BLINKBUN

WHITEPAPER

BUILD. PLAY. RETURN.

A Solana-based consumer engagement ecosystem combining off-chain game points (BP) with a capped on-chain utility token (BBUN).

PUBLIC DRAFT v0.1	26 August 2026
BBUN	SOLANA / UTILITY / NON-CUSTODIAL

IMPORTANT NOTICE

This document is a product and token design draft. It is not an offer to sell securities or tokens, a promise of profit, or a guarantee of exchange listing, liquidity, market value, or future functionality. Mainnet parameters, legal structure, token addresses, utility rules, and launch configuration may change before release. Readers should make their own assessment and obtain professional advice where appropriate.

BLINKBUN is being built as a product first. The token is intended to support the product - not replace it.

DOCUMENT CONTROL

Field	Value
Document status	Public Draft - not final launch documentation
Version / date	v0.1 / 26 August 2026
Project	BLINKBUN
Token	BBUN (planned Solana SPL utility token)
Maximum supply	1,000,000,000 BBUN - working maximum supply
Product status	Local MVP prototype implemented; PHP + MariaDB public-beta edition planned
Public founder identity	Pseudonymous / project identity; private KYC may be provided where required
Mainnet mint address	TBA - not created in this draft
Official website / contact	TBA before public beta

CONTENTS

EXECUTIVE SUMMARY

BLINKBUN is designed around a simple observation: many token communities are highly active around launch but give users little reason to return to the project website afterward. BLINKBUN approaches the problem as a consumer product first. Daily check-ins, a tap-based game loop, character evolution, missions, achievements, social competition, referral activity, a points shop, and wallet verification are intended to create repeatable reasons to visit and participate.

The system separates everyday gameplay from token issuance. BP is an off-chain game point recorded by the service and has no guaranteed monetary value or fixed conversion rate to BBUN. BBUN is the planned on-chain utility token. This two-layer model is intended to let the game remain active without continuously minting tokens for every click or action.

Token emissions are intended to be bounded. A season may have a pre-declared BBUN reward pool, and eligible users may receive a proportional share based on validated activity after anti-abuse checks. The early design target for a limited season pool is 300,000 BBUN, equal to 0.03% of the working 1 billion maximum supply; this is a draft parameter, not a user entitlement.

BLINKBUN is being built as a bootstrapped project. The current plan prioritizes a working service, real user retention, non-custodial wallet verification, transparent tokenomics, and controlled liquidity before Mainnet and exchange expansion. The current plan does not include a public token presale.

CORE DESIGN

BP = off-chain activity / gameplay layer. BBUN = capped on-chain utility layer. Product metrics and security gates come before Mainnet.

1. VISION AND DESIGN PRINCIPLES

Product before token

A service should have repeat usage and measurable engagement before Mainnet capital is committed.

Use before speculation

Token utility should be connected to real in-product actions rather than price expectations.

Bounded emission

Gameplay should primarily issue BP. BBUN distribution should come from declared, limited pools.

Non-custodial by default

Users keep control of their wallets. BLINKBUN should never request or store a Seed Phrase or Private Key.

Server-authoritative game state

The browser may request actions, but reward calculations, energy consumption, eligibility and anti-abuse decisions are validated on the server.

Transparent supply discipline

Allocation, vesting, treasury wallets, authority status and material token changes should be disclosed before Mainnet.

Cost discipline

As a bootstrapped project, infrastructure and legal expenditure should scale with validated user demand rather than precede it.

2. PROBLEM STATEMENT

Token launches can generate short-lived attention without creating a durable product relationship. A project may obtain followers, holders or trading volume while still lacking an owned destination that users revisit. This creates dependence on social channels and exchanges, and can weaken the connection between the token and the underlying product.

BLINKBUN seeks to create an owned engagement loop: users return to check in, play, improve a character, complete missions, compete socially, unlock status, spend points, and later use BBUN for defined utilities. The project therefore treats retention, verified users and healthy in-product behavior as core metrics rather than viewing listing as the finish line.

3. PRODUCT: THE BLINKBUN LOOP

The current MVP direction includes the following modules. Items described as planned remain subject to public-beta testing and may change.

Daily Check-in

A recurring attendance loop with streaks and a seven-day BP calendar.

Tap Game

Energy-limited tapping with Tap Power, combo progression, Fever states and milestone bonuses.

Evolution

Bun forms unlock across level milestones to make long-term progression visible.

