

FISHBOWL

THE VISION • THE FOUNDERS PASS • DECK V6 • 2026

A living fish tank. Free first.

3,333

FOUNDING FISH

Free

TO PLAY

Solana

BLOCKCHAIN

Every major crypto game has failed the same way.

Six failures, all visible in the design before launch.

01 Token value relies on new player influx

When new players stop joining, existing players have no buyer. 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.

06 Money is asked for before the game exists

A deck, a roadmap, a mint. Buyers fund a promise and hope it becomes a product. Most don't.

FishBowl was designed to solve the first five. The sixth is why it launches free.

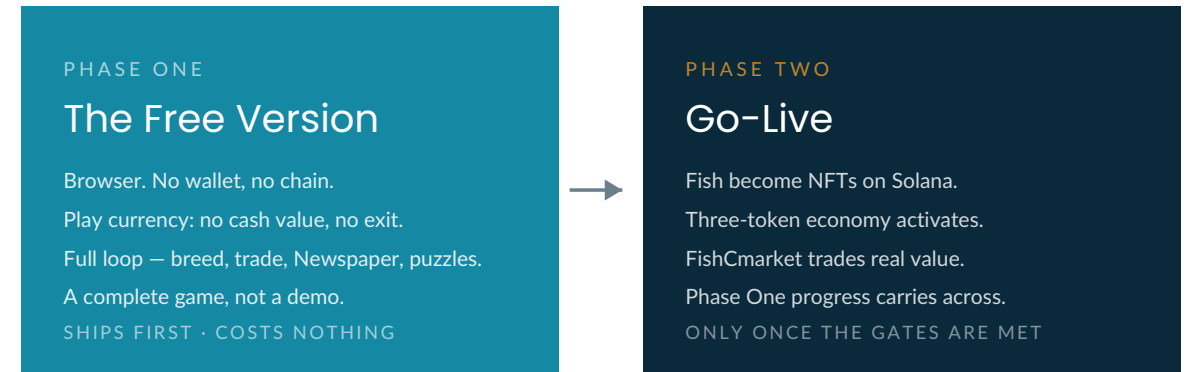
The game ships first. The economy has to earn its arrival.

Everything FishBowl publishes belongs to one of two phases — and says which, every time.

FREE Phase One — First Water. The complete game in a browser: hatching, raising, breeding, death, the marketplace, the Newspaper, the puzzles. Email-only signup. No wallet, no chain, nothing to buy but cosmetics. A play currency with no cash value and no exit.

GO-LIVE Phase Two. Fish become NFTs on Solana. The three-token economy activates. FishCmarket trades real value. What players built in Phase One carries across — tiered, never one-to-one.

Nobody is asked to fund a thing they haven't played. If it isn't worth playing, that is discovered before anyone's money is involved — and the cost falls on the founder, not the community.



The two phases. Every mechanic in this document is marked with the one it belongs to.

The free version is not a demo. It is the game — designed to be enjoyable even if the second phase never arrived. The economy is tuned there first, where breaking it costs nobody anything real.

A living tank that does not pause.

Time runs in the real world. Fish get hungry while you sleep. Come back and the tank kept going without you.

Players hatch eggs, raise fish, breed bloodlines and trade with other keepers. Fish have health, age, gender and a lifespan. They thrive when they're cared for. **They die when they aren't** — properly, not reset-to-zero. What remains is a tombstone, and the record is never deleted.

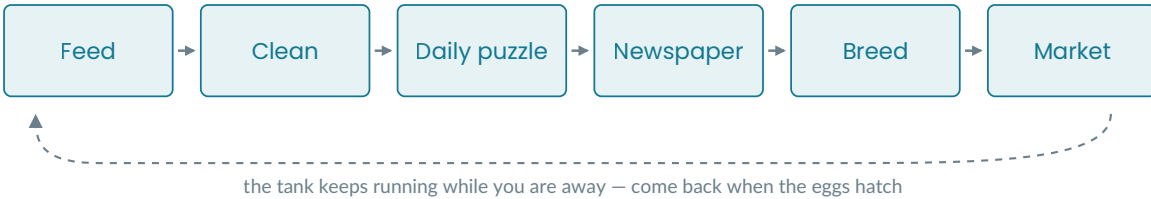
There is no skip button, and there is never going to be one. The waiting is doing work: it is what stops the tank filling with fish that mean nothing.

You can buy a prettier tank. You cannot buy a better fish.

TYPE	WHAT THEY GET OUT OF IT
The keeper	Entertainment, attachment, the odd surprise
The breeder	Market income and the satisfaction of doing it well
The collector	Assets valued for what they are GO-LIVE

Nobody is required to pick one. Most players drift between all three. Earned decor can carry hidden seasonal breeding effects; purchased decor never can.

ONE SESSION – AROUND TEN MINUTES



The core loop. Several distinct reasons to return, none of them a grind.

