BATTLE TOWN

BTOWN WHITEPAPER

Contract-aligned protocol description.
No invented schedules, guarantees or integration status.

300,000,000	**2,046**	**60 DAYS**	**INCLUDED**
BTOWN MINTED ONCE	MAXIMUM TANK NFTS	MINIMUM OFFICIAL INTERVAL	PRESALE CONTRACT

VERSION 3.4 / CONTRACTS + FOUNDER CAMPAIGN

Information status: 2026-09-11

battletown.com

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Executive summary

Contract sections follow the pinned Solidity; pages 24-25 define the Founder application campaign.

300M	9	2,046	1
BTOWN minted once	Deployable BATTLE TOWN contracts	Maximum Tank NFTs	Presale contracts in this set

Purpose

Version 3.4 retains the contract specification of v3.3 and adds separate Founder campaign terms. The protocol sections document the BTOWN token, allocation constants, grant vesting, Public and Corporate Presale, Tank NFT and sale, official and community tournaments, NFT reward epochs, RewardsVault and read-only lenses.

Contract-enforced

- Fixed 300M token mint.
- TEAM grant cap and three vesting schedules.
- NFT supply, rank, prices and sale constraints.
- Tournament escrow, rewards, fees and claim rules.

Not implemented here

- KYC, soft-cap protection or refunds.
- Liquidity deployment or market making.
- Staking, marketplace or gameplay.
- Multisig, pause, proxy or upgrade mechanisms.

> **Source-set SHA-256.**
> `7990a8a2f26d289ef24a28b7aabfae624ab5bdd6e8ef1ca146e118a68f027143`

A generated manifest contains the individual SHA-256 and byte length of every production Solidity file and interface.

03 Source, precedence and status

Solidity controls protocol behavior; this document must not expand it by implication.

Immutable source snapshot

The documentation build is pinned to source label **elcorporation-battle_town_contracts-f480d76ff95e**. Generation fails if any listed Solidity file differs from its expected SHA-256. The contracts are not edited by this process.

Layer	Precedence	Meaning
Deployed bytecode and verified source	Protocol behavior	Controls actual on-chain execution.
Pinned Solidity source set	Protocol sections	Normative basis for the contract specification on pages 5-23.
BattleTownPresale	Included	Purchases, stages, lock/grants, close and unsold-token finalization.
Founder application campaign	Pages 24-25	Additional application terms; not enforced by the audited Solidity.

Audit statement boundary

> **No audit artifact is bundled.** The supplied archive contains source code and tests but no independent audit report, certificate, auditor identity, report hash or covered commit declaration. This edition therefore does not claim that a named independent audit covers the pinned source hash. Such a claim requires the actual report and scope evidence.

Presale boundary

BattleTownPresale consumes the stage constants, accepts the configured payment token and routes payment to Treasury. It enforces Public/Corporate series, lock or vesting delivery, closing and unsold-token routing. No PaymentCollector, KYC verification, soft cap or refund path is implemented.

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Contents

Protocol specification and separate Founder campaign terms.

Revision record

Edition	Date	Principal change
v3.4	2026-09-11	Founder application campaign; unchanged audited Solidity source set.
v3.3	2026-09-09	Includes Presale; immediate owner setters and one-shot TGE; no soft cap or refunds.
v3.1	Historical	Superseded where inconsistent with the pinned contracts.

Removed from the current edition. Unsupported staged tournament payouts, fixed annual event-count scenarios, the former 5M/10M/15M liquidity split, APY-style NFT ratios and payout-time-only eligibility language are not part of this edition.

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Contract architecture

Nine BATTLE TOWN contracts deploy; the Constants library is inlined and NftRewards is inherited.

Component	Responsibility	Deployment
BattleTownConstants	Numeric tables and limits	Internal library; not deployed
BattleTownToken	Fixed-supply ERC-20	Deployed
BattleTownTank	Ranked ERC-721 collection	Deployed; owned by TankSale
BattleTownTankSale	Stablecoin sale and reference Tank minter	Deployed; may hand Tank ownership to another contract
BattleTownPresale	Stablecoin purchases, lock/grants, stages and closing	Deployed
BattleTownVesting	Pull-funded grants and TGE anchor	Deployed
BattleTownTournament	Official/community escrow and settlement	Deployed
BattleTownNftRewards	Holder-reward epochs and claims	Abstract; inherited by Tournament
BattleTownRewardsVault	Single-destination reward storage	Deployed
TankLens / TournamentLens	Paginated read-only views	Two deployed lenses

Dependency flow

```
Token → Vesting grants and RewardsVault → Tournament escrow
```

```
Stablecoin → TankSale → Treasury; TankSale → Tank mint
```

```
Tank snapshot → Tournament → NFT reward epoch → current token owner claim
```

The payment stablecoin is an existing external contract on a live network. A mock payment token is deployed only by the reference script on the local Hardhat network.

