VALLIS

Full Systems Whitepaper
Frozen Canon — University-Level Specification

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1. Liquidity & Treasury Architecture

VALLIS employs dynamic, multi-asset liquidity pools abstracted into a stable-denominated treasury valuation. Mathematically, user LP share is defined as: LP_share = user_deposit / total_pool_value. Returns scale linearly relative to fee generation, not speculative yield.

2. Probability & Execution Layer

All probability systems operate on fixed base odds. Expected Value (EV) is explicitly disclosed and never altered via spend. EV = (p * payout) - (1 - p). Batch attempts are independent Bernoulli trials.

3. MONOLITH — Time-Based Improbability

MONOLITH introduces time-gated trials where odds scale only through: (a) Global Vault progression (b) Personal SCAR continuity No multiplicative stacking is permitted.

4. PALIMPSEST — Convergence System

PALIMPSEST is non-stochastic. Resolution requires satisfaction of hidden convergence thresholds across time, diversity, and platform maturity. No economic reward is permitted.

5. AD’AM — Attention Monetization

AD’AM distributes 33.33% of net ad revenue to users. Redemption threshold prevents micro-farming. Credits are non-transferable and isolated.

6. SCAR & SENTINEL

SCAR tracks continuity and witness history. SENTINEL enforces safety, throttles abuse, and may pause systems. Neither modifies odds or payouts.

7. Vault, Runes, and CONCLAVE

The Anunnaki Vault governs global ceilings and permanent unlocks. Runes provide cosmetic continuity. CONCLAVE provides non-binding exploratory signaling only.