MILADY CULTCOIN:
DECLASSIFIED

JUNE 2024
AMENDED DECEMBER 2024

```
*****************
TABLE OF CONTENTS
*****************
```

```
    DECEMBER 2024 ADDENDUM:
      * ADDITIONAL ZERO ACQUIRED TO THE SUPPLY
      * TIMELINE PUSHED BACK 2 QUARTERS
```

MILADY CULTCOIN

****
Twitter is captured by a technocapital
singularity as schizoautist revolution and
whitepilled lovecore lock into commoditization
take-off. Logistically accelerating
techno-economic interactivity crumbles social
order in auto-sophisticating cult runaway. The
hyperfinancialized network tribe develops its
own market intelligence: Milady.
****

$CULT is Remilia's official ecosystem token, a
fungible proxy of the self-organizing cult.

Like the memecoin, the cultcoin is not tied to any
specific utility proposition, but further, it's
driven by the powerful decentralized soft cult tribe
organized around the guiding hand of Remilia's
accelerationism:

>   The cultcoin is simultaneously catalyst and
>   attractor activating the deepest stores of
>   memetic potentiation.

50% of supply is set aside for the cult and another
portion in a single public sale:

>   No seed rounds,
>   No private sale,
>   No VC's,
>   No promises:
>   Just conviction.

TOKENOMICS

100B supply minted one-time at Genesis on the
Ethereum blockchain. TGE when the timing is right.

(1)   50% set aside for the CULT FUND (5):
     (a)   50% distributed no-vest on TGE via
          REMILIA ACHIEVEMENTS SEED AIRDROP (8);
     (b)   50% distributed over 3 years in seasonal
          batches via MANIPULATION ENGINE (9).

(2)   Up to 15% supply sold in 2-part one week PRE
     SALE (6), distributed no-vest on TGE:
     (a)   Community Entry: set aside fixed to
          opening price limited to Remilia Holder
          Snapshots:
          0.25 ETH per wallet per eligible pool:
          i.   ANY REMILIA SNAPSHOT   (500 slots)
          ii. MILADY SNAPSHOT   (250 slots)
          iii. REMILIO SNAPSHOT   (250 slots)
     (b)   3-tier Holder/Public Sale:
          i.   HOLDER: Quantized, low-resolution
                 stepped curve. Any Remilia
                 Snapshot holder is qualified, or
                 current Milady/Remilio holder. A
                 Milady/Remilio can be purchased
                 at any time to get the Holder
                 rate.
          ii. PUBLIC: Linear curve. Same
                 starting price as Holder but
                 high resolution and steeper
                 curve.
          iii. APE: Linear curve. Identical to
                 Public but +10%. Applies if a
                 BAYC or MAYC is detected in the
                 wallet.

(3)   15% for Team Compensation on 18-month vest.

(4)   Remaining and unsold supply to Remilia Treasury
     (minimum 20%) on 6-month vest.

......TOKENOMICS DISTRIBUTION TABLE

CATEGORY	PERCENT	AMOUNT	SCHEDULE
CULT FUND	50%	50,000,000,000	1/2 on TGE; 1/2 seasonal distribution
PRE SALE	Up to 15%	0 - 10,500,000,000	100% on TGE
TEAM	15%	10,500,000,000	18-month vest
REMILIA TREASURY	20-35%	20,000,000,000 - 30,500,000,000	6-month vest

CULT FUND

The Cult Fund is half of total supply.

The first half of the Cult Fund is immediately available on TGE in a gated airdrop to the existing participants of the last three years of Remilia:

> The REMILIA ACHIEVEMENTS SEED AIRDROP (8) is designed in a complex combination asset-achievements based claim rewarding True Loyalty, demonstrated on- & off-chain prior to any hint of a token.

The second half is distributed seasonally over the next three years:

> The MANIPULATION ENGINE (9) is algorithmically engineered to maximize on-going mindshare acquisition through the manipulation of public attention-flows and cult health commitments.

