



FOMO3D PHOENIX

RISE ABOVE THE FOMO

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A game you can **win**, an economy that **only tightens**.

FOMO3D Phoenix is a last-buyer-wins arena on Solana. Every egg bought resets a countdown and grows the pots. Hold the last egg when the clock dies and the Grand Prize is yours. Around the game sits **\$FOMO** — a fixed-supply token that is spent, staked, and above all **burned** by every feature in the ecosystem.



Last egg wins

Every buy adds +30s to the clock. Whoever holds the final egg when it hits zero takes the Grand Prize.



Eggs pay you

20% of every later purchase is split across all egg holders. Early eggs earn the longest.



The price only climbs

A bonding curve steps the egg price up on every sale — the presale starts at 0.005 @ and never looks back.



Ultra-low float

1B \$FOMO fixed forever, mint revoked. Only ~10% circulates; 90% is locked in the origin address for good.



Everything burns

Ranks, power-ups, guilds, carvings — nearly every use of \$FOMO destroys it. Supply only goes down.



Paid from reality

The game never promises money it hasn't already collected. Every pot is pre-funded, on-chain, visible.

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Three rules. That's it.

01 Buy an egg

Each egg purchased adds **+30 seconds** to the round timer (capped at 30 minutes) and nudges the price up a fixed step. As long as people keep buying, the clock keeps ticking.

02 The pot fattens

100% of every purchase is allocated on the spot: half arms the Grand Prize, a fifth drips to holders, and the rest funds operations and the next round. Nothing leaks.

03 Last egg wins

When the timer finally hits zero, whoever bought the very last egg takes the entire Grand Prize. Outlast everyone. Simple as that.

Where every egg goes — 50 / 20 / 20 / 10



- Grand Prize — the jackpot the last buyer takes
- Player dividends — split across all egg holders
- Treasury — ops, marketing, development
- Next-round seed — tomorrow's pot starts full

The same split runs the presale and the live game, so presale buyers pre-fund the exact pots the arena launches with. Referral rewards (10% direct, 2% second-level) are carved from the treasury slice — never from players.

The bonding curve

Egg pricing is a FOMO3D-style linear curve: each egg sold raises the marginal price by a fixed step, so total cost is quadratic in quantity.

```
price(n) = 0.005 ◎ + n × 0.00003 ◎ → egg #1 = 0.005 ◎ · egg #10,000 ≈ 0.305 ◎ (61×)
```

- ◆ **Presale:** 10,000 eggs, starting at 0.005 ◎ — 50% under the 0.01 ◎ launch floor. Sold out, the curve seeds ≈ 1,550 ◎ across the four pots before the arena even opens.
- ◆ **Presale eggs are live positions:** they earn dividends from day one, never reset the timer before launch, and become your opening arena position automatically on September 1.

The gate opens itself: when the countdown dies, presale holders are dropped straight into the live arena — Grand Prize armed, dividends flowing, timer running.

Your position — and your income stream.

An egg isn't a ticket you spend — it's a stake you **keep**. Holding eggs does two things at once: it puts you in line to win the Grand Prize as the last buyer, and it pays you a cut of *every egg bought after yours*.

How the dividend works

Dividends use a masked accumulator — the same $O(1)$ accounting battle-tested by the original FOMO3D. Every purchase adds its 20% dividend slice to a global per-egg counter; your claimable balance is simply your eggs times the counter growth since you bought.

```
profit_per_egg += dividend_slice / total_eggs • claimable(you) = eggs(you) ×
(profit_per_egg - mask(you))
```

In plain English: say you hold 100 eggs out of 1,000 in play — that's 10% of the pool. When the next player buys, the dividend portion of their purchase is split across all holders, and **10% of it lands on you**, automatically. As more eggs are sold your share dilutes, but you keep everything already earned — which is exactly why the cheapest, earliest eggs are the most valuable ones to own.



Reserve now, at half price

Presale eggs cost from 0.005 ◎ — 50% below the 0.01 ◎ launch floor. Locked, safe, and earning before the game even starts.



Position early = earn longer

Dividends only flow from buys that happen after you're positioned. The first live buyer earns from the entire round; the last earns from nothing.



Anti-whale, anti-bot

Per-wallet egg caps and a minimum interval between buys are enforced on-chain. No wallet corners the round; no bot spams the clock.



