

FISHBOWL

The Living NFT Ecosystem

Breed. Trade. Thrive.

The world's first fish tank game where every fish is a living NFT with real economic value — powered by a self-sustaining three-token economy, a player-driven marketplace, and a community built to last.

"The water is still. But it won't be for long."

3,333

Founding Fish

3

Tokens

£702,900

Pre-Sale Target

Solana

Blockchain

Version 5.4 · 2026 · playfishbowl.gg

Contents

01	The Vision
02	The Problem
03	The Solution
04	The Game
05	The Fish
06	Breeding System
07	Three-Token Economy
08	FishCmarket
09	OpenTank
10	Referral Programme
11	The Newspaper
12	Founding Fish NFT
13	Two Types of NFT
14	The Mythical Founder Covenant
15	Funding & Treasury
16	Smart Contracts
17	Anti-Collapse Framework
18	Monetisation
19	Roadmap
20	TheFishBowl — The Platform
21	Technical Stack
22	The Belief
23	Legal & Risk Disclosure

01 The Vision

FishBowl is a mobile and PC game where players own, manage, and grow a living fish tank. Every fish is a real NFT. Every tank is a real asset. Every trade happens in a real player-driven economy.

But FishBowl is not just a game. It is a three-app ecosystem — FishBowl for gameplay, FishCmarket for trading, and OpenTank as the community layer that connects both. One account. One identity. Three products. One world.

The vision is simple: build something people actually want to play, that also happens to have real economic value built into every mechanic. Crypto that doesn't feel like crypto. A game that doesn't feel like work.

Breed. Trade. Thrive.

Three Products. One Ecosystem.

Product	Role	Core Function
FishBowl	The Game	Tank management, breeding, feeding, room design, the Newspaper.
FishCmarket	The Market	Player-driven marketplace. Player-set prices, market-suggested. Fish, eggs, tokens, tanks.
OpenTank	The Community	Leaderboards, sacrifice banners, social feeds, public profiles, The Archive.

02 The Problem

Every major crypto game has failed the same way. The pattern is always identical.

01 — Token value relies on new player influx

When new players stop joining, existing players have no buyer for their tokens. Value collapses.

02 — Economies inflate and collapse within months

Earn rates outpace spend rates. Supply floods the market. Token price hits zero.

03 — Players earn, dump, and leave

No retention loop beyond earning. Once earnings drop, players have no reason to stay.

04 — NFTs are static assets

A JPEG with no utility beyond speculation has no floor value. When hype dies, value follows.

05 — Play-to-earn feels like work

Games designed around extraction rather than enjoyment are not games. Players realise this quickly.

FishBowl was designed from the ground up to solve all five.

03 The Solution

FishBowl's solution is not a gimmick — it is a complete redesign of how a crypto game economy works.

Utility-driven token value

Fish need feeding every day. Tanks need cleaning. Breeding costs tokens. Value comes from what tokens do, not from what new players pay.

Living NFTs with dynamic metadata

Every fish is an NFT whose metadata updates in real time — health, age, breeding history, lineage. A fish is not a static asset. It is a living one.

Biological scarcity

Fish have lifespans. They die. They produce clutches, not single offspring. Rare fish require multi-generation breeding. Scarcity is natural, not artificial.

Self-regulating supply

Everything that enters the economy has a permanent exit — lifespans, sacrifice events, overbreeding costs, transaction fees. Five anti-collapse pillars protect the economy automatically.

A game first

FishBowl is genuinely enjoyable without ever touching the crypto layer. The economy rewards players who engage — it does not punish those who simply play.

04 The Game — FishBowl

FishBowl is a tank management, breeding, and collection game. Players begin with a single tank and a randomly generated starter bundle of fish. From there, everything is in their hands.

What Players Control

- Tank ecosystem — water conditions, cleanliness, fish population
- Fish health — feeding, care, breeding decisions
- Tank environment — room wallpaper, lighting, decor, tank shape
- Economy — what to breed, sell, sacrifice, or hold
- Identity — fish names, tank nameplate, community presence in OpenTank

The Core Loop

Log in. Feed your fish. Clean your tank. Check the Newspaper. Solve the puzzle. Initiate a breed. Visit FishCmarket. Check OpenTank. Come back when your eggs hatch. That loop takes 10 minutes of active play and creates six distinct reasons to return daily.

Three Player Types

Type	Behaviour	Primary Value
Casual	Feeds fish, enjoys tank, occasional lucky pull	Entertainment + lucky wins
Breeder	Optimises clutches, chases rarities, sells surplus	FishCmarket income
Investor	Builds premium tanks, curates assets, flips tanks	Asset appreciation

Room Design

The tank is the centrepiece. The room surrounds it. Players choose wallpaper, flooring, lighting, furniture, and decor to build a personal space. Every room item is cosmetic — no direct gameplay advantage. Weekly limited drops — one unique item per week, announced in the Newspaper on the day of drop. Once gone, never returns.

Fish Wall Plaques

Players can mount fish plaques on their room wall. Each plaque shows the fish's name, tier, age, and breeding record. A Mythical plaque glows. It is an immediate status signal to any visitor.