> **TGE authority.** Vesting and Tournament constructors contain no Presale address. TGE is controlled by the Vesting owner after grant-distribution finalization.

06 Numeric canon and allocations

Eleven technical constants sum to the 300M maximum; two are the 10M + 20M liquidity split.

Constant bucket	BTOWN	Share	Enforcement boundary
Public Presale	100,000,000	33.33%	Presale enforces series inventory and stage consumption
Corporate Presale	20,000,000	6.67%	Presale enforces series inventory and stage consumption
Initial Liquidity	10,000,000	3.33%	No liquidity contract or release schedule
Liquidity Reserve	20,000,000	6.67%	No liquidity contract or release schedule
Mining / Rewards	80,000,000	26.67%	Reference deploy script deposits this into RewardsVault
Team	20,000,000	6.67%	Vesting enforces aggregate TEAM grant cap
Staking Rewards	12,000,000	4.00%	No staking contract or release schedule
Ecosystem	11,000,000	3.67%	Allocation constant only
Marketing	10,000,000	3.33%	Allocation constant only
Bounty	9,000,000	3.00%	Allocation constant only
Launchpool	8,000,000	2.67%	Allocation constant only

> **Exact sum:** 300,000,000 BTOWN. The policy can describe liquidity as one 30M category, but the Solidity constants split it only as **10M Initial Liquidity** and **20M Liquidity Reserve**. No 5M operating sleeve, 10M CEX reserve or 15M market-making reserve exists in this source set.

Most allocation values are numeric canon rather than custody controls. The Token constructor does not distribute eleven balances. TEAM is capped by Vesting; the reference deployment funds RewardsVault with 80M by default.

07

BTOWN token and custody boundary

The Token mints all 300M once to one constructor recipient.

Battle Town	BTOWN	300M	18
ERC-20 name	Symbol	Constructor mint	ERC-20 decimals

What the Token enforces

- The constructor mints exactly **300,000,000 BTOWN** to one recipient; the inherited ERC-20 logic rejects the zero address.
- There is no additional mint function, owner, role system, transfer gate or pause.
- The contract exposes standard OpenZeppelin ERC-20 transfers and allowances.
- There is no protocol-specific burn function; standard transfers to an unrecoverable address remain possible.

What it does not enforce

The Token does not create separate balances for the allocation table, lock liquidity, constrain operational wallets or route unsold Presale tokens. Those outcomes require deployment and custody actions outside this Token contract.

> **Reference deployment.** The script deploys Token to a specified `TOKEN_RECIPIENT`, then attempts to deposit 80M into RewardsVault. If that recipient is not a local signer, the approve and deposit calls are emitted as pending actions rather than executed.

08

Presale purchases and lifecycle

Public 100M and Corporate 20M BTOWN are sold for one configured payment token.

Opening and payment

- The owner starts once, before 2027-07-01 00:00:00 UTC, with the full 120M BTOWN inventory in Presale.
- Payment uses an immutable ERC-20 with 6-30 decimals. USD6 cost is rounded upward separately for each stage consumed, then scaled to token units.
- Payment goes immediately to Treasury. There is no native-BNB purchase, soft cap, refund, price oracle or KYC verification.
- One purchase may cross stages. The owner may advance a series early, discarding the remaining allocation of its current stage.

Delivery

- Public purchases default to locked balances, claimable in full once TGE arrives.
- The owner may enable Public vesting for new purchases; Corporate purchases always create CORPORATE grants and require the buyer allowlist.
- Presale must be an enabled Vesting granter. Each vested purchase funds its grant atomically from Presale inventory.