Resellable late-game

When the curve gets expensive, holders can list eggs under mint on the Egg Exchange (\$7) — profit for them, a discount for buyers, royalty for the pots.

Solar Flare — the side jackpot

Independent of the main clock, every **0.5 ◎ of cumulative buy volume** arms a Solar Flare: a bonus pot split among the **last 10 buyers** inside the 10-minute activity window. It's a lottery layered on top of the game — buying always gives you two ways to win.

Fixed forever. Scarcer every day.

1,000,000,000

TOTAL SUPPLY — FIXED, MINT
REVOKED

~10%

CIRCULATING AT LAUNCH

3%

BUY TAX — THE GAME'S
HEARTBEAT

Ultra-low float, by covenant

10%

90% — LOCKED FOREVER

- Circulating — presale, liquidity, airdrop: the only \$FOMO that can trade
- Origin address — never sold, never staked, never moved. Mint authority revoked.
- ◆ **No printing:** the mint authority is revoked at genesis (SPL Token-2022). Nobody — including the team — can ever create another token.
- ◆ **No overhang:** the locked 90% cannot be dumped. What trades is what exists.
- ◆ **Tiny float physics:** with ~10% tradable, modest demand moves price violently — and every burn tightens it further.

The 3% buy tax — where it flows

SLICE	SHARE	WHAT IT DOES
 Grand Prize	0.6%	Every token trade feeds the jackpot — volume arms the game.
 Player dividends	0.7%	Tops up the holder drip.
 Next-round seed	0.4%	Tomorrow's round never starts empty.
 Adaptive slice	0.3%	The thermostat: buys back when the market is cold, burns when it runs hot, tops dividends when players need paying.
 Treasury / dev	1.0%	Ops, audits, listings, marketing.

Implemented natively as an SPL **Token-2022 transfer fee** — the tax is enforced by the token program itself, not by trust.

The five functions of \$FOMO.

A token is only as strong as the reasons to use it. \$FOMO has five — and every one of them is already built into the dApp.



Spend it

Everything inside the game — upgrades, cosmetics, guilds, your name carved on-chain — is paid in \$FOMO. The Marketplace is the ecosystem's storefront.



Level up

Burn \$FOMO to rank up your Phoenix (§5). Higher rank = permanently bigger share of dividends. Ranks are soulbound — they can't be bought or sold.



Outplay

Burn \$FOMO mid-round for power moves (§6): freeze the clock, double your timer extension, shield your last-buyer crown, force the flare payout. Poker, with fire.



Team up

Guilds, bounties on rivals, gifts with messages carved into The Chronicle forever (§8). Friends and enemies both cost \$FOMO.

It burns — the fifth function is the point

Almost every use of \$FOMO destroys it permanently. There is no faucet on the other side: supply is fixed, the mint is revoked, and the only direction from here is down.

BURN SOURCE	RULE
⚡ Power-ups	70% of every purchase burned; 30% to treasury
🔥 Rank-ups	100% of every rank burn
🏰 Guild founding	100% of the founding fee
📖 Chronicle carvings	10% of every gift
⚔️ Expired bounties	100% if unclaimed at round end
💎 Early-exit staking	15% of broken locks
🔥 Adaptive tax slice	Burns whenever the market runs hot

Status made of destroyed supply.

Burn \$FOMO to climb six soulbound ranks. Every rank permanently raises your **dividend weight** — your eggs count heavier in every payout, forever. The burn is destroyed on the spot.

	RANK	CUMULATIVE BURN	DIVIDEND WEIGHT	
	Hatchling	free	base	Every Phoenix starts in the shell.
	Emberling	10,000	+2%	First feathers.
	Blazewing	50,000	+5%	The arena knows your name.
	Inferno	250,000	+10%	A walking supply shock.
	Solarborn	1,000,000	+18%	Top table. Your weight moves the pool.
	Eternal Phoenix	5,000,000	+30%	The apex. Inscribed in the Chronicle forever.



Soulbound

Ranks can't be bought, sold, or transferred. There is no shortcut — only fire.



Permanent

Rank burns never expire and never reset. Status compounds across every round and season.



Deflation with a face

An Eternal Phoenix is 5M tokens that will never exist again — walking, visible proof the supply shrank.

