FISHBOWL

WHITEPAPER V6 · 2026

A living fish tank. Free first.

3,333	Free	Solana
FOUNDING FISH	TO PLAY	BLOCKCHAIN

FISHBOWL · FISHCMARKET · OPENTANK

Contents

TWENTY-FOUR SECTIONS · TWO PHASES

HOW TO READ THIS DOCUMENT

Every mechanic in this whitepaper is marked with the phase it belongs to. Nothing is described as existing when it doesn't.

FREE Live in the free version

GO-LIVE Arrives when the crypto layer switches on

SECTION 01

The Vision

A game that stands on its own, with an economy that arrives once it's earned.

FishBowl is a living fish tank. 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. Every tank keeps running whether anyone is watching or not.

The full version runs on Solana, where every fish is an NFT with real economic value, and where a player-driven marketplace prices what players create. That is where FishBowl is going.

It is not where FishBowl starts.

FishBowl launches free, in a browser, with no wallet and nothing to buy. The complete game — hatching, raising, breeding, trading, the marketplace, the Newspaper — runs on play currency that exists only inside the game. A player can spend a month with it and risk nothing. If the game isn't worth playing without an economy attached, it hasn't earned one.

The crypto layer switches on afterwards. What players built carries across.

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, tanks
OpenTank	The Community	Leaderboards, social feeds, public profiles, community decisions

Breed. Trade. Thrive.

SECTION 02

The Two Phases

Everything in this document belongs to one of two phases. We say which, every time.

Most crypto games ask you to believe in something that doesn't exist yet. FishBowl inverts that: the game ships first, free, and the economy follows once there's something worth building an economy around.

Phase One — The Free Version. Runs in a browser. No wallet, no chain, no purchase required to play any part of it. Fish, breeding, health, death, the marketplace, the Newspaper, the puzzles — all of it, using a play currency with no cash value and no exit. This is a complete game, not a demo, and it is designed to be enjoyable even if the second phase never arrived.

Phase Two — Go-Live. The crypto layer switches on. Fish become NFTs on Solana. The three-token economy activates. FishCmarket trades real value. Players who built something in Phase One carry their progress across — see *Migration*.

Throughout this document, mechanics are marked:

- **FREE** Live in the free version
- **GO-LIVE** Arrives when the crypto layer switches on

PHASE ONE

The Free Version

Browser. No wallet, no chain.
Play currency: no cash value, no exit.
Full loop — breed, trade, Newspaper, puzzles.
A complete game, not a demo.

SHIPS FIRST · COSTS NOTHING

PHASE TWO

Go-Live

Fish become NFTs on Solana.
Three-token economy activates.
FishCmarket trades real value.
Phase One progress carries across.

ONLY ONCE THE GATES ARE MET

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

Nothing is described as existing when it doesn’t. Where a figure is still being tuned, it says so.

SECTION 03

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.

06 Money is asked for before the game exists

The pattern is always the same: a deck, a roadmap, a mint. Buyers fund a promise and hope it becomes a product. Most don't. Even honest projects put their community's money at risk before anyone has played a single minute.

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

SECTION 04

The Solution

Seven interlocking answers to a broken industry.

Utility-driven token value

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

Living NFTs with dynamic metadata

Every fish carries metadata that 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 manufactured.

Self-regulating supply

Everything that enters the economy has a permanent exit — lifespans, overbreeding costs, transaction fees, sinks designed before faucets. Six anti-collapse pillars protect the economy automatically.

Four demand layers

Biological, economic, emotional and social demand. No single collapse brings down the whole. Each provides a floor the others cannot.

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.

Proof before payment

The game ships first, free, complete, and costing nothing. 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 of finding out falls on the founder, not the community.

SECTION 05

The Free Version

FREE Everything in this section is live, or building now, with no wallet and nothing to buy.

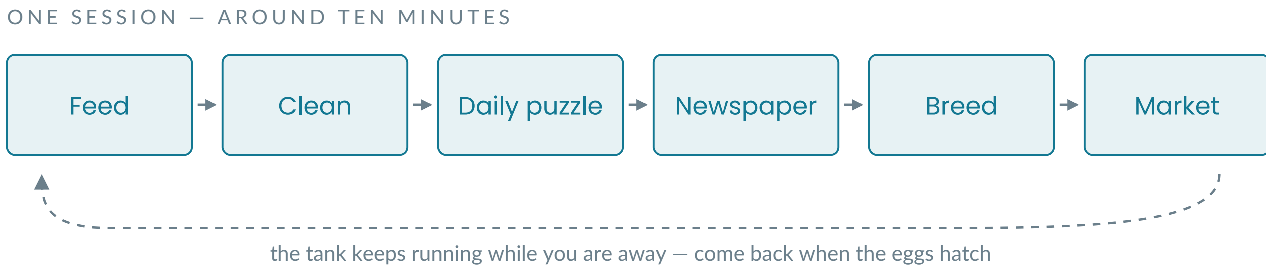
The free version is not a demo. It is the game.

Hatching, raising, breeding, death, the marketplace, the Newspaper, the puzzles — the complete loop runs in a browser on a play currency that has no cash value and no exit. A player can spend a month inside it, build something they care about, and risk nothing.

The core loop

Log in and see what needs you. Feed the fish. Clean the glass. Solve the day's puzzle. Read the Newspaper when it lands. Make a breeding decision. Visit the market. Come back when the eggs hatch.

Around ten minutes of active play. Several distinct reasons to return.



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

The tank does not pause

Time runs in the real world, not in a game clock. Fish get hungry while you sleep, while you're at work, and while you're three weeks into forgetting this game exists. Come back and the tank has kept going without you.

Neglect compounds rather than accumulating evenly. The first missed day is gentle. The second is noticeable. From the third it doubles, and keeps doubling. Dirt works differently — it builds at a steady rate regardless, so a clean tank means somebody showed up.

FISH HEALTH

STATUS	HEALTH	EFFECT
Thriving	76–100%	Full breeding odds. Eligible for condition bonus.
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.

Fish die properly. Not reset-to-zero — dead. A fish gone a day floats near the surface. One gone longer sinks somewhere you won't notice straight away. There is one mercy: a dead fish can be tapped, and occasionally something survives it. What remains is a tombstone, and the record of that fish is never deleted.

What it runs on

One play currency, earned entirely through play. Food and eggs are items, not currencies. There is no way to buy the currency, and no way to take it out.

The marketplace runs from day one — fixed-price listings or timed auctions, with a listing fee and a cut on sale. Both are charged in play currency deliberately: when the real economy switches on, none of it should be a surprise. An official house account seeds the market early so there is something to buy on day one. It only ever sells. It never buys anything back, because a buyer with unlimited funds is not a market.

What is deliberately not in it

- **No wallet, no chain, no purchase required.** Nothing in the free version can be bought with money except cosmetics, and cosmetics never affect gameplay.
- **Legendary and Mythical fish are disabled.** The schema supports them; the free version enables Common, Uncommon, Rare and Epic only.
- **No breeding advantage is ever for sale.** Not for money, not at any price. Earned decor can carry hidden seasonal breeding effects — purchased decor never can. You can buy a prettier tank. You cannot buy a better fish.
- **The arcade arrives after launch** on current planning, not at opening.

Why it exists

Three reasons, stated plainly.

It proves the loop is worth playing before anyone is asked for money. It lets the economy be tuned and broken while breaking it costs nobody anything real. And it builds a player base that arrives at go-live already knowing what they’re deciding about.