Closing and remaining inventory

- A nonzero TGE immediately blocks purchases, including when its timestamp is in the future.
- After opening, the owner may close early. Other callers may close after the deadline or exhaustion of both series.
- Closing is irreversible. Anyone may finalize a closed sale: balance above total locked liabilities moves to the bound RewardsVault.
- Each buyer claims its entire locked balance once at or after TGE. Vesting grants are claimed through Vesting instead.

09 Public Presale stages

Ten enforced Public stages total 100M BTOWN; skipped inventory cannot be bought later.

Stage	USD / BTOWN	Volume	Stage 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

100M
Series allocation

$13.516M
Nominal full-table value

$0.015
First stage

$0.264
Last stage

Public delivery. With Public vesting off, bought BTOWN stays locked in Presale until TGE, then becomes claimable in full. With Public vesting on, each purchase creates a PUBLIC grant: 10% at its anchor, the remainder vesting from month 1 to month 10.

Pending transactions. The audited buy function has no maximum-cost or vesting-mode argument. Stage advancement or a Public vesting change can affect a pending purchase. An exact payment-token allowance can cap spending; the actual Purchased event identifies delivery.

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Corporate Presale stages

Ten enforced Corporate stages total 20M BTOWN and require owner-approved buyers.

Stage	USD / BTOWN	Volume	Stage 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
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

20M
Series allocation

$1.48202M
Nominal full-table value

120M
Combined allocation

$14.99802M
Combined nominal value

Every Corporate purchase creates a CORPORATE vesting grant: zero at its anchor, a six-calendar-month cliff, then continuous vesting through month 16.

The exclusive close is **1,814,400,000**, corresponding to 2027-07-01 00:00:00 UTC. This includes 30 June 2027 UTC. Owner closing or setting TGE can end purchases earlier.

> **No refund claim.** Payments reach Treasury during purchase. The contract has no soft-cap success/failure test, refund function or automatic refund right. Allowlisting is an owner permission, not on-chain identity or legal eligibility verification.

11 Vesting schedules

Three schedules use calendar-month anniversaries and continuous interpolation between them.

Schedule	At anchor	Cliff boundary	Linear interval	Fully vested
PUBLIC	10%	Through month 1	Remaining 90% from month 1 to month 10	Month 10
CORPORATE	0%	Through month 6	100% from month 6 to month 16	Month 16
TEAM	0%	Through month 12	100% from month 12 to month 22	Month 22

Boundary semantics

- At the exact cliff anniversary, vested value is still the initial amount.
- After the cliff, vesting accrues continuously inside each civil-calendar month.
- At each next anniversary, another 10% of the original grant has vested.
- Calendar arithmetic clamps the day to the last day of shorter months and preserves time of day.
- Each grant anchors at `max(TGE, grant.createdAt)`; a late TEAM grant does not vest retroactively.

> **TEAM cap.** Aggregate active TEAM allocations cannot exceed 20,000,000 BTOWN. Revoking a TEAM grant before TGE restores its original allocation to the remaining cap.

12 Vesting registry, funding and TGE

Every grant batch is atomically funded from the authorized granter's own balance.

Grant lifecycle

1. An enabled granter submits up to 250 unique rows and approves their total BTOWN allocation.
2. The whole batch is written and exactly funded in one transaction; fee-on-transfer shortfalls revert.
3. The owner finalizes distribution, closing new PUBLIC and CORPORATE grants. TEAM grants remain open.
4. The owner calls setTge once; it requires finalized distribution and takes effect immediately.
5. The TGE timestamp must be between the current block time and 90 days ahead. There is no proposal/commit delay.
6. Beneficiaries claim one grant or many grants through a single transfer.

Correction and solvency rules

- Finalization can be reversed only before TGE is committed.
- Grants can be revoked only before the committed TGE timestamp has arrived.
- A revocation returns unpaid backing to a nonzero recipient and leaves a tombstone.
- Surplus withdrawal can transfer only balance above recorded unpaid liabilities.
- The contract exposes total liabilities, TEAM allocation and a solvency view.

> **No payment proof.** A grant ID, beneficiary, allocation and schedule come from the external registry. The Vesting contract validates structure and funding, not the commercial reason for a grant.

13 Tank NFT collection

Ranks are selected at mint, fixed forever and capped by the powers-of-two supply table.

