THIS IS A DRAFT - We will be evolving and documenting the journey, our decisions and with our community, shape the best experience and game. This is a journey to a game and ecosystem we wish to produce for you, come join us on this journey.

So here we present our first outline of our ambition in creating an ecosystem of a P2E game and its narrative. We don't want to over promise and underdeliver, or be seen as a Rug. So, we have shaped this document as part of a series rather than a FINAL white paper.

The Orange Paper Chronicles...leading us all to a Game, its technology and economy and how you can get involved.

# Tang Game - The Sumatraverse

GAME NARRATIVE

Sumatraverse is a dynamic Play to Earn (P2E) mission based individual and multiplayer game. Based in the rainforest of Sumatraverse, and is home to the Tangs, a family of NFT Orangutang's...Famatangs!

PalmCorp is a conglomerate that seeks to claim the jungle for the production of Palm oil, through deforestation, palm plantations, and refinery factories. With no regard to the devastating effects to the land and environmental impacts, and in destroying, poaching and displacing the Tangs in order to increase their land mass and profit lines.

Tang's mission is to reclaim and rejuvenate the rainforest back from PalmCorp and protect it from deforestation.

GAME

Each Tang will have a set of attributes with varying levels. Your Tang attributes will determine the outcome of each mission. We will look to introduce temporary and permanent Buffs, as well as food, water and weapons. Items a Tang will need to see them through the missions they embark on.
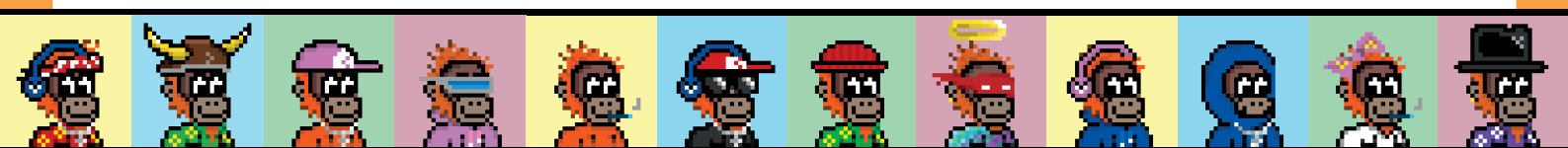
Mission outcome can be calculated through the attributes, Buffs and food, providing a win lose outcome and a score. With each mission completed the difficulty will increase, seeing Tangs level up in order to take on harder and more complex missions.

Since this is a Famatang thang, we are going to explore how missions can be taken on in teams, joining with other Tangs to create a Famatang to take on harder missions. Considering some missions or special missions to require Famatangs in order to enter and complete.
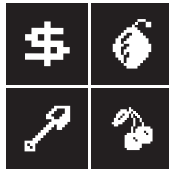
We are looking to create a unique (not new, but a slightly different) take on the game mechanic. A mission will be presented to the player, the player sets up their Tang or Tangs to complete the mission.

You send your Tang on the mission, and 2 hours later the results come back.

"Required to plant, buy some seeds, need to dig, ensure you have a shovel, dismantle a dozer, Bring the TNT. "

Yep, 2 hours...Why 2 hours you say? Well, we aren't set on this specific time frame, and through testing, we will calculate whether this is part of the mechanic firstly, and then figure out the best timeframes for what we want to achieve.

We will aim to build this 'Wait' as part of the narrative, send your Tangs on a mission and wait to see your results, just like a general. The time may also increase in line with the mission complexity and difficulty.
Idea is to create suspense, and differentiate from other instant PVP battle games, simulators and RPGs.

It gives you time to continue to do the other things you love, like collecting and trading NFTs.
And lastly, just for nostalgia, when 8Bit was the best in computer graphics and nothing was really "instant".

The following TOKENS + SCALING + BURNING are highly reliant on our calculations of the economy of the game. We are aiming to have this finished in January 2022. This makes up the backbone of the game and its longevity. We want users to earn tokens and increase the value of their NFT investment, as well as have the opportunity to level up.

TOKENS

For the game to evolve, grow and have an economy, it seems obvious (and the norm) to introduce to the Sumatraverse its own currency.

•We can see Tokens being earned for completing missions, and tokens taken away for failing missions.

•Spend tokens to get buffs and fuel your Tangs to complete missions.

•The more you progress the more you can earn.

•As the missions level increases so does the potential earning and more you level up your Tang.

We really want the missions to have a dynamic rewards engine that would take stats/attributes and mission rules to provide a scaled earning per mission. It would really push the game further and we can add this at a later date.

SCALING

For those concerned about scaling with a limited number of players, well we have thought about this, and there a couple things we can and will look to do:

•Firstly, we are to Mint 5555 Babatangs, then minting Mama and Papa Tangs in Q1 2022 (Total of 11,000).

•Obviously, staking. Yep, Rent your Tangs (esp if you hold more than one), and earn tokens passively.

•Breeding: although 100% possible and can make sense in the game narrative, we aren't 100% sure yet this is the best for game economy. Narrative wise, Mama and Papa tang make more baba tangs either with the use of Token as a purchase, or as a holding of both only, or once tangs have levelled to a certain place. Each has merit and each affects the ecosystem slightly differently.

•The one we like most - we introduce more "animals'' that are affected by deforestation just as much as Tangs. That way we can add in more players, different attributes, with different mission

objectives, without devaluing or diluting Tangs as an initial NFT and increasing/maintaining potential Token earning. Increasing the size of the ecosystem around the same game and theme.

BURNING

Most coins are reliant on burning, and this will most likely be the case for $palm, where it maintains value and its utility. However, we are keen to make it part of the narrative and not just a boring systematic burn.

Idea comes back to PalmCorp. As they look to increase their profit in pursuit of total Sumatraverse domination, gaining from Tangs failed missions. Meaning like real world Fiat, money just moves from one place to another, so once PalmCorp bank has it, it is essentially unusable (burnt).

IN GAME COLLABORATIONS (Team ups)

Games are better played with Frens!

Yep instead of the fluffy giveaway collabs we are looking to allow holders of other NFTs, for example our frens Solana Monkey Business, we can offer them a chance to join in on the game. Not as a player per se, but as a Luigi to Mario, a sidekick that will either help for fun or be essential in completing certain missions.

This way we can encourage holders of multiple NFTs to utilise their holding or make the game truly a community, where you will need to find a Fren to help you and your Tang take down PalmCorp. Successful missions earn tokens for both (all) of course.

"Solana Monkey Business, come throw bananas, take down this refinery and let's earn together. After all, deforestation is a fight for all jungle creatures!"

TEAM

The professionals behind Babatangs possess extensive experience in areas such as digital content, game development, digital marketing, project management and software engineering. We have a track record of building games, products and brands. We have been creating digital experiences and games for 15+ years. Often too early and experimental with novel technologies, such as AR in 2009 and VR in 2011.

As well as above we are Crypto advocates (traders), SMB and ThugBirdz holders.

We have provided a detailed introduction to each member on the website http://babatangs.com