One price for every participant

RTP Fixed-Price Launch: a structured raise on Uniswap v4, with soft and hard caps, locked liquidity, full refunds on failure and a pool fee split frozen at creation.

One price | Up to six batches | 70% locked | 100% refunds

RTP Fixed-Price Launch · Overview
Edition November 2026 · technical overview 1.0-draft.26 on rtp.sh
Initial mainnet deployments: Robinhood Chain and Base
Security review in progress: internal review rounds under way, external audit being arranged.

At a glance

A raise whose rules are code, not promises

70%
at least this share of every successful raise goes into permanently locked Uniswap v4 liquidity

200 ETH
upper safety bound on the creator-set hard cap

6 batches
at most per launch, each with its own window, root and caps

100%
refund, pulled by each contributor, if the soft cap is missed or no one settles in time

50%
of the pool fee always goes to the creator, a floor compiled into the contracts

10%
protocol share of the pool fee, fixed in code

300 s
closed market after the pool is created, then a 600 s decaying buy tax

0 proxies
no upgrade path; a defect is fixed only by a new deployment

For participants

Up to six batches, Merkle-whitelisted or public, one price for everyone including the team, per-address caps in each batch, no early withdrawal that could fake demand, and a 100% refund if the soft cap is not met. Raised ETH stays in the contract for the whole raise and is never lent, staked or invested.

For creators and platforms

At settlement at least 70% of the raise becomes locked liquidity; the creator portion is released linearly from market opening. Every pool swap then pays a 1% fee split between the protocol, the platform, referrers and the creator, whose share never falls below 50%.

Up to six batches, one price

A launch runs in one to six consecutive batches. Each has its own start, a Merkle whitelist root or a public flag, an optional batch cap and a per-address maximum. Every batch sells at the same price, and a batch's unused capacity passes to the batches after it.

Whitelist integrity

Each leaf commits to the chain id, the core address, the launch, the batch, the account and its cap, and is double-hashed, so a proof cannot be replayed across chains, launches or batches. The creator writes each root once, at least 12 hours before the start, with the list's hash and URI in the same event.

Caps the contract enforces

Per address within a batch: the lower of the leaf cap and the batch maximum. A contribution above the remaining room is filled up to it and the excess returned in the same transaction. Minimum contribution 0.001 ETH; contributions count native ETH only.

The team batch

Optional, always batch 0, capped at 20% of the hard cap (a deployment setting, never above 25%). Team contributions do not count toward the soft cap, so a team cannot buy its way to success, and team tokens vest on-chain.

Draws you can reproduce

Allocation lotteries run off-chain on a seed from a pre-announced, finalised Ethereum block, with a published algorithm anyone can rerun. The contracts only see the resulting roots.

Customisable within bounds

Creators shape their own raise. Every value is checked against hard bounds at creation, and nothing can be edited afterwards.

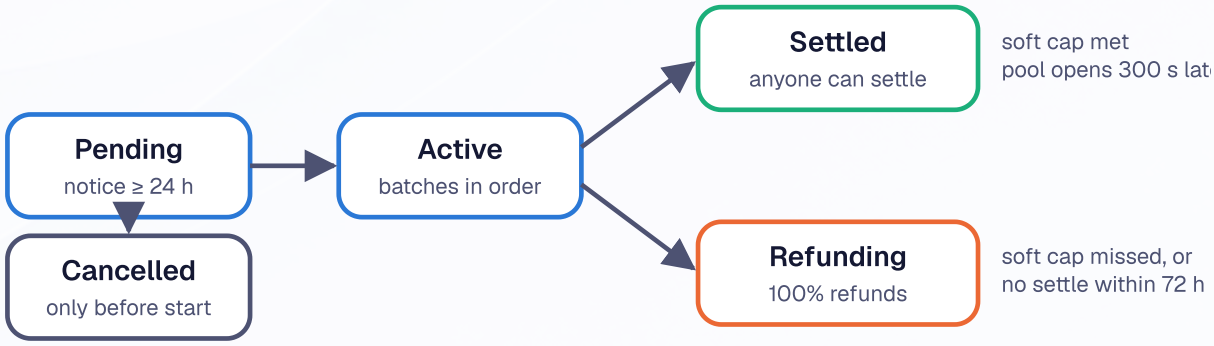
Parameter	Bound enforced by the contract
Total supply	1 million to 1 trillion tokens; immutable
Hard cap / soft cap	Hard cap at most 200 ETH; soft cap at least 0.5 ETH and at least 50% of the hard cap, reachable without the team batch
Timing	Start at least 24 hours after creation; duration 1 to 30 days
Liquidity share	At least 70% of the raise; permanently locked
Opening premium	0 to 50% above the sale price; fixed at creation
Creator ETH vesting	Cliff 0 to 365 days; release 90 to 1,460 days
Team token vesting	Cliff 30 to 1,460 days; release 90 to 1,460 days
Airdrop reserve	At most 5% of supply; team batch plus reserve at most 20% of a full raise; vested
Participant release	All at settlement by default, or staged: at least 20% at opening, the rest within a year

What a creator cannot set

The unit price, which the contract derives from the supply, the hard cap and the liquidity share. Any opening price other than the sale price plus the premium fixed at creation. Any free allocation other than the bounded, vested airdrop reserve.

