



Armada DAO 8/22



Table of Contents

Introduction	3
What is Ape Armada: Island Warfare	3
The Opportunity	3
Our Mission	3
Gameplay	4
Game Modes	4
Ranked & Unranked Matches	4
Wager Mechanics	5
Match Making	7
Tokenomics	7
Banantonium (BTO)	7
Armada (ARM)	9
Sustainable Emission	10
Weapon NFTs	10
Economy	11
Treasury	11
Distribution	12
Reserves	12
Marketplace	12
Mercenary System	12
Staking	13
Governance	13
Development	13
Council	13
Proposals	14
Voting	14

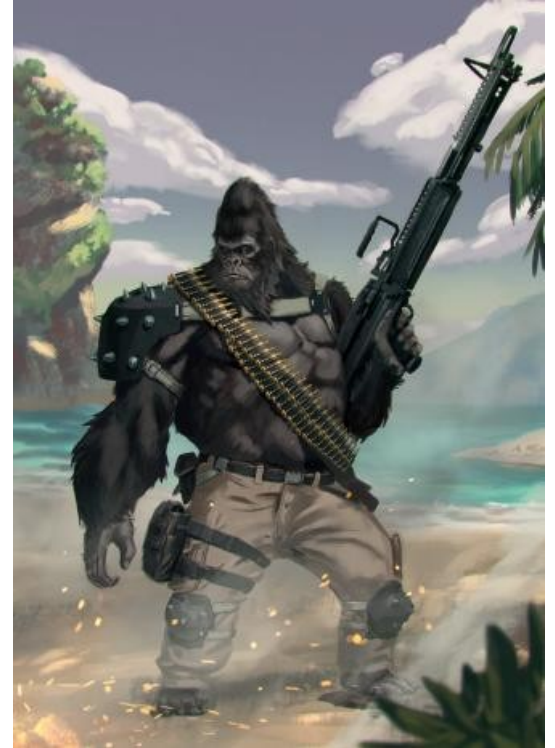
1 Introduction

1.1 What is Ape Armada: Island Warfare

Ape Armada is the first Skill to Earn, Multiplayer, First Person Shooter. Users equipped with NFT Weapons - participate in 4v4 or 1v1 matches to earn Bananatonium (BTO), a special metal that the warring Ape Clans are battling to acquire and use for their survival. BTO is primarily used to level up, purchase, and customize NFT Weapons.

Skill to Earn is a novel variation of Play to Earn where the player's earnings depend entirely on in-game performance. This is accomplished by requiring players to wager a certain amount of Binance Coin (BNB) to participate in ranked matches. Unranked matches are also available but do not require a wager to participate.

With Skill to Earn as the core game mechanic, Ape Armada will encourage millions of FPS amateurs and professionals to play the game and become skilled to earn real money.



1.2 The Opportunity

There are significant problems concerning the design of current generation Play to Earn (P2E) games. Generally, these games tend to lack either engaging gameplay or a stable economy. A cursory glance through traditional P2E user comments shows this trend among many of the most popular P2E games. Players are tired of inflation that erodes their token value. New users are frustrated by asset prices that make the game unapproachable. P2E gamers just want to make money while playing a game with balanced, immersive gameplay.

1.3 Our Mission

Ape Armada's gameplay is designed to deliver **Matches That Matter**. We are using a combination of battle-tested elements to provide innovative and engaging gameplay that keeps players on the edge of their seats. FPS lovers will feel at home while playing and also have the power of DeFi at their fingertips in an intuitive format.

This is accomplished in part by providing **Balanced Weapons**. Users will always be able to compete against others- no matter how expensive their equipment is. More valuable weapons will have access to a larger array of upgrades, attachments, and skins. However, the differences have been designed so that players of the same skill level will still be able to fairly compete.

Maintaining a **Stable Economy** is the primary focus of Armada DAO and sustainable tokenomics are built into the foundation of Ape Armada. All tokens have a set max supply so users need not worry about the rampant inflation that plagues many P2E games. Tokens will also be sustainably distributed to ensure that players can continue to earn rewards indefinitely.

