OFFICIAL WHITE PAPER / VERSION 1.1

DEMON

$DMN

THE LORECOIN WHITE PAPER

THE GATES ARE OPEN. THE STORY IS GROWING.

An original dark-fantasy universe built through art, evolving chapters, community characters and on-chain history.

SEPTEMBER 9, 2026 / CURRENT DISCLOSURE

332,666,668 DMN locked through Jupiter.
Two active disclosed wallets: Creator ≈8.3M DMN; DMN Kat ≈8.2M DMN.

SOLANA MINT

9Gij3ztAdrkSRT47unHGSnxxr73H33tCqC51VJq7pump

Ty Riley / DMN HQ
dmnhq.org

This paper applies only to the mint above. Version 1.1 supersedes the current-status statements in v1.0; historical records remain dated.

READER NOTE

Read This First

DEMON is a creator-led dark-fantasy project and Solana community token. This white paper explains its creative direction, participation model, supply and transparency practices. It does not promise price performance, yield, income or investment returns.

“LoreCoin” is DMN’s own branding term for a token associated with an evolving fictional world. It is not a Solana technical standard or a statement of legal classification.

BASIS OF THIS REVISION

Current wallet balances and the combined Jupiter lock total are supplied by the creator as of September 9, 2026. The 8.3M and 8.2M balances are rounded; derived totals are therefore approximate. This revision is not an independent live wallet audit. Public transaction and escrow records govern actual balances and release terms.

Contents

01 Executive summary & identity · page 3

02 Token identity & supply · page 4

03 Wallets, Jupiter locks & burns · page 5

04 The world & its characters · page 6

05 Community participation & recognition · page 7

06 Leadership & market boundaries · page 8

07 Roadmap & current development · page 9

08 Risk & user safety · page 10

09 Disclosures & revision history · page 11

10 Sources & verification links · page 12

Reading project status

Established / reported complete: project work or token actions recorded in the supplied materials. **In development:** work being built or tested. **Planned / vision:** future work whose scope, budget or delivery is not final.

Token trading, fictional canon and participation programs are separate systems. A story event does not execute a blockchain transaction, and owning DMN does not automatically grant ownership of characters, project assets or business rights.

01 / EXECUTIVE SUMMARY & IDENTITY

A Token Built to Become a World

DEMON ($DMN) was created by Ty Riley, an Arizona artist, writer and tattoo artist, and launched on Solana through Pump.fun on August 5, 2026. Ty has attached her name and creative work to the project. [P1]

DMN grew out of the creator’s experience with scams and rug pulls and a desire to build something she could continue developing through art and storytelling. The project centers on original characters, kingdoms, factions, cursed artifacts and a community that can contribute ideas and characters to its growing canon.

The LoreCoin model

- **Original creative work:** manga-influenced storytelling, character art, locations and an evolving lore reference.
- **Community contributions:** original character submissions can be selected for official canon; final creative decisions remain with DMN HQ.
- **On-chain history:** disclosed burns and locks can inspire fictional events, while their real token effects are separately documented.
- **Playable experiences:** early browser/mobile game work brings parts of the Realm into interactive form. Game availability does not establish token rewards or on-chain gameplay.
- **Longer-term expansion:** a book series, collectibles, merchandise, animation and larger games remain part of the creative direction, with stages explained in the roadmap.

What has changed since launch

The project has progressed beyond its original launch-day outline: the disclosed Jupiter lock total is now 332,666,668 DMN, the burn record is 666,666 DMN, and only two active creator-associated wallets are listed. Community characters have entered development and canon, Rook has been introduced as a main character, and game projects are being built and tested. [P1-P4]

CREATIVE DIRECTION

Creator-led. Community-influenced. Original dark fantasy.
Market outcomes remain outside any project guarantee.