Lifecycle

A one-way state machine



Success: settled

From the moment the raise succeeds until 72 hours after the end, anyone can settle. One atomic transaction deploys the token, creates and seeds the pool, burns unsold supply, books the success fee and registers vesting. Participants claim from settlement, with no deadline.

Failure: refunding

If the soft cap was not reached by the end, or no one settled within 72 hours, the launch is refunding with no approval from anyone. Each contributor withdraws 100% to an address of their choice; no token is minted.

Settlement cannot be blocked

It never reads contract balances, uses only a pool key bound to the hook, derives the token address deterministically and runs in constant gas whatever the number of contributors.

Cancel only before the start

The creator alone may cancel, and only before the start, when no contribution can exist. Once a raise has started, no one can cancel it.

Settlement

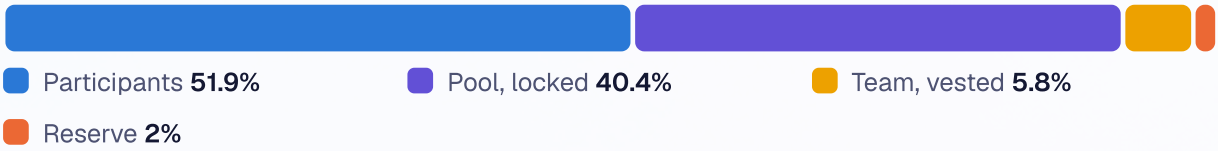
Where every unit goes

ETH raised	Rule
Liquidity, at least 70%	Paired with tokens in one full-range v4 position at the opening price; permanently locked
Success fee	To the protocol treasury: 1% in this deployment, compiled maximum 3%
Creator, the remainder	Released per second on the creator's schedule from market opening; no lump sum

One price, derived: rate = ts × 10,000 / (hardCap × (10,000 + lpBps)), in tokens per ETH. A full raise exactly uses the supply sold and the supply placed in the pool; a partial raise burns the unsold part, so the price never falls with the raise.

Example A: a full raise of 100 ETH

Illustrative

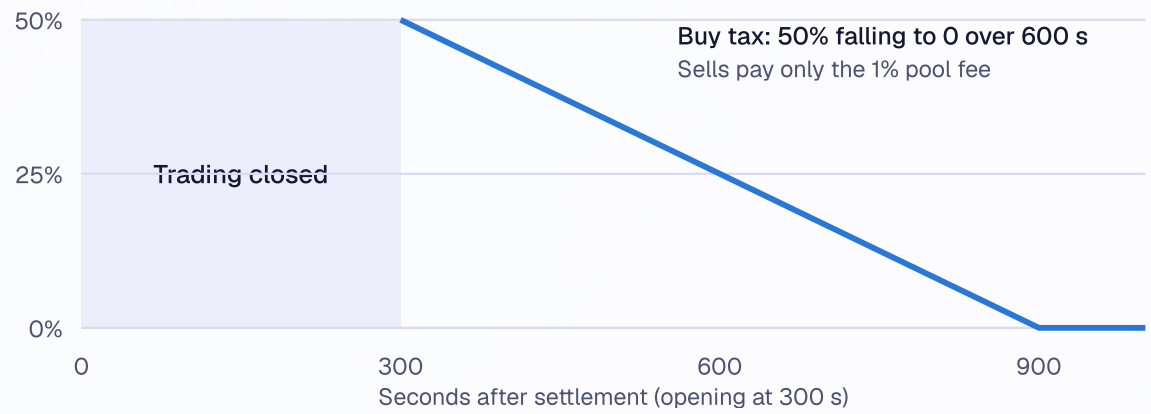


Participants **51.9%** · Pool, locked **40.4%** · Team, vested **5.8%** · Reserve **2%**

Supply 1,000,000,000, hard cap 100 ETH, liquidity 70%, no premium, a 10 ETH team batch and a 20,000,000-token reserve. Rate 5,882,352 tokens per ETH. ETH: 70 to liquidity, 1 to the protocol treasury as the success fee, 29 to the creator over the vesting schedule. In a 60 ETH raise the same rules burn 400 million unsold tokens and keep the price.

Opening

A closed start, then a decaying buy tax



Phase 1: 300 s closed

The hook records an opening time 300 seconds after the pool is created. Until then every swap reverts, whatever the route, so participants claim and front ends open together.

