

FOIL (\$FOIL): Overview

Rip privately on Robinhood Chain. Open tokenized card packs (Pokémon TCG, One Piece, sports and more), keep or sell back your pulls, gift packs and cards to friends, and show off your best hits under a season handle. None of it ties back to your wallet. Every pull lands in its own sealed single-use wallet (a *tin*), funded from a shielded USDG balance (your *Stash*) in shared funding rounds.

*Chain: **Robinhood Chain** (4663) only. USDG. Prepared 2026-10-08. (U) = unverified.*

Sector: Privacy · RWA (tokenized collectibles) · Social.

Built from proven parts (~75% existing code): a shielded USDG pool with screened entry, single-use EOAs, IP-hiding request relays, signature-based USDG payments.

New:

- **funding rounds:** tins are funded together every 10 minutes, USDG and gas in one transaction;
- **gift links** for packs and cards;
- **Rip Rooms:** opt-in season handles and a leaderboard that never reveal wallets;
- **spend limits on by default.**

The 1/1 twist: private pack rips with gift links and opt-in bragging: nobody can add up what you've pulled or see who you gifted it to.

0. One line

Every pack opened on Robinhood Chain today is public: who paid, what they pulled, what they kept. **Foil turns every rip into a sealed tin. You decide what anyone else gets to see.**

1. Why now (verified, dated)

Fact	Source
Collector Crypt's card packs run on Robinhood Chain since ~Sep 22, 2026, paid in USDG; cards are ERC-721s on RHC;	DefiLlama dimension-adapters issue #9719;

buyback 85–93% of insured value within 72h	docs.collectorcrypt.com
The first public RHC rip front end did ~\$1.66M in 30 days, every pull from a public wallet	DefiLlama, fetched Oct 8 2026
Card-pack spending across chains hit a record \$324M in June 2026	Blockworks via KuCoin, Jul 17 2026
Wrench attacks hit records in 2025 and grew in H1 2026; home invasions are now the most common type, driven by visible wealth plus leaked addresses	CertiK via Decrypt and Cointelegraph, 2026
Gifting cards and packs is a core collector habit, but on-chain gifts reveal both wallets	—
RHC privacy tools today only move money. Nothing private exists for card packs	Smithii, Sep 2026; GitHub

Category line: *"The first private pack rips with gift links on Robinhood Chain."* Re-check before launch.

Launches without anyone's permission. Foil rips on Collector Crypt's public pack site through its own built-in browser, a fresh tin each time. If Collector Crypt grants a partner key later, Foil adds native rip screens and a partner fee.

2. How it works (user view)

Feature	What you get
Stash	Your shielded USDG balance. New deposits are held briefly (usually minutes, up to an hour if screening is slow) and checked against public sanctions and exploit lists. A flagged deposit can only return to where it came from. Once in, your Stash is always withdrawable
Tins	Each pull happens in a brand-new wallet (a tin) used once. Tins are funded in shared rounds every 10 minutes : one transaction funds every tin requested in that round, with both USDG and gas. Nobody can tell which tin in a round is whose; a round with an unusual tin size gives less cover
Private rips	Pick a machine, and your tin pays and receives the card, with gas already inside it. You see the pull and its randomness proof
Keep or send back	Keep the card in its tin (vaulted by Collector Crypt), or sell it back within 72h at the posted rate; the USDG goes back to your Stash

Gift a pack	Fund a tin for a pack and send a link. Your friend opens the pack themselves; nobody on-chain can see who sent it
Gift a card	Send a pulled card as a link. When your friend claims it, the card moves into a fresh tin of theirs. That move is visible as a hand-off between two tins, and you'll know your friend's new tin
Rip Rooms	Want to show a big hit? Post it under your season handle . The leaderboard counts only what you post, and each post reveals only that one tin. Handles reset every season
Spend limits (on by default)	Daily and weekly caps on pack spending; raising a cap takes 24 hours. A cool-off button pauses pulls for 7 days. Limits come back with your encrypted backup
Quiet Ship	Redeem a card to a locker, forwarder or home. Details go from your device straight to Collector Crypt over an encrypted tunnel. Only the tins you ship from are tied to the name you give
Export	Every tin is a normal wallet. Export any tin's key at any time