From the first day, the free version quietly records what each player did — days active, currency earned, fish bred, market activity, puzzles solved. None of it affects gameplay. It exists so that when the crypto layer switches on, the people who were there first can be recognised for it. See *Migration*.

> *Numbers throughout the free version — hatch durations, decay rates, clutch sizes, fees — are configurable and still being tuned against real play. Where a figure is settled, this document states it. Where it isn't, it says so.*

SECTION 06

The Game

The tank is the whole game. Everything else is somewhere to be while you wait for an egg.

A player begins with a single tank and a small starter bundle — a handful of fish, guaranteed at least one male and one female, with enough food to get going. FREE The first hundred players to arrive receive a cosmetic that stops existing for everyone else the moment the hundredth person joins.

From there it is in their hands.

Three ways to play

TYPE	BEHAVIOUR	WHAT THEY GET OUT OF IT
The keeper	Feeds, cleans, enjoys the tank, takes the occasional lucky pull	Entertainment, attachment, the odd surprise
The breeder	Optimises pairings, chases rarities, sells the surplus	Market income and the satisfaction of doing it well
The collector	Builds a curated tank, values lineage and history, trades deliberately	Assets valued for what they are GO-LIVE

Nobody is required to pick one. Most players drift between all three.

Tanks

One tank at the start, holding a set number of fish. Further tanks can be earned, each costing progressively more than the last — space is a genuine constraint, and deciding what to keep is part of the game.

> *Tank capacity, costs and the progression curve are configurable and still being tuned against real play.*

Tank condition

Dirt accumulates whether you're there or not, at a steady rate — it does not accelerate with neglect the way health does. It simply builds until somebody cleans it.

A clean tank is neutral, not a bonus. It means someone showed up. Let it slide and moss appears; let it go further and it starts costing your fish health directly, on top of whatever hunger is already doing. A tank in genuinely perfect condition — clean glass and every fish thriving — improves breeding outcomes, but that is a reward for sustained care rather than a switch to flip before a breed.

Cleaning is free. It costs nothing but attention.

Room design

Wallpaper, flooring, lighting, furniture, ornaments. Cosmetic, always. Some items are earned through play and some are sold for money, and the line between them is absolute:

Earned decor can carry hidden seasonal breeding effects. Purchased decor never can.

Which earned items carry an effect, and what those effects are, is not published. They rotate by season, and the community finds them. This is deliberate — it is one of the few things in FishBowl that is meant to be discovered rather than read.

Limited drops appear periodically and are never repeated once gone.

Other mechanics

- **Fish wall plaques** — mount a fish's plaque to display its name, tier, age and breeding record. A fish with a notable history is worth showing.
- **Idle drift** — things settle on the tank floor while you're away. One tap collects everything.
- **Login streaks** — consecutive days build a modest resource multiplier that plateaus rather than compounding indefinitely. *Exact values still being tuned.*
- **Onboarding** — FREE an email address and nothing else. No wallet, no chain, no payment. GO-LIVE new players receive a custodial account by default and can connect a personal wallet (Phantom, Solflare) whenever they want full ownership.

SECTION 07

The Fish

Real species. Real scarcity. Real consequence.

Every fish carries an age, a health state, a gender, a breeding record and a lineage. In-game fish are mortal — they are born, they live, they breed, and they die. Founding Fish are a separate category entirely and carry no lifespan; see *Two Types of Fish*.

Fish are based on real species, with a visual treatment that reflects their tier. Mythical fish are the exception — they have no real-world reference.

> *The production species catalogue — names, artwork, and the exact hatch and lifespan values per species — is being finalised. The figures below are tier-level defaults, not per-species values.*

Six tiers

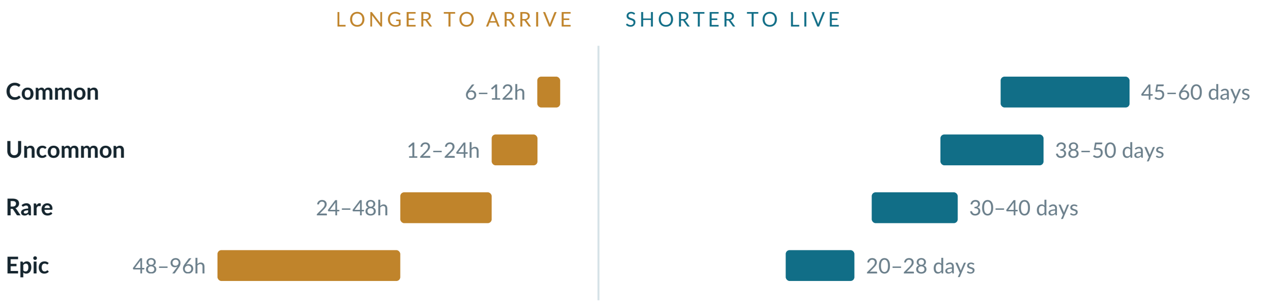
TIER	FREE VERSION
Common	FREE enabled
Uncommon	FREE enabled
Rare	FREE enabled
Epic	FREE enabled
Legendary	GO-LIVE schema-supported, disabled
Mythical	GO-LIVE schema-supported, disabled

Uncommon is an in-game tier only. It is bred and earned through play, and never sold — there is no Uncommon Founding Fish.

Legendary and Mythical remain switched off in the free version. The schema supports them so that nothing has to be rebuilt later, but they stay closed until there is a reason to open them.

Lifespan and hatch time FREE

TIER	HATCH TIME	LIFESPAN
Common	6–12 hours	45–60 days
Uncommon	12–24 hours	38–50 days
Rare	24–48 hours	30–40 days
Epic	48–96 hours	20–28 days



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

Higher tier is not simply better. Rarer fish take longer to arrive and live shorter lives. They demand more food and more attention, and they leave sooner. A rare fish is a more valuable asset and a more demanding one — that trade is the point, not an oversight.

Time runs in the real world. An egg hatches when it is ready, whether the tab is open or not. 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.

Gender

Every in-game fish is assigned a gender at creation, male or female, on an even split. It is permanent and visible. Breeding requires one of each, and starter bundles guarantee at least one of each among the Commons.

This creates genuine market dynamics. Whichever gender runs scarce commands higher prices, and the ratio shifts as the population breeds and dies. The community tracks it. The Newspaper reports on it.

The fish card

Every fish carries a permanent record: name, species, tier, gender, date of birth, age, health, breeding history, lineage, discovery credit, owner history and season stamp.

GO-LIVE That record lives on-chain and updates throughout the fish's life. A fish that has produced a notable clutch carries a visible, verifiable history — and that history is part of what it is worth.

FREE The same record exists and is maintained, held server-side rather than on-chain. A fish's row is never deleted, including after it dies.

SECTION 08

Breeding System

The engine of the economy, and the main reason fish are worth anything.

Breeding is the only way new fish enter the world. Nothing else creates them — they cannot be bought from the developer, and no shortcut exists. Every fish beyond a player's starter bundle came from somebody's pairing.

How it works

Two fish of opposite gender, in the same tank, both in condition to breed. Breeding is disabled at 25% health or below. Pay the fee, and the pair produces a **clutch of eggs** — not a single offspring. Some of those eggs survive to hatch. The rest do not.

Eggs can be hatched, or traded unhatched on FishCmarket by players willing to sell an unknown.