Ape Armada is designed to have an **Affordable Entry Barrier**. Basic NFT Weapons will remain affordable to purchase and a starter weapon is provided for all new users. Although Uncommon, Rare, Epic, and Legendary Weapons will be more expensive due to scarcity. Any new players will be able to join an unranked match and start playing without having to spend a cent. Skill to Earn Mechanics and Ranked matches will be accessible as soon as a player owns any NFT Weapon.

Ape Armada will **Encourage Mass Crypto Wallet Adoption** by including a built-in crypto wallet that is automatically created and intuitively accessible within the game. Non-Crypto natives will automatically own and be taught to use a Crypto wallet by simply downloading the game. As new crypto users play the game, they will be able to easily buy, sell, and trade in-game assets in the built-in Marketplace.

2 Gameplay

2.1 Game Modes

Ape Armada Will initially host two game modes, and the options available may expand in the future. The primary game mode will be a thrilling, objective-based, 4v4 match where players must work together to acquire and secure Bananatonium. 1v1 matches will also be available for those that want to get in on the action but prefer to work alone. In addition to the two multiplayer game modes, there will also be a firing range where players can test their loadouts or try weapons before purchasing.

2.2 Ranked & Unranked Matches

Unranked Matches will always be free to play. They will never require an NFT, wager, or even any understanding of crypto to participate. However, if a player wishes to earn BTO in unranked matches they must have an NFT Weapon equipped. Players can also wager BTO to increase their earning potential. Players that want a chance to win big can participate in Ranked Matches that require an NFT weapon and wager.

	Unranked Matches	Unranked Match Bonus Pool	Ranked Matches
NFT Weapon Required	No	Yes	Yes

Wager Required	No	Yes	Yes
Earn BTO	Only if player has Weapon Equipped	Increased earning rate	Maximum Earning Rate automatically applied
Earn BNB	No	No	Yes

2.3 Wager Mechanics

	Unranked Matches	Unranked Match Bonus Pool	Ranked Matches
Winning Team Gets	77.5%	All wagering players share one reward pool	77.5%
Losing Team Gets	22.5%		15%
Rake	None	7.5%	7.5%
Affects Ranking	No	Minimal	Variable

In both ranked and unranked matches, rewards are distributed to players at the end of the match based on in-game performance. All mechanics are designed to incentivize players to give it their all in every match. Players that do not contribute fairly to a win will receive a smaller portion of the earnings, and in rare cases, may even lose a small portion of their wager. On the other hand, players that contribute a disproportionately large amount to their team and still lose can earn back a large portion of their wager and potentially all of it.

Wagering is also used to add weight to the effect a certain match has on a player's rating. The larger the wager required to enter, the larger effect the match will have on the player's rating and vice versa. In this case, the wager is meant to serve as a marker for how confident a certain player feels about how they will perform in an upcoming match. If a player wagers nothing then there is no effect on the ranking.

Unranked Wager Example:

In this example, 5 out of 8 players decide to wager BTO to gain access to the bonus pool. If only one player places a wager then they will have their entire wager refunded. The BTO emission is set to 1 in this case and so the winning team will split 0.775 BTO while the losing team will split 0.225 BTO.

Performance and Standard Earnings for Unranked Matches:

Team Score	Team		BTO Wager	Team Contribution	Score	Standard BTO Earnings
------------	------	--	-----------	-------------------	-------	-----------------------

3257	1	Player 1	5	38.00%	1237.66	0.2945
		Player 2	0	26.00%	846.82	0.2015
		Player 3	3	20.00%	651.4	0.155
		Player 4	0	16.00%	521.12	0.124
3095	2	Player 5	10	33.00%	1021.35	0.07425
		Player 6	2	26.00%	804.7	0.0585
		Player 7	0	23.00%	711.85	0.05175
		Player 8	7	18.00%	557.1	0.0405

In this case, Bonus Rewards would be distributed as follows:

	Weighted Score	Bonus Pool %	Bonus Earnings	Total Earnings	Net Earnings
Player 1	6188.3	25.93%	6.4761	6.7706	1.7706
Player 3	1954.2	8.19%	2.0451	2.2001	-0.7999
Player 5	10213.5	42.80%	10.6885	10.7628	0.7628
Player 6	1609.4	6.74%	1.6842	1.7427	-0.2573
Player 8	3899.7	16.34%	4.0811	4.1216	-2.8784

Ranked Wager Example:

In this example, each player wagers 0.015 BNB to participate in the match. Since there are 8 players total, the pot amounts to 0.12 BNB. The winning team will split 0.093 BNB and the losing team will split 0.018 BNB. In addition, Each team will also split 5 BTO.

