Brydg Litepaper

Idle phones in Africa and Asia, sold as compute to the world through one provider app, with token holders paid first, in stablecoin.

3 SEPTEMBER 2026

This litepaper summarises the Brydg Whitepaper and Business Plan. It is informational only, not an offer, prospectus or investment advice. The Terms of Sale govern any purchase.

Brydg in sixty seconds

The problem. The world cannot build compute fast enough. The four largest cloud operators plan up to $630 billion of capital spending in 2026 and still report unmet demand; Microsoft alone has an $80 billion cloud backlog it cannot serve for lack of power. The bottleneck is no longer chips: it is transformers, grid connections and permits, and none of those clear quickly.

The unused answer. Across Africa and Asia, well over a billion Android smartphones sit charging and idle every night. Sub-Saharan Africa is heading for 1.36 billion mobile connections; Asia-Pacific for 2.1 billion subscribers with 94% smartphone adoption. Over 400 million AI-capable phones shipped last year alone. Their processors are already bought, already powered, and thrown away eight hours a day.

Brydg connects the two. A marketplace that buys idle phone capacity from verified providers in Africa and Asia, paid in stablecoin, per unit of verified work, and sells job execution to buyers anywhere in the world. Compute is location-blind: work done on a phone in Nairobi is worth exactly what the same work is worth in Frankfurt, but costs a fraction to procure.

The app. Brydg is building a provider app, the single point of entry to the network. A phone owner installs it, verifies once, and from then on sells the idle capacity of that phone to Brydg, automatically, while it charges. The app is how supply arrives, how it is verified, how it is metered and how it is paid. It ships publicly in June 2027, Africa first, one month before the token is generated, so that the token launches on a fleet that is already earning.

The token. Brydg Token holders receive **15% of Brydg's gross revenue**, calculated before any cost, as a first claim, **paid in stablecoin**, never in the token. Supply is fixed. Pre-sale purchases have **no vesting**. The majority of supply is sold to the public; the team holds 5%.

WHY IT'S DIFFERENT

Paid in real money. Providers earn stablecoin from revenue, not newly minted tokens, so the supply never needs to grow and the fleet does not vanish when emissions stop.

Verified, not anonymous. Every provider is identity-checked and every device attested through the app. Buyers can trust the fleet; fraud farms cannot join it.

One app, no hardware. Supply is any existing Android phone with the Brydg provider app installed. Brydg buys, ships and owns no devices.

Distributed through telcos. Participation bundled into phone plans, with the app pre-installed, off-peak data and local payout rails: one partnership instead of a million ad clicks.

Holders first. 15% of gross, fixed, auditable from one number, claimable in stablecoin. Not a residual after costs, not at management's discretion, not in a currency Brydg prints.

How the network works

WHO	WHAT THEY DO	WHAT THEY GET
Providers	Install the Brydg provider app; verify; let the phone work when idle, charging and connected. Nothing else required.	Stablecoin (or airtime, data, mobile money) per verified unit of work
Buyers	Submit batch jobs through an API: scheduled inference on small models, data processing, verification, proof generation, confidential agent execution.	Verified results by a deadline, priced per standard compute-unit (SCU), below cloud benchmarks or not sold at all
Brydg	Builds and operates the provider app, the scheduler, verification, ledger, payouts and compliance. Owns no devices.	A 30% markup on provider payouts (35% on telco-bundled cohorts), its gross revenue
Token holders	Hold the token at each period's snapshot; claim.	15% of gross revenue, in stablecoin, first claim

A job flows in seven steps: submission, price locked, split across verified devices, executed in a sandbox or hardware enclave, checked by redundancy and canary tests, delivered, settled. At settlement the provider is paid, Brydg's take is recognised, and 15% of the take accrues to the holder pool, automatically, at that moment.

Demand is built in three rings: crypto-native infrastructure buyers first (protocols, agent platforms, already paying phone networks today), developer and SaaS batch workloads second, regional enterprise (in-country, confidential processing) third. Conversations are in progress with a small AI company and with larger institutional buyers; no contract is signed yet, and Brydg does not forecast revenue until one is.

