

## Block Ape Scissors Whitepaper v1.01





- INTRODUCTION 3
- BLOCK APE SCISSORS GAME 5
  - BIG PICTURE 8
  - BASTOKENOMICS 8
- DEVELOPMENT ROADMAP V1 9



### INTRODUCTION

Block Ape Scissors will seamlessly integrate and unite gaming, NFT's and Defi to produce a gamified experience that interacts directly with yield farming to generate a personalised experience for each unique ape.

Pioneering completely new game, NFT and yield farming mechanics Block Ape Scissors will pave the way for entirely new play to earn reward systems and incorporating generations of successful gaming models into the new world of decentralised finance for fun, exciting and lucrative ways to play games, earning cryptocurrency and NFT's.

As the roadmap is developed, external tokens gain utility beyond their native models to enable rapid evolution of the community and market share through network effects of other communities. The success of the project will allow us to expand the vision to a fully gamified ecosystem that will span across ecosystems and integrate with other partner projects for second and third level markets.

### PURPOSE

WE AIM TO PROVIDE YIELD FARMS, MEME TOKENS AND OTHER PROJECTS ADDITIONAL USE CASES BEYOND THEIR NATIVE TOKENS WITH THE INTENTION TO CREATE SECONDARY AND TERTIARY MARKETS.

#### VISION

TO BECOME THE CORE GAMIFIED DEFI ECOSYSTEM ACROSS ALL CHAINS.

#### MISSION

TO BUILD THE BEST GAMIFIED DEFI EXPERIENCE AVAILABLE TO THE CRYPTOCURRENCY AND WEB3 COMMUNITY.

### THE PROBLEM

Yield farming for most tokens and projects is a bubble that bursts once no further supply is minted. Once the rewards end, apes move on and likely dump the tokens unless they can be used somehow or trading volume supports strategies such as swing trading. At best, they become a store of value, but have no additional use case.

The same applies for many altcoins and meme tokens. Many have no utility other than being a store of value that can be leverage traded through larger exchanges. Currently, the best hope meme tokens have for longevity is to get enough volume to become recognised as a tradeable token pair.

### Most farming and meme tokens have some or all of these characteristics;

1. Limited time use case

- 2. None or no additional utility beyond farming
- 3. Driven by community hype rather than solving problems
- 4. Store of value limited to the shelf life of hype cycles
- 5. No participation in a circular economy





This creates a situation where many tokens and projects will simply die out due to having no additional use case or secondary market for their tokens.

## THE SOLUTION

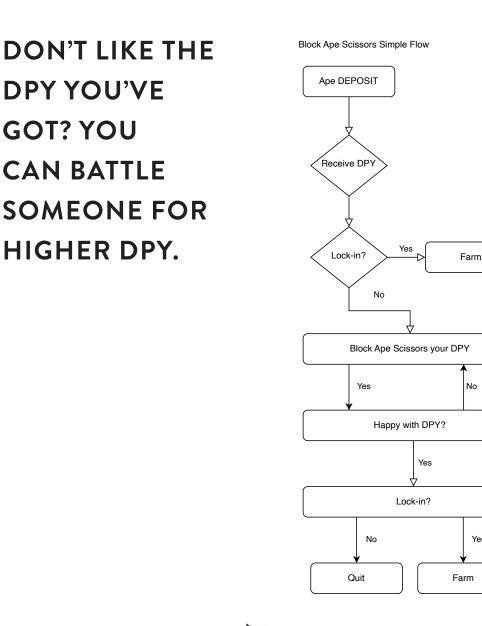
Enter Block Ape Scissors, a simple rock, paper, scissors game that allows apes to pay entry fees for battles and tournaments with their favourite farming or meme tokens, earning a share of the pool and potential NFT rewards.

The model will allow NFT's to leverage yield farms in ways the current DeFi mechanics do not yet accomodate to provide truly personalised experiences in DeFi. Block Ape Scissors will provide native yield farming pools that integrate with the gaming platform and grow to other partner projects using our newly created and customised NFT standards for DeFi.

The solution will provide extended utility to dormant projects and stores of value which will range across the ever expanding gamified ecosystem of products and use cases starting with Block Ape Scissors. We therefore are proud to introduce the Play to Leverage model.

Personalised Yield Farming (Gen 2)

Block Ape Scissors will be the first yield farming project to offer a personalised yield farming experience. Apes choose a lock-in amount, a lock-in timeframe and receive a completely random DPY (daily percentage yield) from the smart contract.



No

Yes



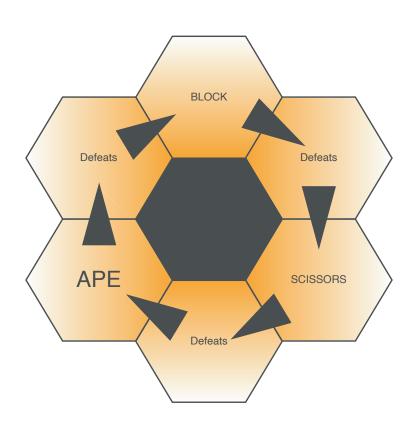
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As the offering develops, we envisage smart yield farming opportunities where the system will address values of the tokens of wallets and suggest the best strategies for apes each time they attempt to lock-in and earn.