Player Performance for each team:

Winning Team		Losing Team	
Player 1	32%	Player 5	40%
Player 2	26%	Player 6	24%
Player 3	23%	Player 7	20%
Player 4	19%	Player 8	16%

Based on the above Player Performance; Rewards would be distributed as follows:

Winning Team			
	BNB Earnings	Net BNB Earnings	BTO Earnings
Player 1	0.02976	0.0148	1.6
Player 2	0.02418	0.0092	1.3
Player 3	0.02139	0.0064	1.15
Player 4	0.01767	0.0027	0.95

Losing Team			
	BNB Earnings	Net BNB Earnings	BTO Earnings
Player 1	0.00720	-0.0078	2.0
Player 2	0.00432	-0.01068	1.2
Player 3	0.00360	-0.0114	1.0
Player 4	0.00288	-0.01212	0.8

2.4 Matchmaking

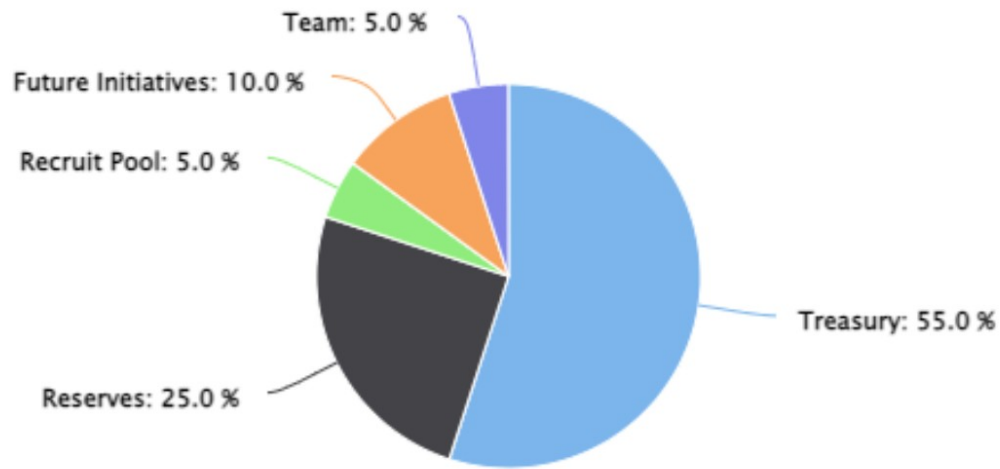
To ensure the best possible experience for all players, Armada DAO has elected to use Inflationary matchmaking. This is a method based on standard matchmaking principles and modified slightly to provide a better experience for new players. Using this system keeps new players from being matched against experienced players while they are unranked. Apex Legends uses a similar system for their ranking system.