02 / TOKEN IDENTITY & SUPPLY

The Token and the Numbers

Field	Project record
Name / ticker / network	Demon / $DMN / Solana
Launch	August 5, 2026, through Pump.fun
Canonical mint	9Gij3ztAdrkSRT47unHGSnxxr73H33tCqC51VJq7pump
Original supply	1,000,000,000 DMN
Permanently burned	666,666 DMN
Post-burn supply	999,333,334 DMN
Combined Jupiter locks	332,666,668 DMN
Supply outside those locks	666,666,666 DMN

Supply reconciliation uses the launch supply, existing burn disclosure and latest creator-reported aggregate lock balance. [P1, P2]

EXACT RECONCILIATION

1,000,000,000 − 666,666 = 999,333,334 DMN after the burn.
999,333,334 − 332,666,668 = 666,666,666 DMN outside the disclosed locks.

“Outside the disclosed locks” includes the Creator and DMN Kat liquid balances. It is not automatically an independently verified circulating-supply figure: market-data providers may classify holdings differently. Locks change accessibility; burns reduce token supply.

Platform and market status

The mint identifies the token; its name and ticker can be copied. Use the complete address when consulting Solscan, Pump.fun or Jupiter. Solana documentation describes mint accounts as the record for token identity and properties. [1]

Pump.fun’s bonding-curve and graduation mechanics are controlled by that platform and market activity. This paper does not assert DMN’s current curve progress or guarantee graduation, liquidity, price, listing or venue availability. [2]

No new private-sale allocation, transfer tax, emissions schedule, staking product or revenue-sharing program is established by this revision. Price, market capitalization, volume and holder count are intentionally excluded from this dated paper.

03 / WALLETS, LOCKS & BURNS

Wallets, Locks and Burns

Position	DMN	% of original 1B
Creator / The First Summoner	≈8,300,000	≈0.83%
DMN Kat	≈8,200,000	≈0.82%
Liquid wallet subtotal	≈16,500,000	≈1.65%
Jupiter locked total	332,666,668	33.2666668%
Total creator-associated	≈349,166,668	≈34.92%

Combined creator-associated holdings are approximately 34.94% of post-burn supply. Both liquid wallets and locked holdings remain counted together for concentration disclosure. The rounded balances do not support an exact combined live balance. [P1, P2]

Creator / The First Summoner

7EgAZpydX7YRYqQiGFQFgv4JiH35aT3cwEZbV8NKFxTq

Primary creator and operations wallet. Supports disclosed project activity, locks, supply events and other creator-authorized transactions. Current reported balance: approximately 8.3M DMN.

DMN Kat

Gbpgy5JW3ZmXi3HXvDXEKB8X4DYhhUbjPiwrD32nq4dM

Creator-associated personal market-purchase wallet organized around creative development and production. It is not an independent community holder. Current reported balance: approximately 8.2M DMN. Wallet purposes are intentions, not spending restrictions.

Jupiter Lock / 332,666,668 DMN total

This aggregate includes the previously disclosed 100,000,000 DMN plus 232,666,668 DMN subsequently reported locked. Do not add the earlier 100M again. The original 50M record in v1.0 described one historical lock, not today’s combined balance.

Each escrow has its own recipient, release schedule and permissions. No single unlock date or cancellation setting is asserted here for the entire aggregate. The current update supplies a total, not a complete refreshed escrow-by-escrow inventory. Consult the individual public lock records before relying on an unlock date. Jupiter’s documentation describes its cliff and vesting tool. [3]

Burn record / 666,666 DMN

The existing disclosure records 666,666 DMN permanently burned. These tokens are excluded from both liquid and locked balances. View the disclosed burn transaction. [P2] No recurring burn amount or schedule is promised.

04 / THE WORLD

Between Monsters and Saviors

Book One is **BETWEEN MONSTERS AND SAVIORS**, a manga-influenced dark-fantasy story. Chapter I is announced for September 19, 2026. Monthly chapters are the intended publishing cadence; the chapter is still upcoming at this revision's cutoff. [P1]

The opening bargain

A struggling married couple encounters an opportunity to change their lives through a bargain with the Devil. Their wishes bring power, an army and a new existence, while the husband's third wish costs him his skin. He becomes the First Summoner; his wife becomes the First Guardian. "First Summoner" replaces the older public title "Overlord."