Rank	Maximum supply	USD sale price	Official reward	Community weight
1	1,024	$30	2	1x
2	512	$60	5	2x
3	256	$120	12	4x
4	128	$250	25	8x
5	64	$500	55	16x
6	32	$1,000	140	32x
7	16	$2,000	300	64x
8	8	$5,000	1,000	128x
9	4	$15,000	3,500	256x
10	2	$50,000	15,000	512x

2,046
Maximum total supply

10
Ranks

1…2,046
Dense sequential IDs

No burn
Supply remains dense

Only the owner may mint. Under the reference deployment, Tank ownership is transferred to TankSale, making TankSale the sole minter. Rank is recorded once and has no setter.

> **Metadata boundary.** This Tank contract does not define a base URI, per-token URI setter or contract URI. Integrations must not claim on-chain artwork or metadata hosting from this source set.

14 Tank sale

Buyers choose ranks and pay one configured stablecoin at the fixed usd6 table.

Purchase path

- The payment token must report 6–30 decimals; usd6 prices are scaled exactly with no oracle.
- One buyer may purchase one Tank, a batch of up to 50, or pay for a batch sent to another address.
- The exact expected payment must arrive; transfer-tax and short-receipt tokens revert.
- Payment is pulled to TankSale and forwarded to Treasury inside the same transaction.
- Public supply excludes unminted constructor-declared reserve quantities.

Reserve and activation

- Free reserve quantities are fixed in the constructor; ranks 9 and 10 cannot be reserved.
- Reserve reward value cannot exceed 3,784 BTOWN per official tournament, equal to 5% of 75,680.
- Minting reserve Tanks before the first activation makes the required empty-collection check fail.
- The first sale activation requires an empty Tank collection owned by TankSale.
- The owner may toggle sale activity. There is no per-wallet limit, allowlist or anti-bot rule.
- After immediate owner-authorized Tank handover, the receiving contract has direct mint authority and TankSale is no longer operational.
- `sealTank` permanently renounces Tank ownership after sale deactivation.

> **Stablecoin risk.** The contract treats the configured token's units as the USD table. It has no price oracle, depeg protection or blacklist bypass. Treasury changes are immediate owner transactions.

15 Official tournaments

Each event escrows the full current reward liability before any result is recorded.

Reward period	Winner	Each random player	NFT pool	Total escrow
0 / days 0–729	1,000,000	500,000	75,680	2,075,680
1 / days 730–1,459	800,000	400,000	75,680	1,675,680
2 / days 1,460–2,189	640,000	320,000	75,680	1,355,680
3 / days 2,190–2,919	512,000	256,000	75,680	1,099,680
4 / day 2,920 onward	409,600	204,800	75,680	894,880

Period and cadence

- Reward period is derived from the Vesting TGE: elapsed whole 730-day intervals.
- Period is capped at 4, so the final row continues after day 2,920.
- A committed future TGE is already nonzero, so an official event may be created before that timestamp and uses period 0.
- At least 60 days must pass between official-tournament creations.
- The contract does not require a quarterly cadence or any minimum number of events.

Escrow

Only an enabled official operator may create an event. Free uncommitted BTOWN already on Tournament is used first; only the shortfall is pulled from the operator. Winner, two random-player legs and the NFT pool are separately settled.

> **No reward tranches.** The contract contains no one-third monthly smoothing. Each recorded player leg is transferred in full when its payment function executes.

16 Official results and verifiable draw

The operator commits eligible battle pairs before requesting one Chainlink VRF word.

Result path

- The official winner is recorded once and cannot be overwritten.
- The roster is a flattened array of nonzero player pairs from completed non-final battles.
- At least eight battle pairs are required; repeated players are allowed.
- Only roster hash and battle count are stored. The full roster remains transaction calldata.
- VRF selects one battle index; anyone may reveal the pair by resubmitting the matching roster.
- The manual fallback requires two different players. VRF reveal trusts the committed pair and does not reject a same-address pair.
- Either selected address may also be the official winner.

Fallback and timeouts

Before any VRF coordinator is configured, the operator can record the random players manually. Once a coordinator is configured, that manual path is permanently blocked. Before payment, the manual pair can be replaced by another valid pair; it is not write-once. A VRF request may be cancelled by the owner or an operator after one day.

After 180 days, the owner can cancel unpaid legs of an abandoned official event. Released escrow remains free Tournament balance and can fund a later event; it is not automatically returned to RewardsVault.

> **Eligibility is operator-attested.** Solidity cannot determine whether submitted pairs are completed or non-final battles. The operator and public calldata evidence carry that responsibility.

