WHITEPAPER

$TICK

A fair-launch inscription token on Elysium. Same price for everyone, no team allocation, and liquidity that no one can ever remove.

1B Total supply	**80%** Public mint	**0%** Team allocation	**100%** Mint funds to LP
100K Per inscribe	**~$2** Price	**10** Max per wallet	**Elysium** Network

Network	Elysium mainnet (chain ID 99901)
Payment	Native HYPE on the Elysium network
Mint date	Announced on official $TICK channels
Contract addresses	Published before the mint opens. Only trust addresses from official channels.

Abstract

$TICK is a token launched through a public, inscription-style mint on Elysium, the high-speed Layer 2 for the Hyperliquid ecosystem. 80% of the 1,000,000,000 supply is sold in 8,000 equal inscribes at a fixed price; the remaining 20% is paired with every unit of HYPE raised to create a liquidity pool that is locked forever. The team receives no tokens and no mint funds.

All rules are enforced by smart contracts with no admin controls: the price, the per-wallet limit, the supply cap, the transfer lock and the creation of liquidity. This paper explains why $TICK was designed this way, how each part works, how the opening price is formed, and what participants do and do not need to trust.

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1. Introduction: the problem with token launches

Most new tokens launch in ways that put ordinary buyers at a disadvantage:

- **Insider allocations.** Teams and early backers receive large shares of supply for free or at a discount, and can sell into buyers once trading starts.
- **Pre-sales and whitelists.** A few wallets buy before everyone else at a better price.
- **Removable liquidity.** The creator controls the liquidity pool and can withdraw it at any time, leaving holders with tokens no one can buy. This is the classic "rug pull".
- **Promises instead of proof.** Buyers are asked to trust a team's word rather than code they can check.

$TICK answers each of these with a rule enforced by code: 0% team allocation, no pre-sale or whitelist, the same price and limit for everyone, and liquidity locked in a contract that has no way to release it.

2. Background

2.1 Elysium

Elysium is a Layer 2 network built by Kinetiq for the Hyperliquid ecosystem. It is an Arbitrum Orbit chain that settles to HyperEVM and uses HYPE as its gas token. Blocks are produced every 100–200 milliseconds, transactions are ordered by priority fee, and fees are very low. Elysium mainnet launched on 9 November 2026. It is fully EVM-compatible, so standard ERC-20 tokens, wallets and DEXs work as usual.

2.2 Inscriptions

Inscriptions began on Bitcoin with standards such as BRC-20, where tokens are created by writing short text records on-chain, for example `{"p":"brc-20","op":"mint","tick":"ordi"}`. They became popular because anyone could mint at the same price, with no insiders. $TICK keeps that culture, a public mint with an on-chain record of every inscribe, while using a smart contract to guarantee the rules and give holders a standard ERC-20 token.

3. Design principles

Principle	What it means for $TICK
Fair	One price, one limit, one window, for every wallet. No team tokens, no pre-sale.
Trust-minimized	Mint funds and liquidity are controlled by contracts, not people. No admin keys.
Verifiable	Contracts are verified on the explorer; every mint is an on-chain record.
Simple	One token, one mint, one pool. Fewer moving parts means fewer ways to fail.

4. Tokenomics



Team allocation: 0% | Pre-sale: 0% | Marketing: 0%

Figure 1. Where the 1,000,000,000 $TICK supply goes.

Parameter	Value
Total supply	1,000,000,000 $TICK (fixed; can only shrink if the mint does not sell out)
Public mint	80% — 800,000,000 $TICK
Liquidity (LP)	20% — 200,000,000 $TICK, locked forever
Team / pre-sale / marketing	0%
Tokens per inscribe	100,000 $TICK
Number of inscribes	8,000
Price per inscribe	About $2, paid in HYPE (exact HYPE amount fixed at deployment and announced before the mint)
Limit per wallet	10 inscribes (1,000,000 $TICK, about $20)
Minimum wallets to sell out	800
Total raised if sold out	About $16,000 in HYPE
Mint funds to liquidity	100%
Inflation / future minting	None. No function exists to create more $TICK after the mint.

5. Mint lifecycle

The $TICK launch moves through three states. Each transition is triggered by on-chain conditions, not by the team.

