

VALLIS

Master Specification & Systems Canon

University-Level Architectural & Economic Design Document

Status: **FINAL · FROZEN · IMMUTABLE**

This document represents the authoritative specification for the VALLIS platform and supersedes all prior drafts.

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1. Platform Overview

VALLIS is a governed liquidity and probability platform engineered for long-term survivability, regulatory defensibility,

and deep user retention. The system deliberately separates economics, probability, identity, and engagement to avoid

structural collapse modes common to crypto-native products.

2. Core Design Principles

The platform is governed by immutable principles: separation of concerns, fixed base odds, no pay-to-win mechanics,

non-binding user participation, and transparency without overexposure.

3. Liquidity & Treasury Architecture

VALLIS supports chain-agnostic, token-agnostic liquidity pools. User deposits are abstracted into a stable-denominated

treasury valuation while preserving pool-level asset composition visibility.

4. Probability & Execution Games

All execution games operate on fixed base odds. Batch attempts are independent trials. No game may access treasury

authority or modify probabilities through spending.

5. MONOLITH — Time-Based Observance

MONOLITH introduces extreme low-probability observance governed by time intervals. Odds scale only via global platform

maturity and personal continuity, never by payment.

6. PALIMPSEST — Convergence System

PALIMPSEST is a non-economic convergence system resolving only through long-term alignment, fragment diversity,

and platform maturity.

7. AD'AM — Attention Monetization

AD'AM converts voluntary user attention into revenue. One-third of net ad revenue is credited to the user, redeemable

only after a fixed threshold, and fully isolated from all other systems.

8. SCAR — Identity & Continuity

SCAR tracks presence, continuity, and witnessed platform events. It provides eligibility signals but never directly

modifies odds or payouts.

9. SENTINEL — Safety & Enforcement

SENTINEL enforces rate limits, pauses systems, prevents abuse, and exposes a visible safety posture without surrendering

control.

10. Anunnaki Treasury Vault

The Vault governs global ceilings, platform-wide multipliers, and staged unlocks. Once unlocked, improvements are

permanent and irreversible.

11. Daily Runes & Codex System

Daily Runes are cosmetic-only collectibles distributed once per day. Duplicate handling ensures fairness without

introducing economic value.

12. CONCLAVE — Exploratory Voting

CONCLAVE allows non-binding signaling on prospective features. Outcomes never guarantee implementation and never

restrict future development.

13. Donations & Cosmetic Perks

Donations unlock cosmetic and identity-only perks. They never influence economics, odds, or priority.

14. Trust, Failure, and Exit Posture

VALLIS maintains explicit pause, exit, and degradation policies to ensure survivability under stress.

15. System Boundaries & Exclusions

VALLIS is not a DAO, not yield farming, not binding governance, and not a promise-based investment vehicle.