17 Official NFT reward epochs

NFT supply and ranks are snapshotted when the tournament is created; ownership is checked when claimed.

Snapshot and opening

- Creation stores Tank address, total-minted cutoff, rank counts, total weight and total level-table due.
- Settlement opens a LEVEL_TABLE epoch for the lesser of 75,680 BTOWN and snapshot due.
- If the collection is partially minted, each eligible Tank keeps its fixed rank reward.
- Any official pool above snapshot due is sent to the current Treasury when the epoch opens.

Claim semantics

- A token ID must be at or below the tournament-creation cutoff.
- The caller must own that token at claim time.
- An unclaimed reward therefore travels with the NFT after a transfer.
- Claims accept up to 256 ascending token IDs; multi-epoch claims accept up to 32 ascending epochs.
- Each token can claim each epoch once.

> **Claim window.** After an epoch opens, any unclaimed remainder can be swept to Treasury after 180 days. The timeout begins at epoch opening, not at tournament creation.

18 Community tournaments

Any organizer may escrow a community prize of at least 100 BTOWN.

95%	1.5%	3.5%	100 BTOWN
Nominal net winner prize	Nominal NFT component	Nominal Treasury component	Minimum prize pool

Lifecycle

- The organizer's address salts the supplied ID, preventing another account from occupying its key.
- The full prize is transferred into escrow at creation and Tank aggregates are snapshotted immediately.
- Anyone may distribute fees once Tank and Treasury are configured.
- Only the organizer records the winner; organizer or contract owner may pay the net prize.
- If no winner is recorded for 90 days, anyone may trigger return of the 95% net prize to the organizer.

> **Rounding rule.** Fee is floor(prize × 5%); the NFT component is floor(fee × 30%); Treasury receives fee minus the NFT component; the winner receives prize minus fee. The nominal 95% / 1.5% / 3.5% split is exact only when the integer divisions are even.

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Community NFT reward epochs

Eligible snapshot Tanks divide the whole 1.5% component by actual snapshotted weight.

Opening conditions

- The NFT component must be at least 1,024 BTOWN.
- At least one Tank with nonzero snapshot weight must exist at tournament creation.
- If either condition fails, no WEIGHT epoch opens and the entire 5% fee goes to Treasury.

Distribution formula

```
token share = epoch amount × rank weight ÷ total weight at tournament creation
```

Rank weights are 1, 2, 4, 8, 16, 32, 64, 128, 256 and 512. The denominator is the weight of Tanks already minted when the community tournament was created, not the full-collection weight.

Ownership and expiry

The cutoff fixes which token IDs participate, while current ownership determines who can claim. Tanks minted later do not participate. An unclaimed entitlement moves with a transferred NFT. Integer-division dust and all other unclaimed value may be swept to Treasury 180 days after epoch opening.

> **No passive-income guarantee.** A holder receives nothing unless a qualifying tournament creates an epoch, the holder owns an eligible token at claim and the claim is submitted before sweep.

20 Mining / Rewards vault

The vault has one permitted payout destination: the registered Tournament contract.

Funding and payout

- The immutable token is set at construction.
- Tournament must be bound before deposits through the deposit function.
- Anyone may deposit; received amount is measured and recorded.
- Only the owner may push a nonzero amount to the registered Tournament.
- The caller supplies the expected Tournament address to guard against a rebind race.
- Direct BTOWN transfers remain available even when they bypass deposit accounting.

Destination control

The owner may set or replace Tournament immediately. The destination must contain contract code. No proposal, waiting period or commit window is required.

> **No general withdrawal.** The vault has no recover or drain function for BTOWN. Its owner can only fund the current Tournament. Renouncing ownership is disabled because it would freeze the vault permanently.

After funds reach Tournament, they are no longer constrained by Vault. Any amount not reserved as tournament escrow or NFT-epoch liability is free balance, and the Tournament owner can sweep that free balance to the current Treasury.

> **No automatic cadence.** Funding is an owner-operated push before events. Tournament cannot pull from RewardsVault.

21 Authority, rebinds and immutability

Operational power is concentrated in owners, granters, operators and organizers.

