# GOOD Tomorrow Confirmed Mechanism

Clear, auditable protocol logic based on the official rules

CURRENT IMPLEMENTATION · V2026.09.07

**Order snapshots** **Stage decisions** **Release conservation** **Allocation caps**



**GOOD Protocol**

Mechanism & Rules

# Atomic Orders, Finality as Proof

On-chain execution ensures determinism. Off-chain daily settlement handles complex allocation.

## Each order locks all key parameters at deposit. Later stage changes are not retroactive.

Principal, stage, term, gross daily rate, static yield Y, maturity, and release cycle form the order snapshot.

ORDER SNAPSHOT

ON-CHAIN

### Execution & Records

Fund routing
Liquidity
Redemption
GOOD trading tax
Finalized events

FINALIZED EVENTS

OFF-CHAIN

### Daily Settlement & Allocation

Static asset release
Dynamic tier pool
Profit-tax tier pool
Business-day snapshot
Idempotent replay

**High-precision daily-rate table is authoritative · Simple APR = daily rate × 360 · On-chain and off-chain integers round down**

# Four Guardrails Define the Protocol

Mechanisms may evolve. Every version must respect these four boundaries.

## 01 ORDER SNAPSHOT

Existing orders always use terms set at deposit. Stage changes are not retroactive.

## 02 STAGE DECISION

Stage reflects time, liquidity, ecosystem, and release cycle.



ORDER

## 03 RELEASE CONSERVATION

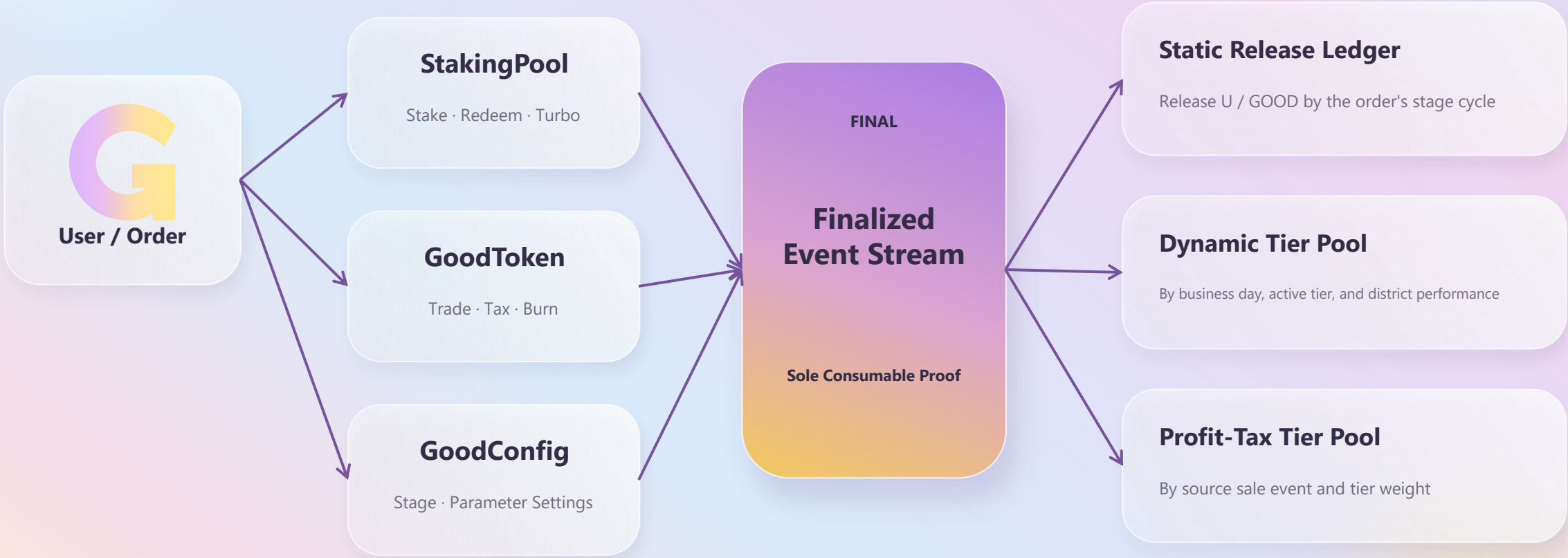
Released, forfeited, and burned amounts cannot exceed the source order.

