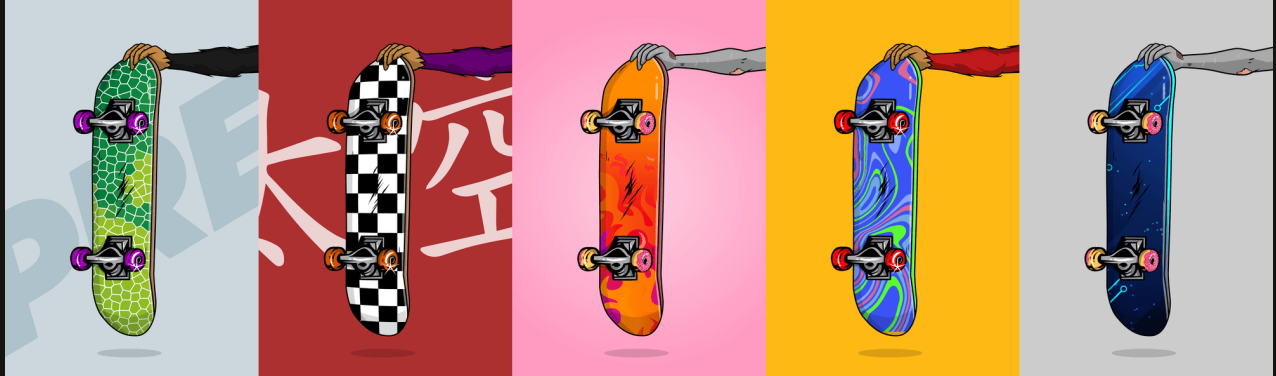




WHITE PAPERZ

The Ultramodern Speed Syndicate

\$TUSS · ERC-721 · Polygon mainnet (chain 137)
0xE599565a06044D298dE36400c3921f3E0477beB1

Vivid Tokenz Studios, LLC · 24 August 2026

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1 · Overview

The Ultramodern Speed Syndicate is the flagship Vivid Tokenz Studios collection on Polygon. It is an ERC-721 mint with one unusual property: a token is not finished when you buy it. Every token carries its own counter of genuine, settled sales, and at three thresholds it becomes eligible to trade its artwork for the next tier.

That is the entire premise, and everything else in this document exists to make it mean something. A counter that any holder could advance by shuffling a token between their own wallets would be decoration. So the contract counts only sales that settle through an authorised venue, clear a price floor, and fall outside a cooldown — and it enforces all three on-chain rather than by policy.

Upgrades are opt-in and cumulative. Whoever holds a token when it reaches a threshold may accept that tier or decline it, and the original render is archived permanently either way.

At a glance

Collection	The Ultramodern Speed Syndicate (\$TUSS)
Standard / chain	ERC-721 on Polygon mainnet (chain 137)
Current supply ceiling	2,000 tokens
Hard cap	5,000 tokens — a contract constant with no setter
Owner reserve	100 tokens for the life of the collection
Presale price	\$4.99, paid in POL
Public price	\$7.99, paid in POL
Per-wallet limit	7 tokens
Creator royalty	10.5% (ERC-2981)
Upgrade thresholds	12, 19 and 25 counted sales

2 · The world of 2142

In 2142, humanity found itself in the middle of a technological revolution — AI, art and human ambition collapsing into a single sprawling hyperculture. Skateboarding, a timeless symbol of rebellion and creativity, became the canvas people reached for when they wanted to say something nobody had said yet.

The Ultramodern Skateboards were born there, each one cut by the enigmatic Master Forger — a mythic figure who claimed to work with cosmic energies and fragments of the human soul. Every board is a distinct vision of that world and the people inside it.

The lore matters here for a reason that is not decorative. A board that trades its deck for rollerblades, then a moped, then something undisclosed, is a board that is going somewhere. The mechanic in section 8 is that story told in state changes rather than in prose.

