Lootcoin: A Peer-to-Peer Adventure Cash System

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Abstract

Lootcoin is built on a proven formula: simplicity, fixed supply, and a halving-based emission schedule that has stood the test of degeneracy. This is objectively the greatest token mechanic ever created. Lootcoin's mission is simple; to become the leading token on Soneium. It takes the exact mechanics that made earlier pioneers legendary and adjusts them for maximum velocity. With a fixed supply of 21 million and a fully onchain adventure mining system to appeal to the masses, Lootcoin reboots a time-tested playbook for a new generation of players.

1 Overview

Everyone knows the blueprint: a fixed supply, decentralized mining, and aggressive halving schedules. People understand the value instantly. But for the next generation of users, gamers, creators, investors, and new entrants to crypto, the Bitcoin model is only one half of the equation, and a more palatable vector for delivery to the mainstream is required.

Bitcoin, the progenitor of all great money games, relies on proof-of-work mining. More recent innovations expanded upon this model by creating an open-source onchain mining methodology, offering an accessible, no-hardware economic foundation for the future of decentralization. Lootcoin further builds on this dynamic, by reimagining the iconic Bitcoin token model through the lens of an idle turn-based RPG, making the most iconic token model of Bitcoin accessible, earnable, and understandable by anyone, opening the door to millions of new players who resonate with idle RPGs and earning $LOOT.

Lootcoin aims to become the most recognized coin in the universe by combining the proven emission mechanics of Bitcoin with open-source technology and viral, community-driven incentives to create an unstoppable experiment.

2 Supply Cap and Distribution

Lootcoin has a fixed supply of 21 million tokens. Emission follows a geometric distribution:

$$S = \sum_{i=0}^{\infty} R_0 \cdot N_h \cdot \left(\frac{1}{2}\right)^i = 21,000,000 \tag{1}$$

3 Halving Schedule

Lootcoin follows a halving mechanism inspired by Bitcoin. The reward per block is 2.5 $LOOT and halves every 1,050,000 blocks, approximately every 13 days assuming a 1.1-second average block time.

Citations

Nakamoto (2009), Bitcoin: A Peer-to-Peer Electronic Cash System
Bigmoto (2025), Bigcoin: A Peer-to-Peer Electronic Big Cash System
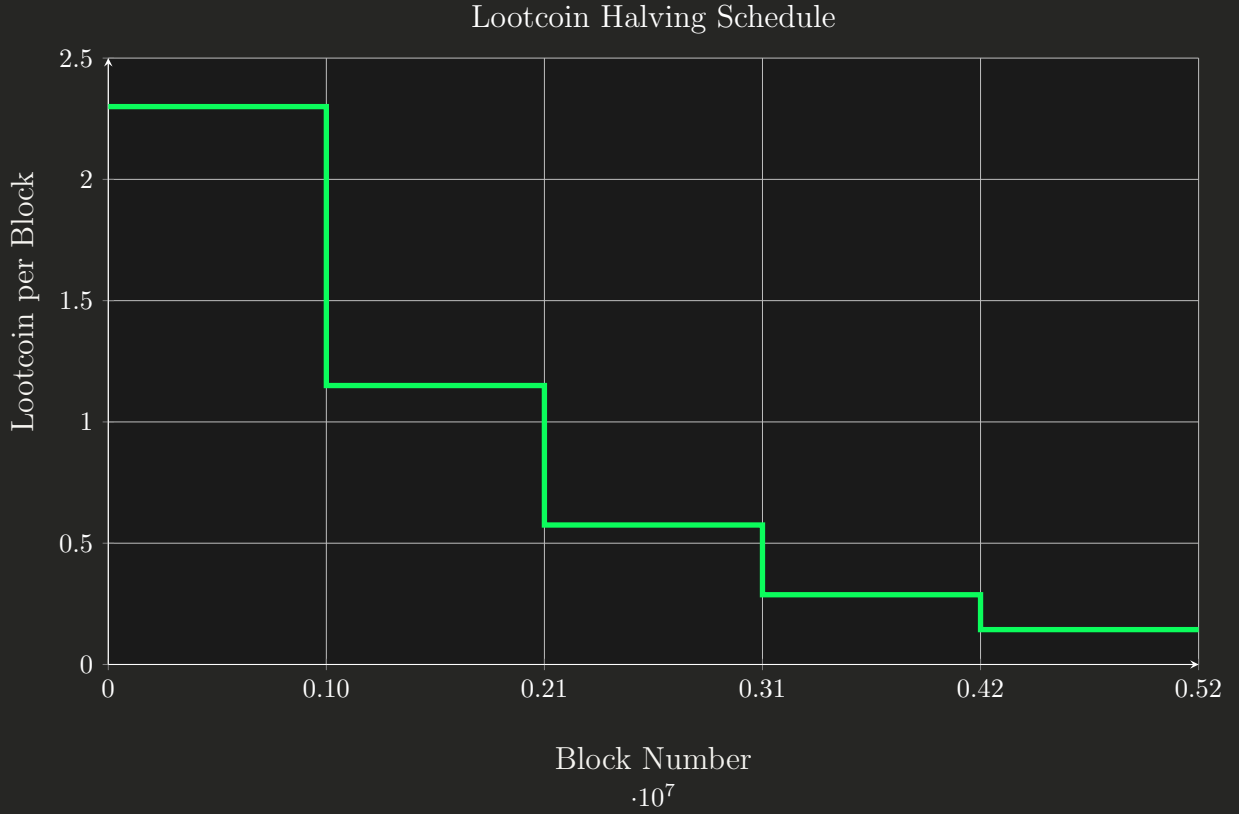
$$R_i = \frac{h_i}{H} \cdot R_b \qquad (3)$$

