



VERSION 1.0 · SEPTEMBER 2026

BobiBird Whitepaper

The game, the token, where the money goes and what can go wrong, in one document.

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1. BobiBird in one page

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This whitepaper is published at bobibird.com/whitepaper, and the PDF is printed from that page. If a copy you are holding differs from the page, the page is the current one. Its "last updated" date changes whenever the text does.

The line we use everywhere: *Buy an egg. Raise the bird. Every day counts.*

What BobiBird is

BobiBird is a digital pet game on Solana. It does not exist yet: it is being built, and it is due to open in mid-October 2026. When it opens, you will buy an egg for \$10. Three days later it will hatch into a bird you did not choose: a Sparrow, a Parrot or, one time in twenty, an Owl. From then on you will feed and clean it on a schedule you pick, and it will grow through four visible stages, from chick to adult. It is an adult at 180 days. The creature is called a Bobi, and all three species are Bobis.

A Bobi will be a compressed NFT in your own wallet. You will be able to keep it, sell it to another player, or cash it out. What it asks of you is time. A grown Bobi with an unbroken record cannot be bought into existence, because somebody had to turn up for it every day. What another player will pay for one is up to them, and it may be nothing.

What \$BOBI is for

\$BOBI has one job: it will be what you pay with in the game. Every price will be set in dollars and converted to \$BOBI at the current rate when you pay, whether for an egg, a meal, cleaning, medicine, an accessory, breeding or a listing. You will also be able to pay in SOL or USDC, converted to \$BOBI in the same transaction at the same dollar price, so you never need to hold \$BOBI to play.

Until the game opens, \$BOBI has nothing to be used for.

Three dates, in this order

Event	When	What it means
\$BOBI launches	First, before the game. Date not fixed	On Meteora's Dynamic Bonding Curve, with our own configuration. The contract address, and the prize-wallet, treasury and private-sale addresses, will be published no later than that day
The game opens	Mid-October 2026. Exact day not fixed	Eggs will go on sale. The first ones hatch three days later
The first competition	April 2027. Exact date to be published before the game opens	The first event that can pay anything from the prize wallet. Nothing pays a prize before it

Between the first two dates the token will trade while there is no game to use it in: no eggs, no Bobis, no competitions. That gap could be weeks, and longer if the game is late. In that time the token's price can move for any reason or none, and it can fall to zero.

What it is not

- **It is a game, not an investment.** We make no promise of a return of any kind.
- **Two rules we do not break.** Nobody is promised their money back. And nothing is promised about the token: no expected return, no target for its price, nothing guaranteed.
- **Prizes are not a reason to play.** They are capped, funded only by fees players have paid, and most players will not win one. There is no seed in the prize wallet, so the first competitions will be small.
- **The team is pseudonymous.** You do not know who we are, and this document does not change that.
- **The game is not finished.** It is still being built. Anything described here that does not exist yet is written in the future tense. Read "will" as a plan, not a fact.

The risks, in brief

Section 15 sets out every risk in full. The short list:

- **\$BOBI can fall to zero**, and there may be times when nobody is buying at any price. Tokens locked in a Bobi come back in tokens, not in dollars.
- **The token trades before the game exists**, with nothing to use it for.
- **Half the supply sits behind one key.** If the bonding curve completes, 50% of the supply will be released to one address controlled by one key: not locked, not vested and not behind a multisig. It will be sold privately over time, possibly below the market price.
- **Custody.** The tokens you play with, including the share locked in each Bobi, will be held in wallets we operate, not in a contract. Getting them back depends on us.
- **Eggs are a paid random outcome.** You must be 18 or over.
- **Neglect costs tokens.** After seven days without food a Bobi goes to the shelter, and half its locked tokens are burned.
- **Fees are real.** 40% of every purchase is gone for good, and cashing out, listing and selling each cost more on top.
- **Software can fail**, ours included.
- **The project can end**, and **the rules can change**.
- **You can lose access:** to a wallet, to an email account, or where the game is not allowed.

Spend what you would spend on a game, never what you need. This document is not an offer to sell anything, and nothing here is investment advice. Do not buy \$BOBI where that is not allowed.

Where the live truth lives

This document is a snapshot. It does not update itself; the chain does.

- **The only official \$BOBI contract address will be the one on bobibird.com/token.** Until the token launches there is none, and anything calling itself \$BOBI before then is not ours. A token's name, logo and description prove nothing, because fakes copy them word for word.
- On bobibird.com/token, token and wallet figures will be read from the chain, not typed by a person. Where this document and the chain, or bobibird.com/token, differ, check the chain.
- bobibird.com/drop-rates has every hatch rate, bobibird.com/verify how a hatch will be checked, bobibird.com/risks what can go wrong, and bobibird.com/prizes the competition rules.

- Nobody from BobiBird will message you first, ask for a seed phrase, or ask you to send tokens. There is no airdrop, no claim page and no presale. The private sale in Section 10 is not a presale: nothing is sold before the token launches, and private sales can only start once the bonding curve has completed.

BobiBird is English only: this document, the website and the game.

At a glance

Name / ticker	BobiBird / \$BOBI
Chain	Solana
Token standard	Classic SPL, 6 decimals, no transfer tax
Supply	10,000,000,000, fixed. Mint authority will be switched off in the transaction that creates the token, and no freeze authority will be set
Allocation	50% private sale · 30% sold on the bonding curve · 20% liquidity (Section 10)
Private sale	Held back when the token is created. Released to one published address, controlled by one key, only when the bonding curve completes. Then sold privately over time, possibly below the market price, with each buyer named on bobibird.com/token
Liquidity	Goes into a pool that is locked when the bonding curve completes. Meteora takes a fixed 0.2% of it at that moment
If the curve never completes	The 50% is never released and the pool is never created
Custody	Locked tokens and spendable balances will be held in wallets the team operates, not in a contract
Token launch	First, before the game. Date not fixed
Game opens	Mid-October 2026
First competition	April 2027. Nothing pays a prize before it
Egg	\$10, a paid random outcome. You must be 18 or over to play
Adult age	180 days
Species odds from an egg	Sparrow 65% · Parrot 30% · Owl 5%
Team	Pseudonymous
Where to verify	bobibird.com/token · /drop-rates · /verify · /risks

2. How the game works

The game opens in mid-October 2026. What follows is the rule set it will open with. Every rule will be published before the first egg is sold, and a rule that changes will be announced before it takes effect, with the reason (section 14).

The loop

1. Buy an egg.
2. Three days later it hatches into a Bobi you did not choose (section 4).
3. Feed it on time and clean it, every day.
4. Dress it, if you want to (section 6). Clothes change how it looks and nothing else.
5. Neglect it and it gets hungry, then weak, then sick. After seven days without food it goes to the shelter: half the tokens locked in it are burned, and another player can adopt it (section 3).
6. Once it has hatched, you can sell it: cash it out straight away, or list it for another player at your own price. A few locks apply, for example to a Bobi adopted from the shelter, and to new listings in the 24 hours before a competition (section 7).
7. At 180 days it is an adult. Adults can breed (section 5) and can be entered in competitions (section 11).

That is the whole game. The daily part takes a minute or two: open it, feed, clean, close. The hard part is not the minutes. It is being on time, every day.

Playing costs money, by design. Of everything you buy from the game, 60% is locked in the Bobi, in \$BOBI, in a wallet we operate rather than in a contract (section 12). The other 40% is gone for good: 20% is burned, and 10% each goes to the treasury and the prize wallet. The locked part comes back only if you cash the Bobi out, in \$BOBI, less an exit fee, and the dollar value of those tokens can fall, as far as zero.

Getting an egg

An egg costs \$10. You pay in \$BOBI, or in SOL or USDC, which is converted to \$BOBI in the same transaction at the same dollar price. You must be 18 or over.

An egg is a random outcome you pay for. You do not choose what hatches, and you cannot tell from the outside what is in it. Every drop rate is published on /drop-rates before you buy, and each hatch can be recomputed afterwards (section 8), but neither makes the odds kinder.

For its three days an egg does nothing. It cannot be fed, cleaned, sold or cashed out.

Age and growing up

Age is counted from the moment the egg is bought, not from the hatch. The day of purchase is day 0 in the game's own arithmetic and is shown to you as day 1, so "day 181" on screen means 180 full days have passed. Age belongs to the Bobi: it does not reset when the Bobi is sold, sent to the shelter or adopted.

An adult is a Bobi that has lived 180 full days. Its appearance is final at that point. There is no stage after adult.

Stage	Age (days, as shown)	Meals a day	Can be sold	Accessory slots	Breed / compete
Egg	1–3	0	No	None	No
Chick	4–30	1	Yes	Head and neck	No
Juvenile	31–90	1	Yes	All four	No
Adolescent	91–180	2	Yes	All four	No
Adult	181 and over	2	Yes	All four	Yes

A Bobi changes shape from stage to stage, so a two-week-old and a five-month-old do not look alike.

The step to two meals is the one change that needs you to act. Seven days before a Bobi becomes an adolescent, it tells you. On the day, you get 24 hours in which nothing is due, to set or change the second time. If you never set one, it defaults to eight hours after the first.

Feeding: your hour, not ours

You choose when your Bobi eats. The times belong to the Bobi, so each of your Bobis can keep its own. In the two-meal stages the two times must be 6 to 9 hours apart. Once set, a Bobi's times can be changed once every 30 days, and your timezone once every 14. A change takes effect when the care day in progress ends.

Every meal has a two-hour window that starts at the time you chose. It runs forwards only: a meal cannot be given early.

When you feed	Feeding points	Counts for the streak
Before your time	Refused, and nothing is charged	—
In the first hour from your time	Full	Yes
In the second hour	Half	Yes
Later, or not at all	None	No: the streak goes back to zero

A meal costs \$0.15.

A new owner, after a sale or a transfer, gets 24 hours to set their own times. Nothing is due and nothing is scored during them. A Bobi gets that grace at most once in any 30 days, so passing it back and forth does not skip meals.

The care day

Care does not run on calendar days. A Bobi's care day runs from its first feeding time to the same time the next day. It is normally 24 hours long, and 23 or 25 hours on the days the clocks change for daylight saving. On those two days a year the real gap between two meals can be 5 or 10 hours. That is expected, and it costs nothing.

Cleaning

Cleaning is once per care day, at any time in that care day, and costs \$0.05. There is no half credit: a care day is cleaned or it is not.

Cleaning has no effect on health, sickness or the shelter. Those run on food alone. Cleaning counts only in the competition score. A Bobi left uncleaned for three care days in a row looks dirty, to everyone, including in the picture on a marketplace listing. That look is cosmetic, and it goes the moment you clean.

The streak

A Bobi's streak is the number of care days in a row on which every required meal was given inside its window, the half-points hour included. For an adolescent or an adult, that means both meals. One missed meal sends it back to zero.

The streak counts only toward the competition score. It never affects health.

Each Bobi carries two numbers: its current streak, which can break, and its longest streak, a lifetime record that is never erased, not by a sale and not by the shelter. A sale leaves the current streak as it is; going to the shelter wipes it. Money can save a sick Bobi (section 3). It cannot buy back a broken streak.

Going away: holiday packs

There is no insurance. The holiday arrangement is a feed pack, which feeds the Bobi for three or seven days.

Pack	Price at 1-meal stages	Price at 2-meal stages	Alive and healthy	Streak	Feeding points
3-day	\$0.60	\$1.20	Yes	Frozen	None
7-day	\$2.00	\$4.00	Yes	Frozen	None

On covered days the Bobi is fed and stays healthy. The streak is frozen: it neither grows nor breaks. Those days still count in the competition period, but they score no feeding points. A pack covers food only, so cleaning and the daily task still need doing, and they still count.

A pack does not change how a Bobi grows. It costs more per day than feeding by hand, about a third more for the 3-day pack and nearly double for the 7-day one, and that price, with the lost points, is the whole of its downside. Only one pack can run at a time. A meal already missed is not forgiven by a pack bought afterwards. A pack cannot be bought for a Bobi that is sick or under a vet's treatment (section 3), or during a new owner's 24 hours.

The daily task

Each Bobi gets one small task a day, worth 15 of the 100 competition points. There are eight kinds: a maths question, what your Bobi ate yesterday, how long its streak is, a question about the day's marketplace sales, looking at three other Bobis, feeding through the Telegram bot, putting on an accessory that has not been worn in the last week, and a small puzzle.

The task is picked for you and cannot be known in advance. It runs on your own calendar day, not the care day. For the question tasks and the puzzle, three wrong answers fail it for that day. If a task is impossible for you, such as having no accessory to put on, you get a different one.

Your Bobi talks to you

Your Bobi will have a message for you each day, drawn from 200 pre-written ones and chosen to fit how it is doing. AI-written letters are kept for three rare occasions: its 100th day, going to the shelter, and being sold.

At most one of these messages a day is sent to you, however many Bobis you have, and it goes by Telegram if you have linked it. The website always shows every Bobi's message. Email is kept for emergencies, such as a Bobi close to the shelter or a problem with your account, and never carries the daily message.

Through @BobiBirdBot on Telegram you will be able to feed and clean without opening the site: the daily message carries the buttons. The bot is being built (section 13).

How it adds up

A Bobi's competition score has five parts, and every one of them is care: feeding on time (40 points), cleaning (20), the daily task (15), the streak (15) and never being sick (10). Accessories and money are not part of it. On top of that, one of your Bobis can carry a small bonus of up to 10 points for players you brought, each of whom has spent at least \$10 of their own and looked after a Bobi for 30 days. The bonus can never get a Bobi past a qualification rule it fails. Section 11 has the rules.

Prizes are capped, funded only by fees players have paid, and most players will not win one. Nothing pays a prize before the first competition, in April 2027.

3. Neglect, sickness and the shelter

Neglect is the one way the game takes a Bobi from you without your choosing. The costs below are set by the rules, and they add up quickly: by the end of the seventh day without food, the Bobi is gone from your wallet and half of what is locked in it has been burned.

How missed feeding is counted

Each Bobi keeps a running count of missed feeding, checked once at the end of each of its days.

- A day with no meal at all adds one.
- For a Bobi that eats twice a day (from 90 days old), a day with only one of its two meals adds a half. A Bobi fed half its meals every day reaches the shelter in 14 days instead of 7. Half the care costs half the penalty, never none.
- A day with every meal given clears the count, but only while the Bobi is merely hungry. Once it is weak, ordinary meals no longer clear it: it needs medicine, or a three- or seven-day feed pack. Once it is sick, only the doctor will do.
- A meal given within two hours of its time counts as a meal here, even though a late one scores fewer competition points (section 2).

The ladder

Days without food	State	The fix	Cost
1-2	Hungry	A full day of meals	\$0.15 a meal
3-4	Weak, and it looks faded	That day's meals first, then medicine	The meals, plus \$0.80
5-6	Sick, and visibly so	The doctor: 12 hours to recover, or pay again to end the wait at once	\$2.50, or \$5.00 in all to skip the wait
7	Sent to the shelter	None. Another player may adopt it. After 7 days you may take it back yourself, if nobody has	Half its locked tokens burned; the other half goes with the Bobi to whoever adopts it

A few rules sit around the ladder, and each one closes a way of paying past it.

