



WHITEPAPER

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Maximum Supply: 300,000,000 BTOWN

Target TGE Price: \$0.264

Soft Cap: \$2,000,000

Target Launch: Q2 2027, no later than June 30, 2027

1. Project Overview

BATTLE TOWN — a competitive GameFi project: a game combining dynamic tank battles, NFT tanks, and an advanced tournament ecosystem with official and community competitions. BTOWN is a utility token with a fixed supply, forming the foundation of the BATTLE TOWN in-game economy and enabling interaction between participants across the ecosystem.

2. Core Principles

Game first. BTOWN is the economic layer of the game.

Fixed supply. Maximum supply is 300,000,000 BTOWN.

Rewards are distributed from predefined pools.

NFTs provide additional utility within the ecosystem.

3. Token Allocation

Category	BTOWN	Share
Mining / Rewards	80,000,000	26.67%
Public Presale	100,000,000	33.33%
DEX / CEX Liquidity & Market Making	30,000,000	10.00%
Team	20,000,000	6.67%
Corporate Presale	20,000,000	6.67%
Staking Rewards	12,000,000	4.00%
Ecosystem & Development	11,000,000	3.67%
Marketing	10,000,000	3.33%
Bounty	9,000,000	3.00%
Launchpool	8,000,000	2.67%
Total	300,000,000	100%

4. BATTLE TOWN Game

BATTLE TOWN is a multiplayer competitive tank game. Players can participate without owning BTOWN or NFTs.

5. Public Presale

The Public Presale allocation is 100,000,000 BTOWN. The presale consists of 10 price stages.

Stage	Price	Tokens	Value
1	\$0.015	3,000,000	\$45,000
2	\$0.021	4,000,000	\$84,000
3	\$0.028	5,000,000	\$140,000
4	\$0.039	6,000,000	\$234,000
5	\$0.054	8,000,000	\$432,000
6	\$0.074	10,000,000	\$740,000
7	\$0.101	12,000,000	\$1,212,000
8	\$0.139	15,000,000	\$2,085,000
9	\$0.192	17,000,000	\$3,264,000
10	\$0.264	20,000,000	\$5,280,000
Total	—	100,000,000	\$13,516,000

6. Corporate Presale

The Corporate Presale allocation is 20,000,000 BTOWN. Each of the 10 stages contains a fixed 2,000,000-token lot.

Stage	Price	Tokens	Value
1	\$0.01200	2,000,000	\$24,000
2	\$0.01650	2,000,000	\$33,000
3	\$0.02269	2,000,000	\$45,380

Stage	Price	Tokens	Value
4	\$0.03120	2,000,000	\$62,400
5	\$0.04289	2,000,000	\$85,780
6	\$0.05898	2,000,000	\$117,960
7	\$0.08110	2,000,000	\$162,200
8	\$0.11151	2,000,000	\$223,020
9	\$0.15332	2,000,000	\$306,640
10	\$0.21082	2,000,000	\$421,640
Total	—	20,000,000	\$1,482,020

7. Presale Vesting

Public Presale: 10% unlocked at TGE; 1-month cliff; remaining 90% released linearly at 10% per month.

Corporate Presale: 0% at TGE; 6-month cliff; 100% released linearly at 10% per month.

Team: 0% at TGE; 12-month cliff; gradual release at 10% per month.

8. Presale Completion and Launch Window

Soft Cap: \$2,000,000. Hard Cap: 120,000,000 BTOWN. Deadline: June 30, 2027.

If the Soft Cap is reached earlier and technical conditions are ready, TGE may take place before June 30, 2027. If less than \$2M is raised by that date, funds are returned according to the sale terms.

9. Unsold Presale Tokens

Unsold tokens from the presale allocation do not go to the Team and are transferred to Mining / Rewards. Maximum supply remains 300,000,000 BTOWN.

10. Game Launch, TGE, DEX and CEX

The game may be available before TGE. After TGE, BTOWN becomes transferable according to token and vesting rules. DEX trading may open after initial liquidity is prepared. CEX is considered a later stage.