## 04 ALLOCATION CAP

Set the pool first, then allocate by tier and performance weight.

# One Deposit, Two System Layers, Three Ledgers

Every entitlement must trace to a source order and finalized event.



# Six Protocol Stages, Separate from User Tiers

Stage sets the per-order cap, default products, release cycle, and custody fee. Each order locks these terms at deposit.

| Stage | Per-Order Cap | Default Products | Release Cycle | Custody Fee / Day |
|---|---|---|---|---|
| 01 Genesis · Epoch | 1,000 U | 1 / 30 days | 360 days | 0.100% |
| 02 Awakening · Life Begins | 10,000 U | 1 / 30 / 60 days | 360 days | 0.082% |
| 03 Voyage · Mending the Sky | 20,000 U | 30 / 60 / 90 days | 360 days | 0.064% |
| 04 Exploration · Kuafu's Quest | 50,000 U | 30 / 60 / 90 days | 300 days | 0.046% |
| 05 Divine Contest · Xingtian | 100,000 U | 30 / 60 / 90 days | 240 days | 0.028% |
| 06 Human Sovereign · Golden Age | 300,000 U | 30 / 60 / 90 days | 180 days | 0.010% |

CURRENT STAGE · 01

# Gross Daily Rate Locked by Stage × Product Term

The high-precision gross daily rate is authoritative. The table shows current default availability.

| Protocol Stage | 1 day | 30 days | 60 days | 90 days |
|---|---|---|---|---|
| Genesis · Epoch | 0.35%<br>APR 126% | 0.666667%<br>APR 240% | Closed | Closed |
| Awakening · Life Begins | 0.2625%<br>APR 94.5% | 0.5%<br>APR 180% | 0.548401%<br>APR 197.4245% | Closed |
| Voyage · Mending the Sky | Closed | 0.366909%<br>APR 132.0871% | 0.402426%<br>APR 144.8735% | 0.43462%<br>APR 156.4634% |
| Exploration · Kuafu's Quest | Closed | 0.256107%<br>APR 92.1985% | 0.280899%<br>APR 101.1236% | 0.303371%<br>APR 109.2135% |
| Divine Contest · Xingtian | Closed | 0.161189%<br>APR 58.0281% | 0.176793%<br>APR 63.6454% | 0.190936%<br>APR 68.737% |
| Human Sovereign · Golden Age | Closed | 0.078167%<br>APR 28.1402% | 0.085734%<br>APR 30.8642% | 0.092593%<br>APR 33.3333% |

APR = Daily Rate × 360

# Four Entry Gates, One Redemption Path

Amount, round, stage, and maturity govern the order lifecycle.

01 **Amount Rules** ≥ 10 U in increments of 10 U

02 **Open Round** Set total, term, and daily cap by stage and product

03 **Stage Cap** Check the order cap against the current stage

04 **Protocol Daily Cap** Default first 30 days after launch. New daily staking ≤ 300,000 U

MATURITY GATE

## Full Redemption at Maturity

**No Early Redemption**

**No Partial Redemption**

**One-click restaking only within the same stage**

Stage mismatch does not block redemption

# Four Events Separate Fund Routing from Yield Release

The custody fee and dynamic budget are reserved at deposit. Static allocation occurs at redemption.

01

## Order Locked

Principal, stage, daily rate
Custody fee, yield Y
Maturity and release cycle

02

## Funds Enter Pool

Route custody fee first
Preallocate 33%Y dynamic budget
Balance adds GOOD/U liquidity

03

## Redeem at Maturity

Return net principal and immediate U
Release static U or buy static GOOD

04

## Daily Release

Record the finalized event
Release by stage cycle
Apply anti-static or anti-turbo adjustment

**Deposit and redemption use separate ledgers. Redemption never deducts the dynamic budget again, and every release traces to its source order.**

# 70 / 20 / 10 Allocation, Deferred Asset Switch at Stage 3

Users receive 90%Y static yield. The platform retains 10%Y.

