

Build an ETF. Beat the median. Get paid.

A weekly stock-ETF league on Solana. Real tokenized stocks, a \$5 ticket, and your stocks always come back.

Say: Hi, I'm building IndX. Everyone thinks they can pick stocks better than the next person, but nobody keeps score. IndX is a weekly league on Solana: you build an ETF from real tokenized stocks, put in a \$5 ticket, and if your ETF beats the median you get paid. Whatever happens, your stocks come back. It's live on devnet today, on Android and in the browser.

Stock picking is a skill game with no scoreboard.

Brokers

Your P&L against nothing. In a rally everyone looks smart.

Prediction markets

One event, not a portfolio, and the whole stake is gone if you're wrong.

Simulators

Paper money. No stakes, no ownership, no reason to care.

79%

of active large-cap US funds underperformed the S&P 500 in 2025 (SPIVA). Beating a benchmark is rare and measurable, which makes it a fair game.

Say: Stock picking is the most popular skill game nobody scores. If you trade on a broker you compete against nothing: in a bull market everyone looks smart. Prediction markets let you back a view, but on one event, and you lose the whole stake. Paper simulators have no stakes at all. And beating the market is genuinely hard: 79% of active large-cap funds trailed the S&P 500 in 2025. That's exactly what makes it worth scoring.

Real stocks are now tokens, and they trade on Solana.

\$2.5–3B

tokenized stocks, 2026
(under \$1B in April)

~82%

Solana's share of
tokenized-stock trading,
July 2026

\$44–64B

prediction-market volume,
2025

57M

US and Canadian fantasy
players a year

Say: Why now? Because stocks are now on-chain, and mostly on Solana. Tokenized stocks went from under a billion dollars in April to between 2.5 and 3 billion in distributed value this year. xStocks passed 3 billion in on-chain volume within six months, and in July Solana did about 82% of all tokenized stock trading. On the demand side, prediction markets did 44 to 64 billion last year, and fantasy reaches 57 million players in North America. People clearly pay to back a view.

One round a week.

1 · Build

Pick 3–10 tokens, set weights, choose an amount.
Or back an ETF you like.

2 · Lock

USDC to basket and \$5 ticket in one approval.
Entries close Monday.

3 · Compete

Live standings against the round's median, Monday to Friday.

4 · Get paid

Settled on-chain Friday.
Winners paid, every basket returned, automatically.

Rules: no token above 50%, crypto $\leq$ 20%, \$10 minimum basket

Say: Here's how it works. Entries open Friday after the last round settles. You pick 3 to 10 tokens and weights, type an amount, and in one approval IndX swaps your USDC into exactly that basket and locks it with a \$5 ticket. Or you back someone else's ETF. Entries close Monday, the round runs to Friday, and the program settles on-chain: winners are paid, baskets go back, and nobody has to claim anything.

Pari-mutuel. Weighted by skill.

20-ETF ROUND	PAYOUT ON \$5
1st	\$23.15 · 4.6×
2nd	\$15.25 · 3.1×
3rd	\$11.08 · 2.2×
5th	\$7.41 · 1.5×
10th (just above)	\$5.39 · 1.08×
Below median	\$0

\$4.75

expected value of a \$5 ticket: a 5% take, half of the 10% (the other half refills thin rounds)

$$a = 1 / (1 + r)^6$$

Winners' share falls steeply with distance from the best return.
Capped at 100× per ticket.

From the IndX settlement engine; evenly spaced returns assumed

Say: The mechanism. It's pari-mutuel: IndX never plays against users. The losing tickets form the pot, we take 10%, half for the platform and half for a season pot, and the rest goes to the winners weighted by how close they finished to the best ETF. In a 20-ETF round, the best ETF turns \$5 into \$23, the last winner gets \$5.39. The expected value is \$4.75 per ticket, a 5% take, comparable to a sportsbook and well under fantasy's 10 to 15%.

Half the field wins, whatever the market does.

Market-neutral

The line is the field, not zero. Only relative skill counts.

~50% win weekly

vs ~10% in top-N formats. Beginners stay; skill still pays steeply.

Capital returned

Your basket comes back with its gains or losses. Only \$5 is at stake.

Identical baskets merge into one team: no splitting one idea into many entries

Say: Why the median and not top 10? Three reasons. It's market-neutral: in a crash, the half that fell least still wins, so only relative skill counts. About half of ETFs win every week, which keeps beginners playing, where a top-10% format makes 90% lose. And your capital is never at risk: the basket is your ETF and comes back with whatever it gained or lost, exactly as if you'd held it. The \$5 is a cheap weekly option on proving you picked better.

Built and live on devnet.

On-chain league

Anchor program: escrowed baskets, settlement, claims, voids, season pot. Conservation checked on-chain.

Autonomous keeper

Opens, prices, settles and pays rounds. Winners and baskets arrive with nothing to claim.

Android app

Seed Vault, wallet apps, Google/email/passkey (Privy). One-tap build, live standings, @tags.

55

automated tests, full rounds on LiteSVM

1 tap

USDC to locked basket and ticket

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surfaces: APK, web app, API

Say: This is all built and working on devnet: an Anchor program with escrowed baskets and on-chain settlement, a keeper that runs rounds by itself, a server that plans and checks every transaction before you sign, and an Android app. You can sign in with Seed Vault, a wallet app, or Google, email and passkeys through Privy. Build is one tap, from USDC to a locked basket. There are 55 automated tests including full rounds.

