DIH WHITEPAPER

DEVS IN HOODIES | SEARCHABLE WEB PDF

$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

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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

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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.

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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.

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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.

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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.

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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.

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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

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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.

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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

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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.

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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

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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.

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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

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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.
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