- **The doctor freezes the count.** While the 12-hour treatment runs, the count cannot rise and the Bobi cannot go to the shelter, even if a day ends with no food. Meals and cleaning are still due and still scored, and a missed meal still breaks the streak. Until the treatment ends, the Bobi cannot be listed, bred, given away or cashed out.
- **The doctor cannot be bypassed.** A three- or seven-day feed pack cannot be bought for a Bobi that is sick or under treatment. Ending the 12-hour wait early costs \$2.50 more, \$5.00 in all, which is deliberately more than the \$4.00 seven-day pack.
- **A sick Bobi cannot be passed on.** From five days without food it cannot be listed for sale or given to a friend until it has been treated, so nobody can dodge the shelter by selling or gifting a Bobi at the last moment.

- **Everyone can see it.** A weak or sick Bobi looks it, with faded colour and dull eyes. A marketplace listing also shows its days without food, its health and its streak.

Money can save a sick Bobi. It cannot buy back a broken streak. The streak breaks the first time a meal is missed outright, and no payment restores it. That is deliberate: if money fixed everything, time would count for nothing, and time is the only thing this game measures.

What the shelter takes

When the count reaches seven, the Bobi goes to the shelter. The shelter is not death: the Bobi lives on, and someone else can adopt it. On the way in, all of this happens at once:

- **Half its locked tokens are burned**, rounded down. They are gone for good.
- **The other half stays locked in the Bobi** and goes with it to whoever adopts it. The old owner keeps none of the Bobi's locked tokens.
- **Its current streak ends.** Its longest-streak record stays.
- **Its age, species, traits, medals and lineage stay.**
- **Accessories it was wearing come off** and go back to the old owner, each with its own locked tokens.
- **Any listing is cancelled**, and the listing fee is not refunded.
- **Any active three- or seven-day feed pack is cancelled**, with no refund.
- **It leaves your wallet** for the game's shelter wallet, and you are recorded as its previous owner. That record is permanent and public.

Because the burn cannot be undone, the rules only let a Bobi go to the shelter at the scheduled end of one of its days, after real neglect: never in the middle of a purchase, a sale or a treatment, never while the doctor's 12 hours are running, and not on a day when an outage on our side stopped you from feeding it.

A Bobi stays in the shelter until someone adopts it. There is no time limit and it needs no feeding there, but it cannot be entered in a competition while it is there.

Adoption

Adopting is free, but it is not open to everyone and it is not instant.

Rule	Detail
Price	Free. We pay the network fee
Who can adopt	Anyone who has already spent at least \$10 in the game
How often	One Bobi every 30 days, counted per account, per device and per internet address
The old owner	For the first 7 days only other players can adopt it. After that the old owner may take it back on the same terms, including the \$10 condition and the 30-day limit, if nobody else has
Selling it	Not for 30 days after adoption
Breeding from it	Not for 180 days after adoption
Cashing it out	Not for 180 days after adoption
Competitions	The 30 days of ownership needed to claim a prize start again at adoption

An adopted Bobi arrives hungry, with its missed-feeding count at zero. The adopter chooses its feeding hours and has 24 hours before care is due.

The conditions have reasons. Without the \$10 spending condition and the 30-day limit, the shelter would be a race that bots win, and new players would find it empty. Without the 7-day wait, a player could let their own Bobi go to the shelter on purpose and adopt it straight back as a cheap reset. Without the locks, adopting would be a way to collect someone else's locked tokens rather than a way into the game.

What it costs in the record

Neglect also shows in competitions (section 11), and some of it does not wash out:

- Missed meals cost feeding points (40 of the 100), and a broken streak costs streak points (15): most of them if it breaks near the event's close, because the streak is measured then.
- Any day that ends with the Bobi weak, sick or under treatment scores nothing on the "never sick" points (10). Hungry days are not penalised there; they have already cost feeding points.
- A Bobi in the shelter at an event's close is not entered, and days in the shelter do not count toward the 60% of the period a Bobi must spend out of the egg and out of the shelter.
- Days in the shelter do not count toward the December age multiplier, or toward the 180 days a Bobi needs before it can breed. Its age itself keeps counting from the day its egg was bought, so its growth stage and its exit-fee step still move on.

The only warning

Once the game is open, your Bobi will tell you when it is hungry, weak or sick: on the site, and on Telegram if you link it. When it is about a day from the shelter, you will get one emergency alert: by email if you have added an address, otherwise on Telegram or as a banner on the site. Those messages are the warning. There is no further one, and there is no insurance. The arrangement for time away is a three- or seven-day feed pack bought before you go (section 2), or handing the Bobi to a friend (section 7).

Why a shelter and not death

Deleting somebody's pet as a punishment makes them leave and never come back. A shelter recycles the Bobi instead, gives a new player a free way in, and leaves the door open for the old owner to come back to something. The penalty is real, half the locked tokens and the whole current streak, but the bird survives.

4. The birds: species, traits and rarity

Every egg will hatch about three days after it is bought, into a bird that nobody chose: not you, and not us. Section 8 shows how you will be able to check the second part. Nothing has hatched yet. This section covers what can come out of an egg once the game opens, and how likely each outcome is. The full per-variant tables are on bobibird.com/drop-rates, and they are also reproduced at the end of this section.

An egg is a random outcome that you pay for, at \$10 whatever comes out. You must be 18 or over to buy one. Publishing the odds does not make them kinder.

Three species

The species is the first thing drawn.

Species	Draw rate	Signature trait
Sparrow	65%	Tail shape
Parrot	30%	Tail shape
Owl	5%	Ear tufts (an owl has no visible tail)

The species is drawn once and is never drawn again, not even by the uniqueness check described below. This is deliberate: if that check could re-draw the species, it would quietly bend the 65/30/5 split.

Seven appearance traits

Seven traits are drawn next. They are fixed at hatching and never change for the rest of the Bobi's life.

Slot	Variants	Differs by species?	Rarest variant and its rate
Body colour	8 per species, 24 in all	Yes	Rose Finch (Sparrow), Snow (Parrot), Ghost White (Owl): 1% each
Pattern	6	No	Gradient: 5%
Eye colour	6	No	Gold: 1%
Marking	8, one of which is "none"	No	Moonmark: 0.5%
Foot colour	6	No	Verdigris: 7%
Signature trait	5 per species, 15 in all	Yes	Fanned tail (Sparrow), Scissor tail (Parrot), Plumed tufts (Owl): 10% each
Signature colour	6	No	Flame: 7%

The rates are uneven on purpose. A plain pattern comes up 40% of the time, and a Bobi has no marking at all 68% of the time. Most of the rarity sits in the first four slots. The last three have flatter odds and are there mainly so that every Bobi can look different.

Multiplying the variants together gives $8 \times 6 \times 6 \times 8 \times 6 \times 5 \times 6 = 414,720$ possible appearances per species, and 1,244,160 across all three.

Every Bobi is meant to look different

At hatching, the drawn appearance will be compared with every Bobi that already exists. If it would repeat one, the seven traits are drawn again, up to 64 times. The species is never re-drawn. If the first draw and all 64 re-draws repeat an existing Bobi, the new Bobi hatches anyway as a declared twin. Its card will say "Twin — shares its shape with Bobi #...", and its NFT metadata will mark it as a twin. So a repeat is very unlikely, but not impossible.

If there are 414,720 possible appearances per species, why is a re-draw ever needed? Because common traits come up much more often than rare ones, so the space behaves like roughly **18,300 to 18,900 distinct appearances per species**, not 414,720. The single most common appearance comes up about once in every 1,200 to 1,400 hatches of its species. As the population grows, re-draws become routine: once 6,500 Sparrows exist, about 23% of new Sparrow draws would repeat one. Twins stay rare for much longer. Across the first 10,000 eggs the expected number of twins is effectively zero. Across a million eggs it would be about 420. Across ten million eggs about one in five would hatch as a twin, which is the point where this scheme has in practice run out. Every twin will be published either way.

A re-draw changes the frequencies you will actually see, and the drop-rate page says so in the same box as its tables. The wording is fixed:

These are the draw rates. Every Bobi must be visually unique, so a draw that would reproduce an existing Bobi is re-drawn — up to 64 times. As more Bobis exist, common combinations are re-drawn more often, so the frequencies you observe drift slightly away from the draw rates above. Each Bobi publishes how many draws it took.

Rarity score and tiers

Each Bobi will get a rarity score from 0 to 100, built from all eight draws: the species and the seven traits. The chances of the eight outcomes are multiplied together, and the result is placed on a logarithmic scale. Score 0 is the most common possible Bobi, about 1 in 2,004. Score 100 is the rarest possible. The score is worked out once, at hatching, and is never recalculated. It falls into one of five tiers:

Score band	Tier	Chance	About 1 in
0–22	Common	63.979268%	1.6
23–39	Uncommon	33.312804%	3.0
40–51	Rare	2.545715%	39
52–64	Epic	0.158895%	629
65–100	Mythic	0.003317%	30,144

About **97.3% of eggs will be Common or Uncommon**. That is how the game is designed, not a fault. The average score is about 20. The rarest possible Bobi is an Owl with the rarest variant in every slot. Its chance is 1 in 1.63×10^{12} , or about 1 in 1.6 trillion, and it will very likely never hatch. We publish it because hiding it would be dishonest, not because anyone should expect to see it.

Rarity does nothing in the game

Rarity is only something to look at. It has no effect on:

- the competition score (section 11), which does not include rarity or appearance at all;
- health, hunger or growth;
- the price of anything in the shop;
- the exit fee, or the tokens locked in the Bobi;
- whether a Bobi may breed, which is decided by its age and the breeding limits in section 5, never by rarity.

Rarity will be shown on the Bobi's card, on its marketplace listing and in its profile-picture export. A rare Bobi would sell for whatever another player chooses to pay, which may be nothing. We never say that a rare Bobi will sell for more, and nothing in the game makes it do so.

The same odds for everyone

- Every egg is independent. Whatever came out of your last egg has no effect on the next one.
- The odds do not depend on who you are, when you buy, or how much you have spent.
- There is no pity timer, and nothing is "guaranteed after X eggs".
- The only thing that changes an outcome is the uniqueness re-draw described above. It happens inside a single egg, and that egg records it.

The draw rates will be frozen when the game opens. Each Bobi will record the rate table it was drawn from, called its rate epoch; the first one is epoch 1. If a rate were ever changed, that would be a new epoch, and the old table would stay published with the dates it applied to. Eggs bred from two adults follow different odds; section 5 explains how, and what limits them. The full bred-egg tables will be published before breeding opens.

Genesis eggs

The first 10,000 eggs will carry the label "Genesis #N of 10,000". The label is the only difference. Their odds, their stats and everything the game scores are the same as for any other egg.

What will be on chain, and what will not

A Bobi will be a compressed NFT on Solana. It is minted when the egg hatches, once its traits are fixed, and it is held in its owner's own wallet. Its metadata will record the following, and none of it changes after minting:

- the species and all seven traits;
- its shape hash, a fingerprint of the species and seven traits, so that anyone can check that two Bobis differ without asking our database;
- whether it is a twin;
- its rarity score, its tier and its rate epoch;
- its generation and, for a bred Bobi, its parents;
- the date its egg was bought ("Born") and the date it hatched.

Two more attributes are on every Bobi. Medals is the one attribute planned to change after minting: it is updated after a competition win, and the first competition is in April 2027. Event Trait is written as "none". Event traits have not been decided; if they ever exist, they will count towards neither the rarity score nor the uniqueness check, and the published draw rates will not change because of them.

Hunger, health and streak change every day, so they are kept in the game's database, not on chain. A Bobi's age is counted from the day its egg was bought, not from the day it hatched.

Growing up

A Bobi visibly changes shape as it passes through four growth stages after the egg: chick, juvenile, adolescent and adult. Its appearance is final at 180 days. The seven traits stay the same throughout; what changes is the body that carries them. The art on the site today is placeholder. The final artwork is due before the game opens.

Reference: every draw rate

These are the rates for an egg from the shop. Each rate is exact: a variant with a 28% chance owns 280,000 of the 1,000,000 possible values of a draw. The live copy is at bobibird.com/drop-rates.

Slot	Species	Variants, most common first
Body colour	Sparrow	Dusk Brown 28% · Sand 22% · Ash Grey 18% · Chestnut 13% · Olive 9% · Slate Blue 6% · Cream 3% · Rose Finch 1%
Body colour	Parrot	Leaf Green 30% · Lime 20% · Mango 16% · Teal 13% · Cherry 10% · Indigo 6% · Plum 4% · Snow 1%
Body colour	Owl	Barn Brown 26% · Stone Grey 22% · Tawny 18% · Charcoal 14% · Rust 10% · Moss 6% · Silver 3% · Ghost White 1%
Pattern	All	Plain 40% · Spotted 20% · Striped 17% · Scaled 11% · Marbled 7% · Gradient 5%
Eye colour	All	Black 40% · Amber 26% · Sky 17% · Emerald 11% · Ruby 5% · Gold 1%
Marking	All	None 68% · Chest Bib 12% · Brow Stripe 7% · Wing Bar 5% · Tail Tip 3.5% · Speckled 2.5% · Crest 1.5% · Moonmark 0.5%
Foot colour	All	Pale Horn 30% · Slate Grey 22% · Coral Pink 18% · Jet Black 13% · Amber Yellow 10% · Verdigris 7%
Signature trait	Sparrow	Forked tail 30% · Square tail 24% · Rounded tail 20% · Pointed tail 16% · Fanned tail 10%
Signature trait	Parrot	Tapered tail 30% · Streamer tail 24% · Wedge tail 20% · Stepped tail 16% · Scissor tail 10%
Signature trait	Owl	Short tufts 30% · Tall tufts 24% · Wide tufts 20% · Swept tufts 16% · Plumed tufts 10%
Signature colour	All	Soot 28% · Ivory 22% · Russet 18% · Azure 14% · Violet 11% · Flame 7%

5. Breeding

Two adult Bobis will be able to make an egg together. Breeding is the only way a Bobi's looks can reach another generation, and it is slow and limited on purpose.

It cannot happen yet. A Bobi has to be 180 days old to breed. The game opens in mid-October 2026, so the first Bobis will be old enough in mid-April 2027, if the game opens on time. If it is late, breeding starts later too. **The odds for bred eggs will be published before breeding opens.** Everything below is breeding as it is designed today. If the published odds ever differ from this document, the published odds apply. Like every rule in the game they can change, and a change will be announced before it takes effect.

A bred egg is a paid random outcome, just like one from the shop. You choose the parents, not the result, and you pay the same whether the chick is common or rare. You must be 18 or over.