Clutch and survival FREE

PAIRING	FEE	CLUTCH SIZE	EGG SURVIVAL
Common × Common	100	8–12	65%
Uncommon × Common or Uncommon	200	6–9	70%
Rare × Rare or below	450	4–6	75%
Epic × any enabled tier	1,200	2–4	80%

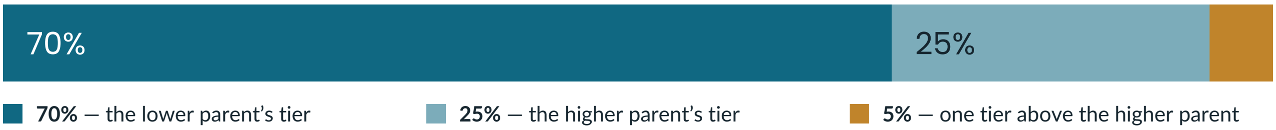
Higher tiers breed more reliably and far less abundantly. An Epic pairing rarely fails, but it produces a handful of eggs where a Common pairing produces a dozen. **Scarcity comes from volume, not from loss** — you are not punished with a failed breed for using your best fish, but you are not flooded with rare offspring either.

What comes out

When parents differ in tier, the offspring skews toward the lower parent:

- **70%** — the lower parent’s tier
- **25%** — the higher parent’s tier
- **5%** — one tier above the higher parent

WHEN PARENTS DIFFER IN TIER, THE OFFSPRING SKEWS DOWNWARD



Outcome distribution for mixed-tier pairings. Free-version outcomes are capped at Epic.

In the free version, outcomes are capped at Epic regardless of what the roll produces.

GO-LIVE The full crypto-phase outcome table, including Legendary and Mythical, will be published in its entirety before the layer switches on. It is not published here because it is not settled, and publishing a number we intend to change is how documents like this lose their value.

Condition matters as much as pedigree

Two well-kept Commons will beat a neglected Rare more often than most people expect. Health state affects clutch size and outcome quality, and a tank in genuinely perfect condition — clean glass, every fish thriving — improves the odds further.

> *The exact health-band modifiers and the size of the perfect-condition bonus are still being tuned against real play, and will be published once settled.*

Overbreeding

Working the same pair relentlessly degrades them. This is not a bug and it is not going away.

BREEDS	CONSEQUENCE	REVERSIBLE
2–4	Health reduction, pair locked for a recovery period	Yes
5–7	Clutch size drops, survival rate falls	Yes, with time
8+	Permanent lifespan reduction	Health yes, lifespan no
12+	Risk of death on each further breed	No

An economy where anyone can print fish forever is an economy where nobody's fish are worth anything. The limits exist so that what players produce holds value.

What is never for sale

A better outcome. Not for money, not at any price, not once. No product in FishBowl — now or after go-live — improves breeding odds, clutch size, survival, or tier outcome. Earned decor can carry hidden seasonal effects; purchased decor cannot, and never will.

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

SECTION 09

The Economy

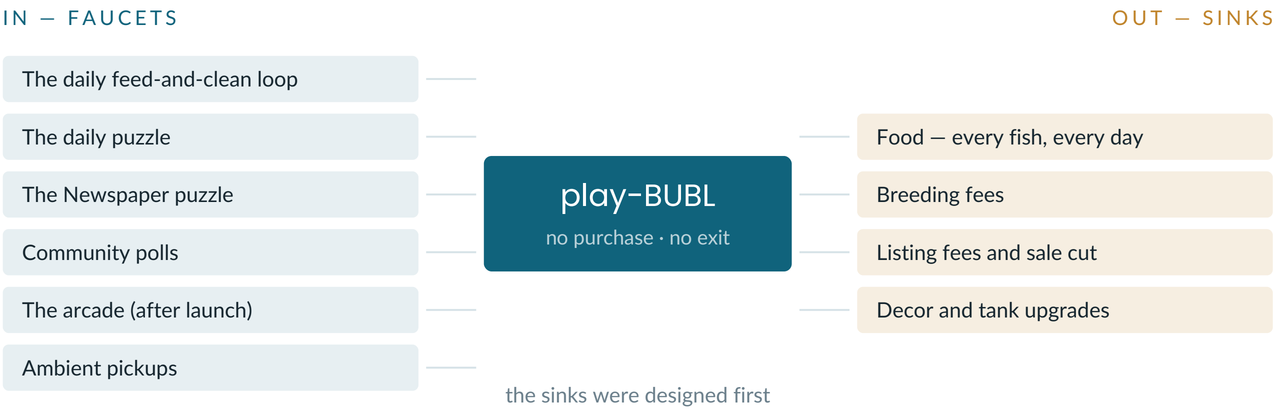
One currency now. Three tokens later. The rules are rehearsed before the money is real.

The free version runs on one currency FREE

play-BUBL — earned entirely through play, with no way to buy it and no way to take it out. Food and eggs exist as **items**, not currencies. The three-token structure stays switched off until go-live.

Currency enters through a handful of daily sources and leaves through a handful of sinks. The sinks were designed first.

IN	OUT
The daily feed-and-clean loop	Food — every fish eats, every day
The daily puzzle	Breeding fees
The Newspaper puzzle *(every other day)*	Marketplace listing fees and sale cut
Community polls	Decor and tank upgrades
The arcade *(capped daily, after launch)* FREE	
Ambient pickups around the tank	



Free-version currency flow. Faucets keep players alive; breeding and commerce create wealth.

The daily loop covers roughly a starter tank's running costs with a modest surplus. It keeps a careful player alive; it does not make them wealthy.

Faucets keep players alive. Breeding and commerce create wealth.

That distinction is the whole design. A player who logs in, feeds, cleans and solves the puzzle stays afloat indefinitely. A player who breeds well and trades well gets ahead. Time spent is not the same as skill applied, and the economy is built to reward the second.

Exact faucet values, food costs and fees are configurable and being tuned against real play.

Three tokens at go-live GO-LIVE

BUBBLES (BUBL) — THE PRIMARY CURRENCY

Earned through gameplay. Spent on breeding fees, marketplace listings, upgrades and cosmetics. Hard-capped at 1 billion with a time-based, task-gated halving schedule, so issuance slows structurally rather than by decision.

BUCKET	ALLOCATION	PURPOSE
Mining	65% — 650,000,000	Distributed to players through gameplay
Treasury	25% — 250,000,000	Pack sales, prizes, seasonal rewards, post-cap recirculation
Reserve	10% — 100,000,000	Circuit-breaker interventions and operational need

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.

> *The halving schedule's exact rates are being finalised against free-version data and will be published in full before go-live.*

FISH FOOD (FEED) — THE CARE RESOURCE

Required daily to feed fish and hold health. Burned through breeding. Every player receives a free daily allocation calibrated to keep fish *Healthy* rather than *Thriving* — enough to survive on, not enough to optimise on. Players who want thriving fish earn more through play or buy it from other players.

EGGS (EGGS) — THE BREEDING OUTPUT

Only ever player-generated. No developer can mint an egg, and none are sold. They hatch, or they trade unhatched on FishCmarket. High-tier egg scarcity is entirely a product of player behaviour.

Why the free version charges you at all

The listing fees, the sale cut, the breeding costs and the food bill are all live from day one in play currency, on purpose. When the real economy switches on, none of it should be a surprise — the shape of the thing is already familiar, and it was learned somewhere losing money was impossible.

It is a rehearsal. The point is to find where the model breaks while breaking it costs nobody anything real.

SECTION 10

FishCmarket

Player-driven. Player-priced. The room decides what things are worth.

Players set their own prices. The market shows a suggested valuation based on recent comparable sales — the suggestion is non-binding and always ignorable. Nobody's price is set for them.

