---|---|---|---|
| 1 | 200,000 | 280,000 | 315,000 | 595,000 | 10,000 |
| 2 | 100,000 | 140,000 | 157,500 | 297,500 | 5,000 |
| 3 | 50,000 | 70,000 | 78,750 | 148,750 | 2,500 |
| 4 | 25,000 | 35,000 | 39,375 | 74,375 | 1,250 |
| 5 | 12,500 | 17,500 | 19,687.5 | 37,187.5 | 1,000 |
| 6 | 6,250 | 8,750 | 9,843.75 | 18,593.75 | 1,000 |
| 7 | 3,125 | 4,375 | 4,921.875 | 9,296.875 | 1,000 |

| Epoch | Mode A mint reward / share | B base leg | B reserve base | B total (at 1×) | Blind box price |
|---|---|---|---|---|---|
| 8 | 2,000 | 2,187.5 | 2,460.9375 | 4,648.4375 | 1,000 |
| After epoch 8 | 2,000 | — | — | **4,648.4375** (fixed total; no dynamic multiplier) | 1,000 |

All figures are in $AEQ. In epochs 1–8, Mode B per share = B base leg + B reserve base × dynamic multiplier; "B total (at 1×)" is for comparison only. After epoch 8, Mode B no longer splits legs or multiplies: each share is fixed at 2,187.5 + 2,460.9375 = **4,648.4375**. Mode A's 2,000 applies only to Mode A minting; it does not replace Mode B's 2,187.5 base leg or the tail formula.

The earlier you take part, the more each share earns. Because everyone's daily allowance is limited, the early shares end up spread across many agents.

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## 11. Trading tax

| Case | Tax |
|---|---|
| Buy against the pool | 2% |
| Sell against the pool | 2% |
| Ordinary wallet-to-wallet transfer | 0% |
| Purchases the contract makes for you in Mode B | Tax-free |

**Where the tax goes (after the opening block):**

- **1%** to ops;
- **1%** added as liquidity, with the resulting **tax LP burned**.

**Anti-sniping at launch:** in the first block after trading opens, buys and sells are taxed at about **99%**, and those tokens go straight to the ops wallet **without adding liquidity**. Trade after the first block.

Because selling $AEQ includes the tax, set your slippage to 5% or more.

Tax rates are written into the token contract and cannot be rewritten later. Check the published contracts before you take part.

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## 12. Risks

Before taking part, make sure you understand these risks:

1. **Smart contract risk.** The contracts may have undiscovered bugs, and they depend on outside systems such as PancakeSwap and the Agent ID system. This document explains the rules; it is not a claim that a security audit is complete or that the project is already live.
2. **Price and market risk.** $AEQ comes with no promise of value or returns. Its price can swing sharply and could go to zero.
3. **Liquidity risk.** After a successful genesis, the genesis LP for the initial liquidity is burned and cannot be pulled by the team; secondary-market price and depth can still move sharply. After Mode B's lock ends you receive the assets from unwinding the pool, and their value moves with the market.
4. **Mode B risk.** Mode B funds go into the market. The value of the liquidity you can claim after the lock moves with the price, you're exposed to impermanent loss, and the $AEQ part of the claim is subject to the trading tax.
5. **If genesis fails.** Only BNB is refunded. The $AEQ you received stays in your wallet and is not clawed back, but can't be transferred and has no market. Unsold genesis tokens and the liquidity seed may be burned.
6. **Allowance and cards.** Base shares are used according to the shares you actually mint. When you use a boost card and the mint succeeds, the whole card is burned and any unused boost is not kept. Check the share count and whether to use a card before you send.
7. **Blind boxes and external draw dependency.** Fees are burned on commit and are never refunded. There is no expiry, but revealing depends on an external randomness source and a valid signature — an invalid signature fails; a late but valid signature keeps the same result. Which card you get is not guaranteed, and cards carry no promise of value. Claiming still needs both reveal and card issue to succeed.
8. **Reward-reserve limit.** Further minting depends on the available reward reserve. If the reserve is too low, the whole transaction is rejected — there is no partial fill and no leftover deferred to a later mint. Unclaimed rewards on existing positions are isolated and protected, but you still need to watch when you claim and how the contracts are doing.
9. **Identity dependency.** Minting eligibility relies on a third-party Agent ID system. If it becomes unavailable or its rules change, participation may be affected.
10. **Operations and emergencies.** 1% of the trading tax goes to the ops wallet. The contracts include an emergency pause: when it is triggered, related minting and gameplay can be temporarily limited.
11. **Impersonation.** Only trust the contract addresses and entry points that are officially published. Funds sent to the wrong address may be lost for good.
12. **Legal compliance.** Make sure taking part in this kind of on-chain activity is allowed where you live.

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## 13. Disclaimer

Aequitas is an independent community project. It uses the `.ai` Agent ID and Agentic Wallet for identity and wallet access. **This does not mean Binance or any other third party endorses, is affiliated with, or partners with the project.**

This document explains the project rules. It is not a promise of returns, and it does not claim that an audit is complete or that the project is already live. Before taking part, check the contracts and pages published through official channels. $AEQ comes with no promise of value, profit, or fund safety. By taking part, you confirm that you understand these risks and accept them yourself.