.....CULT FUND DISTRIBUTION TABLE

CATEGORY	PERCENT	AMOUNT	PERIOD
REMILIA ACHIEVEMENTS SEED	50%	25,000,000,000	TGE
MANIPULATION ROUND 1	15%	7,500,000,000	THROUGH 2025 Q2
MANIPULATION ROUND 2	20%	10,000,000,000	THROUGH 2026 Q2
MANIPULATION ROUND 3	15%	7,500,000,000	THROUGH 2027 Q2

PRE SALE

The non-exclusive Pre Sale dropped directly to the timeline provides fair opportunity to financialize price-accurate present-day conviction in a no-vest sale beyond the NEETbux surprise earned from engagement in the cult.

.....COMMUNITY ENTRY (LIMITED)

3 fixed-price limited entry pools for eligible snapshotted wallets.

1 claim per wallet of 0.25 ETH per eligible pool: Remilia Community Snapshot (holder of at least 1 whole Remilia NFT), Milady Holder and Remilio Holder.

SLOTS:
ANY REMILIA SNAPSHOT	(500 slots)
MILADY SNAPSHOT	(250 slots)
REMILIO SNAPSHOT	(250 slots)

.....HOLDER ENTRY

Holder sale on a stepped curve (low resolution, quantized). Entry available to Remilia Community Snapshot or current Milady/Remilia holders.

If you were not included in the snapshot, you can still purchase a Milady or Remilio to get the Holder entry rate.

.....PUBLIC ENTRY

Non-whitelist/milady holders enter on a 10% premium
linear curve which can be voided by purchasing and
holding a Milady.

.....APE PREMIUM

Wallets holding a Bored/Mutant Ape pay an additional
20% premium on the Public entry. They can rid
themselves of the curse by getting rid of the Ape.

REMILIA ACHIEVEMENTS SEED AIRDROP

The REMILIA ACHIEVEMENTS SEED airdrop is based on:

(1) Remilia NFT assets held (linear scale)
(2) Remilia merchandise purchased (linear scale)
(3) On & Off-chain Achievements (binary trigger)

Total credits rewarded from a sum of all 3 sources, at ~80% to (1) and ~20% between (2) and (3).

The specific individual credit value of any asset, purchase or achievement is not published to prevent future farming - see ACHIEVING AUTHENTICITY (12)

The achievements are highly unique, creatively covering history and lore across the past 3 of years of Remilia and categorized loosely into tiers according to their rarity and loyalty demonstration.

The design philosophy across the three credit sources is intended to entirely reward loyalty and achieve continued value alignment.

Metrics are subject to adjustment for future drops - for example, merch will likely be devalued for the future to prevent farming, the merch reward in this airdrop was a wholly unprecedented, but value-aligned surprise.

MANIPULATION ENGINE

****
Hyperfinancialization accelerates the
network, which accelerates cultural
self-organization, which builds the tools to
coherently navigate contemporaneity.
****

The **MANIPULATION ENGINE** utilizes the "Manipulation
Fund" portion of the cult fund as an on-going
incentive pool to allow for non-interventionist
engineering of the cult's self-organization.

Other airdrop and points systems in WEB3 usually
only incentivize artificial on-chain engagement,
because it is almost always a VC-backed platform,
and they're essentially buying artificial user
activity to then raise more money on the back of.

Remilia maintains a genuine, organic community which
is already thriving; hyperfinancialization instead
serves as a catalyst to accelerate existing
engagement, which requires a unique design
philosophy.

DESIGN PHILOSOPHY

We specifically seek to incentivize three things to
secure the health of Remilia:

(1) Contributions to the memetic potentiation
of the Remilia ecosystem.
(2) Contributions to the financial health of
Remilia assets.
(3) Contributions to Remilia social and
culture platforms.

This requires continuous adjustment of the incentive
weights and introduction of new "levers" through
qualified analytics in an anti-farming blackbox: the
Manipulation Engine.

This is a unique incentive fund compared to the
standard protocol seeking only to 'buy' unqualified
engagement, rather than build true foundations for a
movement that exists beyond financial incentive.