Onboarding

No tutorial walls. A small hint appears the first time a player encounters each mechanic — one line, five seconds, never repeats. Players learn by doing. A crypto wallet is never required to play on day one.

Every new player receives a custodial wallet created automatically at signup — no crypto knowledge required. Fish, Fish Food, and Bubbles are held securely by FishBowl until the player chooses to connect their own wallet. The game works fully from the first second.

Connecting a personal wallet — Phantom, Solflare, or any Solana-compatible wallet — transfers full ownership to the player immediately. From that point all assets are theirs entirely, tradeable externally on FishCmarket and all major Solana NFT exchanges.

Custodial accounts inactive for 90 consecutive days receive a warning via email, push notification, and in-app message. A 30-day grace period follows. Full custodial wallet policy is detailed in Section 23 — Legal & Risk Disclosure.

Every new player’s starter fish arrive inside classic fairground plastic bags — water visible, fish visible through the plastic, identity unknown until opened. Tap the bag. The fish swims out. That is the first moment in FishBowl.

Founding Fish holders receive a premium golden bag — the visual distinction is immediate and permanent.

Tank Capacity

Every player starts with one tank holding up to 20 fish. Additional tanks are purchaseable with Bubbles — each holds 20 fish, each can be decorated and configured independently.

Tank	Cost	Capacity
Tank 1	Free	20 fish
Tank 2	1,000 Bubbles	20 fish
Tank 3	3,000 Bubbles	20 fish
Tank 4	7,000 Bubbles	20 fish
Tank 5+	Doubles each time	20 fish

Tank Dirtiness

Tank dirtiness only accumulates when the app is closed. The dirtiness clock begins after the app has been closed for 10 minutes or more. Dirt patches appear in randomised locations every time — never the same pattern, never the same size, never the same opacity.

Cleanliness	Range	Effect
Pristine	90–100%	Bonus breeding odds. Fish visibly vibrant.
Clean	70–89%	Standard conditions. No penalty.
Dirty	40–69%	Fish health deteriorates slowly.
Neglected	20–39%	Breeding disabled. Health drops faster.
Toxic	0–19%	Fish health critical. Risk of death.

Hidden Decor System

Certain decor items carry secret breeding buffs — never disclosed to the player directly. These buffs rotate weekly or bi-weekly, preventing exploitation and keeping the meta fresh. Premium purchased cosmetics carry no buffs — spending money earns beautiful tanks, not breeding advantages.

The Idle Drift

When a player has been away, items drift down and settle on the tank floor — Fish Food pellets, a coin, a bubble, occasionally an egg. One tap collects everything. The real cost of absence is what happens to your fish while you were gone.

Daily Login Streak

Players who log in consecutively build a streak multiplier on their Fish Food earnings. Days 1–6 earn a 1.2x bonus. Day 7 raises it to 1.5x. At Day 30, the multiplier settles to a permanent 1.3x for as long as the streak lives.

05 The Fish

All fish in FishBowl are based on real species. They have gender, age, health, breeding history, and a visual style that reflects their rarity tier. Every fish is a unique NFT from the moment it is born or received. Mythical fish are the exception — they have no real-world reference because Mythical fish do not exist in nature.

Uncommon fish are an in-game tier only — bred and earned through gameplay, never sold as Founding Fish. They represent the first meaningful step above Common and are accessible to all players through standard breeding.

Rarity Tiers

All lifespan figures apply to in-game fish only. Founding Fish are permanent assets with no lifespan. See Section 13.

Tier	Base Lifespan	Peak Breeding	Clutch Survival
Common	6 months	Months 2–7	65%
Uncommon	16 months	Months 4–11	67%
Rare	20 months	Months 6–14	70%
Epic	12 months	Months 3–9	45%
Legendary	18 months	Months 4–11	35%
Mythical	Immortal	Months 5–14	20%

"Higher tier fish are not simply better versions of lower tier fish — they are more volatile assets."

Epic and Legendary fish are more powerful breeders but shorter lived than Rare, consuming more food, generating more waste, and demanding greater attention. This is intentional. Scarcity at the top of the tier hierarchy is biological, not artificial — high tier fish naturally cycle through the economy, keeping the market active and preventing indefinite hoarding.

We don't want the top of the market controlled by a handful of players who simply got there first and never left. The challenge is the point. Breeding a Legendary fish, maintaining it at Thriving health, timing your clutches, and listing on FishCmarket at the right moment — that is the grind. Done well, it has real economic value. Bubbles earned through skilled play can be traded on FishCmarket and exchanged for real value. That outcome should be earned, not inherited. The biology of the tier system ensures it always will be.

If you're the kind of person who reads market patterns, optimises breeding pairs, and plays three moves ahead — FishBowl was built for you.

Bubbles are a Solana SPL token. What you earn in FishBowl, you own.

Visual Identity

Tier	Visual Style	Feel
Common	Clean / Minimal	Simple, flat, functional. The baseline.
Uncommon	Cartoon	Bold outlines, saturated colour, expressive silhouettes. These fish have personality before they move.

