GTA CREATOR ASSET MARKETPLACE / BASE MAINNET (8453) / WHITEPAPER 2.0

# AUDACITY

# OWN THE STREETS.
# MONETIZE ASSETS.

The native $AUDC currency for 3D GTA creators and server operators.

Automated creator royalties on every primary and secondary sale.

Direct GTA API for real-time license verification on Base Mainnet.

## VERIFIED ON-CHAIN ECONOMIC ARCHITECTURE (BASE MAINNET)

**192.026B**
FIXED $AUDC SUPPLY

**3 + 10 + 17**
30-DAY PRESALE (82% / 18% LP)

**2% / DAY**
50-DAY LINEAR VESTING

## LIVE & IMMUTABLE ON BASE MAINNET (CHAIN ID: 8453)

AudacityPresale Vault: 0x74c5781f13964384E349BFDa2AC778428dC90f65

AudacityToken ($AUDC): 0xAa0c25d24621ff04E4b263B85bAC5C2081FB36AF

Fixed Treasury & 18% LP Reserve: 0x40fA51489684fB0a98f0771C07B3a4E864C40a5B

# ARCHITECTURE & CONTENTS

This whitepaper documents the immutable Base Mainnet smart contracts, the 82% presale / 18% DEX liquidity reserve tokenomics, the 30-day ascending presale calendar (3d / 10d / 17d), the 50-day linear vesting schedule, and the GTA Creator Asset Marketplace & Direct GTA API.

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# 1. Executive thesis

Open-world gaming communities—led by the global ecosystem surrounding the Grand Theft Auto franchise—depend on independent 3D vehicle modelers, texture artists, audio engineers, environment designers, and server script developers. Despite generating billions of hours of player engagement across custom multiplayer servers, creators historically rely on fragmented, off-chain storefronts that offer no cryptographic provenance, no automated revenue sharing for multi-artist teams, and zero secondary-market royalties when custom assets change hands.

**AUDACITY ($AUDC)** establishes a dedicated on-chain commerce and licensing rail on **Base Mainnet (Ethereum L2)** built specifically for the **GTA Creator Asset Marketplace** and the **Direct GTA API**.

Through AUDACITY, creators register custom 3D vehicles, widebody aero kits, 4K PBR weapon finishes, character apparel, custom map districts, audio stems, and server scripts priced natively in **$AUDC**. Every primary purchase and secondary peer-to-peer trade executes on Base Mainnet with automated smart-contract royalty routing to the original creator's wallet. Partner GTA servers and community launchers connect to the **Direct GTA API** to verify a wallet's **$AUDC** asset license in real time and unlock the corresponding package in-game.

AUDACITY is an independent creator-economy protocol and digital asset marketplace; it is not affiliated with, endorsed by, or sponsored by Rockstar Games or Take-Two Interactive.

# 2. Deployed Base Mainnet architecture

The protocol is governed by two immutable smart contracts deployed at block **57,246,206** on Base Mainnet:

| Component | Base Mainnet Address / Value |
|---|---|
| Network & Chain ID | Base Mainnet (**chainId: 8453**) |
| **AudacityPresale** Vault Contract | **0x74c5781f13964384E349BFDa2AC778428dC90f65** |
| **AudacityToken** (**$AUDC** ERC-20) | **0xAa0c25d24621ff04E4b263B85bAC5C2081FB36AF** |
| Payment Asset (Circle USDC) | **0x833589fCD6eDb6E08f4c7C32D4f71b54bdA02913** |
| Owner / Authority Wallet | **0x49Ab31F2D922Ca4e50f63c60f32b2cae812aF568** |
| Fixed Treasury & LP Reserve Wallet | **0x40fA51489684fB0a98f0771C07B3a4E864C40a5B** |
| Canonical Token Metadata URI | **https://audacitycoin.store/token.json** |
| Contract Configuration Lock | **isImmutable() == true** (Permanently locked) |