Authority	Scope	Important constraint
Token	No protocol admin	Fixed constructor mint only
Tank owner	Mint and ownership transfer	Reference deployment transfers it to TankSale
TankSale owner	Sale, reserves, Treasury, Tank handover	Tank sealing is irreversible
Presale owner	Start/close, advance stages, Treasury/Vesting and buyer modes	No refund path; closing is permanent
Vesting owner	Granters, finalization, TGE, revocation	setGranter rejects the current owner
Official operator	Create and settle official events	setOfficialOperator rejects the current owner
Tournament owner	Operators, wiring, VRF, cancellation	Ownership transfer does not re-check the operator map
Community organizer	Create event, record winner	Funds its own full prize

Controls that do not exist

- No contract-level emergency pause.
- No proxy or upgrade path.
- No on-chain multisig requirement.
- No recovery for a beneficiary's lost key.
- No governance token voting or timelocked governance executor.

> **Role-separation edge.** Vesting and Tournament reject assigning their current owner as granter/operator, but an Ownable2Step transfer can move ownership to an already-enabled granter/operator. Integrations must prevent and monitor that role collapse; the contracts do not automatically clear those mappings.

Owner setters act immediately: TankSale Treasury and Tank owner; Tournament Treasury, Tank and Vesting; RewardsVault Tournament; Presale Treasury, Vesting, Corporate allowlist and Public vesting. Vesting TGE is set once after distribution finalization. Ownable2Step ownership changes still require recipient acceptance, with no time delay. Tank uses one-step Ownable, controlled by TankSale after wiring.

22 Deployment and integration surfaces

The script deploys nine BATTLE TOWN contracts plus a local mock or external payment token.

Reference order

```
Payment token → Token → Tank → TankSale → Vesting → Tournament → RewardsVault → TankLens →
TournamentLens → Presale
```

- The deployment script whitelists chain IDs 31337, 97 and 56, but the supplied Hardhat config defines no named BSC networks or account source.
- Mainnet requires the explicit environment acknowledgement `CONFIRM_MAINNET=56`.
- Solidity 0.8.28 compiles with optimizer 200 runs, viaIR and Cancun EVM target.
- Owner, granter, operator, Treasury and token recipient must be distinct in the script.
- The script requires owner, granter and operator to be EOAs; contracts themselves do not universally enforce this.
- VRF configuration is required operationally for verifiable official draws; subscription creation/funding and addConsumer are external steps.
- Missing VRF configuration is recorded as a risk but does not prevent final TankSale activation.
- Tank sale activation follows post-deploy assertions. Presale receives 120M BTOWN and granter permission; startSale requires explicit owner activation.

Read-only integration

TankLens pages owners and ranks over at most 500 dense token IDs. TournamentLens previews up to 512 token rewards and 64 epochs. Neither lens can move tokens.

> **Addresses are deployment-specific.** This edition publishes no production address. Frontends and backends must consume a chain-ID-keyed deployment artifact generated from the exact deployed bytecode.

23 Risk factors and legal notice

The contracts reduce some classes of error but do not eliminate financial, operational or key risk.

Technical

Defects, dependency faults, chain changes, transient-storage support, VRF failure, congestion, reorgs, stablecoin behavior and integration errors.

Authority

Owner, granter, operator, organizer or Treasury key compromise; no pause, proxy upgrade or on-chain multisig requirement.

NFT rewards

Claim costs, missed 180-day windows, transfer of unclaimed entitlements with NFTs and loss while an NFT is held by a non-claiming contract.

Presale

Payment is irreversible; no soft cap, refund or on-chain KYC exists. Owner stage advancement and Public vesting changes may affect pending purchases.

Market

No contract guarantees price, liquidity, listing, resale value, tournament cadence, demand, revenue or returns.

Operations

Incorrect source/address mapping, unfunded pending actions, wrong Tank ownership, missing VRF configuration or incorrect off-chain battle evidence.

> **No assurance.** BTOWN and Tank NFTs are high-risk digital assets and protocol components. This document is not investment, financial, legal or tax advice and is not an offer where an offer would be unlawful.

Verification

Source label: **elcorporation-battle_town_contracts-f480d76ff95e**
Source-set SHA-256: `7990a8a2f26d289ef24a28b7aabfae624ab5bdd6e8ef1ca146e118a68f027143`
Edition date: 2026-09-11

Before relying on a deployment, independently compare verified source and bytecode, constructor arguments, chain ID, linked addresses, owner/operator roles, VRF configuration, Vault funding and Tank ownership against the published deployment artifact.

