

FACKER1389 ECOSYSTEM



F1389 Token Whitepaper

VERSION 0.2 - PUBLIC DRAFT

23 October 2026 / Solana Mainnet-beta

Private Sale is separate from public Fair Launch.

Dated status update. Approved buyer terms remain authoritative.

F1389 Token Whitepaper

Version 0.2 - Public Draft

Date: 23 October 2026

Current status and scope

PUBLIC DRAFT v0.2 - STATUS UPDATED 23 OCTOBER 2026. F1389 is issued on Solana Mainnet-beta. The owner confirms the Private Sale is live as of this update. It closes on 11 November 2026 at 23:59 Europe/Berlin (22:59 UTC), or earlier at the \$5,000 USD hard cap. Live availability is shown in the Private Sale portal and may be paused or closed earlier by existing controls. This dated document is not a live payment-availability signal. Private Sale, public Fair Launch, market trading and token release are separate stages. Fair Launch is not currently live. The approved buyer terms govern purchases; this editorial update does not alter them or activate any financial function.

All 46 original sections are retained. Planned utility is not a promise of current availability, price, liquidity or return. Mainnet issuance does not prove that trading is active or that mint authority is revoked. Read live supply and authority data from finalized on-chain state. The earlier v0.1 is a historical development draft, not the current public edition.

1. Executive Summary

F1389 is a Solana-based ecosystem utility token designed to connect the products, services and community programs of the Facker1389 ecosystem. The token is intended to provide practical utility across the ecosystem rather than exist solely as a speculative digital asset. F1389 is designed for use in areas including:

- Facker1389 Game Shop payments
- VIP discounts and holder benefits
- ecosystem rewards
- community and Ambassador programs
- events and competitions
- Facker XP-linked campaigns
- future integration with Facker Game

The ecosystem is being developed around a fixed initial supply of: 1,000,000,000 F1389 F1389 uses the Solana Token-2022 standard. F1389 is issued on Solana Mainnet-beta. Devnet remains a development/test environment, not the official production mint. The Private Sale is live as of 23 October 2026, subject to the portal controls. Public Fair Launch, market liquidity and token distribution are separate and are not activated by Mainnet issuance.

2. Vision

The objective of F1389 is to create a single utility layer connecting the Facker1389 ecosystem. Rather than building isolated reward systems for the Game Shop, community, events and future games, F1389 provides a shared digital asset that can be used across those services. The long-term objective is to create an ecosystem where users can:

- hold F1389 for benefits;
- use F1389 for purchases;
- receive F1389 through approved campaigns;
- participate in community activities;
- receive rewards through events;
- use F1389 within Facker Game;
- interact with future Facker1389 products and services.

The project is intended to grow gradually. Utility is introduced as individual products and services become operational.

3. Facker1389 Ecosystem

The Facker1389 ecosystem consists of several interconnected components.

3.1 Facker1389 Game Shop

The Game Shop is one of the primary utility environments for F1389. Users may be able to:

- pay using F1389;
- receive holder-based VIP discounts;
- participate in selected reward campaigns;
- benefit from loyalty and referral programs.

Game Shop product values remain based on their underlying USD price. When F1389 payment is available, the required token amount is calculated using a validated market price at checkout.

3.2 F1389 VIP

F1389 holders may qualify for permanent Game Shop discount tiers according to the amount of F1389 held in their connected wallet. The system verifies wallet balances on-chain. A fresh balance check is performed at checkout before applying a VIP discount.

3.3 Facker XP

Facker XP is a separate off-chain loyalty and activity system. Facker XP is not F1389 and is not a blockchain token. Users may earn XP through:

- purchases;
- referrals;
- community participation;
- events;
- Ambassador activities;
- selected ecosystem campaigns.

XP cannot be:

- purchased;
- sold;
- transferred;
- exchanged between users.

Facker XP does not expire. Campaigns may use accumulated XP as one of several criteria for determining participation or rewards.

3.4 Community Programs

F1389 may be distributed through approved community programs including:

- referrals;
- competitions;
- loyalty programs;
- giveaways;
- community events;
- promotional campaigns;
- creator campaigns.

Reward rules are defined individually for each campaign. There is no permanent guaranteed reward rate.