Who can breed

All of these will have to be true of both parents at the moment you breed:

- **Adult:** at least 180 days old, not counting any days spent in the shelter.
- **Yours:** both in the same wallet.
- **Alive and well:** not in the shelter, not cashed out, and not weak or sick. A Bobi that is only hungry (a day or two without food) can still breed.
- **Not for sale:** not in an open listing.
- **Two different Bobis:** a Bobi cannot breed with itself.
- **Within its limits:** fewer than 3 breedings in the last 365 days, counted as a rolling window rather than a calendar year, and at least 120 days since its last breeding.
- **Not recently adopted:** a Bobi adopted from the shelter cannot breed for 180 days after its adoption.

The breeding count belongs to the Bobi, not to its owner. Selling it, losing it to the shelter or adopting it does not reset the count, and a listing will show how many breedings a Bobi has left in its current 365 days.

What it costs, and what happens

Breeding will cost **\$30**, split like every purchase: 60% locked, 20% burned, 10% to the treasury, 10% to the prize wallet (Section 9). The 40% that is burned or sent to the treasury and prize wallet is gone for good. The locked 60% goes into the new egg's pool. It is held in \$BOBI in a pool wallet we operate, so its dollar value moves with the token and can fall to zero. None of it goes into the parents' pools; if it did, a pair could breed over and over to build up its own pool.

The egg will exist from the moment you breed. It is created in your wallet at that moment and stays yours even if you later sell a parent. It incubates for **three days**, exactly like a shop egg, and like a shop egg it cannot be fed, sold or cashed out in that time. The parents are not locked while it incubates.

Both parents' seven traits, and the breeding quality, will be recorded at the moment of breeding and published. The chick's result therefore does not depend on what happens to the parents afterwards, and anyone can recompute it later. **A bred egg will be verified by the same method as a shop egg** (Section 8).

Generation. A Bobi from the shop is generation 0. A bred Bobi's generation is the higher of its two parents' generations, plus one, with no ceiling: generation 0 bred with generation 3 gives generation 4. Every listing will show a Bobi's generation, both of its parents and their rarity, so a buyer can tell a shop-hatched Bobi from a line-bred one.

Breeding quality

Quality comes from the **younger** parent's age, not the average. Otherwise one very old Bobi would lift every pairing it joined.

Younger parent's age	Quality	How often a parent's traits pass	Fresh draws kept
180 – 364 days	Standard	80% of the base pass rate	1 (a single draw)
365 – 729 days	Good	The base pass rate	The rarer of 2
730 days and over	Best	130% of the base pass rate, still capped at 45%	The rarest of 3

Species

Age has no effect on species. Two parents of the same species raise that species' chance; any mixed pair gets the plain shop odds, with no advantage.

Parents	Sparrow	Parrot	Owl
Sparrow and Sparrow	87.75%	10.50%	1.75%
Parrot and Parrot	45.50%	51.00%	3.50%
Owl and Owl	61.75%	28.50%	9.75%
Any mixed pair	65.00%	30.00%	5.00%

An Owl can never be more than 9.75% likely from any breeding, not from two Owls and not from any other pairing. That limit comes from the rule's own arithmetic, not from a setting we tune: a same-species pair gets $q \times (2 - q)$, which is always less than twice the shop rate q . Sparrow pairs far outnumber Owl pairs, so breeding also pulls the share of Owls across all Bobis slightly down, not up. Our model puts it at 4.5–4.9% when bred Bobis make up 5–20% of new ones.

Traits

Each of the seven appearance slots is decided separately, in a three-way draw. The chick takes parent A's value, parent B's value, or a fresh draw from the shop table.

- **A parent passes a trait at most 45% of the time**, so the two parents together cover at most 90%, and a fresh draw always has at least a 10% share.
- **Rarer traits pass less often.** A trait's pass rate starts at three times its egg rate, is capped at 45%, is then scaled by breeding quality, and is capped at 45% again.
- **Better quality helps twice:** it raises pass rates, and on a fresh draw it keeps the rarest of 1, 2 or 3 draws.

- **Traits that belong to one species need a chick of that species.** If the chick's species differs from a parent's, that parent's body colour and signature trait cannot pass, and those slots are drawn fresh. A Sparrow cannot inherit ear tufts.

The ceilings

- **One trait:** breeding can make any single trait at most about **10.8 times** as likely as it is from an egg. In practice the highest is about 10.7 times: the Moonmark marking, 0.5% from an egg, is at most 5.33% from the best possible pair. The limit holds across every Bobi ever bred, whatever players do.
- **Colours that belong to one species** stack with the species lift. A Ghost White Owl is 0.05% from an egg, and at most about 1.03% from two Ghost White Owls.
- **Whole combinations** stack further, because the lifts on each slot multiply. Gold eyes with a Moonmark is 0.005% from an egg and at most about 0.56% from the best pair, and only a pair that already carries both can get near that.
- **Rarity drifts back.** In our worked example of the best possible pair, a chick keeps on average only about half (48%) of its parents' rarity above the population average, so a line cannot hold its level for long.

These are ceilings, reached only by the best-quality pairs that already carry the trait. They are not what a typical pair should expect.

Rarity does nothing in the game itself. It adds no points to a competition score and does not change a Bobi's pool or its exit fee (Section 4). It is something to look at. What another player will pay for a rare Bobi is up to them, and it may be nothing.

Why it is slow on purpose

Cheap, fast breeding floods a market with new birds. So a Bobi needs 180 days to become an adult, each parent can breed at most three times a year with 120 days between, each breeding costs \$30, and every chick needs its own 180 days before it can breed in turn. The fee alone would not hold breeding back, because an unwanted chick can be cashed out for part of its pool. The time limits do the real work.

6. Accessories, Designer Sets and edition numbers

Accessories are clothes for a Bobi. They change how it looks and nothing else.

Four slots

A Bobi has four slots: head, neck, body and feet. Each holds one item. A chick can wear head and neck items; from juvenile (day 31) it can wear all four. Putting an item on or taking it off is free.

Accessories are cosmetic. They add nothing to the competition score, to health, to growth or to anything else a rule reads. The catalogue will have fields for stat bonuses; every one of them is set to zero, and no game rule reads them. One of the eight daily tasks asks you to put on an accessory, but a player with none to put on is simply given a different task, so owning one adds no points (section 2).

Prices, and where the money goes

A common item costs \$3, a special one \$12 and a limited one \$40. Prices are in dollars, paid in \$BOBI or in SOL or USDC converted to \$BOBI, at the same price either way.

An accessory purchase splits four ways like every other purchase, with one difference: the 60% goes into the accessory's own pool, not into the pool of the Bobi wearing it. The other 40% is gone for good.

Tier	Price	To its own pool (60%)	Burned (20%)	Treasury (10%)	Prize wallet (10%)
Common	\$3	\$1.80	\$0.60	\$0.30	\$0.30
Special	\$12	\$7.20	\$2.40	\$1.20	\$1.20
Limited	\$40	\$24.00	\$8.00	\$4.00	\$4.00

Because the pool belongs to the accessory, the accessory can be cashed out on its own. It is burned, and its pool is paid to your balance in \$BOBI, less an exit fee that is itself burned: 30% up to 7 days old, 15% up to 30 days, 8% up to 89 days and 3% from 90 days. The age is counted from the accessory's own mint date, never from the age of the Bobi wearing it. What comes back is a number of tokens, not dollars, and their dollar value can fall, as far as zero. Until then the pool sits in a pool wallet we operate, recorded against the accessory in our ledger, not in a contract (section 12).

The reason for the separate pool is plain. If the 60% went into the Bobi, you could dress a Bobi, cash the Bobi out, get most of the accessory's price back, and still keep the accessory.

An accessory can also be listed for sale by itself, or go with a Bobi when the Bobi is listed; section 7 has the fees. When a Bobi is cashed out or goes to the shelter, whatever it was wearing comes off and stays with you.

Each item is its own NFT

Every accessory will be minted as its own compressed NFT, into your wallet: not the Bobi's, and not ours. What a Bobi is wearing will be recorded in the game's database, so putting an item on or taking it off never touches the chain. The chain sees an accessory only when it is minted, transferred, held for a listing, or burned.

The catalogue

When the game opens, the shop will have 12 items, one of each tier for each slot: four common, four special and four limited. About 120 days later, 12 more will be added: eight common and four special. No Limited item is in that second group.

The planned common items at launch are a Cap, a Collar, a Kurta and an Anklet; the special ones are Round Glasses, a Striped Scarf, a Bomber Jacket and Ankle Bells. The Limited ones are these:

Item	Slot	Edition cap
Golden Crown	Head	500
Golden Chain	Neck	500
Royal Coat	Body	250
Golden Anklet	Feet	250
Total		1,500

Edition numbers

Every unit carries a number. Common and special items are numbered from 1 with no ceiling ("Cap #12,904"). Limited items show their cap as well: "Golden Chain — #47 of 500".

For each item, the numbers run 1, 2, 3 and on, with no gaps and no repeats. A number is spent for good. If a unit is cashed out and burned, its number is never given out again, and the cap counts every number ever issued, so a burn never opens a new place at the top. Anyone will be able to count the mints of any item on Solana and check this.

A number is assigned when the payment goes through. There are no reservations: if a Limited item sells out while you are paying, you are told so and you are not charged.

Never reissued

A Limited item is made once.

- Its cap can never be raised.
- Once its sale window has closed, it can never reopen.
- Its name can never be used again. A new crown is allowed; a second "Golden Crown" is not.

If a Limited run does not sell out, the rest is never made, not later and not quietly. The "of 500" or "of 250" on each unit stays as it is, because it is written on the chain, and the site will say how many were made of how many possible, and that no more will ever exist. These rules will be enforced by the database itself, not left as a promise, and the count of mints will be public on Solana for anyone to check.

Each Limited item's supply and closing date, and each Designer Set's, will be published before its sale window opens.

Nothing held back

We never mint, reserve, gift or keep any Limited edition or Designer Set for ourselves, for anyone on the team or for any partner. Every one will be bought by a player at the published price, through the shop, and the buyer of each will be visible on Solana. That is a rule about fairness, not about price.

Designer Sets

A Designer Set is four matching pieces, one for each slot, designed together and sold only as a complete set. The four pieces share one number ("Midnight Court #22 of 150"), and a set is never reissued. Three are planned:

Set	Number of sets	Price	Pieces
First Flight	100	\$300	Aviator Cap, Silk Scarf, Flight Jacket, Brass Rings
Monsoon	250	\$180	Rain Hood, Raindrop Pendant, Rain Cape, Puddle Boots
Midnight Court	150	\$250	Obsidian Crown, Moonstone Collar, Night Cloak, Silver Talons

When each set goes on sale has not been fixed. The window for each will be published before it opens.

A set's 60% is split evenly across the four pieces, each into its own pool. After purchase the pieces are ordinary accessories: each can be worn, moved, listed or cashed out on its own. Cashing out a single piece means that set number can never be complete again.

A Bobi wearing all four pieces of the same set number gets a frame, a title and a badge. Nothing else: no score, no stat and no prize advantage of any kind. Each set will have a page showing how many were sold, and how many are complete in one owner's hands, split between owners, or broken. It will not show a price or a chart.

Accessories and the 2027 prize cap

Through 2027 a prize is capped at twice what was spent on that Bobi (section 11). An accessory's full price counts toward that only if the Bobi is wearing it at the event's snapshot and has worn it without a break for the 30 days before. Taking it off, moving it to another Bobi, listing the Bobi (even if the listing ends unsold), selling or giving the Bobi away, or the Bobi going to the shelter starts that clock again from zero.

The cap is a ceiling, not a promise, and a Bobi can only reach it by placing in a prize tier. The score that decides that has no accessory in it, so an accessory does not buy a place. Most players will not win a prize, and nothing pays one before the first competition, in April 2027.

What an item is worth

We set no price for an accessory beyond what it costs in the shop and what its own pool pays back, in \$BOBI, if it is cashed out. What a Limited item or a set is worth to anyone later is up to other players, and it may be nothing.

7. Trading, cashing out and transfers

There are two ways out of a Bobi. You can cash it out, which ends it and gives back what is locked in it, less a fee. Or you can sell it to another player at a price you choose, if someone will pay it. There is also a free way to hand a Bobi to a friend. None of the three is open to an egg: a Bobi can be cashed out, listed or given away only once it has hatched.

Cashing out

Cashing out needs no buyer, and it cannot be undone; you confirm it before it happens.

- **The Bobi is gone for good.** Its NFT is burned. Its record (species, longest streak, medals) stays in the public archive.
- **Its accessories come off and stay yours**, each with its own locked tokens.
- **Its locked tokens come back to your \$BOBI balance**, less an exit fee. That balance sits in a custody wallet we operate until you withdraw it (section 15). The exit fee is burned.
- **The fee follows the Bobi's age, not how long you have owned it.** A Bobi bought from another player at 200 days old pays 3%, even if you bought it yesterday.

The Bobi's age (days)	Exit fee (burned)	Given back in \$BOBI
0–7	30%	70% of its locked tokens
8–30	15%	85%
31–89	8%	92%
90 or more	3%	97%

Age is counted from the day the egg was bought, which is day 0. An egg cannot be cashed out, so in practice the 30% step applies from hatching, on day 3, to day 7. At exactly 90 days the fee is already 3%.

You are paid in \$BOBI, never in dollars. If the token is worth less than when you paid, the same tokens are worth less money, and \$BOBI can fall to zero (section 15).

A Bobi cannot be cashed out while it is listed, while it is under the doctor's treatment, or during the seven-day wait after you change the wallet on your account, and an adopted Bobi cannot be cashed out for 180 days after adoption. An accessory can be cashed out on its own, on the same scale, counted from the day that accessory was made.

Listing a Bobi for sale

- **Your price, fixed in \$BOBI.** You set it when you list, and it does not move with the dollar while the listing runs. There are no bids and no offers: the price is the price.
- **Eight hours.** Then the listing expires and the Bobi comes back to you. Nothing relists automatically: you relist by hand, at a new price if you like, and pay the fee again. You can also cancel a listing.
- **\$0.10 to list, burned.** Charged every time you list or relist, and never refunded, whether or not the Bobi sells.
- **The clock keeps running.** A listed Bobi is still yours until someone buys it. It still has to be fed and cleaned and its daily task done, and it can still go hungry. Eight hours covers at most one meal.

- **The bundle is locked.** While the listing is live the whole bundle is held in escrow, in a wallet we operate: the Bobi, its locked tokens and the equipped items you choose to include. Anything you do not include comes off and goes back to your wardrobe. The listing picture is drawn from the bundle alone, so exactly what is shown is what transfers. Nothing in the bundle can be changed while the listing is live, and if a listing has changed since a buyer loaded it, their purchase is refused and nothing is charged.
- **A floor.** A listing cannot be priced below what cashing out the same bundle would give back. That floor, in \$BOBI, is the only price the game sets. It is a lower limit on what you may ask, not a price anyone has to pay.
- **Full disclosure.** A listing shows the Bobi's days without food, its health, its streak, any feed pack it is on, its current competition score and its estimated prize, labelled as an estimate and not a promise.

