# DEVS IN HOODIES

## OFFICIAL DOCUMENT SET

### A MEMECOIN WE BUILD TOGETHER.

Whitepaper, campaign terms and operating policies

**WEB EDITION | VERSION 1.2**

Nine documents reflowed from the project source files for online reading.
The meaning and wording are retained; page layout is adapted for the web edition.

# DOCUMENT INDEX

All nine source documents are included in this searchable web edition.

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# DIH WHITEPAPER

**DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT**

$DayOne / Devs In Hoodies Whitepaper

DAYONE / DEVS IN HOODIES WHITEPAPER - V1.0
PROJECT WHITEPAPER
$DayOne
DEVS IN HOODIES

THE RESURGENCE
Founder-Led. Community-Built.
OUR SHARED IDENTITY
WE ARE ALL DEVS IN HOODIES.

WHITEPAPER | VERSION 1.1

**30 OCTOBER 2026**

A project information document describing the identity, community framework, creator-fee allocation principles, roadmap and future plans of $DayOne / Devs In Hoodies.

READ THIS FIRST
Document map
A practical guide to what the project is, what it intends to do, and what remains subject to implementation.

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HOW TO READ THIS PAPER

This document distinguishes current project identity and decisions from future plans, conditional milestones and mechanisms that still need to be built or specified. A stated intention is not proof that a system is already operational.

**Document status: Version 1.1, revised on 30 October 2026 to clarify pseudonymous founder boundaries, wallet transparency and privacy. This is a project information document, not an independent audit, legal opinion or investment recommendation.**

### 01 / THE RESURGENCE WHITEPAPER

### Executive summary & background

A memecoin project choosing to build participation, contribution and shared identity around an existing token.

$DayOne is an existing memecoin project on Solana. Devs In Hoodies (DIH) is its refreshed project identity, and The Resurgence is the initiative intended to bring the project back to life through creative participation and community activity.

The project does not present $DayOne as a finished software product or as a token with utility that already exists. The current proposition is simpler: an existing memecoin, a founder-led project direction, an open invitation for community participation, and a roadmap that includes a creator campaign and a proposed game concept.

The central principle is Founder-Led. Community-Built. The founder retains responsibility for project direction and execution, while the community is invited to contribute ideas, content, creative work and participation. The project intends to make room for community ownership of the culture around DIH without describing that participation as a transfer of legal ownership or control of the project.

A defined creator-fee allocation framework assigns 100% of the eligible creator-fee base across five categories. A 25% competition allocation is intended to be divided equally among

## DIH WHITEPAPER | CONTINUED

25 selected winners, producing a 1% share of the eligible creator-fee base per winner. The intended ongoing sharing is conditional on membership of the project Telegram group and on the relevant creator-fee mechanism continuing to operate.
The roadmap links future activities to market-cap targets: a five-day creator campaign at $100,000; a DayOne Arena development target at $250,000; preparation for a next stage at $500,000; community expansion at $1 million; and a longer-term $5 million milestone called Reach the Moon. These are targets, not promises that market capitalisation will reach any level.
DayOne Arena remains a concept. The project also states an intention to allocate 60% of future game net profits to buyback and burn $DayOne. This is separate from Pump.fun creator fees and cannot generate a buyback allocation until a game exists and produces net profit.
THE CORE PROPOSITION
An existing memecoin. A clearer identity. Community participation. Publicly stated allocations. Future plans that are labelled as future plans.

## 02 / THE RESURGENCE WHITEPAPER

Identity, vision & operating principles
The project identity is a commitment to how the community intends to build, not a claim that every planned feature already exists.
$DayOne and Devs In Hoodies are connected parts of the same project. $DayOne remains the token identity. Devs In Hoodies is the project and community identity used to express the renewed direction. The Resurgence is the campaign and participation framework supporting that direction.
ELEMENT
MEANING

Token
$DayOne - the existing memecoin.

Project identity
Devs In Hoodies (DIH) - the refreshed identity and creative culture around the project.

Initiative
The Resurgence - the effort to restart activity through participation and community building.

Principle
Founder-Led. Community-Built.

Slogan
We Are All Devs In Hoodies.

Founder-led means the founder remains responsible for setting direction, maintaining project standards and coordinating execution. Community-built means the project welcomes public participation and ideas, and intends to create meaningful ways for contributors to take part. It does not mean that every participant becomes a project owner, director, employee or legal representative.
The community is not expected to prove its value through constant posting or compulsory labour. The Resurgence competition is a defined activity; ongoing participation outside its rules is voluntary. The open-use approach to DIH intellectual property is intended to let people create with the identity without first negotiating individual permission or paying royalties, subject to the boundaries described in this paper and the separate IP policy.
The project aims to communicate plainly. It will distinguish what exists today from what is proposed, what has been funded from what is only planned, and what can be verified on-chain

## DIH WHITEPAPER | CONTINUED

from what is a project statement. A market-cap milestone, roadmap graphic or stated allocation is not by itself evidence that a development task or payout mechanism has been completed.
OPERATING STANDARD
Be clear about the status of each commitment. Publish evidence where a claim can be independently checked. Do not present future plans as completed features.

## 03 / THE RESURGENCE WHITEPAPER

Token identity & project scope
What $DayOne is - and what this whitepaper does not claim it to be.
$DayOne is presented as an existing Solana memecoin launched through Pump.fun. The project is not claiming that the token represents equity, ownership in a company, a right to dividends, a debt claim, or a guaranteed entitlement to future revenue. Any rights or benefits described in this paper are project participation arrangements and are subject to their stated conditions and implementation.
REFERENCE
PROJECT INFORMATION

Token
$DayOne

Network
Solana

Launch platform identified by project materials
Pump.fun

Contract address
Dnuavjf55VE5nD8o148eNRGFVCvnUduriodT1LDcpump

X account shown in project roadmap artwork
@DayOne_DIH

Telegram account shown in project roadmap artwork
@DAYONESOLANA

The contract address and social identifiers above are reproduced from project-supplied materials. Readers should independently confirm the contract address and official account links through the project's current official channels before interacting with any token, wallet, website or group. A lookalike account or token may use a similar name or image.
This whitepaper does not state a fixed token supply, initial distribution, circulating supply, liquidity level, holder count, current market capitalisation, exchange listing status or current trading volume. Those values can change and should be checked using a current blockchain explorer and reliable market data at the time of review.
The project's roadmap and creator-fee framework do not create a guaranteed market price, a price floor, a redemption right or a promise of profit. A token holder may lose some or all of the value paid for tokens. The token may have limited liquidity, high volatility or periods of little or no market activity.
SCOPE BOUNDARY
The project is a memecoin community initiative with planned campaigns and a proposed game. Do not infer financial rights, guaranteed utility or a completed product from the existence of the token or this whitepaper.

## 04 / THE RESURGENCE WHITEPAPER

## DIH WHITEPAPER | CONTINUED

Creator fee allocation framework
The allocation applies to eligible creator fees actually received through the relevant creator-fee mechanism.
The project has defined an internal allocation framework for the eligible creator-fee base. The five categories below account for 100% of that base. These percentages are not percentages of token supply, market capitalisation, trading volume, total transaction value or future game revenue.
IMPORTANT DISTINCTION
The 20% Founder Allocation is a share of eligible creator fees under this framework. It is not a token allocation and does not mean the founder holds 20% of the $DayOne token supply. The founder's separately stated 0% token holding is addressed in the transparency section.

ALLOCATION CATEGORY
SHARE
INTENDED PURPOSE

Founder Allocation
20%
Founder allocation under the project framework.

Development Treasury
35%
Funding for planned development and project build-out.

The Resurgence Content Competition Rewards
25%
Reward pool for the 25-winner content competition.

Core Operations
10%
Core project operations and necessary administration.

Ecosystem Operations
10%
Activities supporting the wider DIH ecosystem and community.

TOTAL
100%
Full allocation of the eligible creator-fee base.

For this framework, "eligible creator-fee base" means creator fees received by the project through the applicable platform mechanism and covered by this allocation policy. It does not mean trading volume. Platform-level deductions, delays, mechanism changes, restrictions or interruptions may affect the amount the project actually receives. The allocation cannot distribute fees that have not been received.
The five percentages state how the eligible base is intended to be allocated. They do not, by themselves, prove that all relevant wallets, split instructions, accounting processes or automated payment systems have been deployed and tested. The operational policy must identify the receiving wallets, access controls, reporting period, reconciliation process, recordkeeping method and distribution procedure before the system is represented as live.
Any reporting should distinguish fees generated, fees received, amounts allocated, amounts held for later distribution, transaction costs and amounts actually paid out. The project should not describe trading volume as revenue or describe an allocation as paid merely because

## DIH WHITEPAPER | CONTINUED

it has been assigned on a spreadsheet or announced publicly.
SEPARATE FINANCIAL COMMITMENTS
The 60% game-profit buyback and burn commitment described later in this paper is separate from this creator-fee allocation. It does not change the 100% creator-fee split above.

### 05 / THE RESURGENCE WHITEPAPER

The Resurgence content competition
A five-day creator campaign designed to invite visible, original participation.
The Resurgence Content Competition is the project's planned creator campaign. The current decision is a five-day competition with 25 winners. This replaces the earlier 48-hour duration shown in an older roadmap artwork. The five-day duration is the current project decision and must be used in updated public materials.
RULE
CURRENT PROJECT DECISION

Duration
**5 days.**

Number of winners
**25 participants.**

Competition allocation
25% of the eligible creator-fee base.

Division
Equal allocation among the 25 selected winners.

Share per winner
1% of the eligible creator-fee base (25% divided by 25).

Form of reward
An ongoing percentage-based creator-fee share, not a fixed cash amount or fixed token amount.

Activation
The campaign is tied to the $100,000 market-cap roadmap milestone.

The 1% calculation refers only to the eligible creator-fee base covered by the framework. It does not represent 1% of token supply, 1% of market capitalisation, 1% of trading volume or a guaranteed value in any currency. The actual amount depends on creator fees generated, received and available for allocation under the relevant mechanism.
The competition is intended to reward creative participation. It does not promise that every post will receive a reward, nor does it guarantee a particular market outcome. The project must publish the detailed campaign rules before entries open. These rules should specify eligible content, entry windows and time zone, originality requirements, prohibited conduct, selection criteria, tie-breaks, disqualification, winner announcements, wallet submission and dispute handling.
Because the competition involves a percentage-based ongoing allocation, participants should understand the variable nature of the reward before entering. The value may be small, zero for a period, delayed or unavailable if the relevant creator-fee mechanism does not generate or deliver fees.
CURRENT DURATION CONTROLS
Use "5 days" in all current campaign documentation. The old "48-Hour Poster Event" wording is superseded and must not be reused as the active competition duration.