During contract initialization (**tx: 0x7d210f7638c73f0d22c258b75d0ca3160f54f3ad2548e14753fc229aa9c7b2b4**), **AudacityPresale** deployed **AudacityToken** via deterministic **CREATE2** (**salt = bytes32(uint256(1))**), minted the entire fixed supply of **192,026,000,000 AUDC** (**6** decimals), transferred the **18%** DEX liquidity reserve (**34,564,680,000 AUDC**) to the fixed treasury (**0x40fA51489684fB0a98f0771C07B3a4E864C40a5B**), and retained the **82%** presale allocation (**157,461,320,000 AUDC**) inside the presale vault. Immediately afterward, **makeImmutable()** (**tx: 0xbbcbf716c2e175ee6512c13821e36f2c75bf4e1e5e16fb0e8aa8b7538441a3fa**) permanently sealed the contract parameters.

**AudacityToken** is a pure, non-upgradeable ERC-20 contract with no secondary **mint**, **burn**, **pause**, **blacklist**, or transfer-tax functions.

# 3. Approved token economics & 82% / 18% split

The total supply of **$AUDC** is strictly fixed at **192,026,000,000 AUDC**. To guarantee deep on-chain liquidity immediately upon market launch while offering the overwhelming majority of supply to presale participants, every phase is split **82%** to the public presale vault and **18%** to the **AUDC/USDC** DEX liquidity reserve:

| Parameter | Verified On-Chain Specification |
|---|---|
| Token Name / Symbol / Decimals | AUDACITY / **AUDC** / **6** decimals |
| Fixed Total Supply | **192,026,000,000 AUDC** (100%) |
| Public Presale Allocation (82%) | **157,461,320,000 AUDC** across 3 ascending rounds |
| DEX Liquidity Reserve (18%) | **34,564,680,000 AUDC** held in Fixed Treasury |
| Shared Pricing Lot Unit | **177,513 AUDC** per lot |
| Round 1 (Early Entry · 3 Days) | **1,661,320,000 AUDC** (**0.86515368%**) at **0.50 USDC** / lot |
| Round 2 (Expansion · 10 Days) | **73,800,000,000 AUDC** (**38.43229563%**) at **0.85 USDC** / lot |
| Round 3 (Final Access · 17 Days) | **82,000,000,000 AUDC** (**42.70255069%**) at **1.00 USDC** / lot |
| Cumulative Wallet Cap | **750,000,000 AUDC** maximum per wallet across all rounds |
| Buyer Vesting Schedule | **2%** per completed day over **50 days** after sale close |
| Unsold Presale Inventory Lock | Locked on-chain for **13 calendar years** after sale close |

Prices are denominated per lot of **177,513 AUDC**, and buyers may purchase any fractional amount down to **0.000001 AUDC** (1 base unit). One canonical Circle **USDC** acquires:

- **Round 1 (0.50 USDC / lot, Days 1–3): 355,026 AUDC** per **1 USDC** - **Round 2 (0.85 USDC / lot, Days 4–13): 208,838.823529 AUDC** per **1 USDC** - **Round 3 (1.00 USDC / lot, Days 14–30): 177,513 AUDC** per **1 USDC**

Across the gross phase structure (**2,026,000,000 AUDC** gross Phase 1, **90,000,000,000 AUDC** gross Phase 2, and **100,000,000,000 AUDC** gross Phase 3), the pricing equation satisfies:

**(2,026,000,000 x 0.50 + 90,000,000,000 x 0.85 + 100,000,000,000 x 1.00) / 177,513 = 1,000,000 USDC**

With **82%** of each phase offered in the presale and **18%** reserved for the **AUDC/USDC** liquidity pool, full subscription of the **157,461,320,000 AUDC** presale pool equals exactly **820,000 USDC** (**4,679.431929 USDC** in Round 1, **353,382.569164 USDC** in Round 2, and **461,937.998907 USDC** in Round 3). The smart contract computes payment in micro-USDC using ceiling division (**ceilDiv**) so vault accounting is never under-collateralized.

