DIAMOND HANDS CHEAT CODE

for small coins where you know the artist is gonna keep building all year

1. the only math you need

your % of supply x market cap = your bag. the supply doesn't change on pump.fun style coins, so if you hold 3%, you own 3% of whatever the coin is worth. that's it. the early entry is the whole edge, and you only get paid on it if you're still holding when it grows.

example: a 3% buy for $261 (about an $8.7K market cap)	
market cap reaches	**your bag is worth**
$50K	$1,500 (about 6x)
$100K	$3,000 (about 11x)
$250K	$7,500 (about 29x)
$500K	$15,000 (about 57x)
$1M	**$30,000 (about 115x)**

sell in a dip and you lock in the dip. the people who see the 100x are the ones who were still there.

2. before you buy: earn the trust, don't assume it

- **the artist has a track record.** they've shipped real work before and they show up consistently, not just at launch.
- **there's a plan for the year.** drops, releases, collabs, something you can actually watch happen.
- **no whales early.** the dev caps buys at 1 to 3% while the coin is under $10K, so no one wallet can dump on everyone.
- **the dev wallet is small and public.** you know what they hold and they've said what they'll do with it.
- **the community talks about the art,** not just the chart. holders who care about the work hold longer.

3. rules while you hold

- **size it so you can forget it.** only put in an amount where going to zero wouldn't hurt your life. that's what makes holding easy.
- **watch the artist, not the candles.** are they still making stuff? then nothing important changed.
- **zoom out.** check weekly, not hourly. mute price alerts. small coins drop 50% and come back all the time.
- **pick your check-in dates now** (like every month), and only make decisions on those days, never mid-panic.
- **optional free bag:** at a big milestone (like 10x) sell just enough to get your starting money back, then hold the rest stress free.
- **don't sell because someone in the chat is scared.** fear is loud, building is quiet.

4. when diamond hands turns into bag holding

holding is a choice you keep re-making, not a promise. it's ok to leave if:

- the artist goes quiet for 30+ days with no explanation
- the dev wallet starts dumping or the story suddenly changes
- you're only holding because you hope, not because anything is still happening

not financial advice. memecoins are super risky and most go to zero. only use money you can fully lose. the math above assumes you could sell at that price, and big bags on small coins move the price when you sell, so sell in pieces.