Supply is built cheaply. In markets where a few dollars a month is material income, providers join because the app pays, through referrals, local agent networks, multi-device operators and telco bundling. Brydg launches in Africa first and buys supply only against contracted demand, so no device is ever recruited into a network with nothing to pay it.

The provider app

Every phone on the network arrives through one piece of software: the Brydg provider app, built by Brydg, Android first. It is the product that turns a private handset into a unit of sellable compute, and it is where the cost of buying supply is decided. What it does:

- **Enrols in about three minutes.** Phone number for the base tier, hardware-backed attestation that the device is a real, unmodified phone running the genuine app (rooted devices, emulators and cloned installs fail here), a one-off benchmark that places the phone in a capability tier, and a residency confirmation.
- **Sells the phone's idle capacity automatically.** Three locked rules: only while charging, only on Wi-Fi or a partner plan's off-peak allowance, only when idle. The owner sets them once and never has to think about the app again. Jobs run sealed off from photos, messages and contacts; confidential workloads run inside the phone's secure enclave; work pauses on heat.
- **Meters and pays per verified unit.** Each night's jobs are shown with units and a paid, pending or rejected status. Balances accrue in stablecoin and pay out at a low threshold or on a schedule, into mobile money, airtime, a data bundle or a USDT wallet, with fees capped and every payout carrying a receipt.
- **Supports operators.** A kiosk owner with five phones or an agent running a small fleet manages every device from one account: each phone attested, benchmarked and paid on its own, added by scanning a code, verified at a higher identity tier.
- **Grows the fleet.** Referral links shared over WhatsApp and SMS, reputation tiers that earn priority scheduling, and, where a telco bundles participation into a plan, the app pre-installed with opt-in as part of activation.

Amounts on one phone are modest and the app shows them as modest. Providers are suppliers paid in stablecoin; they receive no tokens by participating. The app is designed and a live demo exists; no device is enrolled and no provider has been paid. Closed beta in the first corridor runs through the first half of 2027; public release is June 2027, Africa first.

Proof it can work

- **Acurast** runs 225,000+ smartphones as compute nodes across 140+ countries, executing confidential workloads inside phone secure enclaves and settling in USDC: proof that phones can be real compute and that developers pay for it.
- **Grass** sells consumer-device capacity (bandwidth and web data) to AI labs and Fortune 100 companies, earns an annualised $33 million in USDC, is profitable, and in 2026 its holders voted to receive a share of that USDC revenue: proof that AI demand converts into stablecoin revenue for a consumer-device network, and that holders can be paid from it.
- **Mobile money**, 2.3 billion accounts, more than $2 trillion transacted in 2025, 1.2 billion of those accounts in Africa: proof the payout rails Brydg's app needs already exist and are built for small transactions.

The sector's own history is the discipline: decentralised infrastructure tokens that raised on projections in 2021 are down 94 to 99% while their networks' revenues grew. The leaders now trade on revenue. Brydg is built to be judged on that standard.

The Brydg Token

Entitlement	15% of Brydg's gross revenue per accrual period, pro rata to tokens held at the snapshot
Calculated on	Gross take (30% / 35% of provider payouts), before any cost. Holder pool = 0.15 × gross revenue
Paid in	Stablecoin, never the token. Brydg never mints or buys tokens to pay holders
How	Pull-based claim per period (proposed quarterly); holder pays own transaction fee; per-period reporting and reconciliation published
Supply	Fixed at TGE. No inflation, no emissions, no provider allocation
Chain	BNB Chain
Other utility	Priority access to enterprise buyer accounts and operator programmes above a threshold; phased governance over distribution parameters, never over the 15% itself
Not	Not the network's payment currency; not a claim on equity or assets; not a promise of any return

Supply and allocation

ALLOCATION	SHARE	UNLOCK
Pre-sale (public)	65%	100% at TGE, no vesting
Treasury & ecosystem	12%	Against published programmes; earns no distributions while held
Liquidity	10%	At TGE as required
Referral & marketing	5%	Bonuses: 40% at TGE, 20% monthly × 3
Team & advisors	5%	12-month cliff, 36-month linear
Strategic partners	3%	Milestone-based, 12-month minimum cliff
Providers	0%	Paid in stablecoin from revenue

Total supply 10,000,000,000; final figures fixed in the Terms of Sale before Stage 1.