3.5 Ambassador Program

The Ambassador program is designed to support users and creators who contribute to ecosystem growth. Activities may include:

- referring new users;
- creating content;
- promoting Facker1389;
- organizing community activities;
- helping grow local communities;
- recruiting ecosystem participants.

Rewards may include:

- F1389;
- Facker XP;
- or a combination of both.

All Ambassador campaigns are subject to individually defined rules and reward limits.

3.6 Facker Game

F1389 is planned to become part of the future Facker Game economy. Potential functionality includes:

- earning F1389;
- spending F1389;
- rewards;
- challenges;
- competitions;
- selected event entry mechanisms.

Each event or competition will have separately defined rules. The Game Treasury cannot distribute more than the approved reward pool assigned to an event.

4. Token Overview

Property	Value
Token Name	Facker1389
Token Symbol	F1389
Network	Solana
Token Standard	Token-2022
Initial Supply	1,000,000,000 F1389
Decimals	6
Current Production Network	Solana Mainnet-beta
Official Mainnet Mint	FFtpzdDkCDMsabEzNzWrCA8gfHXpLjD9Ldnwp5GjYVt

The official production mint above uses Token-2022 with 6 decimals. Earlier Devnet deployments are historical tests and are not interchangeable with Mainnet F1389. Verify the full official mint before any transfer.

5. Fixed Initial Supply

The initial F1389 supply is: 1,000,000,000 F1389 No additional supply is assumed as part of the current tokenomics model. This means ecosystem expansion is expected to be managed through the existing allocations and treasury reserves rather than automatic supply expansion. Burned tokens reduce Current Supply.

6. Tokenomics

The initial F1389 supply is divided into seven primary allocations.

Allocation	Amount	Share	Primary Purpose	Release Model
Community	350,000,000	35%	Rewards, referrals, events, loyalty	Gradual distribution
Ambassador	200,000,000	20%	Creators and community growth	Campaign-based
Game	150,000,000	15%	Facker Game economy and rewards	Program/event-based
Treasury Reserve	100,000,000	10%	Ecosystem reserve	Manual allocation
Liquidity Reserve	80,000,000	8%	DEX liquidity	Released as required
Team	70,000,000	7%	Team operations	Available from launch

Allocation	Amount	Share	Primary Purpose	Release Model
Marketing	50,000,000	5%	Promotion and partnerships	Available from launch
Total	1,000,000,000	100%		

7. Allocation Does Not Equal Circulation

A fundamental F1389 supply principle is: Allocated $\neq$ Circulating and: Available $\neq$ Circulating A token being assigned to a treasury does not automatically mean that token is circulating in the public market. For example: 70 million F1389 assigned to Team does not mean that 70 million F1389 automatically enter circulating supply. Tokens count toward circulation only when they are actually released from controlled non-circulating accounts into public use.

8. Circulating Supply

F1389 uses a defined circulating supply methodology. Conceptually: Circulating Supply = Current Supply – verified NON_CIRCULATING balances Non-circulating internal categories include:

- Community Treasury
- Ambassador Treasury
- Game Treasury
- Treasury Reserve
- Liquidity Reserve
- Team Treasury
- Marketing Treasury
- Shop Treasury

Transfers between two excluded internal accounts do not increase circulating supply. Examples: Reserve → Marketing Treasury Circulating Supply does not increase. Marketing Treasury → user wallet Tokens become circulating. Liquidity Reserve → verified public DEX pool Tokens deposited into the public pool become circulating. Shop Treasury → user reward Released tokens become circulating.

9. Current Supply

Current Supply represents the number of F1389 tokens still existing after permanent token burns. Formula: Current Supply = Initial Supply – Total Burned Initial Supply: 1,000,000,000 F1389 As of 23 October 2026, the public token-data service reports a current supply of 1,000,000,000 F1389, circulating supply of 0 and total burned of 0. These are dated service snapshots, not live market or independent audit figures. Verify current finalized on-chain data before relying on them.

10. Burn Mechanism

F1389 includes a fixed burn mechanism specifically for payments made using F1389 inside the Facker1389 Game Shop. For every eligible Game Shop purchase paid using F1389: 10% → Permanently Burned 90% → Shop Treasury Example: A purchase requires: 10,000 F1389 Then:

- 1,000 F1389 → Burn
- 9,000 F1389 → Shop Treasury

The 10% Game Shop burn rate is fixed within the current tokenomics model. It is not intended to be a simple Super Admin setting. A future change to the burn model would require a formal tokenomics and Whitepaper revision.