## DIH WHITEPAPER | CONTINUED

### 06 / THE RESURGENCE WHITEPAPER

Permanent creator-fee sharing
The intended ongoing share for selected winners, subject to membership and mechanism conditions.
The project's current decision is that each of the 25 selected winners retains an equal share of the competition allocation on an ongoing, lifetime basis, subject to the conditions below.
The intended share for each winner is 1% of the eligible creator-fee base covered by the framework.
A winner does not need to keep posting, submit new content every week or remain constantly active in order to retain eligibility. Future content contributions are voluntary. The membership condition is that the winner remains a member of the project Telegram group. A winner who leaves the group no longer meets the membership condition for future distributions.
TOPIC
CURRENT POSITION

Ongoing nature
Intended to continue for the lifetime of the arrangement, while the relevant creator-fee mechanism remains available and conditions are met.

Ongoing activity
No continuing content contribution is required after selection; future contributions are voluntary.

Group membership
The winner must remain in the project Telegram group to qualify for future distributions.

Leaving the group
A participant who leaves is no longer eligible for future distributions while outside the group.

Rejoining after leaving
Treatment of re-entry has not yet been finalised and must be stated in the detailed payout rules.

Payment automation
No claim is made here that an automated distribution system is already live, tested or production-ready.

The word "permanent" describes the intended duration of the share; it is not a promise that creator fees will always exist, that payments will be generated at a fixed frequency or that the project can override platform-level changes. If the applicable fee mechanism is discontinued, restricted, changed or ceases to deliver fees, the project may have no eligible amount to distribute.
Before the first distribution, the project must publish a binding operational procedure covering winner identity confirmation, wallet ownership checks, payment windows, distribution records, failed or returned transfers, fees, inactive or inaccessible accounts, group membership snapshots, disputes and re-entry after leaving. The project should not imply that a winner has received funds until the relevant transaction can be verified.
PLAIN-LANGUAGE INTERPRETATION
A winner's share is a percentage of actual eligible creator fees, not a guaranteed salary, fixed return, token balance or promise of a minimum payout.

### 07 / THE RESURGENCE WHITEPAPER

## DIH WHITEPAPER | CONTINUED

DIH intellectual property
An open-use approach intended to let the community create without a permission bottleneck.
The project's stated DIH intellectual-property approach is to allow anyone, including people outside the Telegram community, to use the DIH identity and project intellectual property publicly and commercially without paying a licence fee or royalty to the original rights holder and without requesting individual permission in advance.
The permission to use the DIH IP does not transfer ownership. Ownership remains with the original rights holder. A person using the IP does not acquire ownership of the $DayOne token, the project, official accounts, treasury, domains, community channels or any other project asset merely by creating or distributing a work that uses DIH branding.
OPEN-USE PRINCIPLE
WHAT IT MEANS

Public use
Use is not restricted to members of the official Telegram group.

Commercial use
Commercial projects and creations are permitted under the intended open-use approach.

No royalty
No licence fee or royalty is owed to the original rights holder for permitted DIH IP use.

No individual permission
A separate request for permission is not required for uses within the policy.

Ownership retained
The original rights holder keeps ownership; use does not transfer title.

No implied endorsement
Use does not make the creator an official representative or imply project endorsement.

Open use is not permission to impersonate official project channels, mislead the public about affiliation, fabricate announcements, misrepresent token or project information, or claim ownership of the original IP. Users must also respect third-party rights, including any artwork, fonts, music, trademarks, photographs or other materials that are not owned or controlled by the DIH rights holder.
The separate DIH IP Usage Policy should define the exact assets covered, permitted adaptations, attribution expectations if any, prohibited impersonation, handling of third-party material, takedown or dispute procedures and the legal terms governing the permission. Until that separate policy is published, this section records the project's intended open-use principles rather than replacing a complete legal licence.
THE INTENDED CULTURE
Create with DIH. Build on the shared identity. Do not pretend to be an official channel, and do not claim ownership that was never transferred.

## 08 / THE RESURGENCE WHITEPAPER

DayOne Arena
A proposed game concept - not a completed or currently playable product.
DayOne Arena is a proposed pixel-art game concept associated with the $250,000 market-cap roadmap milestone. The initial concept centres on sabotage and score collection. Early format ideas include one-versus-one play, with the possibility of team-based formats as the design develops.
The game is not built at the date of this whitepaper. Its mechanics, rules, platform,

## DIH WHITEPAPER | CONTINUED

technical architecture, monetisation, multiplayer model, anti-cheat controls, user account structure and launch requirements remain subject to design and implementation. Community members and the public may suggest ideas, but suggestions do not automatically become approved features or delivery commitments.

KNOWN PROJECT DIRECTION

STATUS

Pixel-art presentation
Concept direction.

Sabotage and score collection
Core proposed gameplay ideas.

1v1 format
Early format under consideration.

Team-versus-team format
Possible expansion; not finalised.

Community ideation
Open invitation for ideas; not a binding feature vote.

Development target
Two-month development target associated with the $250K milestone; scope and start conditions to be confirmed.

Playable release
Not available or promised by this whitepaper.

The roadmap refers to a two-month game-development target. This is a planning target, not a guaranteed release date. Before the development period is treated as active, the project should publish the milestone verification date, the start date, the scope for the two-month target, the intended deliverables and the criteria used to describe development as complete. Any future game economy, in-game purchases, rewards, player rankings or connection to the token will require separate design and risk review. This whitepaper does not promise token rewards for gameplay, a play-to-earn model, guaranteed player earnings or a finished game economy.

STATUS LABEL

DAYONE ARENA: CONCEPT STAGE. A roadmap development target is not proof that development has started or that a release is guaranteed.

## 09 / THE RESURGENCE WHITEPAPER

Roadmap & market-cap milestones

The Resurgence roadmap is a set of intended targets, not a promise of market performance. The current roadmap uses market-cap reference points to organise planned community and development activities. The values below are targets shown in project materials and confirmed as the working roadmap for this whitepaper. Market capitalisation can move quickly and may be calculated differently across data providers. The project should state the source and verification method when announcing that a milestone has been reached.

MARKET-CAP TARGET

MILESTONE

INTENDED ACTIVITY

## DIH WHITEPAPER | CONTINUED

$100,000
THE CREATOR CAMPAIGN
Five-day content competition; 25 winners under The Resurgence framework.

$250,000
DAYONE ARENA
Two-month game-development target for the proposed pixel-art sabotage and score-collection game.

$500,000
ROCKET STANDBY
Prepare for the next stage. Specific deliverables remain to be defined.

$1,000,000
COMMUNITY RISE
Expand participation, builders and community-created work.

$5,000,000
REACH THE MOON
Longer-term milestone in the project roadmap.

The $100,000 creator campaign duration is five days. This supersedes the 48-hour wording in the older roadmap artwork. Any updated poster, website, pinned message or campaign announcement should reflect the five-day duration.
A market-cap target is not funding in a bank account, not revenue, not liquidity and not a guarantee that the project has cash available to deliver the activity shown. A milestone may be reached briefly and then fall below the target. Before activating a milestone, the project should publish how the market cap will be measured, which data source will be used, whether a sustained period is required, and who confirms activation.
The roadmap is intended to guide the project towards its stated Pump.fun graduation objective. This paper does not state that a particular market-cap figure automatically equals graduation. Graduation status must be confirmed independently through the relevant official platform interface and its current criteria.
ROADMAP RULE
Targets describe when the project intends to activate work. They do not guarantee token appreciation, project funding, user growth, game completion or graduation.

## 10 / THE RESURGENCE WHITEPAPER

Future game-profit buyback & burn
A separate future commitment based on net profits from a game that has not yet been built. The project has stated an intention to allocate 60% of future net profits generated by DayOne Arena to buyback and burn $DayOne. This commitment is separate from Pump.fun creator fees and does not come out of the five-category creator-fee allocation in Section 04.
The base for this commitment is net profit, not gross game revenue. Relevant costs must be deducted before the net-profit figure is calculated. The detailed expense categories, accounting method, reporting period, treatment of taxes and payment-processing costs, approval process, buyback execution method, burn-address verification and public reporting format have not yet been finalised. They should be published before the game begins generating revenue or before any buyback is represented as operational.
ITEM
PROJECT POSITION

Allocation intention

## DIH WHITEPAPER | CONTINUED

60% of future game net profits.

Use
Buyback and burn of $DayOne.

Revenue source
Future game operations only; not Pump.fun creator fees.

Game status
DayOne Arena has not been built.

Net-profit formula
To be defined and published with relevant cost categories.

Execution and reporting
Buyback wallet, execution method, burn evidence and reporting procedure to be specified.

If the game does not launch, generates no revenue or generates no net profit, there may be no amount available for this allocation. If a buyback is executed, the quantity purchased will depend on the amount allocated and the market conditions at the time. Burning tokens does not guarantee a price increase, reduce risk to holders or create a guaranteed return.
The project should publish a periodic report showing gross game receipts, the approved expense categories deducted, the resulting net-profit figure, the 60% calculation, amounts used for buyback, transaction identifiers and verifiable burn evidence. No amount should be described as bought back or burned until the transaction is complete and independently viewable on-chain.
NO DOUBLE COUNTING
The 60% game-profit commitment is independent of the creator-fee allocation. The two bases must be accounted for and reported separately.

## 11 / THE RESURGENCE WHITEPAPER

Transparency, records & founder disclosure
Public statements should be supported by evidence wherever an independent check is possible. The project intends to use proactive disclosure rather than waiting for controversy. This includes clear statements about the founder's declared token holdings, public transaction records where relevant, creator-fee allocations and the status of development commitments.
The founder has stated that founder token holdings are 0%. For this statement to be independently assessed, the project should publish the relevant wallet scope, the verification timestamp, the method used to determine holdings and supporting on-chain evidence. A statement about a disclosed wallet or set of wallets must not be expanded into a claim about every related, affiliated or beneficially controlled wallet unless that broader scope has been established.
This 0% token-holding statement is separate from the 20% Founder Allocation in the creator-fee framework. The latter is a stated allocation of eligible creator fees; it is not a share of token supply and does not change the founder token-holding disclosure.
A wallet address and its on-chain history can show token movements, transfers and balances. It does not automatically reveal the real-world identity of the wallet controller. If a large sale or suspected rug pull occurs, the project may publish relevant transaction hashes, addresses, token movements and timestamps that can be verified publicly. It should not identify or accuse a person without sufficient evidence connecting that person to the wallet or conduct.
TRANSPARENCY AREA
RECOMMENDED PUBLIC RECORD

## DIH WHITEPAPER | CONTINUED

Founder holdings
Wallet scope, date/time snapshot, token balances and evidence.