3 Tokenomics

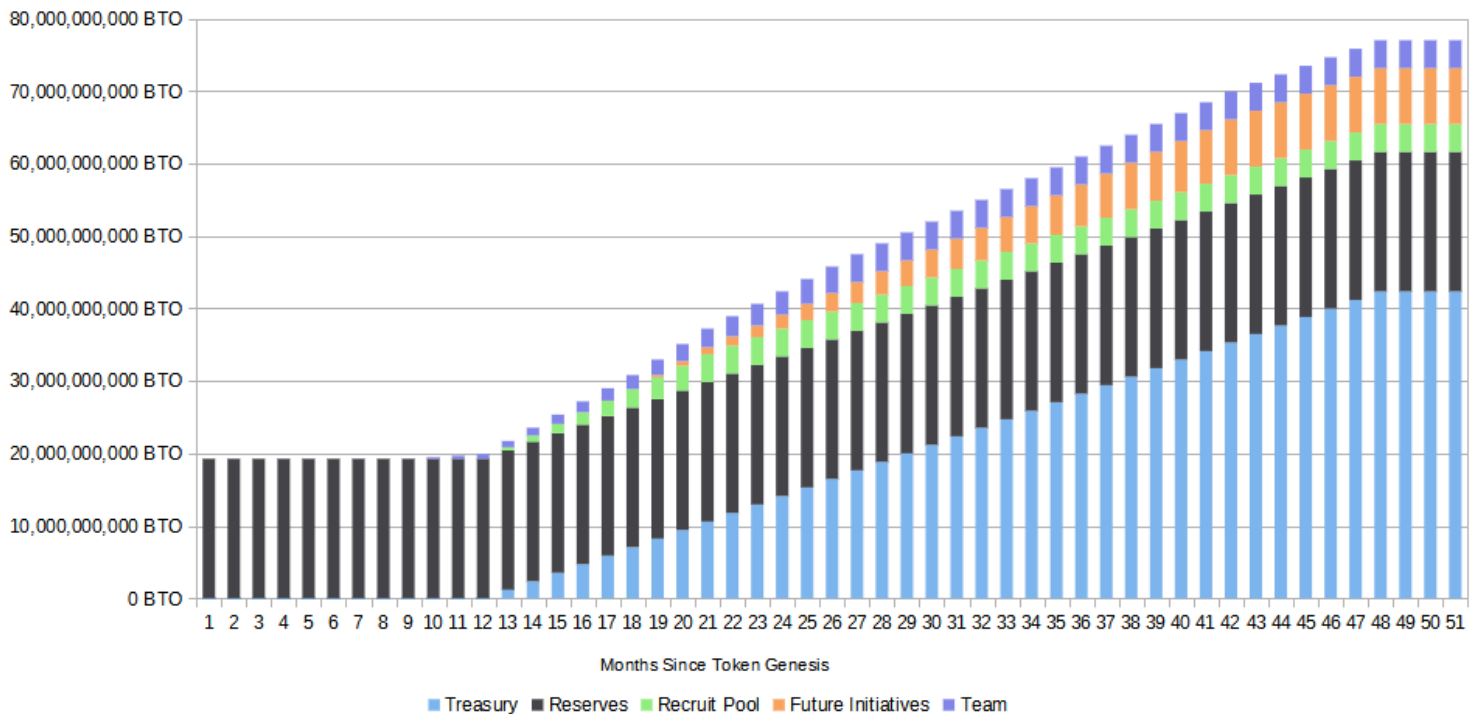
3.1 Banantonium (BTO)

Bananatonium (BTO) is the utility token of the Ape Armada ecosystem. BTO is a BEP-20 token built on the Binance Smartchain. BTO has a max supply of 77,000,000,000 and will not be burned through use, but instead will be reintroduced back into the economy as it is used in Ape Armada by players.