What trades

	FREE VERSION	AT GO-LIVE
Fish	FREE	GO-LIVE as NFTs
Eggs — unhatched, tier unknown	FREE	GO-LIVE
Food	FREE	GO-LIVE as FEED
Decor	FREE	GO-LIVE
Currency, directly	–	GO-LIVE BUBL
Whole tanks, contents included	–	GO-LIVE

A fish carries its full card into every listing. Buyers see its age, health, lineage, breeding record and owner history before they bid. A fish with a notable history is worth more because that history is visible and verifiable, not because the seller says so.

Two ways to sell FREE

Set a price and wait for someone to take it. **Or run a timed auction** and accept whatever the room decides when the clock stops — including less than you hoped. The auction is the risk, and sometimes the risk is the point.

Auctions run over fixed durations. Bids placed in the closing seconds extend the clock, so an auction cannot be sniped in the last moment. There is a cap on how many listings one player can hold open at a time.

Every listing costs a small fee to post, and every sale takes a cut. Both are charged in play currency from day one — deliberately, so that nothing about the real economy comes as a surprise later.

Fees, auction durations, bid increments and listing caps are configurable and being tuned.

The house account FREE

An official account seeds the market at launch so there is something to buy on day one, listing fish and food across the tiers at published bands.

It only ever sells. It never buys anything back. A buyer with unlimited funds is not a market — it is a printer, and it would set a false floor under everything. The house exists to make the first week possible, not to prop up prices.

At go-live GO-LIVE

Buyback programme. A curated wanted list is published periodically in the Newspaper. Matching fish are bought at fair market rate and either permanently retired or re-entered as prizes. Unlike the free-version house account, this is a deliberate and published intervention — funded from marketplace fees and Founders Pass revenue. Its purpose is curation and prize supply, and it is announced rather than quiet.

Tank resale. Empty tanks can be resold on the marketplace. The exact resale mechanics — including any support for tank values — will be published before go-live, once settled.

Every Mythical sale is reported in the Newspaper. High-value trades are public events, not private ones.

Optional advertising may be offered as a way to reduce listing fees for players who want it. FishBowl and OpenTank remain permanently ad-free regardless.

SECTION 11

OpenTank

The community layer. Where the social life of FishBowl happens.

FishBowl is a game you play largely alone — your tank, your fish, your decisions. OpenTank is where those private worlds become visible to each other.

The community room, now FREE

Full OpenTank arrives with go-live. What exists before then is deliberately smaller and more direct.

Polls. The Newspaper asks real questions, and the answers change what gets built. Not sentiment-gathering — actual decisions put to the people playing.

Questions and suggestions. Any player can bring a question or propose an addition. FishBowl is small enough right now that a single thoughtful suggestion can change the work, and that will not be true forever. This is the best time to be in the room.

> *OpenTank Beta is the working name for that space — somewhere for community questions and suggestions to live and be answered in the open.*

At go-live GO-LIVE

Leaderboards — breeding volume, tank value, streak ranking, community reputation. Reputation carries between seasons; it is one of the few things that never resets.

Public tanks — any player's tank is visitable. Fish wall plaques are visible to anyone who looks. A well-kept tank with a notable bloodline is worth showing off, and showing off is the point.

Social feeds — notable clutches, tank milestones, season achievements, rare outcomes. When someone breeds something extraordinary, the room finds out.

Live economy dashboard — token supply, fish population, gender ratios, market volumes, treasury balances. Published continuously rather than on request. If the economy is doing something strange, everyone can see it at the same time we can.

The sacrifice — a fish can be given to the treasury in exchange for lottery entry. Healthier fish yield more entries, so sacrificing well-kept fish is a genuine trade rather than a way to dispose of neglected ones. Every sacrifice fires publicly.

LOTTERY TIER	ENTRY	PRIZE POOL
Bronze	Common sacrifice	Food bundles, currency, Common and Rare eggs
Silver	Rare or Epic sacrifice	Rare and Epic fish, currency, hidden decor
Gold	Legendary sacrifice	Legendary fish, large rewards, seasonal legacy decor
Platinum	Streak leaderboard only	Mythical fish, season-stamped and one-of-a-kind assets

Platinum cannot be bought into. It is reached only by turning up consistently over a long period.

What OpenTank is not

There is no permanent founder journal. Earlier versions of this document promised a daily paragraph written by the founder, recorded on-chain forever. That commitment has been withdrawn — not because the intent was wrong, but because promising a thing every single day for the life of a project is the kind of promise that quietly breaks and takes credibility with it.

The Newspaper carries founder commentary. It does not pretend to be a permanent daily ritual.

OpenTank is permanently ad-free. So is FishBowl. If advertising ever appears anywhere in the ecosystem, it will be optional, confined to the marketplace, and it will lower fees for the players who choose it.

SECTION 12

The Newspaper

Every other day. Under three minutes. Worth opening before you've even checked the fish.

The Newspaper is the ecosystem talking to itself — what happened, what changed, what the community is being asked. It is AI-assisted and founder-curated, and it is the main reason to open the tab on a day when nothing in your tank is urgent.

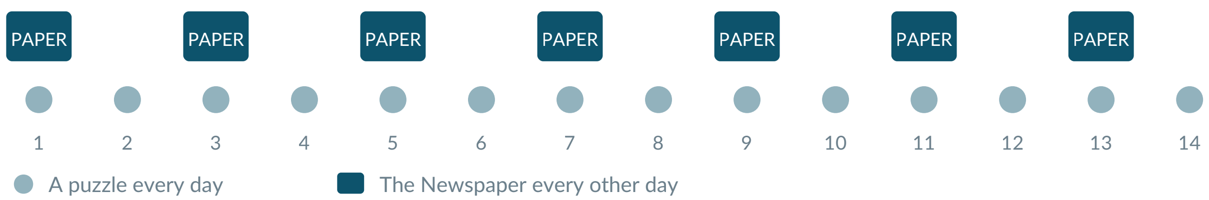
It unlocks after about five minutes of active session time. It rewards genuine engagement rather than a log-in-and-leave habit, without being unreachable inside a normal session.

The cadence FREE

A puzzle every day. Small, quick, self-contained, and worth solving. It lands whether the Newspaper does or not.

The Newspaper every other day. Longer, with a bigger puzzle inside it and more to read.

TWO WEEKS OF THE CADENCE



Splitting them is deliberate. The daily puzzle carries the habit between editions.

Splitting them is deliberate. A daily paper is a promise that gets thinner every week until it's filler; every other day gives each edition enough to justify itself. The daily puzzle carries the habit in between.

What's in an edition

Front page

The lead story. The biggest thing that happened in the ecosystem since the last edition.

Market report

Price movements, volume leaders, notable trades, and the gender ratio, which shifts constantly as the population breeds and dies and genuinely moves prices.

Breeding discoveries

Notable clutches and rare outcomes. When a new species is first discovered through breeding, the player who did it is credited permanently.

Community

One player's story per edition, plus the polls. When the Newspaper asks a question, the answer changes what gets built. GO-LIVE limited drops are announced here on the day they land.

The puzzle

Crossword, word search, anagram, spot-the-difference. One harder puzzle per edition, with a meaningful reward for whoever solves it first.

The hidden code GO-LIVE

One digit of a four-digit code is hidden across a month of editions. Collect all four, post the complete code publicly, and claim the prize. Prize value scales *inversely* with how many people have already solved it — being early is worth more than being right.

This is a recurring in-game mechanic, not a one-off event. It runs monthly, and it is separate from anything hidden elsewhere.

SECTION 13

The Founders Pass

A pre-order for a permanent founder asset. Not a mint, not a raise, not a gate.

