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Lucids

The currency of the post-scarcity world

Lucentive

Abstract

Lucids is the currency of the post-scarcity world, designed for equality. Buying and spending are coming soon. When Lucids opens, you buy it into your Lucentive One account and spend it across the ecosystem. The design puts a share of each payment into a shared pool.

Every payment shares. A part of each one grows a pool for the people who hold fewer Lucids, holdings are capped so nobody hoards, and every balance is in the open. Where we are going, people who hold fewer Lucids apply for a Fair Share of that pool, giving back earns Lucids, and holding more means giving more. Lucids is built on IAS, the Intuitive Agent System, the foundation everything Lucentive builds and runs stands on. Prosperity is what you can give.

1. What Lucids is

In short: Lucids is the currency of the post-scarcity world, designed for equality, and four rules carry the whole design.

Lucids is the currency of the post-scarcity world. It is the current that fuels the entire world and the Lucentive ecosystem, and it exists to keep abundance moving until it reaches everyone. Lucids is designed for equality: it is built to share wealth fairly, and its rules keep it that way.

We are here to play. Play is life itself, lived freely and shared gladly. Money turned the game of life into a fight over more. Lucids plays it again the way it was meant: open, fair, for everyone. Sharing is how we play, so a currency for this game is made to spend and to give.

Four rules keep the game generous, and every part of Lucids follows from them.

- One soul, one account. Every Lucids balance lives in a Lucentive One account, and every One account belongs to one real person.
- Nobody hoards. Holdings are capped.
- Giving is built in. Every payment grows a pool for those who hold fewer.
- Every balance in the open.

2. How you get Lucids

In short: Buying and spending Lucids are coming soon. When Lucids opens, you buy Lucids into your Lucentive One account. You will be able to spend them across the ecosystem or pass them on to other people.

You buy Lucids with ordinary money at the purchase rate, and they land in your Lucentive One account. Buying Lucids brings value into the ecosystem, and from there the game shares it: with every payment, a part grows the pool for the people who hold fewer.

Buying opens soon. As a launch offer, everything in the Lucentive ecosystem then costs 20% less in Lucids. At first the ecosystem also accepts regular payment, so you choose at checkout: the regular price in ordinary money, or 20% less in Lucids.

Lucids also moves from person to person. You can pass Lucids on whenever you like, from your One account to someone else's, as a gift.

Where we are going, Lucids reaches people in two more ways. People who hold fewer Lucids apply for a Fair Share of the pool, and giving back earns Lucids.

3. Everything costs 20% less in Lucids

In short: When Lucids opens, every product in the Lucentive ecosystem costs 20% less when you pay in Lucids, as a launch offer. At first, regular payment is also available at the regular price.

Every product in the Lucentive ecosystem has a regular price in ordinary money, and at first the ecosystem also accepts regular payment at that price. When Lucids opens, every product costs 20% less when you pay in Lucids, as a launch offer. The offer holds for every product in the ecosystem, including each one that joins before the offer ends.

The offer is the reason to buy Lucids when it opens. At checkout you see your own price in Lucids: the regular price with 20% taken away, counted in Lucids at the purchase rate. When the offer ends, you pay the regular price, counted in Lucids at the purchase rate.

THE ARITHMETIC

(1) During the launch offer: PriceInLucids = R × (RegularPrice less 20%), where R is the purchase rate: the Lucids that one unit of money buys

(2) After the launch offer: PriceInLucids = R × RegularPrice

4. Every payment shares

In short: A part of every Lucids payment grows the pool for the people who hold fewer Lucids, and where we are going, holding more means giving more.

Giving is built into every payment. When you pay in Lucids, a part of that payment, the pool share, flows into the pool: the shared pool that exists for the people who hold fewer Lucids. Nobody has to remember to give for this to happen. Spending is sharing.

Giving also happens on purpose: you can pass Lucids on to another person whenever you like.

Where we are going, holding more means giving more. Above the giving threshold, each purchase adds a giving share on top of its price, and that share grows gradually with your holdings. The added share is recorded and flows into the pool, so the people who hold the most carry the most of the sharing.

THE ARITHMETIC

(1) `PoolShare(payment) = p × Payment, where p is the pool share`

(2) `Where we are going: GivingShare(purchase) = g(h) × PriceInLucids, where h is the buyer's holdings and g(h) is zero up to the giving threshold T and rises gradually above it`

(3) `Where we are going: YouPay = PriceInLucids + GivingShare(purchase), and the giving share flows into the pool`

5. Fair Share

In short: Where we are going, Fair Share carries the pool to the people who hold fewer Lucids, as Lucids in their Lucentive One account.

Every payment grows the pool. Where we are going, the pool flows back out through Fair Share: people who hold fewer Lucids apply for a Fair Share of it, and their Fair Share lands as Lucids in their Lucentive One account, ready to spend everywhere in Lucentive.

Fair Share is exactly what its name says: a fair share of what the whole game produces together, for the people who hold fewer. The Fair Share rules say who qualifies and how much each Fair Share is. They are public, like every balance, and the same for everyone.

One soul, one account holds here too. Each person has one place in Fair Share, so nobody splits into many small balances to claim more than one.

