CUBS Litepaper

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Summary

CUBS is a collection of 10,000 chubby, seated bears on Ethereum, with UK streetwear taste and grunge round the edges. Each CUB can change over time: holders style it for free, or evolve it for good with items from mystery crates.

Every CUB lives in The Club, a stylish, slightly strange world that grows through doors to new rooms and curated collaborations. Holders earn PAWS points for taking part in the community, and spend them inside the CUBS world. Physical products follow the digital launch: a colouring book first, then blind-box figures.

This litepaper explains what CUBS is, how it works and what is planned. Anything not yet decided is marked TBC. It is a living document and will change before and after launch.

The collection

10,000 CUBs, one collection, never more. Each CUB is generated from hand-drawn trait layers, so no two are the same.

Detail	Plan
Supply	10,000, fixed forever
Chain	Ethereum mainnet
Mint price	TBC (target range $10–40)
Mint date	TBC
Access	Allowlist earned through community participation, then public mint
Secondary royalty	About 10%

Traits. Every CUB is built from six layers on a background: body (fur), outfit, shoes, mouth, eyes and hat. Furs range from Black, Brown, Panda and Polar to Tiger, Cheetah, Snow Leopard and the leopard variants. The rarest bodies are Ghost, Inverse, X-Ray and a single jigsaw CUB called Piece of Us All, made from a piece of every pattern. Outfits include the CUBS hoodie; shoes are hi-top trainers in many colourways.

Rarity. A public, always-live leaderboard ranks every CUB by the rarity of its current traits. Untouched CUBs carry an OG bonus of +25% on their rarity score until their first permanent edit.

The Club

The CUBS live in The Club: a quiet, liminal place that feels like somewhere you weren't meant to find, but stylish rather than scary. The first room is a playroom. Doors lead to other rooms, other worlds and, sometimes, other projects.

The Club has wings tied to trait families. There is no fixed cast of characters: each holder's CUB is its own character, and holders are visitors in their bears' world. The story is told in fragments and field notes, through Field Guide One and the CUBS Toy Catalogue, and it unfolds over time rather than all at once.

How it works

A CUB can be changed in two ways: styled for free and temporarily, or evolved permanently with items from mystery crates.

	Soft edit (Style your CUB)	Permanent edit (Evolve)
Cost	Free	Uses a crate item, bought with PAWS or ETH
Lasts	Temporary, can be swapped back or expire	For good, cannot be undone
On-chain record	Unchanged	Updated on the same token, edit history kept
OG status	Kept	Lost on the first permanent edit
Typical use	Event outfits, partner gear, expression	Building your CUB's long-term look

Mystery crates. Crates are blind boxes. Holders buy a crate, keep it, and open it whenever they like. Each opening gives a random item from that drop's pool, decided by Chainlink VRF, a provably fair randomness service. Items can have a fixed supply, as low as one of one. When an item sells out it leaves the pool for good, and the shop shows what's left.

OG and evolved. Neither is better. An OG CUB says "I kept the original"; an evolved CUB says "I made it mine". As holders replace common traits, the original versions left behind get rarer.

Trading. CUBs trade on standard NFT marketplaces. The CUBS site also has its own marketplace with listings and offers on any CUB, with a flat 1.5% fee.

PAWS

PAWS are the CUBS points. They are earned by taking part and spent inside the CUBS world. They never expire.

Earning. PAWS are earned in the CUBS Discord through daily check-ins, streaks, quests, chat activity and replies to official posts on X, with anti-bot protection. Larger holders and holders of rarer CUBs will earn with multipliers.

Three phases.

1. **Discord.** PAWS are earned and used inside Discord, for example in the PAWS shop and season pass.
2. **On the website.** PAWS unlock on the CUBS site for crates and anything else built into it. A percentage of PAWS is burnt every time they are spent.
3. **Tradable token.** Once the system is running smoothly, PAWS can become a tradable token. PAWS earned before then can be claimed.

Still to be decided. The burn percentage, the conversion from Discord PAWS to on-chain PAWS, the token supply and the timing of each phase are all TBC. No price or value is promised for PAWS at any phase.

vPaws are separate. Discord games of chance run on vPaws, a play-money balance that never converts to or from PAWS and has no value outside the games.

Technology

The CUBs themselves live on Ethereum; the game layer (crates, items, edits and PAWS) moves to Base, a lower-cost network built on Ethereum, so playing costs pennies instead of mainnet gas.

Ethereum mainnet	Base
The 10,000 CUBs, mint and ownership	Mystery crates and Chainlink VRF randomness
Trading on NFT marketplaces	Items and item supply caps
	Each CUB's equipped items, OG status and edit history
	PAWS

How the two connect. Each CUB's image and metadata are built live from both networks, so marketplaces always show its current look. Before an edit, the CUBS backend confirms on Ethereum that the wallet owns the CUB and issues a short-lived signed permit that the Base contract checks.

Status. The full system (mint with allowlist phases, crates with VRF, items, edits, marketplace and offers, PAWS, quests and season pass) is built and running on Ethereum's Sepolia test network. The move of the game layer to Base is planned and not yet built.

Before mainnet. A further security review of all contracts and the bot, pause controls on mint and marketplace, a multisig owner with fresh keys, contract verification on Etherscan, and a legal check of the crate mechanics.

Community and Discord

The CUBS Discord is where the community gathers and where PAWS are earned before mint.