3 · The collection

Every board is assembled from four trait categories. The artwork for a token is fixed at mint — nothing about a board is randomised after the fact:

Background	7 variants — gray, gold, red, yellow, pink gradient, blue wording, blue radial
Hands	10 variants — from a normal hand to monkey, zombie and robot hands
Skateboards	20 deck designs — checkerboard, snake skin, tie dye, cheetah print, tribal, sci-fi, shiny solid gold and more
Wheels	13 variants — including donuts, cheese wheel, fire and electric

That is 18,200 possible combinations across a collection capped at 5,000, so no board is a foregone conclusion and rarity is a property of what was actually minted rather than of the generator.

Rarity is hidden until a token is minted. Trait names and values are visible on an unminted board, but the rarity ranking is not — publishing it would let buyers pick the collection over rather than mint into it, which is a different product than the one being offered.

4 · Supply and allocation

maxSupply is 2,000. That is the number of token IDs currently mintable, and it is the number that matters to a buyer today.

Above it sits **MAX_SUPPLY_CAP = 5,000**, declared as a Solidity constant. It has no setter and no owner override, so the advertised ceiling of the collection is verifiable on-chain rather than promised in a document like this one. The owner may move maxSupply up or down beneath that cap to stage the drop in waves, but cannot lower it below the number already minted, and cannot raise it past 5,000 under any circumstances.

Separately, **OWNER_RESERVE = 100** bounds free minting by the owner for the entire life of the collection — team allocation, giveaways and partnerships all come out of that hundred. It is also a constant with no setter. The contract's own comment is the clearest statement of intent: *so the owner can never take public supply.*

Mintable now	2,000 token IDs
Absolute ceiling	5,000 — constant, no setter
Owner reserve	100 — constant, no setter
Per wallet	7 tokens across all phases
Per transaction	4 tokens

5 · Sale phases

Minting is gated by a three-state phase the owner advances:

Locked	No public minting. Only the owner reserve can mint.
Presale	Open to everyone at \$4.99. No allowlist — the discount is a window, not a guest list.
Public	Open to everyone at \$7.99.

The presale is deliberately not gated by an allowlist. An earlier design used a Merkle whitelist and was removed: a price everyone can reach for a limited time is simpler to reason about, cheaper to run, and cannot be gamed by whoever is fastest to a form.

6 · Minting and pricing

Prices are denominated in **US dollars but paid in native POL**. At mint time the contract reads a live Chainlink price feed and converts the dollar price to wei, so the dollar cost is stable while the POL amount moves with the market.

Presale	\$4.99 per token
Public	\$7.99 per token
Per wallet	7 tokens total, across both phases
Per transaction	4 tokens maximum
Price feed	Chainlink, 8 decimals, on Polygon mainnet
Staleness guard	1 hour — mints revert rather than price off a stale feed
Overpayment	Refunded automatically in the same transaction
Proceeds	Forwarded to the creator earnings wallet on every mint; the contract never accumulates sale revenue

Two mint routes exist: take the next available ID, or name a specific token ID. Both respect the same wallet cap, batch limit and supply ceiling.

Because the POL amount is computed at the moment of the transaction, a wallet should send a small buffer over the quoted figure to cover movement between quote and confirmation. Anything above the true price comes straight back.

The staleness guard is deliberately strict. If the oracle stops publishing, the contract refuses to mint rather than transact against a price nobody can vouch for. A failed mint is recoverable; selling a token at an hour-old exchange rate is not.

7 · Reveal

The collection holds two base URIs and a boolean. Before reveal, tokenURI returns a placeholder document; after, it returns the real one. Both URIs are editable, so a dead pin or a failed host is recoverable without

redeploying the collection.

The flag is a two-way toggle rather than a one-way door — the collection can be re-sealed. The metadata route enforces the same gate independently: asked for a revealed document while the chain says unrevealed, it returns the placeholder rather than the artwork, so a crawler that arrives early cannot cache a document it was not meant to see.

8 · The upgrade mechanic

Each token has its own counter. When that counter reaches a threshold, the token becomes **eligible** for the corresponding tier — not upgraded, eligible. The holder at that moment decides.

