

UNITAZ (UNT) WHITEPAPER v1.0

1. Introduction

UNITAZ (UNT) is a decentralized, community-driven asset built on the Base Network. In an ecosystem full of ephemeral projects, UNITAZ champions long-term sustainability through a strict and transparent deflationary model. Our mission is to combine meme culture with a verifiable supply reduction mechanism.

2. Core Philosophy: "The Great Flush"

The project is built on the concept of "The Flush" — the continuous process of removing tokens from circulation to increase scarcity. Unlike many projects that promise future utility, UNITAZ focuses on the mathematical certainty of supply reduction.

3. Tokenomics

Total Supply: 777,777,777,777,777 UNT

Network: Base (L2)

Contract: 0x4340ecc993f897a60ca53fb5622b80ca6cea8b9a

Launch Type: 100% Fair Launch (No pre-sale, no seed capital, no team distribution).

4. Deflationary Mechanism (Burn Strategy)

To ensure a healthy ecosystem, UNITAZ implements a multi-tiered burn strategy:

Daily Routine: 33,333,333,333 UNT is burned every weekday.

Weekend Flush: 333,333,333,333 UNT is burned every weekend.

Community Events: Additional burns are triggered based on social media growth and holder milestones.

Verifiability: All burns are sent to the 0x...dEaD address and verified on-chain via BaseScan.

5. Security and Transparency

Liquidity: The majority of the supply (444 Trillion UNT) is locked through PinkSale to prevent market manipulation and ensure community trust.

Active Management: The project lead (Mr.Di) actively manages the burn protocol and ensures all scheduled events are executed on-chain.

Open Communication: All updates and strategic decisions are published through official X

(Twitter) and Telegram channels to maintain full transparency with the community.

6. Roadmap 2026

Phase 1: Fair Launch on Uniswap and Liquidity Lockup (COMPLETED).

Phase 2: Token Information Update on BaseScan (IN PROGRESS).

Phase 3: Implementation of the Daily Token Reset Protocol.

Phase 4: Community Management and Meme Expansion.