Creator fees
Fees received, allocation calculations, amounts held and amounts paid.

Competition rewards
Final winners, eligibility status, payment records and transaction references.

Development
Milestone status, deliverables completed, delays and material changes.

Game-profit allocation
Revenue, expenses, net-profit calculation, buyback transactions and burn evidence.

IP policy
Current policy version, covered IP and changes to permitted-use conditions.

The project is operated through a pseudonymous founder identity. Community members may know or be able to monitor a disclosed development wallet without knowing the real-world identity of the person operating behind the project account. Public identification of the wallet does not by itself establish the operator's legal identity, sole control, beneficial ownership, motives or personal circumstances.
The founder is not required by this community-facing document to publish a legal name, face, home address, personal telephone number, private social accounts, family details or private documents. This privacy boundary does not override a lawful requirement or a platform's legitimate verification process. Any required confidential verification should be handled through the relevant authorised channel, not demanded or exposed in a public community space.
Pseudonymity is not immunity from project accountability. Official project statements, published allocation rules, campaign obligations and material project actions should still be explained with relevant records and evidence. Members may scrutinise public wallet activity and ask good-faith questions. The project should not claim that a wallet proves a human identity unless reliable evidence supports that claim.
For ordinary project communication, members should use official project channels. The founder does not promise instant replies, personal access, or participation in every debate or direct message. Material project matters should be addressed through reasonable official updates and supporting records when available; personal privacy and safety do not remove the need to correct material factual errors or report material changes.
Where relevant, reports should use dates and transaction identifiers rather than vague phrases such as "soon", "already handled" or "fully automated". The absence of a transaction record should not be hidden behind a general project announcement.
DISCLOSURE STANDARD
Publish what can be checked. Label what is founder-stated. Do not infer wallet identity from an address alone, and do not treat a market-price drop as proof of a particular person's conduct.

## 12 / THE RESURGENCE WHITEPAPER

Risks, limitations & important notices
Participation in a memecoin project involves substantial uncertainty and risk.
This whitepaper is provided for general project information. It is not financial, investment, legal, tax or accounting advice; it is not an offer to sell or a solicitation to buy any token, security or financial product; and it should not be relied upon as the sole basis for a transaction. Readers should make their own independent assessment and seek qualified

## DIH WHITEPAPER | CONTINUED

professional advice where appropriate.
Market and volatility risk - The price of $DayOne may rise or fall sharply. A holder may lose some or all of the amount spent. Past activity or a roadmap milestone does not predict future price.
Liquidity and execution risk - There may be limited liquidity or periods when a holder cannot sell at a desired price. Trading may be affected by market conditions, slippage, platform interruptions or network congestion.
Creator-fee risk - Creator fees depend on the applicable platform mechanism and actual activity. Fees may vary, be delayed, change or stop. The project cannot distribute creator fees it does not receive.
Competition and payout risk - Winner selection, identity checks, wallet registration, payout timing, re-entry rules and automation require detailed procedures. Percentage-based shares are variable and are not guaranteed fixed income.
Development risk - DayOne Arena is a concept, not a completed game. Development may be delayed, changed, reduced in scope or not completed.
Roadmap risk - Market-cap targets are uncertain and can be temporary. Reaching a target does not guarantee sufficient funds, successful development or platform graduation.
Buyback and burn risk - The commitment depends on future game net profits and a process that has not yet been fully specified. Buybacks and burns do not guarantee price appreciation.
Technology and custody risk - Wallets, smart contracts, platforms and blockchain networks may be vulnerable to bugs, exploits, outages, phishing, key loss or malicious activity.
Regulatory and tax risk - Digital-asset rules and tax treatment vary by jurisdiction and may change. Participants are responsible for understanding obligations that apply to them.
No statement in this document promises a return, minimum token value, guaranteed distribution, guaranteed game release, guaranteed liquidity or protection from loss. The project may update plans when circumstances change. Material changes should be dated and communicated through official channels.

## 13 / THE RESURGENCE WHITEPAPER

Implementation register & closing statement
A clear separation between decisions that are defined and operational details still to be completed.
AREA
DECISION / STATUS
REMAINING IMPLEMENTATION WORK

Project identity
Defined: $DayOne, DIH, The Resurgence; Founder-Led. Community-Built.
Maintain current branding and official channel references.

Creator-fee allocation
Defined percentages total 100%.
Publish wallet structure, controls, receipt reconciliation and reporting process.

Five-day competition
Defined: 5 days, 25 winners, 25% pool.
Publish entry rules, judging, dispute handling, identity and wallet checks.

Ongoing winner share
Defined in principle: 1% of eligible fee base per winner, subject to group membership.
Finalise re-entry, snapshots, payout cadence, operational method and test results.

DIH IP use

## DIH WHITEPAPER | CONTINUED

Open public and commercial use intended; ownership retained.
Publish complete standalone IP Usage Policy and rights boundaries.

DayOne Arena
Concept only; two-month development target at $250K milestone.
Finalise scope, start conditions, technical plan, resources and release criteria.

60% game-profit buyback
Commitment stated for future game net profits.
Define expenses, net-profit formula, buyback/burn controls and reports.

Founder 0% disclosure
Founder-stated position.
Publish wallet scope, timestamp and verifiable supporting evidence.

Roadmap
Targets defined: $100K / $250K / $500K / $1M / $5M.
Publish market-cap source, verification window and activation process.

This register is intentional. It does not weaken the project's commitments; it prevents an intention from being mistaken for a completed technical or financial process. Before public launch of any campaign, payment mechanism, game feature or buyback process, the corresponding operational rules should be completed and published.
WE ARE ALL DEVS IN HOODIES.
The Resurgence is an invitation to build participation around an existing project - with clear rules, open creativity and evidence-led communication.

Official references reproduced from current project materials: X - @DayOne_DIH | Telegram - @DAYONESOLANA | Solana token address - Dnuavjf55VE5nD8o148eNRGFVCvnUduriodT1LDcpump. Confirm all addresses and official channels independently before use.
END OF WHITEPAPER
THE RESURGENCE | PROJECT INFORMATION | PAGE

# THE RESURGENCE CAMPAIGN DOCUMENT

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

THE RESURGENCE
DAYONE / DEVS IN HOODIES
Community Campaign Document
Version 1.0 | 30 October 2026
FOUNDER-LED. COMMUNITY-BUILT.
WE ARE ALL DEVS IN HOODIES.

## 1. Purpose & Identity

Purpose: The Resurgence is a community content campaign for the existing $DayOne token and its rebrand as Devs In Hoodies (DIH). It is designed to encourage original creative work, community participation, and transparent reward administration.
Identity: Brand: DEVS IN HOODIES (DIH). Core line: WE ARE ALL DEVS IN HOODIES. Positioning: Founder-Led. Community-Built.
Continuity: $DayOne is the existing token. This rebrand does not create a new token or change token ownership by itself.

## 2. Campaign Structure

Duration: The campaign period is five (5) days. The campaign announcement and community creative activity may begin before a market-cap milestone is reached; any milestone-dependent activation must be stated clearly in the public announcement.
Winners: Twenty-five (25) winners are intended to be selected.
Content: Eligible entries should be original, relevant to $DayOne / DIH, and submitted through the official campaign instructions. The final public announcement should specify eligible formats, submission channel, deadline, judging criteria, and how winners will be contacted.
Fair participation: Do not require participants to buy tokens, send funds, share private keys, or provide seed phrases. No purchase should be necessary to enter.

## 3. Reward Pool & Calculation

Allocation: Twenty-five percent (25%) of the relevant creator-fee base is allocated to The Resurgence Content Competition Rewards Pool, according to the project's Creator Fee Allocation Policy.
Equal split: If all 25 winners qualify for distribution, each winner's share equals one twenty-fifth (1/25) of the eligible campaign pool. This is 1% of the creator-fee base allocated to the campaign pool-not 1% of total token supply, not 1% of market capitalisation, and not a fixed cash amount.
Formula: Eligible campaign pool = 25% eligible creator-fee base. Per-winner share = eligible campaign pool 25.
Variable amount: Creator fees depend on actual trading activity, platform rules, fee schedules, eligibility and collection. There is no guaranteed minimum amount or guaranteed market value.
Availability: Only fees actually received and available for distribution can be paid. Accrued, unclaimed, unavailable, or technically inaccessible amounts must not be advertised as already paid.

## 4. Selection & Administration

Selection: The administrator should publish the selection method before judging begins. If judging is discretionary, the criteria and decision process should be recorded. If a tie-break or disqualification is used, apply the same rule consistently.
Records: Maintain a dated list of eligible entries, winner decisions, each winner's confirmed payout address, calculation basis, payout status, transaction signature, and any failed or retried payments.

## THE RESURGENCE CAMPAIGN DOCUMENT | CONTINUED

Manual payout: Manual distribution is acceptable for the initial campaign if automation is not ready. Each payment should be checked against the approved winner list and recorded publicly where safe and appropriate.
Wallet safety: Participants should only submit a public Solana address through the official process. Never request a seed phrase, private key, or wallet recovery code.

### 5. Continuing Eligibility & Community Membership

Ongoing intent: The project intends for eligible winners to remain eligible for future distributions from this campaign's creator-fee allocation, while the relevant fee mechanism continues and the published rules remain in effect.
Membership condition: Continued eligibility is conditional on remaining in the official project Telegram group, as stated in the campaign rules. A person who leaves the group is not eligible for distributions for the period they are outside the group.
Return after absence: If a participant leaves and later rejoins within one month, reinstatement is not automatic. An administrator may conduct a manual review and wait up to one month before deciding eligibility under the published rules. The decision and effective date should be recorded consistently.
No misleading promise: The campaign must not describe future creator fees as guaranteed income. Distribution depends on fees actually generated, received, available, and permitted to be distributed.

### 6. Market-Cap Milestones & Roadmap

Milestone distinction: A market-cap milestone is a target or trigger, not a promise of price, liquidity, exchange listing, or development outcome. The campaign announcement must distinguish between the campaign's five-day creative period and any milestone-gated reward activation.
$100K MC: The Creator Campaign milestone. The older poster's 48-hour duration is superseded by the current five-day campaign duration.
$250K MC: DayOne Arena - two-month game-development target, subject to scope, resources, and a clearly defined start date.
$500K MC: Rocket Standby - prepare for the next stage.
$1M MC: Community Rise - more builders and more creations.
$5M MC: Reach the Moon - a long-term aspiration, not a guarantee.
Development status: DayOne Arena is a concept and has not yet been built. A two-month target must not be presented as a completed or guaranteed delivery.