Figure 1: Emission rate of Lootcoin per block over time. Halves every 1,050,000 blocks.

$$R_b(n) = R_0 \cdot \left(\frac{1}{2}\right)^{\left\lfloor \frac{n}{N_h} \right\rfloor} \qquad (2)$$

Where:

- $R_0 = 2.5$ is the initial emission rate (Lootcoin per block)

- n is the current block number

- $N_h = 1,0500,000$ is the halving interval in blocks

4 Onchain Mining

Players acquire heroes and equipment, each contributing to a user's total hashpower. Mining rewards are distributed every block, proportionally to each player's share of the network power.

Let:

- h_i be the hashpower of player i

- H be the total network hashpower: $H = \sum h_i$

- R_b be the Lootcoin emission rate per block

Then the Lootcoin reward for player i in a block is:

$$R_i = \frac{h_i}{H} \cdot R_b \qquad (3)$$

Equipment

Equipment attached to adventurers are used to gain power in the network, represented by adventurers automatically adventuring and collecting $LOOT. Every equipment has three fields:

- **Power**: The amount of power provided by this equipment.

- **Weight**: The amount of weight capacity required to wear this equipment.

- **Cost**: The cost in $LOOT required to purchase this equipment.

Equipment can be purchased at any time using $LOOT, as long as the heroes have capacity.

Heroes

Heroes carry powerful equipment. Heroes can be added using $LOOT, but there is a 24-hour cooldown before the next addition upgrade. Every hero has three fields:

- **Total Equipment**: The total number of equipment this hero can hold.

- **Weight Capacity**: The total amount of equipment weight this hero can carry.

- **Cost**: The cost in $LOOT required to upgrade to this hero.

The following constraint must be satisfied:

$$\sum (\text{Weight Requirement of all equipment in hero}) \leq \text{Hero Weight Capacity} \qquad (2)$$

5   Initialization, Referrals, and Burn Mechanics

Players begin by purchasing their initial hero with a small amount of ETH to prevent Sybil attacks. This hero comes with an optional free piece of equipment to kickstart mining $LOOT immediately.

Lootcoin incorporates both deflationary pressure and viral growth incentives through its referral and burn mechanics.

- **Burn Mechanic**: 75% of all miner purchases and facility upgrades are permanently burned, reducing total supply over time.

- **Referral Rewards**: 2.5% of all mined rewards are allocated to the referring address, creating a sustainable incentive for user-driven onboarding.

- **Coordinated Launch**: A launch date will be set and publicized to allow users to pre-refer and invite friends, generating a larger base of users for potentially more explosive results.

These systems ensure there's a constant $LOOT sink while rewarding early growth and long-term participation, but simultaneously leveraging the existing popularity of the degen gaming environment to create a fair launch for more users at once.

6   Contract Addresses

- **Lootcoin Token**: 75% of all miner purchases and facility upgrades are permanently burned, reducing total supply over time.

- **Main Program**: 2.5% of all mined rewards are allocated to the referring address, creating a sustainable incentive for user-driven onboarding.

7   Acknowledgements

We acknowledge the open source contributions of Satoshi Bigmoto (aka "Bigtoshi") and thank him for his prior work, which laid the foundation for the construction of this experiment.