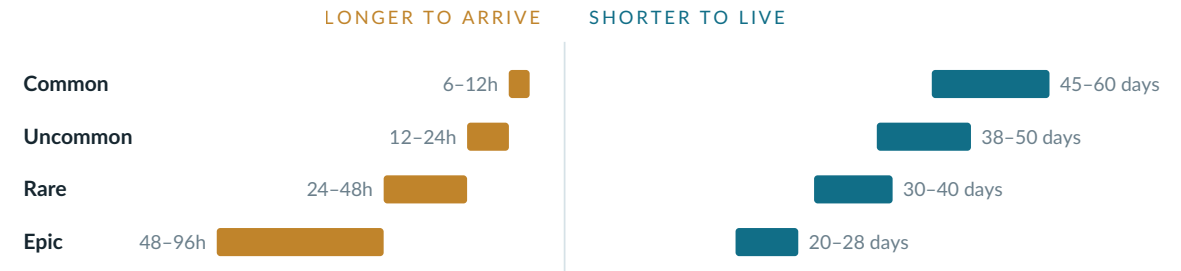
Scarcity is biological, not manufactured.

Breeding is the only way new fish enter the world. Every fish beyond a starter bundle came from somebody's pairing.

Pairs produce **clutches of eggs**, not single offspring. Higher tiers breed more reliably and far less abundantly — scarcity comes from volume, not from loss. Overbreeding a pair degrades them, permanently past a point.

Higher tier is not simply better. Rarer fish take longer to arrive and live shorter lives. A rare fish is a more valuable asset and a more demanding one — that trade is the point.

No product in FishBowl — now or after go-live — improves breeding odds, clutch size, survival, or tier outcome. Not at any price, not once.



Higher tier is not simply better. Rarer fish take longer to arrive and leave sooner.

Rehearsed before the money is real.

One play currency now. Three tokens at go-live. The sinks were designed first.

FREE **play-BUBL** — earned entirely through play, no way to buy it, no way to take it out. Listing fees, sale cuts, breeding costs and the food bill are live from day one, so nothing about the real economy comes as a surprise later.

GO-LIVE **BUBL** hard-capped at 1 billion with structural halving. **FEED** consumed daily. **EGGS** only ever player-generated — no developer can mint one, and none are sold.

Faucets keep players alive. Breeding and commerce create wealth.

BUBBLES (BUBL) — HARD CAP 1,000,000,000

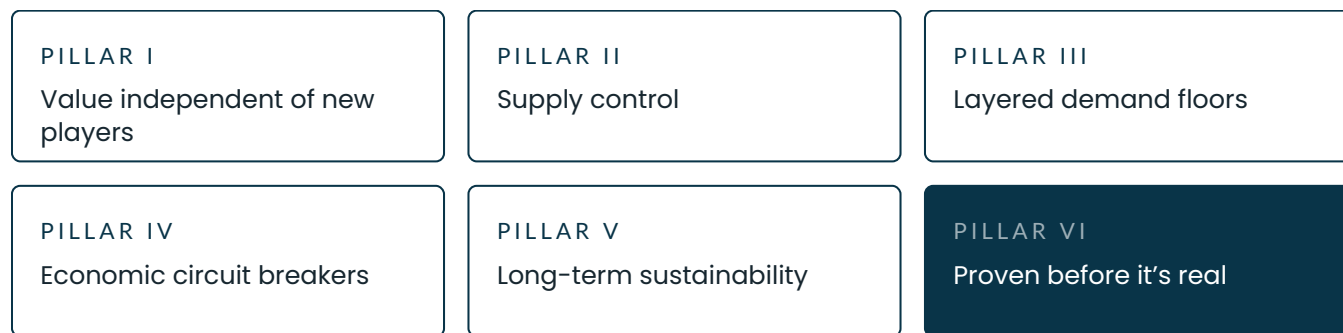


Token allocation at go-live. Bubble Packs draw from treasury only, never from the mining supply.

Bubble Packs draw from the treasury pool only — never from the mining supply. Buying currency never dilutes what players earn.

Six pillars, tested before anything is real.

Every mechanic passes one test: does this still have value if nobody new joins tomorrow?



Five pillars are design intent. The sixth is the mechanism for finding out whether they hold.

Demand comes from what existing players must do to keep what they already own — not from the next wave of buyers. Everything that enters the economy has a permanent exit. Circuit-breaker thresholds are published before go-live, and interventions are announced, never silent.

Pillar VI is the one no previous version could claim: every rate, fee, sink and faucet runs live in the free version first, against actual player behaviour. Where the model breaks, it breaks somewhere breaking it costs nobody anything.

A pre-order for a permanent founder asset.

Not a mint, not a raise, not a gate. Pre-orders are not open yet.