Auto Factory

Passive BP generation with bounded offline accumulation and upgrade levels.

Daily / Weekly Missions

Structured activity goals intended to create repeat engagement beyond raw tapping.

Achievements

Permanent status badges for milestones without creating additional BBUN emission.

Season Level

A season progression track separate from spendable BP.

Friend Battle / Ranking

Social comparison based on validated weekly activity and BP rankings.

Referral

One-level referrals that qualify only after the referred user demonstrates real activity.

BP Shop

Cosmetics and profile effects designed to create a sink for earned points.

Wallet Verification

Non-custodial proof of wallet ownership through signed messages.

VISIT / LOGIN -> CHECK-IN & PLAY -> EARN BP -> UPGRADE / EVOLVE -> MISSIONS & SOCIAL -> SPEND BP -> RETURN

4. DUAL-LAYER ECONOMY: BP AND BBUN

The distinction between BP and BBUN is fundamental to BLINKBUN economics.

Property	BP	BBUN
Layer	Off-chain service point	On-chain Solana token
Primary purpose	Gameplay, progression, rankings, upgrades and point-shop activity	Planned utility, limited community rewards and ecosystem use
Tradable	No	Potentially, after Mainnet and third-party market availability
Fixed BP -> BBUN rate	No	Not applicable

Property	BP	BBUN
Guaranteed monetary value	No	No
Created by every tap	No on-chain asset is created	No
Custody	Database game balance	User-controlled wallet after distribution

BP POLICY

BP is not intended to function as cash, a deposit, an investment product, or a guaranteed claim on BBUN. BP rules may be adjusted for game balance, abuse prevention, technical corrections and season design, subject to published policies.

5. SEASON REWARD AND EMISSION MODEL

BLINKBUN is designed so that ordinary gameplay does not directly mint BBUN. Instead, the project may declare a limited BBUN reward pool for a season. The pool is fixed or capped before final distribution, and eligible activity is validated before rewards are finalized.

A conceptual proportional allocation model is shown below. The final weighting formula may incorporate validated BP, attendance, season activity or other published criteria. Fraudulent or disqualified activity is excluded before the denominator is finalized.

User Reward = Season BBUN Pool x Validated User Weight / Sum of All Eligible Validated Weights

- No promise that 1 BP equals any fixed amount of BBUN.
- Early limited-season design target: 300,000 BBUN, or 0.03% of the working maximum supply.
- The project may lower, postpone or cancel a reward pool before distribution if launch, security, legal, abuse or sustainability conditions are not met, subject to applicable terms and prior notice where required.
- Eligibility is subject to published anti-abuse rules and season closure procedures.
- Once Mainnet distributions begin, completed on-chain transfers should be auditable by transaction signature.

6. BBUN TOKEN DESIGN

Parameter	Draft design
Network	Solana
Token standard	SPL token (planned)
Symbol	BBUN
Working maximum supply	1,000,000,000 BBUN
Decimals	Target: 6; to be finalized before Mainnet
Mainnet mint address	TBA
Mint authority policy	Target: mint the intended fixed supply/configuration, then revoke mint authority before or at public Mainnet launch after verification
Freeze authority policy	Target: no freeze authority at public Mainnet launch, subject to final deployment verification
Token sale status	No public presale in the current plan

TEST STATUS

The local Solana prototype has already validated the technical sequence of minting, transfer, burn and mint-authority revocation in a non-Mainnet environment. This does not represent a Mainnet token issuance.

7. PLANNED BBUN UTILITY

BBUN utility is intended to be product-linked. Exact pricing, burn ratios and availability will be finalized only after public-beta data and Mainnet readiness review.

Premium cosmetics

Optional skins, visual effects and profile customization.

Season access

Potential season passes or enhanced participation features that do not guarantee financial rewards.

Events

Entry or activation for selected community/game events.

Boost features

Optional utility boosts with clearly defined limits and no guaranteed return.

Profile / status

Optional visible status or customization features.

Spend-and-burn mechanics

A future portion of eligible BBUN spending may be burned. Any burn/treasury/reward split will be published before activation.

