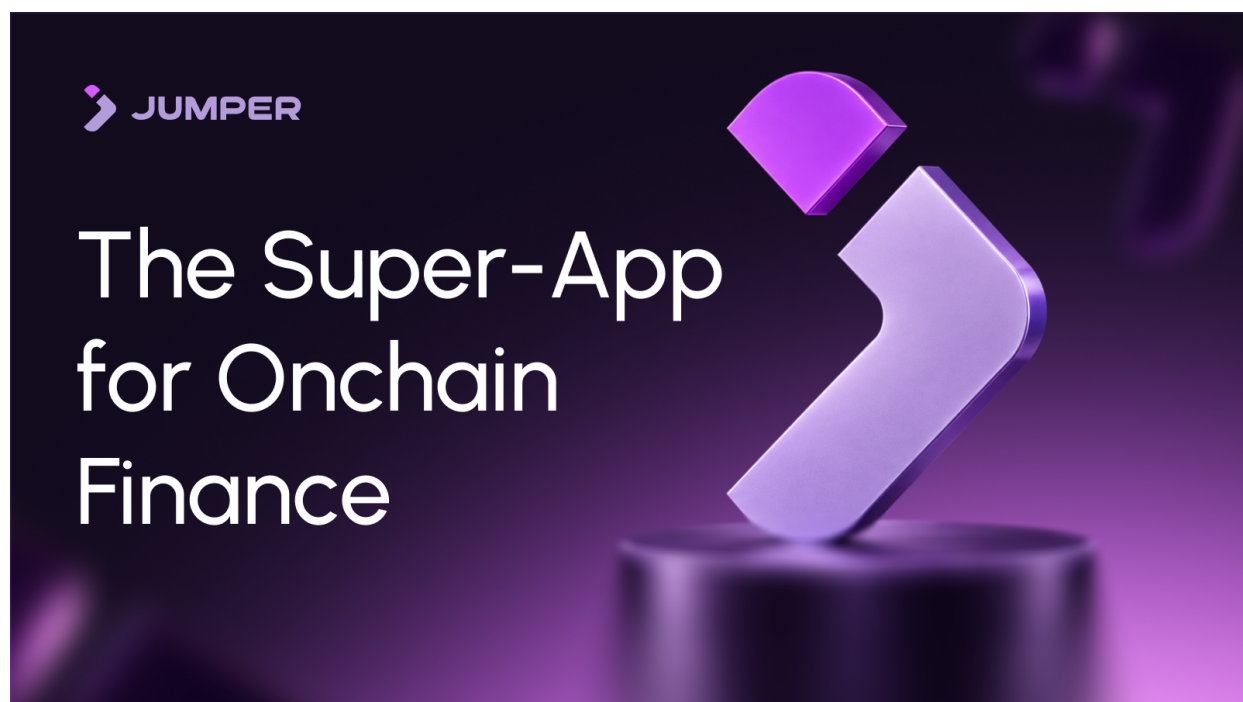




Jumper Investment Thesis

TLDR: Jumper is the super-app for onchain finance.

The consumer app narrative is hot. Jumper is raising at \$75M FDV, with proven distribution, billions in volume, and an expanding product suite across swaps, perps, RWAs, and trading. With strong execution, Jumper is well positioned to be a category defining super-app for onchain finance.

Token Sale Details:

- **Sale Date:** 29th September 2026
- **FDV:** \$75,000,000
- **Vesting:** 50% at TGE, 50% linear vesting over 4 months
- **Softcap raise target:** \$2,000,000
- **Hardcap raise target:** \$3,000,000
- **TGE:** Q4

There is no Jumper equity. JUMP token is the only way users, contributors, and investors participate in Jumper's growth, so the value created by Jumper is aligned with tokenholders.

In the token sale, we're giving preference to two groups:

1 - The Jumper community – Your XP matters.

The higher your XP level, the higher your priority for an allocation in the \$JUMP sale.

2 - The top 500 people on the waitlist leaderboard.

Check your rank here: <https://waitlist.jumper.xyz/>

Team

Jumper is run by a credible team of builders who have been actively and publicly building for the last five years.