11. Shop Treasury

The Shop Treasury receives the non-burned portion of eligible F1389 Game Shop payments. Shop Treasury tokens remain classified as non-circulating while held inside the controlled Shop Treasury account. They may later be used for approved ecosystem activities including:

- rewards;
- community campaigns;
- marketing;
- ecosystem operations;
- promotional programs.

If Shop Treasury tokens are later transferred to normal public wallets or a verified public liquidity pool, those released tokens become circulating.

12. Game Shop Payment Model

Game Shop products are priced using USD as the underlying reference currency. Example: Product price: \$100 A qualifying Gold VIP holder receives: 15% discount Final purchase value: \$85 The system then converts the \$85 purchase value into F1389 using a validated market quote. The F1389 market amount is not manually defined by an administrator.

12.1 Price Quote Protection

When public F1389 market liquidity exists, checkout pricing is expected to use market-derived data. The system may use:

- multiple market sources;
- liquidity verification;
- volume verification;
- source comparison;
- price divergence protection.

If market data cannot be considered reliable, F1389 checkout may be temporarily unavailable. The system is designed to fail closed rather than accept an unreliable token price.

12.2 Quote Duration

A Game Shop F1389 payment quote is intended to remain valid for approximately: 5 minutes After expiration, a new market quote must be generated.

13. VIP System

F1389 VIP status is based primarily on the user's current on-chain F1389 balance.

Tier	Minimum Holding	Game Shop Discount
Bronze	1,000,000 F1389	5%
Silver	5,000,000 F1389	10%
Gold	10,000,000 F1389	15%
Dragon	25,000,000 F1389	20%

The discount applies regardless of whether the final supported payment method is F1389 or another accepted payment method. Paying in F1389 does not automatically create an additional permanent discount on top of VIP status.

13.1 On-Chain Verification

VIP qualification is determined using blockchain data. The user connects a supported Solana wallet. The system reads the user's current F1389 holdings and determines the corresponding tier. The balance is checked again during checkout. If tokens have been moved before checkout, the user's applicable VIP tier may change.

14. Facker XP

Facker XP is designed as a long-term loyalty metric rather than a tradable asset. Properties:

- off-chain;
- non-transferable;
- non-purchasable;
- non-tradable;
- cumulative;
- does not expire.

There are currently no XP levels. XP may be used as an eligibility criterion for selected:

- events;
- giveaways;
- loyalty campaigns;
- referral campaigns;
- community rewards.

Accumulating XP does not create a guaranteed entitlement to F1389. Every reward campaign has its own rules.

15. Community Allocation

Community Allocation: 350,000,000 F1389 35% of Initial Supply The Community allocation is intended to support long-term ecosystem participation. Potential uses include:

- active community rewards;
- user referrals;

- competitions;
- events;
- giveaways;
- loyalty programs;
- promotional campaigns;
- future community initiatives.

There is no fixed automatic release schedule. Tokens are intended to enter circulation gradually through actual ecosystem programs.

16. Ambassador Allocation

Ambassador Allocation: 200,000,000 F1389 20% of Initial Supply The Ambassador allocation supports ecosystem growth through approved contributors. Potential recipients may include:

- creators;
- promoters;
- community organizers;
- referral partners;
- content creators;
- local community leaders.

Rewards are campaign-based. No Ambassador is guaranteed a permanent reward rate solely by participating in the program.

17. Game Allocation

Game Allocation: 150,000,000 F1389 15% of Initial Supply This allocation is dedicated primarily to Facker Game. Potential use includes:

- gameplay rewards;
- challenges;
- competitions;
- game events;
- ecosystem incentives.

Individual events can operate under different models. Examples include: Free Event No token entry fee. An approved F1389 reward pool is funded by the Game Treasury. Reward Challenge Users complete defined objectives and qualifying participants receive rewards. Entry-Based Event Where legally and operationally permitted, an event may require a defined F1389 entry amount. The event rules must disclose how entry tokens and rewards are handled. There is no fixed universal Game burn percentage.

