

Here is the official White Paper for UNIQ, fully translated into English and structured for your presentation to the Qubic admins and investors.

UNIQ: Universal Intelligent Qubic

White Paper — Educational & Governance Ecosystem

1. VISION AND OBJECTIVES

UniQ is a "Learn-to-Earn" mobile platform designed to transform community engagement within the Qubic ecosystem.

- * Expertise: Turning passive users into "Power-Users" and qualified ambassadors.
- * Circular Economy: Creating intrinsic value through the UNIQ token, supported by real deflationary mechanisms.
- * Network Simulator: Reproducing Qubic's hierarchy (Quorum 676, Computers, Arbitrators, Miners) to educate through practice.

2. USER JOURNEY AND GRADES

Ascension within UniQ is strictly meritocratic, based on knowledge acquisition.

- * Training Hierarchy: Novice → Pathfinder → Expert → Legend → Master.
- * Educational Tools: Interactive quizzes, flashcards, and practical simulations.
- * Examination System: Accessing higher grades requires a payment in UNIQ. Any failure results in the burning of the committed tokens.
- * Anti-Cheat: Qubic ID integration, dynamic question banks, and strict timers.

3. TOKENOMICS

The UNIQ token is the heart of a closed-loop system designed for scarcity.

- * Total Supply: 20,000,000 UNIQ.
- * The "Golden Split" (Flow Distribution): Every token spent in the app is redistributed according to this ratio:
 - * 50% BURN: Immediate destruction to ensure constant deflation.
 - * 30% REWARDS: Direct compensation for active network participants (Miners & Computers).
 - * 20% TREASURY: Technical maintenance and AI evolution.

4. ROLES AND GOVERNANCE (PHASE 2)

The project shifts to full autonomy once the critical mass of experts is reached.

Selection and Responsibilities:

- * Computers (676 members): Elected from the top-performing "Masters." They must stake a UNIQ collateral. They vote on governance and validate content.
- * Miners (uPoW - User Proof-of-Work): Creators of educational content. They earn UNIQ if their work is validated by the Computers.
- * Arbitrators (50 members): Randomly selected every week from active Computers to ensure impartial justice and resolve disputes.
- * AIGARTH (AI Tutor): Acts as a personal tutor and system guardian during the growth phase.

5. ROADMAP AND SMART TRANSITION

Phase 1: The Forge (Launch)

- * Opening of learning modules and exams.
- * Assisted Governance: The AIGARTH AI fulfills Quorum functions while the first human Masters are being trained.

Phase 2: Critical Competence Threshold (CCT)

- * Target: 6,760 active users.
- * Transition: At this threshold, the system mathematically possesses enough experts (10%) to fill the 676 Computer seats.
- * Handover: The human Quorum takes full control of the network; the AI reverts to a support role.

Phase 3: Ecosystem Expansion

- * Integration of third-party Qubic projects (QMine, QCap, QBay).
- * Launch of the global ambassador program and access to IPOs via the UNIQ token.

Final Note: This document defines UniQ as the essential training and command center to guarantee the long-term stability and growth of the Qubic network.