

UNREAL

Written and designed by: Ayman Baba

What is UNREAL?

Unreal is nothing more than the parent company of Unreal token. Unreal token is a holding token, which engages in the governance, rewards, and operation of different products and DAO's. It operates through a segment of contracts created on respective blockchains. The Unreal product segment includes its main DAO products such as “**Diamond Hands**” and the upcoming **Ethereum Staking contracts**. Holders of UNR can vote on the future of Unreal.

Diamond Hands

Diamonds hands our first product, helps encourage investors to hold their ETH by introducing a Gamification and rewards system never seen before. Once you deposit ETH into our contract, it is locked until the end of each three month long season. A user cannot withdraw their funds from the contract during a season without incurring a 10% **Slash fee**. This helps discourage investors from withdrawing their funds in times of panic, but still allows the flexibility of withdrawal within the 7 day no-slash period in between seasons.

Three Simple Steps



The SLASH

The **Slashing Mechanism** that we've created is built to reward Investors with the ability to hold through market cycles. It is also built to punish investors that panic sell, or FUD out of the market. Data shows that the average investor loses ETH value trading. Leaving the contract during a season will net you a 10% loss on your capital. But there is the 7 day slash free period between seasons. 90% of the slashed funds will be redistributed among the contract participants. The amount of rewards you receive is based on your ratio to the overall contract. The other 10% of slashed funds is distributed to holders of **UNR**.

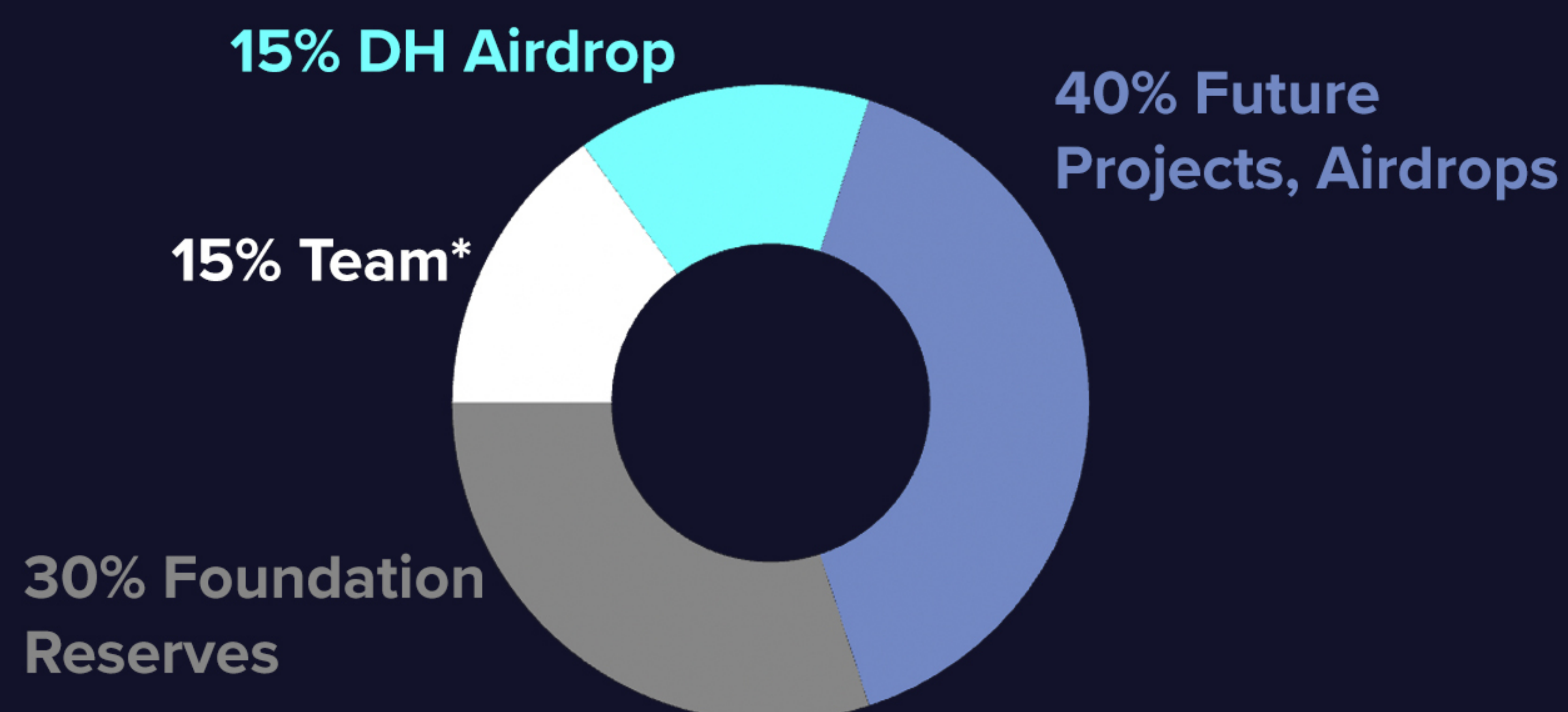
The UNREAL Flow



The UNR Token

UNR is the ERC20 token that is integrated with all of our projects, beginning with “**Diamond Hands**”. Our first product. UNR holders will collect 10% of the SLASHED funds from this project to give an incentive to hold the token. We intend to add value to this token with each additional project that the Unreal team undertakes. There will be no presale of UNR due to the members of the team wanting a fair launch for all participants.

Tokenomics:



500 Million Tokens will be minted*

Diamond Hands Airdrop:

We are dedicating 15% of the Supply to airdropping participants of our first project, Diamond hands. This airdrop will be distributed based on the participants share in Diamond hands contract.

Foundation Reserves:

15% of tokens minted will be held as reserves for UNREAL. These funds can be used for marketing, hiring, and other expenses in the future

Future Projects, Airdrops:

The remaining 40% of tokens will be distributed through launches of new projects. This will be done via airdrops, or the method that the team deems best