THE FOUNDRY

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WHITEPAPER

A Practical Framework for Learning, Participation and Building in Web3

"Build something worth returning to, and be accurate about where the work stands."

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CURRENT LAUNCH STATUS

$TF has not launched. Token payouts and buybacks are not active. Our target is to launch within 30 days of 11 September 2026, by 11 October 2026. This is a target, not a guaranteed date. Members can earn XP through available verified activities while we prepare.

Rewards can activate only after the official $TF launch, a verified token mint and working swap route, tested distribution controls, and at least 5 SOL in available reward funding AFTER the SOL operating reserve. This is a one-time starting threshold. Later 20-minute cycles can use smaller balances when execution is economical.

1. THE PROBLEM

Web3 has grown into an ecosystem of wallets, exchanges, launch platforms, charting tools, block explorers, social networks, educational resources, NFT marketplaces, communities and applications. That growth created enormous capability, but it also created fragmentation. A person trying to understand one project may move through several unrelated websites before they have enough context to make a decision.

Experienced users learn to navigate that fragmentation. Newer users often encounter it while money is already involved. They may be asked to connect a wallet, approve a transaction or evaluate a token before they fully understand the terminology around it. More data does not automatically create understanding, and faster access to a transaction does not automatically create a better decision.

The Foundry is being built around the idea that discovery, education, participation, digital ownership and community can be more useful when they are connected rather than treated as unrelated destinations.

XP SCHEDULE

Invite a Member | 50 XP | Each new member who completes signup through your link; no purchase required. Self-referrals and existing accounts do not qualify. | Available

Daily membership check-in | 5 XP | Once per UTC day. No NFT mint or purchase required. | Available

Complete an education module | 10 XP | Once per approved module, after verification. | Admin verified

Approved community contribution | 20 XP | One rewarded contribution per UTC week, Monday to Sunday. | Admin verified

Complete a Forge Play game | 5 XP | Two verified completed sessions per UTC day across all supported games. | Verification rollout

First completed game | 10 bonus XP | Once per membership, in addition to session XP. | Verification rollout

Play on 7 different days | 20 bonus XP | Once; days do not have to be consecutive. | Verification rollout

Play on 30 different days | 40 bonus XP | Once; days do not have to be consecutive. | Verification rollout