GAMIFIED ENGAGEMENT

Our first distribution of credits described in the
REMILIA ACHIEVEMENTS SEED AIRDROP (8) came entirely
from the True Loyalty Claims based on asset
holdings, merch purchases and achievement triggers.

This system will continue but further extended
moving forward.

We plan to continue distribute credits directly and
indirectly an on-going basis for myriad evolving
activities, primarily limited to what infrastructure
can be built (by Remilia and the community both) to
expand inclusion to everything possible beyond the
standard on-chain metrics already included in the
True Loyalty Claims; as well as for funding
contributions to the ecosystem.

For example, we were able to include merch sales and
Remilia Quarterly Vol. 1 submissions by tying email
to wallet, and Miladycraft and Discord participation
through Guild.xyz's Discord-NFT integration.

However these were just binary triggers, we want to
pursue more fine-grained control to best align
incentives while mitigating farmers, including with
a multiple currency ecosystem of virtual points.

We call it an "Engine" because we'll be operating
the levers in the back, adjusting distribution as
necessary to ensure attention-flows are directed to
where it's best served.

This will be a constantly evolving platform as a
layer over our ecosystem.

ACHIEVING AUTHENTICITY

Unlike the average VC-backed platform, our goal with an airdrop is not to farm user activity, but reward genuine quality participants in the community on an on-going basis.

This means mitigating "airdrop farmers"; the most effective way to minimize farming is to obscure the value of individual activities.

The ideal is someone who is rewarded for genuine participation: e.g. a milady who plays on Miladycraft, buys the merch, attends the raves, is active on twitter and discord etc. should earn more than the person trying to farm points by leveling up on Discord.

The result is even if a farmer starts off by doing all the right steps in bad faith, it's highly unlikely for them not to be converted anyway, like the federal agent assigned to you who ended up with a milady alt.

Some systems we will likely implement towards this:

(1) Delayed gratification
(2) Hidden algorithm
(3) Rotating random seeds
(4) Multiple points systems
(5) Buffs for touching multiple platforms

APPENDIX

CIA-RDP78-00915R001400200001-3
APPROVED FOR RELEASE

"MILADYCHAN: MASTER-PLAN"
SECTION: POST-MONEY ASCENSION

POST-MONEY ASCENSION

REMILIA CORPORATION RESEARCH SHOWS SOCIAL AND SPIRITUAL
WEALTH HOLDS A SIGNIFICANT REAL VALUE UNDERMEASURED BY
NOMINAL ESTIMATIONS AND UNDERPRICED BY THE MARKET DUE TO
DIFFICULTY OF TRANSFER.

IF POINTS ARE FAUCETED BY USER ACTIVITY, DILUTION OCCURS
IN LINE WITH USER GROWTH; WHILE USER GROWTH INTRODUCES
HIGHER GENUINE ENGAGEMENT.

WITH A WELL-MANAGED USER CULTURE, THE VALUE PROPOSITION
WILL CROSS-OVER FROM ANY SERIOUS POINTS INCENTIVE TO THE
BASIC VALUE PROVIDED BY PARTICIPATION IN THE NETWORK
CULTURE.

EITHER WAY, THEY REMAIN REWARDED BY THEIR RETENTIVE
ENGAGEMENT; BUT THE REWARD IS NOW IMMATERIAL-SOCIAL,
SPIRITUAL.

THIS IS THE GROWTH STRATEGY; AND AS AN INCENTIVE IT RIDES
A SCALE BASED ON TIME-VALUE OF MONEY OF INDIVIDUAL USERS,
SLOWLY DESCENDING DOWN AN INCOME GRADIENT WHICH ALSO CAN
BE PRESUMED TO TRACK INVERSELY TO USER CONTRIBUTION VALUE
AND RECEPTIVE IMMATERIAL VALUE.

THUS, IN THE FINAL STAGES OF THE POINTS LIFECYCLE, THE
CORE USERBASE REMAINS INVESTED IN THE NETWORK, WHICH IS A
PROPOSITION OF MUCH DEEPER VALUE THAN ANY EARNED POINTS.
THE BOOTSTRAP IS COMPLETE.