STAGE 01–02

## Static U

| | |
|---|---|
| 70%Y | Immediate |
| 20%Y | Linear U Release |
| 10%Y | Platform Revenue |

STAGE 03–06

## U + GOOD

| | |
|---|---|
| 70%Y | Immediate |
| 20%Y | Buy GOOD, Then Release Linearly |
| 10%Y | Platform Revenue |

**The 33%Y dynamic budget is preallocated at deposit and never deducted again from the 90%Y static yield**

# Release Cycles Shorten by Stage, Dual-Right Turbo Starts at Stage 3

One static release quota creates two independent GOOD entitlements.

| S1–S3 | S4 | S5 | S6 |
|---|---|---|---|
| 360 days | 300 days | 240 days | 180 days |

SOURCE

## Static GOOD Release Quota

Apply the anti-turbo coefficient first

### First GOOD Entitlement

Claimable after an equal-value Turbo purchase

### Second GOOD Entitlement

The Turbo-purchased asset becomes independently claimable after 24 hours by default

## Price Settlement Rules

**Price Up** The same USDC budget buys less GOOD

**Price Down** Release in installments against the original GOOD received, with no additional issuance

**Settled entitlements are never recalculated**

# 3-Day Grace, 3-Day Burn, Day 7 Settlement

GOOD and USDC share one timeline but keep separate ledgers.

| DAY 1 | DAY 2 | DAY 3 | DAY 4 | DAY 5 | DAY 6 | DAY 7 |
|---|---|---|---|---|---|---|
| **Normal Release** | **Normal Release** | **Normal Release** | **Daily Burn** | **Daily Burn** | **Daily Burn** | **Settle Remainder** |
| Full quota even when k=0 | Full quota even when k=0 | Full quota even when k=0 | No release for the day | No release for the day | No release for the day | Stop future releases |

**Release Coverage Factor**

$$k = \min(1, a \div b)$$

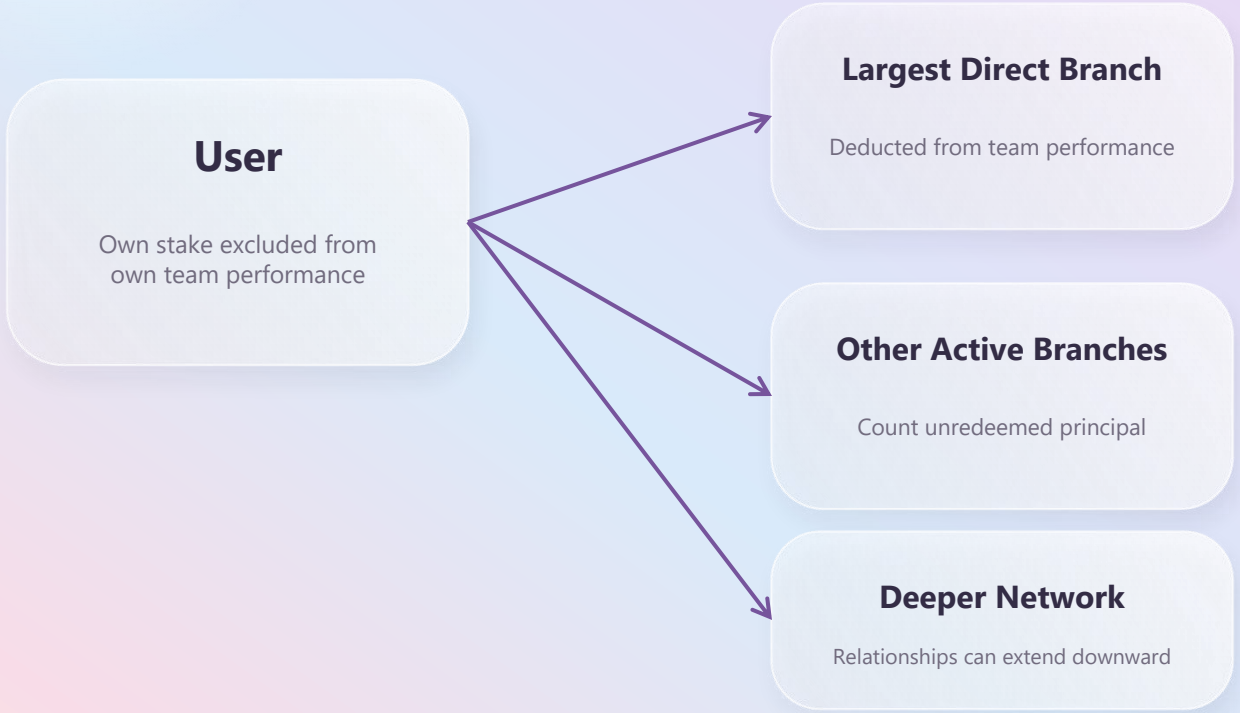
a: unredeemed principal with term ≥ source order
b: source order principal

RESET

**Restore eligible staking on any day**
**Consecutive counter resets immediately**

# Referral Networks Extend Indefinitely, Rewards Use Verifiable Performance

District performance determines user tiers. Referral depth and protocol stage are separate.




