

FantasySol Litepaper

Problem statement

FantasySOL is a Fantasy card game based on the Fantasy Premier Leagues (FPL) game, we are building Fantasy Sol to fill one major gap, which is Solana's needs to onboard the next millions of users - **SocialFi**. Meanwhile, FantasySOL will also solve two major pain points of the current Fantasy sports games.

Solana needs SocialFi

In recent years, SocialFi has been the emerging trend for creators to monetize their influence, users can enjoy perks or bet on the success of their favourite creator while financially supporting them. In short, SocialFi is the vision to compete with traditional social media platforms by removing centralised supervisions and improving the profit distribution for users.

We have seen the likes of Farcaster, Friend.tech, Fantasy Top etc gain traction in their respective tracks, but none of them are built on Solana.



Full Thread: https://x.com/0xMert_/status/1803088685337841956

Solution #1 - Bringing SocialFi onto Solana with a well-accepted medium

We believe the reason that SocialFi hasn't gone viral is that SocialFi apps lack a PMF or the right audience. Hence, FantasySOL aims to bring SocialFi by tapping into one of the largest communities of the sport with the largest base – Football (Soccer). FPL is currently played by

11 million Premier League fans around the world, impressions of YouTube content related to FPL averages above 1M every gameweek. On X, various creators have up to 500k impressions per gameweek and the official FPL X account attracts an average of 500k impressions per tweet, while averaging 5-10 tweets per gameweek. Our initial product will be a monetized FPL game to onboard at least 5-10% of the current user base of FPL. Our end goal is to allow creators to monetize their influence by attracting referrals and launching their own fan club on our platform.

Problem #2 - FPL does not have monetisation features

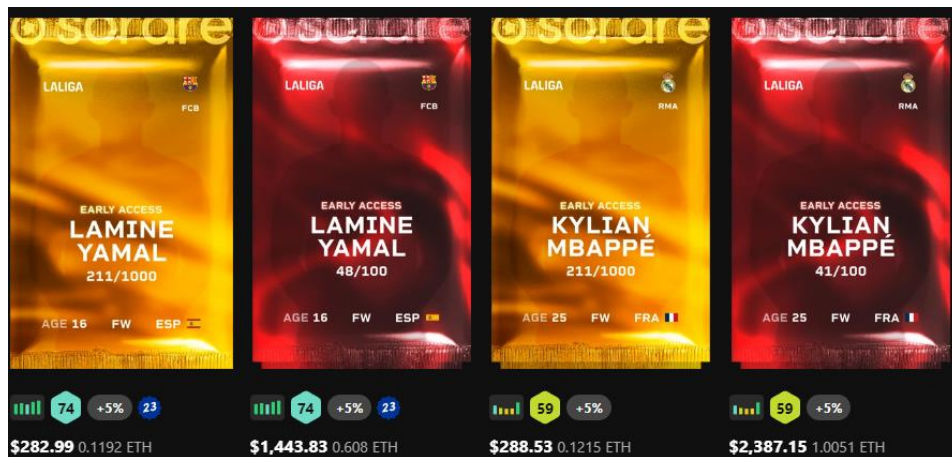
FPL can be played by anyone globally; it allows anyone with an email account to build a team with equal grounds. It is one of the best free to play fantasy games because of its fairness and nobody can have any edge with capital or any other resources. However, it does not provide any rewards or incentives to attract new users. The objective to play is more towards **personal pride** rather than **monetary rewards**.