> *Pre-orders are not open. This section describes how the Founders Pass will work when it opens, not something available today.*

What it is

A Founders Pass is bought in pounds. At go-live it converts **one-to-one** into a Founding Fish NFT on Solana.

There are 3,333, and there will only ever be 3,333.

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

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.

Founders Passes are sold as final purchases and are not refundable at will. Statutory consumer rights apply where the law provides them. See *Legal & Risk Disclosure*.

What Founders Pass money funds is set out in full in the Funding section.

What it is not

It is not a funding gate. The free version gets built whether one Pass sells or none do. There is no threshold, no countdown to a target, and no scenario where the game fails to arrive because not enough people bought in. Earlier versions of this document described exactly that model. It was wrong, and it was withdrawn.

It is not required to play. The complete free game is open to everyone, permanently, with no Pass and no wallet.

It is not a purchase of gameplay advantage. A Founding Fish carries status, permanence and Covenant eligibility. It does not breed better, live longer, or improve any outcome in the game.

What it does do

It moves the build faster, and it puts your name on the record early. That is the entire offer, and it is better said plainly than dressed up.

Holder benefits GO-LIVE

- **Permanent Founding status** on the fish card — visible to every player and every future buyer, forever
- **Founding holder badge** in OpenTank — permanent community identity
- **Covenant eligibility** — inclusion in the quarterly Loyalty Pool distribution (see *The Mythical Founder Covenant*)
- **Early access to the crypto layer** ahead of general availability
- **First access to limited drops** and seasonal items ahead of general release
- **Named in the inaugural Newspaper** — the permanent founding record
- **Freely tradeable** on Magic Eden, OpenSea and all Solana-compatible marketplaces
- **Permanent, no lifespan** — a Founding Fish does not age, does not decline, and cannot die

The Aquarium

Every Pass bought appears as a fish in the public Aquarium. It starts empty. It fills as people arrive, and it will visibly show how many of the 3,333 have been claimed at any moment — including, at the start, that almost none have.

SECTION 14

Two Types of Fish

Different assets. Different purposes. Same ecosystem. Never confuse them.

Founding Fish are permanent founder assets. In-game fish are living, mortal and player-generated. The distinction is absolute and it never blurs.

	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
Price	Set tier prices, £49–£7,500	Whatever the market decides
Tiers	Five — no Uncommon	Six — including Uncommon
Lifespan	Permanent. No ageing, no decline, no death	Natural lifespan. They die.
Covenant rights	Yes — Loyalty Pool eligible	No
Founding status	Permanent, on the card	Never
Value drivers	Scarcity, status, Covenant, history	Rarity, lineage, season, breeding record
Where they trade	Magic Eden, OpenSea, any Solana marketplace	FishCmarket

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

Which exist when

FREE Neither category exists as an NFT yet. In-game fish exist and are fully playable, but they are records held server-side, not tokens — there is no chain in the free version. Founders Passes are pre-orders, not fish.

GO-LIVE Both become NFTs on Solana. Passes convert one-to-one into Founding Fish. In-game fish are minted as they hatch, from that point forward, automatically.

A fish bred during the free version carries its full history — parents, tier, breeding record, discovery credit — into the crypto layer. Nothing about what a player built is discarded. See *Migration*.

Why they're kept apart

Because merging them would break both.

If Founding Fish could breed into the general population, their supply would stop being fixed. If in-game fish carried Covenant rights, the Covenant would dilute toward nothing. If Founding Fish aged and died, the thing being sold would be a subscription with extra steps.

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

SECTION 15

The Mythical Founder Covenant

Written into the contract. Enforced by code. Owned by nobody.

What it is

A percentage of every FishCmarket transaction flows automatically into the **Covenant Pool**. Every quarter, that pool distributes equally across 333 recipients. No human triggers it. No vote can change the rate. The contract has no owner after deployment and no upgrade path — not even the founder can alter it.

That last point is the whole design. A promise anyone can revoke isn't a promise; it's an intention. This one is enforced by the fact that nobody, including the person who wrote it, retains the ability to break it.

The Loyalty Pool — 333 holders every quarter

TRACK	SLOTS	SELECTION
Mythical guaranteed	3	Always included — hardcoded
Legendary track	55	Random draw from Legendary holders
Activity track	165	Top 165 holders by quarterly engagement
Random draw	110	Random from all remaining eligible holders
Total	**333**	**Equal share of the full pool**

333 RECIPIENTS, EVERY QUARTER · EQUAL SHARES

Mythical — 3	permanent, hardcoded
Legendary — 55	random draw
Activity — 165	top holders by quarterly engagement
Random — 110	all remaining eligible

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.

Only the three Mythical slots are permanent. Every other seat is redrawn each quarter — most of them on activity, which means the largest single track rewards people who are actually still playing rather than people who bought once and left.

What is guaranteed, and what isn't

This needs stating precisely, because earlier versions of this document overstated it.

Guaranteed: the *share*. The rate is immutable. The distribution is automatic. The three Mythical seats cannot be removed. Nobody can redirect the pool, dilute it, or switch it off.

Not guaranteed: the *amount*. The pool is filled by transaction volume. A quiet quarter fills it less than a busy one. If FishCmarket sees no trading at all, the pool holds nothing and distributes nothing — faithfully and automatically.

Earlier drafts said Mythical Founders "will always receive their quarterly commission share for as long as FishBowl exists." That reads as a perpetual income guarantee, and it isn't one. What is guaranteed is a permanent, unalterable claim on a pool whose size depends entirely on whether people are using the ecosystem.

The covenant follows the fish

If a Mythical fish is sold, the covenant transfers with it automatically. The benefit belongs to the asset, not the person — it cannot be stripped out and sold separately, and buying the fish means buying the right.

What it is not

It is not a dividend, a profit share, or an investment return. It is a holder benefit attached to a digital collectible. It does not represent ownership in FishBowl, a share of company profits, or any claim on the business. See *Legal & Risk Disclosure*.

SECTION 16

Migration

What you build in the free version is not thrown away.

The free version is a complete game, but it is also the first chapter of a longer one. When the crypto layer switches on, players who were already there arrive with something — not nothing, and not everything.

What carries across

Your fish. Every in-game fish you own is minted as an NFT at go-live, carrying its full record — tier, gender, age, parents, lineage, breeding history, discovery credit and season stamp. A fish you bred in month two of the free version arrives on-chain with month two still written on it.

Your history. Everything you did is preserved: what you bred, what you traded, what you solved, how long you were there.

Your standing. Free-version players are recognised as having been early. That recognition is permanent and cannot be bought later.

What does not carry across at face value

Play currency does not convert one-to-one, and it never will. This needs saying plainly rather than discovering later.

Play-BUBL has no hard cap, no cost of production, and was tuned for a game where nothing has real value. Converting it directly into capped, tradeable BUBL would launch the crypto economy already flooded — the exact inflationary collapse this document spends five sections explaining how to avoid. It would also mean the most valuable thing in the free version was grinding, which is precisely the play-to-earn trap FishBowl exists to reject.

Instead, migration is **tiered**.

How the tiers work

From the first day of the free version, a small set of signals is recorded quietly in the background:

- days active
- play currency earned over time
- fish bred, and at what tiers
- marketplace activity, buying and selling
- puzzles solved

None of it affects gameplay. None of it is visible as a score to chase. It exists to answer one question at go-live: how much of this game did you actually play?

Those signals place each player into a **loyalty tier**, and each tier converts to a **fixed starting position** in the crypto economy — identical for everyone in that tier. Two players in the same tier receive exactly the same thing regardless of how much play currency either happens to be sitting on.

