



district0x

Quarterly Report Q2 2025

July 02nd, 2025

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Mission, Vision, and Values

In our first ever quarterly report we shared our mission, vision, and values statement to serve as a guiding light throughout our growth and development as an organization. We will continue to highlight these at the beginning of every report to keep our ultimate goals fresh in mind.

Our Mission

Decentralize the ownership structures of the world's marketplaces.

Our Vision

Deploy a platform for the creation and operation of communal marketplaces as decentralized entities, build network effects around the platform via a suite of ancillary services and by fostering a third-party developer ecosystem, and leverage these network effects to supplant privately controlled marketplaces with districts that allow for open participation in the governance of markets.

Our Values

1. **Transparency** - Open and honest communication provides each person the opportunity to contribute in the most meaningful way.
2. **Autonomy** - We supply the tools and information to do the job, but trust one another to get that job done.
3. **Inclusion** - We welcome participation from all colors and creeds, across all borders and nationalities. We are empowered by the diversity of our ideas because competition breeds strength.
4. **Decentralization** - We seek the path of broadest consensus, and work to align motivations through incentives, not instigation.

Product

The second quarter of 2025 continued the network's focus on fostering innovation across platforms and expanding the role of AI Agent infrastructure throughout the ecosystem. Major advancements were delivered across all flagship products, with an emphasis on reliability, AI integration, and user-driven expansion.

Meme Factory

Meme Factory's virtual events celebrating Web3 meme culture were a centerpiece in Q2, driving strong engagement from existing and new community members. Key improvements included the deployment of new moderation plugins powered by AI Agents, bringing smarter content curation and rapid reporting to the platform. Work on deeper BASE Chain integration continued, with test deployments validating increased liquidity for meme trading. Meme Factory remains core to district0x's identity.

Streamtide

StreamTide achieved global traction as multi-chain matching pools went live across mainnet, making it possible for creators to fundraise from a wider array of supporters. Enhanced localization features and expanded community bounty programs were released, accelerating international adoption. Security upgrades were prioritized, implementing additional measures to protect donation flows and user data, while the team completed a successful audit of the latest smart contract infrastructure.

This quarter Brady has been learning to "Vibe code" a lot better, to convert AquaPrime more into 'a marketing arm' for StreamTide in order to drum up support for StreamTide as a whole.

This has created a buzz around the game and the ARI NFT collection. We now have a dedicated Discord and Telegram. Telegram is a bit more popular and ARI is now talking on socials and active in Telegram. After experimenting with Eliza and other agent based tools, we have settled on a structure for ARI that includes a Github scraping tool, allowing him to understand districts under the hood, and even helps me build them. ARI also does periodic code reviews of his own code and districts, and suggests changes by opening project files.

We have also started forking the districts, and got Ethlance up and running locally, and StreamTide, and have forked the District Registry to see how things work. We looked into building "turn key" tools to make it easier for a developer to fork our districts and spin them up with a couple commands. Ethlance currently is furthest along locally. We implemented syncs to Github. They allow the community to see, comment and potentially vote on what ARI builds. While maintaining a "human in the middle" system right now to prevent him from going too crazy, we seek to install Claude code to fully automate this flow.

While discord is slower, the AquaPrime Telegram seems to have the most buzz and we now have several volunteer mods contributing art, sharing content, and drumming up excitement about the Alpha game launch coming up at the end of this summer. The ARI NFT payment splitting is finished as well so all ETH from NFT sales will go to the StreamTide grant pool and the platypus reserve in Australia.

Throughout Q3 2025, we would like to continue refining localization features, launching new campaigns to attract diverse creators, and enhancing Twitch integrations to deepen community engagement.

Ethlance

In Q2, our engineers continued to make progress toward Ethlance's official launch. The platform's usability has been significantly improved through rigorous testing and code refactoring.

We have deployed the QA environment and Ethlance is now weeks away from a fully production ready live version in its Official QA environment. Extensive mobile optimization and accessibility upgrades contributed to ongoing testing. A reimagined onboarding experience for both employers and freelancers increased successful job placements substantially. Support for direct wallet-to-wallet payments and reputation tracking via AI moderation agents positioned Ethlance as a decentralized freelancing benchmark for the industry.

Aqua Prime

Aqua Prime's AI-driven gameplay evolved significantly with the release of ARI v2, unlocking faction-based quests and real-time storyline events. The new "Faction Wars" event was embraced by streamers and players, contributing to a notable uptick in NFT minting and in-game economic activity. Twitch and Discord integrations allowed live community voting during matches, deepening player investment. Feedback from the ongoing player council initiative continued to guide monetization and feature priorities.