Solution #2 - Monetization can attract players that favour higher stakes

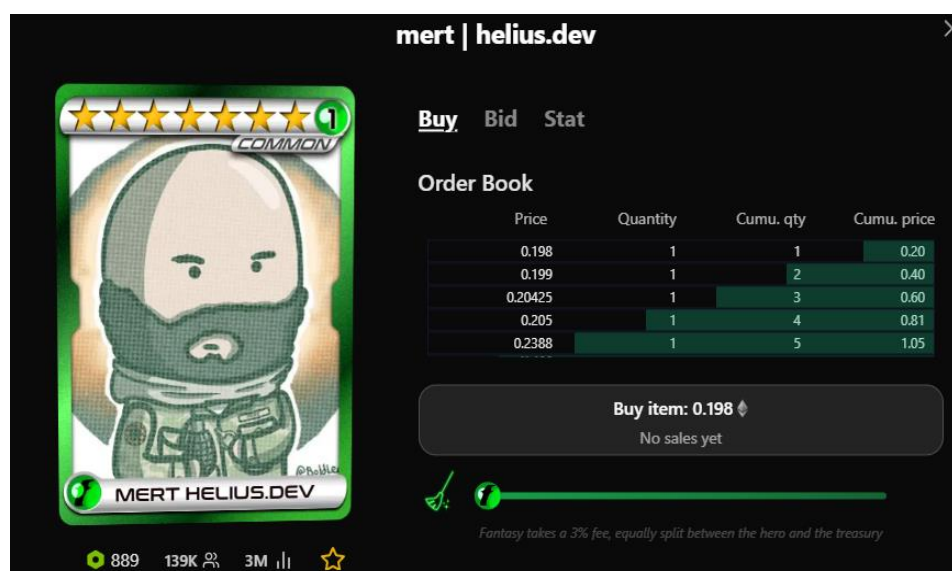
In FantasySOL, we aim to modify FPL to add a participation cost to play the game while maintaining its strategic element through limiting the edge a player can obtain with capital. Now, players will be competing for a **prize pool** that will be determined by the same point system of the original FPL. Besides, FantasySOL will allow monetization by speculating player tokens along the season. Player tokens will be priced entirely by the **free market** instead of controlled by FPL which only changes the prices incrementally every gameweek. Nonetheless, FantasySol will still have a mock game where there's much lower prize pool and it's **completely free to play**. This can onboard users who wants to play but isn't willing to spend a dime. In that particular prize pool, everyone will have an equal chance to win the biggest prize, with zero cost of entry.

Problem #3 - Web3 fantasy games have very high barriers to play

The likes of SoRare and Fantasy Top have a high barrier of participation, furthermore the chance of winning any prizes is very limited as premium players are typically priced out of range of a regular user. Besides, players are traded in the form of NFT, which makes the price very illiquid and typically have high spread.



SoRare



Fantasy Top

Solution #3 - A brand new liquidity architecture

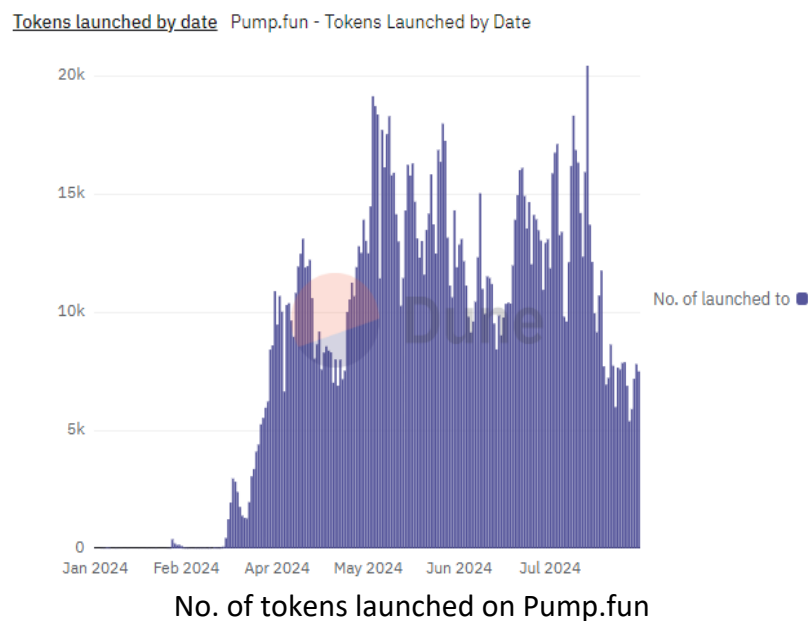
FantasySOL will be introducing a different liquidity architecture from Fantasy Top and others.

