Runnit Token ($RNT) | 10-Year Roadmap (2025–2035)

Empowering Creators. Backing Real-World Impact.

Tokenomics Overview (2025–2035)

- Total Supply: 500,000,000 $RNT

- Presale Allocation (29%): 145,000,000 $RNT

- Remaining Supply (71%): 355,000,000 $RNT — strategically distributed to ensure long-term value:

Purpose	Allocation (approx.)	Notes
Ecosystem Growth Fund	20% (100M)	Grants, creator rewards, staking incentives
Team & Development	15% (75M)	Vested over 3 years
Liquidity/Burn Reserve	10% (50M)	Used strategically to inject or burn tokens over time
Community Airdrops	10% (50M)	For early users, supporters, and retention campaigns

Treasury (DAO Controlled)	10% (50M)	Governed by DAO votes after 2028
Partnerships/Exchanges	6% (30M)	Strategic listings, onboarding major partners

- Liquidity Lock: 70% of ETH from presale permanently added to Uniswap and locked until June 2027

Phase 1: Genesis & Token Presale

June 30, 2025 – June 30, 2026

- Deploy and audit ERC-20 smart contract (500M capped supply)

- Open year-long presale for 145M tokens (29% of supply)

- Release whitepaper, tokenomics, and onboarding guides

- Lock 70% of ETH raised into Uniswap liquidity until June 2027

- Introduce royalty protocol (2–5% of indie project revenue flows into liquidity pools)

- Launch community and social channels with bounties and airdrops

- Begin strategic partnerships with creators, developers, and Web3 orgs

- Weekly treasury reports and community updates

Phase 2: Platform Integration & Token Listing

Q3–Q4 2026

- Conclude presale, initiate full $RNT public listing

- Launch Uniswap trading with visible locked liquidity

- Release Runnit DApp (wallet connect, royalty dashboards)

- Onboard verified creators and partners

- Launch Runnit Originals (token-funded creative grants)

- Auto-lock verified royalties into $RNT LP

- Strategic burn of up to 10M $RNT from buybacks and royalties

- NFT releases with real-world perks (tickets, merch, legacy content)

Phase 3: Real-World Utility & Creator Rewards

Q1 2027 – Q2 2028

- Launch Runnit Real World (RRW): Housing + Aquaponics pilot projects

- Open staking portal with hybrid rewards ($RNT + farm shares + merch)

- Allocate rewards from Ecosystem Growth Fund (100M reserve)

- Inaugural Creator Awards (NFT + IRL event)

- Begin rolling out community DAO training and onboarding

Phase 4: DAO Launch & Governance Activation

Late 2027 – 2028

- Activate Runnit DAO governance

  - 1 $RNT = 1 vote (weight-balanced)

- Treasury (50M tokens) transitions to DAO control

- Fund creator grants, approve staking/farm expansions

- Launch fractional real estate and yield-bearing farm NFTs

- Expand aquaponics to 5+ cities

Phase 5: Global Access & Creator Sovereignty

2029 – 2030

- Onboard global creators (Africa, Latin America, Southeast Asia)

- Launch Runnit TV and integrate fiat ramps (debit card + exchange API)

- Scale Runnit Originals to global content pipeline

- Create Community Real Estate Trusts (RETs) linked to $RNT staking pools

Phase 6: AI, Interoperability & Infrastructure

2031 – 2032

- AI tools for:

  - Royalty tracking

  - Smart contract automation

  - Content fraud detection
- Cross-chain expansion (Polygon, Arbitrum, Solana)
- Launch Runnit ID: Creator reputation & credit system
- Expand tokenized creative life cycle
- Extend RRW to 10+ new zones

Phase 7: Creator Cities & Cultural Capital

2033 – 2035

- Break ground on Runnit Creative Cities

  - Housing + Studios + Farms + Event Spaces

- Open Runnit Academy (education in Web3, finance, land use)

- Host annual Runnit Creator Conferences (IRL + metaverse)

- Partner with global creator co-ops, DAOs, and unions

Vision for 2035

- Millions of creators earning passive income via verified royalties

- Thousands living in affordable, creator-owned housing

- Dozens of decentralized food and housing zones

- A global movement fueled by creativity, equity, and $RNT

$RNT is more than a token.

It's community capital — for ownership, sustainability, and creative sovereignty.