- CEO: [Marko Jurina](#)
- Head of Product & Data: [Octave Mesnard](#)
- Engineering Lead: [Sebastien Bramille](#)
- Head of Marketing: [Arjun Chand](#)
- Head of Growth: [Dean Simcock](#)

Token Utility & Tokenomics

- Ticker: JUMP
- Fixed supply: 1,000,000,000.
- Utility token. Stake or lock JUMP – fee discounts, reward multipliers, service perks. No governance.
- JUMP token is the only way users, contributors, and investors participate in Jumper's growth, so the value created by Jumper is aligned with tokenholders. There is no Jumper equity.
- Value mechanisms under design: fees, buybacks, staking. *Indicative only, non-binding, subject to final design and regulatory review.*

Holder	Allocation	Vesting
Public Sale	4%	50% unlocked at TGE; remaining 50% monthly over 4 months
Investors	26.07%	No unlock at TGE 50% unlocked at 12 month cliff post TGE; remaining 50% linear to month 24
Team	14.70%	No unlock at TGE 50% unlocked at 24 month cliff post TGE; remaining 50% linear to month 36
Community	33.33%	Distributed to the community
Treasury	21.90%	Controlled by treasury; deployed for growth

- Investor and team allocations are fully locked at TGE.
- TGE is expected in Q4, 2026.

Note: Jumper was incubated within LI.FI. The idea was backed and funded by investors from Multicoins, Coinfund, Dragonfly, Superscript and 100s of angel investors on the LI.FI cap table. The LI.FI investors receive locked JUMP allocations reflecting their existing ownership. This allocation comes with a substantial haircut to make Jumper a truly publicly owned consumer application.

Catalysts

- JUMP token is the only way to get exposure to Jumper - there is no Jumper equity.
- Jumper Perps: launch with JUMP token incentives and Ondo rewards
- Jumper Advanced: increased market share in swaps
- Jumper RWA: trading interface for tokenized stocks and other RWAs
- Consumer app narrative: Fomo's latest round was at \$550M valuation, Tensor got acquired by Coinbase
- Fee collection and revenue generation
- Token buybacks (supply pressure)
- Staking (supply pressure)
- Jumper mobile app: simplified user experience to onboard non crypto-native users from distribution channels like Reddit, TikTok, Instagram
- Future product expansion: card, collectibles (Gatcha)

Risks

- Jumper has demonstrated significant transaction volume and usage, but the long-term thesis depends on converting that distribution into durable revenue.
- Competition from apps like Jupiter and wallets that are increasingly becoming super-apps.

Jumper Thesis

Onchain trading volume is blowing up. Every asset in the entire world will, in some form, be traded onchain. Jumper is the super-app that brings every product (swaps, bridging, earn, perps) and every asset onchain (memecoins, majors, alt-coins, tokenized stocks, real world assets) under one roof.

The growth of apps like Fomo and Pump.fun, that bring memecoins from multiple blockchains under one simplified interface, has proven that there's a massive untapped market to do the same for all assets and a wider range of blockchains.

Jumper is that super-app for onchain finance. It simplifies trading the most-in demand assets onchain by abstracting the blockchain complexity - ushering in an asset-centric trading paradigm.

Jumper has proven distribution. It is a market leader in bridging, with increasing volumes and market share in swaps.

- #1 aggregator by bridging volume.
- 15% market share in bridging.
- 100,000 monthly active users.
- Top 10 aggregators by swap volume.
- Go-to app for whales. 45% of the active addresses trade over \$1k, \$10k and \$100k in size.

With over \$41 billion in lifetime volume, Jumper has established product-market fit in the bridging and swapping category. Now, it is expanding its product offerings horizontally to offer a wider range of onchain actions to its users.

The overarching thesis of the product expansion is the super-app thesis - which means that users will use Jumper for more of their onchain actions. They already trust Jumper for bridging and swapping, they are more likely to trust Jumper for covering their other onchain needs.

Every new product is a new volume and revenue generating venture for Jumper. The latest and upcoming product launches are aimed to expand and monetize Jumper's distribution:

- [Jumper Earn](#): Yield opportunities onchain, offered to users in a seamless one-click user experience - across all blockchains. Recently hit \$10 million in attributed TVL.