> THE ANGLE
>
> **Holders are paid before Brydg is.** Buy the world's cheapest compute, sell it into the world's scarcest resource, and split every unit of revenue 15/85 at source, the 15 in stablecoin, in a segregated account, claimable by you.

The pre-sale

- **Staged, rising price.** Tokens are sold in stages; each stage is priced above the last. Stages are flexible: Brydg sets and may revise their number, price, size and timing as the sale progresses, publishing every change before it takes effect. A completed purchase is never repriced.
- **Milestone-linked.** Stage 1 funds the build, including the provider app. Stage 2 opens only when the first execution contract is signed. Later stages open against published network milestones: each price rise is earned, not scheduled.
- **Progress shown as percentage of stage allocated**, never as money raised.
- **How to buy.** Create an account, pass the identity check appropriate to your amount, connect a wallet, and pay in USDT, USDC, ETH or BNB on Ethereum, BNB Chain or Tron. Your price is locked for 15 minutes once you start.
- **Referrals.** Share a link: the referrer receives 25% of a referred purchase in tokens; the referred buyer gets a 5% bonus on their first purchase. Single level only.
- **What you hold before TGE.** A recorded allocation, not transferable, not redeemable, no market value yet. Your dashboard shows your purchase price, the current stage price and how far the ladder has climbed since you bought. At TGE your tokens are delivered in full to your nominated wallet.
- **Ends** at TGE or when the allocation is sold, whichever first. No refunds. Restricted jurisdictions excluded; identity thresholds set by counsel and applied as you approach them.

Roadmap

WHEN	WHAT
Q4 2026	Pre-sale opens (Stage 1). Provider app designed, live demo available. Buyer and African telco conversations advanced with a proof package.
Q1 to Q2 2027	First buyer contract opens Stage 2. Provider app in closed beta with agent-recruited devices in the first corridor; benchmark and rate card finalised; payout rail live.
June 2027	Provider app ships publicly, Africa first. First corridor opens; first verified devices online and earning.
July 2027	TGE, or one month after the app ships publicly, whichever is later. Tokens delivered in full; first accrual period opens on a network already paying providers.
H2 2027 onwards	First distribution at period end. Ring-2 API; first telco term sheet with the app pre-installed on bundled plans; further corridors; then Asia.

The honest part

UNDER SCRUTINY

No revenue exists yet. The entitlement is real; the revenue behind it must be earned, and early accrual periods may be small or zero. TGE is the start of accrual, not a payout event.

The app is not yet built. It is designed and demonstrable; it is not shipped, no device is enrolled and no provider has been paid. If it is late, TGE moves with it.

Demand is the hard half. The most mature phone-compute network has not reached institutional buyers after several years. Brydg starts where phone networks already win and refuses to forecast until a contract exists.

Phones are not data centres. Batch and fault-tolerant work only; home Wi-Fi is scarce in Africa, which is why telco partnerships are strategy, not option.

No vesting means a free float at TGE. Selling forfeits the entitlement; the token is not the network's currency; liquidity is sized for it.

Regulation. A revenue-sharing token may be a security in your jurisdiction. Counsel owns characterisation and terms; you should take your own advice.

Business failure would leave the entitlement worthless. Brydg is funded by this pre-sale, spends stage by stage, and reports proceeds and runway to holders every period.

Full detail, data, sources, mechanics, risk factors and every decision still pending is in the Whitepaper and Business Plan. Read them before you buy.