



MAIN RULES AND THESES OF THE MONETARY SYSTEM

The purpose of Coin IT-1: to be an index of the exchange rate of the entire ecosystem with dependent coins

The purpose of Coin IT-2: to be the main means of payment in the ecosystem with dependent coins.

The purpose of Coin IT-3: to be a dividend coin with super high potential for growth of its own exchange rate.

1. Coin IT-1, when credited to the user, is blocked in the user's wallet. It cannot be sent anywhere or to anyone, not to any wallet address, including the liquidity pool wallet address. This is a completely blocked asset.
2. If the user does not buy Coin IT-1 once a week for an amount of at least 10 dollars, then 20% of all his Coins IT-1 burn. But if he buys, they do not burn.
3. When, for example, 100 coins of IT-2 are credited to the user's wallet by the system, 100 Coins IT-1 burn for the user.
4. The increase in the value of the IT-1 coin unlocks the IT-2 coin proportionally.
5. The exchange rates of Coins IT-1 and IT-2 are synchronized every 300 dollars of liquidity volume.
6. Coin IT-2 is a means of payment and cannot be transferred anywhere or to anyone except to the liquidity pool address, directly or through our website, it is a means of payment and its purpose is for you to be able to sell it at any time. However, you are allowed to store Coin IT-2 to sell it later at a higher rate.
7. Coins IT-2 and IT-1 are dependent, and Coin IT-2 increases in price with the rate of Coin IT-1, the user can choose not to sell it immediately, but to accumulate it in his wallet without restrictions.



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8. Coin IT-2 can be obtained at any time by paying a fee on the website. Or, by waiting until 10 dollars accumulate in Coin IT-2, then the system will send you the coin without you paying the fee.
9. The growth in the number of users accelerates the payment to each user.
10. The amount of Coin IT-1 in the user's wallet increases the payout size to the user in Coin IT-2.
11. Every 3rd, 7th, 17th, 29th, and 37th transaction to purchase IT-1 coins amounting to more than 10 USDT triggers a reward of 4 USDT. This reward principle operates independently of others and is constant.
12. Coin 3 is purchased only according to the one-to-three rule, that is, you need to have 300 dollars in Coin IT-1 and then the system will allow you to buy 100 dollars of Coin IT-3.
13. Coin IT-3 is issued with a finite emission.
14. Coin IT-3 is constantly pumped by 20% in liquidity tokens from each transaction to purchase Coin IT-1.
15. Coin IT-3 burns upon sale, increasing the value of the remaining coins.
16. Partner program rewards come strictly in USDT, starting from a sum of 10 dollars. Automatically!
17. Initially, the mechanism for selling Coin IT-2 is automatic, but it can be turned off by sending 1 Coin IT-2 to the switch wallet address. Also, if necessary, it can be turned on again later.
18. There is also a service that can make weekly payments for you if enough money is loaded into it. You can choose whether for three weeks or three years.



WAYS TO IMPLEMENT THE TASKS OF EACH TOKEN

IT-1 Coin Task: Serving as the Index for the monetary system.

This is ensured by the coin being fully locked in the user's wallet; it partially burns in accordance with the user's actions, thereby generating profit for the user in IT-2 Coin.

IT-2 Coin Task: Acting as a smart payment method for the user.

This is guaranteed by the distribution of funds received from selling IT-1 Coin, creating infallible liquidity for IT-2 Coin.

IT-3 Coin Task: Functioning as a dividend coin.

This is secured by allocating 20% from each purchase of IT-1 Coin into the liquidity of IT-3 Coin through a mechanism of boosting with liquidity tokens from coins 1 and 2.

Also, by the fact that IT-3 Coin can only be purchased adhering to a one-to-three rule, and its issuance is limited and small, with liquidity tokens pouring in with every transaction, progressively increasing the rate.

Additionally, upon selling IT-3 Coin, it burns.

DISTRIBUTION OF FUNDS

- Coin IT-1: 25%
- Coin IT-2: 35%
- Coin IT-3: 20%
- Implementation of the principle of distributing prizes to users according to the order of their payments: 10%
- Affiliate program: 5%
- Development team: 5%