- [Jumper Advanced](#): improved trade execution and feature set for sophisticated traders (limit orders, TWAP, DCA) - 100x potential volume and value capture.

- [Jumper RWA](#): trading interface for tokenized stocks and other RWAs, a category expected to grow 1000x in the coming years.

- Jumper Perps: aggregation of perps trading venues, launching with JUMP token and USD incentives with Ondo.

As Jumper expands into advanced trading, RWAs, perps and earn, each new vertical creates another reason for users to stay within the Jumper ecosystem - increasing the number of actions, transaction frequency and potential revenue generated per user.

Business Model & Projected Revenue

TLDR: Jumper is targeting over \$2M in monthly revenue within the next 12 months.

Jumper has historically prioritized product adoption and distribution over monetization and is currently pre-revenue.

The business model is built around monetizing the transaction volume already flowing through Jumper, while expanding into higher-frequency and higher-value products such as Advanced, Perps, RWAs and Earn.

Jumper's revenue projections include fees from the following verticals:

- Spot volume – bridging, swapping, RWAs
- Perps
- Earn
- Others – campaigns and perks

Jumper's conservative revenue numbers are as follows:

	Q2 2027	Q3 2027	Q4 2027	Q1 2028	Q2 2028	Q3 2028	Q4 2028
Spot Volume (Swap, Bridge, RWA, Private, Multi-swap etc.)	\$4.94B	\$5.40B	\$5.90B	\$6.45B	\$7.05B	\$7.70B	\$8.41B
Spot Volume — Trailing 12 Months		\$19.00B	\$20.77B	\$22.69B	\$24.79B	\$27.09B	\$29.61B
<i>Effective take rate</i>	2.5 bps	2.5 bps	2.5 bps	2.5 bps	2.5 bps	2.5 bps	2.5 bps
Volume Revenue	\$1,235,461	\$1,350,021	\$1,475,205	\$1,611,996	\$1,761,471	\$1,924,807	\$2,103,289
New Spot Product Lines — Quarterly Volume	\$16.9M	\$18.5M	\$20.2M	\$22.0M	\$24.1M	\$26.3M	\$28.7M
New Spot Volume — Trailing 12 Months		\$50.8M	\$71.0M	\$77.5M	\$84.7M	\$92.6M	\$101.2M
<i>Effective take rate</i>	30.0 bps	30.0 bps	30.0 bps	30.0 bps	30.0 bps	30.0 bps	30.0 bps
New Spot Revenue	\$50,663	\$55,360	\$60,494	\$66,103	\$72,233	\$78,931	\$86,250
Perps Volume	\$1.25B	\$1.44B	\$1.67B	\$1.93B	\$2.24B	\$2.59B	\$3.00B
Perps Volume — Trailing 12 Months		\$3.83B	\$5.20B	\$6.29B	\$7.28B	\$8.43B	\$9.76B
<i>Effective take rate (*incl builder code, after fee redistribution)</i>	3.0 bps	3.0 bps	3.0 bps	3.0 bps	3.0 bps	3.0 bps	3.0 bps
Perps Revenue	\$373,856	\$432,785	\$501,002	\$579,973	\$671,391	\$777,219	\$899,728
Earn attributed TVL — Quarter End	\$87.2M	\$100.9M	\$116.8M	\$135.2M	\$156.5M	\$181.2M	\$209.8M

<i>Effective take rate</i>	<i>5.0 bps</i>	<i>5.0 bps</i>	<i>5.0 bps</i>	<i>5.0 bps</i>	<i>5.0 bps</i>	<i>5.0 bps</i>	<i>5.0 bps</i>
Earn Revenue	\$124,619	\$144,262	\$167,001	\$193,324	\$223,797	\$259,073	\$299,909
Campaigns, Perks Revenue	\$21,000	\$23,250	\$25,500	\$27,750	\$30,000	\$32,250	\$34,500
Total Revenue	\$1,805,597	\$2,005,678	\$2,229,201	\$2,479,146	\$2,758,892	\$3,072,280	\$3,423,676
Total Revenue — Trailing 12 Months		\$6,183,397	\$7,567,357	\$8,519,622	\$9,472,917	\$10,539,519	\$11,733,994