

LAND OF THE APES - WHITE PAPER

Far off in a distant galaxy, an untamed world is inhabited by various species of apes grappling for dominance. The MINER APES are busy mining their land for gold to mint more apes and sacrifice to the Temple of the Apes for riches. Unbeknownst to these MINER APES, a gang of BAD APES are lurking nearby ready to steal their gold and kidnap their newly minted apes. The BAD APES with the higher ranking are the most dominant, giving them a larger portion of the plundered GOLD. The MINER and BAD APES aren't the only ones seeking Gold. Soon, the landowning NOBLES will also want in on the spoils.

For years the MINER APES AND BAD APES battled for the mines and GOLD. Finally the APES came to an agreement. To keep the BAD APES from looting their mines, the MINER APESs have agreed to pay a bounty on their GOLDharvest. But the BAD APES will still try to kidnap any newly minted GenY Apes and if the MINER APES try to leave their mines with their loot, the BAD APES will still try to plunder the GOLD.

tl:dr

- Minting begins at 0.069420 BNB for the first 10,000 GEN X mints. GEN Y mints cost GOLD.
- Miners, Badapes and Nobles compete for GOLD through staking and unique abilities specific to their role (see below).
- You have a 90% chance of minting a Miner Ape and 10% chance of minting a BAD APE..
- Apes minted after GEN X have a 10% chance of being stolen by a BAD APE currently staked.
- Apes can only be kidnapped when they are being minted. But once they are minted or staked, the GenY Apes cannot be kidnapped.

MINER APES

The first 10,000 minted apes to be minted are the GenX Apes, minted for 0.69420 BNB each. GenX Apes can only be minted using BNB and cannot be kidnapped by a Bad Ape.

There's a 90% chance of minting a Miner Ape and a 10% chance of minting a Bad Ape.

The next 40,000 Apes are the GenY Apes. The GenY Apes can only be minted with GOLD mined in the game. There's also a 90% chance of minting a MINER APE and 10% chance of minting a BAD APE with GenY Apes. Newborn GenY Apes can be kidnapped by other BAD APES. In order for a BAD APE to kidnap a GenY ape, the Bad Ape must be staked.

| APE ID | Minting Cost |
|---------------------------|--------------|
| 1- 10,000 (Gen x) | 0.69420 BNB |
| 10,001 - 20,000 (Gen Y) | 20,000 GOLD |

| | |
|---------------------------|-------------|
| 20,001 - 40,000 (Gen Y) | 40,000 GOLD |
| 40,001 - 50,000 (Gen Y) | 80,000 GOLD |

Total Gold to mint all the apes will be 1,800,00,000 \$GOLD.

A Miner Ape can mine up to 10,000 GOLD per day. When claiming their GOLD, the Miners have to pay a 20% bounty on any GOLD harvested. This bounty offering keeps the Bad Apes from looting their mines. The bounty is distributed to the Bad Apes staked in their caves, per their pecking order (see Bad Apes section).

In order to mint any new apes or do anything that costs GOLD the GOLD needs to be claimed first.

Apes leaving their mine better watch out

If a BAD APE leaves his cave, he will lose out on the split of 20% GOLD bounty and any opportunity to kidnap any newborns (minted) GenY Ape.

If a MINER APE chooses to leave his mine, he needs to carry a minimum of 20,000 Gold for his journey, equivalent to two days worth of work. When a MINER APE leaves the mine, there's a 50% chance a BAD APE could steal all their hard-earned GOLD. So move around this land with caution.

BAD APES do not need GOLD to leave their caves.. But the NOBLES are onto them, so the BAD APES better watch where they are going.

Bad Apes

There is a 10% chance of minting a BAD APE. There are 4 types of BAD APES: SIGMA (8), ALPHA (7), ZETA (6), and BETA (5). Each of these BAD APES has various powers, with 8 Sigma being the most powerful.