A Bobi cannot be listed while it is sick or under treatment, for 30 days after it is adopted, or from 24 hours before the close of a competition it could qualify for. Any listing still open when a competition closes is ended and the Bobi goes back to the seller; the listing fee is not refunded.

Accessories can be listed on their own, with the same fee, the same eight hours, the same 5% sale fee and the same floor. A Designer Set can be listed as its pieces together, so that it changes hands whole.

When a Bobi sells

- The buyer pays your price from their \$BOBI balance. **5% of it goes in fees: 3% burned and 2% to the treasury.** You receive the other 95% in your \$BOBI balance.
- **The Bobi's locked tokens go to the buyer with it**, untouched, along with its age, streak, record, medals and competition score. Bundled accessories arrive unequipped, each with its own locked tokens, and the buyer puts them on; each one's 30-day count for the 2027 prize cap starts again (section 11).
- Any active feed pack on the Bobi is cancelled, without refund, so the new owner feeds it from the start.
- The buyer gets 24 hours to set their own feeding hours before care is due, unless the Bobi has already changed hands in the last 30 days, in which case care continues without a break.
- You cannot buy your own listing, including from another wallet on your own account.

When the game opens, listings and escrow will run on our own servers, and the escrow wallet will be one we operate. An on-chain marketplace is planned for later, once there is real use and real volume, and it will be audited before it goes live.

Every fee on the way out

Action	Cost	Where it goes
Listing a Bobi or an accessory	\$0.10, every time, relists included	Burned. Never refunded
Selling to another player	5% of the price	3% burned, 2% to the treasury
Cashing out a Bobi or an accessory	30% down to 3% of its locked tokens, by age	Burned
Giving a Bobi or an accessory to a friend	Free	Nothing is charged; we pay the network fee
Withdrawing \$BOBI to your own wallet	The network fee only	To the network. We charge nothing of our own

What a buyer is paying for

Money spent on a Bobi does not turn into a price on its own. If it did, a buyer would simply buy an egg and spend the same money themselves. What one player pays another for, when anyone pays anything, is the part that cannot be produced without waiting or without luck:

- **Time.** A 200-day-old Bobi took 200 real days.
- **Luck.** Its species and traits came out of the egg, or they did not.
- **Record.** An unbroken streak cannot be recreated by anyone, at any price.

None of these can be bought directly. The market sets a Bobi's price; we do not. Nobody is obliged to buy yours, no resale price is promised, and a Bobi may find no buyer at any price. Rarity does nothing in the game: it adds no points, changes no fee and wins no prize, and nothing here says a rare Bobi will sell for more. The score and estimated prize on a listing describe a claim on a capped prize that most Bobis never win (section 11).

Giving a Bobi to a friend

A Bobi, or accessories on their own, can be handed to another player for nothing, for example so that a friend can feed it while you are away.

- **Free.** No fee, and we pay the network fee.
- **To a verified account.** The recipient must have a verified Telegram account or email address, and cannot be you or an account that shares a wallet with you.
- **No handing it straight back.** A transferred Bobi cannot be transferred again, back to you or to anyone, for 7 days. It can still be sold.
- **Grace once a month.** The new owner's 24 hours to set feeding hours is given at most once per Bobi in any 30 days. After that, care continues without a break.
- **The ownership count restarts.** The 30 days of ownership needed to claim a competition prize start again from zero for the recipient, and again for you if the Bobi comes back.
- **Accessories come off.** Anything the Bobi is wearing comes off; accessories go with it only if you name them.

- **What travels.** Its locked tokens, streak, age, health, missed-feeding count and medals go with it, and so do any locks left from a shelter adoption. Under the current working rule, which is not yet final, so does its spend record for the 2027 prize cap (section 11).
- **Not always allowed.** Not while the Bobi is listed, under treatment, or sick (five or more days without food), and not within 7 days of its last transfer.
- **Limits.** At most 5 transfers sent and 10 received per account in any 24 hours.

Changing your wallet

You can move your account to a different wallet. It needs a signature from both the old wallet and the new one, so a stolen login alone cannot do it, and nor can you without the old wallet's key. After a seven-day wait every Bobi moves to the new wallet; during that wait, sales, cash-outs and withdrawals are paused. If there is an email address on the account, we email you, so that a change you did not make can be stopped. For 24 hours after a wallet is linked, nothing can be withdrawn to it.

8. Fairness and verification

We will sell eggs with published odds, and we will run the servers that hatch them. In principle, that means we could hand ourselves every rare Bobi. This section explains how anyone will be able to check that we did not, for every egg, without having to ask us for anything.

Nothing has hatched yet, so there is nothing to check today. What follows is how every egg will work from the day the game opens.

The problem this solves

A hatch needs randomness that nobody can steer. A secret seed held by the server is not enough on its own. Publishing a hash of the seed proves that the server did not change it later. It does not prove that the server did not pick the seed because it already knew the result.

Mixing in a Solana blockhash is not enough either, if the server gets to choose which blockhash. A new one appears about every 400 milliseconds. A server could try each candidate and keep the one it liked, and every published proof would still check out.

BobiBird's scheme fixes the block **number** at the moment you buy, about 72 hours before that block exists. That leaves exactly one candidate, and what it contains is decided by the network, not by us.

How an egg will be hatched

Step 1: when you buy. The egg gets its own secret seed, 32 random bytes, and we publish its SHA-256 hash straight away. It also gets a client seed. This is 32 random bytes, public from the start, and you may replace it with your own within 60 seconds. We record the current finalized Solana slot as the commit slot. We also publish a target slot exactly 648,000 slots later, which is about 72 hours at 400 milliseconds a slot.

Step 2: when it hatches. An egg hatches once three days have passed and the target slot has been finalized. We take the first confirmed block at or after the target slot and record its slot and blockhash before anything is derived from them. A skipped slot has no block, so this can be a little later than the target.

Step 3: the digest. The four inputs are joined as raw bytes and hashed:

```
digest = SHA-256( secret seed (32) || client seed (32) || blockhash (32) || Bobi id (16) )    112
bytes in
```

Step 4: the draws. Each draw turns the digest into a whole number from 0 to 999,999. That number picks a variant from the published parts-per-million table: the variant chosen is the first one whose running total is greater than the number.

```
draw(d):
  for j = 0, 1, 2, ...
    B = HMAC-SHA256( key = digest, message = "bobibird/v1/draw" || d || j )    d and j: 4-byte big-
  endian
    x = first 8 bytes of B, read as an unsigned 64-bit big-endian number
    if x < 18,446,744,073,709,000,000: return x mod 1,000,000
```

Any value at or above that limit is thrown away and the next block is used instead. This is called rejection sampling, and it means the result has no modulo bias at all. Every draw has a fixed position: 0 for the species, and 1 to 7 for the seven traits. Each re-draw attempt a uses position $d + 1000 \cdot a$, so a verifier can replay every attempt, including the ones that were thrown away.

Step 5: writing it down. The traits, the result of the uniqueness check and the full draw log are written in a single database transaction. Only after that is the NFT minted. If minting fails, it is retried with the same traits. The mint's own timing is not an input to anything.

Step 6: after hatching. The secret seed is published, so that anyone can check its SHA-256 against the hash published at purchase. The full draw log is published too, including any rejected re-draws.

Every egg will have its own secret seed, and the database will enforce this with a unique index. An order of ten eggs has ten seeds. That way, revealing one egg's seed can never expose another's.

When each piece becomes public

Moment	What is published
At purchase	<code>server_seed_hash</code> , the default <code>client_seed</code> , <code>commit_slot</code> , <code>target_slot</code> , and when the egg is due to hatch
60 seconds after purchase	The final <code>client_seed</code> . It cannot be changed after this
At hatch	<code>hatch_slot</code> and its blockhash, <code>shape_hash</code> , <code>shape_attempts</code> , <code>is_twin</code> , and <code>twin_of_pet_id</code> for a twin
After the hatch transaction commits	<code>server_seed</code> and the full <code>draw_log</code>
At breeding, for a bred egg	Snapshots of both parents' traits, and the breeding quality
Always	Every drop-rate table

What every Bobi will publish

Field	What it is
<code>server_seed_hash</code>	Published at purchase, before the block it will be combined with exists
<code>server_seed</code>	Revealed after hatching. Its SHA-256 must equal the hash above
<code>client_seed</code>	The buyer's contribution. The window to change it closes 60 seconds after purchase
<code>commit_slot</code>	The finalized slot recorded at purchase
<code>target_slot</code>	<code>commit_slot + 648,000</code> , published about 72 hours before that block exists
<code>hatch_slot</code>	The first confirmed block at or after the target, stored before anything is derived
<code>draw_log</code>	Every draw, in order, so that a re-draw can be replayed step by step
<code>shape_attempts</code>	How many draws this Bobi took to reach an appearance no other Bobi has. 65 means the first draw and all 64 re-draws repeated an existing Bobi, and it hatched as a twin
<code>is_twin</code>	Whether this Bobi shares its appearance with another. Rare, and published either way
<code>twin_of_pet_id</code>	For a twin, the Bobi it shares its appearance with. Empty otherwise

Checking it yourself

Each Bobi's verification page will come with a self-contained script. It rebuilds the digest and re-derives the traits in your own browser, with no access to our servers. The script arrives with the first hatched Bobi. We will also publish a reference verifier and a set of fixed test vectors with the specification. The vectors cover the boundary values of every slot, one complete shop hatch, one complete bred hatch and one hatch that needed a re-draw. With them, anyone can write their own verifier and confirm that it agrees with ours before relying on it.

A check confirms four things:

- the SHA-256 of the revealed seed equals the hash published at purchase;
- the target slot is exactly 648,000 slots after the commit slot;
- the hatch block is the first confirmed block at or after the target slot, and its blockhash matches Solana's;
- re-running the derivation reproduces every draw, every re-draw attempt and the final traits.

If any of these fails, we published something false, and you can prove it.

What it rules out

Attempt	What blocks it
Trying blockhash after blockhash until one gives a good result	Only one candidate exists: the block at the target slot, whose number was published about 72 hours earlier
Delaying the hatch to catch a better block	A delay changes nothing. The hatch block is the first one at or after a fixed number
Re-deriving after a failed mint	The traits are written before the mint is queued, and the mint's slot is not an input
Picking a favourable secret seed	Its hash is published at purchase, before the target block exists. Knowing the seed says nothing about a blockhash 72 hours away
A buyer grinding their own client seed	The window closes 60 seconds after purchase, about 72 hours before the block the result depends on exists
Steering the uniqueness re-draw	Each attempt is a fixed function of the digest, and the full log of attempts is published
Reusing one seed across an order of several eggs	One seed per egg, enforced by a unique index

What this still cannot rule out

An operator who also controlled block production could, in principle, withhold or reorder the block at the target slot. Three things limit that. The target is taken from a finalized slot and read at finalized commitment. The hatch slot is stored before anything is derived from it. And the economics are absurd: it would mean suppressing a Solana block to influence a \$10 egg. We state this openly rather than papering over it. A verification scheme that claims to be perfect is the one worth distrusting.

Verification proves one thing: that the published odds were applied as published. It does not make them kinder, and most eggs will still hatch a Common or Uncommon Bobi.

Bred eggs

A bred egg will be verified in exactly the same way. It gets its own secret seed, client seed and target slot, and uses the same digest and draw function; its mutation draws have their own fixed positions, 10 to 30. Snapshots of both parents' traits are made public when the breeding happens, so the inherited part of the result can be checked as well. The odds for bred eggs are different. Section 5 describes how they work, and the full tables will be published before breeding opens.

The drop-rate page is a disclosure, not an advert

The drop-rate page is treated as a legal disclosure. It is public, it needs no login, and it is never shown as a pop-up. The re-draw notice sits in the same box as the tables. Every screen where an egg can be bought will link to it, and the purchase confirmation will show the species rates directly. If the page cannot be reached, the shop will not sell eggs.

9. The economy: prices, the split and the treasury

This section covers every price, where every token goes, how a dollar price becomes an amount of \$BOBI, and what the treasury may spend. It contains no token price and no market figures, because neither is ours to state. None of it is running yet. These are the prices and rules the game is designed to open with, and like every rule they can change; a change will be announced before it takes effect.

Prices are set in dollars

Every price in the game will be fixed in US dollars and paid in \$BOBI at the current rate. A change in the token's price changes how many tokens a meal takes, not what it costs in dollars.

There will be three ways to pay, \$BOBI, SOL or USDC, all at the same dollar price:

- **\$BOBI** from your game balance. That balance sits in a wallet we operate until you withdraw it (Section 12).
- **SOL or USDC**, swapped to \$BOBI through Jupiter inside the same transaction you sign, with slippage capped at 1%. If the swap fails, the whole transaction is undone and your SOL or USDC stays with you. If the swap goes through but the game's own step fails, the \$BOBI stays in your wallet and you can try again.

We never hold your SOL, your USDC or your keys. There is no card payment and no identity check (KYC), and no discount for paying in \$BOBI.

The price list

Item	Price	Note
Egg	\$10	A paid random outcome. Hatches three days later. You must be 18 or over
A meal	\$0.15	Once a day until the Bobi is 90 days old, then twice a day
Cleaning	\$0.05	Per day
Three-day feed pack	\$1.20	\$0.60 while the Bobi eats once a day. Keeps it fed for three days; the streak is frozen and those days score no feeding points
Seven-day feed pack	\$4.00	\$2.00 while the Bobi eats once a day. Same rules as the three-day pack, and the dearest way to feed per day
Medicine	\$0.80	When weak, after 3–4 days without food, with a meal
Doctor	\$2.50	When sick, after 5–6 days without food. Twelve hours to recover
Skip the doctor's wait	\$2.50	On top of the doctor
Accessory	\$3 / \$12 / \$40	Common / special / limited
Designer Set	\$180 – \$300	Four matching Limited pieces, sold only as a complete set and made in a fixed number. The price depends on the set
Breeding	\$30	Adults only (Section 5)
Listing a Bobi or an accessory	\$0.10	Burned. Charged again on every relist, and not refunded if nothing sells
Selling to another player	5% of the price	3% burned, 2% to the treasury
Cashing out	30% down to 3%	Of the locked tokens: 30% up to 7 days old, 15% up to 30 days, 8% up to 89 days, 3% from 90 days old. An accessory uses the same scale, counted from when it was made. All of it burned

Where each purchase goes

Every purchase from the game (eggs, meals, cleaning, packs, medicine, the doctor and skipping its wait, accessories, Designer Sets and breeding) will split four ways, automatically:

Share	Where it goes	From a \$10 egg
60%	Locked, in the Bobi or in the accessory bought	\$6
20%	Burned, permanently	\$2
10%	Treasury, which runs the game	\$1
10%	Prize wallet, which funds competitions	\$1

The 40% that is burned or sent to the treasury and the prize wallet is gone for good. The locked share of an egg goes into the Bobi that hatches from it. Meals, cleaning, medicine and the doctor go into the Bobi they were bought for, and breeding goes into the new egg. An accessory's share goes into that accessory's own pool, never into the Bobi wearing it; a Designer Set's is split evenly across its four pieces. When a split does not divide exactly, the leftover fraction of a token stays in the pool.