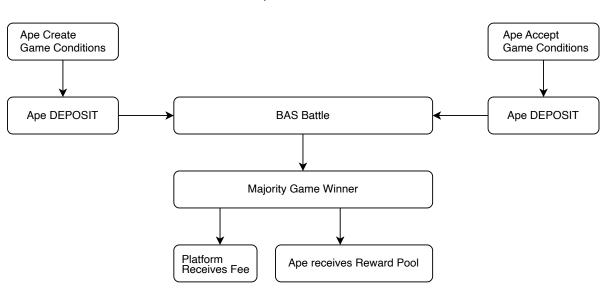
### **BLOCK APE SCISSORS GAME**

Block Ape Scissors is a simple, simultaneous zero-sum game played over a series of rounds. Whenever a player wins, the other loses. The player who wins the majority of rounds played is crowned the victor.



### APE BATTLE MODE

Apes may deposit arbitrary amounts of tokens as an entry fee to battle a single opponent across a selected number of rounds with the winner taking the pool. As the platform develops templated battle formats, suggested amounts will be released based on demand and battle regularity for standard battles.



#### Block Ape Scissors Battle Flow



5

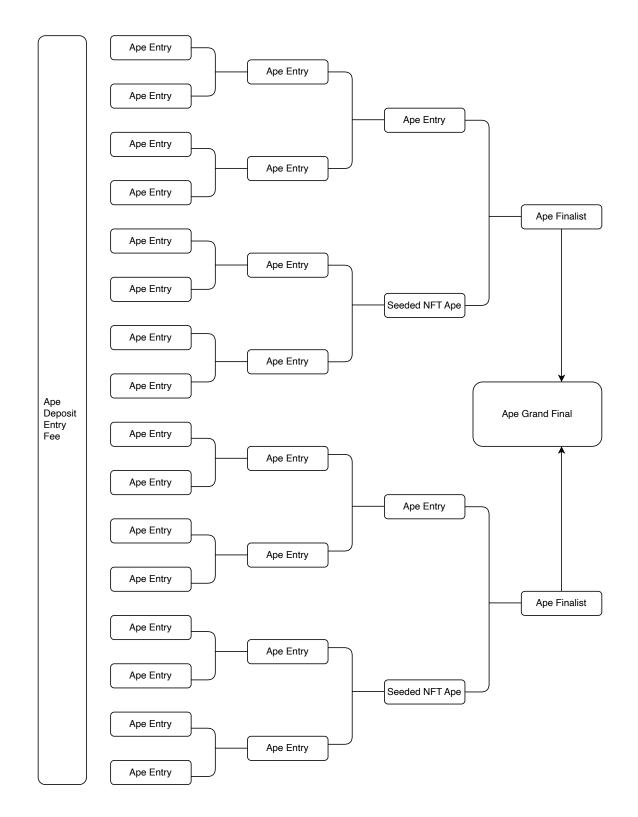


Leaderboards and additional metrics will be formed from standard battles, offering the chance to earn NFT's through battling opponents via numerous ways. IE, token turnover, number of battles, victories, losses etc.

## TOURNAMENT MODE

Apes deposit the required amount to participate in tournaments. X number apes battle it out over X rounds to progress to further stages. At the time of writing, two tournament styles are envisaged; a single elimination stage and double round robin. Both scenarios proceed to the bracket stage for playoffs.

Apes who have earned specific NFT's automatically become seeded into bracket stages for tournaments and do not have to face opponents in earlier stages. Effectively, providing easier pathways to prizes and other rewards.



#### Block Ape Scissors Tournament View Example

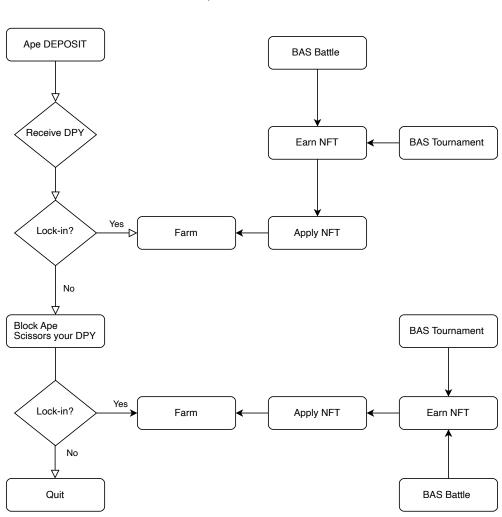




There is no limit to the number of tournaments players can participate in at once and these are intended to be run simultaneously.