### 7. Public Transparency

Campaign disclosures: Publish the reward formula, eligibility conditions, selection process, payment status, and material rule changes before they affect participants.
Creator versus holder: Creating the token does not, by itself, prove that the creator currently holds tokens. Token holdings and trading positions are distinct from creator-fee entitlements. Any public claim about current holdings should be limited to what can be supported by the relevant on-chain evidence.
Creator fees: Creator fees are not token allocations, token supply, or game revenue. The campaign reward pool is calculated from the defined creator-fee base, subject to the governing allocation policy.
Evidence: Where feasible, publish transaction signatures or explorer references for completed payouts. Redact private personal information; public wallet addresses and transaction records may be shown where necessary for auditability.

### 8. Risk, Conduct & Disclaimers

No financial promise: The campaign is a community content initiative, not a promise of investment return. Token prices and trading activity may be volatile, and participants may

## THE RESURGENCE CAMPAIGN DOCUMENT | CONTINUED

receive little or no value.
No manipulation: Do not coordinate deceptive volume, wash trading, fake engagement, impersonation, or misleading claims about holders, liquidity, market capitalisation, or rewards.
Content rights: Participants must have the right to submit their work. Submitting an entry grants only the permissions expressly stated in the campaign announcement; it does not automatically transfer ownership of the participant's work.
Changes and disputes: Material changes should be announced publicly with an effective date. Keep a record of decisions and provide a reasonable channel for participants to raise administrative issues.

### 9. Pre-Launch Checklist

Before public launch: Confirm official Telegram and X links; publish exact start/end time and timezone; state whether market-cap milestones affect entry, selection, or payout; publish eligibility and judging criteria; confirm the reward calculation base; confirm how winner addresses are collected; and prepare a payout ledger.
Before each payout: Confirm available creator fees; verify the approved winner list; verify each public address; calculate equal shares from the actual eligible pool; record transaction signatures; and publish a concise distribution report.
After the campaign: Publish results, any disqualifications under the rules, total amount actually distributed, amounts remaining or unavailable, failed payments, and a changelog for any later corrections.

### 10. Status & Governance Note

**Document status: This is the operational campaign policy draft for public review. It does not override Pump.fun's live rules, applicable law, or the project's final Creator Fee Allocation Policy.**

Important unresolved publication detail: Before publishing the public campaign post, specify whether the five-day period begins immediately on announcement or only when a market-cap milestone is reached. The current policy treats five days as the campaign duration and requires any milestone-gated activation to be disclosed explicitly.
Contact and official links: Insert the project's verified official Telegram and X links in the public announcement. Do not publish an unverified payout portal or claim automated payouts are active unless they have been tested.

THE RESURGENCE - DAYONE / DIH - Version 1.0

# CREATOR FEE ALLOCATION POLICY

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

DAYONE / DIH
CREATOR FEE ALLOCATION POLICY
$DayOne / Devs In Hoodies (DIH)
Version 1.0 | 30 October 2026
This policy explains the intended allocation and governance of the relevant creator-fee revenue associated with $DayOne. It is designed to make the allocation understandable, auditable, and distinct from token ownership, market capitalisation, and any future game revenue.
Allocation at a glance
Allocation category
Share
Intended purpose

Founder Allocation
20%
Founder allocation under the agreed creator-fee split.

Development Treasury
35%
Development, maintenance, infrastructure, and approved product work.

The Resurgence Content Competition Rewards
25%
Rewards allocation intended for the 25-winner Resurgence campaign.

Core Operations
10%
Essential project administration and core operating needs.

Ecosystem Operations
10%
Community and ecosystem activities that support the project.

TOTAL
100%
Of the relevant creator-fee base

Important: These percentages are not percentages of token supply, market capitalisation, trading volume, or game revenue.

## 1. Purpose and scope

This policy records the agreed intended split of the relevant $DayOne creator-fee base. It does not describe a split of token supply, market capitalisation, trading volume, or revenue from a future game.
The allocation percentages below total 100% of the relevant creator-fee base. The exact amount available for distribution depends on creator fees actually earned, received, and made available by the platform.

## 2. Allocation schedule

Each category has a defined intended purpose. Spending from a category should be recorded and reported against that purpose. A category allocation is not a guarantee that fees will be generated or that a particular cash value will be available.

## 3. What the percentages mean

## CREATOR FEE ALLOCATION POLICY | CONTINUED

The percentages apply to the relevant creator-fee base being allocated under this policy. They do not mean percentages of the $DayOne token supply, market capitalisation, liquidity pool, trading volume, or total project revenue.

Creator fees can vary over time. Therefore, an allocation percentage does not promise a fixed amount, a minimum payment, a return, or a token price.

### 4. Founder allocation and token holdings are different

The Founder Allocation is 20% of the relevant creator-fee base under the agreed split. It is separate from founder token holdings.

The project has stated an intention to disclose that the founder holds 0% of the token supply. That statement should be supported by clearly scoped on-chain evidence before being presented as independently verified. A creator-fee allocation does not, by itself, prove that the founder owns any tokens; likewise, a wallet showing zero tokens does not remove the separately agreed creator-fee allocation.

### 5. The Resurgence competition allocation

The Resurgence Content Competition Rewards category receives 25% of the relevant creator-fee base. The current campaign design is five days and 25 winners, with an equal-share intention. Under that design, each winner's intended share is 1% of the relevant creator-fee base assigned to the competition (25% divided by 25 winners). This is not 1% of token supply, market capitalisation, or all project revenue. Actual amounts depend on fees available and the payout process.

Eligibility, membership requirements, the exact campaign activation/start trigger, and any re-entry decision after leaving the Telegram group must be administered under the campaign rules and recorded consistently. This allocation policy does not override the separate campaign document.

### 6. Use of allocated categories

Development Treasury (35%): intended for product development, technical work, hosting, security, maintenance, testing, and other approved development costs.

Core Operations (10%): intended for essential administration, project coordination, operational tooling, and necessary execution costs.

Ecosystem Operations (10%): intended for community activity, ecosystem support, public communications, and approved growth-related work.

Founder Allocation (20%): allocated to the founder under the agreed split. Any public accounting should distinguish this category from project treasury spending and from token holdings.

Resurgence Rewards (25%): reserved for the campaign rewards according to the applicable campaign rules. Unpaid or unclaimed amounts should be tracked rather than represented as already paid.

### 7. Receipt, custody, and payout controls

Fees should only be reported as received when there is evidence they have actually become available to the relevant wallet or platform balance. Screenshots or a displayed percentage alone are not proof that future payouts are automated or that the full allocation has been paid.

Before any distribution, the administrator should record: the period covered; gross creator fees received; any platform-level deductions or adjustments, if applicable; the calculation used; the amount allocated to each category; the transaction signature or other proof for each completed on-chain payment; and any unpaid balance.

Where platform-native splitting or automated payout functionality is unavailable or not yet implemented, manual distribution may be used as an interim process. Manual payments must be labelled as manual, reconciled against the allocation ledger, and supported by transaction records. No document or announcement should claim automation is live until it has been tested and verified.

Never request or publish a recipient's seed phrase or private key. Wallet connection and public-address verification must not require disclosure of wallet secrets.

## CREATOR FEE ALLOCATION POLICY | CONTINUED

### 8. Transparency and reporting

The project should publish a clear, periodic summary when creator fees are received and allocated. The summary should distinguish earned, available, allocated, paid, pending, and unclaimed amounts.

Where practical, provide transaction signatures or explorer references for on-chain transfers. Redact personal information that is not necessary to establish the transaction. If a payment is pending, explain the reason without describing it as complete.

Corrections should be logged with the date, the previous figure, the corrected figure, and a brief explanation. Do not silently overwrite an earlier report.

### 9. Relationship to game revenue and buyback/burn

This policy governs creator-fee allocation only. It does not govern future DayOne Arena game revenue.

The separate stated intention for the game is to allocate 60% of future game net profit to $DayOne buyback and burn. The intended formula is: Net Profit = Revenue Eligible Costs; Buyback & Burn Allocation = 60% Net Profit. That commitment is separate from the creator-fee percentages in this document and remains subject to a separate policy defining eligible costs and implementation.

### 10. Risks and limitations

Creator fees may be low, variable, delayed, restricted, or unavailable. Platform features and rules may change. Blockchain transactions can be irreversible, and incorrect wallet addresses may result in unrecoverable transfers.

Nothing in this policy guarantees token value, liquidity, creator-fee income, a minimum reward, investment returns, or successful delivery of future products. Market-cap milestones and development targets are goals, not guarantees.

This document describes the project's agreed allocation intent; it is not evidence that every split, wallet, payment, or automation has already been deployed.

### 11. Administration and changes

Any material change to the allocation percentages should be announced publicly with the effective date, the reason for the change, and the treatment of any funds already accrued or committed.

Changes should not be applied retroactively to completed payouts. If an error or exceptional circumstance requires an adjustment, document the reason and the calculation publicly where safe and appropriate.

This policy should be read alongside the $DayOne / DIH Whitepaper and The Resurgence Campaign Document. If a campaign-specific eligibility question arises, use the campaign document for that question; this policy governs the allocation framework.

### 12. Implementation checklist

Confirm the platform's current creator-fee split and payout mechanics.

Identify and label the wallets or accounts used for each allocation category, without publishing private keys or seed phrases.

Create an allocation ledger and define who is responsible for reconciliation.

Test any automated or native split functionality before claiming it is operational.

Document the interim manual process if automation is not ready.

Publish the first allocation report only after the underlying balances and transfers have been checked.

### Document status

Version 1.0 records the agreed allocation framework. It does not certify that wallet splits, payout automation, or every operational control are already deployed. Verify implementation before making public claims.

DAYONE / DIH - CREATOR FEE ALLOCATION POLICY - VERSION 1.0

# DIH IP USAGE POLICY

**DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT**

DAYONE / DIH
DIH IP USAGE POLICY
Devs In Hoodies (DIH) / $DayOne
Version 1.0 | 30 October 2026
DIH is intended to be an open creative identity: people inside and outside the community may build with it, including commercially, without paying a licence fee or royalty to the original owner-subject to the boundaries below.
At a glance
Open use is intended to be available to everyone, including non-community members.
Commercial use is permitted without licence fees or royalties to the original owner.
No permission request is needed for uses covered by this policy.
Ownership of the original project and official channels does not transfer.
Do not impersonate the project or falsely imply official endorsement.
Third-party rights and applicable law still apply.

## 1. Purpose

This policy explains the project's intended approach to public use of the Devs In Hoodies (DIH) name, visual identity, mascot concepts, and related community creative materials (collectively, "DIH Materials"). Its goal is to make participation and creative reuse easy while reducing confusion about what is official.