18. Treasury Reserve

Treasury Reserve: 100,000,000 F1389 10% of Initial Supply The Treasury Reserve acts as the primary strategic reserve of the ecosystem. It may support:

- ecosystem development;
- allocation replenishment;

- strategic initiatives;
- approved Private Sale allocation;
- future ecosystem needs.

Reserve transfers are controlled manually. There is no automatic replenishment of other allocations. The Reserve may support:

- Community
- Ambassador
- Game
- Marketing
- Team
- Liquidity

when approved by the Facker1389 Team.

19. Liquidity Reserve

Liquidity Reserve: 80,000,000 F1389 8% of Initial Supply The Liquidity Reserve is dedicated to supporting public F1389 trading liquidity. Not all 80 million tokens are required to enter liquidity at launch. The reserve may be divided between:

- initial public liquidity;
- later liquidity additions;
- future DEX expansion.

Tokens remaining inside the Liquidity Reserve treasury remain non-circulating. Tokens deposited into a verified public DEX liquidity pool are considered circulating.

20. Team Allocation

Team Allocation: 70,000,000 F1389 7% of Initial Supply The current tokenomics model does not impose a fixed vesting schedule on the Team allocation. The allocation is available from launch. However: Available does not mean circulating. Team tokens only become circulating when they are actually released from the Team Treasury.

21. Marketing Allocation

Marketing Allocation: 50,000,000 F1389 5% of Initial Supply The Marketing allocation may be used for:

- creator partnerships;
- influencers;
- campaigns;
- giveaways;
- ecosystem promotion;
- community growth;
- partnerships;
- listing-related promotional activity.

No fixed vesting schedule is currently defined. As with Team tokens, availability does not automatically make Marketing tokens circulating.

22. Private Sale

The Private Sale is live as of 23 October 2026, before the public Fair Launch. Participation follows the current eligibility and approved buyer terms in the portal. It closes on 11 November 2026 at 23:59 Europe/Berlin (22:59 UTC), or earlier at the \$5,000 USD hard cap. Existing operational controls can pause or close new payments. Publishing this draft does not open or extend the sale. Reference Private Sale Price \$0.0001 per F1389 Maximum Private Sale Allocation 50,000,000 F1389 The binding Private Sale hard cap is \$5,000 USD. At the fixed reference price, the maximum allocation is 50 million F1389. There is no Private Sale soft cap; this must not be confused with separate external Fair Launch conditions.

22.1 Private Sale Minimum

Minimum purchase: \$10 No soft cap is currently required. The Private Sale may close when:

- the approved allocation is sold;
- or Super Admin manually closes the sale.

Unsold tokens remain inside the Treasury Reserve.

22.2 Purchase Limits

Maximum cumulative purchase: \$1,000 per approved buyer/wallet. The minimum purchase is \$10. These are the approved application sale rules; they are not freely adjustable Super Admin settings. They are not token-contract restrictions on normal wallet transfers. Any future rule change requires separate approval and an audited implementation update.

22.3 Payment

The Private Sale payment asset is SOL. F1389 does not require an existing public market price during Private Sale. The sale price remains denominated in USD. Example: F1389 Private Sale price: \$0.0001 Purchase value: \$100 Tokens purchased: 1,000,000 F1389 The system calculates the required SOL amount using a live SOL/USD quote.

22.4 SOL/USD Quote Protection

Private Sale SOL quotes are intended to use multiple external market sources. The system is designed to:

- validate source freshness;
- compare independent providers;
- reject excessive price disagreement;
- support fallback data;
- stop payment generation if reliable pricing is unavailable.

A Private Sale quote should not be generated using fabricated or stale pricing.

22.5 Private Sale Token Release

Private Sale F1389 is not intended to be sent immediately after payment. Instead:

- 1. payment is confirmed;
- 2. buyer entitlement is recorded;

- 3. purchased tokens remain within the Reserve;
- 4. tokens are released after Fair Launch according to the approved release procedure.

Until actual on-chain release occurs, those tokens are not considered circulating.

22.6 Release Process

The planned release process uses controlled Super Admin approval. Release requires:

- authenticated Super Admin;
- password;
- WebAuthn/passkey approval;
- Secure Signer authorization.