- **The CUBS bot** handles daily check-ins, streaks, quests, achievements, levels, tipping and holder roles once a wallet is linked.
- **Season pass.** Seasons run for about 90 days with free and holder reward tracks.
- **PAWS shop.** PAWS can be spent on crates, name colours and limited badges.
- **Allowlist.** Allowlist spots are earned with PAWS from quests, aiming for about four to five weeks of steady activity for an active member.
- **X raids.** Supporting official posts on X earns PAWS.
- **Games.** Coinflip, dice, slots, roulette, blackjack and duels run on vPaws only. vPaws are play money: they can't be bought, sold or converted, and prizes are roles, titles and badges. Games are open to everyone before mint and to CUB holders after.

Beyond the screen

CUBS will move into physical products after the mint, funded by mint proceeds.

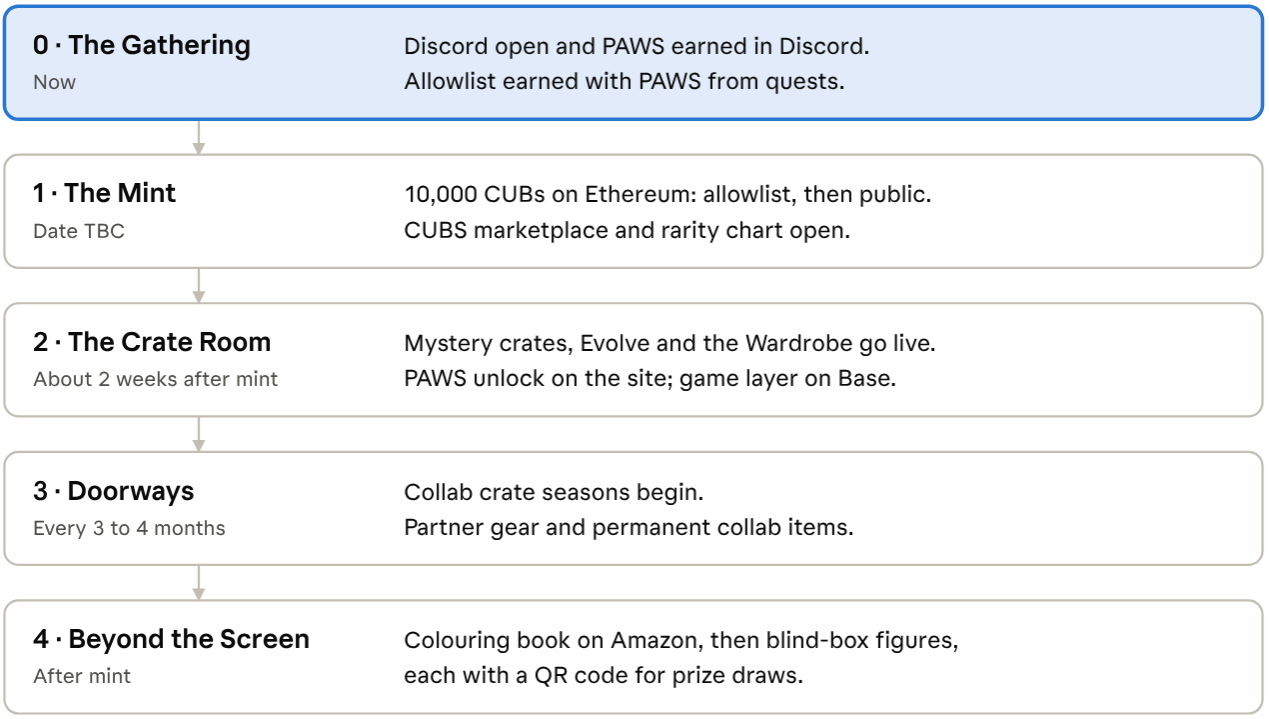
1. **Colouring book.** Sold on Amazon. Cheap to make and a low-risk first physical product.
2. **Blind-box figures.** Collectable CUB figures, with rarity that is random and separate from digital rarity.

Every book and box carries a QR code that enters the owner into prize draws and links back to The Club. What else the code unlocks is TBC.

Collaborations. Collab crate seasons are planned roughly every three to four months. Most partner gear arrives as free, temporary soft edits. Major collaborations with established NFT projects, artists and brands can arrive as permanent crate items, always drawn in the CUBS art style. Partners are to be approached after launch; none are confirmed.

Roadmap

Five phases, from the Gathering to toys on shelves



A tradable PAWS token comes only once the system runs smoothly; timing TBC.

CUBS roadmap · 5 phases

Phases run in order; only the Gathering is under way today, and every later date is TBC.

Risks and disclaimers

CUBS are digital collectibles for fun and community, not an investment. Nothing in this document is financial advice.

- NFT and crypto prices are volatile. A CUB can be worth less than you paid, or nothing.
- PAWS are points. No value, price or exchange rate is promised for PAWS at any phase. Plans for a tradable token may change or not happen.
- Crates contain random items. Odds and supply are shown before purchase.

- Smart contracts can contain bugs despite testing and review. Transactions on Ethereum and Base can't be reversed.
- Laws on crypto assets and games of chance differ by country and are changing. Some features may change or be unavailable where you live.
- This is a living document. Plans, numbers and dates will change; anything marked TBC is not decided.