Tier	Visual Style	Feel
Rare	Illustrated / Full Colour	Detailed linework, painted precision. Natural history meets modern design.
Epic	Pixel Art	Retro, deliberate, collector appeal. Every pixel placed with intention.
Legendary	Realistic	Photographic quality. Looks pulled from a nature documentary.
Mythical	Ethereal / Glowing	Animated. Glowing. Looks like it does not belong in this world.

Fish Health Tiers

Status	Health %	Breeding Effect
Thriving	76–100%	Full odds. Eligible for up to 3x condition bonus with perfect tank.
Healthy	51–75%	Standard odds. No bonus. No penalty.
Surviving	26–50%	Reduced odds. No clutch bonus. Clutch size drops.
Deteriorating	0–25%	Breeding disabled entirely. Fish at risk of death.

Tier Dirt Rate & Food Drain

Tier	Dirt Rate	Food Drain
Common	Slow	Low — casual management sufficient
Uncommon	Slow-Moderate	Low-Moderate — daily check sufficient
Rare	Moderate	Moderate — once or twice daily
Epic	Fast	High — multiple daily check-ins needed
Legendary	Very Fast	Very high — serious attention required
Mythical	Extreme	Extreme — near-hourly in a full tank

Gender

Every fish is assigned a gender at creation — male or female, 50/50 base probability. Breeding requires one male and one female — no exceptions. Gender is permanent and visible on the fish card. Starter bundles guarantee at least one of each gender.

Gender creates natural market dynamics. If Legendary females are scarce, their value rises immediately. The community tracks ratios. The Newspaper reports on it. The secondary market reacts.

The Fish Card

Every fish has a card — a permanent record that travels with the fish forever, including through FishCmarket sales. The card displays: name, species, tier, gender, age, date of birth, health, breeding history, lineage, discovery credit, owner history, and season stamp.

Naming

Players name their fish freely with no restrictions. First naming is free. Renaming costs 1,000 Bubbles. The name is permanent on the fish card and visible to every player and every buyer. Choose accordingly.

Dynamic NFTs

On-chain metadata updates throughout a fish's life — breeding records, health history, clutch outcomes, age. A fish that has lived for three seasons and bred a Mythical offspring carries a visible, permanent, verifiable history. That history has value.

Fish Lore

Every fish in FishBowl has a lore line — a short description combining the real species name, a gamified identity, and three defining elements. Mythical lore is deliberately different — longer, more unsettling, no real-world species reference.

06 Breeding System

Breeding is the engine of the FishBowl economy. It is the primary source of new fish, new eggs, and new value. It is also the primary sink for Fish Food and Bubbles.

How Breeding Works

- Two fish of opposite gender are paired in the same tank
- A clutch of eggs is produced — not a single fish
- Clutch size and survival rate vary by pairing tier, fish health, and tank conditions
- Not all eggs survive — dead eggs can be sacrificed for a small reward
- Surviving eggs can be hatched or traded unhatched on FishCmarket
- Eggs are always player-generated through breeding — they cannot be purchased directly
- Offspring appearance is determined by parental traits — random mutation is possible
- Overbreeding the same pair degrades clutch quality and reduces both fish's health

Base Breeding Odds

Base probabilities. Perfect tank conditions can increase Rare and above outcome chances by up to 3x. This multiplier is probabilistic, never guaranteed.

Pairing	Common	Uncom.	Rare	Epic	Legend.	Mythical
Common x Common	82%	9%	7%	1.3%	0.25%	0.05%
Common x Uncommon	68%	16%	12%	3%	0.7%	0.1%
Common x Rare	70%	5%	16%	7%	1.5%	0.25%
Uncommon x Uncommon	50%	25%	19%	5%	0.8%	0.15%
Uncommon x Rare	38%	15%	28%	14%	4%	0.8%
Rare x Rare	55%	2%	27%	12%	3%	0.25%
Rare x Epic	42%	0%	25%	24%	6%	1%
Epic x Epic	32%	0%	21%	34%	10%	1.5%
Epic x Legendary	22%	0%	16%	30%	25%	3%
Legendary x Legendary	12%	0%	12%	26%	40%	5%
Mythical x Any	5%	0%	10%	20%	35%	15%

Breeding Times

Pairing	Breed Time	Incubation	Total Wait
Common x Common	3 hours	5 hours	8 hours
Common x Uncommon	4 hours	6 hours	10 hours
Common x Rare	5 hours	7 hours	12 hours
Uncommon x Uncommon	9 hours	11 hours	20 hours

Pairing	Breed Time	Incubation	Total Wait
Uncommon x Rare	11 hours	14 hours	25 hours
Rare x Rare	14 hours	16 hours	30 hours
Rare x Epic	18 hours	22 hours	40 hours
Epic x Epic	26 hours	32 hours	58 hours
Epic x Legendary	38 hours	48 hours	86 hours
Legendary x Legendary	50 hours	72 hours	122 hours
Mythical x Any	96 hours	96 hours	192 hours

Rush Costs (up to 25% time reduction — never affects odds)