This design is deliberate. It rewards **sustained, varied engagement** rather than optimised extraction, it cannot be gamed by hoarding, and it means nobody arrives at go-live with an unearned advantage over the people beside them.

> *Tier thresholds and conversion values are being finalised against real free-version data, and will be published in full before go-live — not after.*

Spending never affects your tier

Anyone who buys a cosmetic during the free version has their **loyalty tier calculated exactly as if they had spent nothing**. Money cannot buy a better migration position, and choosing to support the build cannot cost you one either.

Free-version supporters receive a separate acknowledgement in the crypto version. Every purchase states this at the point of sale.

When

Go-live timing will be announced in advance, publicly, with enough notice for every player to prepare. Nobody wakes up to find the economy switched on overnight.

SECTION 17

Smart Contracts

Three contracts. None of them exist yet, and that is deliberate.

FREE First Water contains no blockchain code whatsoever. No contracts, no wallets, no tokens, no chain. Not “not yet deployed” — not written into the product at all.

That is a security decision as much as a scope one. The phase where the game is being proven and the economy tuned is the phase most likely to need changes, and changing a deployed contract is either impossible or the sort of thing that requires an upgrade path — which is itself the vulnerability. FishBowl builds the game first, settles the rules against real play, and only then writes them into something permanent.

Everything below is GO-LIVE.

Contract 1 — Founding Fish

Mints the 3,333 Founding Fish as unique Solana NFTs at go-live. Records tier, traits, and permanent Founding status. Handles ownership and transfer.

It contains no refund logic. Founders Passes are bought in pounds and settled entirely off-chain, before go-live — which is the moment the contract mints anything. By the time a Founding Fish exists on Solana, every question about the underlying purchase has already been permanently settled.

This is a simpler and safer arrangement than the previous design, which put a conditional refund mechanism inside the sale contract itself and made the contract responsible for judging whether a funding threshold had been met.

Contract 2 — The Covenant

Permanently locked at deployment. Distributes the Covenant Pool quarterly across the 333 Loyalty Pool recipients.

No owner. No admin keys. No upgrade path. Once deployed, the rate cannot be changed, the distribution cannot be halted, and the three Mythical seats cannot be removed — by anyone, including the founder. There is no key that exists which could do it.

That immutability is the entire value of the thing. It is also irreversible, which is why it is written last, after the economy has been observed rather than predicted.

Contract 3 — The Treasury

Receives sacrificed fish. Holds the lottery pool and distributes winnings. Manages the ecosystem reserve, including the circuit-breaker funds described in the *Anti-Collapse Framework*. Every balance is visible on-chain, continuously, without anyone having to ask.

The audit

All three contracts are audited by an independent third-party security firm **before deployment**, and the report is published in full — including anything it finds.

The audit happens regardless of how many Founders Passes are sold. It is not conditional on a funding threshold, because there is no funding threshold. If the audit finds something serious, deployment waits until it is fixed. That is one of the published gates in the *Roadmap*.

> *No contracts have been written, no audit has been commissioned, and no auditor has been engaged. When that changes, this section will say so and the report will be linked here. Until then, this section describes intent.*

On-chain and off-chain

ON-CHAIN	OFF-CHAIN
NFT ownership and transfer	Daily gameplay — feeding, health, cleaning
Fish traits and breeding lineage	Room design and cosmetics
Covenant distributions	The Newspaper and community features
Token transactions	Simulation and game state between actions
Lottery and treasury balances	

Gas fees apply to ownership changes only. Playing the game — the feeding, the cleaning, the waiting — costs nothing and touches nothing on-chain.

SECTION 18

Anti-Collapse Framework

Six pillars of long-term economic sustainability.

Every crypto game economy that collapsed did so for reasons that were visible in its design before launch. This framework exists so that FishBowl's are visible too — including the parts that are uncomfortable.

PILLAR I Value independent of new players	PILLAR II Supply control	PILLAR III Layered demand floors
PILLAR IV Economic circuit breakers	PILLAR V Long-term sustainability	PILLAR VI Proven before it's real

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

Pillar I — Value independent of new players

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

Fish eat daily whether the player base is growing or shrinking. Tanks get dirty regardless. Breeding costs currency regardless. Demand comes from what existing players must do to keep what they already own — not from the next wave of buyers. This is the pillar that Ponzi-shaped economies fail, and it is the one that matters most.

Pillar II — Supply control

Everything that enters has a permanent exit.

ENTERS	EXITS
Currency, through gameplay	Food, breeding fees, listing fees, sale cuts, decor
Fish, through breeding	Lifespans, overbreeding damage, sacrifice
Eggs, through breeding only	Hatching, or trade

Currency is hard-capped at 1 billion with structural halving. GO-LIVE Fish Food is consumed biologically every day. Eggs cannot be minted by anyone, including us. Fish die.

Nothing accumulates indefinitely, because nothing lacks a drain.

One honest note on this pillar. An earlier design included paid time-skipping, which burned Fish Food and acted as a meaningful sink. That mechanic has been removed permanently — "no skip button, ever" — because a game that sells its way past its own waiting is a worse game. The principle won, and the sink was lost. The remaining sinks are broader and more reliable, but the trade was real and is stated here rather than quietly absorbed.

Pillar III — Layered demand floors

Four sources of demand that cannot all fail simultaneously:

- **Biological** — fish must eat, or they decline and die
- **Economic** — FishCmarket trading never stops while anyone is playing
- **Emotional** — players are attached to fish they named, raised and bred
- **Social** — the community outlasts market conditions

Each provides a floor the others cannot. A crypto bear market damages the economic layer and leaves the other three intact.

Pillar IV — Economic circuit breakers

Automatic protections trigger when key metrics drift outside healthy parameters — issuance rates, market volumes, population ratios, treasury balance.

All thresholds are published before go-live. When a breaker triggers, it is announced in the Newspaper rather than applied silently. A player should never discover that the rules moved by noticing their income changed.

The Reserve bucket exists specifically to fund these interventions without touching the mining supply.

Pillar V — Long-term sustainability

Content that generates itself: new species discovered through breeding rather than shipped, community-decoded puzzles, seasonal cosmetics, player-written market history.

Seasonal structure — three months per season, four per year.

CARRIES OVER	RESETS	CHANGES
Fish, tanks, breeding progress, reputation	Leaderboards, lottery pool	Species meta, seasonal bonuses, limited items

Pillar VI — Proven before it's real

The economy is tested with real players, at real scale, before a single mechanic touches real value.

This is the pillar no previous version of this document could claim, and it is the reason First Water exists. Every rate, fee, sink and faucet described here runs live in the free version first — against actual player behaviour rather than a spreadsheet. Where the model breaks, it breaks somewhere breaking it costs nobody anything.

The other five pillars are design intent. This one is the mechanism for finding out whether the design intent survives contact with people.

SECTION 19

Monetisation

Money buys cosmetics and convenience. It never buys outcomes.

First Water FREE

The free version sells **cosmetics only** — tank themes, ornaments, substrates, a centrepiece. A deliberately small catalogue, in the low single-digit pounds, and nothing else. There is no way to buy currency, food, fish, eggs, or any advantage of any kind.

Every purchase during First Water is a supporter purchase, and it is labelled as one. It funds the build. It buys a nicer-looking tank. It does not make you better at the game, and it will not make you better at the game later.

Two commitments attached to it:

Free-version spending has zero effect on your migration tier. Loyalty is calculated as though you spent nothing. Money cannot buy a better position at go-live, and choosing to support the build cannot cost you one.