Rook: a character readers can grow with

Rook is a 17-year-old human thief from the undercity of Threnovar, introduced as a main character alongside the wider conflict. His true name was sold at birth. A homemade rook mask gives him an identity in a world where strangers struggle to remember him. His story explores the cost of being seen and the desire to become someone. [P3]

His namelessness creates unusual openings around curses and relics, but he relies on improvisation rather than superior combat skill. This public overview leaves later plot revelations and unresolved development choices to the story.

An expanding cast and geography

Character or place	Role in the developing world
Hildvalda Valkrym / Eitrmýr	The Mirror Marshal commands the Demon Hunters. Eitrmýr is their fortress home amid poisonous swamps. Eldvarr, the Red Oath Dragon, answers only to her.
Prince Vaelor / Aetheron	The exiled heir pursues his fallen kingdom's stolen crown and carries Nightbane. Crownfire's power comes with a growing inner darkness. Original concept: @theonlysmard.
Valkrym / Garden of Rust and Embers	The returning Viking warrior is tied to a haunted graveyard of tar pools, charred earth, embers and poisonous growth.
Reignbow / Demon Kat	A treasure-seeking demon cat with her own agenda; part of the growing character ensemble.

Guillotine Bay, Vantheir, the Lost Girls, Khaos and Aldric Vane also form part of the developing Realm. The lore bible governs story continuity; this white paper is a project overview, not a complete plot synopsis. [P1, P3]

05 / COMMUNITY PARTICIPATION

Help Shape the Lore

Community character participation has moved beyond the launch paper's future-only concept. Fans can share original characters and backstories for consideration, and selected contributions can become permanent additions to official DMN canon. Selection is editorial, not automatic. [P1, P3]

The current submission route

- Create an original character with a name, personality, origin, abilities and a story that can fit the Demonverse.
- Post the character and backstory on X, tag **@dmn_hq** and use **#Demonverse**.
- DMN HQ may work with selected creators to adapt their concepts for continuity and credit them in the official introduction.

CURRENT ELIGIBILITY MODEL

The earlier fixed token-balance and holding-duration thresholds are not the general requirement for character consideration. Wallet size does not automatically set a character's power or guarantee a place in canon. A separately announced contest may have its own entry requirements and prizes; those apply to that event only.

Selection, credit and usage

Submissions should be original and respect other creators' work. Before broader use of a selected contribution, DMN HQ and the contributor should establish attribution and permission terms covering adaptations, publication and any commercial uses. This white paper is not a rights-transfer agreement, and submitting a post alone is not described here as transferring all rights.

Bounties and long-term recognition

Demonic Bounties remain a developing concept for creative challenges, riddles, quests and story participation. Each activated event needs its own duration, eligibility, judging and reward terms. A draft campaign is not treated as a live contest merely because it appears in planning materials.

Earlier balance-based rankings, Elite Guardian recognition and one-year reward ideas remain unactivated concepts unless separately announced with final rules. They are not prerequisites for the current general character-submission route. No care package, financial reward, yield or permanent rank is guaranteed by this paper.

Any future one-year recognition for launch-day holders cannot precede August 5, 2027. Measurement dates, continuity rules and actual benefits would need to be stated before that program begins. Narrative ranks do not grant business ownership or treasury control.

06 / LEADERSHIP & MARKET BOUNDARIES

Who Controls What

DMN is creator-led and community-influenced. It is not represented as a decentralized autonomous organization. Ty Riley / DMN HQ directs the creative and operational work; independent holders make their own market decisions.

Ty Riley / DMN HQ

- Directs the project team, brand, official communications, roadmap priorities and final story canon.
- Chooses which characters and community concepts enter official continuity, while addressing contributor credit and permissions.
- Chooses which listing, profile, verification and partnership applications to submit. Acceptance is the outside platform’s decision.
- May organize burns, locks and creative events only within the authority and terms of the relevant wallets, escrows and announced programs.

The community

- Can influence creative direction through submissions, feedback, discussion and any announced polls or events.
- Controls DMN in independently owned wallets. DMN HQ does not control whether independent holders buy, sell, hold or transfer.
- Receives no automatic corporate vote, profit share, revenue right, project-asset claim or managerial authority merely by holding the token.

