Button Boy White Paper

ButtonBoy.io

The Button Game

AKA “ButtonBoy”

ButtonBoy is an ERC20 button-pushing game that rewards players who

PUSH EARLY & PUSH OFTEN!

The game is simple:

PUSH THE BUTTON

Each push costs a little more than the last, but it will grant the pusher ~100 BUTTON and a small portion of every push that comes after!

The trick is to push early and push often! The earlier you push, the cheaper it'll be, and more rewards you'll receive!

The last pusher gets the GRAND PRIZE, which will be more than you could ever believe!

How to Play

Push Cost

The approximate cost of the first push will be 0.00001 ETH
Each push after that will increase by 0.00001 ETH
So, for example: push #10,000 will cost 0.1 ETH

Push Early, Push Often!

Nearly 50% of every push goes towards rewarding previous pushers. FOR EACH TIME YOU PUSH, you'll receive ~0.000005 ETH for EVERY push that comes after! You will also receive 100 BUTTON (a new blockchain token)

Always Growing the Price & Liquidity!!

~25% goes towards buying BUTTON, which will raise its price. ~25% is paired with the bought BUTTON, and locked into the liquidity pool, stabilizing the price and contributing to the **GRAND PRIZE!**

The Grand Prize!

Once a single user pushes the button twice in a row with 600 blocks in between, they are given half of the base tokens in the Liquidity pool.

For example, if the final push costs above **0.5 ETH -** the winner will be given a **GRAND PRIZE** of..... *drumroll please*

$10,000,000+

Ready to push the button?

The Push Breakdown

User pushes the button

Pusher

100 BUTTON Goes to Pusher

Rewards!!

Rewards pay out to the users that pushed

Early Pusher

Early Pusher

Early Pusher

Dev Wallet (5%)

Market Buy
BUTTON

ETH for Liquidity

Button LP

Every Push

- Buys BUTTON (growing the price) and adds liquidity to stabilize the price!
- Rewards all previous pushers!

Game Theory

Price Prediction

Each push gives the pusher 100 BUTTON and each push grows the price of BUTTON at a growing rate. In a vacuum, it is in everyone's best interest to hold their tokens forever.

Volatility Solution

Because 100 BUTTON is (essentially) bought by the price of each push, the market price of a single push will likely be correlated with the current price per push.

Reward Distribution

Each push redistributes nearly 50% of it's cost to all users who have pushed the button - which adds additional value to each push dependent on how early the push was made.

Game Theory

Early Game

It is easily proved that the reward redistribution for any push in the first quarter of the game will be greater than the cost for that push! So if you push early, you will profit regardless of the 100 BUTTONs rewarded.

Mid Game

Since with each push, the price of BUTTON grows at a growing rate, it's in everyone's best interest to HOLD - And with that, it's safe to assume that the majority of pushes in the mid range of the game will also be profitable!

End Game

Towards the end of the game, the price per push will likely cost so much that the rewards and the 100 minted BUTTON will not be worth the price of each push, however at this point the motivation to PUSH comes from the **GRAND PRIZE**! Once pushing the button costs more than 0.5 ETH, the grand prize will be more than $10,000,000 - **Someone is going to win BIG!!!**

Multi Game

At the end of the game 50% of the liquidity added through button pushing will be removed. The BUTTON portion of that liquidity will be BURNED, and the ETH portion of that liquidity will be given to the winner! Then the game will immediately restart. When this happens, the price of BUTTON will not be affected, in fact, the price of BUTTON will likely immediately skyrocket, as APEs scramble to get their push in as early as possible on the next game.

The best strategy for holding button may in fact be to hold for multiple games!

Push Early & Push Often

Compounding Rewards

Bob's Rewards for pushing 5th					
Cam's Rewards for pushing 4th					
Alice's Rewards for pushing 3rd					
Bob's Rewards for pushing 2nd					
Alice's Rewards for pushing 1st					
	Alice's Cost for pushing 1st	**Bob's Cost** for pushing 2nd	**Alice's Cost** for pushing 3rd	**Cam's Cost** for pushing 4th	**Bob's Cost** for pushing 5th