Distribution is designed to support retrying failed individual transfers without duplicating successful payments. The project pays the Solana network fee associated with the initial approved Private Sale token distribution.

22.7 Refunds

Refunds and Fair Launch outcomes follow the existing approved buyer terms, not this summary. The campaign defines an external Fair Launch minimum of \$1,000 and a completion deadline of 1 January 2027 at 23:59 Europe/Belgrade. A failed or uncompleted launch requires operator review and reconciliation; refunds are not automatically executed by this document. The approved refund basis is the exact received SOL to the original payer, excluding the original network fee, with the existing 14-day processing rule after the applicable refund decision. Statutory rights and the approved terms remain applicable.

23. Fair Launch

The public Fair Launch is UPCOMING, not live as of 23 October 2026. The active Private Sale is a separate stage; a Private Sale purchase does not establish public liquidity, a market price or immediate token delivery. The Fair Launch is intended to introduce F1389 to the wider public market. Primary objectives:

- public token distribution;
- market price discovery;
- creation of public liquidity;
- ecosystem funding.

The exact Fair Launch allocation has not yet been finalized.

23.1 Fair Launch Proceeds

The current intended proceeds model is: 80% → DEX Liquidity 20% → F1389 Treasury Treasury proceeds may support:

- infrastructure;
- development;
- Facker Game;
- marketing;
- ecosystem operations;
- partnerships.

Final launch configuration will be disclosed before Fair Launch.

23.2 Liquidity

Initial public liquidity will use a portion of the Liquidity Reserve. The exact quantity depends on the final Fair Launch parameters. The project currently intends to use a launch model where initial LP ownership cannot later be freely removed by the project. Exact LP lock/burn mechanics must be verified against the final launch platform before execution.

24. Initial Circulating Supply

The final Mainnet Initial Circulating Supply has not yet been announced. It will depend on actual launch conditions including:

- Fair Launch allocation;
- public liquidity;
- released Private Sale tokens;
- other approved distributions.

The project will not treat the full 1 billion token allocation as circulating at launch.

25. Public Market Data

Once a reliable F1389 market exists, the public Token page is designed to display:

- Live Price
- Market Cap
- Fully Diluted Valuation
- Liquidity
- Initial Supply
- Current Supply
- Circulating Supply
- Total Burned

Market Cap: $\text{Live Price} \times \text{Circulating Supply}$ FDV: $\text{Live Price} \times \text{Current Supply}$ If valid market data does not exist, the correct public state is: Unavailable The project does not intend to fabricate a token price.

26. Network Fees

Different transaction types may have different fee responsibility. Initial Private Sale Token Distribution Network transaction fees may be paid by the Facker1389 Team. Normal User Transfers Users pay normal Solana network fees. DEX Trading Users pay network and applicable DEX transaction fees. Game Shop F1389 Payments The buyer pays the applicable blockchain transaction fee.

27. Treasury Management

F1389 allocations are managed through controlled treasury accounts. Treasury movement is not intended to occur automatically. The current architecture uses:

- Super Admin authorization;
- Treasury Manager;

- Wallet Registry;
- immutable transfer intents;
- passkey approval;
- audit records;
- separate signing infrastructure.

The web application is not intended to directly store treasury private keys.

28. Secure Signer Architecture

High-risk blockchain actions are designed to use a separate Secure Signer process. The intended flow is: Super Admin → Approval → Transfer Intent → Secure Signer → Blockchain. The web interface does not send arbitrary transactions directly to a signing key. The Secure Signer evaluates approved transaction intent before signing. Sensitive signing credentials are separated from the normal web application.

29. High-Risk Approval

High-risk actions may require:

- current password;
- registered WebAuthn/passkey;
- action-specific confirmation.

High-risk examples include:

- Reserve operations;
- Liquidity operations;
- Private Sale release;
- high-value F1389 transfers;
- sensitive configuration changes.

Approval is intended to be bound to the specific action being authorized.

30. Audit System

Important administrative actions are recorded in the audit system. Audit information may include:

- administrator;
- action;
- timestamp;
- previous value;
- new value;
- module;
- status;
- approval method;
- device/IP information where available;
- blockchain transaction signature where applicable.

Audit records are intended to be retained permanently. Admin audit exports may be available in:

- CSV
- PDF

31. Security Notifications

Critical administrative actions may create:

- Super Admin notifications;
- email notifications.

