DIAMOND HANDS

LITE PAPER

Launch. Grow. Hold.

How Diamond Hands launches Solana tokens: the bonding curve, the sell lock that ends for everyone at the same moment, the wallet caps, the anti-sniper fee, and every fee, split by split.

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01 Summary

Diamond Hands is a token launchpad on Solana. Anyone can create a token in about a minute: a name, a ticker, an image, a supply size and an optional sell lock. There is no launch fee. The token starts trading at once on a bonding curve, a price curve that rises as people buy. When about **184.8 SOL** has been raised, the token graduates: its liquidity moves to a Meteora pool and is locked there permanently.

Diamond Hands is built around one idea from crypto culture: *diamond hands*, people who hold instead of selling at the first chance. The platform makes that fair for everyone.

- **Everyone unlocks together.** The creator can add a sell lock of 1 hour, 4 hours or 1 day. During the lock anyone can buy, but nobody can sell, the creator included. Selling opens for every wallet at the same second.
- **No wallet can corner a locked token.** While a token is locked, one wallet can hold at most 3% of the supply, and the creator at most 7%.
- **Bots and bundlers pay.** Every token carries an anti-sniper fee: 25% at launch, falling to the normal 1% within 60 seconds. Buying through many wallets in the first minute costs up to a quarter of the money.
- **Creators get paid.** Creators earn 0.4% of every buy and sell, and about 4.98% of the SOL raised when their token graduates.
- **Lean by design.** No launch fee, no presale, no token allocation to the platform, no hidden charges. The full fee split is in section 5.

0 SOL Launch fee (network costs only)	**1%** Trading fee on the curve	**0.4%** Of every trade to the creator	**3% / 7%** Wallet cap / creator cap while locked
≈184.8 SOL Raised at graduation	**100%** Graduated liquidity locked permanently		

02 The problem

Launching a memecoin on Solana is fast and cheap. That openness also makes four problems common:

Snipers

Bots watch the chain and buy in the same second a token appears, at the lowest price. They then sell into the first real buyers, taking the early gains before most people have even seen the token.

Dev dumps

A creator buys a large share at launch, waits for buyers to push the price up, then sells everything. The chart collapses and early supporters are left holding the loss.

Whales

One wallet with deep pockets can buy a large part of the supply early. From then on, that wallet decides the price.

Creators who don't earn

Many creators earn nothing from the trading their token generates. The fastest way for them to profit is to sell their own tokens, which works against the people who bought.

Diamond Hands answers each of these with rules that are enforced on-chain where possible, and published openly everywhere.

03 How a launch works

1. **Create.** The creator enters a name, ticker, image, optional description and social links. They pick a supply (`100M`, `500M` or `1B` tokens, 6 decimals) and a sell lock (none, 1 hour, 4 hours or 1 day). One signature creates the token, its bonding curve and its lock.

2. **Optional block 0 first buy.** In the same transaction, the creator can buy their own token at the starting price, in block 0 (the very first block), before anyone else can buy. It pays the normal 1% fee. With a sell lock, it is limited by the 7% creator cap (at most `3.39 SOL` at the standard starting price).

3. **Trade on the curve.** Anyone can buy straight away. The price rises as tokens are bought and falls as they are sold. The curve starts at a market cap of `50 SOL` and ends at `1,000 SOL`, a `20×` price range.

4. **Graduate.** When about `184.8 SOL` has been raised, the curve is complete. A 6% graduation fee is taken from the SOL raised, and the remaining `≈173.7 SOL` moves with the token's reserve into a Meteora DAMM v2 pool.

5. **Liquidity locked forever.** 100% of the graduated liquidity is permanently locked. The locked positions are held half by the creator and half by the platform: both earn that pool's trading fees, and neither can ever withdraw the liquidity.

Every token's mint and metadata are immutable: after launch nobody, including the creator and the platform, can mint more tokens or change the name, ticker or image.

> The graduation amount is the same for all three supply sizes, because the curve is defined in market cap (SOL), not in token count. A bigger supply simply means a lower price per token.

Where the supply goes. About `82.6%` of every token's fixed supply is sold on the bonding curve. The remaining `17.4%` goes into the Meteora pool at graduation, together with the SOL raised (less the 6% graduation fee and Meteora's 0.2% migration fee: about 173.3 SOL), and that liquidity is locked forever. The split is the same for all three supply sizes.

