

ANGLER

Deep-sea hostile takeovers on Robinhood Chain



The male anglerfish fuses into the female and is permanently absorbed. Nature's only true merger. We brought it onchain.

No yield. Only prey.

TL;DR

- **1,555** anglerfish on Robinhood Chain. Supply only shrinks — every raid burns a fish.
- Mint **0.002 ETH**, fully public, no whitelist. 72-hour window; unsold ids become permanently unmintable.
- Every living fish carries an **onchain war chest** that grows from protocol revenue.
- **Anyone can raid anyone.** The raider absorbs the chest and grows. The raided holder is paid on the spot — always above cost.
- Cash rewards flow only to hunters. Holding earns you nothing claimable; it fattens you for the food chain.

The Game

War chest. Each fish carries a chest of ETH, locked in the collection contract. Chests start empty and grow from the protocol's revenue drip. A chest cannot be withdrawn — the only ways to realize it are to be eaten (you are paid the raid price) or to eat (the chest joins yours).

RAID. Pay a fish's effective price: **95%** goes to its holder instantly, **5%** to the protocol. Two modes:

- **ABSORB** — requires owning a fish. The target burns; its chest and mass merge into yours.
- **TAKEOVER** — requires nothing. You take ownership of the fish; its chest and mass stay with it. This is the permanent entry door: the collection is buyable at any moment, no marketplace needed.

The hard floor. Effective price = $\max(\text{holder's ask}, \text{chest} \times 1.25, \text{mint} \times 1.1)$. No fish can ever be taken below its floor, so any holder raided at the floor exits at $\geq$ **104.5% of their cost basis** — enforced by the contract, not promised by a team.

Grace period. Raids open exactly 24 hours after reveal. Everyone sees their fish and sets a price before the war starts.

The Food Chain

All protocol revenue — the 5% raid tax and \$LURE trading fees — flows through a single immutable FeeRouter and splits three ways:

40%	Team	keeps the lights on, forwarded automatically
30%	Hunter Pool	claimable ETH, weighted by (mass – 1)
30%	Chest Drip	locked into the chests of living, unshielded fish

- **Hunter Pool:** weight = (mass – 1). A fish that never ate earns exactly zero. Pricing yourself far above your floor decays your weight (turtle clamp, down to 0.25×). Shielded fish earn half.
- **Chest Drip:** split equally to living, unshielded fish and locked. Every fish's floor rises over time — prey fattens.
- **Bootstrap jackpot:** the pool accrues from the moment raids open. The first absorb takes everything accrued until then.

- **Mint revenue** funds the team directly — forwarded inside the mint transaction itself; the contract holds nothing withdrawable.

\$LURE — the poison pill

- Launches on Pons v2; creator fees route to the FeeRouter, so trading the token feeds the game.
- **Shield:** burn \$LURE to become unraidable for a fixed window. Cost scales with your mass and compounds $\times 1.5$ on consecutive shields.
- Shielded fish receive **no chest drip** and only half hunter weight. Hiding is possible — and expensive by design.

Trust, verified

- Economy is immutable at deploy: price, supply, splits, floors. Admin cannot touch chests, raids, the router or the pool.
- **No withdraw, sweep or rescue function exists in any contract** — enforced by tests that scan the compiled bytecode for the entire owner surface.
- 640,000-call invariant campaigns; a live 24-hour on-chain war game driven by 40 autonomous bot wallets; independent replay audits at wei precision.
- Commit-reveal: the provenance hash of all 1,555 is published before mint — the art cannot be reordered after the fact.
- Raids operate independently of marketplace approvals; the rules of the game are the contract, in full.

Mint

- Supply 1,555 (25 team reserve) · price 0.002 ETH flat · fully public, no whitelist tiers.
- 72-hour window. Unsold ids are never mintable afterwards — the collection starts at exactly what was claimed.
- Sequence: mint → reveal → \$LURE live, shields enabled → 24h grace → **raids open** (and the first jackpot falls).

X: @anglerpart

ANGLER is an experimental, fully onchain game with immutable contracts. Nothing here is financial advice; raid mechanics involve the permanent burning of tokens. Read the rules, then play accordingly.