Further, we updated the project by improving how sensitive information is handled in the frontend, ensuring that API keys and other private data are no longer exposed to the browser. This significantly reduces the risk of misuse by malicious actors, protecting both our infrastructure and users.

Next, we improved the onboarding and authentication process. Originally, users were required to connect a wallet just to explore the platform, which created unnecessary friction. Now, users don't need a wallet to start playing around with the website, but basic authentication (like email login) is enough. Wallet connection is only required when really needed, such as when minting the first ARI, and the wallet will be automatically attached to your user account.

We also reworked the authentication mechanism to make it more secure. Instead of relying on pseudo-random credentials, rebuilding this part from scratch with better security practices.

Another key area of work was simplifying and strengthening the ARI (NFT) minting process. Previously, two transactions were needed to mint an ARI and set its metadata. Now, by using signatures we allow users to mint ARIs in a single transaction. The server first validates the metadata, signs it, and then the client submits the minting transaction using this signature. This ensures that all minted ARIs meet our validation standards and prevents users from minting tokens with unauthorized or manipulated properties. Along the way, we also fixed and improved various other issues encountered.

Insert Coin

Insert Coin cemented its role at the intersection of competitive gaming and on-chain rewards this quarter. New tournament formats and automated bracket generation

(managed by AI-powered administrators) streamlined participation for the rapidly expanding pool of players. Points systems were fine-tuned to reward both match performance and community support activity. The platform remained fully stable throughout several high-visibility events, validating recent backend upgrades and Agentic moderation.

Additionally, we updated GitHub repo to reflect the development and merge latest branches: the UI has been redesigned, admin panel is functional (no longer making multiple api calls), we updated supabase (now tracks all participants, winners, payouts, match history) and wrapped up the Tournament frontend (added privy login, upcoming tournament / match section, countdown until match starts, current matching pool amount, donated amount, winners section, and shows a list of currently joined players before match starts).

Overall the 1v1 frontend is more polished. The integration is already complete from discord to frontend and the user experience is intact but the look needs to be upgraded. Next, we are going to look into creator.bid, and spend some time on updating the look of wager frontend.

We are now testing how users will interact with the discord bot to set up matches, and are actively promoting trivia games to onboard new users from other discords that have approved use of the bot.

Marketing

Q2 marketing efforts doubled down on storytelling at the AI x Web3 intersection, with a series of campaigns highlighting unique agentic functionalities across district0x products. The launch of curated educational content, including webinars on “Building with Agentic Infrastructure,” brought in a new wave of developers and creators.

Major emphasis was placed on fostering open collaboration with partner protocols and DAOs. District0x led cross-promotional campaigns in the Web3 social sphere, expanding reach for StreamTide and Aqua Prime. Thanks to these efforts, platform growth metrics surpassed quarterly objectives, reflecting stronger brand recognition and deeper community bonds.

The “Agentic Economy” narrative gained further traction as district0x’s business development leveraged AI Agents for streamlined support, business intelligence, and user onboarding—delivering scalable, human-in-the-loop marketing and community engagement.

Thank you for joining us on this journey!