In Fantasy SOL, player tokens are represented as fungible SPL tokens rather than NFTs. Firstly, player tokens will be similar to a utility token rather than a traditional store of value token. This is in consideration of the fact that every season ends in June and restarts in August. Therefore, if users can “spend” the tokens, there would be less expectations for capital gains during the end of the season and lesser risks of capital loss due to players leaving the club or other factors. Besides that, AMM liquidity spins will be spun up for all available liquidity tokens so that users can purchase player tokens at larger amounts at any moment of the season.

Why Solana?

Culture and Community

We wanted to build this game for the right crowd, and we believe Solana is the right place. Solana projects have seen enormous success in building communities and there is a memecoin culture within. Memecoin aren't necessarily meant to fail, a well-intended memecoin resonates with a group of people with affection to certain topics, which could be a meme, a person or a culture, eg: DogWIFHat, BONK, WEN etc. Besides, Solana arguably has the largest set of Degens onchain. Pump.fun, the memecoin launchpad has collected a staggering **\$100m of revenue** since launch and had an average of 10,000 tokens created daily. Despite the controversies sparked around it, we believe FantasySol will find better success building on Solana for the degen culture.



avg_fdv	median_fdv	tokens_created	tokens
\$100,578,008	\$100,578,008	1	\$PITCAT
\$80,238,516	\$80,238,516	1	FWOG
\$77,573,914	\$77,573,914	1	DADDY
\$40,634,609	\$40,634,609	1	SCF
\$36,774,243	\$36,774,243	1	MOTHER

The Top 5 Memecoins on Pump.fun (which include celebrity coins and memes)

LSDFi - FantasySol

Solana's LSDFi is unique compared to other ecosystems and that is credited to **Sanctum**. Sanctum allows any private entity to spin up a validator and launch a Liquid Staking Derivative (LSD). FantasySol will spin up a validator on Sanctum, mainly for 2 reasons:

1. We want to maximise user experience by taking part in the block-building process.
2. By holding FantasySol, users will be airdropped with player tokens by random, which they could use to play our game for free.

The current idea is to airdrop 1 player token per gameweek for each FantasySol LST. For the team, FantasySol will increase revenue from MEV rewards and commissions.

Features

- ❖ **Anyone Can Play:** Users can obtain player tokens from our marketplace, opening packs or obtaining free cards by holding our LSD. Or they could play the free version.
- ❖ **Low Barrier of Entry:** FPL is loved by all because of its fairness, we aim to replicate that by making the game accessible as much as possible.
- ❖ **Multi-utility Tokens:** Our strategy to keep the game accessible is to have higher inflation, on the other hand, we will be constantly reducing supply through providing multiple interactive games that could be spent on (e.g. betting pools, staking for perks, lottery etc.)
- ❖ **SocialFi Features:** FantasySol is not only for PVP but can also be multiplayer, currently we are considering team up gameplays, side betting, setting up a "manager" role-permissioned launchpad for influencers that enables profit sharing, private contents and point boost for token holders. However, these ideas are half baked by now and only will begin building after the alpha phase.

Main Gameplay

- I. Users obtain player tokens they desire either from packs, marketplace or LSD airdrops.
- II. Pick a track to compete in (seasonal/ specific events/ themed competitions).
- III. Build a team with a maximum of 5 player tokens (it will be burned).
- IV. Team selection locks in 1 hour before gameweek starts and will be recorded off-chain.
- V. Users can view their points after gameweek ends (recorded off-chain as well).
- VI. Claim rewards and repeat.

Market overview (data)

According to The Official Premier League application, there are currently more than 11 million players for the 2024-2025 season. However, we are looking beyond into any regions that have a good acceptance of fantasy sports games or the Premier League. According to Statista, there are currently 29.2m players playing fantasy football in the **US** alone and the market size is around **\$9.4B USD**. However, Fantasy sports in the US are only accessible by local citizens, thus proving there is market demand for fantasy football games with stakes and there is a gap for other regions.