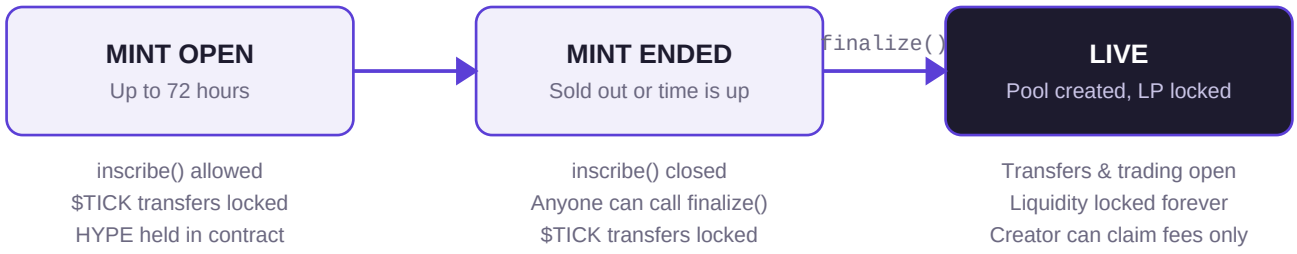


Figure 2. The three states of the $TICK launch.

5.1 Mint rules

Rule	Detail
Fixed amount	Exactly 100,000 $TICK per inscribe
Fixed price	The exact HYPE amount per inscribe is set at deployment; any other amount is rejected
Supply cap	8,000 inscribes in total; mints beyond the cap are rejected
Wallet limit	Maximum 10 inscribes per address
Mint window	72 hours from opening, or until sold out, whichever comes first
Transfer lock	$TICK cannot be transferred until the pool is created
Finalization	Once the mint ends, anyone can call finalize(); no special permission needed

5.2 Ordering

Elysium orders transactions within each block by priority fee. When the last inscribes are contested, a transaction with a higher priority fee may be included first. The contract accepts mints in the order the network includes them, and rejects any mint once the 8,000 cap is reached.

5.3 Inscription records

Every successful inscribe emits an on-chain record in the ely-20 format, creating a permanent log of who minted, when, and in what order:

```
data:,{"p":"ely-20","op":"mint","tick":"TICK","amt":"100000"}
```

The $TICK website reads these records to display live progress and the list of minters. The records are a log; balances themselves are held by the token contract.

6. Smart contract architecture

$TICK uses three small contracts. None has an owner or admin function that can change the rules, pause the mint, mint extra tokens, or move funds.

Contract	Role	Key functions
TickToken	Standard ERC-20 holding all $TICK balances. The full supply is created once at deployment; no function can create more. Transfers are disabled until the pool is live.	Standard ERC-20 (balanceOf, transfer, approve)
TickMint	Runs the public mint, holds HYPE during the mint, and creates the pool at the end.	inscribe(count): pay and mint 1–10 inscribes finalize(): end the mint, build and lock the pool
TickLocker	Creates the pool's liquidity position and holds it forever. Can never withdraw liquidity.	collectFees(): send trading fees to the creator

