

# \$WAV

## Music Support Protocol

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DON'T JUST STREAM. SUPPORT.

Concept paper / pre-launch draft. This document describes a product and token design concept; it is not investment advice, a securities prospectus, or legal advice.

# 1. Executive Summary

\$WAV is a music-support protocol designed to create a direct economic layer between fans and artists. Streaming platforms remain distribution and discovery channels; \$WAV adds a dedicated support, membership, drops, ticketing and artist-economy layer.

The core idea is simple: a listener should be able to become a supporter. Fans can use \$WAV within the ecosystem to support artists, access eligible experiences and participate in artist communities. Artists receive transparent, programmable payouts subject to applicable rights, payment and regulatory requirements.

## 2. The Problem

Music discovery is abundant, but direct fan-to-artist economics are fragmented. A listener may love an artist without having a simple way to express that support economically or see a transparent support history.

Streaming royalties also involve multiple rights and commercial layers. \$WAV does not claim to replace those systems; instead, it creates an additional direct-support rail.

## 3. The Solution

\$WAV combines a consumer-facing music community product with blockchain settlement. The platform provides artist profiles, support actions, recurring support, exclusive drops, memberships, ticketing and revenue splits.

Core principle: product utility comes first; token speculation is not the product.

## 4. Product

**Artist Profiles:** music links, community, support metrics and releases.

**Direct Support:** one-time fan support routed through a programmable support contract.

**Recurring Support:** optional recurring contributions where legally and technically supported.

**Exclusive Drops:** early access, demos, alternate versions, stems or other artist-defined experiences.

**Memberships:** community access and non-financial benefits defined by artists.

**Revenue Splits:** programmable distribution among artist, producer and other rights participants where valid agreements exist.

**Artist Dashboard:** revenue, supporter retention, campaign and community analytics.

## 5. Token Design

Proposed token: \$WAV. Proposed maximum supply: 1,000,000,000 tokens. The final token classification, rights, distribution method and jurisdictions must be determined through legal review before any public offering or trading activity.

\$WAV is designed as an ecosystem utility token rather than equity. It is not designed to represent company ownership, dividends, liquidation rights or guaranteed returns.

## 6. Proposed Token Allocation

Community & Artist Support — 35% (350M)

Ecosystem Treasury — 20% (200M)

Public / Community Distribution — 15% (150M)

Team — 10% (100M)

Strategic Partners — 8% (80M)

Liquidity — 7% (70M)

Foundation / Legal / Security — 5% (50M)

Total — 100% (1B)

| Allocation                    | %   | Tokens |
|-------------------------------|-----|--------|
| Community & Artist Support    | 35% | 350M   |
| Ecosystem Treasury            | 20% | 200M   |
| Public / Community            | 15% | 150M   |
| Team                          | 10% | 100M   |
| Strategic Partners            | 8%  | 80M    |
| Liquidity                     | 7%  | 70M    |
| Foundation / Legal / Security | 5%  | 50M    |

## 7. Vesting Principles

Team and strategic allocations should be subject to long-term vesting rather than immediate unlock. A proposed starting point is a 12-month cliff followed by 36 months of linear vesting, subject to legal and treasury review.

Wallets and material allocations should be disclosed before launch. Any future changes should be documented and versioned.

## 8. Direct Support Economics

A reference design is a support transaction where the majority of the value is routed to the artist or valid rights recipients, with a clearly disclosed protocol/service fee and any ecosystem allocation.

Example only: 90% artist/rightsholder pool, 6% protocol/service layer, 4% ecosystem. Actual percentages should be finalized after payment, tax, rights and regulatory analysis.

## 9. Artist Rights & Revenue Splits

Artists must represent that they have the necessary rights to publish the relevant content. Where multiple contributors exist, the platform can support agreed split instructions. \$WAV does not itself establish copyright ownership.

Rights disputes, takedowns, samples, publishing and master ownership require dedicated contractual and operational processes.

## 10. Business Model

Revenue can come from transparent protocol/service fees, optional artist Pro subscriptions, ticketing fees, merch marketplace fees, brand campaigns and creator tools.

The company business should remain economically distinct from token ownership. The token is not the company's equity.

## 11. Technology

Initial implementation can use a low-cost EVM-compatible L2 or another chain selected after technical and regulatory review. A consumer wallet layer can abstract blockchain complexity while preserving optional external-wallet support.

Illustrative contracts: WAVToken, ArtistRegistry, SupportContract, SubscriptionContract, DropContract, SplitContract, Treasury and Governance.

## 12. Security & Abuse Prevention

Launch requirements should include independent smart-contract audits, multisig treasury controls, timelocks where appropriate, monitoring, rate limits, incident response and a bug-bounty program.

Anti-Sybil and fraud systems should detect wallet farming, wash-support, bots and coordinated manipulation. Ranking should not simply reward whoever spends the most.

## 13. Roadmap

Phase 0 — Product prototype: artist pages, supporter accounts, off-chain test payments.

Phase 1 — Closed beta: ~100 artists and ~1,000 fans.

Phase 2 — Public beta: artist verification, communities, drops and analytics.

Phase 3 — Token utility activation: only after legal, technical and security readiness.

Phase 4 — Ecosystem expansion: ticketing, merch, brand campaigns and international rollout.

## 14. Key Metrics

North Star Metric: direct artist revenue generated through the ecosystem.

Supporting metrics: active artists, monthly supporters, recurring supporters, supporter retention, artist retention, artist median revenue, GMV, protocol revenue, fraud rate and rights-dispute rate.

## 15. Risks

Regulatory classification, consumer protection, market volatility, fraud, copyright disputes, smart-contract vulnerabilities, liquidity constraints and artist adoption are material risks.

Users may lose some or all of the value of a crypto-asset. Utility does not imply guaranteed liquidity or appreciation.

## 16. Legal & Regulatory Note

This draft is not a legal opinion. Jurisdiction, token classification, offering structure, custody, exchange activity, payment services, AML/KYC, tax, consumer protection and music-rights requirements must be reviewed by qualified counsel before launch.

For EU-facing activity, MiCA Article 6 sets out required white-paper content for covered crypto-assets, including project information, offer/admission information, rights and obligations, technology, risks and environmental disclosures. Article 9 requires applicable white papers to be published on the website before the relevant public offer/admission. The exact obligations depend on the token and activity.

## 17. Closing

\$WAV aims to make a listener's relationship with an artist more direct: discover, support, belong. The long-term product is not a coin dashboard; it is a creator economy in which artists can build sustainable communities and fans can participate in the careers of the artists they care about.