The 20% bounty is split between the BAD APES that are staked, according to their pecking order. The BAD APE rank will decide how much GOLD they will earn from the 20% bounty. The higher the ranking, the greater the portion of GOLD the BAD APE will earn from the bounty collected.

The higher the ranking, the greater the probability of kidnapping a newly minted MINER or BAD APE.

BAD APES RANKING

POWER LEVEL

| | |
|-------|---|
| SIGMA | 8 |
| ALPHA | 7 |

| | |
|------|---|
| ZETA | 6 |
| BETA | 5 |

The BAD APES will try to kidnap any newly minted apes. If they are successful, the kidnapped ape will be given (at random) to one of the BAD APES based on their pecking order.

If an Ape is unstaked from the mines, there is a 50% chance the BAD APES will try to loot all of his accumulated GOLD. Any looted GOLD will be split among the staked BAD APES per their pecking order.

Don't get the wrong idea, though. BAD APES aren't all that bad. As time passes, these BAD APES become a critical part of the land, restoring the natural order at many levels. BAD APES also protect the mines from beasts and dark forces lurking in the jungle.

NOBLE APES

The NOBLE APES will enter the game in version 2. 1,000 NOBLE APES will be released to the first 1,000 players who signed up for the game. You need to sacrifice 30,000 GOLD to the Ape Gods in the temple to mint a NOBLE APE, who are unique NFT's with very special privileges and powers. NOBLE APES can only be minted using GOLD and cannot be kidnapped. There will only be 10,000 NOBLE APES ever in the game. You want to get as many NOBLE APES as possible.

The NOBLE APES' special powers enable the MINER APES to mine for Diamonds, Silver and other precious minerals from their land. A NOBLE'S traits must match the resource of the land to unlock the new minerals. You do not need to own any NOBLE APES to operate your land, but they are beneficial for optimal gameplay.

If you are a landowner without a NOBLE APE and your land has a resource, you will need to find someone with that NOBLE APE so you can mine for that resource.

Only the NOBLE APE can enter the Temple of the Apes and sacrifice their GOLD for riches from Ape Gods.

GOLD

So shiny and beautiful, GOLD can change a good beast into a bad one. But it is a necessary evil. GOLD is the core utility in the game, so start mining as much as you can. GOLD can only be mined and there is a finite amount, just 5,000,000,000 GOLD.

Once 2,400,000,000 of the GOLD is mined, the mines will be turned off. At this point 600,000,000 of the GOLD will be sacrificed to the Ape Gods. The remaining 2,000,000,000 GOLD will stay in the temple for future rewards.

LAND

There are 22,000 land parcels available. Each land parcel is unique with varying resources.

The most productive, fertile land in all of Ape Land is the Genesis parcels. The ancestors of this land have cultivated these lands for centuries. A finite resource, only 22,000 Genesis land parcels exist in the Land of the Apes . Each land parcel is uniquely abundant and randomly assigned, with varying acreage, resources, and capabilities.

Land metadata will be randomized and released before the full game release in 2022. Each land will cost 1BNB and can't be minted using GOLD.

All proceeds from the remaining land parcels sale will be locked in the temple I to run the game economy.

TEMPLE OF THE APES

At the center of the Land of the Apes stands the Temple of the Apes. The Apes devote the grand building to worship and sacrifice to their Ape Gods. The massive terraces rise above Ape Land where the ancient Ape kings once worshipped. Only the Elder and the Noble Apes can enter the temple and perform rituals. The Temple is the governing body of the land and watches over all aspects of this land.

Only NOBLES can sacrifice Gold for riches from the gods. This is one of the most important acts in this game.

MMPORPG on BlockChain.

Land of the Apes is our first endeavor into what could be an on-chain massively multiplayer role playing game. While V1 is a very simple game of risk and barter, the aApes you acquire today are your heroes and will help you seal your dominance as the game evolves. So trade with caution and stay tuned for more upcoming releases.