## 2. Open-use permission

Subject to the limits in this policy and applicable law, the project intends to allow anyone-including people outside the community-to use, adapt, remix, publish, display, and commercially use DIH Materials without paying a licence fee or royalty to the original project owner.
No individual permission request is required for uses covered by this open-use policy. Users may create and sell artwork, merchandise, memes, videos, games, derivative designs, and other lawful works using DIH Materials.

## 3. Ownership is not transferred

Permission to use DIH Materials does not transfer ownership of the original materials, the $DayOne token, project accounts, domains, official channels, treasury assets, or other project property.
Users do not receive authority to act as the project, control official channels, speak on behalf of the founder or project, or claim that their work is officially endorsed merely because it uses DIH Materials.

## 4. No fee or royalty to the original owner

The intended open-use model does not require users to pay licence fees or royalties to the original project owner for covered uses. Creators may independently monetise their own derivative works, subject to applicable law and the rights of other parties.
This permission does not create a right to share in project treasury funds, creator fees, token allocations, contest rewards, or game revenue. Those are governed by separate rules and agreements.

## 5. No false endorsement or impersonation

Users must not falsely represent a personal account, product, token, game, event, or service as an official DIH or $DayOne channel or offering when it is not.
Users must not fabricate statements, approvals, partnerships, giveaway promises, reward entitlements, or founder endorsements. A disclaimer such as "unofficial community creation" is recommended where confusion is reasonably possible.
Use of DIH Materials does not mean the project has reviewed, tested, approved, sponsored, or guaranteed the creator's work.

## 6. Third-party rights and legal limits

Open-use permission applies only to materials the project has the right to permit others to

## DIH IP USAGE POLICY | CONTINUED

use. It does not grant rights to third-party logos, music, fonts, photographs, software, characters, trademarks, or other protected materials that may appear in a derivative work.
All users remain responsible for complying with applicable laws and platform rules, including rules concerning consumer protection, intellectual property, privacy, advertising, and digital assets.
Nothing in this policy authorises fraud, impersonation, unlawful use, or infringement of another person's rights.

### 7. Token, financial, and reward disclaimers

DIH Materials may be used in independent creative or commercial projects, but such use is not a promise of token value, liquidity, profit, rewards, or future project support.
Users must not claim that using DIH Materials guarantees $DayOne tokens, creator-fee distributions, contest prizes, or a share of future game revenue unless a separate, valid rule or agreement expressly provides that entitlement.
Market-cap milestones and development targets are goals, not guarantees. Any token-related activity carries risk and may be affected by market conditions, platform rules, and technical limitations.

### 8. Project identity and attribution

Attribution is appreciated but is not a condition of use under this policy. Users may identify their work as inspired by or using DIH Materials, provided the description is not misleading.
The project may publish official versions of its own assets and guidance. Users should not imply that an unofficial derivative is the canonical or approved version unless the project has expressly said so.

### 9. Changes, enforcement, and contact

The project may update this policy prospectively and should publish the effective date and a summary of material changes. Users should check the current version before beginning a new project.
Where a use creates material confusion, involves impersonation, or exceeds the permission described here, the project may request correction or clarification and may pursue remedies available under applicable law. This clause does not guarantee that any particular remedy will be available.

### 10. Important status note

This document records the project's intended open-use policy. It is not a legal opinion and does not independently establish ownership of every asset or trademark. Before relying on the policy for a major commercial launch, the project should inventory the assets it owns or controls and identify any third-party material.
DAYONE / DIH - IP USAGE POLICY - VERSION 1.0

# DAYONE ARENA CONCEPT & DEVELOPMENT ROADMAP

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

DAYONE / DIH
DAYONE ARENA
Game Concept & Development Roadmap
Version 1.0 | 30 October 2026
DayOne Arena is a proposed game concept within the $DayOne / Devs In Hoodies (DIH) ecosystem. This document records the current high-level vision, known milestone targets, and development principles. It does not claim that the game has been built, funded, tested, or launched.
Roadmap at a glance
Milestone
Current roadmap intention

$100K MC
The Resurgence creator campaign - 5 days

$250K MC
DayOne Arena - 2-month development target; start trigger and deliverable to be defined

$500K MC
Prepare the next stage ("Rocket Standby")

$1M MC
Community growth and more creators/builders

$5M MC
Long-term ambition: broader community movement

Market-cap milestones are roadmap goals, not guaranteed prices, funding, or delivery outcomes.

## 1. Executive summary

DayOne Arena is intended to give the community a playable experience connected to the $DayOne / DIH identity. The current concept is a pixel-art game focused on sabotage, score collection, and competitive interaction.
The precise game mode, match length, controls, scoring rules, multiplayer architecture, and launch platform remain to be finalised through a prototype and community feedback. This roadmap is therefore a planning document, not a finished game specification.

## 2. Core concept

Genre direction: lightweight pixel-art competitive arcade game.
Core activity direction: players collect score while using sabotage mechanics to disrupt opponents or influence the match.
Possible formats under consideration: 1v1 or team-versus-team. No final mode has been locked.
Design goal: easy to understand, quick to replay, and practical to build in stages before expanding scope.

## 3. Design principles

Start with a small playable loop before adding complex features.
Prioritise clear controls, responsive feedback, fair scoring, and short repeatable matches.
Treat community suggestions as input, not automatic commitments. Ideas should be evaluated against cost, technical feasibility, security, and gameplay quality.
Keep the first prototype narrow enough to test on target devices and with a small group.

## 4. Proposed development phases

Phase 0 - Scope and prototype plan: choose the first game mode, define player actions, scoring, match end conditions, and a minimum testable feature set.
Phase 1 - Core prototype: build a single playable arena loop with movement, scoring, sabotage,

## DAYONE ARENA CONCEPT & DEVELOPMENT ROADMAP | CONTINUED

collision/interaction rules, and a match result screen.
Phase 2 - Internal testing: test controls, bugs, performance, exploit cases, match balance, and whether the game is fun enough to replay.
Phase 3 - Community test: invite a limited group, collect structured feedback, and fix high-impact issues before widening access.
Phase 4 - Release preparation: confirm hosting, player flow, moderation/abuse handling, analytics appropriate to the game, and a public status page or changelog.
Phase 5 - Iteration: prioritise improvements based on observed play and available resources rather than promises made in advance.

### 5. Two-month development target

The roadmap references a two-month development target associated with the $250K market-cap milestone. This should be treated as a target, not a guarantee or a statement that development has already started.
Before publishing a firm start date, define what begins the two-month clock: for example, milestone activation, funding availability, or formal development kickoff. Also define what counts as a deliverable at the end of the period: a prototype, a limited playable test, or a public release. These are materially different outcomes.
Progress depends on scope, available resources, technical feasibility, testing results, and any external platform requirements. If the schedule changes, publish the reason and the revised target.

### 6. Roadmap milestones

$100K market cap - The Resurgence creator campaign. The campaign duration is five days under the current plan; older 48-hour wording is outdated.
$250K market cap - DayOne Arena: two-month development target, subject to a clearly defined start trigger and deliverable.
$500K market cap - Prepare the next stage; the roadmap describes this as "Rocket Standby." This is a planning milestone, not a guaranteed market outcome.
$1M market cap - Community growth and more builder/creator activity, described as "Community Rise."
$5M market cap - Longer-term ambition described as "Reach the Moon," representing growth from a small beginning into a broader movement.

### 7. Prototype scope: decisions still needed

Choose the initial mode: 1v1 or team-versus-team.
Define player movement and control scheme.
Define sabotage actions and limits so they create strategic play rather than unavoidable griefing.
Define how score is earned, lost, protected, or displayed.
Define round duration, victory conditions, tie handling, and restart flow.
Decide whether the first version is local/single-device, asynchronous, or real-time multiplayer.
Choose the deployment target and test on representative low-end devices before promising broad compatibility.

### 8. Technical and operational considerations

Select technology based on the agreed target platform and prototype requirements; do not commit to a stack before confirming the mode and network needs.
If real-time multiplayer is selected, account for authoritative state, latency, disconnections, abuse prevention, and hosting costs.
Keep game state and any reward logic separate from client-only UI claims. If token-linked rewards are ever introduced, specify eligibility, anti-abuse controls, payment source, and verification before announcing them.
Do not imply that a token or creator-fee allocation automatically funds game development. Publish actual available resources and costs when known.

### 9. Relationship to creator fees and buyback/burn

## DAYONE ARENA CONCEPT & DEVELOPMENT ROADMAP | CONTINUED

Creator-fee allocations are governed by the separate Creator Fee Allocation Policy and should not be described as game revenue.
The project's stated future intention is to allocate 60% of DayOne Arena net profit to $DayOne buyback and burn. The intended formula is: Net Profit = Revenue Eligible Costs; Buyback & Burn Allocation = 60% Net Profit.
This is a future intention, not a current operating mechanism. Eligible costs, accounting periods, approval controls, execution wallet, and transaction reporting need a separate policy before implementation. No price appreciation or investment return is guaranteed.

### 10. Community participation and transparency

Community members may propose game ideas, test builds when available, and report bugs or usability problems.
Use a public changelog or development log to distinguish completed work, work in progress, blocked items, and future ideas.
Publish material schedule changes and explain their cause. Avoid presenting concept art, mock-ups, or a roadmap as proof that a playable build exists.
Collect feedback in a structured way: issue, steps to reproduce, expected result, actual result, device/browser, and optional screenshot or recording.

### 11. Risks and limitations

Game development may be delayed, reduced in scope, or cancelled if resources or feasibility do not support delivery.
Market-cap milestones can change rapidly and do not guarantee funding, player demand, or technical success.
Multiplayer systems may create additional cost and security requirements. Token-linked features can add legal, platform, fraud, and user-protection risks.
This document is a planning summary, not a promise of a completed game, fixed release date, guaranteed rewards, or financial performance.

### 12. Immediate next actions

Write a one-page minimum game specification and select one initial game mode.
Define a playable core loop and acceptance criteria for the first prototype.
Choose target platform, technology, and device/browser test matrix.
Estimate time and costs before confirming the two-month schedule.
Set up a changelog with status labels: Proposed, In Progress, Testing, Complete, or Deferred.
Only announce a public test after a build exists and has passed basic functional checks.
DAYONE / DIH - GAME CONCEPT & DEVELOPMENT ROADMAP - VERSION 1.0

# BUYBACK & BURN POLICY

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

DAYONE / DIH
BUYBACK & BURN POLICY
$DayOne / Devs In Hoodies (DIH)
Version 1.0 | 30 October 2026

This policy records the project's stated intention for allocating a portion of future DayOne Arena game net profit to buyback and burn $DayOne tokens. It separates that future mechanism from creator-fee allocations and does not claim that a buyback or burn system is currently active.