Tier	Incubation Rush	Breeding Rush
Common	50 Fish Food	30 Fish Food
Uncommon	80 Fish Food	60 Fish Food
Rare	150 Fish Food	100 Fish Food
Epic	400 Fish Food	250 Fish Food
Legendary	1,000 Fish Food	700 Fish Food
Mythical	3,000 Fish Food	2,000 Fish Food

Survival Rates

Pairing	Clutch Size	Survival Rate	Expected Survivors
Common x Common	8–12 eggs	65%	~5–8
Uncommon x Uncommon	6–10 eggs	67%	~4–7
Rare x Rare	5–8 eggs	70%	~4–6
Epic x Epic	3–5 eggs	75%	~2–4
Legendary x Legendary	1–3 eggs	85%	~1–3
Mythical x Any	1–2 eggs	90%	~1–2

Overbreeding

The same fish pair cannot be bred repeatedly without consequence. Fish must recover to 75% health before breeding again. Overbreeding to death is possible. Habitual overbreeding begins permanently shortening both fish's remaining lifespan — irreversible and visible on the fish card.

Level	Consequence	Reversible?
Light — 2 to 4 breeds	Health reduction. Breeding locked until 75% recovery.	Yes

Level	Consequence	Reversible?
Moderate — 5 to 7 breeds	Significant health loss. Clutch quality drops.	Yes — slower recovery
Habitual — 8+ breeds	Health reduction plus permanent lifespan reduction.	Health yes. Lifespan no.
Extreme — beyond warning	Risk of death. Permanent lifespan damage.	No

07 Three-Token Economy

FishBowl runs on three tokens. Each has a distinct role. None can replace the other. The economy is designed to resist collapse through independent value, controlled supply, and permanent demand.

Bubbles (BUBL) — The primary currency.

Earned through active gameplay engagement. Spent on breeding fees, marketplace listings, room upgrades, and cosmetics. 1 billion hard cap with a time-based, task-gated halving schedule. The 1 billion cap is designed to be reached. When it is, Bubbles become a genuinely scarce asset and the economy transitions entirely to treasury recirculation.

The 1 Billion Split

Bucket	Allocation	Amount	Purpose
Mining	65%	650,000,000 BUBL	Distributed to players through the BUBL halving schedule via gameplay tasks
Treasury	25%	250,000,000 BUBL	Bubble Pack sales, lottery prizes, seasonal rewards, post-cap recirculation
Reserve	10%	100,000,000 BUBL	Circuit breaker interventions, emergency reserve, operational needs

Bubble Packs draw exclusively from the 25% treasury allocation — never from the mining supply. The two pools are entirely separate.

Bubble Task System — Daily

Tasks Completed	Daily Mining Rate
0 tasks	10% of daily rate
1 task	20% of daily rate
2 tasks	40% of daily rate
3 tasks	60% of daily rate
4 tasks	80% of daily rate
5 tasks	100% of daily rate

Bubble Halving Schedule

Period	Daily Rate	Effective Rate (All 5 Tasks)
Launch week (Days 1–7)	500 Bubbles	~350 Bubbles
Months 1–3	150 Bubbles	~105 Bubbles
Months 4–6	75 Bubbles	~52 Bubbles
Months 7–12	40 Bubbles	~28 Bubbles
Year 2	20 Bubbles	~14 Bubbles

Period	Daily Rate	Effective Rate (All 5 Tasks)
Year 3	10 Bubbles	~7 Bubbles
Years 4–5	5 Bubbles	~4 Bubbles
Years 6–7	3 Bubbles	~2 Bubbles
Year 8+	1 Bubble	~1 Bubble
Cap reached (1B)	Mining ends	Treasury recirculation begins

When the 1 billion cap is reached, mining ends permanently and the economy transitions entirely to treasury recirculation — the Bubbles players have been spending throughout the game's life, returned to circulation.

Fish Food (FEED) — The breeding and care resource.

Required to feed fish and sustain health. Biologically consumed daily. Can be used to rush incubation timers. Burned through breeding and incubation. The most reliable and permanent demand sink in the ecosystem.

Every player receives a free daily Fish Food allocation. This allocation is intentionally calibrated to feed fish to approximately 55% health — Healthy status, not Thriving. A fish fed exclusively on the free allocation will survive and remain Healthy. It will not flourish. Players who want Thriving fish must earn additional Fish Food through active gameplay, trade for it on FishCmarket, or manage their tank population carefully.

Fish Food Task System

Task	Difficulty	Fish Food Reward
Feed all fish fully	Easy	Low
Check the Newspaper	Easy	Low
Collect idle drift items from tank floor	Easy	Low
Clean tank to Pristine	Medium	Medium
Find a floater or sinker	Medium	Medium
Initiate a breed	Medium	Medium
Reach Thriving health on all fish in one tank	Hard	High

Eggs — The breeding output.

Only player-generated through breeding — never purchaseable directly. Can be hatched into new fish or traded unhatched on FishCmarket. Only player behaviour creates them.

"Spending money earns beautiful tanks. Playing smart earns breeding advantages. These are permanently separate rewards."

