

(Angry Redhead) ANGRcoin

TOKEN WHITEPAPER

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Project operator: Angry Redhead Digital LLC

Play-first, wallet-later Web3 onboarding built around games, community, and the Angry Redhead character brand.

Base Network • ERC-20 • ANGR/WETH on Uniswap V2

Contract: 0x41482d92fE22EBdA5B655eD104623e655DbAD22D

Pair: 0x550e12f25ca11e84e7de920f5817e931d7ef77a8

1. EXECUTIVE OVERVIEW

(Angry Redhead) ANGRcoin (ANGR) is an ERC-20 token on Base and serves as the on-chain token layer of the Angry Redhead ecosystem. The ecosystem combines a recognizable character brand, browser-based mini-games, community participation, and a simplified onboarding model intended to let users engage with the product experience before requiring blockchain wallet interaction.

The project follows a “play-first, wallet-later” approach. Users can enter the game ecosystem with a username, play mini-games, accumulate internal game units such as Credits and AngryBUX, view a player portfolio, and explore the broader Angry Redhead ecosystem. ANGR remains the real on-chain token on Base and is separate from internal gameplay units.

The project began with a Moonshot launch and later bonded/migrated to a public ANGR/WETH market on Uniswap. The token contract has not been redeployed and the current contract address remains the canonical ANGR contract.

This whitepaper is a current project-description document. It is intended to distinguish live functionality from planned work and to provide clear, verifiable token and ecosystem information without making promises of financial returns.

Core project principles

- Simple onboarding: users can begin with games and internal portfolio features before interacting with an external blockchain wallet.
- Clear separation of assets: Credits and AngryBUX are internal ecosystem units; ANGR is the on-chain ERC-20 token on Base.
- Transparent market structure: the public ANGR/WETH liquidity pool is identified separately from individual token holders.
- Incremental development: features are described as live, in progress, or future rather than presented as guaranteed deliverables.
- Character-led brand identity: the Angry Redhead character connects games, community content, and the token ecosystem.

2. TOKEN FACTS

Current canonical identifiers for ANGR.

Token name	(Angry Redhead) ANGRcoin
Symbol	ANGR
Network	Base (Ethereum Layer 2)
Token standard	ERC-20
Contract address	0x41482d92fE22EBdA5B655eD104623e655DbAD22D
Decimals	18

Current total supply	990,710,061.387863358144904084 ANGR
Trading pair	ANGR/WETH
DEX	Uniswap V2 on Base
Pair address	0x550e12f25ca11e84e7de920f5817e931d7ef77a8
Token tax	0%

Supply note: the original token creation amount was 1,000,000,000 ANGR. The current total supply shown above reflects the supply after initial burns documented by the project.

3. UTILITY & ECOSYSTEM

ANGR is intended to function as the on-chain token layer for an ecosystem built around lightweight games, digital participation, and the Angry Redhead brand. The project does not require every user interaction to begin on-chain.

Current game ecosystem

The current web game flow is designed around a simple progression: Username → Main Menu → Mini-games → Submit Rewards → Digital Wallet / player portfolio.

The ecosystem currently includes six mini-game experiences, including Token Snatch, Coin Flip, Tap & Stack, Plinko, Pairs, and TapTop. Token Snatch also exists as a standalone browser game connected to the broader Angry Redhead ecosystem.

Credits and AngryBUX

Credits and AngryBUX are internal gameplay/accounting units used inside the game ecosystem. They are not presented as separate blockchain tokens and should not be confused with ANGR. Their purpose is to support gameplay progression, rewards, portfolio displays, and user engagement without forcing immediate wallet interaction.

ANGR

ANGR is the actual blockchain token. It exists on Base, can be transferred on-chain, and trades through the public ANGR/WETH Uniswap V2 pool. The project's longer-term design is to connect selected ecosystem functions to ANGR when those functions are technically ready and appropriate for the platform where they are offered.

Base / Farcaster distribution work

The Angry Redhead Digital game ecosystem has been adapted for Base/Farcaster mini-app distribution. Integration and listing/review work remains in progress. Features that are still under review or development are not represented in this document as completed platform approvals.

4. TOKENOMICS & DISTRIBUTION

Live balances can change through market activity; snapshot values are date-qualified.

Liquidity pool concentration

The largest ANGR balance is held by the ANGR/WETH liquidity pool contract, not by an individual holder. On September 28, 2026, Coinbase on-chain token-holder data identified the liquidity pool as holding approximately 62.26% of ANGR. This percentage is a market snapshot and can change as users buy, sell, add liquidity, or remove liquidity.

This distinction is important: a large balance at the pair address represents ANGR deposited in the public trading pool. It should not be interpreted as a single private wallet holder controlling approximately 62% of the token supply.

Owner / creator allocation

The Owner/Creator allocation is approximately 7% of the token supply. The project's historical UNCX lock covered the owner allocation through August 1, 2026. That lock has expired and this whitepaper does not describe the owner allocation as currently locked. Any future lock or vesting arrangement will be disclosed only after it has been executed and can be independently verified.

Original project allocation framework

The project was originally organized using dedicated wallets for operational categories. The percentages below describe the original allocation framework, not a guarantee of each wallet's current live balance. Current balances should be verified on-chain.

Category	Original allocation	Purpose / status
Owner / Creator	~7%	Owner allocation; historical UNCX lock expired Aug. 1, 2026
Marketing	5%	Growth, promotion, partnerships, and community outreach
Community / Rewards	5%	Originally designated for community and reward-related use
Liquidity / Growth	5%	Liquidity support and ecosystem growth
Research / Development	3%	Game, platform, and technical development
Public market / community	Variable	Balances outside project-designated wallets, including public holders and the trading pool

5. LIQUIDITY, BURN & MARKET STRUCTURE

100% burn of the original LP tokens

Following the Moonshot-to-Uniswap migration/bonding process, 100% of the original liquidity-provider (LP) tokens associated with the migrated liquidity were permanently burned. The LP-token burn is distinct from the amount of ANGR currently held by the liquidity pool.