Public disclosure commitments

The two active disclosed wallets are creator-associated and must be counted together when discussing concentration. Locked creator-associated balances are disclosed alongside them, not presented as independent public holdings. Wallet purposes may evolve and balances may change through operations, purchases, sales, transfers, locks, unlocks or burns.

Material changes should be reflected in the Creator Ledger and later white-paper snapshots. Platform badges, listings, market rankings and continued support are third-party outcomes, not deliverables DMN HQ can guarantee.

FICTION AND REAL-WORLD AUTHORITY

A character title, army, crown, rank or fictional bounty does not create ownership of a real wallet or authority to spend project assets. Token ownership does not determine control of DMN’s canon.

07 / ROADMAP & CURRENT DEVELOPMENT

Build the Realm in Stages

The roadmap now reflects work beyond launch. Status below is based on the creator's updates and project development records as of September 9, 2026. Dates are targets; later announcements should record material changes. [P1, P4]

Workstream	Current status	Next direction
Token & transparency	REPORTED COMPLETE	Solana launch; 666,666 DMN burned; 332,666,668 DMN locked in total; two-wallet disclosure. Maintain dated records and publish escrow-level evidence.
Lore & characters	ACTIVE DEVELOPMENT	Original character art and worldbuilding; community character additions; Rook as a main character; continued lore-bible maintenance.
Book One	ANNOUNCED	BETWEEN MONSTERS AND SAVIORS. Chapter I target: September 19, 2026. Develop the series and intended monthly chapters.
DMN: Guillotine Run	EARLY PLAYABLE RELEASE	Browser/mobile runner built and shared for testing, with scoring and social-sharing work. Continue gameplay and mobile refinement.
DMN: Born for Trouble	PLAYABLE BUILD / IN DEVELOPMENT	Rook-led adventure in development, including movement, guidance, interactions and phone layout. Continue testing and refinement.
Bounties & recognition	PLANNED / CONCEPT	Publish event-specific terms before activation. No general automated rank or reward system is asserted.
Merchandise & collectibles	PLANNED	Develop original designs, suppliers, permissions, fulfillment and commercial terms. No fixed storefront launch is promised.
Animation & larger games	LONG-TERM VISION	Expand original storytelling as resources allow. Early playable games do not mean the larger game or animation vision is complete.

The earlier month-based store and rank targets are replaced by this status-based roadmap. No animation studio agreement, funded production budget, token payout system, staking feature or guaranteed play-to-earn return is established here. Follow official channels for current access links rather than assuming every development build is a final release.

08 / RISK & USER SAFETY

Transparency Does Not Remove Risk

DMN is a speculative crypto asset associated with an early-stage creative project. A public creator, locked tokens and published documents do not guarantee price, liquidity or successful delivery. Holders can lose all funds used to acquire tokens.

Material risks

- **Market and liquidity:** volatility, slippage, illiquidity and loss of value can occur. Supply calculations do not forecast market performance.
- **Concentration and unlocks:** approximately 349.17M DMN remains creator-associated under this snapshot, including 332,666,668 locked. Lock terms govern when escrows become claimable; future transfers or sales can affect the market.
- **Platform and contract dependency:** Solana, Pump.fun, Jupiter, wallets, indexers and hosting services can change, fail or encounter vulnerabilities. An audit does not eliminate all risk.
- **Custody:** lost keys, malicious approvals, phishing and compromised devices can cause irreversible loss. Lock recipients must retain access to their wallets.
- **Execution:** books, games, animation, merchandise and community programs require creative work, funding, testing and, where relevant, suppliers or permissions. Some plans may change or never ship.
- **Legal and tax:** obligations depend on the facts and relevant jurisdiction. This document does not determine DMN’s legal classification or anyone’s tax treatment.

Verification habits

- Match the full Solana mint before interacting with the token.
- Use official channels to find links, then check the actual destination domain and address.
- Check the individual escrow or transaction when assessing a lock, burn or claim. A total balance alone does not establish all release terms.
- Never disclose a seed phrase or private key for a rank, bounty, submission, claim or support request.