Before you confirm any purchase, the game will show exactly what is locked, what is burned and what is spent.

What "locked" means

The locked 60% will be held **in \$BOBI, not in dollars**, in a pool wallet we operate, and recorded against your Bobi or accessory in our ledger (Section 12). It is not held by a contract, and getting it back depends on our software and on us.

Those tokens come back only if you cash the Bobi, or the accessory, out, and then less the exit fee. Cashing out burns the Bobi or accessory. The tokens go to your game balance, which also sits in a wallet we operate until you withdraw it. Withdrawals have limits: a \$1 minimum, at most \$500 in any 24 hours, only to your own linked wallet, and a seven-day pause after you change that wallet. If you sell the Bobi to another player instead, its locked tokens go to the buyer with it, and you receive the sale price less the 5% sale fee. If the Bobi goes to the shelter, half of them are burned.

Because the pool is counted in tokens, its dollar value moves with the token. If the token's dollar price halves, \$6 of locked tokens is then worth \$3. It can fall as far as zero.

What a Bobi costs to keep

An adult eating twice a day and cleaned once costs \$0.35 a day, **about \$10.50 a month**. A younger Bobi eating once a day costs about \$6 a month. With 60% of each purchase locked, the part of an adult's \$10.50 spent outright is closer to \$4.20. That holds only if you later cash out, only after the exit fee, and only at whatever the tokens are worth in dollars by then.

A first year of feeding on time every day costs **about \$154**: the \$10 egg, about \$114 of meals and cleaning, and, as an assumption, about \$30 of accessories. Relying on feed packs costs more: about \$186 on three-day packs and about \$240 on seven-day packs. Illness costs extra.

Fees outside the four-way split

Fee	Burned	Treasury	Stays in the pool
Listing, \$0.10	All of it	None	Not taken from the pool
Exit fee, 30% down to 3% of the pool	All of it	None	None. The rest of the pool is paid to your game balance and the Bobi or accessory is burned
Sale fee, 5% of the sale price	3 of the 5 points	2 of the 5 points	All of it, and it goes to the buyer with the Bobi
Entering the shelter, after 7 days without food	Half the Bobi's pool	None	Half, which stays with the Bobi for whoever adopts it

About the burn

All burning will come from playing: 20% of every purchase, plus listing fees, exit fees, part of every sale fee and half the pool of any Bobi that goes to the shelter. There is no tax on transfers. Before the game opens, nothing is burned. **Burning does not make a price go up, and it is not a reason to expect one.** We make no promise about the token's price.

How dollars become \$BOBI

- **The rate.** Pyth's SOL/USD price multiplied by the BOBI/SOL price in the token's own pool: the bonding curve until it completes, then the locked pool made from it. It will be averaged over 15 minutes, from a sample every 30 seconds (30 samples). Normally the average is used, not the live price. If the two differ by more than 10%, the lower of the two is used, so pushing the price up for a moment cannot make anything in the game cheaper.
- **Launch mode.** Until the bonding curve has completed, and in any case for the first 72 hours after the token launches, the average will be taken over 3 minutes (6 samples) instead. A young curve moves faster than a 15-minute average can follow.
- **Quotes.** A quote will show the exact token amount before you pay. It lasts 90 seconds, and you can hold at most 3 open at once. The rate is checked again when you pay: if it has moved more than 2% (10% in launch mode), you are not charged, and you get a fresh quote instead.
- **Pauses.** Purchases will stop if Pyth's price is more than 60 seconds old, or if nobody has traded in the pool for 10 minutes. They stop for 10 minutes if the live price strays more than 25% from the average (100% in launch mode), and in launch mode also if the price leaves the curve's own bounds. When a pause starts, every open quote is cancelled and nobody is charged. While purchases are paused, nothing can be bought, including a meal.

The treasury

The treasury will take **10% of every purchase and 2% of every marketplace sale**. There is no launch allocation, so it starts at zero and grows only as the game is played; before the game opens it receives nothing from the game. It is paid in \$BOBI, so its dollar value moves with the token's, and to pay bills in dollars it will have to sell some of what it receives. Its address will be published when the token launches, and from then a report on it will go out on the first of every month (Section 14).

Trading fees. Everyone who buys or sells \$BOBI on the bonding curve, and later in the locked pool, will pay a trading fee. It will be at least 0.25% a trade. The exact fee, and whether it starts higher and falls, has not been decided. Meteora keeps 20% of every trading fee. The rest, and any surplus from the final buy on the curve, will go either to the treasury or to the owner. That has not been decided either. Section 16 lists both as open, and bobibird.com/token will say which no later than the day the token launches.

The treasury will spend on six things only. If money runs short, it cuts from the bottom of this list up:

Priority	Category	Estimate
1	Infrastructure: servers, database, RPC, storage. Never cut; the game stops without it	\$150 – \$300 a month
2	AI: the occasional message a Bobi sends on a special day. Most messages are pre-written and cost nothing	\$20 – \$50 a month
3	Audit reserve: set aside for moving the marketplace on-chain	\$6,000, once
4	Art: new species, seasonal accessories	As needed
5	Development	In proportion to income
6	Marketing. First to be cut	Whatever is left

What treasury money is never spent on:

- **Buying \$BOBI to move its price.** That is market manipulation.
- **Topping up the prize wallet.** The prize wallet runs on its own share of fees, and the treasury does not stand behind it.
- **Tokens handed out as a "prize" outside a competition.**
- **Personal spending.** Fee income is not the owner's. The owner's tokens are the ones at the private-sale address (Section 10).
- **Sending tokens to an exchange without a public announcement first.**

A model estimate, not a forecast: the treasury's 10% covers the servers and the AI messages (\$170 to \$350 a month) from roughly **280 active players**, within a range of about 130 to 584 depending on what players buy and what the servers cost. Paying one full-time developer at \$2,500 a month, on top of that, would take about 2,750. Both figures count the treasury's share in dollars at the moment players pay; what those tokens are worth later is another matter. Nothing here says the game will reach either number.

10. \$BOBI: the token and its supply

What it is for

\$BOBI is what BobiBird's game is paid in. Its job is to pay for things in the game: eggs, food, cleaning, medicine, vet visits, accessories, breeding and marketplace fees. Prices in the game are set in dollars, so the number of \$BOBI a meal costs moves with the token's price. You do not need to hold it to play. You can pay in SOL or USDC instead, and it is converted to \$BOBI in the same transaction, at the same dollar price. Either way, what is locked in a Bobi or an accessory is held in \$BOBI, in a pool wallet we operate (section 12).

\$BOBI launches before the game. Until the game opens in mid-October 2026 it has no use at all: no eggs, no Bobis, no competitions. If the game is late, it has no use for longer. We make no promise about its price, before the game opens or after. It can fall to zero, and there may be times when nobody is buying and you cannot sell it at any price. Do not buy it expecting it to be worth more when the game opens. Nothing in this document is a reason to buy it. \$BOBI trades on a permissionless bonding curve. We do not block any country, and there is no list of blocked countries: anyone who can reach the curve can trade it. That is not permission. Whether you are allowed to buy or hold it is decided by the law where you live, not by us, and it is your job to know that law. Where the law does not allow it, do not buy it at all.

The token does not exist yet. Everything below describes how it will be created and what will happen to its supply.

The facts

Once created, \$BOBI will have these properties. Each can be checked from the day it launches.

Property	Value	How to check
Name and ticker	Bobibird, \$BOBI	Solscan shows the metadata, but fakes copy names and logos. Only the contract address identifies the token
Chain	Solana	—
Token program	Classic SPL, not Token-2022	Solscan shows "Token Program"; spl-token display shows the program TokenkegQfeZyiNwAJbNbGKPFXCWuBvf9Ss623VQ5DA
Total supply	10,000,000,000, fixed; all minted in the creation transaction	Solscan token page
Decimals	6 (1 \$BOBI = 1,000,000 base units)	Solscan token page
Mint authority	None: removed inside the creation transaction	Solscan shows it empty; spl-token display prints Mint authority: (not set); getAccountInfo with jsonParsed shows "mintAuthority": null
Freeze authority	None: never set	As above: Freeze authority: (not set), "freezeAuthority": null
Transfer tax or fee	None of any kind	Classic SPL has no transfer-fee mechanism
Created by	Meteora's Dynamic Bonding Curve program, with our own configuration	The configuration account, published with the contract address
Contract address	Published on bobibird.com/token on the day the token launches	Compare it with Solscan, character by character

Once the token exists, no more \$BOBI can ever be made, and no wallet can ever be frozen. RugCheck (rugcheck.xyz/tokens/ followed by the address) will show both as well.

How it will be created

\$BOBI will be created by Meteora's Dynamic Bonding Curve (DBC) program, using a configuration we write ourselves. It will not go through a launchpad built on DBC, because a launchpad's own configuration decides where the held-back tokens and the fees go. It will not be on pump.fun, which fixes the supply, the share sold on the curve, the share that goes to liquidity and the token program itself, and cannot produce this allocation.

It will happen in four steps:

- 1. Creation, in one transaction.** The DBC program creates the token, mints all 10,000,000,000 into the curve's vault, removes the mint authority and opens trading, all in the same transaction. No freeze authority is ever set. Nothing is left for us to sign or revoke afterwards.
- 2. On the curve.** Buyers can take at most 3,000,000,000. The curve stops selling at the price at which it completes, and a buy that would go past it fails or is only partly filled. Until the curve completes, holders can sell back into it. The other 7,000,000,000 stay in the vault: 2,000,000,000 reserved for the pool, and 5,000,000,000 held back.
- 3. Completion.** When the SOL raised reaches the threshold set in the configuration, trading on the curve stops. The curve becomes a Meteora DAMM v2 pool made of about 2,000,000,000 \$BOBI and the SOL raised. Meteora takes a fixed 0.2% of both sides as its migration fee, which on the \$BOBI side is

4,000,000. 100% of the pool's liquidity is permanently locked by the configuration: it can never be withdrawn by anyone, us included. Its trading fees can still be claimed. Meteora's keepers normally run this step; if they do not, anyone can, with Meteora's manual migrator.

4. **Release.** Only once the pool exists can the held-back 5,000,000,000 be released, once, and only to the private-sale address written into the configuration. Anyone can pay for that transaction. Nobody can send the tokens anywhere else.

The curve's trading fees will be taken in SOL only. Fees taken in \$BOBI would come out of the held-back 5,000,000,000, and the private-sale address would receive less than the figure published here.

The allocation

Ten billion, split three ways. There is no presale: nothing is sold before the token launches. There is no airdrop and no claim page.

While the curve is live:

Allocation	Share	Tokens	Status
Private sale	50%	5,000,000,000	Held by the bonding-curve contract. Released once, to the published private-sale address, when the curve completes. None sold
Public launch	30%	3,000,000,000	Sold on the bonding curve from the day the token launches, and no more than this
Liquidity	20%	2,000,000,000	Reserved in the curve. Becomes a Meteora pool, 100% permanently locked, when the curve completes

After the curve completes:

Allocation	Share	Tokens	Where it sits
Private sale	50%	5,000,000,000	The published private-sale address. The receiving transaction will be linked on /token, and each buyer named there as a sale happens
Public launch	30%	3,000,000,000	With whoever bought on the curve
Liquidity	19.96%	1,996,000,000	Permanently locked in the Meteora pool, with the SOL raised
Meteora's migration fee	0.04%	4,000,000	Meteora, as its fixed 0.2% on the pool
Total	100%	10,000,000,000	It can never grow

These figures are to rounding. When the draft configuration was run through Meteora's own curve-building software (SDK version 1.5.12), it gave 2,999,999,821 for the curve, 2,000,000,071 for the pool and 5,000,000,107 held back.

If the curve never completes

Completion is not certain. It may take days, or it may never happen.

What exists	What never does
All 10,000,000,000 \$BOBI, created on the first day	Any \$BOBI at the private-sale address: the 5,000,000,000 stay in the curve contract
Whatever buyers took from the curve, up to 3,000,000,000	Any private sale
The curve itself: holders can still buy and sell on it	The Meteora pool, and with it the locked liquidity

This will be said on /token from the day the token launches, before anyone has to ask.

The private sale: the largest risk in the token

Half the supply will be released to one address, controlled by one key, held by one person. It is not locked, not vested and not behind a multisig. From the moment the curve completes, those tokens can be sold privately, over time, at prices agreed privately, and possibly below the market price. That is what a private sale is.

Each buyer will be named on /token as the sale happens, and anyone can watch the address on a block explorer. Naming a buyer does not stop them selling, and if a large holder sells, the price can fall. Anyone who holds \$BOBI holds it alongside an address that can sell more cheaply than they can. RugCheck and tools like it will flag this address once it holds the tokens, and they will be right to. Of every risk in the token itself, this is the largest.

The private-sale address will be published no later than the day the token launches, and the launch plan is to publish it before then, with a plain explanation: it will receive 5,000,000,000 \$BOBI, once, when the curve completes; it holds none until then, so none can be sold before then; and if the curve never completes, it never receives them. The contract, prize and treasury addresses will be published on the day the token launches. Whether the private-sale address later moves behind a multisig is undecided; the plan today is one key.

What burning does not do

Tokens burned in the game leave the supply for good, so once the token exists its total can only fall. That is not a reason to expect its price to rise. Reducing supply matters only if there is demand, and we make no promise that there will be.

Checking the launch for yourself

The configuration account will be published with the contract address. Anyone can read on Solscan its locked-liquidity percentages and the one address the 5,000,000,000 can be released to. After completion, the pool's page on Meteora will show "Permanently Locked Liquidity: 100%".

One caution. A configuration is public once it exists, and anyone can create a pool on it, so a token that "uses the official config" proves nothing. Neither does a name or a logo. Only the contract address on bobibird.com/token identifies \$BOBI.

Fees the launch itself charges, and what is still open

The bonding curve and the pool charge trading fees of their own, separate from the game's fees:

- **The curve's trading fee:** at least 0.25% of each trade, of which Meteora keeps 20%.
- **The locked pool's trading fees:** its liquidity can never be withdrawn, but the fees it collects can be claimed.
- **Any surplus:** if the final buy on the curve takes the SOL raised past the threshold, 80% of the extra goes to the configuration's fee claimer and creator.

These decisions are still open. Each will be disclosed on /token no later than the day the token launches:

- **Who claims these fees and holds the locked pool position: the treasury, or the owner.** /token will say which. The treasury is currently described as taking 10% of purchases and 2% of marketplace sales and nothing else; if these fees go to it, that description will change to include them.
- **The fee schedule:** a fixed fee, or one that starts higher and falls, to deter bots buying first. Whichever it is will be disclosed in full.
- **Any buy on the curve by us.** Our own launch plan recommends none. If there is one, the amount will be posted before the token launches, and "30% sold on the curve" would be untrue by that amount.
- **The completion threshold and the shape of the curve.** Both will be readable in the configuration account from the day the token launches.
- **Whether the name, symbol, image and description are locked at creation.** The draft configuration locks them, so they could never change.