There is no free-version-exclusive cosmetic sold for money. Anyone who supports the build during First Water receives a separate acknowledgement in the crypto version instead. The exclusivity is in *when you were here*, not in what you bought.

> *The cosmetic store is not open. It stays closed until the supporter reward, the spending disclosure and the refund policy are defined and published. Every purchase, when it opens, will state at the point of sale that it supports development, provides no gameplay advantage, and carries a later-defined supporter acknowledgement.*

At go-live GO-LIVE

Bubble Packs — currency, in fixed bundles, drawn **entirely from the treasury allocation and never from the mining supply**. Buying currency does not dilute what players earn; it moves already-allocated tokens from the treasury into circulation.

Subscriptions — a premium membership (free listings, a food bonus, early Newspaper access, a monthly cosmetic, ad-free, priority support) and a seasonal pass (login stamp, season-stamped cosmetic at close, no challenge treadmill).

Pack and subscription pricing will be set against real economy data before go-live rather than guessed at now.

What money can and cannot do

This needs stating precisely, because “we never sell power” is easy to say and easy to quietly breach.

Money can buy: cosmetics, currency GO-LIVE, and convenience — more listings, a food bonus, ad-free browsing. Which means money can buy **volume**. Someone who buys Bubbles can pay more breeding fees, buy more fish on the market, and feed a larger tank. That is a real advantage and pretending otherwise would be dishonest.

Money can never buy: breeding odds, clutch size, egg survival, tier outcomes, health restoration, lottery entries, eggs, Mythical fish, or access to core gameplay. **Not at any price, not once, not ever.**

The line is between **volume and outcome**. Money can buy more attempts. It cannot buy a better attempt. Two players breeding the same pair in the same condition face identical odds regardless of what either has spent, and hidden breeding effects live exclusively on earned decor that no amount of money can obtain.

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

SECTION 20

Roadmap

Gates, not dates.

Version 5.5 of this document published a month-numbered roadmap. Every date in it is now wrong. That is the honest argument against publishing dates: a timeline that slips becomes a record of promises broken, and it damages exactly the trust it was written to build.

So this roadmap publishes **conditions instead of a calendar**. Each phase begins when the previous phase's gates are met — not on a date, and not because a date arrived.

Where things actually stand

Phase 1 — Foundation. Substantially complete. Brand established, domain live, social channels secured, community infrastructure open, this document rewritten. The public site is live.

Phase 2 — First Water. In build. The free version does not exist yet.

Everything past that is ahead of us, and this document does not pretend otherwise.

The phases and their gates

Phase 2 — First Water

The complete free game, in a browser, on play currency.
Opens when: the core loop is playable end to end — hatching, raising, breeding, death, marketplace, Newspaper, puzzles — and holds up under real use.

Phase 3 — Tuning

The economy meets actual players.
Begins when First Water is live. *Completes when:* rates, fees, sinks and faucets have been observed against real behaviour for long enough to be set with confidence rather than estimated; the open design decisions are resolved and published — species catalogue, breeding modifiers, decor effects; migration tier values are finalised.

Phase 4 — Preparation

Everything that must be true before anything becomes irreversible.
Completes when: all three contracts are written; an independent third-party audit is complete and **published in full**; anything the audit finds is fixed; company formation and legal review are complete; migration tiers are published in advance.

Phase 5 — Go-Live

The crypto layer switches on. Founders Passes convert. Fish become NFTs. The three-token economy activates. FishCmarket trades real value.
Begins when: every Phase 4 gate is met. Not before — regardless of how much time has passed, how many Passes have sold, or how loudly anyone asks.
Announced in advance, publicly, with enough notice for every player to prepare.

Phase 6 — The Ecosystem

Seasonal content, marketplace maturity, governance pilots, chain migration planning, and the platform layer described in *TheFishBowl*.
Begins when: the economy has run through complete seasonal cycles and demonstrated the anti-collapse framework working in practice rather than on paper.

GATES, NOT DATES — A PHASE BEGINS ONLY WHEN THE PREVIOUS PHASE'S GATES ARE MET

PHASE 1	PHASE 2	PHASE 3	PHASE 4	PHASE 5	PHASE 6
Foundation	First Water	Tuning	Preparation	Go-Live	Ecosystem
substantially complete	in build	ahead	ahead	ahead	ahead

Each diamond is a gate, not a date. No gate is skipped; if one cannot be met, the reason is published.

What this commits us to

Monthly updates, without exception, whether or not there is good news. A quiet month gets a post saying it was quiet.

No gate is skipped. If a gate cannot be met, the phase does not begin, and the reason is published.

Nothing irreversible happens early. Contracts are permanent. Deploying them before the economy is understood would lock in guesses.

> *If any of this changes materially, it will be announced when it changes — not discovered later in a revised document.*

SECTION 21

Funding & Transparency

What Founders Pass money is for, and what it is not.

First, what does not depend on it

The free game is being built regardless. First Water does not require a single Founders Pass to sell. It has no funding target, no threshold, and no scenario in which it fails to arrive because not enough people bought in.

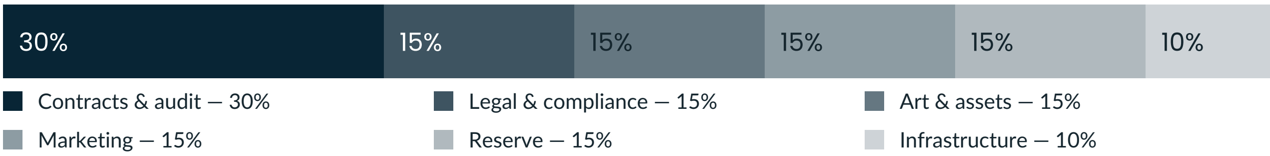
The gates get met regardless. The independent audit, company formation and legal review are published conditions for go-live. They cost what they cost whether one Pass sells or all 3,333 do. **If Founders Pass revenue does not cover them, they are funded personally.** They are not optional, and they do not wait for sales.

That is the difference between an accelerant and a dependency. This is an accelerant.

Where the money goes

	SHARE
Smart contracts and independent audit	30%
Legal and compliance — formation, trademark, regulatory advice	15%
Art and assets — species catalogue and artwork	15%
Marketing	15%
Reserve and contingency	15%
Infrastructure and tooling	10%

ALLOCATION OF FOUNDERS PASS REVENUE — PROPORTIONS, NOT TOTALS



45% of it protects the buyer: independent audit, and legal grounding for an unamendable covenant.

Where Founders Pass money goes. Percentages describe allocation; no absolute budget is published.

Roughly half goes to making the thing safe and legal rather than building it — because the building is already happening. FishBowl is developed by one person using modern tooling, and the cost structure reflects that. The genuinely expensive parts are the ones that protect the people buying in: an independent audit of contracts that become permanent, and proper legal grounding for a covenant that cannot be amended afterwards.

Percentages describe allocation, not totals. How much money exists depends entirely on how many Passes sell, and nobody can know that in advance — so publishing an absolute budget would be publishing a guess.

Surplus

If Passes sell well beyond what the build requires, the surplus is **split between the buyback treasury and extended development** — deeper content, more species, faster delivery of what would otherwise wait.

It does not become profit taken off the table before the game exists.

What Passes are, financially

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

This is a change from an earlier position, and it is stated plainly rather than quietly amended: an open-ended refund right meant Pass money could never be spent on anything, which made the accelerant claim untrue. The offer is now what it appears to be — a purchase, of a permanent asset, from a project that does not yet exist in its final form.