11. Smart Contracts and Audit

Key smart contracts are planned to be completed and independently audited before the presale.

12. NFT Tanks

The collection contains 2,046 NFT tanks across 10 levels. NFTs are not required to play. NFT holders collectively receive 75,680 BTOWN per official tournament; this reward does not decrease.

Level	Quantity	Price	Tournament Reward
1	1,024	\$30	2 BTOWN
2	512	\$60	5 BTOWN
3	256	\$120	12 BTOWN
4	128	\$250	25 BTOWN
5	64	\$500	55 BTOWN
6	32	\$1,000	140 BTOWN
7	16	\$2,000	300 BTOWN
8	8	\$5,000	1,000 BTOWN
9	4	\$15,000	3,500 BTOWN
10	2	\$50,000	15,000 BTOWN
Total	2,046	≈ \$420,160	75,680 BTOWN

13. Official Tournaments

Approximately every three months: 1,000,000 BTOWN to the winner + 500,000 BTOWN to each of two players from one randomly selected battle before the final + 75,680 BTOWN to NFT Holders. Total: 2,075,680 BTOWN.

14. Reward Reduction

The winner reward and each random reward decrease by 20% every two years. NFT Holder Rewards do not decrease.

15. Community Tournaments

The platform fee is 5% of the prize pool: 30% of the fee goes to NFT Holders and 70% to Treasury. Effectively, 1.5% of the prize pool goes to NFT Holders and 3.5% to Treasury.

16. NFT Fee Distribution

The NFT Holder share is distributed among actual NFT holders at payment time by level weight: Level 1 = 1x, Level 2 = 2x, Level 3 = 4x ... Level 10 = 512x.

Example: with a 100,000 BTOWN prize pool, the fee is 5,000 BTOWN; 1,500 BTOWN goes to NFT Holders and 3,500 BTOWN to Treasury. One Level 10 NFT has the same weight as 512 Level 1 NFTs.

17. BTOWN Utility

BTOWN may be used for gameplay rewards, tournaments, in-game purchases, Marketplace activity, potential staking and future ecosystem functions.

18. DEX / CEX Liquidity & Market Making

30,000,000 BTOWN is allocated to DEX/CEX liquidity and market making. 5M — Initial DEX Liquidity; 10M — CEX Liquidity Reserve; 15M — Market Making / Liquidity Reserve.

Up to 30% of presale proceeds may be allocated to DEX/CEX liquidity, market making and exchange-related liquidity requirements. The initial DEX liquidity budget is targeted at approximately 20% of the funds raised, while the amount of BTOWN deployed at TGE may be adjusted based on the actual amount raised, circulating supply, trading activity and market conditions. The remaining liquidity budget may be deployed progressively depending on CEX listing requirements and market conditions.

19. Treasury

Presale proceeds are preliminarily allocated as follows:

Allocation	Share
Liquidity / Market Making	up to 30%
Game Development	approximately 25%
Marketing	approximately 15%
Operations & Team	approximately 10%
Legal, Audit & Security	approximately 5%
Treasury & Reserves	approximately 15%
Total	100%

This allocation is indicative and may be adjusted according to project needs.

20. Roadmap

Foundation: game, BTOWN, NFTs, smart contracts, audit and presale. Competitive Layer: online battles, rankings and rewards. Tournament Layer: Community Tournaments and official tournaments. Expansion: web, iOS, Android, guilds, Marketplace, partnerships and potential CEX listings.

21. Economic Model

Players → Game → Battles → Rewards → BTOWN → Tournaments → Fees → Treasury + NFT Holders → Development → New Players.

22. Risks and Disclaimer

BTOWN is a high-risk digital asset. Price, listings, liquidity, revenue and project development are not guaranteed. This document is not investment, financial, legal or tax advice.

23. Conclusion

BATTLE TOWN is designed as a competitive GameFi ecosystem where BTOWN forms the economic layer of the game.

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