NO SAFETY GUARANTEE

The Jupiter token locks are not a statement that all liquidity is locked or that the project is “100% rug proof.” Token escrow, liquidity, wallet security and project execution are different matters.

09 / DISCLOSURES & REVISION HISTORY

A Dated Record, Not a Fixed Promise

This paper is informational, not investment, legal, accounting or tax advice. It does not promise appreciation, income, yield, a market capitalization, graduation, listing, liquidity or completion of every roadmap item.

Holding DMN is not described here as corporate equity, debt, a dividend, revenue sharing or a claim on the assets of Ty Riley or DMN HQ. Character participation, games, collectibles and recognition have their own purposes and any separately published terms.

The SEC staff's February 27, 2025 meme-coin statement is non-binding and does not classify DMN. Its analysis depends on specific facts and economic realities. The separate April 10, 2025 staff disclosure statement concerns securities-related crypto filings; referencing it does not mean DMN has filed or received regulatory approval. [4, 5]

Change-control standard

- Date and version public revisions. Keep historical records distinguishable from current snapshots.
- Update wallet balances, burns and aggregate locks consistently across the white paper, Creator Ledger and public summaries.
- For lock evidence, identify each escrow, amount, recipient, release terms and permissions. Do not apply one historic lock's schedule to the aggregate.
- Publish actual program rules before launching a contest, bounty, rank or reward. Distinguish announced plans from available features.
- Use on-chain state for token facts and official platform documentation for platform mechanics when static copy becomes outdated.

Version log

v1.0 / August 6, 2026. Initial launch-stage paper. Recorded a 139.98M pre-lock creator-wallet snapshot and one 50M Jupiter lock, with future participation, store and media concepts. Those amounts are historical, not the current holdings inventory.

v1.1 / September 9, 2026. Replaces the old holdings snapshot with two active wallets: Creator ≈8.3M and DMN Kat ≈8.2M; records the combined 332,666,668 Jupiter lock total and 666,666 burn; reconciles remaining unlocked supply and creator concentration. Updates the First Summoner title, creator pronouns, community character route, Rook, Chapter I target, playable game work and roadmap status. Removes the retired third wallet from the active disclosure.

Evidence boundary: this revision relies on current creator statements, supplied documents and prior project records. It does not claim a fresh independent audit of every wallet or escrow, and it does not republish private plot twists from author-reference materials.

10 / SOURCES & VERIFICATION

Official Links and Evidence

Project records used

[P1] Ty Riley / DMN HQ updates through September 9, 2026: current wallet balances, aggregate Jupiter locks, character participation, official character captions and Chapter I announcement.

[P2] DMN Creator Holdings & Wallet Disclosure, updated September 9, 2026: two wallet addresses, their roles, combined holdings and the existing 666,666 DMN burn transaction.

[P3] DMN Rook Bible v2 and DMN Manga Story Overview supplied by the creator: public character identities and setting only. Private author notes and unresolved plot choices are not adopted as public commitments.

[P4] DMN game development records from September 5-9, 2026: Guillotine Run release/testing and Born for Trouble playable development. These records establish development progress, not a completed commercial game or token reward program.

Primary background sources

[1] Solana token documentation
Mint and token concepts.

[2] Pump.fun bonding curve
Platform lifecycle background; not DMN’s live graduation status.

[3] Jupiter Lock overview
Cliff/vesting tool, public program and documentation.

[4] SEC staff statement on meme coins
February 27, 2025; non-binding staff statement.

[5] SEC staff statement on crypto disclosures
April 10, 2025; securities-related disclosure observations.

Official project and verification destinations

Website: dmnhq.org

X: @dmn_hq

Telegram community: t.me/dmn_hq

DMN on Pump.fun

DMN mint on Solscan

DMN token page on Jupiter

Jupiter Lock

Source note: platform and SEC background pages were consulted for this revision. Public destination links are provided for navigation and verification; their inclusion is not an endorsement, listing guarantee or proof that all current chain balances were independently checked.