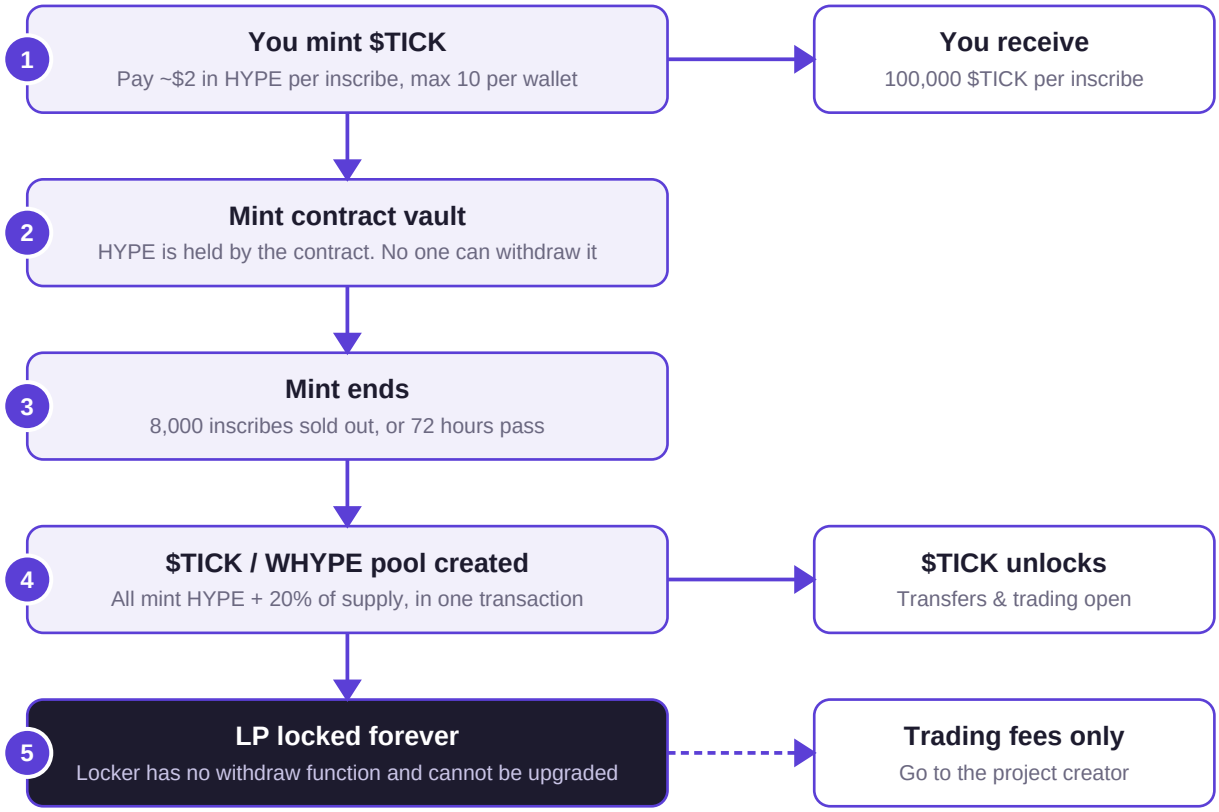


Figure 3. The path of every HYPE paid into the mint.

6.1 What finalize() does, in one transaction

- Calculates the final allocation (see section 8 if the mint did not sell out).
- Burns any unsold $TICK.
- Enables $TICK transfers.
- Wraps all HYPE held by TickMint into WHYPE and hands it, with the pool's $TICK, to TickLocker.
- TickLocker creates the $TICK/WHYPE pool on Uniswap v4 (1% fee) and deposits the full liquidity across the whole price range. If someone created the pool earlier at a different price, TickLocker first moves the price back to the intended opening price.
- The liquidity position belongs to TickLocker, where it stays forever.

Because all of these steps happen atomically, there is no moment where the pool exists without its liquidity, or where tokens can trade before the official pool is ready.

6.2 Safety net

If the pool cannot be built within 7 days after the mint window closes, finalize() is disabled and every minter can call refund() to take back exactly the HYPE they paid. Their $TICK stays locked forever. This path needs no admin and only opens if the pool was never built.

7. Liquidity and price formation

7.1 How the pool is formed

When the mint ends, the pool is filled with two things: 20% of the supply (200,000,000 $TICK if the mint sells out) and every unit of HYPE paid by minters (about $16,000). The opening price is set purely by the ratio between these two amounts. No one chooses it, and no one can change it.

7.2 How the price moves after launch

The pool is an automated market maker: the price changes with every trade. When people sell $TICK into the pool, the price falls; when people buy, it rises. The table shows what happens to the price if minters sell part of their tokens and no one buys (fees ignored):

Minted $TICK sold into the pool	Share of minted supply	Price change from opening
None (opening)	0%	0%
80M	10%	-49%
200M	25%	-75%
400M	50%	-89%
800M	100%	-96%

> **What this means:** selling pushes the price down and buying pushes it up. Heavy selling right after launch can move the price a long way from where the pool opened. Because the liquidity is locked forever, the pool can never be emptied, but the price itself depends entirely on the market.

8. If the mint does not sell out

If the 72-hour window ends before 8,000 inscribes are sold, the 80:20 ratio is kept so the pool opens at the same price no matter how many inscribes sold. Unsold tokens are burned and the total supply shrinks.

