



# Auronex Marketing Plan

## *Version 1.0 — April 2026 | Go-To Marketing Summary*

Auronex

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### **Abstract**

**A**uronex runs on a Sierpinski reward model: every wallet earns from its own staking capacity, from the sponsor chain it builds, and from the triangular network structure it helps complete. This document is the marketing-ready summary. It covers the package ladder, daily earning mechanics, how affinity depth unlocks as your team grows, and what it takes to stay active and keep earning. All numbers assume **1 ANX = \$1.00** for illustration.



# 1 Packages

Every wallet enters Auronex by purchasing a staking package. The package sets three things at once: the wallet’s **structural weight** inside the recursive graph, the **daily mining ceiling**, and the wallet’s

**affinity attribution** to its sponsor chain.

**Public package ladder.** Four tiers are available to all participants. Above \$5,000 there is a proportional **wallet extension band** up to \$11,000; the carrying capacity scales continuously within that band.

**Table 1: Package Ladder**

Position	Package	Points	Role
Starter Vertex	\$50	1	Entry: learn the system, activate one minimal triangle unit
Builder Vertex	\$500	10	Commercial seller position; meaningful structural participation
Accelerator Vertex	\$2,500	50	Serious network-builder; influences several formed sub-triangles
Leader Vertex	\$5,000	100	Highest public tier; strong occupancy and sponsor throughput
Wallet Extension	\$5,001–\$11,000	101–220	Proportional extension; structural score scales to the \$11,000 ceiling

# 2 Staking Duration

Every package is available across three canonical lock durations. The selected duration sets the **daily mining rate** — the fraction of package value that can be released as reward each day.

- **30 days** — 0.3% per day
- **180 days** — 0.5% per day
- **360 days** — 0.8% per day

**Daily Mining Capacity.** The formula is straightforward:

$$\text{Daily Cap} = \text{Package Value} \times \text{Daily Rate}$$

Package	30 d	180 d	360 d
\$50	\$0.15	\$0.25	\$0.40
\$500	\$1.50	\$2.50	\$4.00
\$2,500	\$7.50	\$12.50	\$20.00
\$5,000	\$15.00	\$25.00	\$40.00
\$11,000	\$33.00	\$55.00	\$88.00

# 3 How You Earn

The daily reward budget is divided into four funded layers. The split is published and fixed:

$$30\% / 30\% / 25\% / 15\%$$

## 3.1 Structural Mining (30%)

Paid to every wallet that is **active in the graph**: valid package, daily mining click completed (or an active Mining Agent), and occupied recursive positions contributing to the structural score.

Your share of the structural mining pool is proportional to your **structural score**  $S$ :

$$S = N_{\text{occ}} \cdot p_{\text{base}} \cdot w_{\text{pkg}} \cdot m_{\text{active}}$$

where  $N_{\text{occ}}$  is occupied nodes,  $p_{\text{base}} = 2$  points per node,  $w_{\text{pkg}}$  is the package-weight multiplier (1× at Starter up to 10× at Leader), and  $m_{\text{active}}$  is the branch-activity multiplier (0.00 for dark branches, 1.00 for active, 1.25 for strongly productive).

Your payout is then capped at the daily mining ca-



capacity for your package:

$$R_{\text{mine}} = \min\left(\frac{S}{S_{\text{total}}} \times \text{Pool, Daily Cap}\right)$$

### 3.2 Affinity Reward (30 %)

Every time a wallet in your sponsor chain produces a qualifying daily mining yield, a share flows up through **21 sponsor levels**. This replaces the old sales-commission model entirely.

The amount flowing to each sponsor level is:

$$\text{Payout}_n = \text{Event Yield} \times \text{Level Rate}_n$$

**Level rates.** The first six levels capture the majority of the reward. The full schedule runs to L21.

Level	Rate	Level	Rate
L1	20.00 %	L8	7.00 %
L2	15.00 %	L9	7.00 %
L3	15.00 %	L10	7.00 %
L4	10.00 %	L11	5.00 %
L5	10.00 %	L12	5.00 %
L6	10.00 %	L13	5.00 %
L7	7.00 %	L14– L21	5% / 3% / 2% / 1% taper

**Depth unlock.** Affinity depth is gated by how many **direct active sponsors** you have:

Direct Sponsors	Paid Depth
1	L1 only
2	L1–L5
3	L1–L10
4	L1–L15
5+	L1–L21

Levels beyond your unlocked depth become **passover**. Passover is first reused to top up the affinity bucket; any residual stays in treasury reserve.

### 3.3 Structural Completion (25 %)

This is the distinctive Sierpinski layer. Each local three-node unit moves through three states:

- **1/3 occupied** — visible, not yet productive (0.0×)
- **2/3 occupied** — formed triangle, starts earning (1.0×)
- **3/3 occupied** — completed triangle, earns premium (1.5×)

The completion score for a wallet is:

$$C = N_{\Delta} \times 30 \times m_{\text{state}}$$

One completed triangle scores  $1 \times 30 \times 1.5 = 45$  points. Three completed triangles score 135 points.

### 3.4 Treasury Reserve (15 %)

Retained to support the gross affinity ceiling (the 50 % bonus band) and provide economic downside protection.