08 FishCmarket

FishCmarket is the player-driven marketplace at the heart of the FishBowl economy. Players set their own prices. The market calculates a suggested valuation in real time. The suggestion is non-binding. The player always decides. Everything is tradeable.

What Can Be Traded

- Fish — individual NFTs, full history visible on the fish card
- Eggs — unhatched clutches, rarity unknown until opened
- Fish Food — surplus food from active players
- Bubbles — direct token trading
- Tanks — full tank sales including fish, decor, and room design

Transaction Fees

Asset Type	Fee	Note
Bubbles	2–3%	Base trading fee
Eggs	5–7%	Player-generated through breeding only
Fish Food	8–10%	Highest fee — reflects constant demand
Tank Sales	5%	Commission on full tank sale price

Tank Floor Pricing

Empty tanks carry a guaranteed floor price — half their original Bubble purchase price. This floor is enforced by the marketplace and cannot be undercut.

Dev Buyback Program

Periodically, a curated wanted list is published in the Newspaper. Players who own matching fish can list them for purchase at fair market rate. Bought-back fish are permanently retired or re-entered as lottery prizes.

Auctions

Rare, Epic, Legendary, and Mythical fish can be listed as timed auctions. A bidding war on a Legendary is a community event — OpenTank watches, the Newspaper reports. Every Mythical sale is always reported.

FishCmarket Advertising

FishCmarket offers optional ads only — watching an ad reduces a listing fee. Premium members are always ad-free. FishBowl and OpenTank are permanently ad-free.

09 OpenTank

OpenTank is the community layer. It is where the social life of FishBowl happens — leaderboards, sacrifice banners, public tank visits, social feeds, and The Archive.

Core Features

- Leaderboards — breeding volume, tank value, sacrifice count, streak ranking, OpenTank reputation
- Public tank visits — any player's tank and room is visitable. Fish wall plaques visible.
- Sacrifice banners — every sacrifice fires publicly. Mythical sacrifices receive an elevated full-width banner.
- Social feeds — breeding announcements, tank milestones, season achievements
- The Archive — one paragraph written by Liam personally, every day. The permanent on-chain record of the ecosystem.
- Live economy dashboard — current token supply, fish population, gender ratios, market volumes, treasury balance.
- OpenTank reputation — carries over between seasons.

"The Archive is the most important section. It is the founder's voice."

Four Lottery Tiers

Lottery	Entry	Prize Pool
Bronze	Common fish sacrifice	Fish Food bundles, Bubbles, Common/Rare eggs, Rare fish
Silver	Rare or Epic sacrifice	Rare/Epic fish, Bubble bundles, Epic eggs, hidden decor
Gold	Legendary sacrifice	Legendary fish, large Bubble rewards, seasonal legacy decor
Platinum	Streak leaderboard only	Mythical fish, season-stamped assets, one-of-a-kind prizes

10 Referral Programme

Early supporters who share FishBowl earn recognition that scales with their belief. Nothing in the referral programme provides a gameplay or breeding advantage.

Referrals	Reward
1–4	Whitelist priority — move up the queue
5–9	5% Bubble mining bonus for 14 days at launch
10–24	10% mining bonus for 14 days + small launch cosmetic
25–49	Named in the launch Newspaper — permanently recorded
50+	Recruiter badge in OpenTank — permanent community status

"This is your chance to become one of the few — by believing and sharing."

11 The Newspaper

The FishBowl Newspaper is a daily publication. AI-assisted, founder-curated. Readable in under three minutes. It unlocks after 15 minutes of active session time — it rewards genuine engagement, not a log-in-and-leave habit.

Six Sections

Front Page

The day's lead story. The biggest event in the ecosystem — a sacrifice, a Mythical breed, a market record.

Inside Page 1 — Market Report

FishCmarket price movements, volume leaders, notable trades, gender ratio updates.

Inside Page 2 — Breeding Discoveries

Notable clutches and rare outcomes. New species first discovered. When a new species is bred for the first time, the discovering player is credited permanently.

Inside Page 3 — Community Spotlight

One player story per edition. The weekly limited drop is announced here on drop day.

Inside Page 4 — The Puzzle

Crossword, word search, spot the difference, anagram. Plus one embedded hidden puzzle per edition — much harder, buried in the full content of the paper. First to solve wins a significant reward.

Back Page — The Archive

One paragraph. Written by Liam personally, every day. A permanent on-chain record of something that happened in the ecosystem that day.

The Monthly Hidden Code

Every week, one digit of a four-digit code is hidden inside that edition. Players collect all four digits over the month and post the complete code in OpenTank to claim a mystery prize. Prize value scales inversely with participation.

12 Founding Fish NFT

3,333 Founding Fish. That is the total supply. It is written into the smart contract. It cannot increase. When they are gone, this moment is gone with them.

Founding Fish are permanent investment assets. They carry no lifespan. They exist in an entirely separate category from in-game fish. Their value is derived from the Covenant, quarterly distributions, status, and the benefits they carry forever.