BTO DISTRIBUTION



BTO Unlocking Schedule



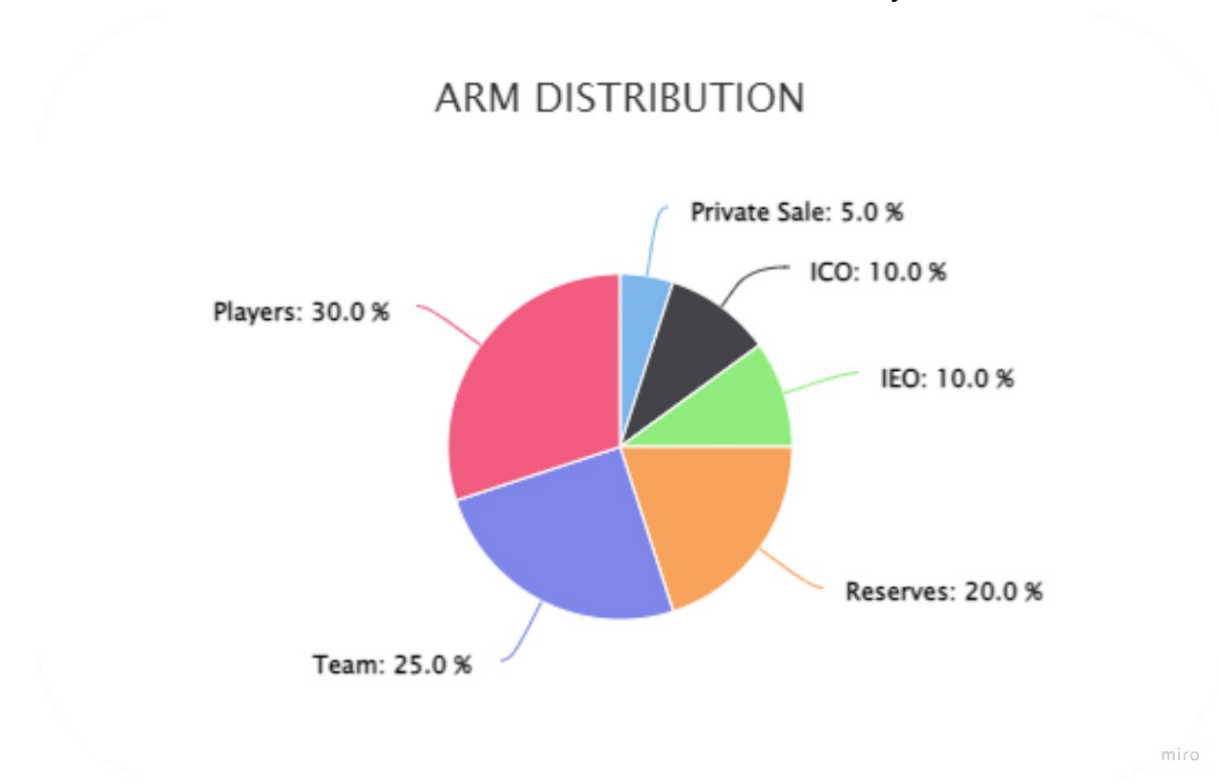
Bananatonium (BTO) Will be spent for the following:

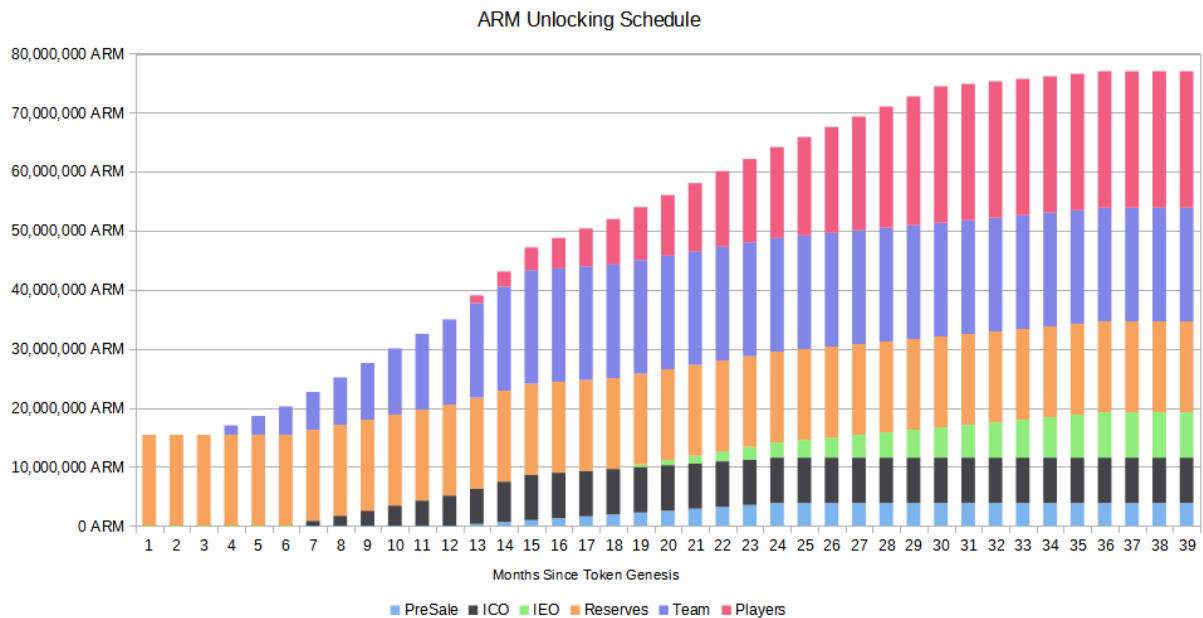
Applying Weapon Attachments	Weapon attachments are unlocked by completing weapon-specific challenges. Once
-----------------------------	--