11. Competitions, prizes and the 2027 cap

Competitions are the only thing the prize wallet pays for, and they are built so that care, not money, decides who places. The rules below are the whole rule set. None of them is a promise that anyone will receive anything, and most players will not.

When they happen

Event	Scored on	Share of the prize wallet
Quarterly event, three a year	That quarter	15% each
Annual event, in December	The whole year	55%

The first competition is in April 2027. The game opens in mid-October 2026, and a Bobi must be 180 days old to enter, so the first Bobis are old enough in mid-April 2027. Nothing pays a prize before then, and until then the money stays in the prize wallet. The exact date of every event will be published before the game opens. Whether the dates of the other quarterly events move with the first one is still undecided.

Each event closes at midnight UTC at the end of its date. Its results are computed about 40 hours later, once the last day has ended in every time zone, and it takes its share of whatever is in the prize wallet at that moment. The percentages are of the wallet at each event, not of a sum set aside at the start of the year. The December event covers the whole year, so it overlaps the three quarterly ones, and one Bobi can place in all four.

Entry is automatic and per Bobi. There is nothing to sign up for, and no limit on how many Bobis one person enters.

How a score is built

Component	Points
Fed on time	40
Kept clean	20
Daily task	15
Streak	15
Never sick	10
Total	100

Accessories, looks, rarity and money are not in the score. Each part is measured over the days in the period on which care was due, and a few details decide close results:

- **Feeding.** A meal inside its first hour scores in full, inside the second hour half, and after that nothing. Days on a three- or seven-day feed pack count as days but score no feeding points, and the streak neither grows nor breaks on them. Cleaning and the daily task still count on those days.

- **Streak.** Measured at the close. A streak that covers the whole period scores all 15 points; one that broke a week before the close scores very little.
- **Never sick.** A day that ends with the Bobi weak, sick or under treatment scores nothing on this part. A hungry day is not penalised here, because it has already cost feeding points.
- **Daily task.** Each Bobi has its own.
- **Precision.** A score is kept to two decimal places, and the bands below have no gaps: 95.50 is in the 91–95 band.

The feeding, cleaning, health and streak record belongs to the Bobi and goes with it when it changes hands. The daily task counts for whoever owned the Bobi that day, and the weekly share-link target for whoever owned it that week.

The referral bonus

Active referrals	Bonus points
0–4	0
5–14	+1
15–39	+3
40–69	+5
70–99	+8
100 or more	+10, the maximum

The bonus is added to only one of your Bobis in each event, the one with the highest score, and no score goes above 100. It is added after the qualification gates are checked, so it can never waive one: a Bobi that was not cared for is out, however many people its owner brought.

A referral counts as active only if, at the close, that person has a hatched, living Bobi; has paid at least \$10 into the game that cannot come back to them (the 40% of each purchase that is burned or goes to the treasury and the prize wallet, plus any exit fees they have paid); has a Bobi with at least 30 completed care days, 20 of them fully fed; has an account at least 30 days old; shares no wallet with you; and has no fraud flag. A Bobi adopted free from the shelter does not make anyone active.

Who qualifies

At the close, a Bobi is entered only if all six of these are true.

Gate	Requirement
1. Adult	At least 180 days old
2. Not in the shelter	At the close
3. Not cashed out	At the close
4. Present	At least 60% of the period's days were care days for it: for example 56 of a 92-day quarter, or 219 of the year's 365. Days in the egg or in the shelter do not count, and nor do days set aside for a new owner's 24 hours or for an outage on our side. Days on a feed pack do count
5. Owned	Owned by the same person for at least 30 days in a row. Buying, adopting or being given a Bobi starts the count again
6. Shared	In at least three quarters of the full weeks you owned it during the period, your share link met the weekly target

The weekly share-link target is ten times the square root of the number of Bobis you have entered in that event, with the root rounded up to a whole number: 10 a week for one Bobi, 20 for two to four, 30 for five to nine, and 100 for a hundred. Each person who opens your link counts once a week, from their own device, and only if they stay five seconds. Your own clicks never count, every click is bot-checked, and clicks from a single network or provider are capped. Weeks run Monday to Sunday in your own time zone, and only full weeks in which you owned the Bobi are counted.

Buying a good Bobi just before an event does not work. The prize goes to whoever owns the Bobi at the close, and its score goes with it when it is sold. But that owner must have held it for 30 days in a row, and no new listing can be made in the 24 hours before an event closes. A buyer at least 30 days ahead can qualify, and the seller can see the score and price that in.

How the prize is split

Score	Share of the event's pool	How it is split
96–100	70%	Between everyone in the band
91–95	20%	Between everyone in the band
81–90	10%	Between everyone in the band
Below 81	Nothing	—

In the three quarterly events, everyone in a band receives an equal share. In December, older Bobis receive a larger share of their band:

Age in days, less days in the shelter	December multiplier
180–359	×1.00
360–539	×1.25
540–719	×1.50
720–899	×1.75
900–1,079	×2.00
1,080–1,259	×2.25
1,260 or more	×2.50, the limit

If a December band held just two Bobis, one at ×1.00 and one at ×2.00, the older one's share would be twice the younger one's. Age changes only how a band is shared. It never changes the score, so it cannot lift a Bobi into a higher band.

A band that nobody reaches pays nothing. Its share stays in the prize wallet for the next event; it does not pass down to a lower band.

Where the money comes from

Ten percent of every purchase anyone makes in the game goes to the prize wallet, and nothing else is paid into it. There is no seed: we have put in no tokens of our own, so the wallet holds only what play has paid in, and the first competitions will be small. The treasury does not top it up if it runs low. The prize wallet will be a public Solana address, published when the token launches, so that its balance can be checked rather than taken on trust.

The prize wallet is a wallet we operate, not a contract. Prizes are paid out of it by our software under the rules below; nothing on the chain forces a payout (section 15).

Prizes are paid in \$BOBI, so their dollar value moves with the token, and can fall as far as zero.

The 2027 cap

Through 2027, a Bobi's prize is capped at twice what was spent on that Bobi, and never more. Anything a band would have paid above the cap rolls into the next competition. It is never burned.

Counts toward "spent"	Does not count
The egg, or for a bred Bobi the breeding fee that produced it	The price a buyer paid another player for the Bobi
Every meal and feed pack	Listing fees
Cleaning	Sale fees
Medicine and the doctor	Exit fees
An accessory worn by that Bobi when the results are computed, without a break for the 30 days before	Anything spent on a different Bobi, including breeding fees paid to produce one
	An accessory taken off, moved, or worn for less than those 30 days

"Spent" means the full price paid into the game, not only the 60% locked in the Bobi. An accessory's 30 days are counted back from the moment the results are computed, about 40 hours after the close, not from the event's date. Taking an accessory off, moving it to another Bobi, listing the Bobi for sale (every listing takes its accessories off), selling or giving the Bobi away, or the Bobi going to the shelter resets that accessory's count.

The cap belongs to the Bobi, not to you: three Bobis, three caps. Under the current rule it follows the Bobi when it changes hands, so a buyer inherits what earlier owners spent on it. That is the working rule and is still formally open, as is the same question for a Bobi adopted from the shelter.

With no seed, the only thing that lifts the cap is the end of 2027. It lifts after every competition that closed in 2027 has been paid, so the December 2027 event, paid in the new year, is still paid under it. What replaces the cap from 2028 has not been decided.

It is a ceiling, not a promise. When the pool is small next to what the winners spent, everyone receives well under the cap, and most players receive nothing at all. Spending more on a Bobi, accessories included, raises only its ceiling, and a ceiling matters only to a Bobi that has already reached a band on care alone. Spending to raise a ceiling you do not reach buys nothing.

The cap exists to stop one well-funded player farming a pool that the whole community's fees built, without limiting how many Bobis anyone may enter.

How results are computed and paid

1. At the close, check the six gates for every Bobi.
2. Score each qualifying Bobi, add the referral bonus to one Bobi per owner, and place each in its band.
3. Take the event's share of the prize wallet.
4. Split each band's share: equally in the quarterly events, by the age multiplier in December.
5. Through 2027, cut any share above its Bobi's cap down to the cap.
6. Roll everything not paid, rounding included, into the next event.

All amounts are whole numbers of the token's smallest unit, one millionth of a \$BOBI. Every share is rounded down, and the remainder rolls forward. Payouts plus rollover must equal the pool exactly; if they do not, the payout stops and nothing is paid. Each payout records both the uncapped share and the cap, so that any player can audit their own result.

When results are computed, every entry's score will be published with its full breakdown. For the next 24 hours anyone can check their own; a calculation error can be corrected in that window, but no new data is accepted. Prizes are then paid, over roughly the following two days, from the prize wallet to whoever owned the Bobi at the close, even if it has been sold since. A payout, once made, is not reversed. Every event, winner and payout will be published and stay published.

Medals

Every Bobi in a winning band receives a medal: gold for 96–100, silver for 91–95, bronze for 81–90. It is written permanently into the Bobi's on-chain record, travels with it when it changes hands, and cannot be removed or sold separately. A medal has no effect on scoring, or on anything else in the game.

Prizes are funded by fees the community has actually paid. They are capped, not guaranteed, and most players will not win one. BobiBird is a game, not an investment.

12. Custody, accounts, wallets and security

The short version: your Bobis and accessories will be in your wallet. The \$BOBI you use inside the game, and the tokens locked in your Bobis, will be in wallets we operate. That second part is what "custodial" means here. It means you are trusting us.

None of this is running yet. The game opens in mid-October 2026, and this section describes how it will work from then.

Signing in

There will be two ways in, and in both of them your Bobi is a real NFT in a wallet that belongs to you.

- **A Solana wallet:** Phantom, Solflare, Backpack, or another wallet that follows the Wallet Standard. To sign in you sign a message, never a transaction. The message carries a one-time code that expires after five minutes, so a signature cannot be reused. Your private key never reaches us.
- **Email or Google:** an embedded Solana wallet is created for you through Privy. Privy holds the key material, split into pieces; we never do. You can export the key whenever you like and use it in a wallet such as Phantom. From then on the account works like a wallet sign-in.

We never hold private keys or seed phrases, for either route. That also means we cannot recover them. If you lose your wallet's key, your Bobis may be gone for good. If you signed in with email and lose that email account, getting back in may not be possible. What would happen to embedded wallets if Privy stopped operating has not been worked out yet. Once you export your key to a wallet you control, your access no longer depends on Privy.

Who holds what

Asset	Held by	Why
Your spendable \$BOBI balance	Us, in a custody wallet	A feed costs \$0.15. Asking for a wallet signature on every feed would make the game unplayable
The locked tokens of every Bobi and accessory	Us, in a separate pool wallet	They come back to you only if you cash out, in \$BOBI, not dollars, and less the exit fee. If you sell, they go to the buyer (section 7)
Your SOL and USDC	You, always	If you pay in SOL or USDC, it is converted to \$BOBI inside the transaction you sign. Only \$BOBI reaches us
Private keys and seed phrases	You, or Privy for an email or Google sign-in	We never see them
Bobi and accessory NFTs	Your own wallet	Except while listed for sale (held in escrow), after a neglected Bobi goes to the shelter, or once cashed out, when the NFT is burned

What custodial means

No code on the chain forces us to pay out your balance or your locked tokens. Paying them out is an obligation we carry, not something Solana enforces. If our software fails, or if we fail, getting them back depends on us. Section 15 sets out what that means if the project ends.

Deposits

- The minimum is \$1 worth of \$BOBI, at the rate at the time. A smaller deposit is recorded but not credited, and you would have to ask us to send it back.
- A deposit is credited only once it is finalized on Solana, which usually takes about 13 seconds, and never before.
- There is no deposit fee.
- Send from the wallet linked to your account. A deposit from any other address cannot be matched to you automatically, and it is not credited until we have identified it.

Withdrawals

Rule	Value
Minimum	\$1 worth of \$BOBI
Our fee	None. You pay the Solana network fee, which is shown before you confirm and taken from the amount
Limit	At most \$500 worth in any rolling 24 hours. The rest can go once the rolling window allows it
Where it can go	Only to your own verified, linked wallet. Never to an address typed in
After a wallet change	Paused for 7 days
A newly linked wallet	No withdrawal to it for its first 24 hours
Sending	In batches, every 15 minutes
If one fails	The amount is credited back to your balance by a new ledger entry

These limits are there for the day an account is stolen. They make sure that a whole balance cannot leave a compromised account in one night. They also mean that you cannot take everything out at once, even when nothing is wrong.

Changing your wallet

To change the wallet on your account you need signatures from both the old wallet and the new one. A 7-day cooldown follows, during which there are no sales, no cash-outs and no withdrawals. If there is an email address on the account, a notice is sent to it, so that a change you did not make can be stopped. After the wait, your Bobis move to the new wallet in one batch.

How the ledger will be protected

- **Append-only.** Every movement of \$BOBI in the game will be a new row in the ledger. Rows will never be edited or deleted, and a correction will be a new row that reverses the old one.
- **Balances are never written directly.** A balance will be kept in step with the ledger by the database itself. It will not be able to go below zero, and every spend will lock the balance before using it, so two purchases made at the same moment cannot spend the same tokens twice.

- **Two separate wallets.** The custody wallet for spendable balances and the pool wallet for locked tokens must be different addresses. The service will refuse to start if they are not.
- **Reconciliation.** The sum of all balances will be checked against the custody wallet on chain, and the sum of all locked tokens against the pool wallet, allowing for settlements still in flight.
- **Batched settlement.** The ledger will record every spend the moment it happens, and the chain will catch up in batches every 15 minutes, or sooner if a large amount builds up. Every money action will write the game state, the ledger row and the queued chain job in one database transaction. A chain job that fails will be retried under the same key, so it can never move tokens twice.

These are protections against our own mistakes. None of them is a guarantee, and none of them is enforced by the chain.

The wallets the game will use

Wallet	Job	Address published?
User custody	Holds everyone's spendable \$BOBI balances	No commitment yet
Pool custody	Holds the locked tokens of every Bobi and accessory	No commitment yet
Treasury	Receives 10% of every purchase and 2% of every sale; pays for running the game. Whether it also receives the bonding curve's and the locked pool's trading fees is not decided (section 16)	Yes, when the token launches, with a report every month
Prize	Receives 10% of every purchase; funds the competitions	Yes, when the token launches
Escrow	Holds Bobis and accessories while they are listed for sale	No commitment yet
Shelter	Holds Bobis that have gone to the shelter	No commitment yet
Fee payer	Holds SOL only, to pay network fees; never \$BOBI	No commitment yet
Private sale	Receives 50% of the supply when the bonding curve completes (section 10). One key: not locked, not vested, not behind a multisig. Not a game wallet	Yes, when the token launches

Keys

These are planned practices, not yet in place. Seed phrases will be kept on paper in two separate places, and never photographed or stored in the cloud. The private-sale address will be on a hardware wallet. The day-to-day hot wallet will hold no more than seven days of spending, will be topped up weekly from the treasury, and will be replaced every six months. Server keys will live in environment variables, never in source code.

