

# **Based Paper**

## **Based Basketball Association (BBA)**

**Authored by**  
ruburi

May, 2024

### **Preface**

Based Basketball Association want to start by acknowledging that the realm of cryptocurrencies has long transformed into a space for quick profits, casino, scams, and subpar products aimed at making a fast buck off naive people. What we lack is a breath of fresh air. We yearn to step outside and take in a full breath of fresh, natural air. The natural air of cryptocurrencies is decentralization, revolution, and innovation. We truly miss such projects. We lack culture, we lack community. A genuine community that stands by you no matter what. A living community.

That's why we were drawn to the culture of Base, the culture of Farcaster. This home felt like it embraced us.

While developing the idea of Based Basketball Association, we keep in mind the vision of creating a game that everyone enjoys. We want people to have fun playing the game. We want the game to benefit everyone equally. Ultimately, we want this game to be a pleasant memory, a lasting mark in Base and in the minds of people.

### **Game mechanics**

Based Basketball is a basketball team coach simulator. You will assemble a team of 3 players and have the opportunity to play against other coaches and teams from BBA in the future (PvP and PvE modes). Additionally, various game modes will be introduced in the future.

As a coach, you will need to strategically plan each game, considering various in-game factors. The Association strives to find the golden mean between a fun arcade and strict management, so that the game is neither entirely random nor overly deterministic (i.e., determined by various tactics). In Based Basketball, events can happen, both positive and negative, which will affect the condition and mood of your players. We also want to make it possible to influence and participate in each player's events, bringing the game closer to reality. In reality, a coach can support a player, lift their spirits and motivation, or disappoint them.

Each player will have their own statistics and specific skills. In addition to common human attributes like strength and speed, players will possess key traits and characteristics. For example, some may have a calm demeanor, while others might be

more aggressive. They might have a tendency to miss from long range but excel at dunking. Naturally, no character will be entirely capable or entirely incapable.

Players can be trained to improve their stats and skills. During training or games (such as a winning streak), a player might randomly gain a key trait due to a surge of confidence.

Players can also get injured, and all players will have an endurance metric. The lower the endurance, the less effective they are. A low endurance level will prevent a player from participating in games or training.

A player's energy will be sufficient for 3 games per day. Energy can be restored with energy drinks. Players cannot consume energy drinks frequently, so each coach will have access to one energy drink per player per day. After drinking an energy drink, a player will restore their energy for another 3 games that day, and they may randomly receive either a skill boost, a reduction in game effectiveness, or their skills may remain unchanged. Energy drinks can be purchased from the association's store. **Energy drinks are prohibited in tournaments.**

An injured player is out for an indefinite period without the possibility of a quick recovery. If a player is injured for a week, you will need to wait a week in real time before they can play again.

The player transfer market (for example, OpenSea) will always be open for you. There, you can update your roster with new talent, replace a player if needed (for example, due to an injury), or simply sell any player from your team.

The dream of your team is to conquer the heights and become world-famous! Games will start right on the streets in a 3v3 format, and soon the strongest teams will have the opportunity to participate in tournaments and various leagues.

Initially, the gameplay will include the ability to find an opponent or create a challenge on behalf of your team. Other coaches will be able to accept your challenge and compete with you in the game. You can create a friendly challenge or a money challenge. You will be able to bet on the match, and the winner will take the prize.

The game will feature a city leaderboard, where all teams and their performance in the game will be recorded, which will later affect the further course of the game.

P.S.: Earlier, the Association wrote about the abundance of casinos in the crypto space, and you might ask us - isn't betting in matches a form of gambling? We agree, at first it sounds like we're contradicting ourselves. But we believe there is a difference between a casino platform, where all you can do is lose money to the platform, and a game where betting between two people is not a necessity but just an option to add excitement to the game, for example, even among friends.

## Motivation

In addition to simply enjoying the game, your team will be able to earn money to sustain itself. Besides earning from game bets, Based Basketball Association will host tournaments with money prizes, where everyone can compete for a prize position (and there will be more than one prize position).

You will train players in both practice sessions and actual games. Strong players will be valued more as they will enable you to win more games.

More ways to reward coaches are planned for the future, but the Association cannot disclose more information at this time!

## Minting process

You will have access to mint 1 pack, which will contain 3 rookie basketball players, the future stars of basketball.

### Supply

3333 packs

### Mint Stages

1. Whitelist mint — 666 out of 3333
2. Public mint — 2667 out of 3333

### Mint Price

TBA

If you're on the **waitlist**, you will be able to mint first during the **public** mint phase.

## Association economy

The Association highly values the work of coaches, the Base culture, and the culture of basketball. We present to you the Association's economic plan.

- **50%** Community Rewards
  - 20% Tournaments
  - 80% Other Rewards
- **20%** Team
- **15%** Reserve
- **10%** Marketing
- **5%** Infrastructure

### Community Rewards

This includes the prize pool for tournaments and various other rewards for coaches in the future.

### Team

Team expenses for the development of Association projects. This includes client and server development, smart contracts, artwork by artists, and everything else aimed at ensuring the technical functionality and beauty of the product.

## **Reserve**

The Association has decided to allocate 15% of the collected funds to a reserve fund for unforeseen expenses, future project updates, and potential expansions. You can consider this item flexible, as it may also be transferred to any of the other categories.

## **Marketing**

Expenses for advertising and promoting the product globally.

## **Infrastructure**

Expenses for administrative activities, hosting, servers, and the security of Association projects.

# **Conclusion**

The Association wants Based Basketball to be an engaging game that you will enjoy playing. We will do everything possible to ensure an awesome user experience. See you in the game!

# **Socials**

- X — <https://x.com/BasedBBA>
- Warpcast — <https://warpcast.com/basedbba>
- Warpcast channel — <https://warpcast.com/~channel/based-bba>

---

You are presented with the first version of the Based Paper.

The Based Paper is subject to changes in the future until the official release of the game.