

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	3	£638,100	Solana
Founding Fish	Tokens	Pre-Sale Target	Blockchain

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The Vision

The world FishBowl is building

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.

It is a three-app ecosystem — FishBowl for gameplay, FishCmarket for trading, and OpenTank as the community layer. One account. One identity. Three products. One world.

The vision: 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. Fish, eggs, tokens, tanks.
OpenTank	The Community	Leaderboards, sacrifice banners, social feeds, public profiles, The Archive.

The Problem

Every major crypto game has failed the same way

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."

The Solution

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.

The Game — FishBowl

Tank management, breeding, and collection

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

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. Ten minutes of active play. 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

Tank Capacity

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

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.

Other Game Features

- Room Design — wallpaper, flooring, lighting, furniture. Cosmetic only. Weekly limited drops, never repeated.

- Fish Wall Plaques — mount fish plaques showing name, tier, age, breeding record. Mythical plaques glow.
- Hidden Decor Buffs — secret breeding bonuses on certain decor, rotating weekly. Spending never buys breeding advantages.
- Idle Drift — items settle on the tank floor while away. One tap collects everything.
- Daily Login Streak — consecutive logins build a Fish Food multiplier up to 1.5x on day 7, settling at 1.3x from day 30.
- Onboarding — custodial wallet on signup, no crypto required. Connect personal wallet (Phantom/Solflare) to take full ownership.

The Fish

Real species. Real scarcity. Real economics.

All fish are based on real species with age, health, breeding history, and a visual style reflecting their rarity tier. Every fish is a unique NFT from the moment it is born. Mythical fish are the exception — they have no real-world reference.

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

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	Visual Style
Common	6 months	Months 2–7	65%	Clean / Minimal
Uncommon	16 months	Months 4–11	67%	Cartoon Bold
Rare	20 months	Months 6–14	70%	Illustrated
Epic	12 months	Months 3–9	45%	Wildlife Art / Vivid
Legendary	18 months	Months 4–11	35%	Photorealistic
Mythical	Immortal	Months 5–14	20%	Ethereal / Glowing

"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 and demanding greater attention. Scarcity is biological, not artificial. What you earn in FishBowl, you own.

Fish Health

Status	Health %	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. Clutch size drops.
Deteriorating	0–25%	Breeding disabled. Fish at risk of death.

Gender

Every in-game fish is assigned a gender at creation — male or female, 50/50. Breeding requires one male and one female. Starter bundles guarantee at least one of each. Gender creates natural market dynamics — scarce females command higher prices. The community tracks ratios. The Newspaper reports on it.

The Fish Card

Every fish carries a permanent card — name, species, tier, age, date of birth, health, breeding history, lineage, discovery credit, owner history, and season stamp. On-chain metadata updates throughout a fish's life. A fish that has bred a Mythical offspring carries a visible, verifiable history. That history has value.

Breeding System

The engine of the economy

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

- 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 tier, health, and tank conditions
- Perfect tank conditions can increase Rare+ outcome chances by up to 3x
- Eggs can be hatched or traded unhatched on FishCmarket
- Eggs are always player-generated — never purchaseable directly
- Overbreeding the same pair degrades clutch quality and shortens lifespan

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

Breeding Times & Rush Costs

Pairing	Total Wait	Incubation Rush	Breeding Rush
Common × Common	8 hours	50 Fish Food	30 Fish Food
Uncommon × Rare	25 hours	80 Fish Food	60 Fish Food
Rare × Rare	30 hours	150 Fish Food	100 Fish Food
Epic × Legendary	86 hours	400 Fish Food	250 Fish Food
Legendary × Legendary	122 hours	1,000 Fish Food	700 Fish Food

Pairing	Total Wait	Incubation Rush	Breeding Rush
Mythical x Any	192 hours	3,000 Fish Food	2,000 Fish Food

Rush reduces time by up to 25%. Rush never affects odds.

Overbreeding Consequences

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

Three-Token Economy

Three tokens. Each with a distinct role. None replaceable.

Bubbles (BUBL) — The Primary Currency

Earned through active gameplay. Spent on breeding fees, marketplace listings, room upgrades, and cosmetics. 1 billion hard cap with a time-based, task-gated halving schedule. Bubble Packs draw from a separate treasury pool — never from the mining supply.

