

Dossier for the Minted project

GetMinted.io represents the loyalty and membership tier system for MINT, an online platform featuring casino, sportsbook, and prediction products. The upcoming \$MNTD token is designed to serve as the ecosystem's utility token: users earn XP through gameplay and referrals—contributing to airdrop allocations—and, following the Token Generation Event (TGE), can stake MNTD to determine their status tier and unlock access to rakeback, daily rewards, lock-up boosts, giveaways, airdrops, loss rebates, and other platform rewards. The website lists the TGE for Q4 2026.

Preliminary assessment: a high-risk pre-TGE loyalty token with a strong user-acquisition narrative, but weak tokenomics transparency and high regulatory/platform dependency risk.

However, the investment thesis involves significant uncertainties: the token has not yet launched, no contract address or audit report could be found on the official page, and two allocation/vesting tables on the same page contradict each other. Furthermore, the utility of MNTD depends on the gambling business—specifically its license, regulatory constraints, player retention, and the platform's ability to fund buybacks and rewards.

What Minted is actually building and why it matters

MINT is a platform featuring casino games, live casino, sports betting, and prediction markets. The official site promotes games from providers such as Evolution, Pragmatic Play, Hacksaw, NetEnt, and others, alongside sports betting and prediction market categories covering crypto, the economy, gaming, sports, and culture.

GetMinted.io serves as a loyalty hub rather than a standalone product with its own marketplace. The pre-TGE mechanics work as follows: every eligible casino or sportsbook wager earns XP; referrals can boost XP; and a user's position on the Season 1 leaderboard determines their future MNTD airdrop allocation.

This creates a clear flywheel effect: increased betting activity → more XP and user engagement → higher demand for MNTD (for status/staking) → buybacks and rewards driven by ecosystem activity.

MNTD tokenomics

Confirmed basic parameters:

- Ticker: MNTD.
- Maximum supply: 1,000,000,000 MNTD.
- TGE: stated as Q4 2026; the exact date has not been published.
- Chain: the website identifies Robinhood Chain.
- Utility: loyalty/status, staking, rewards, airdrops, ecosystem participation, and a buyback/burn narrative.
- Contract: no mainnet token contract address was found in the reviewed official materials.
- FDV: cannot be calculated before TGE without an official token price; implied FDV = token price $\times$ 1 billion.

Category	Share of supply	MNTD out of 1 billion
Staking Rewards	15.85%	158.5 million
Community Rewards	15.00%	150.0 million
Growth & Activation	15.00%	150.0 million
Treasury	15.00%	150.0 million
Partnerships	8.00%	80.0 million
Liquidity	8.00%	80.0 million
Team	8.00%	80.0 million
Private Sale	5.15%	51.5 million
Airdrops	5.00%	50.0 million
Growth Reserve	5.00%	50.0 million
Total	100.00%	1 billion

Unlock and dilution risk

If we treat the vesting schedule as a working hypothesis rather than a final version, the most obvious sources of future selling pressure are:

- Team: 10% per the vesting schedule; 0% at TGE; 12-month lock-up period followed by a 12-month vesting period.
- Strategic partnerships: 7%; 3-month lock-up period; 24-month vesting period.
- Growth and activation: 13%; 5% at TGE; 24-month vesting period.
- Development reserve: 8%; 12-month lock-up period; 24-month vesting period.
- Private sale: 5.15%; however, this category is missing from the vesting schedule.

- Liquidity: 8%; the vesting schedule provides for the unlocking of 20% at TGE, followed by vesting over six months. This could indicate a rapid increase in the volume of liquid tokens in free circulation.

- Community / Airdrops: 5%; 2% at TGE and 24-month vesting.

Team and verification signals

What can be confirmed: a live MINT betting platform exists with casino, sports, and prediction surfaces; there is an official GetMinted landing page, leaderboard, Help Center, terms, responsible-gaming policy, and social links.

The terms identify the legal operator—Sage Shark Ltd, registered in Costa Rica—and cite an Anjouan license.

Key risks

- Platform dependency - MNTD utility depends on MINT: XP, Status, rakeback, lossback, staking rewards, and airdrops are meaningful only if the platform continues to attract betting activity and support the rewards programme.
- Gambling economics risk - More betting activity does not guarantee token value. The platform incurs costs for game providers, payment rails, bonuses, rakeback, lossback, compliance, and chargebacks.
- Tokenomics disclosure risk - The conflicting allocation tables are the most concrete red flag. Without a canonical schedule, it is impossible to know the exact TGE unlocks, insider share, private-sale supply, Treasury control, or future circulating supply. This directly affects FDV, dilution, and fair-value assessment.
- Smart-contract and custody risk - MNTD has not launched, so its contract, permissions, mint/burn authority, pausability, blacklist logic, and audit status cannot be verified from the official materials. After launch, these parameters should be checked on-chain before interacting with the token. There is currently no confirmation that buybacks/burns are automated or permissionless.
- Market and liquidity risk - Before TGE there is no verified price, liquidity, market maker, or contract address.

Disclosure

My position: i do not hold MNTD, MINT, or any other assets related to this project; I am not participating in Season 1, and I have no allocation, advisory role, or financial incentive to promote Minted.

Overall assessment: GetMinted has a clear acquisition narrative: convert casino and sportsbook activity into XP, an airdrop, and a future Status layer. A live gambling platform and a formally identified operator/licence are stronger signals than those of a project with no product. However,

MNTD remains a pre-TGE utility token with an unknown contract, no confirmed audit, dependence on gambling regulation, and a material contradiction in its token allocation/vesting data.

Link primary sources:

<https://getminted.io/>

<https://help.mint.io/article/110-terms-of-use>

<https://help.mint.io/>

<https://help.mint.io/article/83-responsible-gaming-policy>