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Founder Pack: eligibility and tiers

First public round. One collectible edition. Benefits in addition to BTOWN.

Round 01 only

Founder Pack applies to confirmed allocations in the first PUBLIC stage (index 0) of the campaign's verified BSC Mainnet deployment. Its published stage price is $0.015 per BTOWN and volume is 3,000,000 BTOWN: $45,000 nominal stage value.

Founder Pack - from $100

BTOWN for the full purchase amount, plus one First Battalion cosmetic edition, permanent Founder identity and two Premium Pass entitlements. At exactly $100 in stage 0, approximately 6,666.67 BTOWN; contract integer precision and rounding apply.

Founder Pack + NFT - from $300

The same complete Founder Pack and one Recruit NFT from the existing collection, without an additional NFT purchase price. Exactly $300 entirely in stage 0 buys 20,000 BTOWN.

Cumulative eligibility, one wallet-bound edition

- Only the confirmed USD6 paid for first-stage portions counts. $60 + $40 in that stage qualifies; $100 + $200 upgrades the same membership.
- $120 in stage 0 and $180 later gives only the base Founder Pack. $600 in stage 0 still gives one pack, two Pass entitlements and one Recruit.
- Corporate purchases, later stages, testnet activity, referral rewards and won tickets do not count. One pack per verified wallet, not a guarantee of one natural person. Switching wallets does not transfer membership.

> **A quote is an estimate.** A purchase can span stages. Only its actual finalized stage-0 portion counts for Founder. Another purchase or owner advancement before execution may change that portion and the amount paid. A displayed quote does not reserve Founder eligibility.

Limited first-round edition

The nominal $45,000 round value supports a planning estimate of up to 450 memberships, including up to 150 with Recruit, not two additive pools. Larger purchases reduce the participant count. These estimates are not contract-enforced participant caps: payment rounding can change the total.

Membership numbers follow the canonical order in which finalized purchases reach the threshold. An upgrade keeps the number. Verified qualifying purchases remain obligations even if they exceed an inventory estimate. When the first stage closes, eligibility is fixed by its confirmed purchases; later rounds do not issue this edition.

25 Founder benefits: use and delivery

Cosmetic identity and seasonal rights remain separate from the Recruit NFT.

Choose one First Battalion edition

Choose one coordinated appearance: Ember, Arctic or Shadow. Each combines a tank skin marked 01, a readable shot effect and Founder profile identity. The choice is recorded once for the membership. The Founder badge and numbered card are parts of this identity, not separately priced rewards.

The chosen Founder appearance works on the standard tank without owning an NFT. It changes no speed, damage, collisions, rank or payout rules. First Battalion is not sold in the ordinary shop or reissued after this campaign closes. Founder status is permanent within the original game account.

Two Premium Pass entitlements

Two non-transferable entitlements can be used in any two of the first four full seasons, with at most one per season. The player activates a credit during an eligible open season, before that season ends. Time does not run from the presale purchase. Existing free-season progress is retained when upgrading.

Season dates, tracks and available content are published with each season. Before its season launches, a reserved entitlement is not an active Pass and does not represent already playable seasonal content.

Recruit delivery and transfer

The senior pack includes one Recruit (rank 1) from the existing maximum supply of 1,024, whose published ordinary sale price is $30. No new NFT collection or additional Recruit supply is created for Founder.

The campaign requires verified Recruit reserve before activation. Delivery takes place after the first round closes and qualifying purchases are verified; its allocation and transaction status are shown in the member profile. A purchase confirmation is not itself an NFT delivery confirmation.

Selling or transferring Recruit transfers that NFT under its existing rules. It does not transfer Founder status, cosmetics or Pass credits. Existing NFT snapshots, ownership checks and claim deadlines apply; no rewards for epochs before eligibility are promised.

> **Existing beta conditions still apply.** Public beta access requires an active ticket cycle and at least one available ticket. Confirmed purchases award a ticket for each full cumulative $100 under the ticket rules. Founder does not grant an independent permanent beta pass.

This campaign changes no audited Solidity, BTOWN price, vesting schedule or NFT properties. Cosmetics discounts and gifts for friends are not included in the initial campaign. The current site shows deployment, verification and benefit availability; this document does not announce that the sale or seasons have already opened.