Bucket	Allocation	Purpose
Mining	65% / 650,000,000 BUBL	Distributed to players via gameplay tasks and halving schedule
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 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
Year 3+	Continues halving	Approaches 1 Bubble at cap
Cap reached (1B)	Mining ends	Treasury recirculation begins

Fish Food (FEED) — Breeding & Care Resource

Required daily to feed fish and sustain health. Burned through breeding and incubation. Every player receives a free daily allocation calibrated to approximately 55% health — Healthy, not Thriving. Players who want Thriving fish must earn more through active play or trade on FishCmarket.

Eggs (EGGS) — Breeding Output

Only player-generated through breeding — never purchaseable directly. Hatch into new fish or trade unhatched on FishCmarket. Only player behaviour creates them.

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

FishCmarket

The player-driven marketplace

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 card history visible to all buyers
- 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

Key Market Features

- Tank Floor Pricing — empty tanks guaranteed at half their original Bubble purchase price, enforced by the marketplace.
- Dev Buyback Program — curated wanted list published in the Newspaper periodically. Matching fish bought at fair market rate, permanently retired or re-entered as lottery prizes.
- Auctions — Rare, Epic, Legendary, and Mythical fish can run timed auctions. Every Mythical sale is reported in the Newspaper.
- Advertising — optional ads only, reducing listing fees. Premium members always ad-free. FishBowl and OpenTank permanently ad-free.

OpenTank

The community layer

Where the social life of FishBowl happens — leaderboards, sacrifice banners, public tank visits, social feeds, and The Archive.

- 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 get an elevated full-width banner.
- Social feeds — breeding announcements, tank milestones, season achievements
- Live economy dashboard — token supply, fish population, gender ratios, market volumes, treasury balance
- OpenTank reputation — carries over between seasons

"The Archive is the most important section. One paragraph written by Liam personally, every day. The permanent on-chain record of the ecosystem."

Four Lottery Tiers

Tier	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

Referral Programme

Recognition that scales with 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."

The Newspaper

AI-assisted. Founder-curated. Daily. Under 3 minutes.

Unlocks after 15 minutes of active session time — it rewards genuine engagement, not a log-in-and-leave habit.

Six Sections

Section	Content
Front Page	The day's lead story — biggest ecosystem event
Market Report	FishCmarket price movements, volume leaders, notable trades, gender ratio updates
Breeding Discoveries	Notable clutches, rare outcomes. New species discovering player credited permanently.
Community Spotlight	One player story per edition. Weekly limited drop announced here on drop day.
The Puzzle	Crossword, word search, anagram, spot the difference. One hidden hard puzzle per edition — first to solve wins a significant reward.
The Archive	One paragraph written by Liam personally, every day. Permanent on-chain record.

The Monthly Hidden Code

One digit of a four-digit code hidden inside each weekly edition. Players collect all four over the month, post the complete code in OpenTank to claim a mystery prize. Prize value scales inversely with participation.

Founding Fish NFT

3,333 permanent investment assets. Fixed forever.

Founding Fish are permanent. They carry no lifespan. 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	512	£400	£204,800
Legendary	18	£800	£14,400
Mythical	3	£6,300	£18,900
TOTAL	3,333	—	£638,100

Holder 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 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 throughout the life of the game
- 50% discount on Premium Membership for year one (\$4.99/month vs \$9.99/month)
- Eligible for the Loyalty Pool quarterly distribution — 333 holders paid every quarter
- Tradeable on Magic Eden, OpenSea, and all Solana-compatible marketplaces
- Priority whitelist position — first in, first served

The Reveal Ceremony

One fish revealed every three days during Phase 2. Each arrives sealed inside a classic fairground plastic bag — identity unknown until opened. Reveal is public. Sequential numbering: 0001 through 3333. Founding Fish holders receive a premium golden bag.

If the Goal Is Not Reached

If fewer than 2,000 Founding Fish sell within the 30-day window, every payment is returned in full automatically by smart contract. You either get your fish or you get your money back. There is no third option.

Two Types of NFT

Different assets. Different purposes. Same ecosystem.