# 4. Allocation, liquidity reserve & circulation

**82% PUBLIC PRESALE (157,461,320,000 AUDC) + 18% DEX LIQUIDITY RESERVE (34,564,680,000 AUDC)**



**ROUND 1 (3d)**
1,661,320,000 AUDC
0.87% of supply

**ROUND 2 (10d)**
73,800,000,000 AUDC
38.43% of supply

**ROUND 3 (17d)**
82,000,000,000 AUDC
42.70% of supply

**DEX LP (18%)**
34,564,680,000 AUDC
18.00% of supply

The **192,026,000,000 AUDC** supply is accounted for on-chain with zero hidden team or advisory mints:

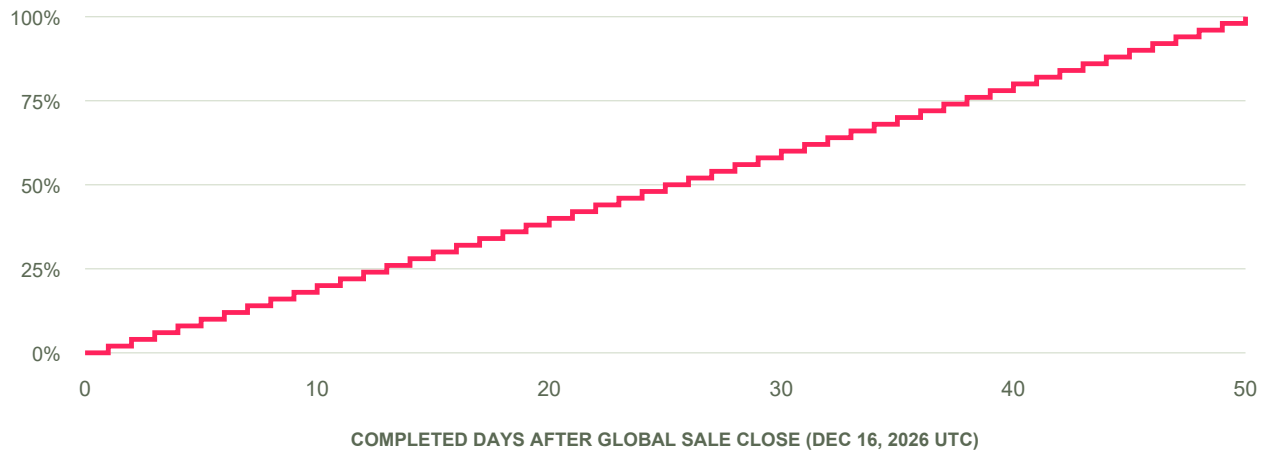
1. **82% Public Presale Vault (157,461,320,000 AUDC):** Held inside **AudacityPresale** (**0x74c5781f13964384E349BFDa2AC778428dC90f65**) strictly to fulfill buyer reservations across Round 1 (**1,661,320,000 AUDC**), Round 2 (**73,800,000,000 AUDC**), and Round 3 (**82,000,000,000 AUDC**). 2. **18% DEX Liquidity Reserve (34,564,680,000 AUDC):** Delivered at initialization to the fixed treasury (**0x40fA51489684fB0a98f0771C07B3a4E864C40a5B**) to pair with collected **USDC** in the official **AUDC/USDC** decentralized exchange liquidity pool on Base.

# 5. 30-day presale schedule & 50-day linear vesting

The presale runs for exactly **30 calendar days** (**2,592,000 seconds**), divided into three sequential ascending-price windows enforced directly by **block.timestamp** on Base Mainnet:

| Milestone | Central Time (UTC-6) | Coordinated Universal Time (UTC) | Unix Timestamp |
|---|---|---|---|
| Round 1 Opens (**0.50 USDC** / lot, 3d) | Nov 15, 2026, 18:00 | Nov 16, 2026, 00:00 | **1794787200** |
| Round 1 Ends / Round 2 Opens (**0.85 USDC** / lot, 10d) | Nov 18, 2026, 18:00 | Nov 19, 2026, 00:00 | **1795046400** |
| Round 2 Ends / Round 3 Opens (**1.00 USDC** / lot, 17d) | Nov 28, 2026, 18:00 | Nov 29, 2026, 00:00 | **1795910400** |
| Round 3 Ends / Global Sale Close | Dec 15, 2026, 18:00 | Dec 16, 2026, 00:00 | **1797379200** |
| First 2% Daily Vesting Tranche Unlocks | Dec 16, 2026, 18:00 | Dec 17, 2026, 00:00 | **1797465600** |
| Day 50 Final Tranche (100% Unlocked) | Feb 03, 2027, 18:00 | Feb 04, 2027, 00:00 | **1801699200** |
| 13-Year Unsold Presale Supply Lock Ends | Dec 15, 2039, 18:00 | Dec 16, 2039, 00:00 | **2207606400** |