8. TOKENOMICS - WORKING ALLOCATION

Allocation	Share	Amount	Release / purpose
Founder	10%	100,000,000	TGE 0%; 12-month cliff + 36-month linear vesting
Team	5%	50,000,000	TGE 0%; 12-month cliff + 36-month linear vesting
Community	25%	250,000,000	Long-term rewards and community programs; not immediate circulation
Ecosystem	15%	150,000,000	Product, partnerships, ecosystem incentives and future utility support
DEX / CEX Liquidity	20%	200,000,000	Reserved pool for liquidity, market access and contracted liquidity operations; not an exchange giveaway
Marketing / Campaigns	10%	100,000,000	Growth campaigns with disclosed rules and anti-abuse controls
Treasury	10%	100,000,000	Project-controlled reserve for operations and long-term sustainability
Reserve	5%	50,000,000	Contingency and future strategic use subject to disclosure
TOTAL	100%	1,000,000,000	Working maximum supply

CIRCULATION NOTE

Allocation does not equal immediate circulating supply. Initial circulation will be finalized after liquidity design, community allocation, launch conditions and operational requirements are known. Unused liquidity, treasury, reserve or campaign allocations remain project-controlled and should be tracked separately.

9. VESTING AND CIRCULATION DISCIPLINE

Founder and team allocations are designed to have no TGE unlock, a 12-month cliff, and 36 months of linear vesting afterward. This structure is intended to reduce immediate insider supply pressure and align core contributors with longer-term project operation.

The project intends to publish vesting implementation details and relevant wallet addresses before Mainnet distribution. If technical vesting contracts are used, their addresses and schedules should be disclosed. If an operational vesting process is used initially, equivalent transparency and auditable transfer records should be maintained.

No statement in this whitepaper guarantees a future token price, liquidity level, or the ability to sell vested tokens.

10. LIQUIDITY AND EXCHANGE RESERVE PRINCIPLES

The 20% DEX/CEX Liquidity allocation is a project reserve, not a commitment to transfer 20% of supply to exchanges. It may support DEX liquidity, CEX liquidity requirements, market-making inventory, listing campaigns or other market-access needs when documented and appropriate.

BLINKBUN does not intend to use wash trading, fake holders, fabricated volume, deceptive liquidity, multi-account campaigns or purchased engagement to simulate traction. Exchange listing is not guaranteed and should follow demonstrated product usage, security readiness and sufficient liquidity planning.

11. TREASURY AND TRANSPARENCY

- Separate operational, treasury, liquidity, community and contributor wallets where practical.
- Publish the Mainnet mint address and material project-controlled token wallet addresses before or around launch.
- Use multisig for high-value treasury/authority control when financially and operationally feasible.
- Keep Mainnet treasury private keys separate from the public web application server.
- Publish material changes to allocation, vesting, emission or token utility through versioned documentation.
- Treat Treasury assets as project assets, not personal founder funds.

12. TECHNICAL ARCHITECTURE

The intended public-beta architecture uses the existing Rocky Linux / PHP / MariaDB operating environment while retaining a non-custodial Solana wallet model.

Layer	Responsibility
Web client	Responsive BLINKBUN UI, seven-language user interface, game interactions and Phantom-compatible wallet connection.
PHP application layer	Authentication, game actions, reward validation, rate limits, admin APIs, wallet challenges and business rules.
MariaDB	Authoritative storage for accounts, sessions, game state, BP, missions, referrals, fraud signals, wallet verification and audit logs.

Layer	Responsibility
Wallet layer	User signs a nonce/message in a compatible Solana wallet. The server verifies ownership; Seed Phrases and Private Keys are never requested.
Solana layer	Devnet integration first for claim/spend/burn testing; Mainnet integration only after readiness gates are passed.
Admin console	Separate administrator session and security controls for metrics, moderation, fraud review, seasons, announcements and configuration.

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USER BROWSER  ->  PHP API  ->  MARIADB
      |                  |
+-> WALLET SIGNATURE ----+-> SOLANA (DEVNET FIRST / MAINNET LATER)
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13. SECURITY MODEL

Control	Design
Server-authoritative rewards	Clients do not decide BP rewards. PHP validates energy, power, mission state, rate limits and eligibility.
Concurrency control	MariaDB transactions and row locking are intended to prevent double-crediting from simultaneous requests.
Application security	Prepared statements, CSRF protection, output escaping, secure cookies, session rotation and rate limiting.
Wallet verification	Challenge/nonce signing with public-key verification; no Seed Phrase, Private Key or wallet password collection.
Admin security	Separate admin sessions; strong password policy; 2FA/TOTP planned before high-value operations.
Key separation	Mainnet treasury and authority keys must not be stored in the ordinary public web server environment.
Backups / audit	Automated MariaDB backups, operational logs and audit logs for sensitive administrative changes.
Security maturity	Public beta is not equivalent to a formal third-party security audit. Higher-value on-chain functions should receive additional review before Mainnet activation.