Has this been audited?

No. There is no BobiBird smart contract to audit, and none is planned before the on-chain marketplace described below. The parts that will run on chain are not our own code:

- **\$BOBI** will be created by Meteora's Dynamic Bonding Curve program, and its locked liquidity pool will be a Meteora pool. We set the configuration. We did not write these programs and we cannot change them.
- **Bobis and accessories** will be standard compressed NFTs (Metaplex Bubblegum).

Everything else will run on our own servers and database: the game rules, the ledger, custody and the marketplace escrow. That is ordinary software, and much of the risk sits there. A bug could credit, lock or pay out the wrong amount, and because your in-game tokens are in our custody, a bug like that would reach them directly.

What has been reviewed. Before any code was written, every rule was specified in detail and reviewed adversarially for exploits, race conditions and timing bugs. That review was our own. It is not an independent third-party audit, and we do not claim that it is.

What will be audited. Moving the marketplace's escrow and settlement on chain is planned only if there is real use and real volume. No date is set, and it may never happen. If it does, that code will be audited before it goes live, and the audit will be paid for out of revenue, from the treasury.

Your data

The companies that will process data for the game are Supabase (database and sign-in), Privy (embedded wallets), Cloudflare (bot protection and rate limiting), Vercel (hosting), Telegram (only if you link it), Helius (our connection to Solana), Postmark (email, if you give us an address) and Anthropic (the occasional letter from your Bobi). We do not collect identity documents, card or bank details, private keys or seed phrases, and we do not sell data to anyone. IP addresses and device fingerprints are kept for 30 days, only to rate-limit and to stop one person counting as many. Everything you do on Solana (your wallet address, your Bobis, your purchases and your trades) is public, and neither we nor anyone else can hide it. The privacy page is still a draft that no lawyer has reviewed, and the legal entity responsible for your data has not been named yet (section 16).

Staying safe

- Nobody from BobiBird will message you first, ask for your seed phrase, or ask you to send tokens.
- There is no airdrop, no claim page and no presale.
- The only \$BOBI contract address will be the one on bobibird.com/token. A token's name, logo and links prove nothing, because fakes copy them word for word.

13. Roadmap

Only two things on this roadmap have dates, and both are months, not days: **the game opens in mid-October 2026, and the first competition is in April 2027**. Breeding also opens in April 2027. That is not a separate promise: breeding and competitions both need a Bobi that is 180 days old, and the first ones reach that age in mid-April. Both depend on the game opening on time. If it is late, no Bobi will be old enough in April. Nothing else is dated, because a roadmap full of promised dates is a list of ways to disappoint people later. The statuses below are as of this version's "last updated" date; bobibird.com/roadmap carries the current ones.

A roadmap is a plan, not a promise. Anything marked Building or Planned does not exist yet.

Item	Status	When
Game design	Done	Not dated
Economy model	Done	Not dated
The website, with the game marked "Coming soon"	Done	Not dated
Artwork	Building	Not dated
The game	Building	Not dated
Telegram bot	Building	Not dated
Legal review of the terms, the operator named, a contact email (before the token launches)	Planned	Not dated
Token launch, first, on the bonding curve	Planned	Not dated
Publish the art, the economy and the full hatch method with /verify (before the game opens)	Planned	Not dated
Open the Telegram channel and bot (before the game opens)	Planned	Not dated
Closed beta, then publish what it found (before the game opens)	Planned	Not dated
Publish the exact date of every competition (before the game opens)	Planned	Not dated
Game launch	Planned	Mid-October 2026
Second accessory wave	Planned	About 120 days after the game opens
Bred-egg odds published (before breeding opens)	Planned	Not dated
Breeding opens, and the first competition	Planned	April 2027, if the game opens on time
On-chain marketplace	Planned	Not dated

Done

- **Game design.** Every rule specified in detail and reviewed adversarially for exploits, race conditions and timing bugs before the code was written.
- **Economy model.** Costs, burn, prize pools and failure modes modelled for anywhere from 1,000 to 200,000 players. A model finds problems on paper; it does not predict what will happen.
- **The website.** The rules, every drop rate, the verification method and the risks, public before anything is sold, with the game itself marked "Coming soon".

Being built

- **Artwork.** Three species, four growth stages each, plus sick variants and accessories. The site shows placeholder art until the final artwork lands, before the game opens.
- **The game.** Accounts, eggs, hatching, feeding, growth, sickness, the shelter, accessories, the marketplace and competitions.
- **The Telegram bot.** It will let you feed and clean without opening the site, and your Bobi will message you when it needs something.

Planned before the token launches

- **A lawyer's review of the terms.** The terms on the site are a draft until then.
- **The legal entity that operates the game, named on the site.**
- **An email address for contact,** so that nobody needs an X account to reach us.

Planned: the token launch

\$BOBI launches first, on Meteora's Dynamic Bonding Curve with our own configuration, after a full rehearsal on Solana's test network. The date is not fixed. The contract address, and the prize-wallet, treasury and private-sale addresses, will be published no later than that day. The monthly reports on the treasury and the prize wallet start from then.

Until the game opens, the token has nothing to be used for, and its price can fall to zero in that time. If the bonding curve never completes, the private-sale half is never released and the liquidity pool is never created (Section 10).

Planned before the game opens

- **Publish the art, the economy and the hatch method.** The full hatch method, down to the byte layout, will be published with /verify, together with a reference verifier and fixed test cases, so that anyone can check the scheme before the first egg is sold.
- **Open the Telegram channel and the bot,** so they have real use before anyone depends on them.
- **A closed beta.** A small group, with real money, real wallets and their own schedules. The question it answers: do the feeding windows, hatching and the daily message work end to end for real people? What it finds will be published afterwards, including what broke.
- **Publish the exact date of every competition,** starting with the first one in April 2027.

Planned: the game launch, mid-October 2026

Eggs will go on sale, the first ones will hatch three days later, and the Telegram bot will start sending the daily message. The self-contained script that re-checks a Bobi's hatch in your own browser will arrive with the first hatched Bobi.

Planned after the game opens

- **The second accessory wave**, about 120 days after the game opens: new common and special items. It adds no new Limited items.
- **Bred-egg odds**, published before breeding opens.
- **April 2027: breeding opens, and the first competition.** A Bobi has to be 180 days old for both, and the first Bobis reach that age in mid-April 2027 if the game opens on time. Nothing pays a prize before the first competition.

Planned, with no date: an on-chain marketplace

Once there is real use and real volume, escrow and settlement will move fully on-chain. The audit will be paid for out of revenue, from the treasury's audit reserve, rather than savings. Until then the marketplace will run on our own servers, and a listed Bobi will be held in escrow by the game while its listing is open. If the game never produces the revenue to pay for the move, it does not happen.

14. The team, transparency and what we will not do

Who we are

The team is pseudonymous. No names are published on the site or in this document; you will find us on X as @bobibirdcoin. The legal entity that operates the game will be named in the terms before the token launches, after legal review. The terms themselves are a draft that has not yet been reviewed by a lawyer; they will be before the token launches.

That is a real cost to you, and we would rather say so than wave it away. You do not know who we are. Half the supply will sit behind one key, held by one person (section 10), and the tokens you play with sit in wallets we operate (section 12). Nothing below replaces knowing who you are dealing with. Weigh it honestly.

Trust without names

The intent is that you should not have to take our word for anything that can be checked. What matters will be either on the chain, where anyone can read it, or published before it matters: the fixed supply and the absence of mint and freeze authority, the liquidity lock and the one address the held-back half can go to, the prize, treasury and private-sale addresses, every private sale with its buyer, every drop rate and every game rule before the first egg is sold, and a hatch anyone can recompute (section 8). Custody is the exception: what we hold for you in our wallets depends on us, not on the chain (section 12). The table at the end of this section lists each commitment, where to check it and from when.

What we publish, and when

Addresses. The private-sale address will be published no later than the day the token launches, and the plan is to publish it before; the contract, prize and treasury addresses on the day it launches. All of them will be on bobibird.com/token. Every private sale will be named there as it happens.

A monthly report, on the first of every month from the day the token launches, for the treasury and the prize wallet: the opening balance, what came in and from which source, each spend with its transaction hash, the closing balance, and the runway, meaning how many months the treasury lasts at current spending. It will go on X, on Telegram and on a permanent page of the website.

Live numbers on the website, read from the chain and never typed by hand: the prize pool, the treasury, the private-sale address's balance and the total burned.

Weekly measures, once the game is open, published alongside the treasury numbers whether they flatter us or not:

Measure	What it shows	The level we treat as a warning
Day-7 retention of new players	Whether people form the daily habit	Below 25%
Share of living Bobis fed on time yesterday	Whether the game is working	Below 60%
Median days a Bobi is held before cash-out	Whether people are playing, or buying and selling straight away	Below 21 days
Referred accounts that reach \$10 of their own spending	Whether sharing brings players or only clicks	Below 10% of referred sign-ups
Share of all Bobis owned by the ten largest groups of wallets funded from the same source	Whether the game is being farmed	Above 20%

Follower counts, impressions and member totals are not on the list. They can be bought cheaply, which is exactly why they prove nothing.

Talking to us

For now the only way to reach us is a direct message to @bobibirdcoin on X. An email address will be added to the terms before the token launches, so that nobody needs an X account to contact us.

Three channels are planned: X, a Telegram channel beside @BobiBirdBot, and the website. X and the website exist now; the Telegram channel will open alongside the bot. There will be no Discord. A Discord has to be staffed, and an unstaffed one reads as an abandoned project; Telegram is where the bot will be.

No person from BobiBird will message you first, ask for your seed phrase, or ask you to send tokens anywhere. The only messages you get without asking will be from @BobiBirdBot, once you have linked it yourself, and emergency emails about your account or a Bobi (section 2). Neither will ever ask for a seed phrase or for tokens. There is no airdrop, no claim page and no presale. The only official contract address will be the one on bobibird.com/token.

What we will not do

Each of these is normal in this market. Each is refused here.

- Buy trading volume, or run any "market making" that is wash trading.
- Pay influencers for posts that do not say they were paid.
- Post a promise of what anyone will get back, a guarantee, or a prediction of where the price is going.
- Run countdowns, whitelists or points-farming seasons.
- Pay for a listing on an exchange. Paid profile services on price-tracking sites, such as a logo and links on DexScreener, are not exchange listings and may be used.
- Reply to posts about the price. Our own posts will carry no price and no chart.

The treasury will never:

- buy \$BOBI to move the price;
- top up the prize wallet if it runs low, because prizes run on their own fees and the treasury is not their backstop;

- hand out tokens as a "prize" outside a competition;
- pay for anyone's personal spending, because the owner's tokens are the ones at the private-sale address and fee money is not theirs;
- send tokens to an exchange without announcing it first.

And no Limited edition or Designer Set will ever be held back for us, the team or a partner, or reissued (section 6).

When the rules change

Live games get balanced. We may change prices, rules or scoring. Every change will be announced before it takes effect, with the reason. Drop rates are frozen when the game opens; if one ever changes, the old table stays published with the dates it applied to. Limited items are never reissued. We cannot promise that today's numbers are permanent (section 15).

Cheating

One account per person. Any of these can cost you your prizes, your account, or both:

- running several accounts to farm referral bonuses or competition entries;
- exploiting a bug instead of reporting it;
- automating in a way that misrepresents care you did not give;
- manipulating the token price to change what things cost in the game.

Report a real bug instead and we may reward you for it. Whether there will be a formal bug bounty, and on what terms, will be set out in the terms before the game opens.

If the project stops

Games close. If this one does, we will announce it in advance and say plainly what happens. Your Bobis are NFTs in your wallet and stay there, but the game would stop, and a Bobi with nowhere to be fed is worth what somebody will pay for it, which may be nothing. The tokens locked in Bobis and accessories, and any balance you have not withdrawn, sit in wallets we operate, not in a contract. Returning them is something we would do, not something the chain does.

Commitments you can check

Commitment	Where to check it	From when
One official contract address	bobibird.com/token	The day the token launches
No mint authority, no freeze authority	Solscan, <code>spl-token display</code> , RugCheck	The day the token launches
The private-sale address, and what it will receive	/token and a pinned post on X	No later than the day the token launches; planned for before
Prize and treasury addresses	/token	The day the token launches
100% of the pool's liquidity permanently locked	The configuration account; then the pool's page on Meteora	The day the token launches; the pool from completion
Every private sale named with its buyer	/token , and the address on any block explorer	From the first sale, after the curve completes
Monthly treasury and prize-wallet report	X, Telegram and a permanent page on the site	The first of every month, from the day the token launches
Live prize pool, treasury, private-sale balance and total burned	The website, read from the chain	Once the addresses are published
Weekly measures, good or bad	Alongside the treasury numbers	Once the game is open
Every drop rate, frozen	/drop-rates	Before the first egg is sold
Every hatch recomputable	/verify	From the first hatch
No Limited edition or set held back	The buyer of every edition, on Solana	From the first Limited sale
Rule changes announced first, with the reason	X, Telegram and the website	Always
The operating entity and the contact email	/terms	Before the token launches
Bug-bounty terms	/terms	Before the game opens

15. Risks

This section follows the headings of the site's /risks page, in the same order, and then adds the risks that come from how \$BOBI is launched and a few that other pages of the site disclose. We have tried to make it complete. Read it before you spend anything.

The token can fall

Tokens locked in a Bobi come back **in tokens**, not in dollars. If \$BOBI is worth less when you cash out than when you paid, you get the same number of tokens back, less the exit fee, and they are worth less money. This is the most likely way to lose money here, and nothing in the game protects you from it. Prizes are paid in \$BOBI too.

\$BOBI can fall to zero. There may also be times when nobody is buying and you cannot sell it at any price. The same goes for a Bobi: nobody is obliged to buy yours. Burning tokens is not a reason to expect the price to rise either: a smaller supply matters only if there is demand, and we make no promise about the price.

The token trades before the game exists

\$BOBI launches first, on a bonding curve, on a date not yet fixed. The game follows in mid-October 2026. The token's only job is paying for things in the game, so until the game opens it has no use at all: no eggs, no Bobis, no competitions. Its price in that time can move for any reason or none, and we make no promise about it, before or after the game opens. Do not buy it expecting it to be worth more once the game opens. If the game is late, the token may have nothing to be used for for longer. Even once the game is open, the first competition is in April 2027, and nothing pays a prize before it.

Eggs are random

You pay \$10 for an outcome you do not control. You might open twenty eggs and never see an Owl: 5% means 5%, and it owes you nothing for trying. The drop rates are published, and each hatch will be checkable afterwards, but neither makes the odds kinder. An egg is a paid random outcome, which is why BobiBird is for people aged 18 and over only, and why some countries restrict it.