Anyone uncomfortable with that should not buy one. The entire game is free, permanently, without it.

Transparency commitments

– **Monthly updates without exception**, including months where nothing notable happened
– **The audit published in full** when complete, findings included
– **Treasury balances visible on-chain** once contracts are deployed GO-LIVE
– **Material changes announced when they change** — as this refund change is being announced here, rather than discovered later

SECTION 22

TheFishBowl — The Platform

FishBowl is the first game. It is not intended to be the last.

> *Everything in this section is direction, not commitment. Nothing here is a gate, a promise, or something a Founders Pass entitles anyone to. It is included because the architecture was built with it in mind, and a reader deserves to know that.*

The idea

Every system in FishBowl — the dynamic NFT standard, the phased token economy, the marketplace, the community layer, the covenant model — was designed to be replicable rather than bespoke. If the model works once, the parts that made it work should be reusable.

TheFishBowl is the name for that platform layer: infrastructure other games could build on, where players carry one identity, one reputation and one set of assets across everything built on it.

What would have to be true first

FishBowl has to work. Not launch — **work**. A demonstrated economy that survives contact with real players over multiple seasons, an anti-collapse framework proven in practice rather than argued on paper, and a community that outlasts the initial interest.

None of that is established yet. The free version hasn't launched.

The longer horizon

A native chain. Transaction fees would stay inside the ecosystem rather than leaving it. Every design decision so far has been made with that transition possible, but it is a Phase 6 consideration and depends entirely on the ecosystem being large enough to justify it.

Decentralised governance. Structural community participation in direction — not advisory, not symbolic. This begins with the polls and community decisions already running in First Water, and grows as there is more worth deciding.

Third-party development. Documentation, SDK access and partnership terms if and when the platform layer becomes real.

Why it's in this document at all

Because the alternative is pretending the ambition doesn't exist, and then quietly revealing it later — which reads worse than saying it upfront with honest framing.

Nobody should buy a Founders Pass because of this section. Buy one because of the game, the covenant, and the founding position. This is where it could go if the first part works.

> FishBowl is where it begins. Whether TheFishBowl follows depends entirely on whether FishBowl earns it.

SECTION 23

Technical Foundation

Two stacks, because there are two phases.

First Water FREE

LAYER	TECHNOLOGY	PURPOSE
Client	React + TypeScript	Browser app — no install, no download
Rendering	PixiJS	The tank itself: fish, water, motion
Backend	Supabase (PostgreSQL)	Game state, accounts, authoritative logic
Auth	Supabase Auth	Email only — no wallet, no chain
Realtime	Supabase Realtime	Live market and tank updates

LAYER	TECHNOLOGY	PURPOSE
Server logic	Edge Functions	All game decisions, server-side
Hosting	Vercel	Deployment and delivery
Email	Resend	Transactional and community mail

No blockchain code. No wallet integration. No tokens. First Water contains none of it — not disabled, not stubbed, absent.

Two architectural decisions worth stating, because they determine whether any of this can be trusted later:

The server decides everything. The client renders and requests; it never rules. Randomness, balances, rewards, breeding outcomes, simulation, market settlement — all server-side. The client is treated as adversarial, because free-version progress eventually influences real-value migration, which makes it worth attacking.

Simulation is deterministic and lazy. There is no continuous server tick. Time is reconstructed from timestamps when a player returns, and simulating seventy-two hours in one pass must produce exactly what three separate twenty-four-hour passes would. If that ever fails, the tank stops being a fair record of what happened while you were away.

Configuration — rates, fees, timers, odds — lives in the database, not in code, so tuning against real play does not require a redeploy.

At go-live GO-LIVE

LAYER	TECHNOLOGY	PURPOSE
Blockchain	Solana	Low fees, fast finality
Tokens	Solana SPL	BUBL and FEED
NFT standard	Metaplex	Fish and egg NFTs
Dynamic metadata	On-chain	Fish cards update through life
Wallets	Phantom / Solflare + custodial	Newcomers through to veterans
Storage	IPFS	Artwork and metadata
Mobile	React Native	iOS and Android, single codebase

On-chain and off-chain

On-chain: NFT ownership and transfer, fish traits and lineage, covenant distributions, token transactions, lottery and treasury balances.

Off-chain: daily gameplay — feeding, cleaning, health, simulation — plus room design, the Newspaper, and community features.

Gas applies to ownership changes only. Feeding a fish costs nothing and touches nothing on-chain. A game where routine care incurs transaction fees is a game nobody plays twice.

Custodial accounts GO-LIVE

New players receive a custodial account by default and can play fully from day one without ever seeing a wallet. Connecting a personal wallet transfers complete ownership to the player.

> *V5.5 specified automatic closure of custodial accounts after 120 days of inactivity, with assets returning to the treasury. That policy is under review and is not currently committed to. Confiscating a player's assets for not logging in is a serious step, and if any such policy exists it will be published in full — with notice periods and recovery routes — before go-live rather than buried in a technical section.*

SECTION 24

Legal & Risk Disclosure

Read this part properly. It is the section that matters most if things go wrong.

What a Founders Pass is

A Founders Pass is a **pre-order for a digital collectible**. It converts, at go-live, into a Founding Fish NFT with in-game utility and permanent founding status.

It does not represent:

- ownership, equity or shares in FishBowl or any associated company
- a share of profits or revenue
- a security, investment product or financial instrument
- any guarantee of value, resale value, or return of any kind

The Covenant quarterly distribution is **a holder benefit attached to a collectible** — not a dividend, not an investment return, and not a promise of income. Its size depends entirely on ecosystem transaction volume and may be nil.

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

Anyone considering a purchase — particularly at the higher tiers — should seek independent legal and financial advice first.

Risks, stated plainly

The project may not reach go-live.

First Water is being built and does not exist yet. The crypto layer depends on gates that may not be met, including an audit that may find problems and legal review that may require changes. A Founders Pass may never convert into anything.

It is built by one person.

FishBowl is designed, built and operated by a single individual using modern tooling. That means speed and coherence — and it means concentrated key-person risk of a kind a funded studio does not carry.

Nothing is deployed.

No smart contract has been written. No audit has been commissioned. No company has yet been formed. Everything in this document describing on-chain behaviour is intent, not implementation.

Values are not guaranteed.

Crypto and NFT assets carry inherent market risk. Token prices are set by market forces, not by FishBowl. Past performance of any NFT collection indicates nothing about this one.

Smart contracts may contain undiscovered vulnerabilities,

audited or not. The Covenant in particular is permanently immutable — if it contains a flaw, that flaw is permanent too.

Regulation varies and may change.

Crypto-asset rules differ by jurisdiction and are actively evolving. A change could affect what FishBowl can offer, to whom, or whether it can proceed as described.

Timelines are not promised.

This document publishes conditions rather than dates, deliberately. That means 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.

Our commitments

Monthly updates without exception, including months with nothing to report.

The audit published in full when complete, findings included, before deployment.

Material changes announced when they happen — as the refund change is announced in this document rather than discovered later.

Nothing irreversible done early. Contracts are permanent. They are written last, after the economy has been observed rather than predicted.

On this document

This whitepaper replaces all previous versions in full. Where it contradicts anything published earlier — including earlier versions of this whitepaper, the pitch deck, or the website — **this document governs.**

Several commitments in previous versions have been withdrawn rather than quietly dropped: the all-or-nothing pre-sale structure, the funding target, the permanent daily founder journal, and open-ended refundability. Each is addressed in the section it belonged to.

It will change again. When it does, it will say so.

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