04 Fair-launch protections

The sell lock: everyone unlocks together

The creator chooses the lock at launch, and it can never be changed, shortened or extended afterwards.

LOCK	WHAT IT MEANS
No lock	Anyone can buy and sell from the first second. The anti-sniper fee applies.
1 hour	Buying is open the whole time. Nobody can sell or move the token to another wallet, the creator included. At the unlock time, selling opens for every wallet at the same second.
4 hours	
1 day	

The lock is checked by an on-chain program on every single token transfer, not by the website. A lock also ends early if the token graduates (see section 8).

Wallet caps while locked

While a token is locked, every buy is checked on-chain:

- No wallet can hold more than **3%** of the supply.
- The creator's wallet can hold up to **7%**, so they can make a meaningful first buy while staying far from control.
- Bought tokens must land in the wallet's standard token account, so one wallet cannot spread its buys over several accounts to get around the cap.

Because the cap is a share of the supply, at least **28 different wallets** are needed to fill the curve while a token is locked. At the start, a full 3% costs about `1.5 SOL`. The site's *Max* button works out exactly how much each wallet can still buy.

Anti-sniper fee (every token)

Every token starts with a high trading fee that falls evenly, second by second, to the normal 1%. On locked tokens it makes buying through many wallets in the first minute (bundling) expensive; on No-lock tokens it also stops bots flipping in the first seconds. A few locked tokens from the early devnet beta don't have it; each token page shows whether it does.

SECONDS AFTER LAUNCH	0	15	30	45	60+
Trading fee	25%	19%	13%	7%	1%

The fee falls by 0.4% every second. Meteora's program applies it on-chain. The creator's first buy inside the launch transaction pays the normal 1%. The fee is shared exactly like the normal trading fee (section 5). The token page shows the current fee live, with a countdown.

Early buyers in plain sight

Nobody can prove who owns a wallet, so no launchpad can block bundling (one person buying from many wallets) for certain. Instead, every token page lists the wallets that bought in its first minute and how much they still hold, so everyone can judge for themselves.

Rules in plain sight

Each token's rules (its lock, the caps and the anti-sniper fee) are written into its public description and shown on its page, with countdowns that follow the network's own clock.

05 Fees, fully transparent

Trading fee: 1% of every buy and sell on the curve



Meteora protocol (20% of the fee) · Token creator · Diamond Hands platform

What launching costs a creator

Launching is **free**: there is no launch fee. The creator pays only Solana's own costs, about `0.02 SOL` in network fees and account deposits.

The **first buy is optional**. If the creator makes one inside the launch transaction, it pays the **normal 1% trading fee**, like any trade, never the anti-sniper fee. The anti-sniper fee (25% falling to 1% over 60 seconds) is for **every other wallet** that buys in the first minute.

> Example: a creator launches with a 1 SOL first buy. The fee is 0.01 SOL: 0.002 to Meteora, 0.004 to the platform and 0.004 back to the creator, so the creator's real cost is 0.006 SOL. The other 0.99 SOL buys tokens at the starting price.

All fees

FEE	AMOUNT	WHO RECEIVES IT
Launch fee	0 SOL	Nobody. Creators pay only Solana network costs.
Trading fee on the curve	1%	Meteora 0.2% · creator 0.4% · platform 0.4%
Creator's first buy (optional, inside the launch)	1%	The normal trading fee and split. The anti-sniper fee never applies to it
Anti-sniper fee (every other buy in the first 60 s)	25% → 1%	Same split as the trading fee
Graduation fee	6% of SOL raised	Creator 4.98% · platform 1.02% (an 83 / 17 split)
Meteora migration fee	0.2%	Meteora, of the liquidity moved into the pool (tokens and SOL)
Graduated pool fee	1%	The locked liquidity positions, held 50 / 50 by creator and platform, less Meteora's share
Token allocation, presale, team tokens	None	The platform receives no tokens of any launch

> Meteora's programs only accept whole-number percentages for the graduation split, so it is 83% / 17% of the 6% fee, which is 4.98% and 1.02% of the SOL raised.

All fee settings are fixed in on-chain configuration when a launch configuration is created, and every launch follows the configuration it was created from.

06 Creator earnings

A creator earns from two sources: **0.4% of all trading volume** on the curve, and **4.98% of the SOL raised** if the token graduates. At graduation that reward is about 9.20 SOL, since the curve raises about 184.8 SOL.

