

# Most memecoins die of silence.

TEN is built so it never has to. Every ten minutes, real holders win real SOL — and winning is designed to make people talk.

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## 01 — THE PROBLEM

### Attention is the only fuel

A memecoin almost never dies because the code broke. It dies because people stop talking about it.

The lifecycle is always the same. A token launches, attention spikes, new buyers arrive, the price climbs. Then the conversation slows. Fewer posts, fewer new holders, the chart drifts down, the community drifts away. The fundamentals never changed — the attention ran out.

Most projects fight this with hype that fades, or paid marketing that stops the moment the budget does. Nothing in the token itself gives holders a reason to keep talking. So the silence always wins.

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## 02 — TEN'S ANSWER

### A protocol that markets itself

TEN turns winning into talking. To unlock the second half of any prize, the winner has to post about it publicly. Attention isn't a marketing line item — it's a built-in product of how the protocol pays.

Every prize is split in two halves. The first 50% is paid instantly, automatically, no strings attached. The second 50% unlocks only when the winner shares their win publicly, with a unique code, within the claim window.

That single rule changes everything. Every winner has a personal, financial reason to broadcast the project — over and over, every ten minutes. More draws, more winners, more posts, more attention, more holders. The loop feeds itself.

#### WHAT IF PEOPLE DON'T POST?

Then nothing breaks. You still keep the instant 50% for doing nothing. The unclaimed half isn't lost — it rolls into the project's revenue. The system works whether people post or not; it's simply designed to reward those who do.

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## 03 — HOW IT WORKS

### Ten winners, every ten minutes

Hold TEN, and you're automatically entered into the draws. No staking, no sign-up, no lockups — the protocol reads holders directly from the chain.

- **You hold TEN.** Your wallet's balance becomes draw tickets. The more you hold, the more tickets — but everyone above the entry threshold plays.
- **The draw runs on schedule.** Ten winners are picked, weighted by tickets. One win per wallet per draw.
- **Half the prize is paid instantly**, on-chain, within the draw.
- **The other half is unlocked by posting.** Share your win with your unique code; miss the window and that half rolls into the project.

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#### 04 — THE FOUR POOLS

## Four sizes, four rhythms

TEN runs four parallel pools. Small pays constantly and keeps the protocol alive minute to minute; the larger pools build rarer, bigger jackpots. You're entered in every pool you're eligible for.

SMALL — every 10 minutes (144 draws/day)

MEDIUM — every 10 hours

BIG — every 10 days

MEGA — once a month

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#### 05 — HOW PRIZES ARE SPLIT

## Ranked, then halved

Each pot is shared among the ten winners by a geometric distribution: every rank receives about 77% of the rank above it, so 1st place takes exactly ten times what 10th place takes. Higher ranks win more, but everyone in the ten walks away with a meaningful share.

RANK	SHARE OF THE POT
Rank 01	≈ 29.3%
Rank 02	≈ 22.7%
Rank 03	≈ 17.6%
Rank 04	≈ 13.6%
Rank 05	≈ 10.5%
Ranks 06–10	≈ 8.2% → 2.9%

Then each winner's share is split in two: 50% paid instantly, 50% unlocked by posting within the claim window. The geometric split decides how much you win; the 50/50 decides how you receive it.

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#### 06 — HOW PRIZES ARE PAID

## Fast for small, fortified for big

Small and Medium prizes pay out automatically — the instant half at the draw, the social half the moment a post is verified.

Big and Mega jackpots are secured by a 2-of-3 multisig and paid in a single transaction after the claim window closes. Large sums never sit in an automated wallet.

#### WHY THE WAIT ON BIG JACKPOTS

A few hours' delay on the largest prizes is a deliberate security choice — not a limitation. The biggest money only moves on human signature.

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#### 07 — ELIGIBILITY & TICKETS

## Hold to play

Two numbers govern entry. The eligibility threshold is the minimum you must hold to take part. The ticket size is how many tokens equal one ticket — your weight in the draw.

At launch, both are 100,000 TEN: you need 100k to play, and every 100k held is one ticket. Hold 250k, you get 2.5 tickets; hold 1,000,000, you get 10. Linear — no caps, no bonus tiers.

#### THE THRESHOLD ONLY GOES DOWN

As TEN matures, we intend to lower the entry threshold over time, so newcomers can play without spending heavily even as the token appreciates. Early holders will always have an edge — that's the nature of being early — but lowering the bar keeps the game open. There's no perfect fix; this is the honest one.

One limit protects everyone: wallets holding more than 1% of total supply (10,000,000 TEN) are excluded from draws — keeping whales and liquidity pools from capturing the prizes.

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#### 08 — PROVABLE FAIRNESS

## Don't trust. Verify.

You don't have to believe the draws are fair — you can check them yourself.

The randomness for every draw comes from a Solana blockhash — produced by the entire validator network, outside the control of the TEN team. Before any winners are computed, that seed is locked and recorded on-chain. The winner selection is then fully deterministic: the same blockhash and the same eligible holders always produce the same ten winners.

Because it's deterministic, every draw is reproducible. Take the recorded blockhash for any round, run our published draw code, and confirm the winners match — exactly. And every payout is a public Solana transaction, verifiable on-chain by anyone, forever.

The exact algorithm is published and downloadable from the TEN site.

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## 09 — SECURITY

# Built to limit the blast radius

- **Capped hot wallet.** Automated Small/Medium payouts run from a hot wallet holding only a limited buffer. Even if compromised, the loss is capped.
- **2-of-3 multisig on the big money.** Big and Mega vaults require two of three independent signatures. No single key — and no server — can release a large jackpot alone.
- **Fixed, immutable fee split.** The share of fees feeding each pool is set when the token is created and cannot be changed afterward.

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## 10 — THE NUMBERS

# Everything, in one place

Total supply	1,000,000,000 TEN
Winners per draw	10
Prize split per winner	50% instant / 50% social
Rank distribution	geometric · 1st = 10x 10th
Entry threshold (launch)	100,000 TEN
Ticket size (launch)	100,000 TEN = 1 ticket
Whale exclusion	> 1% of supply (10M TEN)

**Creator fees fund the pools.** Every trade on Pump.fun generates creator fees, split natively and immutably:

DESTINATION	SHARE OF FEES
SMALL pool	45%
MEGA pool	22%
BIG pool	13%
MEDIUM pool	10%
Team	10%

The pots grow with trading volume — the more TEN is traded, the larger every draw. Pool sizes on the live dashboard reflect real fees collected; they are not a promise of returns.

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**Hold TEN. Every 10 minutes, 10 holders win.**

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