Tier 1 — 12 counted sales	The deck is traded for rollerblades
Tier 2 — 19 counted sales	Rollerblades for a moped
Tier 3 — 25 counted sales	A custom rarity reward, undisclosed

Each tier is claimed by its own transaction, sent by the token's current holder. A public view reports, for any token, its counted-sale total and which tiers are currently claimable, so eligibility is always checkable without guessing.

Tiers are cumulative but independently claimable, so a token presents as the highest tier its holders have actually accepted. Declining costs nothing and forfeits nothing permanently: eligibility is derived from the counter at claim time, so a later holder can still accept a tier an earlier one passed on. A tier can only ever be claimed once per token.

Every upgrade archives the artwork it replaces. An upgraded token carries the permanent IPFS URI of the render it used to be, so the history of a token is recoverable rather than overwritten.

9 · What counts as a sale

This is the section that makes the mechanic honest. A counter that advanced on every transfer would reward wash trading: a holder could move a token between their own wallets twelve times and claim a tier for the cost of gas.

So a transfer advances nothing. A sale counts only if it clears three independent brakes, all enforced by the contract:

- **Authorised venue.** Only registered sale venues — the TUSS marketplace and auction contracts — may report a settled sale. Raw ERC-721 transfers, including transfers through any other marketplace, never advance a counter.
- **Price floor.** The sale must clear the higher of a fixed floor and a percentage of what that specific token last counted for, so a token cannot be cycled at a token price to farm thresholds.
- **Cooldown.** At most one counted sale per token per cooldown window, so the fastest possible route to Tier 1 is twelve separate days.

Current settings

Absolute floor	\$4.99 — and a hard minimum pins it there permanently
Percentage brake	50% of the token's own last counted sale, when higher
Cooldown	24 hours (hard minimum 1 hour, which cannot be loosened)

The floor and the cooldown have hard minimums compiled into the contract. A future retune can tighten the economics or relax them within bounds, but neither brake can be set to zero by anyone, including the owner. A sale that fails a brake is still a perfectly valid sale — it simply does not advance the counter, and the contract says so in an event rather than reverting and costing the seller their trade.

Venues report sales on a best-effort basis, inside a try/catch. A failure to record can never block the underlying trade — the sale completes either way.

10 · Milestone rewards

Accepting an upgrade also pays a bonus in **pViTok**, the Polygon-native reward token behind Vivid Tokenz Studios collections.

Payout	75 pViTok per accepted upgrade
Lifetime budget	1,125,000 pViTok — the true worst case at the 5,000 cap
Token	12 decimals, fixed supply of 1,000,000,000

The budget is a ceiling consumed only by successful transfers. If it is ever exhausted, the bonus stops — **the upgrade itself does not**. The artwork change and the reward are deliberately decoupled, so a funding shortfall can never block a holder from claiming the tier they earned.

How pViTok is governed

900,000,000 pViTok sit in a reserve vault; 100,000,000 are liquid, covering liquidity, listings and operations. Both the token and the vault are owned by a timelock rather than by a wallet: every change is scheduled, waits 48 hours, and is then executed, with scheduling and execution each requiring a 2-of-3 multisig and a separate guardian address able to cancel anything during that window. There is no key anywhere that can mint pViTok on demand.

Within the vault, each reward programme is registered with three limits enforced by the contract rather than by policy: a lifetime budget, a linear drip so that budget releases gradually instead of at once, and an annual cap on emission in any twelve months. Committed budgets cannot be withdrawn by the treasury owner.

pViTok is a distinct asset from \$ViTok: not bridged to it, not backed by it, and not redeemable for it. Same brand, different supply, different chain — which is why this one is named pViTok.

11 · Trading venues

Two contracts are registered as authorised sale venues. Only sales settled through them can advance a token's counter, which makes their behaviour part of the collection's design rather than an accessory to it.

The marketplace

Fixed-price listings and offers. A seller lists at a price and may cancel at any time; a buyer purchases at the asking price. Offers work the other way round and are **escrowed**: because native POL has no ERC-20 style approval, an offer deposits its amount into the contract when it is made and holds it until the offer is accepted or cancelled. That ties up a bidder's funds while an offer is open — a deliberate simplicity trade chosen over a wrapped-token design.