The formula

Net Profit = Revenue Eligible Costs
Buyback & Burn Allocation = 60% Net Profit

The allocation applies only when the reporting period produces positive net profit. If net profit is zero or negative, the allocation is zero for that period.

## 1. Purpose and scope

This policy describes the intended buyback-and-burn framework associated with future DayOne Arena game operations. It applies to game net profit only, unless a separately published policy explicitly changes the scope.

Creator fees, token trading volume, market capitalisation, treasury balances, and gross game revenue are not interchangeable with game net profit. They must not be presented as the calculation base for this policy.

## 2. Stated allocation commitment

The project's stated intention is to allocate 60% of future DayOne Arena net profit to buyback and burn $DayOne.

This is a future commitment subject to the game generating net profit, the accounting and operational process being established, and any applicable legal, platform, and technical requirements. It is not a guarantee that the game will launch, earn revenue, generate profit, or execute a buyback.

## 3. Calculation formula

Net Profit = Revenue Eligible Costs
Buyback & Burn Allocation = 60% Net Profit

If the calculated net profit for the reporting period is zero or negative, the allocation under this formula is zero for that period. A negative result does not create a positive buyback allocation.

## 4. Revenue and eligible costs

Revenue means revenue actually received or properly recognised from DayOne Arena under a consistent accounting method. The project must define the method before the game starts generating revenue and apply it consistently.

Eligible Costs are direct and reasonable costs required to operate, maintain, secure, distribute, and support the game, as defined in a separate accounting schedule before the first allocation is calculated.

Potential cost categories to review before launch include hosting and infrastructure, payment-processing or platform fees, necessary software services, security testing, maintenance, refunds or chargebacks, and other directly attributable operating expenses. These are candidate categories, not an automatic approval of every expense.

Costs should be supported by invoices, receipts, platform statements, or other reasonable evidence. Personal expenses and unrelated project spending should not be deducted unless a published rule expressly permits them and the rationale is disclosed.

## 5. Reporting period and calculation controls

Before the first allocation, the project should publish the reporting period (for example, monthly), the accounting method, the eligible-cost schedule, the person or process responsible for reconciliation, and the approval process.

## BUYBACK & BURN POLICY | CONTINUED

Each report should show: period; revenue; each eligible-cost category; total eligible costs; net profit; 60% allocation; amount executed; remaining amount; and relevant transaction signatures or supporting records.
Where figures are estimates, label them as estimates. Where a payment has not been completed, label it pending rather than executed.

### 6. Buyback execution

Before executing a buyback, the project should identify the wallet or account authorised to use the allocation, define who can approve a transaction, and document the execution method and source of funds.
Report the amount spent, date, transaction signature, token amount acquired where verifiable, and any fees or slippage. A transaction intended as a buyback should not be described as completed without evidence.
Buybacks may be affected by liquidity, market conditions, transaction costs, platform limitations, and technical risk. The policy does not prescribe a price, guarantee a minimum quantity of tokens, or promise price support.

### 7. Burn verification

Any tokens described as burned must be sent through a verifiable burn mechanism or to a destination whose irrecoverability is appropriately established. Simply transferring tokens to another wallet is not, by itself, proof of a burn.
Publish the transaction signature, token mint, quantity, and the relevant explorer record where available. If the burn cannot be independently verified, describe the action accurately and do not label it a confirmed burn.
Keep buyback records and burn records distinct so the public can follow the path from net profit to funds spent, tokens acquired, and tokens burned.

### 8. Separation from creator fees and token holdings

This policy is separate from the Creator Fee Allocation Policy, which governs the split of the relevant creator-fee base.
The 60% figure applies to future game net profit, not to creator fees, total token supply, market capitalisation, trading volume, or gross game revenue.
Founder token holdings and the founder’s creator-fee allocation are also separate matters. Neither should be used as a substitute for the records required to demonstrate a buyback or burn.

### 9. Risks and no-return guarantee

Nothing in this policy guarantees a token price increase, investment return, liquidity, or financial benefit to any holder.
The game may not generate net profit. Revenue may be lower than costs, and costs may change. Buyback execution can also be affected by slippage, liquidity, fees, market movements, and platform rules.
Token and digital-asset activity carries substantial risk. Users should not rely on this policy as investment advice or as a promise of future market performance.

### 10. Changes and implementation status

Any material change to the 60% intention, the calculation base, or the execution process should be published with an effective date and explanation. Previously completed transactions should remain traceable in the historical record.
Version 1.0 documents the intended framework only. Before the first allocation, the project must finalise the eligible-cost schedule, reporting cadence, approval controls, execution wallet, buyback method, and burn-verification procedure.
Do not announce that buyback and burn is live until game revenue exists, the calculation is completed, and an actual execution can be evidenced.

### 11. Pre-launch checklist

Finalise the accounting method and eligible-cost schedule.
Choose the reporting period and publish the report format.
Define the authorisation and approval controls for spending.

## BUYBACK & BURN POLICY | CONTINUED

Identify the execution wallet and protect its access securely.
Test how buybacks and burns will be verified on-chain.
Publish the first report only after reconciling the underlying records.
DAYONE / DIH - BUYBACK & BURN POLICY - VERSION 1.0

# FINANCIAL TRANSPARENCY & REPORTING POLICY

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

DAYONE / DIH
FINANCIAL TRANSPARENCY & REPORTING POLICY
$DayOne / Devs In Hoodies (DIH)
Version 1.1 | 30 October 2026
This policy defines the records and disclosures the project intends to publish so community members can distinguish reported figures, funds received, allocations, completed payments, pending obligations, and independently verifiable transactions. It does not claim that all reporting systems or automated payouts are already live.
Reporting status at a glance
Label
Meaning

Earned
Attributed to the project under the relevant platform/accounting method

Received / Available
Actually received or available to use

Allocated
Assigned to a category; not necessarily paid

Pending
Awaiting approval, processing, or available funds

Paid / Executed
Completed and supported by transaction or platform evidence

Unclaimed
Shown as claimable but not yet claimed

Estimated
Not fully reconciled; assumptions must be stated

## 1. Purpose and principles

Transparency means presenting figures with clear definitions and evidence, correcting mistakes visibly, and separating confirmed facts from estimates or future intentions.
Reports should be understandable, consistent over time, and careful not to expose private information or wallet security details.

## 2. Scope and separate financial streams

This policy covers reporting on relevant creator fees, the agreed creator-fee allocation, The Resurgence competition rewards, project operating expenditure where disclosed, and any future DayOne Arena buyback-and-burn activity.
Keep separate ledgers for: (a) creator fees; (b) each allocation category; (c) campaign rewards and payout obligations; and (d) game revenue, eligible costs, net profit, and buyback/burn. Do not combine them into one total without explaining the source and calculation.
Creator fees are not token holdings, token supply, market capitalisation, trading volume, or game revenue. The planned 60% buyback-and-burn allocation applies to future game net profit only.

## 3. Standard status labels

Earned: fees or revenue attributed to the project by the relevant platform or accounting

## FINANCIAL TRANSPARENCY & REPORTING POLICY | CONTINUED

method.
Received / Available: funds that have actually reached the relevant account or become available to use.
Allocated: an amount assigned to a category or obligation in the ledger; this does not mean it has been paid.
Pending: an amount awaiting approval, processing, or sufficient available funds.
Paid / Executed: a payment or transaction completed with evidence, such as an on-chain transaction signature or platform record.
Unclaimed: funds or rewards shown by a platform as claimable but not yet claimed. Do not report them as received cash.
Estimated: a calculation or forecast that is not yet fully reconciled. State the assumptions.

### 4. Creator-fee allocation reporting

The agreed intended allocation of the relevant creator-fee base is: Founder Allocation 20%; Development Treasury 35%; The Resurgence Content Competition Rewards 25%; Core Operations 10%; Ecosystem Operations 10%.
Every report should state the period covered, the creator-fee amount used as the calculation base, any platform deductions or adjustments where applicable, the amount assigned to each category, and whether the amount is received, available, pending, paid, or unclaimed.
Do not imply that a displayed 100% rewards share or an unclaimed balance proves the 25-winner campaign distribution has been configured, automated, or paid.

### 5. The Resurgence reward reporting

Campaign reports should list the applicable campaign period, the final 25 winners once confirmed, the reward calculation method, the amount due to each winner, payment status, and transaction proof for completed payments.
The intended equal share is 1% of the relevant creator-fee base assigned to the 25% competition pool per winner. This is not 1% of token supply, market capitalisation, or total project revenue.
Publish only wallet addresses and transaction details needed to verify payment. Never request or publish seed phrases or private keys. If a winner's payment is pending, show it as pending and explain the reason when safe to do so.

### 6. Expenditure and treasury reporting

Where project expenditure is reported, group it by clear categories and retain reasonable evidence such as receipts, invoices, service statements, or transaction records.
Distinguish approved budget, committed spending, actual spending, and remaining balance. A planned expense is not an expense already paid.
If a wallet serves multiple purposes, explain the limitation and avoid implying that its full balance belongs to a single allocation category unless that is supported by records.

### 7. DayOne Arena and buyback/burn reporting

Before game revenue begins, establish the accounting method, reporting period, eligible-cost schedule, and approval process for the intended buyback-and-burn mechanism.
Report the formula: Net Profit = Revenue Eligible Costs; Buyback & Burn Allocation = 60% Net Profit. If net profit is zero or negative, the allocation for that period is zero.
After an execution, report the amount spent, date, transaction signature, quantity of tokens acquired where verifiable, burn transaction signature, token mint, and the evidence used to verify the burn. A transfer to an ordinary wallet is not automatically a confirmed burn.
Do not report a future intention as a completed operation. If the game is not generating revenue or the process has not been implemented, state that clearly.

### 8. Public evidence and privacy

Where available, include public blockchain explorer references or transaction signatures that allow readers to verify the relevant on-chain activity independently.
Redact personal data that is not necessary for financial verification. Never publish private keys, seed phrases, authentication codes, private account credentials, or sensitive personal information.

## FINANCIAL TRANSPARENCY & REPORTING POLICY | CONTINUED

The project may operate through a pseudonymous founder identity. The community may verify disclosed public wallet addresses, transaction signatures, balances and movement of funds without being entitled to the founder's legal name, face, home address, private contact details or personal accounts. Public wallet visibility is not, by itself, proof of the real-world identity, sole control or beneficial ownership of a wallet.