## District Performance

**Total Active Team Performance** — **Largest Direct Branch Performance**

Tier updates with deposits, redemptions, and sponsor changes

**7 active tiers in dynamic / profit-tax pools: Foundation to True Immortal**

**8 Identity Tiers**

| Body Tempering | Foundation | Golden Core | Nascent Soul | Spirit Form | Void Refining | Great Ascension | True Immortal |
|---|---|---|---|---|---|---|---|
| <5K U | 5K U | 50K U | 300K U | 1M U | 3.5M U | 12M U | 30M U |

# 33%Y Preallocated at Deposit, Pool Capped Before Allocation

The same performance may count for multiple uplines without issuing beyond the pool.

**DYNAMIC BUDGET**

**33%Y**

**Preallocated separately at deposit**

No repeat deduction at redemption

**5%Y** **Direct Referral Reward**

Beneficiary set by the binding relationship

**28%Y** **Daily Tier Pool**

Split equally only across active tiers with eligible members that day

**POOL LOGIC**

01 **Equal Split Across Active Tiers**
Equivalent to 4%Y per tier only when all seven are active

02 **Performance-Weighted Within Tier**
Members in the same tier share by district-performance weight

03 **No Pool for an Absent Tier**
No share accrues. If no tier is active, the full pool remains pending

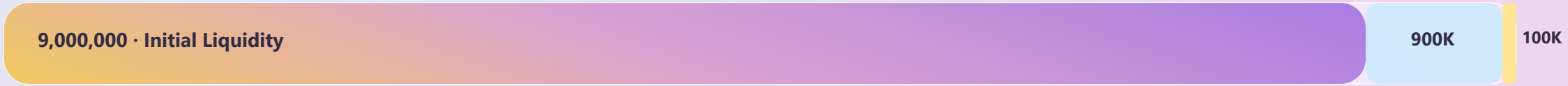
04 **Remainder Stays in Pool**
Integer truncation stays within the source event

# Fixed Supply of 10 Million GOOD with Trading Controls

Standard buys open by round. Standard sells remain open in every stage.

## 10,000,000

GOOD INITIAL SUPPLY




900K: 1-year lock, then 1-year linear release

100K: Marketing circulation allocation

BUY

### Standard Buy

Each round sells up to 1% of Pair GOOD reserves at opening
Eligibility: 1,000 U unredeemed with term ≥ 30 days
One request per address every 60 seconds, each ≤ 1,000 U
Must route through StakingPool. Direct Router buys are rejected

SELL

### Standard Sell

Available at every stage
Burn 2% of the sale amount
Tax 25% of profit above address cost
Transfers do not move cost. With no cost basis, all proceeds count as profit

# 25% Tax on Address Profit, Split into Two Paths

Cost basis accrues by address and stays with the sender on standard transfers.

PROFIT

**max(0, Sale Value in U − Remaining Address Cost)**

Profit Tax = Profit U × 25%

**25%**

Profit Only

**15% of Profit**

60% of Tax · Tier Pool

**10% of Profit**

40% of Tax · Project Income and Operations

## Profit-Tax Tier Weights

| Foundation | Golden Core | Nascent Soul | Spirit Form | Void Refining | Great Ascension | True Immortal |
|---|---|---|---|---|---|---|
| 3.6 | 3.0 | 2.4 | 1.8 | 1.6 | 1.4 | 1.2 |



MECHANISM SUMMARY

# A Protocol Built on Snapshots, Conservation, and Auditability

The confirmed mechanism traces every order, release, and reward to a defined source.

CURRENT IMPLEMENTATION · V2026.09.07

01 **Parameter Lock**

Snapshot at deposit

02 **Dual-Ledger Coordination**

On-chain execution, off-chain daily settlement

03 **Asset Conservation**

Release and burn stay within source limits

04 **Capped Pools**

Set the pool first, then allocate