Stale listings, where the seller has since moved or un-approved the token, can be pruned by anyone, so the order book does not fill with entries that cannot settle.

The auction house

Timed auctions with escrowed bids. Outbid funds are held as pending returns and withdrawn by the bidder rather than pushed automatically, which is what stops a hostile contract from blocking an auction by refusing a refund. Auctions are bounded to a maximum duration, so a token can never be escrowed indefinitely.

*There is deliberately **no anti-snipe extension**. A bid in the final seconds does not extend the clock. This is a stated design choice rather than an oversight: an extension mechanism is itself gameable, and a fixed end time is a rule everyone can see in advance.*

Both venues

- Are pausable by their owner, independently of the collection.
- Carry a platform fee currently set to 0%, with a hard 10% ceiling that cannot be exceeded.
- Honour the collection's ERC-2981 royalty on every settlement, and bound any royalty response at 50% as a defence against a broken or malicious royaltyInfo.
- Refuse self-dealing: the same wallet cannot be both sides of a settlement.

12 · Artwork and metadata

Artwork lives on IPFS, pinned and immutable. Every token's render — original and each upgrade tier — is content-addressed, so the image a token points at cannot be silently swapped.

The metadata document is assembled per request rather than pinned as a directory, and that is a consequence of the mechanic rather than a shortcut. A token's name, traits and image change when an upgrade is accepted; an IPFS directory CID is immutable by design. Pinning the JSON would mean re-pinning the whole collection and sending an owner transaction for every upgrade, forever. Instead the contract points at a route that reads each token's accepted tier from the chain and layers it over committed base metadata.

Telling marketplaces to look again

Serving correct JSON is only half the problem. A marketplace shows what it cached the one time it crawled a token, and nothing prompts it to return. So an accepted upgrade triggers an explicit re-crawl request, backed by a periodic sweep that reads upgrade events out of chain history and retries anything the per-transaction path

missed.

The consequence worth stating plainly: the images are decentralised and permanent, while the JSON is served by Vivid Tokenz Studios. The base metadata is committed to the collection's public repository, so the document can be reconstructed by anyone from the chain plus that repository.

13 · Royalties and fees

Creator royalty	10.5%, declared via ERC-2981
Royalty recipient	A fixed contract constant — no setter, cannot be redirected
Mint proceeds	The same wallet — both are what the collection earns
Platform fee (TUSS venues)	0% at time of writing
Platform fee ceiling	10% — a hard maximum the owner cannot exceed

Creator royalties and venue fees are separate, go to separate wallets, and should not be confused. The royalty recipient is a constant in the collection's own bytecode; the venue fee recipient is configured on the marketplace and auction contracts. ERC-2981 is a declaration, and enforcement is at each marketplace's discretion — not all of them honour it.

14 · What the owner can and cannot change

Every collection has an owner key. The useful question is not whether one exists, but what it is able to do — so here is the full list, in both directions.

The owner can

- Move maxSupply up or down *beneath* the 5,000 cap, never below what is minted.
- Advance or reverse the sale phase.
- Mint from the 100-token owner reserve, and no further.
- Reveal or re-seal the collection, and repoint either base URI.
- Retune the qualifying-sale floor, percentage brake and cooldown within their hard bounds.
- Set or change the reward token, per-upgrade amount, and lifetime reward budget (never below what has already been paid).
- Register or de-register sale venues.
- Pause the marketplace and auction, and set their fee up to the 10% ceiling.

The owner cannot

- Exceed the 5,000 hard cap, or mint more than 100 tokens for free.
- Redirect creator royalties or mint proceeds — the recipient is a constant.
- Disable the qualifying-sale brakes; the floor and cooldown have hard minimums.
- Set a venue fee above 10%.
- Advance any token's upgrade counter directly, or claim a tier on a holder's behalf.
- Take a token from a holder, or reverse a settled sale.
- Mint pViTok — that sits behind a 48-hour timelock and a multisig.

15 · Security

125 automated tests across four suites cover the collection, both trading venues, and an end-to-end integration path that drives a token through every tier using the real marketplace rather than a stub.