	the attachment is unlocked, BTO is spent when applying an attachment to the weapon.
Customizing Weapons	Various customizable elements, such as skins or charms, are unlocked by completing weapon-specific challenges. Once the element is unlocked, BTO may be spent to apply it to the weapon.
Leveling up Weapons	As challenges are completed and milestones are reached, weapons gain the ability to level up and gain small stat increases. The specific stat modified is dependent upon the class of weapons.
Other	Various customizable elements, such as Armor, Nameplates, etc, may become available in later iterations of Ape Armada and will likely be applied similarly.

3.2 Armada (ARM)

Armada (ARM) is the governance token of the Ape Armada ecosystem. ARM is a BEP-20 token built on the Binance Smartchain. ARM has a max supply of 77,000,000 and it is used to align the incentives of players, developers, and investors. Together, the holders of ARM will shape Ape Armada. This is done by allowing holders to submit proposals to alter the game, decide how to use the reserves, and influence the mechanics of the treasury.





3.3 Sustainable Emission

BTO Rewards come from a small tax on all in-game transactions. In the early stages of the project, a Recruit Incentive Pool will pay out emissions to early players. When the Recruit Incentive Pool runs out, the Smart Contract will adjust so that rewards will be 100% paid from the treasury. The responsive emission rate of the treasury ensures a healthy and sustainable Treasury.

Responsive Emission Rate: As the number of tokens in the treasury lowers, the emission rate lowers. As the number of tokens in the treasury is increased, the emission rate also increases. This leads to a distribution system that is always adjusting itself to ensure a continuous payout of rewards, no matter the market conditions.