Tier Pricing

Tier	Supply	Mint Price	Total Revenue
Common	2,000	£120	£240,000
Rare	800	£200	£160,000
Epic	350	£400	£140,000
Legendary	180	£800	£144,000
Mythical	3	£6,300	£18,900
TOTAL	3,333	—	£702,900

Founding Fish Benefits

- Permanent Founding status on fish card — visible forever to all players and buyers
- Founding holder badge in OpenTank — permanent community status symbol
- 48-hour early access to game before public launch
- First access to every future limited drop and seasonal item
- Name listed in the inaugural Newspaper edition — the permanent founding record
- Fish name woven into daily Newspaper content organically throughout the life of the game
- 50% discount on Premium Membership for the first year (\$4.99/month vs \$9.99/month)
- Eligible for the Loyalty Pool quarterly distribution — 333 holders paid every quarter
- Tradeable on FishCmarket and all major Solana NFT exchanges — Magic Eden, OpenSea, and any Solana-compatible marketplace
- Priority whitelist position — first in, first served
- Founding Fish holders will have first access to future platform features and benefits as TheFishBowl evolves

The Reveal Ceremony

One fish is revealed every three days during Phase 2. Each fish arrives sealed inside a classic fairground plastic bag — identity unknown until opened. The reveal is public. The order is random. Sequential numbering: Reveal 0001 through Reveal 3333.

The Gender Reveal

Gender is revealed only after the mint completes. The 3 Mythical Founders are a special case — if 2 are female and 1 is male, that lone opposite-gender Mythical becomes immediately the most valuable asset in the pre-game ecosystem.

If the Goal Is Not Reached

The sale runs for a fixed 30-day window. If fewer than 2,000 Founding Fish are sold within that window, every payment is returned in full automatically by the smart contract. You either get your fish or you get your money back. There is no third option.

13 Two Types of NFT

FishBowl contains two fundamentally distinct categories of NFT. They coexist in the same economy, trade on the same marketplace, and interact through breeding. But they are different assets, created differently, valued differently, and serving entirely different purposes.

"Founding Fish are permanent investment assets. In-game fish are living, mortal, player-generated. These two categories must never be confused."

Founding Fish NFTs — The Pre-Game Collection

3,333 Founding Fish. Fixed supply. Minted before the game exists. Purchased at set tier prices during the pre-sale. Founding Fish are permanent assets. They carry no lifespan. They do not die. Their value is derived from the Covenant — quarterly distributions, permanent Founding status, and the benefits they carry for as long as FishBowl exists.

Founding Fish are the only NFTs in FishBowl that are ever sold directly. Every other fish in the ecosystem must be earned.

In-Game Fish NFTs — The Living Economy

Every fish born inside FishBowl after launch is also an NFT — minted automatically on Solana the moment it hatches. No purchase price. No pre-sale. No fixed supply. Generated entirely through gameplay.

In-game fish are scarce through biology, not design. Fish have lifespans. They die. They can be overbred to death. They can be sacrificed. Their population self-regulates through the mechanics of the game.

Uncommon is an in-game tier only. Uncommon fish are bred and earned through gameplay, never sold as Founding Fish.

Comparison

	Founding Fish NFTs	In-Game Fish NFTs
Supply	3,333 — fixed forever	Unlimited — player-generated only
How obtained	Pre-sale purchase	Bred and hatched in-game
Price	Set tier prices (£120–£6,300)	Market determined
Lifespan	Permanent — no lifespan	Natural lifespan — fish die
Covenant rights	Yes — Loyalty Pool eligible	No
Founding status	Permanent on fish card	Never
Value drivers	Scarcity, status, Covenant, history	Rarity, lineage, breeding record, season
Can breed	Yes	Yes
External exchanges	Yes — Magic Eden, OpenSea, all Solana-compatible	No — FishCmarket only

14 The Mythical Founder Covenant

"The 3 Mythical Founders will always receive their quarterly commission share for as long as FishBowl exists. Written into the smart contract. Mathematically enforced. It cannot be changed."

Only 3 Mythical Founders exist. Each carries a covenant written into the smart contract at deployment. The covenant cannot be amended. The contract has no owner after deployment. No key exists that can alter it — not even the founder's.

How the Commission Works

A percentage of every transaction in the FishBowl ecosystem flows into the Covenant Pool. Every quarter, the pool distributes automatically and equally across the 333 Loyalty Pool recipients.

- No human triggers the distribution — the contract executes it
- No intermediary holds the funds — they flow directly to recipient wallets
- No vote can change the commission rate — it is immutable
- If a Mythical Founder sells their fish, the covenant transfers to the new wallet
- All 333 recipients receive equal shares

The Loyalty Pool — 333 Holders Paid Every Quarter

Track	Slots	Selection Method
Mythical Guaranteed	3	Always included — written into the contract
Legendary Track	55	Random selection from Legendary Founding Fish holders only
Activity Track	165	Top 165 Founding Fish holders by quarterly engagement score
Random Draw	110	Random selection from all remaining eligible holders
Total Per Quarter	333	Equal share of the full Covenant Pool

"Not a promise. Written into the smart contract. Mathematically enforced. It cannot be changed."