EXAMPLE	VOLUME	TRADING SHARE	GRADUATION	TOTAL
A. Small token, never graduates	50 SOL	0.20 SOL	–	0.20 SOL
B. Token graduates	400 SOL	1.60 SOL	9.20 SOL	10.80 SOL
C. Very active token, graduates	2,000 SOL	8.00 SOL	9.20 SOL	17.20 SOL

Volume is the total of all buys and sells on the curve. Examples B and C exclude the trading fees the locked pool earns after graduation. These are worked examples of the fee rules, not forecasts: most tokens never graduate, and many see little volume.

Creators claim everything on the *My earnings* page with one click. Meteora's program pays it straight from the token's pool into the creator's wallet; it never passes through the platform.

07 Technology

- **Solana** for fast, low-cost transactions.
- **Meteora Dynamic Bonding Curve** runs each token's curve, its fees, the anti-sniper fee and the graduation into a **Meteora DAMM v2** pool with permanently locked liquidity.
- **Token-2022 with a transfer hook.** Every token is a Token-2022 token whose transfers call the Diamond Hands *sell-lock* program. That program records each token's unlock time once, at launch, and checks the lock and the wallet caps on every transfer.
- **Metadata** (name, ticker, image, description, links) is stored on IPFS.

What is enforced where

RULE	ENFORCED BY
Sell lock, same unlock moment for everyone	**On-chain (sell-lock program)**
3% wallet cap, 7% creator cap, standard-account rule	**On-chain (sell-lock program)**
Trading fee, split and anti-sniper fee	**On-chain (Meteora)**
Graduation and permanently locked liquidity	**On-chain (Meteora)**
Fixed supply, immutable mint and metadata	**On-chain (token settings)**
Warnings before signing, Max buy, first-buy limit, live stats	Website (helps users; the chain is the real check)

Because the important rules are enforced on-chain, they hold even if someone skips the website and builds their own transaction.

08 Known limits and risks

No launchpad can make trading safe. These are the limits of Diamond Hands, stated plainly:

- **Graduation ends the lock early.** When a token graduates, Meteora removes the transfer hook, so selling opens at that moment even if the lock time has not passed.
- **Caps are per wallet.** One person or group using many wallets can still buy more than 3% in total. The caps make this costlier and more visible; they cannot stop it.
- **No-lock tokens have no caps.** After the first 60 seconds, any wallet, including the creator's, can buy any amount, and anyone can sell at any time.
- **The anti-sniper fee is short.** It covers the first 60 seconds only, and it also applies to genuine buyers who are quick.
- **Other apps during a lock.** While a token is locked, buys routed through some other apps or aggregators may fail, because they use non-standard token accounts. Buying on Diamond Hands works.
- **Software risk.** The sell-lock program has not yet been independently audited. Diamond Hands also depends on Meteora's programs and on Solana itself.
- **Market risk.** Memecoins are extremely volatile and most lose most or all of their value. Only use money you can afford to lose.
- **Off-chain parts.** Token images and descriptions are hosted on IPFS, and the website can be unavailable at times. Tokens and funds stay on-chain regardless.

> **Fair rules are not a safety guarantee.** They remove some of the most common unfair advantages. They do not make any token a good buy.

09 Roadmap

Only work that is actually planned is listed. There are no dates, and plans can change.

Planned

- Public testing on Solana devnet.

- An independent security review of the sell-lock program.
- Launch on Solana mainnet.

Being considered (no commitment)

- A holder panel on each token page: top holders and the creator's share.
- Creator history: a creator's earlier tokens and how they did.
- Holder-only comments on each token.
- A creator cap for No-lock tokens.

10 Disclaimer

This Lite Paper describes how the Diamond Hands software works. It is for information only. It is not financial, investment, legal or tax advice, and it is not an offer or solicitation to buy or sell any token or security.

Diamond Hands does not issue its own token and makes no promise of profit or return to anyone. Tokens on Diamond Hands are created by independent users; Diamond Hands does not review, endorse or vouch for any of them. The platform earns the fees described in section 5.

Crypto assets are highly risky. You can lose all of the money you use. Smart contracts can contain errors, and transactions on Solana cannot be reversed. Do your own research, and check whether using Diamond Hands is legal where you live.

Figures in this document come from the platform's settings at the date of publication and may change. Examples are illustrations of the rules, not predictions.