Built for the Seeker.

Seed Vault first

One-tap sign-in through Mobile Wallet Adapter on Seeker.

SKR in your ETF

SKR is a basket asset in the crypto slice, priced live by Jupiter.

Next: SKR perks

Lower fees or a bigger pot share for SKR holders, checked against the Seeker Genesis Token. dApp Store listing.

Say: Built for the Seeker. On a Seeker the main button is Continue with Seed Vault. And SKR is in the game: it's a basket asset in the crypto slice, priced live from Jupiter, so Seeker owners can back their own ecosystem against Apple and Nvidia. Next we want SKR holder perks, a lower creator fee or a bigger pot share, verified on-chain with the Seeker Genesis Token, and a dApp Store listing.

Ownership + competition + bounded risk.

	REAL ASSETS	COMPETE	AT RISK	ON-CHAIN
Robinhood / brokers	Yes	No	Everything	No
Polymarket / Kalshi	No	Events	Full stake	Partly
DraftKings / fantasy	No	Athletes	Entry fee	No
Simulators	No	Yes	Nothing	No
On-chain index protocols	Yes	No	Everything	Yes
IndX	Yes, self-custody	Weekly	\$5	Yes

Say: Competition. Brokers give you ownership but no competition and all your capital at risk. Prediction markets and fantasy give you competition but no ownership, and you lose the stake. Simulators have no stakes. On-chain index protocols let you build baskets but there's no game. IndX sits in the one cell nobody occupies: real assets you hold yourself, a weekly competition, and only five dollars at risk.

A small take, many rounds.

STREAM	PER ENTRY	WEEKLY ENTRIES	ANNUAL REVENUE
League take (5% of losing tickets)	≈ \$0.125	10,000	≈ \$117K
Swap routing, 0.2% on \$50 (mainnet)	≈ \$0.10	100,000	≈ \$1.17M
Premium leagues (\$25 / \$100)	scales	1,000,000	≈ \$11.7M
Sponsored seasons	per season		

Assumes \$5 tickets, half losing, \$50 average basket, 52 rounds

Say: Business model. The league take is 5% of losing tickets to the platform, about 12 and a half cents an entry. On mainnet we add a small Jupiter routing fee on the swap into the basket, about 10 cents on a \$50 basket. At 100,000 weekly entries that's about 1.2 million a year, before premium leagues and sponsored seasons. 100,000 a week is a small fraction of fantasy's 57 million players.

Seeker first. Creators as the loop.

Seeker + dApp Store

Wallet-native users, on the chain where tokenized stocks trade.

Creator economy

Creators earn 10% of backers' winnings and up to 2% when people buy their ETF. Pickers bring audiences.

Cold-start proof

Rounds work from 4 ETFs; the season pot tops up thin rounds.

Shareable ETF cards and @tags turn picks into posts

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Say: Go to market. Start with Seeker owners and the Solana community through the dApp Store: they already hold wallets and tokenized stocks are native to their chain. Creators are the growth loop: they earn 10% of what their backers win, so good pickers bring their audiences. And the median format works from just four ETFs, with the season pot topping up thin early rounds.

RISKS

What could go wrong.

RISK	MITIGATION
Regulation (gaming / securities; xStocks not for US persons)	Launch where xStocks are offered; geofence; legal review pre-mainnet; pari-mutuel, no house risk
Price integrity	Multiple samples; Pyth + Jupiter; published inputs anyone can verify; void and refund
Smart-contract risk	On-chain conservation checks; 55 tests; external audit before mainnet
Liquidity on large baskets	Server quotes with slippage headroom; player-sized baskets

Full analysis in the research report

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Say: The risks, honestly. Regulation is the big one: depending on the country, a paid contest on stock prices can look like gaming or a securities product, and xStocks aren't offered to US persons. So we launch where tokenized stocks are already offered, geofence, and get legal review before mainnet. Prices: multiple samples, published inputs anyone can verify, and refunds if a round's prices fail. The contract gets an audit before mainnet.

Devnet league to mainnet season.

Now

Devnet league, APK, web,
Seed Vault + Privy, SKR
asset

Q4 2026

Audit, mainnet beta
(xStocks + USDC via
Jupiter), dApp Store

Q1 2027

Seasons: leaderboard
shares the season pot every
30 rounds. SKR perks, friend
leagues

2027

Premium and sponsored
leagues; new asset classes
as they tokenize

Say: The roadmap. Today the league is live on devnet with the Android app. This quarter: audit, mainnet beta with real xStocks and USDC through Jupiter, and the dApp Store. Next quarter: seasons, where the top of the leaderboard shares the season pot every 30 rounds, SKR perks, and friend leagues. Then premium leagues and sponsored seasons.

Pick better. Prove it every week.

Android APK: raw.githubusercontent.com/NECOKIZZ/ind-x/apk/IndX.apk

Web: ind-x-app.onrender.com · Code: github.com/NECOKIZZ/IND-X

Say: That's IndX: build an ETF, beat the median, get paid, and keep your stocks. You can download the APK and play this week's round on devnet right now. Thank you.