

■ Based Kids Whitepaper

The Farcaster-native collectible card project

Abstract

Based Kids is a Farcaster-native collectible card project inspired by the irreverent spirit of Garbage Pail Kids and powered by onchain markets. Each Based Kid is minted as a unique NFT on Vibe Market, where rarity and community demand drive value. More than NFTs, Based Kids bridges digital collectibles with physical pieces—stickers, packs, and merch mailed to holders. Through evolving series, grotesque mutations, and community-driven design, Based Kids is building a cultural collectible economy for the Based generation.

Vision & Culture

Meme Meets Collectible: Reviving parody card culture for Web3.

Community First: Built entirely around Farcaster. No X, no Meta.

Digital + Physical Fusion: From NFT packs to stickers in the mail. as well as physical merch such as shirts, cups and more.

Evolving Lore: Each series mutates, expands, and grows darker, like the classics that inspired us.

Platform & Market

Home Base: Vibe Market – a marketplace where NFTs take the form of trading cards.

Mechanics: Each card has rarity tiers. Rarity = demand. Demand = value.

Collectors Economy: Players trade, hunt rare pulls, and build collections just like the old-school card shop days.

Collection Design

Series 1 (OG Based Kids): Pepe Bomb and the originals, retro parody cards.

Series 2 (Mutations): Grotesque, darker evolutions of Series 1, with exclusive access for holders.

Physical Collectibles: Sticker packs mailed to holders, limited-run card packs, and a possible collector's 'Based Book'. Possible physical merch to be rewarded to holders and potentially be purchased separately.

Airdrops: Surprise NFT packs and potential token rewards.

Roadmap

Phase 1: Launch (Now) – Series 1 release on Vibe Market, Farcaster-only promos.

Phase 2: Expansion – Sticker drops, surprise NFT packs, collector leaderboard.

Phase 3: Series 2 Mutations – Grotesque evolutions, darker parody,

Phase 4: Physical Collectibles – Sticker packs mailed, limited card sets, collector's book.

Phase 5: Ecosystem Growth – Farcaster collabs, token experiments, partnerships.

Community & Distribution

Farcaster-Native: Announcements, airdrops, raffles happen here.

Holders' Club: Exclusive drops and voting rights for holders.

Gamification: Collector contests, lore building, and design-your-own Based Kid events.

Long-Term Vision

Cement Based Kids as Web3's collectible brand, merging parody, art, and community.

Expand lore across digital + physical media (packs, stickers, books, merch).

Collaborate with other projects and meme cultures.

Keep it fun, grotesque, and forever Based.

Conclusion

Based Kids is more than an NFT set—it's a movement. A parody-fueled, community-powered collectible economy built on Farcaster and Vibe Market.

■ Stay Based. Collect Them All.