ALL 25 REWARD LEVELS

Level 1 | 0 total XP | 0.1% personal ceiling per cycle

Level 2 | 100 total XP | 0.2% personal ceiling per cycle

Level 3 | 200 total XP | 0.3% personal ceiling per cycle

Level 4 | 300 total XP | 0.4% personal ceiling per cycle

Level 5 | 400 total XP | 0.5% personal ceiling per cycle

Level 6 | 500 total XP | 0.6% personal ceiling per cycle

Level 7 | 600 total XP | 0.7% personal ceiling per cycle

Level 8 | 700 total XP | 0.8% personal ceiling per cycle

Level 9 | 800 total XP | 0.9% personal ceiling per cycle

Level 10 | 900 total XP | 1.0% personal ceiling per cycle

Level 11 | 1000 total XP | 1.1% personal ceiling per cycle

Level 12 | 1100 total XP | 1.2% personal ceiling per cycle

Level 13 | 1200 total XP | 1.3% personal ceiling per cycle

Level 14 | 1300 total XP | 1.4% personal ceiling per cycle

Level 15 | 1400 total XP | 1.5% personal ceiling per cycle

Level 16 | 1500 total XP | 1.6% personal ceiling per cycle

Level 17 | 1600 total XP | 1.7% personal ceiling per cycle

Level 18 | 1700 total XP | 1.8% personal ceiling per cycle

Level 19 | 1800 total XP | 1.9% personal ceiling per cycle

Level 20 | 1900 total XP | 2.0% personal ceiling per cycle

Level 21 | 2000 total XP | 2.1% personal ceiling per cycle

Level 22 | 2100 total XP | 2.2% personal ceiling per cycle

Level 23 | 2200 total XP | 2.3% personal ceiling per cycle

Level 24 | 2300 total XP | 2.4% personal ceiling per cycle

Level 25 | 2400 total XP | 2.5% personal ceiling per cycle

2. DESIGN PRINCIPLES

The Foundry is guided by a small set of practical principles. Build working systems before presenting them as finished. Explain unfamiliar concepts without assuming every user already understands Web3. Distinguish clearly between live, testing, building and planned functionality. Treat wallet security and transaction clarity as product requirements rather than legal footnotes. Measure community health by useful participation as well as traffic or follower counts.

These principles are not intended to make The Foundry perfect or risk-free. They are intended to create a standard for how the project should behave while it develops. When a feature does not work, it should be fixed or reconsidered. When a plan changes, the public description should change with it. When something remains experimental, that status should be visible.

3. THE FOUNDRY ECOSYSTEM

The Foundry is not designed as a single-purpose application. It is a connected set of experiences that can serve different kinds of users. A person may arrive to learn about wallets, research a project, use a market tool, play a game, join the community, collect a digital asset or purchase merchandise. Those entry points do not need to become identical, but they should make sense as parts of the same environment.

The current ecosystem includes the Foundry Library, Foundry Signal, Forge_GPT, The Forge discovery and market workspaces, membership and reputation systems, NFT membership and collectibles, Forge Play, the Store and community-facing tools. Some of these areas are mature enough to use today. Others are actively being refined. The purpose of the ecosystem is not to maximize the number of features; it is to create useful connections between them.

4. LEARNING, LIBRARY & SIGNAL

The Foundry Library is intended to organize useful Web3 resources around real questions people encounter. Wallets, Solana, tokens, NFTs, scams, security, launching, terminology and community building should be easier to explore without forcing a user to begin from a blank search page every time.

Foundry Signal approaches information from a different direction. Instead of acting as a permanent reference library, Signal is intended to surface current developments, security concerns, platform changes and other information that may deserve attention. The goal is not to replace independent research or decide what a user should believe. It is to make useful information easier to find and easier to place in context.

Forge_GPT supports the same philosophy by providing plain-English guidance inside the ecosystem. The value of these systems should be judged by whether they help people understand more before they act, not by whether they encourage more transactions.

5. THE FORGE: DISCOVERY, RESEARCH & MARKET TOOLS

The Forge is the market and project-discovery side of the broader Foundry ecosystem. It is being developed as a companion workspace for token discovery, research, portfolio views, advanced market charts, swaps and transaction-related tools. These areas remain active development work and should not be interpreted as financial recommendations or guarantees about any project surfaced by the system.

The design objective is to reduce the distance between discovery and investigation. If a user finds a token, they should have better access to information that helps them ask questions about creation time, market conditions, creator activity, holder patterns, available routes and other signals. The Foundry cannot determine whether a project will succeed, and it should not pretend to. Better context can still improve the quality of the user's own research.

6. MEMBERSHIP, PARTICIPATION & REPUTATION

One universal Foundry membership carries your member number, TF logo crest, XP and history across the site and Forge Play. A signed Solana wallet verification adds a Wallet Verified badge and prepares the account for future payouts. Connecting a wallet alone does not verify ownership. No membership NFT is required.

XP can be earned before $TF launches through available verified activities. Referrals award 50 XP per qualifying new signup, daily check-in awards 5 XP, approved education awards 10 XP per module and approved community contributions award 20 XP with a weekly limit. Forge Play session and milestone XP are in verification rollout.

The reward schedule has 25 levels, 100 XP per level step and a 2.5% combined personal ceiling at 2,400 XP. Actual distributions depend on available funding and all eligible members' relative levels. XP is not transferable money and does not create a guaranteed token entitlement.

6A. EARN XP NOW. PREPARE FOR $TF.