Security notifications can cover areas including:

- Treasury activity;
- Secure Signer status;
- Fair Launch configuration;
- liquidity pool configuration;
- token configuration.

The dedicated security recipient currently planned is: `security@facker1389shop.games` The notification sender is: `noreply@facker1389shop.games` SMTP and production delivery must be independently verified before production acceptance.

32. F1389 Token Page

The public F1389 Token page is designed as the primary public information interface for the token. The Token page is part of the existing: `facker1389shop.games` ecosystem. It is not intended to operate as an independent unrelated website. Public URL: `facker1389shop.games/token` The public Token page may display:

- token information;
- supply;
- burn;
- tokenomics;
- utility;
- roadmap;
- market information;
- Fair Launch status;
- Whitepaper;
- Explorer links.

Personal user information remains inside the user's Profile.

33. Fair Launch Status

The public Token page may display one of three Fair Launch states: Upcoming Fair Launch has not yet started. Live The Token page displays a direct: `BUY F1389 - FAIR LAUNCH` link. Completed Fair Launch purchasing is no longer displayed. Fair Launch public status is managed by Super Admin and audited.

34. Governance

F1389 does not currently provide token holders with control over project treasury funds. The Facker1389 Team manages treasury operations. Future ecosystem development may introduce community voting for selected non-financial matters. Possible future voting areas may include:

- community initiatives;
- event themes;
- ecosystem features;
- selected community decisions.

Holding F1389 does not currently represent voting ownership over company assets or treasury funds.

35. Roadmap

Phase 1 - Launch

- F1389 token deployment
- Public Token Page
- Whitepaper
- Fair Launch
- initial DEX liquidity
- Burn & Supply tracking
- F1389 Game Shop payment preparation

Phase 2 - Utility

- F1389 Game Shop payments
- Bronze / Silver / Gold / Dragon VIP
- on-chain wallet verification
- VIP checkout discounts
- 10% Shop burn
- Facker XP
- referral and reward campaigns

Phase 3 - Community

- Ambassador program
- Community rewards
- referral campaigns
- events and competitions
- loyalty campaigns
- giveaways
- creator and influencer campaigns
- F1389 and XP-based campaign rewards

Phase 4 - Facker Game

- F1389 rewards

- F1389 spending
- challenges
- competitions
- event-specific entry mechanisms
- approved event reward pools
- Super Admin event controls
- Facker XP integration where appropriate

Phase 5 - Expansion

- new partnerships
- additional DEX and liquidity support
- new F1389 utility
- Facker Game expansion
- selected community voting
- additional regional and language support
- future Facker1389 ecosystem integrations

36. Roadmap Status

Public roadmap phases may display:

- Upcoming
- In Progress
- Completed
- Paused

A phase may optionally contain a target such as: Q1 2027 or: 2027 Paused phases may include a short public explanation. Roadmap dates are targets rather than guarantees.

37. Project Management

The F1389 ecosystem is managed by the: Facker1389 Team The team may operate publicly under pseudonymous or brand identities. Public disclosure of individual team member identities is not required for the ecosystem branding model. Where formal legal documentation requires identification of a responsible legal entity or contracting party, that information may be provided separately.

38. Technical Transparency

F1389 intends to provide users with verifiable public blockchain information. This includes:

- official mint address;
- blockchain Explorer access;
- current token supply;
- circulating supply;
- burned supply;
- public liquidity where available.

Users should always verify the official F1389 mint before buying or transferring tokens.

39. Development Status

As of this public v0.2 update, 23 October 2026:

- F1389 is issued on Solana Mainnet-beta using Token-2022 and 6 decimals;
- official mint: FFtpzdDkCDMsaBEzNzWrCA8gfHXpLjD9Ldnwp5GjYVt;
- initial supply is 1,000,000,000 F1389;
- the public service reports circulating supply 0 and burned 0 at the time checked; these are dated, not audited live figures;
- the owner confirms the Private Sale is live, subject to current eligibility and operational controls;
- sale closing: 11 November 2026 at 23:59 Europe/Berlin, or earlier at the \$5,000 USD hard cap;
- public Fair Launch remains UPCOMING and no public market price is currently published by the service;
- payment records an entitlement, not immediate delivery; release follows the approved terms after completed Fair Launch;
- earlier Devnet tests are historical development evidence, not the production mint;
- unlaunched shop/game integrations and roadmap items remain planned, not guaranteed live utility.