## DPY BATTLE MODE

After apes lock-in their deposit and timeframe to farms they are given a random DPY. Portions of this DPY can be used as entry fee for DPY Battle mode to increase potential earning on the platform. As a teaser, there will be a maximum ceiling of 20% DPY earnable for a lock-in period and a small fee if apes choose to quit instead of proceeding with locking the funds in to the farm.



#### Block Ape Scissors Advanced Flow

### **NFT REWARDS**

NFT's earnt through battling and tournaments apply various bonuses to lock-in yield farming activities. At the time of writing we have assessed three key NFT's which when applied, will alter yield farming characteristics for that specific wallet. Effectively adding value to already personalised yields through Block Ape Scissors.

# THIS COMPLETES THE CYCLE OF THE PLAY TO LEVERAGE MODEL.





### **BIG PICTURE**

Can you imagine a personalised yield farming experience where you are recommended strategies for tokens in your wallet, provided a customised DPY, with the ability to enhance your earning capability on those farms by applying NFT's won through battles and tournaments?

## THIS IS BLOCK APE SCISSORS.

### **BAS Token Information**

The Block Ape Scissors Token (BAS) will be launched with the following tokenomics.

THE BLOCK APE SCISSORS TOKEN (BAS) WILL BE LAUNCHED WITH THE FOLLOWING TOKEN METRICS.

UTILITY - THE BAS TOKEN IS THE PRIMARY MEANS TO GAIN ENTRY INTO BATTLES, TOURNAMENTS AND EXCHANGE NFT'S.

FARMING - APES WILL BE ABLE TO FARM BAS TOKEN IN POOLS AND USE THE NATIVE TOKEN TO FARM ITSELF AND OTHER REWARDS THROUGH A VARIETY OF YIELD AGGREGATION STRATEGIES.

DEFLATIONARY - 3% OF BAS USED AS TRANSACTION FEES WILL BE BURNED FOREVER. THIS WILL DECREASE THE SUPPLY OF BAS OVER TIME.

TAX - EACH TRADE TRANSACTION (EXTERNAL TO THE PLATFORM) CONTAINS A TAX OF 5% WITH 2.5% GOING BACK TO HOLDERS AND 2.5% GOING BACK TO DAO TREASURY. IN THE ABSENCE OF DAO TREASURY, THESE FUNDS WILL BE USED FOR DEVELOPMENT AND MARKETING PURPOSES.

GOVERNANCE - BEYOND INITIAL GAME RELEASE CONTROL OF THE DIRECTION OF BLOCK APE SCISSORS WILL BE HANDED OVER TO THE COMMUNITY WITH A TREASURY TO SUPPORT AND FOSTER INNOVATION OF THE PLATFORM. THE BAS TOKEN WILL BE USED AS MEANS TO VOTE AND SUBMIT PROPOSALS ON HOW THE FUNDS WILL BE UTILISED FOR FUTURE VENTURES.

### **BAS TOKENOMICS**

Team Tokens	15%
Contests & Bounties	5%
Private Sale	10%
Public Presale	10%
Liquidity (PCS)	10%
DAO Treasury & Future Development	15%
Farming & Play to Leverage	35%





## **CONTESTS & BOUNTIES**

During the initial development phase we will crowdsource required smart contract mechanics for the yield farms, RNG interaction , BAS game specification and NFT generation to kick off the ecosystem. Bounties and prizes will be awarded for the best and most efficient contracts, and winning contestants will win the opportunity to work long term on the project.

### **DEVELOPMENT ROADMAP V1**

#### 2021 Q2 - Q3 APE GENESIS

- PRIVATE SALE
- PUBLIC PRESALE
- SMART CONTRACT CONTESTS & BOUNTIES
- PERSONALISED YIELD FARMING V1
- BAS GAME BETA
- BAS TESTNET LAUNCH
- NFT V1

#### 2021 Q3 - Q4 HALF APE

- BAS DPY BATTLE MODE
- BAS APE BATTLE MODE
- BAS TOURNAMENT MODE
- IOS & ANDROID APP
- NFT V2
- SITE & EXPERIENCE ITERATION

#### 2021 Q4 - 2022 Q1 FULL APE

- DAO LAUNCH
- BAS API & SDK RELEASE
- PARTNER INTEGRATIONS
- CROSSCHAIN TESTNET LAUNCH
- NFT V3
- DECISION PROTOCOL
- $\cdot$  EXPANDED GAME ECOSYSTEM

### 2022 Q1 - Q2 BLOCK, APE AND TWO PAIRS OF SCISSORS

- PAYMENT PROVIDER & FIAT OFFRAMP AUTOMATION
- · CROSSCHAIN GAME ECOSYSTEM
- RPG ECOSYSTEM EXPANSION
- AR/VR EXPANSION
- INTERGAME COLLABORATIONS
- INTERPLATFORM COLLABORATIONS





### BLOCK APE SCISSORS Whitepaper

Matthew Hutchins Revision 16th June 2021