Phase 2: 600 s decay

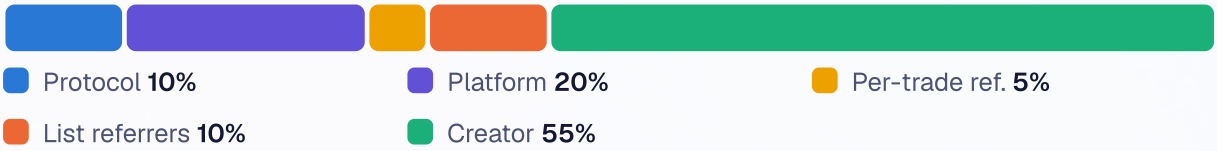
Buys pay an additional tax that starts at 50% and falls linearly to zero. Sells pay only the 1% pool fee. The tax goes to the protocol treasury in full and is never shared, so self-dealing cannot recover it.

Why in the hook

Any contract can trade a Uniswap v4 pool directly, so a router-level tax could be bypassed; a hook-level rule cannot. The pool is created and fully seeded in the same unlock, so an empty pool can never be pushed at no cost.

How the pool fee is shared

Every swap in a fixed-price pool pays a 1% fee through the hook, split in basis points and credited to pull-based ledgers. Each launch freezes its platform's terms when it is created.



Share	On the RTP.fun platform	Rule enforced by contract
Protocol	10%	Fixed in code, taken before the rest; no setting can change it
Platform	20%	Set by each platform, at most 20%; frozen per launch
Referrals	15% (per-trade 5%, list 10%)	At most 20% in total; a list of up to five referrers, fixed at creation
Creator	55%, the remainder	Never below 50%, whatever the other settings

No fee is lost: with no valid per-trade referrer that share joins the list; with no list it goes to the creator. A platform may also set a creation fee (at most 0.1 ETH) and a fee on contributions paid in another token through FundZap (at most 1%); both are frozen per launch and shown before anyone signs.

After settlement

Releases you can verify on-chain

Schedule	Example parameters	At 90 days	At 180 days	At 365 days
Creator ETH	no cliff, 365-day release	24.7%	49.3%	100%
Team tokens	180-day cliff, 540-day release	0%	0%	34.3%
Airdrop reserve	30-day cliff, 90-day release	66.7%	100%	100%

Illustrative. Every schedule starts at market opening, releases per second after its cliff, and is irrevocable: no one, the platform included, can withdraw or alter it.

Optional yield on the creator's own ETH

A creator may name, at creation, a yield venue the operator has enabled on that chain. After settlement the creator's payout address may move creator ETH not yet withdrawn into that ERC-4626 vault over WETH; it unlocks on the same timetable either way. Participant funds, refunds and pool liquidity are never deposited, and the vault charges no fee. Venues are enabled after a 48-hour delay with a fixed capacity; none is enabled yet. Yield is variable, not guaranteed, and its risk is the opted-in creator's alone.

What is enforced, and by what

Enforced by contract

- No upgrade path: no proxy, no upgradeable delegatecall, no self-destruct.
- Pool liquidity has no removal path; the treasury is an immutable constructor parameter.
- Parameters, fee split, roots and reserve lists have no setter once a launch exists.
- Pull payments behind re-entrancy guards; contributions in ETH only; forced ETH is never counted.
- Anyone can settle, atomically and in constant gas; refunds need no approval.

Who	What they can do
Operator (the platform Safe)	Pause the creation of new launches. Change the success fee (at most 3%) and the team limit (at most 25%) after 48 hours, for new launches only. Enable yield venues after 48 hours; disable them at once.
Each platform	Set its own fee terms and payee within the compiled caps; a change reaches only launches created afterwards.
Never, by anyone	Pause contributions, refunds, claims, trading or settlement; move funds credited to others; touch a pool; change an existing launch or the treasury; upgrade a contract.

Limits we state openly: on-chain rules cannot identify several wallets of one person; per-address limits count per batch; claimed tokens can be placed in another pool before the official opening without affecting it; sequencer ordering is outside the contracts' control and a stalled settlement fails towards a full refund.

Where it runs

One address on every supported chain

Question	Answer
Supported chains	Chains whose native coin is ETH and that have a Uniswap v4 PoolManager. The initial mainnet deployments are on Robinhood Chain and Base, made directly without a public testnet stage.
Contribution asset	Native ETH; FundZap lets a contributor pay with another token, swapped to ETH before contributing
Who can create	Any address; display on RTP.fun is a separate platform decision
Same address	Deployed through CREATE3 from a dedicated deployment Safe; each deployment publishes a manifest for independent verification in a public deployment repository that holds no source code

Stage	Status
Protocol design	Complete
Development and testing	Complete
Internal review and verification	In progress: review rounds, then one complete verification run
Robinhood Chain and Base mainnet	Next
External audit	Being arranged; results published when complete

Security review in progress: internal review rounds under way, external audit being arranged.

Not an offer. Nothing in this document is an offer to sell, a solicitation to buy, or investment, legal or tax advice. Participation in any token launch carries the risk of total loss. Figures marked as testnet are the published testnet configuration; other figures are bounds compiled into the contracts. Examples illustrate the formulas and are not projections for any project. The technical overviews on rtp.sh are the reference where this overview is shorter.