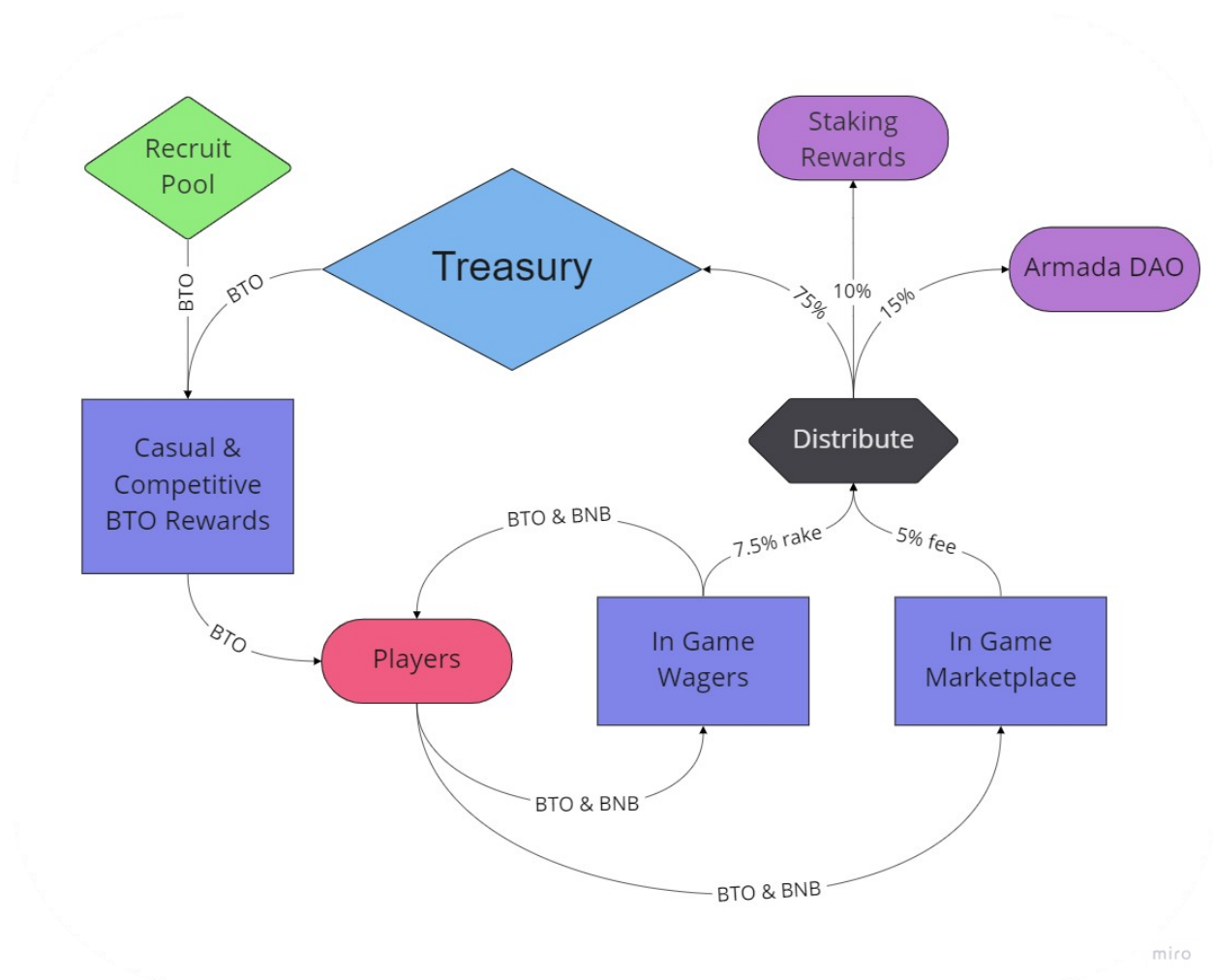
3.4 Weapon NFTs

All weapons in Ape Armada will be BEP-1155 Tokens because this NFT standard is especially well suited for blockchain gaming. It combines the BEP-20 and BEP-721 standards to allow for more efficient transactions than standard BEP-721 NFTs.

The weapons in Ape Armada will evolve and become more powerful, unique, and valuable. As players complete weapon-specific challenges, they can unlock attachments, upgrades, and cosmetic assets. All of these can be applied by spending varying amounts of BTO.

Weapon Level	Challenges	Attachments	Upgrades	Cosmetic Assets
Basic	Limited	None	Limited	Limited
Uncommon	Standard	One	Standard	Standard
Rare	Standard	Two	Standard	Standard
Epic	Standard & Epic	Two	Standard & Epic	Standard & Epic
Legendary	Standard, Epic, & Legendary	Two	Standard, Epic, & Legendary	Standard, Epic, & Legendary

4 Economy



4.1 Treasury

The Treasury is the heart of Ape Armada and it ensures that BTO continues to pump throughout the ecosystem. It emits BTO rewards for players based on the in-game performance and houses the vast majority of revenue collected on the platform. The remainder is distributed to Armada DAO and those that choose to stake BTO.

4.2 Distribution

Ape Armada distributes 25% of its revenue to stakeholders to incentivize, staking, governance participation, and other important behaviors. Staking helps to stabilize the price of BTO and ARM and players who chose to stake are rewarded for doing so. Armada DAO Governs over Ape Armada and ensures that all aspects are working as intended. Armada DAO is also responsible for all costs required to keep Ape Armada functional such as hosting servers, developing/maintaining the game, etc. Armada DAO receives an increased allocation since more responsibility is placed in the hands of Armada DAO members.