Ref: <https://www.statista.com/topics/10895/fantasy-sports-in-the-us/#topicOverview>

Main Competitors

➤ Fantasy Top

- Fantasy sports game but with crypto influencers (on Blast)
- NFT Based
- 18k active players as of September 2024
- Pros: High engagement, high monetization
- Cons: High barrier of entry
- 📄: <https://fantasy.top/home>
- 📄: <https://fantasy.top/doc>

➤ Fantasy Premier League (FPL)



- Fantasy football game for Premier League (Web2.0)
- 11 million users
- Pros: Low barrier of entry, fair gameplay
- Cons: Lack of rewards
- 📄: <https://fantasy.premierleague.com/>
- 📄: <https://fantasy.premierleague.com/help>

➤ SoRare

- Fantasy sports game for Football, NBA & MLB (on Ethereum)
- NFT Based
- Pros: Broader market apart of the Premier League
- Cons: High barrier to play, illiquid market, gameplay is not as direct as FPL
- 📄: <https://sorare.com/>
- 📄: <https://sorare.com/game-rules>

➤ Draft Fantasy

- Fantasy football game for FPL

- 250k users
- Pros: Customizable gameplay
- Cons: Lack of rewards, limited community engagement compared to FPL
- : <https://www.draftfantasy.com/>
- : <https://docs.draftfantasy.com/introduction>

Conclusion

FantasySol is built with the vision of bringing SocialFi to Solana, and we aim to do that via the right medium - FPL. We believe the FPL community is one of the most vibrant and engaging communities that we can onboard. FantasySol aims to change the dynamics of the game by adding stakes and rewards for FPL players either through winning competitions or capital gains. We aim to onboard as many users by having a low entry barrier with player token airdrops and player packs as low as \$2 per week. We see Solana as our best place of origin as there is a Degen culture and a strong LSDFi ecosystem powered by Sanctum allows us to launch our own LSD, while owners will be entitled to weekly player token airdrops.

The gameplay will be pretty similar with FPL and in terms of additional features, we want to get the most out of the current market mix, which include engagement, low entry barrier, monetization and also social features. Social features will be built on top of the traditional fantasy game such as team-up, side betting, “manager” features and many more.

Additional Information

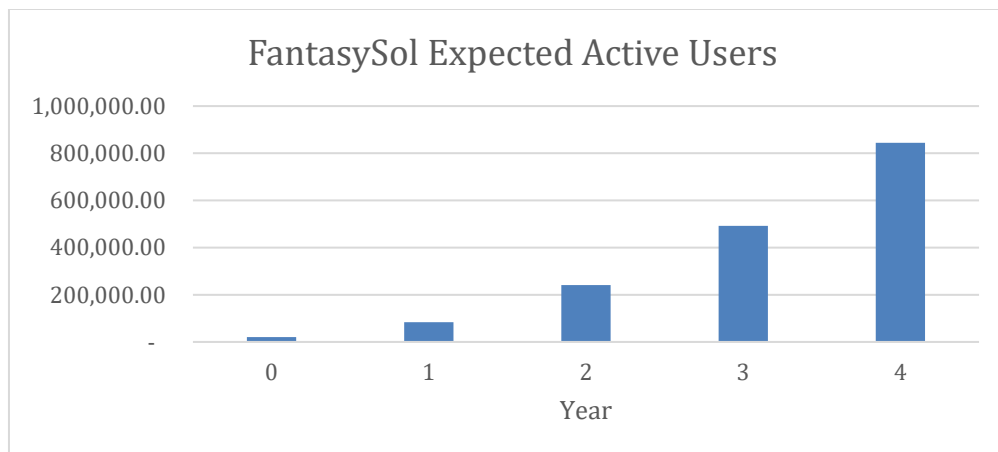
Financial Projections

Current Active Users	
FPL	11,000,000
Solana	1,000,000
US Players	29,000,000

Adoption assumption, we conservatively assume FPL users, Solana users and US players increase by 2% every year.