TIER	SUPPLY	PRICE
Common	2,000	£49
Rare	800	£149
Epic	350	£449
Legendary	180	£1,250
Mythical	3	£7,500
Total	3,333	

Common 2,000 · £49	Rare 800 · £149	Epic 350 · £449	
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3,333 Founding Fish — fixed forever. Drawn to scale.

Legendary 180 · £1,250 Mythical 3 · £7,500

Founders Pass supply, drawn to scale. Scarcity is in the tail, not the headline — and no total raise is published.

Bought in pounds. At go-live it converts **one-to-one** into a Founding Fish NFT — permanent, no lifespan, freely tradeable on Solana marketplaces, named in the inaugural Newspaper.

- **Not a funding gate** — the free game gets built whether one Pass sells or none do
- **Not required to play** — the complete game is free, permanently
- **Not gameplay advantage** — a Founding Fish does not breed better, live longer, or improve any outcome

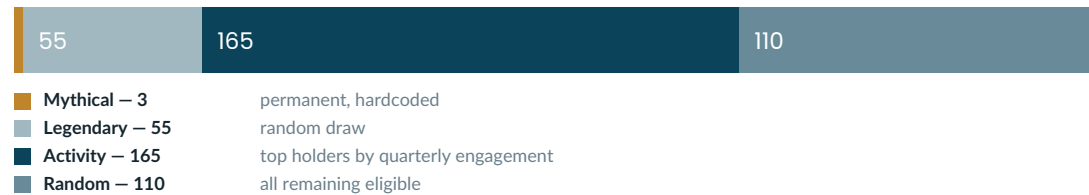
What it does do: it moves the build faster, and it puts your name on the record early. That is the entire offer.

Founders Passes are sold as final purchases and are not refundable at will. Statutory consumer rights apply where the law provides them.

Written into the contract. Owned by nobody.

A percentage of every FishCmarket transaction flows into the Covenant Pool, distributed quarterly across 333 holders.

333 RECIPIENTS, EVERY QUARTER · EQUAL SHARES



Only the three Mythical seats are permanent. Every other seat is redrawn each quarter.

The Loyalty Pool. The share is guaranteed; the amount depends entirely on transaction volume.

No owner after deployment. No admin keys. No upgrade path. The rate cannot be changed and the three Mythical seats cannot be removed — by anyone, including the founder.

Guaranteed: the share. The rate is immutable, the distribution automatic, the claim permanent and unalterable.

Not guaranteed: the amount. The pool is filled by transaction volume. A quiet quarter fills it less. If FishCmarket sees no trading, the pool distributes nothing — faithfully and automatically.

The Covenant distribution is a holder benefit attached to a digital collectible. It is not a dividend, a profit share, an investment return, or any claim on the business.

Different assets. Never confused.

Founding Fish are the only fish ever sold directly. Every other fish must be bred.

	FOUNDING FISH	IN-GAME FISH
Supply	3,333 — fixed forever	Unlimited — player-generated only
How obtained	Founders Pass, converted at go-live	Bred and hatched in game
Lifespan	Permanent — cannot die	Natural lifespan. They die.
Covenant rights	Yes — Loyalty Pool eligible	No
Where they trade	Magic Eden, OpenSea, any Solana marketplace	FishCmarket

If Founding Fish could breed into the population, their supply would stop being fixed. If in-game fish carried Covenant rights, the Covenant would dilute toward nothing.

Two categories, permanently separate, is the only arrangement where both hold their meaning.

FREE Neither exists as an NFT yet. In-game fish are fully playable records held server-side; Passes are pre-orders, not fish.

GO-LIVE Both become NFTs on Solana. In-game fish are minted as they hatch, carrying their full free-version history.

Read this slide properly.

A Founders Pass is a pre-order for a digital collectible — not equity, not a security, not a guarantee of value.

The project may not reach go-live

First Water does not exist yet. The crypto layer depends on gates that may not be met. A Pass may never convert into anything.

It is built by one person

Speed and coherence — and concentrated key-person risk of a kind a funded studio does not carry.

Nothing is deployed

No contract written, no audit commissioned, no company formed. Everything on-chain described here is intent, not implementation.

Values are not guaranteed

Token prices are set by market forces. Past performance of any NFT collection indicates nothing about this one.

The Covenant is permanently immutable

If it contains a flaw, that flaw is permanent too. It is written last, after the economy is observed.

Timelines are not promised

Gates, not dates. Go-live may be considerably further away than anyone hopes, including us.

Never spend more than you can comfortably lose. The entire game is free, permanently, without buying anything.

Where things actually stand.

Phase 1 complete. Phase 2 — First Water — in build. Everything past that is ahead of us, gated, and announced in advance.

Monthly updates without exception. The audit published in full. No gate skipped. Nothing irreversible done early.

Read the whitepaper for every mechanic in plain language — each one marked **FREE** or **GO-LIVE**, so nothing is described as existing when it doesn't.

FishBowl · FishCmarket · OpenTank

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