Bob's Compound Rewards

Alice's Compound Rewards

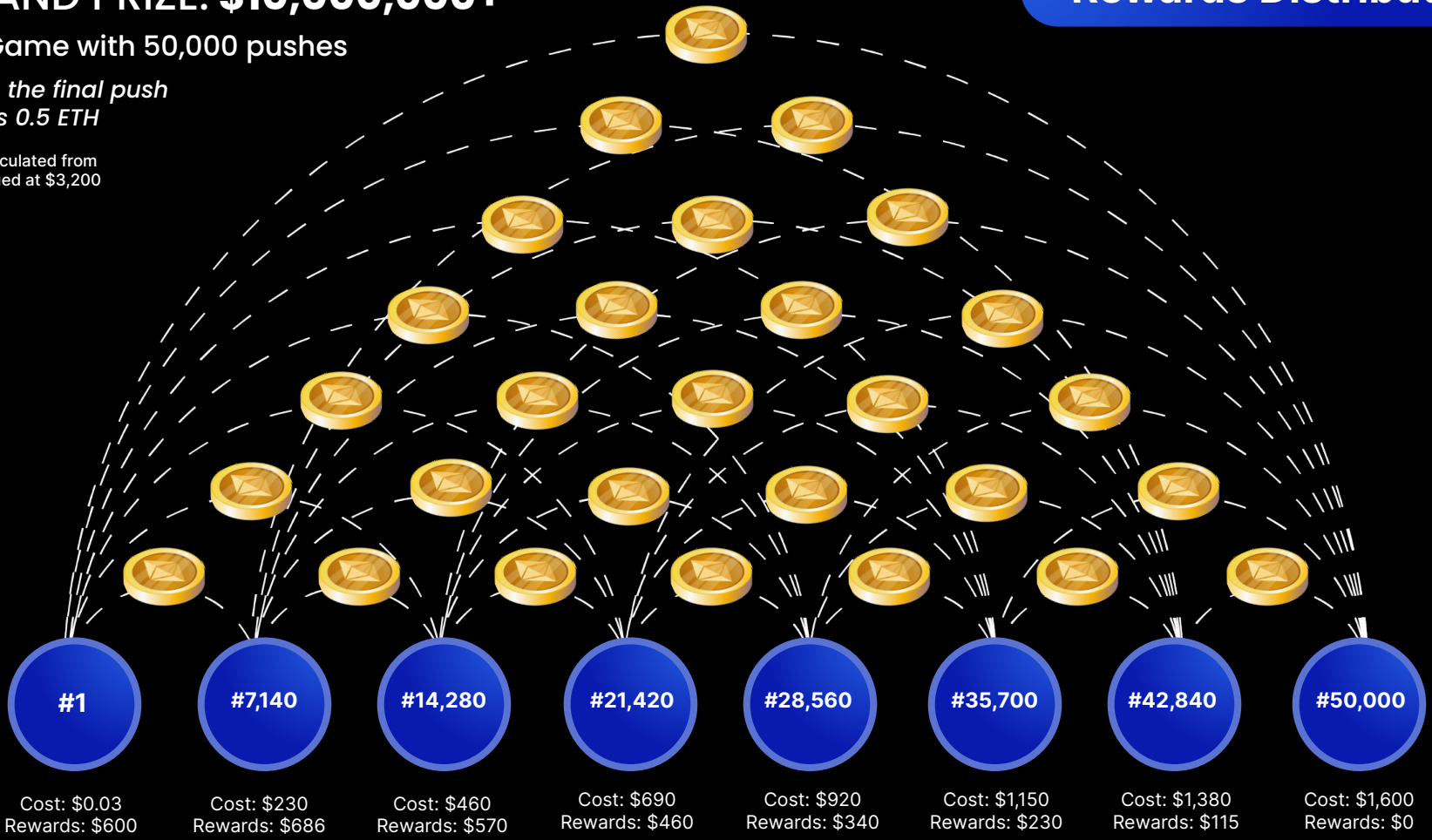
GRAND PRIZE: **$10,000,000+**

Rewards Distribution

For Game with 50,000 pushes

When the final push cost is 0.5 ETH

Price calculated from ETH valued at $3,200



Advanced Parameters

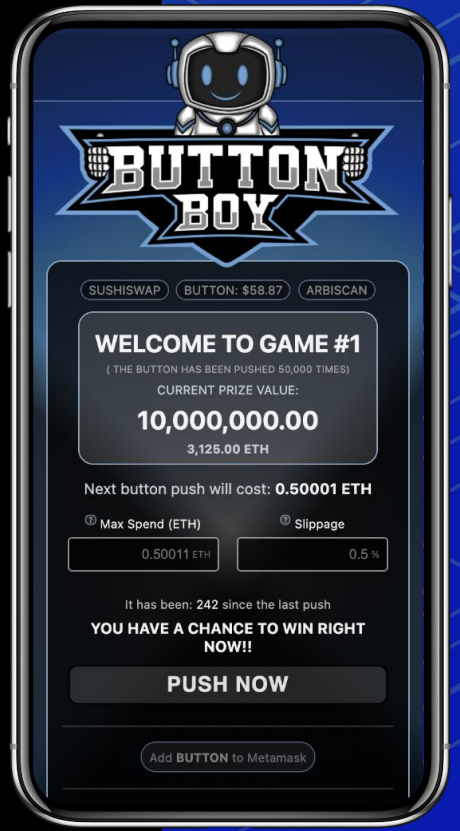
Max Spend

Since the cost to push the button will increase with every push, this parameter allows the user to set a maximum that they are willing to pay for pushing the button. By default this value will.

[NOTE: The transactions in metamask may appear as if they cost the max spend, but in reality, any excess is returned to the pusher.]

Slippage

Specifying the slippage allows users to submit transactions without getting "frontrun". Just like any average ERC20 buy, we allow users to pass a slippage parameter, which will cause the push to fail if the price is raised significantly by a frontrunner. The amount of button given to the user for each push is correlated to the change in BUTTON price between the time of the push and the processing of the actual transaction on the blockchain. In other words, if the slippage is set to a high percentage and the the push is front run then the user will receive less BUTTON in return. If the price goes down or does not change at all during this time, the pusher will receive exactly 100 BUTTON.



Ready to push?

"The Button Game" starts today!
Our game is hosted on the
Arbitrum Network.

Push Now at

ButtonBoy.io