3. Why it's better

Today on RHC	Foil
Every rip is public: payer, pull, kept or sold	Each rip is a sealed tin funded in a shared round
Fresh wallets need ETH, and funding them links them	Gas arrives in the same round transaction as the USDG
Gifts reveal both wallets	Gift links: nobody on-chain sees the sender
Showing off a pull means doxxing your wallet	Post only the hit, under a season handle
No spending guardrails	Limits on by default, with a 24h delay to raise them

4. Business (mechanics only)

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Line	Fee
Stash deposit / withdrawal to an outside wallet	0.15% / 0.25%, with a \$0.25 minimum per private transaction
Tin funding	0.15% of the tin size + \$0.20, plus gas at cost (about \$1 today)
Rips	Key mode only: on machines Foil adopts, a partner fee of up to 4% of pack price (Collector Crypt allows up to 10%). It comes out of the pack's expected value and is shown on every machine. Half is paid only if the card is sold back. No extra rip fee
Gift links	\$0.50 per gift
Quiet Ship	\$1 flat on top of Collector Crypt's shipping fee

\$FOIL (ERC-20 on RHC; utility only):

- fee discounts by holding tier;
- relayers and round operators bond \$FOIL;
- staked first-loss tranche behind the gas float;
- votes on adopted machines and fee levels within fixed bounds.

Fees: **80%** to those doing the work (relayers and round operators), **10%** treasury, **5%** to stakers as payment for slashable first-loss capital, **5%** burned. Utility only.

5. Phases and kill criteria (set before launch)

Phase	Weeks	Ships	Kill / pivot rule
P1 · Rips	1–3	Stash, funding rounds, tins, private rips, keep/sell back, spend limits, Quiet Ship	Day 14: < \$100K rip volume or < 600 tins → cut adopted machines to the two busiest; push gifting. Day 30: < 3% of RHC pack volume → keep live, KOL-only marketing
P2 · Social	3–6	Gift links (packs and cards), Rip Rooms, season	Day 45: < 300 gifts claimed → keep gifting, drop the leaderboard

		leaderboard	
Always	—	—	Conservation-counter mismatch → deposits pause (withdrawals never pause). Collector Crypt key revoked → standard machines, no partner fee; sell back and shipping still work from any tin

Frictions:

Kind	Friction
Competitive	Public rip front ends add a "private" toggle; Coinbase's announced packs
Environmental	Gacha-gambling enforcement; no bridge for RHC cards; single supplier (Collector Crypt)
Self-induced	Rounds feel slow (10 min), so the app keeps a few tins ready in advance; leaderboard copy that sounds like gambling promotion

6. What we don't say

- Never "Pokémon" in the brand, logo, token or ticker, and no Pokémon artwork. Descriptive use only ("tokenized trading cards, including Pokémon TCG").
- Never "investment", "returns", "APY", "yield", "earn", "win", "jackpot" or "guaranteed buyback".
- Never "untraceable", "anonymous", "mixer" or "hide from". Say **private rips, screened deposits, you choose what's seen.**
- No partnership or "powered by" wording with Collector Crypt, Robinhood or anyone else without written permission. Default: "packs come from Collector Crypt's partner API."

7. Honest limits

- **Tins are public wallets.** Anyone can see a tin's pull. What's private is whose tin it is, and that your tins belong together. Observers can also tell a wallet is a Foil tin (round funding is public), and Collector Crypt sees Foil's partner tag on each rip.
- **Small rounds protect less.** A round with few tins gives a small crowd. Rounds wait for at least 8 requests (up to 30 minutes), and the status page shows round sizes. If an operator stalls and you use the fallback, that tin is funded alone.

- **Gift links are bearer links.** Whoever holds the link can claim it, and the sender can claim it back until the friend does. Send it privately. A gifted card's sell-back window may not carry over (unconfirmed).
- **Posting a hit** links that tin to your season handle. Posting many hits in a season links those tins to each other through the handle.
- **Shipping** ties the tins you ship from to the name and address you give Collector Crypt.
- **Packs are a game of chance.** Odds, expected value and buyback rates are set by Collector Crypt, and packs can lose most of their price. Pulls are blocked for restricted regions based on the region you declare and your device locale. Not for minors; Foil never asks for ID, so it can't check age.
- **Cards stay on RHC** (no bridge lane yet).
- **Paxos, USDG's issuer, can freeze any USDG**, including what the Stash holds.
- **Services you rely on:** relayers and round operators (can delay, can't steal; bonded) and the gateway (sees tin addresses, never your IP).