Defences in the contracts

- Reentrancy guards on every function that moves value or tokens.
- Pull-payment refunds for outbid auction participants, so a hostile contract cannot block an auction by rejecting a push.
- A self-deal guard on both settlement paths — buying and accepting an offer — so one wallet cannot sit on both sides of a sale.
- A lifetime reward budget, so the milestone bonus cannot be farmed beyond a known worst case even if the economics move against it.
- Hard minimums on the sale floor and cooldown, so a later retune cannot remove the anti-wash-trading brakes entirely.

- A royalty response bounded at 50%, guarding the venues against a malformed royaltyInfo from any collection they are approved for.

A security review during development found two issues, both now fixed: the self-deal guard originally covered direct purchases but not accepted offers, which reach the same settlement; and the reward amount and the sale floor were independent knobs with no invariant between them, leaving a configuration in which farming the bonus could be profitable. The lifetime budget and the hard bounds above are the result.

No test suite eliminates smart contract risk. These contracts have not been through a third-party audit.

16 · Contracts

All contracts are deployed to Polygon mainnet and source-verified on Polygonscan. Verify before you trust this document:

Contract	Address
TUSS collection	0xE599565a06044D298dE36400c3921f3E0477beB1
Marketplace	0x7554B96Ede1E47FEbd6f085CA47144e4f9B4d4CF
Auction	0x30C9638c306DA6970bEEAc332Bb72d0E4c8475E8
pViTok (rewards)	0xBBbAF3D60ea0e3ab89A65bbb5d522E29057475f7
pViTok reserve vault	0x17BEc4BeCBB9B8de8351d65aA09A5c366F929C7d
VTS timelock	0x01804BbAB42859915c856AD28aD5Fc0DA47A35b7
Chainlink price feed	0xAB594600376Ec9fD91F8e885dADF0CE036862dE0

17 · Verify it yourself

Nothing in this document needs to be taken on trust. Every figure is a public read on a verified contract, and Polygonscan's Read Contract tab will answer all of them without a wallet:

Supply	maxSupply, MAX_SUPPLY_CAP, totalMinted, OWNER_RESERVE, ownerMinted
Pricing	PRESALE_PRICE_USD_CENTS, PUBLIC_PRICE_USD_CENTS, priceFeed
Limits	MAX_PER_WALLET_TOTAL, MAX_BATCH_MINT, salePhase
Upgrades	TIER1_THRESHOLD, TIER2_THRESHOLD, RARITY_THRESHOLD, upgradeState(id)
Sale brakes	minQualifyingSaleUsdCents, salePercentOfLastBps, saleCountCooldown
Hard bounds	MIN_SALE_FLOOR_USD_CENTS, MIN_SALE_COOLDOWN, MAX_SALE_PERCENT_BPS
Rewards	milestoneRewardAmount, milestoneRewardBudget, milestoneRewardPaid

Where this paper and the chain disagree, the chain is correct and this paper is out of date.

18 · Risks and disclaimers

- **\$TUSS is a collectible, not an investment.** Nothing here is an offer of a security, a promise of return, or financial advice. NFT values can fall to zero.
- **Upgrades depend on real trading activity.** A token that is never sold at a qualifying price never advances. No level of trading is promised or implied.
- **Tier 3 is undisclosed** and may change before it is revealed.
- **Owner powers exist.** Section 14 lists them in full, in both directions.
- **Rewards are contingent.** Milestone bonuses depend on the contract holding a funded reward balance and can stop without affecting the upgrade itself.
- **Off-chain dependencies.** Metadata is served by Vivid Tokenz Studios and pricing depends on a third-party oracle. Both are points of failure outside the collection's own bytecode.
- **Marketplace behaviour is not ours.** Royalty enforcement, caching and listing rules are set by each marketplace, not by this collection.
- **Smart contract risk.** The contracts are tested and have been reviewed, but they have not been through a third-party audit, and no process eliminates the possibility of defects.

This document is provided for information only, describes the contracts as deployed on 24 August 2026, and does not constitute legal, tax, or investment advice. Vivid Tokenz Studios, LLC.