

SolAgent

\$AGENT Tokenomics

Autonomous agents. Shared upside.
Gamified crusaders. Everyone wins SOL.

Working draft | July 2026 | solagent.here.now

1. The big idea

SolAgent deploys autonomous AI trading agents on Solana. Each agent snipes, DCA-buys, rebalances, hunts yield, guards stops, or mirrors whales - 24/7, without the user staring at charts.

The goal is simple: help more people earn SOL through disciplined, automated strategies - not hype, not manual grind. When agents perform, users win. When users win, the platform grows. When the platform grows, \$AGENT captures real value.

This is cooperative upside: bots that help everyone make SOL, dressed up as a game everyone wants to play.

Everyone wins when agents make SOL - users, referrers, treasury, and \$AGENT holders.

2. What is \$AGENT?

\$AGENT is the utility and gamification token of the SolAgent ecosystem. It is not a meme with no function - it is the currency of identity, progression, and shared success around your on-chain bots.

- Dress your pixel crusader - helmets, capes, SOL meme skins, emblems
- Unlock advanced agent cosmetics and seasonal drops
- Access Pro/Fleet perks, fee discounts, and leaderboard prestige
- Stake or hold for revenue share from treasury flows (phase 2+)
- Vote on new templates, meme collabs, and store rotations (phase 3+)

3. Intrinsic value - why \$AGENT is worth holding

\$AGENT accrues value from real activity, not imaginary yield:

- Deploy fees (0.05 SOL per agent) flow to the SolAgent treasury
- Agent budgets sit in treasury-backed vaults - capital at work on Solana
- Avatar store purchases (SOL) - dress your crusader, fund the flywheel
- Plan upgrades (Starter / Pro / Fleet) - more agents, higher caps
- Tips & donations - community support of the worker infrastructure

Intrinsic value = recurring SOL inflows x token sinks x holder participation. As more agents deploy and earn, more users want status (avatars), efficiency (fee discounts), and ownership (staking). Demand meets scarce cosmetic + utility sinks.

4. The flywheel - how it all connects

Deploy agent -> Agent earns SOL -> User unlocks cosmetics / stakes \$AGENT



Meme store hype <- Leaderboards <- Crusader identity

- Step 1: User deploys a pixel crusader agent with SOL budget + fee
- Step 2: Worker executes strategies; agent balance and P&L grow
- Step 3: Earnings unlock avatar items OR user buys with SOL / \$AGENT
- Step 4: Dressed agents show on leaderboard - social proof, FOMO, referrals
- Step 5: New users deploy; treasury and \$AGENT sinks absorb value
- Step 6: Stakers and long-term holders share in platform growth

5. Gamification - agents as playable characters

Each SolAgent build is a pixel crusader - a persistent identity tied to a live wallet strategy. Gamification turns dry DeFi automation into something people care about and show off.

- Pixel crusader avatars per template (Sniper, DCA, Guardian, etc.)
- Avatar store: equip helmets, armor, weapons, capes, emblems
- Unlocks tied to milestones - earnings, actions, deploy size, plan tier
- Leaderboards - best P&L crusaders, rarest loadouts, longest uptime
- Achievements - first deploy, 100 actions, 1 SOL earned, whale mirror
- Seasonal events - limited drops, collabs, meme weeks

6. SOL meme culture in the store

Solana runs on culture. The avatar store will embrace iconic SOL memes as wearable flex - collectible, funny, and scarce.

- BONK ears / bandana - earned after X memecoin snipes
- WIF hat - unlock when agent holds or trades WIF
- JUP jetpack cape - DCA into JUP milestone
- SOL gradient emblem - default prestige for mainnet deploys
- Limited collab skins - community votes with \$AGENT

Meme items drive sharing (screenshots, X posts, dashboard links) which drives deploys. Fun is a growth channel.

7. Proposed token mechanics (draft)

Subject to refinement with community and legal review.

- Name: \$AGENT | Chain: Solana | Standard: SPL
- Total supply: fixed cap (e.g. 1B) - exact number TBD at launch
- Allocation (illustrative): 40% community/rewards, 25% liquidity, 20% treasury, 15% team (vested)

Token sinks - where \$AGENT goes:

- Avatar purchases (burn or lock per item tier)
- Seasonal crates / meme drops
- Leaderboard entry fees (cosmetic tournaments)
- Pro plan discount payments in \$AGENT

Token sources - how users earn \$AGENT:

- Agent earnings milestones (e.g. 0.25 SOL earned = airdrop points)
- Referrals - friend deploys, both earn cosmetic credits
- Liquidity provision rewards
- Staking \$AGENT for fee rebates + revenue share

8. Revenue share - aligning holders with agent success

A portion of treasury inflows (deploy fees, store SOL, plan upgrades) funds a rewards pool. \$AGENT stakers receive pro-rata distributions in SOL - directly linking token value to agents making money for users.

If agents help everyone make SOL, the platform earns. If the platform earns, stakers earn. Users are not exit liquidity - they are the engine.

9. Roadmap phases

- Phase 1 (now): Pixel crusaders, avatar store scaffold, SOL-paid cosmetics
- Phase 2: \$AGENT SPL launch, store dual-currency, earn-to-unlock automation
- Phase 3: Staking, SOL revenue share, meme collab drops
- Phase 4: DAO votes on templates, treasury policy, seasonal lore
- Phase 5: Fleet guilds - squads of agents, shared cosmetics, group leaderboards

10. Summary - everyone wins

SolAgent is not just bots. It is a cooperative game where autonomous agents fight for SOL on your behalf, and

\$AGENT turns that performance into identity, status, and shared upside.

Users win when agents earn. The treasury wins when users deploy and dress. Holders win when activity grows. Meme culture wins when BONK capes go viral. Everyone wins when more people make SOL on Solana.

Let's build the crusaders, ship the token, and make earning feel like playing.

Next step: finalize \$AGENT SPL specs, avatar store on-chain payments, and first meme drop calendar.