Sold	Held by minters	To LP	HYPE to LP	Burned	Final supply
100%	800M	200M	~$16,000	0	1 billion
50%	400M	100M	~$8,000	500M	500M
25%	200M	50M	~$4,000	750M	250M

9. Trust model

No system is entirely trustless. This section states plainly what $TICK removes the need to trust, and what participants still rely on.

You do NOT need to trust	You still rely on
The team not to take mint funds: no withdraw function exists	The correctness of the contract code (verified source, reviewed before launch)
The team not to remove liquidity: the locker cannot release it	The Elysium network: a new Layer 2 with a single sequencer and committee-based data availability
The team not to mint extra tokens: no such function exists	The DEX contracts that host the pool
An off-chain server for balances: balances live in the ERC-20 contract	Using the official contract and mint page addresses, not look-alikes

10. Security and risks

Security measures

- The mint contract has no withdraw function for HYPE.
- The LP locker cannot withdraw liquidity and cannot be upgraded.
- No contract has admin keys that can change rules after deployment.
- If the pool can never be built, minters can reclaim their HYPE after 7 days (section 6.2).
- Contract source code is verified on the Elysium explorer before the mint opens.
- The transfer lock during the mint prevents unofficial trading and fake pools.

Risks to consider

- **Smart contract risk.** Even verified and reviewed code can contain bugs.
- **Market risk.** After the pool opens, the market sets the price. As section 7.2 shows, selling pressure can push it down sharply.
- **Network risk.** Elysium is new. Sequencer or data availability issues could temporarily affect minting or trading.
- **Bots and multiple wallets.** The 10-per-wallet limit is enforced per address; one person using many addresses cannot be fully prevented.
- **Volatility.** Early trading can involve large price swings and slippage.
- **Phishing.** Fake mint pages and look-alike tokens are common on new chains. Only use official links.

11. How to participate

Step	
1	Have HYPE on the Elysium network (bridge from HyperEVM through the official Elysium bridge if needed).
2	Open the official $TICK mint page and connect your wallet to Elysium mainnet (chain ID 99901).
3	Choose 1 to 10 inscribes and confirm the transaction.
4	$TICK lands in your wallet right away. It becomes transferable and tradable once the pool opens.

12. Roadmap

Phase	Milestone
Pre-launch	Contracts deployed and verified on the Elysium explorer; addresses published on official channels
Mint	72-hour fair mint window, or until sold out
Launch	Single-transaction pool creation, LP lock, and trading opens
Post-launch	Open-source mint indexer, listings on Elysium tools and screeners
Future	Exploring the HyperCore graduation path and further ecosystem integrations

13. FAQ

Question	Answer
Does the team get any tokens?	No. 0% for team, pre-sale and marketing.
Where does my mint payment go?	100% into a liquidity pool that is locked forever. The team never receives it.
How does the team earn?	From the pool's trading fees, not from mint funds.
Is any return guaranteed?	No. After the pool opens, the market sets the price.
Why the 10-per-wallet limit?	To spread the supply more widely and keep a few wallets from taking most of it.
Can more $TICK ever be created?	No. There is no function to mint tokens after the public mint.
Can I verify my balance?	Yes. $TICK is a standard ERC-20 token: your balance shows in your wallet and on the Elysium explorer.
What do I pay with?	Native HYPE on the Elysium network.

14. Glossary

Term	Meaning
Inscription	A short on-chain record written during a mint, here in the ely-20 format
Inscribe	One mint action: pay about $2 in HYPE, receive 100,000 $TICK
Elysium	Kinetiq's Layer 2 network for the Hyperliquid ecosystem; uses HYPE for gas
HYPE / WHYPE	HYPE is the native token; WHYPE is its wrapped ERC-20 form used in DEX pools
Liquidity pool (LP)	A pool of $TICK and WHYPE that lets anyone buy or sell at a price set by the pool's balance
LP lock	Placing the pool's liquidity position in a contract that can never withdraw it
Rug pull	When a creator removes liquidity or dumps insider tokens, leaving holders unable to sell
Fair launch	A launch with no insider allocations, where everyone buys under the same rules
finalize()	The public function that ends the mint and builds and locks the pool in one transaction
Priority fee	An optional tip that can place a transaction earlier within a block

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