Year	Total Target Market Size	Market Share of FantasySol	FantasySol Expected Active Users
0	41,000,000	0.05%	20,500.00
1	41,820,000	0.20%	83,640.00
2	42,656,400	0.57%	241,301.04
3	43,509,528	1.13%	492,254.12
4	44,379,719	1.90%	844,426.83

We believe this is conservative because we have not factored a lot of our potential markets.



Revenue Estimation

Assuming the team staked 5000 \$SOL to break even, and community staked 10,000 \$SOL with 10% growth and 10% commission packs assume that each active player only opens 1 pack per week on average, average cost is \$2.5*38 gameweek with a 1% trading fee, it's fair to assume trading fee averages 5% of cards purchased

Assume Solana's price = 140

Year	No. Packs Sold	Trading Fees	Validator Reward	Max Portion of Rewards Pool	Operation Cost	Revenue
1	1,947,500.00	97,375.00	9,800.00	80%	500,000	- 89,065.00
2	7,945,800.00	397,290.00	10,780.00	80%	750,000	920,774.00
3	22,923,598.57	1,146,179.93	11,858.00	80%	1,125,000	3,691,327.30
4	46,764,141.09	2,338,207.05	13,043.80	80%	1,687,500	8,135,578.39
5	80,220,549.15	4,011,027.46	14,348.18	80%	2,531,250	14,317,934.96
Sum	159,801,588.81	7,990,079.44	59,829.98			26,976,549.65

FAQs

What is FPL?

FPL is the fantasy sports game created by the official Premier League, played by 11 million players worldwide, each users are given a £100m paper budget to select a team consists of 15 players, 11 will start every week and collect points

Why Solana?

We believe Solana is unique for its culture as Solana users have the appetite for experimental applications and have the best memecoin communities. We also want to leverage Sanctum to launch our own validator, enabling free to play by airdropping player tokens to our LSD owners.

Why SocialFi?

Solana needs SocialFi to onboard the next millions of users

How SocialFi?

We believe that SocialFi's main difficulty is to find the right target audience, that is why Fantasy Sol starts by building a on chain game for FantasySol and further extend SocialFi features such as teamplay, permissioned influencer launchpad etc.

How to form a deck (5 players team)?

Users can start by choosing a track, then acquire players via pack or specific players through our marketplace, then the user may pick 5 desired players, one goalkeeper, one defender, one midfielder, one striker and another random outfield players.

Why should I play?

For FPL users and worldwide fantasy football players looking to up your FPL experience with higher stakes and rewards, Solana users who loves speculation and fun applications

What will I receive as rewards?

Prize pools will be distributed for every track, which includes rewards in SOL, player packs, future tokens and social points

I'm not familiar with FPL, how do I start?

Any new players should familiarize themselves with the points system of FPL, then try out our mock game (zero cost, low rewards) to familiarize with our game to start, when you're ready, pick a track, acquire 5 players and play for the bigger prize.

What can I do with my player tokens, what happens to them if I select them?

5 token players can be used to build a team and once submitted they will be burned, and points will be distributed to you after the game week ends, you can sell your unwanted tokens or participate in betting pools/ side bets.

I want to join but I don't have enough capital for the whole season, how?

You can select a particular track for shorter timeframes and still stand a chance to win amazing prizes.

I don't understand, where is SocialFi?

As mentioned, FantasySol will start of as a monetized FPL game to attract the FPL community, because we think that most SocialFi projects don't work due to failure to find the right audience.

What are the SocialFi features?

One of our working ideas is to include team-up game modes, which you can form a guild and compete in different tracks, permissioned launchpad is for influencers/ top players to launch

their own token on our platform, they can use that to do profit sharing, private contents, airdrop point multipliers etc, and users need to hold a certain amount of social points to launch an influencer token.