**CUMULATIVE BUYER ENTITLEMENT / 2% DAILY LINEAR VESTING OVER 50 DAYS**




For a buyer with total purchased base units **P**, and completed 24-hour days **d = floor((block.timestamp - endAt) / 86400)** after the global sale close (**endAt = 1797379200**), the cumulative vested entitlement is:

**vested(P, d) = floor(P x min(max(d, 0), 50) / 50)**

**claimable = vested(P, d) - already_claimed**

Every buyer—regardless of whether they purchased in Round 1, Round 2, or Round 3—enters the exact same 50-day linear release curve (**2%** per completed day). Unclaimed daily tranches accumulate automatically in the vault and can be claimed in a single transaction or multiple transactions at the buyer's convenience.

# 6. GTA Creator Asset Marketplace & Direct GTA API

The core utility of **$AUDC** is to serve as the native settlement, royalty, and licensing token across two integrated infrastructure layers:

1. **The GTA Creator Asset Marketplace:** Independent 3D artists and modding studios publish modular asset packages across six verticals: (i) 3D Vehicles & Widebody Kits (**.YFT** / **.YTD**), (ii) Tactical Weapon Skins & Audio DSP (**.AWC**), (iii) Custom Vice Districts & Interiors (**.YMAP** / **.YTYP**), (iv) Classic Street Builds & Multi-Layer Liveries, (v) Marine Interceptors & Aviation Hulls, and (vi) Character Apparel, Rigs & Gameplay Scripts (**Lua** / **C#**). 2. **Automated On-Chain Creator Royalties:** Each published asset is bound on Base Mainnet to the creator's wallet (or a multi-artist studio split contract). Every primary license acquisition and every secondary market trade settles in **$AUDC** and routes an automated **8%** to **12%** creator royalty on-chain. 3. **The Direct GTA API Bridge:** Partner GTA servers and custom launchers integrate the AUDACITY REST & Webhook SDK. When a player connects their wallet, the server queries Base Mainnet state via the Direct GTA API to verify **$AUDC** asset ownership and spawns or unlocks the licensed 3D creation in-game with sub-50ms verification latency.

# 7. Buyer participation & security guarantees

1. **Inspect On-Chain State:** Review the verified contract addresses on the **/verify** page or directly on BaseScan (**0x74c5781f13964384E349BFDa2AC778428dC90f65**). 2. **Simulate Allocation:** Enter a Circle **USDC** budget in the presale calculator on **https://audacitycoin.store** to inspect the exact **$AUDC** allocation, active round rate, remaining wallet cap (**750,000,000 AUDC** max), and 50-day unlock schedule. 3. **Connect Base Wallet:** Connect Coinbase Wallet, MetaMask, or Phantom on **Base Mainnet (chainId: 8453)**. 4. **Approve & Reserve:** Grant an exact **USDC.approve(presale, maxPayment)** allowance if required, then sign **buy(amount, maxPayment)**. The contract verifies **isImmutable() == true**, checks the active round timestamp, enforces the **750,000,000 AUDC** wallet cap, pulls the exact **USDC** cost, and records your **$AUDC** reservation on-chain. 5. **Claim Vested $AUDC:** Beginning December 17, 2026 (**00:00 UTC**), connect your purchasing wallet to the Claim panel and execute **claim()** to transfer unlocked **$AUDC** directly to your wallet. 6. **13-Year Unsold Lock Protection:** Any unreserved tokens from the **82%** presale pool cannot be withdrawn by the authority or treasury after sale close until **lockEnd** (**December 16, 2039, 00:00 UTC**), and the contract mathematically subtracts all **totalPurchased - totalClaimed** buyer obligations so buyer tokens can never be touched.