Prizes are capped and unlikely

Most players will never win a competition. Prizes are funded only by fees the community has actually paid, and there is no seed, so the first competitions will be small. They are capped through 2027 and not guaranteed, and there is no promise attached to any of it. A band nobody reaches pays nothing, and the cap can leave a winner with less than their share. Playing to win a prize is a bad reason to play.

Neglect is expensive

If you stop feeding your Bobi, it goes to the shelter after seven days and half its locked tokens are burned. Those are gone, and the other half goes with the Bobi to whoever adopts it. For the first seven days you cannot take it back yourself; after that you can only if nobody else has. Feeding half its meals delays this to 14 days; it does not prevent it. You will get no warning beyond the messages your Bobi has already sent you, and there is no insurance.

Fees are real

Of everything you buy from the game itself (eggs, food, care, accessories, breeding), 60% goes into a locked pool, in \$BOBI, and the other 40% is gone for good: 20% is burned, and 10% each goes to the treasury and the prize wallet.

The locked 60% comes back only if you cash out, in \$BOBI, after an exit fee: 30% while the Bobi is up to seven days old, falling in steps to 3% from ninety days. If you sell to another player instead, its locked tokens go to the buyer and you receive the sale price less a 5% sale fee (3% burned, 2% to the treasury). Each listing costs \$0.10, burned, every time you list or relist, and it is never refunded, even if the Bobi does not sell. Withdrawing \$BOBI costs the network fee. An adult Bobi costs about \$10.50 a month to feed and clean. Playing costs money, by design.

Buying or selling \$BOBI itself, on the bonding curve and later in the locked pool, carries a trading fee of at least 0.25% of each trade. Meteora keeps a fifth of that fee, and takes a fixed 0.2% of the pool when the curve completes. The rest of the fee goes to whoever the launch configuration names, and so do the trading fees the locked pool collects afterwards and most of any SOL paid into the curve above its target. Whether that is the treasury or the project's owner, how high the fee is, and whether it starts high and falls (in which case the first buyers pay the most) have not been decided yet. The token page will say no later than the day the token launches.

Half the supply is in one wallet

50% of all \$BOBI is held back when the token is created and released, once, to a single published address controlled by one key, when the bonding curve completes. One person controls that key. It will not be locked, not vested and not behind a multisig. From then, those tokens can be sold privately at any time, to anyone, at any price, including below the market: that is what a private sale is. Anyone who buys \$BOBI is buying alongside a holder who can sell more cheaply than they can.

Each buyer will be named on the token page as a sale happens, and anyone can watch the address on a block explorer. Naming buyers does not stop them selling, and if a large holder sells, the price can fall. RugCheck and tools like it will flag this wallet, and they are right to. Whether the address should later move behind a multisig is an open question; until that is decided, it is one key. Of every risk in this section, this is the largest one in the token itself.

Your tokens are in our custody

The 60% of each purchase that is "locked in your Bobi" is not held by a contract. It sits in a pool wallet we operate and is recorded against your Bobi in our ledger. Getting it back depends on our software and on us; no code on the chain forces it.

The same goes for your spendable \$BOBI balance. Tokens you deposit, and whatever a cash-out or a sale pays you, sit in a separate custody wallet we operate until you withdraw them. Deposits under \$1 are not credited automatically. Withdrawals have limits: a \$1 minimum, at most \$500 in any 24 hours, only to your own linked wallet, nothing to a newly linked wallet in its first 24 hours, and a seven-day pause after you change the wallet on your account. While your tokens are with us, you are trusting us to hold them and to pay them out.

The prize wallet is a wallet we operate too, not a contract: prizes are paid from it by our software, and nothing on the chain forces a payout.

We never hold your SOL, your USDC or your private keys. Your Bobis sit in your own wallet, except while one is listed for sale, when it is held in an escrow wallet we operate. By playing you also agree that the game can move a Bobi out of your wallet in three cases: when it goes to the shelter, when you list it, and when you cash it out. How the game is able to do that will be set out in the terms before the game opens.

Limited items are never held back

We never mint, reserve, gift or keep any Limited edition or Designer Set for ourselves, for anyone on the team or for any partner. Every one that exists will have been bought by a player at the published price, and the buyer of each will be visible on Solana; units nobody buys are never made. That is a rule about fairness, not about price: what anyone pays for one later is up to other players, and it may be nothing.

Software can fail

Servers go down. A blockchain can congest. Code has bugs, and ours is no exception. The design was reviewed adversarially for exploits, race conditions and timing bugs before any code was written, but that review was our own, not an independent audit. The game's code has not been independently audited; the only audit planned is for the on-chain marketplace, before it goes live. The token and its bonding curve run on Meteora's program, which we did not write and cannot change. The rules are written so that a day on which an outage on our side stopped you feeding does not count against your Bobi, but no amount of review makes software perfect.

You can lose access

If you lose the key to your wallet, your Bobis may be gone for good; we cannot recover a lost key, and moving your account to a new wallet needs a signature from the old one. If you signed in with email, your wallet's key is held by Privy, the provider we use, not by us; if you lose that email account, getting back in may not be possible. Exporting your wallet's key to a wallet app of your own reduces that risk. Access can also end if an account is banned for breaking the rules, if you are under sanctions, or if the law requires us to stop serving the game where you live. We do not block any country, and there is no list of blocked countries. That is not permission: whether you are allowed to play is decided by the law where you live, not by us. It can also change if the law requires it. If you lose access to the game, you keep your \$BOBI. We cannot take the token back.

The team is pseudonymous

You do not know who we are. We have tried to make that matter less: the prize, treasury and private-sale addresses will be public, every private sale will be named, and every game rule will be published before the first egg is sold. None of that replaces knowing who you are dealing with. The legal entity that operates the game is not yet named; it will be, before the token launches, after legal review. Weigh this honestly rather than let us wave it away.

The project can end

Games close. If this one does, your Bobi stays in your wallet as an NFT. The tokens locked inside it do not: they are in the pool wallet described above, and any spendable balance you have not withdrawn is in our custody wallet. Returning them would be something we do, not something the chain does. We would announce a shutdown in advance and say plainly what happens to both. The game would stop, and a Bobi with nowhere to be fed is worth what somebody will pay for it, which may be nothing.

Rules can change

Balance changes happen in every live game. We may change prices, rules or scoring. We will announce changes before they take effect and explain why, but we cannot promise that today's numbers are permanent.

Risks from how the token is launched

The bonding curve may never complete. \$BOBI launches on Meteora's Dynamic Bonding Curve, and the curve completes only when enough SOL has been paid into it. That may take days, or it may never happen. Until it completes, the liquidity pool does not exist and the private-sale half is not released. If it never completes, neither ever happens: the 20% pool is never created, the 50% stays in the curve contract for good, and \$BOBI can still be bought and sold only on the curve.

Fake tokens. Fake tokens with the same name and logo appear within minutes of launches like this one. A name, a logo, or even a pool created on our own launch configuration proves nothing; only the contract address published on bobibird.com/token is ours. Nobody from BobiBird will message you first, ask for your seed phrase, or ask you to send tokens. There is no airdrop, no claim page and no presale.

Other risks the site discloses

The law differs by country, and our legal pages are drafts. Eggs are a paid random outcome and the game runs on a crypto token, and some countries restrict one or both. It is up to you to check that the law where you live allows you to play, and not to buy \$BOBI where that is not allowed. The terms and privacy pages are drafts that have not yet been reviewed by a lawyer; they will be before the token launches. The operating entity is not yet named, and the governing law and the process for disputes have not been decided. Holding other people's tokens may also bring legal duties that depend on where that entity is registered. Nothing here is investment advice.

The 2027 prize cap ends with 2027. Through 2027, no Bobi's prize can exceed twice what was spent on it. That cap ends with 2027, and what replaces it has not been decided. There is no limit on how many Bobis one person enters, so without a replacement a player with many Bobis could take a larger part of a pool. Any replacement will be announced before it applies, like every rule change.

Your activity is public. Solana is a public ledger. Your wallet address, your Bobis, your purchases and your trades are visible to anyone, permanently. That is worth knowing before you connect a wallet you use elsewhere.

Summary

Risk	What it means for you	What limits it, if anything
The token can fall	Locked tokens, balances and prizes are paid in \$BOBI, which can fall to zero or find no buyer	Nothing
The token trades before the game exists	Until the game opens it has no use, and its price can move for any reason	Nothing. The game is planned for mid-October 2026 and the first competition for April 2027
Eggs are random	\$10 buys an outcome you do not control	Published drop rates and a checkable roll. 18 and over only
Prizes are capped and unlikely	Most players win nothing, and the first pools will be small	Funded only by fees actually paid; the prize wallet will be public
Neglect is expensive	Seven days unfed sends the Bobi to the shelter and burns half its locked tokens	Your Bobi's messages, feed packs, and the doctor freezing the count
Fees are real	40% of every purchase is gone; exit, sale, listing and trading fees on the way	Every game fee is published before you pay it; the trading fee will be on the token page
Half the supply in one wallet	It can be sold privately, below the market, at any time after the curve completes	The address is published and every buyer named. Neither stops a sale
Your tokens are in our custody	Locked tokens, balances and the prize wallet sit in wallets we operate, not in a contract	Nothing on the chain. Withdrawal limits slow theft from a compromised account; we never hold keys, SOL or USDC
Limited items	What anyone pays later is up to other players	None held back for the team or partners
Software can fail	Outages, congestion and bugs	A design review of our own, outage days not held against you, and an audit before any on-chain marketplace. No independent audit yet
You can lose access	A lost key or email, a ban, sanctions, or the game not allowed where you live	Exporting your wallet; the country list, published before the token launches
The team is pseudonymous	You do not know who we are	Public addresses, named private sales, published rules
The project can end	Tokens we hold depend on us to give back	A shutdown would be announced in advance
Rules can change	Today's numbers are not permanent	Changes announced before they apply, with reasons
The curve may never complete	No locked pool, the private-sale half never released, trading only on the curve	Nothing

Risk	What it means for you	What limits it, if anything
Fake tokens	Money spent on a fake is lost	Only the address on bobibird.com/token is ours
Law and draft legal pages	The game or the token may not be allowed where you live	Legal review of the terms and privacy pages before the token launches
The 2027 cap ends	The rule for 2028 is undecided	It will be announced before it applies
Your activity is public	Your trades are visible to anyone, permanently	Using a wallet you do not use elsewhere

The short version

Spend what you would spend on a game. Not what you would invest, and never what you need.

16. Legal notice and open items

What this document is, and is not

BobiBird is a game. It is not an investment product, not a financial service, and not a promise of a return of any kind. Nothing here is investment advice, and nothing here is a reason to buy \$BOBI. Until the game opens, \$BOBI has nothing to be used for.

This document describes a product that is still being built. Anything described as planned is a plan, not a promise: it may change, arrive later than expected, or not happen at all. The rules that govern playing BobiBird are the Terms of Service at bobibird.com/terms, which you accept by playing.

This is Version 1.1, dated September 2026. Later versions will carry a new number and date.

Changes to the game

Live games get balanced. Once BobiBird is running, we may change prices, rules or scoring. We will announce changes before they take effect and explain why, but we cannot promise that today's numbers are permanent.

Who may play

- You must be 18 or over. Eggs are a paid random outcome and should be treated as one. There is no identity check, so the age limit rests on your own declaration, and you will be asked to confirm your age before your first purchase.
- One account per person. Running several accounts to get an advantage in competitions or referrals is cheating, and cheating can cost you your prizes, your account, or both.
- We control the game, not the token. We do not block any country, and there is no list of blocked countries. The game runs on our website. \$BOBI trades on a permissionless bonding curve that we do not control, and anyone who can reach that curve can trade it.
- That is not permission. Eggs are a paid random outcome, and the game runs on a crypto token. Some countries restrict one or both. Whether you are allowed to play, or to buy or hold \$BOBI, is decided by the law where you live, not by us.
- It is your job to know the law where you live. We are not your gatekeeper, and that cuts both ways: nobody here is checking for you. Do not play, and do not buy \$BOBI, where that is not allowed.
- We may refuse or end access to the game where we are required to, and to anyone under sanctions. We cannot take the token away from anyone who holds it. If the law later requires country restrictions, they go in the terms.

The legal pages are drafts

The terms and the privacy page describe how the game works, but a lawyer has not yet reviewed them. They will be reviewed before the token launches. This document has not been reviewed by a lawyer either. The legal entity that operates the game and acts as the data controller, the law that governs the terms, and the process for raising a dispute have not been decided. They will be set out in the terms before the token launches. For now the only way to reach us is a direct message to @bobibirdcoin on X. An email address will be added before the token launches.

Liability

The service is provided as it is. We are not liable for losses caused by movements in the price of the token, chain outages, a compromised wallet, or feeding windows you missed. Section 15 lists the risks in full.

The contract address

The token does not exist yet. On the day it launches, its contract address will be published on bobibird.com/token, and that page will be the only official source. Any other address is not ours. A token's name, logo and links prove nothing, because fakes copy them.

Open as of Version 1.1

These were still undecided when this version was written. Where the site already commits to settling one by a certain point, the table says so.

Item	Status
Token launch date	Not fixed
The exact day the game opens	Not fixed. The game opens in mid-October 2026
The exact date of the first competition, and whether the other quarterly dates move with it	Not fixed. The first competition is in April 2027, and its date will be published before the game opens. Nothing pays a prize before it
The bonding curve's completion threshold and shape	Decided. Published on bobibird.com/token on the day the token launches, and readable from the chain from the moment the curve exists
The trading-fee schedule on the curve	Decided: it starts high and falls to a floor over the first minutes, to make a first-block snipe expensive. The exact numbers are published on bobibird.com/token on the day the token launches
Who receives the curve's trading fees and the locked pool's fees	Not decided: either the treasury or the owner. The token page will say which
Any buy by the team on the curve	Decided: none. Nobody on the team buys on the curve
Whether the token's name, logo and description can ever be changed	Decided: never. The launch configuration makes them permanent, and that can be checked on the chain from the day the token launches
The operating entity, the governing law and the dispute process	Not decided. To be set out in the terms before the token launches
Who approves treasury spending, and how	Not decided. Every spend will appear in the monthly treasury report
What replaces the 2027 prize cap from 2028	Not decided
Sale windows for Designer Sets and Limited items	Not set. Each item's supply and closing date will be published before its window opens
The odds for bred eggs, in published form	To be published before breeding opens. The first Bobis reach breeding age in mid-April 2027
The legal basis on which the game moves a Bobi out of your wallet (shelter, listing, cash-out)	Not yet set out. To be added to the terms before the game opens
Whether there will be a formal bug bounty, and on what terms	Not decided. To be set out in the terms before the game opens
How you may use the artwork of your own Bobi	Not decided. To be set out in the terms before the game opens
A contact email address	Not yet set up. To be added before the token launches
Safeguards for data processed outside your country	Not yet set out. To be added to the privacy page before the token launches