This is a dated informational snapshot. The portal is the current source for purchase availability; the approved buyer terms remain authoritative.

40. Future Whitepaper Version

This document is Version 0.2 - Public Draft. Before public Fair Launch, F1389 intends to publish: F1389 Token Whitepaper v1.0 The public v1.0 should include finalized information for:

- Fair Launch allocation;
- final launch platform;
- initial circulating supply;
- initial liquidity amount;
- public liquidity details;
- final launch parameters;
- official public Whitepaper URLs;
- any required legal or regulatory disclosures.

41. Risk Disclosure

F1389 is a utility token designed for use within the Facker1389 ecosystem. Digital assets involve substantial risk. Potential risks include, but are not limited to:

Market Risk

The market value of F1389 may rise or fall significantly. There is no guarantee that F1389 will maintain any particular market price.

Liquidity Risk

A market for F1389 may have limited liquidity. Users may not always be able to buy or sell tokens at an expected price.

Technology Risk

F1389 depends on:

- blockchain infrastructure;
- Solana network operation;
- wallet software;
- RPC services;
- DEX infrastructure;
- project software.

Failures or vulnerabilities may affect ecosystem functionality.

Smart Contract / Token Risk

Although Token-2022 is an established Solana token standard, blockchain systems and integrations may contain implementation errors or unforeseen vulnerabilities.

Custody Risk

Users are responsible for protecting their own wallet credentials. Loss of wallet keys may result in permanent loss of access to digital assets. The Facker1389 Team cannot recover tokens from a user's self-custody wallet solely because the user lost their private key.

Third-Party Risk

The ecosystem may depend on third-party services including:

- wallets;
- DEXs;
- RPC providers;
- payment services;
- launch platforms;
- price data providers.

Availability or policy changes affecting these services may impact F1389 functionality.

Ecosystem Development Risk

Some F1389 functionality described in this document is planned for future development. There is no guarantee that every planned feature will be completed exactly as originally described.

Regulatory Risk

Digital asset regulation differs across jurisdictions and may change over time. Regulatory requirements may affect:

- token distribution;
- sales;

- payments;
- games;
- competitions;
- rewards;
- user eligibility.

The project may modify availability or functionality to comply with applicable requirements.

Tax Risk

The acquisition, transfer, sale or use of F1389 may create tax obligations depending on the user's jurisdiction. Users are responsible for understanding their own tax obligations.

42. No Ownership Rights

Holding F1389 does not represent:

- shares;
- equity;
- company ownership;
- debt;
- dividends;
- guaranteed revenue rights;
- guaranteed profit;
- ownership of Facker1389 assets.

F1389 is intended as an ecosystem utility token.

43. No Guaranteed Returns

F1389 does not provide a guarantee of:

- profit;
- price appreciation;
- liquidity;
- exchange listing;
- future market value;
- investment return.

Nothing in this Whitepaper should be interpreted as a promise that the market value of F1389 will increase.

44. User Responsibility

Users should independently evaluate:

- blockchain risks;
- wallet security;
- transaction details;

- applicable laws;
- financial risk;
- tax obligations.

Users should verify the official F1389 token address before interacting with any token claiming to represent F1389.

45. Disclaimer

This Whitepaper describes the current design, objectives and planned development of the F1389 ecosystem. It is provided for informational purposes. The document may be updated as the ecosystem develops. Technical architecture, token functionality, roadmap targets, launch parameters and ecosystem services may evolve before final production implementation. F1389 does not represent equity or a guaranteed financial return. Nothing in this document constitutes financial, investment, legal or tax advice. Users should perform their own assessment before acquiring or using digital assets.

46. Official Project Information

Project: F1389 Ecosystem: Facker1389 Website: <https://facker1389shop.games> Token Page: <https://facker1389shop.games/token> Network: Solana Mainnet-beta Token Standard: Token-2022 Official Mainnet Mint: FFtpzdDkCDMsABEzNzWrCAAt8gfHXpLjD9Ldnwp5GjYVt Initial Supply: 1,000,000,000 F1389