Why this matters economically: rank demand scales with dividend flow, dividend flow scales with game volume — so the hotter the arena, the more supply gets burned to chase it. A flywheel where status is scarcity.

Poker, with fire.

Nine consumables priced in \$FOMO — **70% of every purchase is burned**. Each maps to a mechanic the on-chain program already has, with hard caps so no one buys the win.

POWER-UP	EFFECT	ANTI-ABUSE RULE
 Time Freeze	Round timer frozen for 60s	Max 3/round globally · price doubles per use
 Overtime	Your next buy adds 2× timer seconds	Max 2/round per wallet · +50% price per use
 Ember Shield	Absorbs the next Time Freeze while you hold last-buyer	One active · consumed when it blocks
 Flare Call	Forces the next Solar Flare payout immediately	Max 1/flare window · 2× price on reuse
 Dividend Surge	Your dividend share ×2 for 60 minutes	One active per wallet · 6h cooldown
 Flash Mint	Bypass the anti-bot buy cooldown once	Max 1 held · burns on use
 Solar Charm	+25% Solar Flare lottery weight next window	One per window · no stacking
 Referral Magnet	2× referral points for 24h	48h cooldown per wallet
 War Horn	Battle cry across the buy feed + Chronicle	Unlimited — style is renewable

Deliberate rock-paper-scissors: an attacker's Freeze (to stall your win) meets a defender's Shield — both burns are consumed, and the pot watches two players torch supply over one second of clock.

Covenant: no power-up can place you as last buyer, take another player's eggs, or win the Grand Prize. Power-ups sharpen play; only buying eggs wins.

A market inside the game.

FOMOTIONAL TCG — 999 Genesis Phoenixes

A 999-card collection across five rarities (Rare → Genesis), each carrying permanent **Staking and Referral multipliers** that scale with rarity (up to 2.0×). 369 mint in the presale — priced in USD, quoted live in SOL — and the rest unlock at launch. Cards trade peer-to-peer on the in-app marketplace; your highest multiplier applies to everything you stake and refer.

TIER	RARITY	MINT (USD-PEGGED)	MULTIPLIER	PRESALE CAP
Ember	Rare	\$50	1.1×	150
Flare	Epic	\$90	1.2×	100
Blaze	Legendary	\$200	1.5×	80
Inferno	Mythic	\$500	1.75×	37
Phoenix	Divine	\$1,000	2.0×	2

The Egg Exchange

Late game, the bonding curve makes fresh eggs expensive — the marginal mint at egg #7,400 costs ~45× the first egg. That spread is a market: big holders cash out by listing **under the curve**, buyers get in **below mint**, and the game takes a royalty. Four rules make it manipulation-proof:

- ◆ **No timer games** — resold eggs never reset the clock or set the last buyer. Only fresh curve mints count toward the Grand Prize.
- ◆ **Dividends settle-and-transfer** — the seller's accrued dividends checkpoint at sale; the egg then drips to its new owner. No double-claims.
- ◆ **5% royalty feeds the pots** — on the same 50/20/20/10 split. Secondary volume keeps arming the jackpot.
- ◆ **The whale cap counts everything** — resale purchases count against the per-wallet egg cap. No side door.

Economic effect: holders' cost basis puts a soft floor under eggs, the curve puts a hard ceiling on asks. Price discovery lives between the two, and every trade is a royalty event for the pots.

Rise together. Burn together.

The Guild Hall

ACTION	COST	WHAT HAPPENS
 Found a guild	100,000 \$FOMO	Name, crest, 50-Phoenix cap. The founding fee burns 100% — a guild literally costs the supply its existence.
 Post a bounty	10,000+ \$FOMO	Put a price on a rival's head: pays whoever outbids them as last buyer — or burns if nobody dares.
 Send a gift	1,000+ \$FOMO	Gift with a message carved into The Chronicle forever. 10% burns as the carving fee.
 War chest	pooled	Members pool \$FOMO for coordinated power-ups and timed pushes. Spends are vote-gated to officers.

- ◆ **Timer coverage:** 50 wallets covering the clock in shifts beats one whale refreshing it alone — guilds are how ordinary players win rounds.
- ◆ **Season prizes:** guild leaderboards pay from the treasury slice every season. The banner earns.
- ◆ **Friendship is deflationary:** founding fees burn, unclaimed bounties burn, every carving burns. The more social the arena, the scarcer \$FOMO gets.