Allocation	Amount	Purpose
OpenTank Development	£80,000	Social layer, leaderboards, public feed, sacrifice banners.
Infrastructure & Hosting	£30,000	Year one servers, security, domain infrastructure.
Legal & Compliance	£20,000	UK crypto legal, terms of service, NFT sale structure.
Operating Reserve	£60,000	Declared, capped. Unexpected costs, overruns.
Marketing	£100,000	Post-launch growth, influencer programme, partnerships.
Contingency	£102,900	Proper buffer for a project of this scale.
TOTAL	£702,900	Full Founding Fish sale proceeds.

Milestone-Based Tranche Release

Tranche	Trigger	Amount	Purpose
1	Sale closes	£40,000	Audit fees paid immediately
2	Audit complete	£280,000	Core development begins
3	Beta launch	£170,000	FishCmarket and OpenTank
4	Public launch	£212,900	Reserve and marketing activated

"Every penny raised is visible on-chain. Funds release in four tranches tied to real milestones. The audit is paid first."

16 Smart Contracts

Three contracts power the FishBowl ecosystem. The Covenant contract has no owner after deployment — nobody can touch it, including the founder.

Contract 1 — Founding Fish NFT

Handles the NFT sale, ownership records, and fish metadata. Mints each Founding Fish as a unique Solana NFT. Records tier, gender, traits, and lineage. Contains the refund logic for failed sales.

Contract 2 — The Covenant

Permanently locked at deployment. Distributes quarterly to all 333 Loyalty Pool recipients — the 3 Mythical Founders who are always included by contract, plus 330 additional Founding Fish holders selected each quarter. Full details in Section 14. Has no admin keys. Has no upgrade path. No human can alter it after launch.

Contract 3 — The Treasury

Receives sacrificed fish from players. Holds the lottery pool. Distributes winnings. Manages the ecosystem reserve. Transparent — every balance visible on-chain at all times. Also handles custodial wallet closures automatically. Full custodial wallet policy detailed in Section 23.

The Sacrifice Mechanic

Fish Health at Sacrifice	Lottery Tickets Awarded
1–20%	1 ticket
21–40%	2 tickets
41–60%	3 tickets
61–80%	4 tickets
81–100%	5 tickets

Third-Party Audit

All three contracts will be audited by an independent third-party security firm before the sale opens. The audit report will be published in full. Anyone can verify.

17 Anti-Collapse Framework

These five pillars are what separates FishBowl from every crypto game that came before it.

Pillar 1 — Value Independent of New Players

Fish eat daily regardless of new players. Tanks get dirty regardless of new players. Breeding costs tokens regardless of new players. Every FishBowl mechanic passes the test: does it have value if no new players join tomorrow?

Pillar 2 — Supply Control

Everything that enters the economy has a permanent exit. Bubbles: 1 billion hard cap, time-based task-gated halving. Fish Food: biologically consumed daily. Eggs: only player-generated. Fish: natural lifespan, sacrifice, overbreeding. Nothing accumulates indefinitely.

Pillar 3 — Demand Floors

Four layers of demand that cannot all collapse simultaneously: Biological (fish must eat), Economic (FishCmarket trading), Emotional (players attached to named fish), Social (OpenTank community).

Pillar 4 — Economic Circuit Breakers

Automatic protections trigger when the economy moves outside healthy parameters. All thresholds are published before launch. When a circuit breaker triggers, it is announced in the Newspaper. A fifth circuit breaker monitors new player acquisition — growth slowdowns are caught early and responded to structurally.

Pillar 5 — Long-Term Sustainability

Content that generates itself: new species discovered through breeding, Newspaper decoded by community, seasonal cosmetics. Roadmap vision: own blockchain, decentralised governance, platform expansion. The community outlasts the game.

Seasonal Structure

Three months per season. Four seasons per year. Each season: new fish species, seasonal breeding bonuses, limited edition decor, Newspaper season recap. What carries over: fish ownership, tank design, breeding progress, OpenTank reputation. What resets: leaderboards, lottery pool.

18 Monetisation

"Spending money earns beautiful tanks. Playing smart earns breeding advantages. These are permanently separate rewards."

FishBowl never sells power. It sells convenience, cosmetics, and time.

Bubble Packs

Pack	Bubbles	Price
Starter	500	\$1.99
Standard	2,500	\$9.99
Premium	7,000	\$25.99
Whale	20,000	\$69.99
Megawhale	60,000	\$199.99

Subscription & Pass

Product	Price	Benefits
Premium Membership	\$9.99/month	Free FishCmarket listings · 10% daily Fish Food bonus · Early Newspaper access · Exclusive monthly cosmetic · Ad-free FishCmarket · Premium fish card border · Priority support · Early species access
Season Pass	\$6.99/season	Daily login stamp · Season-stamped cosmetic at season close · No challenge pressure

What FishBowl Never Sells

- Breeding outcome advantages — ever
- Fish health restoration for real money
- Lottery tickets for real money
- Eggs directly — eggs are only player-generated through breeding
- Mythical fish directly — they can only be bred
- Access to core gameplay

19 Roadmap

Six phases. Honest timelines. Monthly updates without exception. If anything shifts, the community knows immediately. No silent periods.

