

To make this information digestible for a third party (like an investor, partner, or community leader), I have reorganized the strategy into a **Founder's Executive Summary**.

This layout moves from the "**Protection**" (Safety) to the "**Engine**" (Growth) and ends with the "**Timeline**" (Execution).

BDAG Executive Summary: Economic Stability Blueprint

Project Goal: To prevent "Liquidity Drain" and "Token Inflation" through a self-sustaining Circular Economy.

Part 1: The Safety Measures (Liquidity & Supply)

Before growth can happen, the floor must be secured. We have implemented "Hard Locks" to prevent early dumping.

- **Initial Liquidity:** \$32M pool, locked for a minimum of **2 years**.
- **Bonus Token Lockup:** 30B tokens are under a **1-year cliff** (zero movement), followed by a 12-month gradual release.
- **Investor Vesting:** Only 10% of sold tokens are available at launch; the remaining 90% are released slowly over 9 months.

Part 2: The "Circular Economy" Engines

We use three distinct groups to create a balance between *selling* and *burning*.

1. The Miner Strategy (Hold for Power)

Miners (X30/X100) are incentivized to keep tokens off the market.

- **The Choice:** Miners can sell to pay bills, but they lose their "Multiplier."
- **The Reward:** By holding **>75%** of their earnings, miners unlock a **1.5x to 1.75x Reward Multiplier**.
- **Result:** Most miners will only sell the bare minimum, significantly reducing sell pressure.

2. The "Sink" (\$10 Hybrid Raffle)

This is our primary tool for destroying tokens (Burning) and generating cash.

- **Cost:** \$10 per ticket (\$7.50 USD + \$2.50 in BDAG tokens).
- **The Burn:** 8% of every ticket is permanently destroyed.
- **The Defense:** 12% of every ticket goes to a "Price Defense" fund to buy back tokens if the price dips.

3. Engagement (The X1 App)

With 3 million free users, we prevent "bot-dumping" through tiered access.

- **Standard Users:** Must buy 2 Raffle Tickets to unlock withdrawals.
- **Immediate Utility:** Users can spend their daily earnings on Raffle tickets immediately, turning "free" tokens into "burned" tokens on Day 1.



Part 3: 90-Day Execution Roadmap

This roadmap ensures the ecosystem is stable before the largest supply of tokens hits the market.

Phase	Focus	Key Milestone
Phase 1 (Days 1-30)	Defense	Raffle goes live; Premium Subscriptions (\$10/mo) begin building cash reserves.
Phase 2 (Days 31-60)	Utility	"ASIC Command Center" app launches; first Buy-Back & Burn using revenue.
Phase 3 (Days 61-90)	Scaling	Tier-2 Exchange listings; Partner Raffles launch; Quarterly Burn Event.



Why This Model Wins

1. **Low Sell Pressure:** Miners are incentivized to be "Diamond Hands" for the 1.75x boost.
2. **High Burn Rate:** Millions of tokens are destroyed daily via the Raffle.
3. **Cash-Backed:** The project generates **real USD revenue** (from Premium and Raffles) to

defend the token price on exchanges.

Next Step for You:

Would you like me to create a "Financial Cheat Sheet" that shows the projected USD revenue based on 10% or 20% of your users participating in the Raffle?