6. No room for speculation

In short: Holdings are capped and every balance is public. Lucids is made to spend and to give.

Lucids does its work when it moves. Every account holds at most the holding cap, so nobody hoards and nobody gathers enough Lucids to steer the game. Where we are going, the giving threshold sits below the cap, so holding more means giving more long before anyone reaches it.

Lucids has no exchange and no market price to bet on. You buy Lucids from the ecosystem, spend them in it and give them to people. That leaves no room for speculation: the value of Lucids lies in what it lets you do and what it lets you give.

Every balance is in the open. Anyone can see that every account stays within the cap and that the pool grows with every payment.

THE ARITHMETIC

(1) `h ≤ C for every account, where h is its holdings and C is the holding cap`

7. Lucentive One and the ecosystem

In short: Lucentive One holds every Lucids balance, one account for one person, and Lucids goes with you to every product in the Lucentive ecosystem.

Lucentive One is the one account for the whole Lucentive ecosystem. Every One account belongs to one real person: one soul, one account. Every Lucids rule stands on that ground. The cap holds for each person,

and where we are going, the giving threshold counts each person's holdings and Fair Share reaches each person once.

Joining the game will start with One. You will sign in once, and your Lucids will go with you everywhere in the ecosystem. The ecosystem catalogue shows every product, and during the launch offer every one will cost 20% less in Lucids.

Lucids is the current of this ecosystem. Every payment sends a part of its value into the pool for the people who hold fewer, and everyone who spends keeps the current moving.

8. Built on IAS

> In short: IAS, the Intuitive Agent System, is the foundation everything Lucentive builds and runs stands on, and Lucids stands on it too.

IAS, the Intuitive Agent System, is what everything Lucentive builds and runs stands on. It powers every product and every pillar, and the system that runs our own work is the same one.

IAS turns intent into useful outcomes, tapping into universal intelligence. We build and run Lucids with IAS, as we build and run everything in Lucentive, so Lucids, Lucentive One and every product that takes Lucids stand on one foundation.

9. The numbers

> In short: One number is set: the launch offer, 20% less in Lucids on everything when Lucids opens. Every other number has a name and takes its value when it is set.

Lucids runs on a small set of numbers. One is set: as a launch offer when Lucids opens, everything costs 20% less in Lucids, and at first the ecosystem also accepts regular payment at the regular price. Each of the others has a name and a clear job, and each is published in the open, like every balance, when it is set.

Two relations hold for every value they take. The giving threshold sits below the holding cap, and the giving share is zero up to the threshold and rises gradually above it.

9. The numbers

Number	What it sets	Value
Launch offer	How much less every product costs in Lucids than at its regular price, which the ecosystem also accepts at first	20% less when Lucids opens
Purchase rate R	The Lucids that one unit of money buys	Published when set
Holding cap C	The most Lucids one account holds	Published when set
Giving threshold T	The holdings above which each purchase adds a giving share; T sits below C	Published when set
Giving share g(h)	The share each purchase adds above T, rising gradually with holdings h	Published when set
Pool share p	The part of every Lucids payment that grows the pool	Published when set
Fair Share rules	Who qualifies for a Fair Share and how much each one is	Published when set

10. Join the game

In short: Lucids is coming soon. Then you buy Lucids, pay with them everywhere, and watch abundance flow to the people who have less.

Abundance reaches everyone when it keeps moving, and Lucids keeps it moving. Every payment shares, every balance is in the open, and nobody hoards. The more people play, the more the pool grows for those who hold fewer.

Lucids is coming soon. When it opens, you will join the game through Lucentive One, buy Lucids, pay with them everywhere, and watch abundance flow to the people who have less. Prosperity is what you can give.

Glossary

Lucids
The currency of the post-scarcity world, designed for equality. Coming soon: you buy it, spend it everywhere in Lucentive, at 20% less as a launch offer, and give it.

Lucentive One
The one account for the Lucentive ecosystem. Every One account belongs to one real person, and every Lucids balance lives in one.

Regular price
A product's price in ordinary money, which the ecosystem also accepts at first. During the launch offer, every product costs 20% less than its regular price when you pay in Lucids.

Launch offer
When Lucids opens, everything in the Lucentive ecosystem costs 20% less in Lucids as a launch offer. It is the reason to buy Lucids early.

Purchase rate (R)
The Lucids that one unit of money buys.

Pool
The shared pool that exists for the people who hold fewer Lucids. Every Lucids payment grows it through the pool share; where we are going, holdings above the giving threshold add the giving share.

Pool share (p)
The part of every Lucids payment that flows into the pool.

Holding cap (C)
The most Lucids one account holds.

Giving threshold (T)
Where we are going, the holdings above which each purchase adds a giving share. It sits below the holding cap.

Giving share (g)

Where we are going, the share a purchase adds above the giving threshold. It rises gradually with holdings and flows into the pool.

Fair Share

Where we are going, the program that carries the pool to the people who hold fewer Lucids, as Lucids in their Lucentive One account.

IAS

The Intuitive Agent System: the foundation everything Lucentive builds and runs stands on.

LUCIDS

A LUCENTIVE VENTURE

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Built on IAS