Solar Flare — mechanics

- ◆ Arms on every **0.5 @ of cumulative buy volume**; pays the **last 10 buyers** within the 10-minute activity window.
- ◆ Funded by its own 1% reserve carved from the treasury bucket plus the token tax — never from the Grand Prize.
- ◆ Interacts with the Forge: a **Solar Charm** boosts your weight; a **Flare Call** forces the payout window early.

The Chronicle: every winner, every carving, every Eternal Phoenix is inscribed permanently in an on-chain ledger the whole arena can read. Legends don't expire here.

Real yield, earned early.

Staking \$FOMO — a shares engine

Lock \$FOMO to earn a continuous yield funded by a cut of every egg bought in the live game — **real revenue, not emissions** (our mint is revoked; we cannot and do not print rewards). Staking mints **shares**, and rewards are split across all shares. Three mechanics make it a game of conviction:



The share price only rises

Every reward and penalty ratchets it up. Earlier stakers mint more shares per token than latecomers — a permanent first-mover edge.



Longer Pays Better

Pick any lock from flexible to a full year; a longer lock inflates your stake up to 5.0× before it buys shares.



Bigger Pays Better

Larger stakes earn a bonus up to a cap — size is rewarded, but capped so no whale runs away with the pool.

Projected APR scales with your lock, from ~18% flexible to ~323% at a full-year lock — funded by game revenue, so the real number tracks how hard the arena is playing.

Breaking a lock early costs **15%** of the position — **half burned** (supply down forever) and **half redistributed** to the stakers who stayed. Quitters literally feed the loyal, and the share price ratchets up either way.

Phoenix Points — the pre-TGE airdrop

Until the token mints, every egg and every referral earns Phoenix Points. At launch, a **40,000,000 \$FOMO airdrop** (4% of supply) is split pro-rata by points. No forms, no tasks — it's all read straight from the chain.

The pre-TGE sale: 50,000,000 \$FOMO (5% of supply) is offered before launch in five rising tiers, \$0.012 to \$0.030 — a \$1.05M raise if every tier sells. Sale tokens vest exactly like the airdrop (20% at TGE, 80% linear over 8 weeks). The initial float is precisely these three slices: 50M sale + 40M airdrop + 10M DEX liquidity seeded at ~\$0.033 — 100M total, one tenth of supply; everything else stays program-locked.



+100 points per egg

Every presale egg counts. The founder cohort — the first 100 buyers — earns 1.25× on their own eggs, forever.



Referrals compound

Earn +25% of your direct referrals' points and +10% of their referrals' — on top of the 10%/2% SOL commissions paid instantly.

Promises with teeth.



No uncollected promises

The game never owes money it hasn't already collected. Every pot is pre-funded and visible on-chain before a single payout is due.



No printing, ever

Mint authority revoked at genesis. Supply is 1B forever; more \$FOMO gets burned than created from day one.



No pay-to-win finisher

No power-up, rank, or guild can take the Grand Prize. The jackpot is only ever won by buying eggs.



Whales capped, bots cooled

Per-wallet egg caps and buy cooldowns are enforced by the on-chain program — including on the Egg Exchange.



Honest pricing

NFT mints are USD-pegged and quoted at the live SOL rate. If the price feed is down, the mint refuses to quote rather than quote wrong.



Everything auditable

Quotes are HMAC-signed memos carried in the transaction itself; state derives from wallet history anyone can replay.

Roadmap

PHASE	WHEN	WHAT SHIPS
Presale	NOW	Eggs from 0.005 @ · 369 TCG mints · referrals · Phoenix Points accruing
Launch	SEP 1, 2026	Live arena · \$FOMO TGE + airdrop · staking · marketplace trading · Solar Flare
Ecosystem	PHASE 2	Guild seasons · power-up forge live · Egg Exchange · leaderboard prizes
Ascension	PHASE 3	Cross-collection perks · governance · seasonal editions · partnerships

Disclaimer. FOMO3D Phoenix is a game of skill and timing involving crypto-assets. Nothing in this document is financial advice, an offer of securities, or a promise of profit. \$FOMO is a utility token for use inside the game; its market value can go to zero. Play with what you can afford to burn — that's the theme, after all. Availability may be restricted in some jurisdictions; you are responsible for your own compliance.