14. FAIR DISTRIBUTION AND ANTI-ABUSE

Because BP and future season rewards may have economic significance, BLINKBUN treats anti-abuse as part of token distribution fairness.

- Automated tapping, macros, bots, scripted API abuse and exploit-based reward generation may be restricted.
- Multi-account referral manipulation, self-referral networks and fabricated activity may be excluded from rewards.
- Rate, timing, device/session, referral and activity anomalies may contribute to an internal fraud score.
- Heuristic signals should support review rather than automatically proving misconduct by themselves.
- Potential responses include BP correction, ranking exclusion, Founder/achievement disqualification, season-reward exclusion, temporary restriction or account suspension under published rules.
- Reward eligibility should be finalized only after a season-closing validation pass.

15. GOVERNANCE AND CHANGE MANAGEMENT

BLINKBUN is an early-stage bootstrapped project. During the MVP and public-beta phases, product, economy and security decisions are centrally managed by the project operator/core contributor. No token-based voting or decentralized governance right is promised in this draft.

Material changes to maximum supply, token allocation, vesting, emission policy, wallet authority, reward eligibility or utility should be documented through versioned whitepaper/tokenomics updates. A future governance model may be evaluated only if it improves accountability and does not compromise security or regulatory obligations.

16. ROADMAP

Phase	Status	Objective
Phase 1 - Local MVP	COMPLETE	Core account, check-in, clicker, BP, progression, missions, ranking, referral, wallet-verification workflow, admin console and game-first UI prototyped locally.
Phase 2 - PHP + MariaDB Public Beta	NEXT	Migrate the validated product to the production stack, add production security, policies, email delivery, backups and deployment controls.
Phase 3 - Real User Validation	PLANNED	Start with a small tester cohort, then expand based on reliability and retention. Measure DAU/WAU/MAU, D1/D7/D30 retention, verified wallets, referral conversion and abuse rate.
Phase 4 - Solana Devnet Economy Test	PLANNED	Test BBUN claim, spend and burn flows on Devnet without real economic value.
Phase 5 - Mainnet Readiness Gate	PLANNED	Freeze tokenomics, review security/legal/tax requirements, finalize public policies, create new Mainnet keys and publish deployment configuration.
Phase 6 - Mainnet + DEX	CONDITIONAL	Create the Mainnet token only after readiness gates are satisfied; establish controlled DEX liquidity and transparent addresses.
Phase 7 - Market Data / Ecosystem Expansion	CONDITIONAL	Apply to market-data platforms and grow product/community integrations when eligibility conditions are met.
Phase 8 - Overseas CEX Expansion	CONDITIONAL	Pursue appropriate exchanges based on real users, liquidity, compliance/KYC readiness, token distribution and market demand. No listing is guaranteed.

NO DATE / LISTING GUARANTEE

Roadmap phases describe sequence and readiness gates. They are not guaranteed dates or commitments to any exchange.

17. OPERATING METRICS

- DAU / WAU / MAU and DAU/MAU stickiness.
- D1, D7 and D30 retention.
- Average streak and active days per user.
- Taps and missions per active user, with quality/fraud adjustment.

- Wallet-connect and verified-wallet rates.
- Referral conversion based on qualified active users, not raw invite counts.
- BP earn-to-spend ratio and point-sink utilization.
- Fraud-flag rate, confirmed-abuse rate and false-positive review rate.
- Country/language distribution for global product-market fit.
- Liquidity depth, holder concentration and on-chain distribution after Mainnet.

18. PUBLIC IDENTITY AND RESPONSIBILITY

The public project identity may remain pseudonymous. Public-facing materials may identify the operator as the BLINKBUN Project or by a founder alias rather than publishing a personal legal name broadly.

Pseudonymity does not mean that the project can avoid contractual, tax, KYC, regulatory or lawful disclosure obligations. Real identity or beneficial-owner information may be provided privately to exchanges, payment/hosting providers, professional advisers, counterparties or authorities when required. The final public privacy policy and terms must identify an appropriate responsible contact channel before collecting real-user data.