Burn transaction: 0x132fe88023ec0d99d0cb5c392a3378eef4a9932142c9152ff02443fb0d597f19

Because LP tokens and pooled ANGR are different assets, the statements “100% of the original LP tokens were burned” and “the ANGR/WETH pool currently holds a large percentage of ANGR” are not contradictory. The first describes control of the original liquidity position; the second describes the pool’s current ANGR balance.

Additional liquidity

The project has historically added supplemental liquidity to support the ANGR/WETH market. Any liquidity added after the original burned position may have different ownership or lock characteristics and should be assessed from current on-chain records rather than assumed to share the original LP-token burn status.

Market risk

ANGR is a small-cap digital asset traded through decentralized markets. Liquidity, trading volume, price, holder concentration, and market availability can change materially. The presence of burned LP tokens does not eliminate market, smart-contract, platform, or trading risk.

6. LAUNCH & DEVELOPMENT HISTORY

Period	Milestone
Nov. 1, 2024	ANGR launched through Moonshot.
Mar. 5, 2025	Token bonded/migrated to an ANGR/WETH Uniswap market on Base.
2025	Owner/Creator allocation placed in a one-year UNCX lock; original project wallets and early game development established.
2025–2026	Browser mini-games, Token Snatch, internal Credits/AngryBUX systems, player portfolio, leaderboards, and website ecosystem developed.
2026	Base/Farcaster mini-app wrapper and platform-specific integration work developed; external-link bridge and mobile-container compatibility improved.
Aug. 1, 2026	Historical UNCX owner-token lock reached its scheduled unlock date.

Sep. 2026	Coinbase recognizes the ANGR contract as a Base DEX asset; issuer review preparation and project-documentation update in progress.

Historical dates describe project milestones and do not imply endorsement, approval, or listing by any third-party platform.

7. CURRENT DEVELOPMENT PRIORITIES

The project no longer uses the original whitepaper roadmap as a fixed promise. Development priorities are updated as the ecosystem evolves, and any future capability is subject to technical feasibility, platform policy, security review, and available resources.

Live / operational

- ANGR ERC-20 token on Base and public ANGR/WETH Uniswap V2 market.
- Angry Redhead website and brand ecosystem.
- Six-game browser ecosystem with username-based onboarding.
- Internal Credits and AngryBUX gameplay units and player portfolio interface.
- Standalone Token Snatch browser game.
- Leaderboards and community-oriented game participation.

In progress

- Base/Farcaster mini-app distribution, review, and platform integration.
- Improved token metadata and verification consistency across third-party market-data services.
- Performance and compatibility improvements for games running inside mobile Web3 containers.
- Community tournament and social-operations tooling using legitimate platform APIs and anti-spam controls.

Future direction

- Additional games and ecosystem experiences under the Angry Redhead brand.
- Deeper ANGR utility where technically appropriate and compliant with platform requirements.
- Stronger treasury/security controls as the project team and operational needs expand.
- Additional distribution, documentation, and integrations that improve access to the ecosystem.

Previous concepts such as staking, token farming, NFT marketplaces, DAO governance, cross-chain bridges, metaverse development, or specific exchange listings are not presented here as current live functionality or guaranteed roadmap commitments.

8. PROJECT OPERATOR

(Angry Redhead) ANGRcoin is the token at the center of this whitepaper. The broader project and related digital products are operated through Angry Redhead Digital LLC, the legal company supporting the Angry Redhead ecosystem. The company name is separate from the official token name and ticker.

The project may adopt additional team, treasury, multi-signature, or governance controls as operational needs grow. No future governance structure is treated as implemented until it is actually deployed and publicly documented.

Brand identity

The Angry Redhead character is the creative anchor of the project. The brand combines humor, persistence, individuality, gaming, and digital experimentation. The intent is to build a recognizable entertainment-oriented ecosystem rather than rely solely on token identity.

9. OFFICIAL REFERENCES

Official website: https://www.angryredheadcoin.org/

Base contract: https://basescan.org/token/0x41482d92fE22EBdA5B655eD104623e655DbAD22D

Uniswap pair: https://app.uniswap.org/explore/pools/base/0x550e12f25ca11e84e7de920f5817e931d7ef77a8

LP burn transaction:
https://basescan.org/tx/0x132fe88023ec0d99d0cb5c392a3378eef4a9932142c9152ff02443fb0d597f19

X: https://x.com/ANGRcoin

Telegram: https://t.me/ANGRcoin

TikTok: https://www.tiktok.com/@ANGRcoin

Alias names used by the project include Angry Redhead, Angry Redhead Coin, ANGRcoin, ANGR, and $ANGR.

10. IMPORTANT DISCLOSURES

This document is provided for general informational purposes. It describes the Angry Redhead digital brand, the ANGR token, technical identifiers, and current/projected ecosystem direction. It is not financial, investment, legal, or tax advice.

No statement in this whitepaper guarantees token value, liquidity, trading volume, platform availability, exchange support, future functionality, or project milestones. Third-party services may display data differently, and market statistics can change continuously.

Users should independently verify contract addresses, pool addresses, token balances, transaction history, and third-party platform information before interacting with ANGR or related applications. Blockchain transactions can be irreversible and digital assets involve material risk.

The project will update public documentation when material technical, operational, or token-structure changes occur. Where a live on-chain record differs from an older document or static screenshot, the current on-chain record should be treated as authoritative for blockchain state.

END OF WHITEPAPER