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Pre-launch XP carries into your reward level at activation. XP is a participation record, not a token balance or a promise of backdated payments. No token rewards accrue for cycles before activation. One account, one membership and one XP history apply across The Foundry and Forge Play.

6B. HOW XP DETERMINES YOUR SHARE

Level 1 starts at 0 XP with a 0.1% personal payout ceiling. Each additional 100 XP adds one level and 0.1 percentage point. Level 25 starts at 2,400 XP and caps the combined personal ceiling at 2.5% per cycle. XP can continue growing after Level 25; payouts do not spend XP.

The ceiling applies to the distributable cycle pool after costs and the operating reserve, before member payouts and buybacks. If all eligible members' ceilings total more than 100%, every share is reduced proportionally. The 2.5% is a maximum, not a guaranteed payment.

An eligible recipient needs an active universal membership and a verified, uniquely linked Solana payout wallet. Referrals, games and education all feed the same XP total; none creates a second allowance. Buying or holding more tokens does not increase XP weight.

Example only: with 10 SOL after costs and reserve, 20 Level 25 members receive 0.25 SOL-equivalent each, leaving 5 SOL for buyback and burn. With 40 such members, each receives 0.25 and nothing remains for buybacks. With 100, each receives 0.10 and nothing remains. Actual payments are in $TF and depend on confirmed swap output and costs.

More members may generate more revenue, but also share the pool. Individual payouts rise only when funding and a member's relative XP share support it. Referrals do not guarantee higher payouts.

6C. WHERE REWARD FUNDING COMES FROM

Reward funding comes from creator fees actually received from eligible $TF trading, a planned 2% contribution from settled store profit, and other explicitly allocated membership activity revenue. Only money received and transferred into the pool counts. The exact creator-fee allocation will be published before activation.

A token purchase does not send its full purchase value into this pool. Holding tokens alone does not create recurring creator fees. For merchandise, 2% applies to profit after product, fulfillment, payment and refund costs, not gross sales: $20 of settled profit contributes $0.40.

Distributions and execution costs are limited to available funding. The model does not require founder top-ups or assume a minimum amount of future revenue.

6D. WHAT HAPPENS EVERY 20 MINUTES

After activation, check confirmed funding and preserve SOL for the current cycle's execution plus two additional cycles of estimated execution costs. Include transfers, swaps, token-account creation where needed, and burn costs. Replenish the reserve only as needed; it is not a recurring flat percentage deduction.

Snapshot eligible memberships and XP, calculate capped proportional allocations, and distribute acquired $TF. Reserve all unpaid member allocations until delivery is confirmed. A failed or delayed transfer never becomes buyback money.

Use the genuine remainder after member allocations for $TF buyback and actual supply-reducing burn. Buybacks can be zero. Preserve the operating reserve and carry forward rounding dust and amounts too small to process. With no eligible recipients, carry the pool forward.

If funding, liquidity or execution conditions are insufficient, defer the cycle and retain funds. A 20-minute cycle is a scheduled check, not a promise of a payment every 20 minutes.

6E. A PUBLIC, VERIFIABLE SHARE POOL

The planned setup uses a dedicated Solana treasury and a separate limited-balance distribution wallet. Their public addresses and the official $TF mint will be published here before activation. Wallets are not configured yet; no balance or transaction history is being claimed.

The transparency view will link deposits, member payout batches and burn transactions to a Solana explorer, with cycle totals, retained reserve and deferred amounts. XP remains in the application; public on-chain transactions verify asset movement, not the accuracy of every XP award.

Store profit is an off-chain accounting figure. Publish reconciliation summaries alongside pool deposits so members can understand the source of funding. Never send funds to an unannounced address or share a seed phrase with The Foundry.

7. MEMBERSHIP CREST, ACHIEVEMENTS & COLLECTIBLES

Membership now uses a TF logo crest in the application. Members are not required to mint an NFT. The earlier Metaplex Core membership NFT was a Devnet development proof; the current membership plan uses the account and verified wallet record instead.