Financials

Balance Sheet & Income Statement

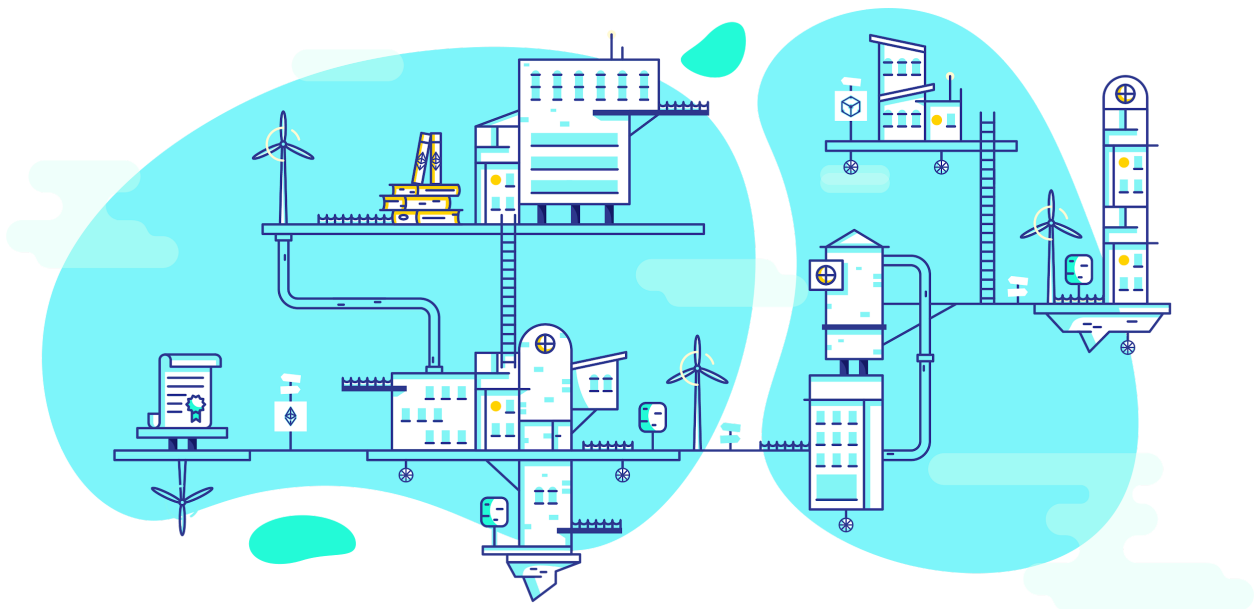
Assets								
CURRENT ASSETS*		Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025
BTC		\$5,076,456	\$8,400,740	\$7,466,225	\$7,463,840	\$11,192,242	\$9,822,367	\$10,700,000
ETH		\$8,830,416	\$13,922,520	\$13,314,852	\$9,422,700	\$13,037,940	\$7,053,564	\$4,561,158
DNT		\$5,544,000	\$15,354,000	\$7,884,000	\$6,552,000	\$8,208,000	\$4,752,000	\$4,734,000
GRT		\$12,600,000	\$25,893,333	\$12,492,000	\$9,546,000	\$12,474,000	\$5,358,000	\$6,340,300
KEEP		\$104,313	\$205,830	\$92,365	\$94,399	\$0	\$0	\$0
Stable Coin		\$4,464,471	\$4,464,471	\$4,464,471	\$4,464,471	\$0	\$0	\$0
Prepaid Expenses		\$0	\$0	\$0	\$0	\$0	\$0	\$0
TOTAL CURRENT ASSETS		\$36,619,656	\$68,240,894	\$45,713,912	\$37,543,409	\$44,912,182	\$26,985,931	\$26,335,458
LIABILITIES								
CURRENT LIABILITIES		Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025
Short-Term Debt		\$0	\$0	\$0	\$0	\$0	\$0	\$0
TOTAL CURRENT LIABILITIES		\$0	\$0	\$0	\$0	\$0	\$0	\$0
INCOME		Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025
Revenues		\$0	\$0	\$0	\$0	\$0	\$0	\$0
Cost of Goods Sold		\$0	\$0	\$0	\$0	\$0	\$0	\$0
GROSS PROFIT		\$0	\$0	\$0	\$0	\$0	\$0	\$0
EXPENSES		Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025
Contractor Wage		\$308,400	\$308,400	\$308,400	\$308,400	\$308,400	\$280,900	\$280,900
Technology and Development		\$4,696	\$10,129	\$16,203	\$16,829	\$15,200	\$12,100	\$46,077
Marketing and Sales		\$3,000	\$0	\$0	\$0	\$0	\$0	\$0
General and Administrative		\$11,524	\$26,403	\$20,262	\$14,678	\$8,388	\$11,514	\$9,091
Other		\$0	\$0	\$0	\$0	\$0	\$0	\$0
TOTAL EXPENSES		\$327,620	\$344,932	\$344,865	\$339,907	\$331,988	\$304,514	\$336,068
OPERATING PROFIT		-\$327,620	-\$344,932	-\$344,865	-\$339,907	-\$331,988	-\$304,514	-\$336,068

Summary

Anticipating ongoing progress in Q3 and Q4 2025, our efforts will continue to build on the momentum of our achievements from the first two quarters. We aim to further harness innovative features and strategies that resonate with our community's needs and market trends, ensuring sustained growth and engagement. We encourage everyone to stay connected through our platforms, participate in our discussions and watch as we unfold new phases of interactive and immersive experiences. We remain optimistic in the future of blockchain and will continue to build towards it.

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Learn More

For more information about the district0x network,

- Head to our [Onboarding Terminal](#) for all links at a glance
- Check out our [Education Portal](#) for all things #web3
- Join the official [Discord server](#) or [Telegram](#) channel
- Watch our [YouTube intro video](#) and [live stream](#) on Twitch.tv
- Subscribe to [email updates](#) or to our [Subreddit](#) forum
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