Phase	Timeline	Milestones
1 — The Foundation	Now – Month 2	Whitepaper published. Domain live. Socials active. Discord opened.

Phase	Timeline	Milestones
2 — The Community	Month 2–4	Discord community builds. Daily content on X and TikTok. Fish artwork revealed every 3 days.
3 — The Pre-Sale	Month 4–5	Founding Fish NFT sale opens. Whitelist holders get 48-hour early access. Public sale follows.
4 — The Build	Month 5–12	Audit completed and published. Full MVP development. Monthly holder updates without exception.
5 — The Launch	Month 12–18	FishBowl live. FishCmarket trading. OpenTank breathing. Season 1 begins.
6 — The Ecosystem	Month 24+	Own blockchain. Decentralised governance begins Season 2. Third-party developers build on the ecosystem.

20 TheFishBowl — The Platform

FishBowl is the first game. It is not the last. The architecture has been built with a larger purpose in mind — not just a game that works, but a platform that others can build on.

"FishBowl proves the model. TheFishBowl becomes the world."

TheFishBowl — The Vision

TheFishBowl is the platform layer that sits beneath FishBowl and every game that follows. Third-party developers build their games on TheFishBowl infrastructure — inheriting the dynamic NFT standard, the marketplace architecture, the wallet and token systems, and the community layer.

Players carry their identity, reputation, and assets into every game built on TheFishBowl. One identity. One wallet. Every game.

Decentralised Governance

Governance begins Season 2. Not advisory. Not symbolic. Structural participation in the direction of the platform. The founding community — the 3,333 — will be the first to vote.

"FishBowl is where it begins. TheFishBowl is where it goes."

21 Technical Stack

Layer	Technology	Purpose
Mobile App	React Native	iOS and Android from single codebase
Web App	React.js	Browser access
Backend	Node.js + PostgreSQL	Server logic and data
Blockchain	Solana	Low fees, fast settlement
Tokens	Solana SPL	Bubbles and Fish Food token standard
NFT Standard	Metaplex	Fish and egg NFT infrastructure
Dynamic NFT	On-chain metadata	Fish card updates in real time
Wallet	Phantom / Solflare + custodial	Flexible — beginner to advanced
Storage	IPFS	Fish art and metadata
Real-time	WebSockets	Live market and lottery events
Gas Fees	Solana only	Ownership changes only — daily gameplay is off-chain

On-Chain vs Off-Chain

On-chain: NFT ownership, traits, breeding lineage, covenant commissions, token transactions, lottery, treasury. Off-chain: Daily gameplay (feeding, health, care), room design, Newspaper, OpenTank social. Gas fees only apply to ownership changes.

22 The Belief

"FishBowl begins not as a finished product, but as a vision carried by conviction."

The 3,333 are the proof of belief — the founding force that turns a concept deck into something real.

The sale does not follow proof. It enables proof — transforming belief into capital and capital into execution. Evidence is not absent. It is staged.

"The sale is the threshold where blueprint becomes build."

Every tranche released, every audit published, every demo shipped, every Newspaper dropped — these are not promises redeemed. They are the continuation of something the founding community already set in motion.

The 3,333 are not waiting for FishBowl to begin. They are the reason it does.

23 Legal & Risk Disclosure

NFT Classification

Founding Fish NFTs are digital collectibles with in-game utility. They do not represent ownership in FishBowl the company. They do not represent a share of profits. The covenant quarterly distribution is a holder benefit, not a dividend or investment return. Purchasers should seek independent legal and financial advice before acquiring any NFT.

Risk Disclosure

- Cryptocurrency and NFT assets carry inherent market risk. Values are not guaranteed.
- Game development timelines are estimates. They are subject to change.
- Token values are determined by market forces — FishBowl does not guarantee any token price.
- Smart contract code, while audited, may contain undiscovered vulnerabilities.
- Regulatory environments for crypto assets vary by jurisdiction and may change.
- Players should never invest more than they can afford to lose.
- Past NFT collection performance does not indicate future results.

Custodial Wallet Policy

New players who do not connect a personal wallet receive a custodial account managed by FishBowl. Assets are fully playable from day one. Connecting a personal wallet transfers full ownership entirely to the player.

Custodial accounts inactive for 90 consecutive days receive a warning via email, push notification, and in-app message. A 30-day grace period follows — logging in at any point resets the timer. Accounts remaining inactive for 120 days total without a wallet connection are closed automatically by smart contract. Assets return to the treasury and are re-entered as lottery prizes or seasonal rewards. This process is logged on-chain and requires no manual intervention.

Transparency Commitment

All smart contracts will be published publicly and audited by an independent third party once funding from the Founding Fish sale has been secured. Treasury balances and economy data are visible live in OpenTank. Monthly development updates will be published without exception. If anything changes materially from what is written here, it will be announced immediately.

FishBowl · FishCmarket · OpenTank

playfishbowl.gg · @playfishbowlgg

Version 5.4 · 2026 · All rights reserved