4.3 Reserves

The Reserves consist of 25% of BTO and 20% of ARM. This portion of the token will remain locked until Armada DAO decides to use any portion of the funds. These may be used in the future to fund marketing efforts or user acquisition, resolve potential problems, or in another way that benefits the Ape Armada Ecosystem. However, for any portion of these funds to be used, A proposal must be brought forth, voted on, and passed by Armada DAO

4.4 Marketplace

The Marketplace is where users can easily trade or purchase NFT weapons and other in-game assets using BTO or BNB. The marketplace will be built into Ape Armada to facilitate seamless movement between battling and trading. The smart contracts that make up the Marketplace can automatically resolve auctions and other in-game transactions so players can receive the maximum possible value for their in-game assets.

4.5 Mercenary System

Ape Armada NFT Weapons are available to be rented through the Mercenary System. The Mercenary System is meant to lower the entry barrier for rare and valuable weapons and enable players to wager, battle, and earn using any available weapon without having to own the weapon. Weapon Owners will be able to benefit as well by renting out their owned weapons to earn a passive return. If a particular weapon is not available to rent, then Armada DAO will stand in as the lender of last resort.



In addition, the **Patronage** function will allow a Weapon Owner to Sponsor a Mercenary by providing BNB for the Mercenary to wager in ranked matches or BTO for the Mercenary to wager in unranked matches. This makes it possible for the Patron to receive a higher return from the Mercenary System by taking a higher risk and enables vetted and skilled Mercenaries to wager larger amounts.

4.6 Staking

Both BTO and ARM can be staked to earn passive BTO rewards. Those who stake BTO will earn 10% of all revenue paid out in BTO. Those who stake ARM can vote on governance proposals, council elections, and earn BTO rewards. Armada DAO is entitled to 15% of all revenue and after expenses required to keep Ape Armada running are paid, the remainder is distributed to active DAO members. The remaining 75% of revenue returns to the Treasury to be paid out in ranked and unranked match rewards.

5 Governance

5.1 Development

Armada DAO's Governance is currently under development. The initial design has been completed, but due to the rigidity of smart contracts, Armada DAO has elected to postpone implementation until more stakeholders are involved. This is important for the long-term stability and security of the DAO since the process of altering a DAO's core governance mechanics is cumbersome.

5.2 Council

To provide the best possible balance between decentralization and efficiency Armada DAO has elected a Council to carry out the wishes of Armada DAO. The responsibilities of individual Council members will vary but in general, they will implement proposals that cannot be executed automatically, meet the legal and regulatory requirements of Armada DAO LLC, and handle emergencies if required.

Elections to decide what members of Armada DAO will hold council seats will take place regularly and allow all ARM token holders to select their preferred representatives. Incumbent council members and any community vetted Nominees will prepare a brief document overviewing why they are a good fit for the position, and how they intend to serve Armada DAO and the Ape Armada Community as a whole. Following open discussion and debate, a ranked choice vote will be held.

Nominations should be submitted in the same way as a proposal and will undergo a community vetting process instead of a council review if the nominee decides to accept their nomination. During this process, Nominees will join the council for a dedicated AMA where the council and community can interact with them, and see if they could be a good fit. Following the Nominee AMA and open discussion, Armada DAO members will be able to vote on whether or not to endorse the nominee as a potential council member.

5.3 Proposals

Members of Armada DAO that would like to submit a proposal to improve Ape Armada, or Armada DAO are welcome to submit a proposal to the Council for review. If the proposal is approved, then it moves to the next stage of the process where it is formalized and openly reviewed by the Council. Following the review process, discourse is opened up to Armada DAO as a whole before moving on to voting.

Any member with a balance of at least 4200 ARM can submit a proposal to the Council. For a proposal to have the best chance of being approved by the council it should be thorough and easy to understand. The title should be accurate, concise, and descriptive. Each proposal should also contain an ELI-5 summary, brief abstract, and body. The body of a proposal should contain motivations for the improvement, detailed specifications of any changes, and clear stances for and against the proposal.

5.4 Voting

Once a proposal has been reviewed, approved, and discussed it moves on to a formal vote for a minimum of two weeks. A simple majority and a quorum of 20% are required for a vote to pass. If the vote does not reach the quorum then the council's recommendation will be carried out. Any proposal with more than 2 possible stances will utilize ranked-choice voting. Votes will also be weighted using Quadratic voting to reduce the power of large token holders.