Public reporting should focus on the financial facts needed for accountability: the relevant wallet label and address where appropriate, reporting period, amount, stated purpose, transaction reference, calculation basis and current status. It should not publish personal identifiers or security-sensitive information that are not necessary to verify the transaction. Never disclose private keys, seed phrases, recovery codes, authentication secrets or private account credentials.

Pseudonymous operation does not exempt the project or founder from explaining official project actions, material allocations, completed or pending payouts, corrections, and published commitments. Conversely, financial transparency does not create a right to demand private personal information. Any legal, tax, regulatory or platform verification requirement must be handled through the relevant authorised process and does not need to be conducted in a public chat.

A wallet balance or single screenshot may not establish the full financial position of a project. State the scope of any evidence and avoid claiming more than it proves.

### 9. Corrections and disputes

If a report contains an error, publish a dated correction that identifies the affected period and figures, explains the change, and preserves a clear historical record.

Questions about a figure should be answered with the calculation method and available supporting evidence. If evidence is unavailable, say so rather than inventing an explanation.

Where a transaction is disputed, label the status accurately while it is reviewed. Do not describe an unresolved transaction as verified or completed.

### 10. Reporting cadence and ownership

Before public launch of recurring reports, select a reporting cadence-such as monthly or after each material payout-and identify who is responsible for preparing and reviewing the report.

Use the same definitions and reporting structure from one period to the next. If the cadence changes, announce the change and the reason.

Version 1.0 does not assign a named finance officer or confirm that a reporting dashboard exists. Those operational details must be decided before the first formal report.

### 11. Limitations and no guarantee

Platform data may be delayed or revised; blockchain records may show transfers without explaining the purpose; and off-chain records may require supporting documentation.

Publishing this policy is not proof that all funds are held, segregated, paid, audited, or independently verified. The project should claim independent audit only if one has actually been performed by a qualified independent party.

Nothing in this policy guarantees token value, liquidity, income, contest rewards, game delivery, or investment returns.

### 12. First-report checklist

Set the reporting period and the person responsible for preparing the report.

Reconcile creator fees earned, claimed, received, available, and unclaimed.

Apply the agreed 20% / 35% / 25% / 10% / 10% allocation to the correct base.

Record campaign reward obligations and completed/pending payments separately.

Attach transaction signatures or other appropriate evidence for completed transfers.

Label estimates, missing records, and unresolved issues plainly.

Publish corrections transparently and retain the prior report for reference.

DAYONE / DIH - FINANCIAL TRANSPARENCY & REPORTING POLICY - VERSION 1.0

# RISK DISCLOSURE & COMMUNITY NOTICE

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

RISK DISCLOSURE & COMMUNITY NOTICE

RISK DISCLOSURE & COMMUNITY NOTICE
$DayOne / Devs In Hoodies (DIH) | Version 1.1 | Draft for community publication
IMPORTANT: Crypto assets are high risk. Do not rely on this notice as a promise of profit, payout, liquidity, or project delivery.

**Document status: Community disclosure draft. Review against final campaign rules, actual platform mechanics, and current project records before publication.**

This document is designed to separate verified facts, current policies, planned mechanisms, and unresolved implementation details.

## 1. Purpose and scope

This notice explains material risks and uncertainties associated with $DayOne, the Devs In Hoodies (DIH) community, The Resurgence campaign, and the proposed DayOne Arena game. It is intended to help readers make informed decisions, not to encourage anyone to buy, hold, trade, or promote a token.

This document is a project communication, not legal, tax, financial, or investment advice. It does not establish that the project complies with every law or platform rule. Readers should make their own assessment and seek independent professional advice where appropriate.

## 2. Token and market risks

$DayOne is a crypto token and may experience substantial price volatility, low liquidity, wide spreads, rapid price changes, or loss of some or all of its market value. A market-cap figure is not the same as cash available to the project or a guarantee that holders can sell at that value.

Trading volume, market capitalization, liquidity, holder counts, rankings, and other market indicators can change quickly and may be incomplete or sourced from third-party services. Past activity does not guarantee future activity. No target market capitalization, price, return, listing, or level of demand is guaranteed.

Users may face network congestion, failed or delayed transactions, wallet errors, phishing, compromised devices, malicious links, or third-party service outages. Transactions on public blockchains may be irreversible. Users are responsible for checking addresses, networks, and transaction details before signing.

## 3. Creator Fees: availability and uncertainty

Creator Fees depend on the applicable platform mechanism, fee-generating activity, platform rules, and the amount actually made available for claim. Trading volume does not translate directly into an equal amount of Creator Fees, and no particular amount or timing is promised.

Any Creator Fee allocation percentages published by the project are allocations of the relevant Creator Fee base only. They are not percentages of token supply, market capitalization, trading volume, or DayOne Arena revenue. An allocation in a policy or spreadsheet does not mean funds have already been received, claimed, segregated, or paid.

Claims and distributions may be delayed, unavailable, changed by platform conditions, or subject to technical limitations. Public updates should distinguish estimated, earned, received/available, allocated, pending, and paid/executed amounts.

## 4. Published Creator Fee allocation framework

The current project framework assigns the relevant Creator Fee base as follows: Founder Allocation 20%; Development Treasury 35%; The Resurgence Content Competition Rewards 25%; Core Operations 10%; and Ecosystem Operations 10%. These categories total 100% of the applicable base.

This framework describes intended allocation policy. It does not by itself prove that the platform implements the split automatically, that funds are held in separate wallets, or that any payout has occurred. Actual handling should be reported with evidence and should not misrepresent the status of funds.

## RISK DISCLOSURE & COMMUNITY NOTICE | CONTINUED

### 5. The Resurgence campaign and participant rewards

The campaign framework described in project documents is a five-day content competition with 25 winners. The intended equal-share calculation is 25% of the relevant Creator Fee base allocated to campaign rewards divided among 25 winners-equivalent to 1% of that same relevant base per winner, if the full allocated amount is available and the campaign terms remain unchanged.

This is not 1% of token supply, market capitalization, total trading volume, or all project revenue. It is not a fixed fiat amount or a guaranteed return. The actual amount depends on the applicable Creator Fees, availability, and the published campaign rules.

Wallet addresses may be collected after winners are confirmed, but payment can only be completed when the payout method, recipient details, and required funds are available. A claim of a winner or allocation is not proof that payment has been made.

Important activation detail: the campaign start trigger-whether the five-day timer begins at public announcement or after a specified market-cap milestone-must be stated clearly in the final campaign announcement before the event begins. Do not infer a start date from an older roadmap or promotional graphic.

Eligibility, winner selection, group-membership conditions, re-entry after leaving the Telegram group, review periods, and payout timing must follow the latest published campaign terms. Any manual review or manual payout must be described as such; do not claim automated processing is live unless it has been tested and verified.

### 6. Founder, treasury, and wallet disclosures

Statements about founder token holdings, wallet balances, ownership, or control should be supported by clearly identified evidence and a stated verification date. A screenshot or the balance of one wallet does not necessarily establish the absence of holdings in every wallet or through every arrangement.

The project has described a 20% Founder Allocation within the Creator Fee framework. This is separate from founder token holdings. A Creator Fee allocation percentage must not be presented as a percentage of token supply.

The project is operated through a pseudonymous founder identity. Members may know a public development wallet without knowing the real-world identity of the person behind the project account. A public wallet address and its transaction history do not, without further evidence, establish the operator’s legal identity, sole control, beneficial ownership or intentions.

Wallet analytics should be described with appropriate limits and uncertainty.

Pseudonymity creates a distinct attribution and trust risk: community members may have limited ability to independently assess the founder’s personal identity or pursue personal recourse.

The project should therefore make material project claims, allocations, campaign decisions and completed financial actions auditable through relevant public records where feasible.

Pseudonymity is not a substitute for evidence or an exemption from project accountability.

The founder does not undertake to disclose a legal name, face, home address, personal telephone number, family details, personal social accounts or private documents to the community. This does not override lawful requirements or legitimate platform verification.

Community members should use official project channels and must not attempt to expose, publish or weaponise private identifying information.

Wallet addresses and transaction links should be published carefully, with enough context to explain the purpose of each wallet. Do not publish private keys, seed phrases, recovery codes, or other credentials. No team member should ask a participant to reveal them.

### 7. DayOne Arena: development and delivery risk

DayOne Arena is a proposed pixel-art game concept involving sabotage and score collection. It should be described as planned or in development until a functioning version and the relevant deliverables are demonstrably available. Do not imply that a finished game exists before it does.

Development timing, game modes, features, budget, release dates, user adoption, and revenue are uncertain. Any roadmap milestone or development target is an objective, not a guarantee.

## RISK DISCLOSURE & COMMUNITY NOTICE | CONTINUED

Scope, start conditions, deliverables, and progress should be clarified and updated as work proceeds.

### 8. Buyback and burn policy risks

The current policy states an intended allocation of 60% of future DayOne Arena net profit to buyback and burn. The formula is: Net Profit = Revenue Eligible Costs; Buyback & Burn Allocation = 60% Net Profit.

This policy applies to future game net profit, not Creator Fees, market capitalization, token supply, or gross revenue. If there is no positive net profit for a reporting period, the formula does not create funds to buy back tokens.

Eligible costs, accounting periods, approvals, execution wallet, transaction evidence, and burn verification need to be defined and maintained before the mechanism can be reported as operational. A policy statement is not proof that any buyback or burn has occurred. No price impact or financial benefit is guaranteed.

### 9. Open DIH intellectual property use

The project has stated an intention to allow broad use of covered DIH intellectual property, including commercial use, without a permission request or royalty to the original project owner for uses within the policy's scope. This does not transfer ownership and does not grant rights to third-party material that the project does not own or control.

Users must not impersonate the project, falsely claim official endorsement, or violate applicable law or third-party rights. Before relying on the policy for a specific commercial use, check the current IP Usage Policy and confirm that the relevant assets are covered.

### 10. Security, scams, and impersonation

Beware of fake admins, copycat accounts, unofficial claim pages, wallet-connect prompts, airdrop messages, and requests to pay a fee to unlock a prize. Verify official channels and links independently before taking action.

Never share a seed phrase or private key. Do not sign a transaction you do not understand. A wallet connection or signature can expose information or authorize actions depending on what is requested; review prompts carefully. The project will not need a participant's seed phrase to send a reward.

Any claim that a person has won should be checked against the official winner announcement. If a message appears suspicious, do not interact with it until it has been verified through an established official channel.

### 11. No guarantees; independent decisions

Participation in a community, competition, token ecosystem, or game concept does not guarantee rewards, profit, liquidity, adoption, development completion, or any future benefit. Users should not commit money they cannot afford to lose.