19. LEGAL AND REGULATORY POSTURE

BLINKBUN is intended as a consumer game/community service with a non-custodial wallet connection and a utility-oriented token design. The current plan does not include custody of user Private Keys, fiat deposits/withdrawals, brokerage of user trades, or a public token presale.

Availability may be restricted in jurisdictions where a feature, token distribution or service cannot lawfully be offered. Regulatory classification can depend on facts, marketing, distribution, user location and later product changes; therefore this whitepaper does not claim that BBUN has any universal legal classification.

Public communications should not promise profit, price appreciation, guaranteed yield, guaranteed listing or fixed investment return. Terms of Service, Privacy Policy, Game/BP Policy and Risk Disclosure should be published before public beta, and token-specific disclosures should be finalized before Mainnet.

20. MATERIAL RISKS

Risk	Description
Market risk	If BBUN becomes tradable, its price may be volatile and may fall substantially or to zero.
Liquidity risk	DEX/CEX liquidity may be limited, fragmented or unavailable; users may not be able to trade at expected prices.
Listing risk	No centralized or decentralized venue is obligated to list or continue supporting BBUN.
Regulatory risk	Laws, interpretations, licensing expectations, tax treatment or jurisdictional restrictions may change.
Technical risk	Bugs, smart-contract/token-program issues, infrastructure outages, database errors or integration failures may occur.
Security risk	Accounts, wallets, servers, domains, APIs or third-party services may be attacked or compromised.
Third-party risk	Solana, wallet providers, exchanges, hosting/CDN/email providers and other dependencies are outside BLINKBUN control.
Abuse risk	Bots, Sybil behavior, referral manipulation or exploits can distort rewards and community metrics.

Risk	Description
Key-management risk	Loss or compromise of project keys can affect treasury assets or operational continuity.
Execution risk	A bootstrapped project may face staffing, funding, technical or operational constraints and may change, delay or discontinue features.

21. DISCLAIMERS

This whitepaper is informational and describes a working project design. It is not investment, legal, accounting or tax advice and should not be relied upon as a promise of future results.

Forward-looking statements, roadmap items, token utilities, exchange plans, technical implementations and economic parameters are targets and may change. Completion dates are not guaranteed.

Nothing in this document guarantees that BBUN will have value, be listed, remain listed, be liquid, or be accepted by any third party. Participation in a future token ecosystem can involve loss and technical risk.

If this document conflicts with final published Terms of Service, Privacy Policy, token contract/mint configuration, distribution records or jurisdiction-specific requirements, the later legally applicable or technically authoritative material controls.

DRAFT STATUS

Do not publish this version as a final Mainnet whitepaper until Appendix A items are completed.

APPENDIX A - ITEMS TO FINALIZE BEFORE WHITEPAPER v1.0

- Official public domain, support/privacy/security contact addresses and public project channels.
- Founder alias/public project operator wording and any required responsible-party disclosure.
- Final Mainnet decimals and mint address.
- Final authority configuration and verification transaction(s).
- Initial circulating supply and launch allocation by wallet.
- Vesting implementation and contributor wallet/contract addresses.
- Liquidity budget, initial pool size, pair(s), market-making arrangements and custody model.
- Final BBUN utility prices, spend routing and any burn percentage.
- Final community reward pool rules and eligibility formula.
- Treasury/multisig addresses and operational control policy.
- Final Terms of Service, Privacy Policy, Game/BP Policy, Anti-Abuse Policy and Risk Disclosure.
- Any jurisdiction restrictions, KYC requirements or exchange-specific disclosures required at launch.

APPENDIX B - GLOSSARY

Term	Meaning
BP	BLINKBUN Points. Off-chain gameplay points with no guaranteed monetary value or fixed conversion to BBUN.
BBUN	The planned BLINKBUN Solana utility token.

Term	Meaning
TGE	Token Generation Event; used here as a conventional reference to initial token availability/distribution.
Cliff	A period during which a vesting allocation remains locked before linear vesting begins.
Vesting	A time-based release schedule for allocated tokens.
Non-custodial	A model in which users retain control of wallet private keys.
Devnet	A Solana test network used for non-production testing.
Mainnet	The production Solana network where on-chain assets can have real economic value.
DEX	Decentralized exchange.
CEX	Centralized exchange.
Sybil / multi-account abuse	Use of multiple controlled accounts to manipulate rewards, referrals or metrics.

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END OF PUBLIC DRAFT v0.1