## 4 Eligibility

A wallet earns on any day only if **all four** conditions are met:

1. Package mark-to-market value still qualifies for a valid package tier.
2. At least one direct productive event happened in the previous **14 days**.
3. Daily mining click completed, or an active Mining Agent is running.
4. Total cumulative cycle rewards remain below **100 % of active package value**.

**Cycle cap and restake.** Once rewards reach 100 % of package value the wallet stops earning immediately. To restart:

- Pay a **5 % restake friction** on the package value in XAUM or ANX (not deducted from



principal).

- Enter a **1-day activation cool-off** before the replacement cycle becomes reward-active again.
- The package basis is unchanged; only the reward counter resets to zero.

Examples: \$500 package costs \$25 to restake; \$5,000 costs \$250; \$11,000 costs \$550. The replacement receipt is minted immediately, but the next cycle does not become reward-active until the 1-day cool-off ends.

**Tier maintenance.** If market value falls below a package tier, the wallet drops automatically to the highest still-valid tier. Below \$50, earnings are zero.

## 5 From Rewards To Gold Utility

Users may enter the staking system with either XAUM or ANX, and ANX may also be acquired through secondary market liquidity venues such as PancakeSwap before being committed into staking. Rewards are distributed in ANX, and claimed reward-origin ANX now follows one of two protocol routes: the standard route sends 50% of post-fee claimed ANX to wallet liquidity and reserves the remaining 50% for metamorphosis, while the alternative route sends 100% of post-fee claimed ANX into metamorphosis with no wallet payout. Only the wallet-liquidity half remains immediately available for restake or sale.

In the metamorphosis pathway, ANX is economically burned under the protocol’s conversion and fee framework, with each burn recorded as a Proof of Metamorphosis, and the matured output is issued as AUGR, the network’s gold-redemption voucher asset. AUGR may then be applied toward physical gold redemption through the protocol’s redemption system.

## 6 A Day In Numbers

Assume a daily reward budget of \$10,000 and a network structural score base of 2,000.

Layer	Pool	Purpose
Structural Mining	\$3,000	Pro-rata to active structural scores
Affinity Reward	\$3,000	Sponsor chain from producing wallets
Structural Completion	\$2,500	Formed and completed triangle progress
Treasury Reserve	\$1,500	Supports affinity ceiling and operations

**Example: Alice at Starter Vertex.** Alice holds a \$50 package on 30-day / 0.3% and sponsors Bob (\$500, 360-day / 0.8%). Alice has 2 occupied nodes and 1 direct active sponsor (L1 only).

- Daily cap:  $\$50 \times 0.3\% = \$0.15$
- Structural score:  $2 \times 2 \times 1.0 \times 1.0 = 4$
- Raw mining:  $\frac{4}{2000} \times 3,000 = \$6.00$
- Capped mining:  $\min(6.00, 0.15) = \$0.15$
- Bob’s event yield:  $\$500 \times 0.8\% = \$4.00$
- Alice L1 affinity:  $\$4.00 \times 20\% = \$0.80$
- **Total: \$0.95 = 4.52 ANX**

**Example: Farah at Builder Vertex.** Farah holds \$500 on 180-day / 0.5% with 1 direct sponsor (L1 only).

- Daily cap:  $\$500 \times 0.5\% = \$2.50$
- Structural score:  $2 \times 2 \times 2.0 \times 1.0 = 8$
- Raw mining:  $\frac{8}{2000} \times 3,000 = \$12.00$
- Capped mining:  $\min(12.00, 2.50) = \$2.50$
- Direct event yield:  $\$500 \times 0.5\% = \$2.50$
- Farah L1 affinity:  $\$2.50 \times 20\% = \$0.50$
- **Total: \$3.00 = 14.29 ANX**



## 7 Network Structure

Auronex runs on **two separate ledgers**:

- **Sponsor attribution ledger** — who introduced whom; powers affinity rewards.
- **Graph geometry ledger** — where each wallet sits inside the recursive Sierpinski graph; powers structural and completion rewards.

The key rule: **sponsorship decides attribution; graph placement decides geometry**. Bob may sit in a different graph position than Alice placed him, but Alice still receives the L1 affinity entitlement from Bob's production.

**Why triangles beat rank titles.** Structural completion rewards **balanced growth**, not static title accumulation. A wallet earns more only when its surrounding graph becomes genuinely denser and more complete. Weak, shallow, or inactive branches earn nothing from the completion pool.

## 8 Getting Started

1. **Choose your package.** Start at any tier. Larger packages carry more structural weight and produce higher daily yields for your sponsor chain.
2. **Choose your duration.** Longer lock-ups give a higher daily rate: 0.3 % at 30 days, 0.5 % at 180 days, 0.8 % at 360 days.
3. **Build your team.** Each direct active sponsor unlocks a deeper affinity band. Five direct active sponsors opens all 21 levels.
4. **Stay active.** Complete your daily mining click (or run a Mining Agent). Make sure at least one productive event occurs in your network every 14 days.
5. **Plan your restake.** When your cycle reaches 100 % of package value, pay the 5 % restake friction and begin your next cycle from zero.