Foundry Dealers remain a separate collectible NFT project. Achievement history and XP remain in the application. Potential future achievement assets do not replace the universal membership or add payout allowances.

8. THE FOUNDRY DEALERS

The Foundry Dealers are the collectible side of the NFT ecosystem. An initial ten-piece development set was created to test the generative workflow and public buyer mint process on Solana Devnet. That test accomplished its technical purpose, including a successful Metaplex Core Candy Machine mint with a payment guard, wallet limit, randomized reveal and on-chain ownership verification.

The development artwork will not automatically become the Mainnet collection. David and Dime are refining the art direction, trait library and quality standards for a new 100-piece Foundry Dealers collection. The final set is intended to be generated from controlled trait categories, reviewed manually and locked only after image, metadata, duplicate and collision checks are complete.

Mainnet price, launch timing and other sale details are not finalized in this Whitepaper. Those decisions should be published only when the artwork, wallet compatibility, Mainnet configuration and launch controls are ready.

9. FORGE PLAY & INTERACTIVE EXPERIENCES

Forge Play gives The Foundry an entertainment layer. The platform includes working game and competition experiences, with additional games, challenge systems and reward mechanics continuing to evolve. The purpose is not to force every user into the same activity. It is to create another way for people to spend time inside the ecosystem and interact with the community.

A user who arrives for a game may later explore the Library. A person who arrives for market research may never use the arcade. Both can still belong in the same ecosystem. The Foundry should allow different entry points without requiring every feature to serve every person.

The approved game XP schedule is 5 XP per verified completed session, capped at two sessions per UTC day across supported games. One-time bonuses are 10 XP for the first completed game, 20 XP for 7 distinct play days and 40 XP for 30 distinct play days. Automatic verification is being connected. Idle time, unverified scores and repeated submissions do not qualify. Arcade chips and TF game coins are virtual and are not the $TF token.

10. COMMERCE & THE STORE

The Store provides a conventional commerce path alongside the digital parts of The Foundry. The storefront has been connected to a print-on-demand fulfillment workflow and has completed a real payment and fulfillment handoff test. That establishes the basic operating path, although commerce systems, product selection and automation can continue to improve.

Merchandise is not intended to be presented as an investment or token utility. It is simply another way a digital community can develop a physical identity and another potential source of operating revenue.

The Share Pool plan allocates 2% of settled merchandise profit after relevant costs and refunds. A purchase producing $20 profit contributes $0.40; this is not 2% of gross sales.

11. SECURITY & WALLET PHILOSOPHY

Web3 applications ask users to authorize actions that may have permanent consequences. The Foundry therefore treats transaction clarity, network identification and wallet verification as part of product design. Development work has included signed-message wallet verification, Devnet testing, pre-transaction simulation and additional validation of certain signed transactions before broadcast.

The Foundry will never ask users for a seed phrase or private key. Users remain responsible for reviewing transactions in their own wallet and deciding whether to approve them. Wallet warnings should not be dismissed simply because a transaction was expected. Where wallet providers offer domain or dApp review processes, The Foundry intends to use those processes rather than instruct users to bypass security protections.

No security architecture can eliminate all risk. Smart-contract behavior, third-party services, wallets, RPC providers, software defects, social engineering and user error can all create risk. The objective is to reduce avoidable uncertainty and make important actions easier to understand.

12. TECHNOLOGY & ARCHITECTURE

The Foundry is a web-based application ecosystem with Base44 supporting core application development and data workflows. Solana is currently the primary blockchain used for wallet and NFT functionality. Metaplex Core is used for the tested membership and Foundry Dealers NFT architecture, while Core Candy Machine provides the tested collectible mint mechanism.

The system intentionally keeps many ordinary application activities off-chain. Member XP, participation history, educational completions and similar records do not need a blockchain transaction every time they change. Blockchain is used where ownership, portability or independent verification creates a practical benefit.