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

	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, season, breeding record
External exchanges	Magic Eden, OpenSea, all Solana-compatible	FishCmarket only

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

Every fish born after launch is minted automatically on Solana the moment it hatches.

The Mythical Founder Covenant

Written into the contract. Mathematically enforced.

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

Only 3 Mythical Founders exist. 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 It Works

- A percentage of every transaction flows into the Covenant Pool
- Every quarter the pool distributes automatically and equally across 333 recipients
- No human triggers the distribution — the contract executes it
- No vote can change the commission rate — it is immutable
- The covenant transfers to the new wallet if the fish is sold

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

Funding & Treasury

Every penny visible on-chain

Fund Allocation

Allocation	Amount
Core Game Development	£252,620
Marketing	£90,000
FishCmarket Development	£81,000
OpenTank Development	£72,000
Infrastructure & Hosting	£27,000
Legal & Compliance	£18,000
Smart Contract & Audit	£36,000
Operating Reserve	£54,000
Contingency	£7,480
TOTAL	£638,100

Milestone-Based Tranche Release

Tranche	Trigger	Amount	Purpose
1	Sale closes	£36,000	Audit fees paid immediately
2	Audit complete	£252,620	Core development begins
3	Beta launch	£153,000	FishCmarket and OpenTank
4	Public launch	£196,480	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."

Smart Contracts

Built for scale. Audited before launch. Transparent on-chain.

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, 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. Has no admin keys, 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. Every balance visible on-chain at all times. Also handles custodial wallet closures automatically.

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

All three contracts audited by an independent third-party security firm before the sale opens. Report published in full.

Anti-Collapse Framework

Five pillars of long-term economic sustainability

Pillar 1 — Value Independent of New Players

Every FishBowl mechanic passes the test: does it have value if no new players join tomorrow? In FishBowl, every token has utility value from existing player behaviour. Fish eat daily regardless of new players. Tanks get dirty regardless of new players. Breeding costs tokens regardless of new players.

Pillar 2 — Supply Control

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

Pillar 3 — Demand Floors

Four layers of demand that cannot all collapse simultaneously: Biological demand — fish must eat. Economic demand — FishCmarket trading never stops. Emotional demand — players are attached to named fish. Social demand — OpenTank community outlasts bear markets.

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.

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

What carries over	What resets	What changes
Fish ownership, tank design, breeding progress, reputation	Leaderboards, lottery pool	Species meta, seasonal bonuses, limited-edition items

3 months per season · 4 seasons per year

Monetisation

We sell convenience and cosmetics. Never power.

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

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

Subscriptions

Product	Price	Key Benefits
Premium Membership	\$9.99/month	Free listings · 10% Fish Food bonus · Early Newspaper · Monthly cosmetic · Ad-free · Premium card border · Priority support
Season Pass	\$6.99/season	Daily login stamp · Season-stamped cosmetic at 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 — only player-generated through breeding
- Mythical fish directly — they can only be bred
- Access to core gameplay

Roadmap

Six phases. Honest timelines. Monthly updates without exception.

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

TheFishBowl — The Platform

The vision beyond the game

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

"FishBowl proves the model. TheFishBowl becomes the world. The home of web3 games — where developers come to build, players come to stay, and communities come to own what they create."

FishBowl as Proof of Concept

Every system in FishBowl — the dynamic NFT standard, the three-token economy, the marketplace, the community layer, the covenant model — was designed to be replicable. FishBowl is a demonstration that web3 games can have genuine utility, genuine economics, and genuine communities.

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

The Own Chain

TheFishBowl's own blockchain is planned for Phase 6. Transaction fees stay within the ecosystem. Governance becomes genuinely decentralised. Every design decision made in FishBowl today has been made with that transition in mind.

Decentralised Governance

Governance begins Season 2 — the founding community has a vote in what TheFishBowl becomes. Not advisory. Not symbolic. Structural participation in the direction of the platform.

For Developers

Building on TheFishBowl means inheriting an existing player base, proven economic infrastructure, and a community that already understands how web3 games work. Developer documentation, SDK access, and partnership details will be published as Phase 6 approaches.

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

Technical Stack

Built for scale. Transparent on-chain.

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 feeds. Gas fees apply to ownership changes only.

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.

Breed. Trade. Thrive.

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.

DEEPEPWATER

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