Nothing in this notice should be read as a promise of investment performance, a guaranteed payout amount, a guaranteed delivery date, or a guarantee that platform mechanisms will remain unchanged.

### 12. Reporting, changes, and contact

Project updates should distinguish confirmed facts from plans, estimates, and proposals. When material terms change, publish a dated update and identify which prior statement or policy is being superseded. Retain relevant records so that allocation and payout statements can be reconciled.

This is version 1.0 of a community notice. Before publication, the project should review it against the final campaign terms, current platform mechanics, actual wallet setup, and applicable legal requirements. Obtain qualified legal advice where needed.

Pre-publication checklist

Confirm the exact campaign start trigger and final dates.

Publish final eligibility, winner-selection, re-entry, and payout terms.

Confirm which wallet or platform mechanism receives and distributes Creator Fees.

Label manual vs automated steps accurately.

Use evidence and dated records for claims, allocations, payouts, buybacks, and burns.

## RISK DISCLOSURE & COMMUNITY NOTICE | CONTINUED

Review this notice for applicable legal and platform requirements.
$DayOne / DIH - Risk Disclosure & Community Notice v1.0

# OFFICIAL COMMUNITY RULES & MODERATION POLICY

DEVS IN HOODIES | OFFICIAL PROJECT DOCUMENT

OFFICIAL COMMUNITY RULES & MODERATION POLICY

OFFICIAL COMMUNITY RULES & MODERATION POLICY
$DayOne / Devs In Hoodies (DIH) | Version 1.1 | Draft for community publication
Core principle: Protect members from scams and abuse, preserve fair criticism and questions, and respect the pseudonymous operating model and personal privacy of everyone in the community.

**Document status: Version 1.1 draft for community publication. Confirm official channels, moderators, and appeal route before publishing.**

## 1. Purpose

This policy establishes a consistent baseline for maintaining a safe, useful, and respectful $DayOne / Devs In Hoodies (DIH) community. It applies to official community spaces identified by the project, including Telegram groups and campaign-related discussion spaces where the moderation team has authority.

The purpose is to protect members from scams, harassment, spam, impersonation, and manipulation while allowing respectful criticism, questions, disagreement, and independent opinions.

## 2. Community principles

Members should communicate respectfully, avoid knowingly misleading claims, protect other members' privacy, and follow platform rules and applicable law.

The project may operate through a pseudonymous founder identity. A disclosed development wallet may be publicly visible and subject to on-chain scrutiny; this does not mean the founder's real-world identity is public or that members are entitled to personal identifying information. Transparency about project activity and privacy for individuals must be respected together.

Participation in the community does not require a member to buy, hold, promote, or trade $DayOne. Moderation must not be used to silence good-faith questions about risks, fees, campaign rules, project status, or published decisions.

## 3. Prohibited conduct

Scams and credential theft: requesting or sharing seed phrases, private keys, recovery codes, passwords, or login credentials; promoting malicious wallet links; or pretending a wallet connection is required when it is not.

Impersonation and false authority: pretending to be a founder, admin, moderator, official partner, winner, or support representative without authorization.

Spam and disruptive promotion: repeated unsolicited messages, flooding, referral spam, unrelated advertisements, or repeated posting intended to disrupt conversation.

Harassment and threats: targeted abuse, threats, doxxing, intimidation, or repeated unwanted contact.

Fraud and manipulation: forged screenshots, fabricated transaction evidence, fake winner claims, deceptive engagement, botting, vote manipulation, or attempts to evade campaign rules.

Privacy violations: posting personal information, private conversations, or identifying information about another person without permission, except where disclosure is legally required or clearly authorized.

Targeted deanonymisation and personal targeting: attempting to identify or expose a pseudonymous founder or member through private information; publishing suspected real names, addresses, family details, employers, private accounts or location data; encouraging others to investigate or contact a person outside official project channels; or using such information to intimidate, threaten or pressure them. Public analysis of disclosed wallet transactions is allowed when presented accurately and without unsupported claims about a person's identity.

Illegal or dangerous content: content that violates applicable law or platform rules, including malware distribution or instructions intended to steal assets.

## OFFICIAL COMMUNITY RULES & MODERATION POLICY | CONTINUED

### 4. Allowed discussion and criticism

Respectful criticism, disagreement, questions about token risks, concerns about liquidity, requests for evidence, and discussion of delays are allowed.

Members must not present speculation as confirmed fact or make guarantees of price, profit, exchange listings, liquidity, rewards, or development delivery. Moderators may ask for corrections or context when a claim is likely to mislead others.

Moderators should distinguish between criticism and abuse. Disagreement alone is not a violation.

A good-faith request for evidence, a question about a wallet, a challenge to a calculation, a report of a possible discrepancy, or criticism of a project decision is not harassment merely because it is uncomfortable or critical. Moderators must not use labels such as "FUD" or "negativity" as a substitute for assessing the substance and conduct. Knowingly fabricated evidence, threats, targeted abuse and repeated unwanted personal contact may be moderated under the relevant rules.

### 5. Wallet transparency and pseudonymous founder

The community may scrutinise public wallet addresses and on-chain transactions that the project has identified or that are otherwise relevant to a public project claim. Members may ask what a wallet is used for, request the supporting transaction reference, question the calculation, and point out inconsistencies. The project should describe what the public evidence does and does not establish.

A public wallet address is not, by itself, proof of the real-world identity, sole control, beneficial ownership or intentions of the person operating it. Members must not present speculation about the founder’s identity as confirmed fact. The project’s pseudonymous status does not remove the obligation to explain official project actions, published allocation rules, material campaign decisions and relevant financial records.

The founder is not required by these community rules to disclose a legal name, face, home address, personal telephone number, family details, personal social accounts or private documents. This boundary does not override lawful requirements or legitimate platform verification handled through authorised channels. Community members must not demand or publish private personal information as a condition for asking a project-related question.

### 6. Founder boundaries and official communication

Project questions, reports and appeals should be submitted through the official project channels or the moderation route identified by the project. Members should not expect or demand access to the founder’s private accounts, personal messaging channels, family, workplace or offline life. A wallet address being public does not make the founder personally available.

The founder does not promise instant replies, a response to every message, continuous online availability, or participation in every argument or direct message. The project may prioritise urgent security matters, payout or campaign administration, material corrections and significant development updates. Response timing may vary with workload, technical constraints, safety and available resources; no fixed service level is created by this policy.

The founder may decline to engage with abusive, repetitive, baiting or personal discussions and may pause public engagement where needed for safety or operational focus. This does not remove the expectation that material project changes, substantiated financial discrepancies and official commitments are addressed through an appropriate public update or record when reasonably possible. Members remain free to disagree, criticise and leave the community.

### 7. Campaign integrity: The Resurgence

Campaign participants must follow the latest published campaign terms for duration, eligibility, entry requirements, content rules, winner selection, group membership, re-entry, and payout.

Prohibited campaign manipulation includes fake engagement, copied or plagiarized entries where originality is required, impersonating another participant, coordinated deception, forged evidence, and attempts to influence moderators through threats or bribery.

## OFFICIAL COMMUNITY RULES & MODERATION POLICY | CONTINUED

Moderators should record the reason and evidence for disqualification where reasonably possible. If a rule is ambiguous or evidence is incomplete, moderators should avoid claiming certainty and may request clarification or escalate the case.

Any decision affecting eligibility, ranking, or a reward should be communicated through an official channel. The community rules do not override the specific campaign terms.

### 8. Moderation actions

Depending on severity, frequency, and available evidence, moderators may take one or more of the following actions: (1) reminder or request to edit; (2) content removal; (3) formal warning; (4) temporary mute or restriction; (5) temporary removal; (6) permanent ban; (7) campaign disqualification where campaign terms permit; and (8) referral to platform support or relevant authorities where appropriate.

Severe conduct-especially credential theft, phishing, credible threats, doxxing, or impersonation used to solicit funds-may justify immediate removal or a ban without a prior warning.

Moderation actions should be proportionate and consistent. The team should keep a brief internal record of serious actions, including the rule involved, date, evidence available, and action taken.

### 9. Appeals and review

A member may request a review through an official admin or moderation contact. The request should identify the action being challenged and provide relevant context or evidence.

Where practical, a moderator who was not the primary decision-maker should review significant appeals. Review may uphold, modify, or reverse the original action. A request for review does not guarantee reinstatement or campaign eligibility.

Urgent protective actions may remain in place while a review is considered. The team should avoid publishing private information or turning appeals into public arguments.

### 10. Admin and moderator conduct

Admins and moderators should act professionally, explain major decisions where safe and appropriate, avoid conflicts of interest, and not request seed phrases or private keys.

Moderator permissions should be limited to what is needed. Sensitive actions-such as changing campaign rules, changing a winner result, or authorizing a payout-should be recorded and, where practical, require a second-person review.

Admins must not claim that a wallet, account, or link is official unless it has been verified. Any official links should be maintained in a known pinned message or another controlled source.

### 11. Scam prevention and official links

Members should verify announcements using established official channels and should be suspicious of unsolicited direct messages, urgent prize claims, fake support accounts, and links asking for secret credentials.

The project should maintain a pinned list of official links and clearly label any temporary campaign pages. If an official account or link changes, publish a dated notice through the established channels.

Never send a seed phrase or private key to claim a reward. Do not trust anyone who promises a guaranteed profit or asks for an unexpected payment to release a prize.

### 12. Transparency and records

For material moderation decisions affecting a campaign, retain an internal record of the rule applied, a concise reason, and the evidence relied on where appropriate. Protect private member information and restrict access to records.

Public explanations should provide enough information to explain the outcome without exposing personal data, private messages, or security-sensitive details. Corrections should be dated and linked to the original decision where practical.

### 13. Changes and effective date

This is version 1.1 and should be published only after the project confirms which Telegram groups and channels are official, identifies the authorized moderators, and establishes an

## OFFICIAL COMMUNITY RULES & MODERATION POLICY | CONTINUED

appeal contact.
The policy may be updated when necessary. Material changes should be dated and announced through an established official channel. For campaign disputes, the version of the campaign terms applicable to the event should be identified clearly.
Nothing in this policy is legal advice or a guarantee of compliance with every platform rule or legal requirement.
Pre-publication checklist
Confirm the official Telegram group/channel names and links.
Identify official admins and moderators; never publish private credentials.
Set an appeal route and an expected response window if feasible.
Pin this policy and the current campaign terms together.
Keep a private record of significant moderation actions.
Keep founder identity and personal information private; publish wallet evidence only to the extent needed for project accountability.
Do not promise immediate replies or personal access; direct project questions to official channels.
Do not use moderation to suppress respectful criticism or legitimate risk questions.
$DayOne / DIH - Community Rules & Moderation Policy v1.0