The architecture will continue to evolve. The Foundry is not committed to adding additional chains, protocols or infrastructure simply to appear larger. New integrations should solve a user problem or create a clear capability that justifies the additional complexity.

13. COMMUNITY & CONTRIBUTION

The Foundry is intended to become more useful as people participate in it. That does not mean every member must become a developer or creator. It means there should be room for people to contribute in different ways, including research, artwork, testing, education, feedback, moderation, game ideas, community support and project concepts.

The project is still early, so much of that contribution structure remains to be built. Clear submission, review and recognition workflows are part of the roadmap. The Foundry does not assume that a community automatically becomes productive simply because people join a chat. Useful participation needs tools, expectations and a reason to continue.

14. SUSTAINABILITY

Software, hosting, infrastructure, design, development, blockchain activity and community operations all have costs. If The Foundry is going to continue developing, it eventually needs sustainable sources of operating revenue. Possible sources include merchandise, digital collectibles, partnerships, future premium services and other products that emerge from the ecosystem.

The Foundry does not currently claim that any one of those sources will become the primary business model. The objective is to learn which services people actually use and are willing to support. Sustainability should allow the project to continue operating and improving without requiring every interaction to become a purchase.

15. GOVERNANCE & DECISION-MAKING

The Foundry is currently a project-led build. Product decisions, security decisions and launch decisions are not being presented as decentralized governance when the community is not yet large enough for that claim to mean much.

As participation grows, community feedback and contribution should play a larger role in what gets built. Formal governance mechanisms may be considered later if there is a genuine community with enough sustained activity to justify them. Governance should emerge from participation rather than being manufactured in advance for appearance.

16. HOW PROGRESS IS MEASURED

Traffic, membership, social reach, revenue and collectible sales can all matter. They are not sufficient on their own. The Foundry should also measure whether people return, whether educational resources are used, whether tools help users investigate more effectively, whether members participate, whether contributions are useful, whether games are played, whether security issues are addressed and whether the project completes what it says it is building.

A temporary spike in attention can be useful, but it does not prove that an ecosystem is healthy. The more important long-term question is whether The Foundry becomes more useful and more capable as people continue to use and contribute to it.

17. DEVELOPMENT ROADMAP

The Foundry roadmap is organized by development state rather than arbitrary calendar promises. Completed and proven systems are separated from work being built now, the next set of priorities and longer-term directions. This approach allows the roadmap to change when testing, resources or community behavior reveal that priorities should change.

Near-term work includes refining the 100-piece Foundry Dealers collection, completing wallet and launch readiness, improving membership progression, strengthening discovery and research tools, expanding public documentation and creating clearer community contribution workflows. Longer-term directions include scalable achievement assets, deeper reputation, community-built projects, creator collaboration and formal governance only when justified.

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18. RISKS, LIMITATIONS & NO INVESTMENT PROMISE

The Foundry is an actively developing Web3 project. Features may change, fail, be delayed or be removed. Third-party services may become unavailable. Blockchain transactions can fail. Wallets and applications can contain defects. Digital assets can lose value, become illiquid or have no resale market. Regulatory requirements may change.

Nothing in The Foundry, its membership system, XP, achievements, Foundry Dealers collection, future digital assets or other products should be interpreted as a guarantee of profit, appreciation, liquidity, access or future benefits. The Foundry does not promise that an NFT, token, membership or other digital asset will increase in value.

Nothing published by The Foundry constitutes financial, investment, legal or tax advice. Users should conduct their own research, verify transaction details and make their own decisions about whether to interact with any digital asset or Web3 application.

This Whitepaper reflects The Foundry current architecture, development direction and operating philosophy as of September 2026. It may be updated as systems change, testing produces new information, or priorities evolve. Nothing in this document is financial, investment, legal or tax advice, and no statement guarantees future product completion, digital-asset value, liquidity, revenue or financial performance.