



BALLHYPE CLUB: WORLD LEAGUE

BALLIN' APES COLLECTION

WHITEPAPER 0.5

QUICK PEEK RELEASE





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1 | INTRODUCTION

BALLIN' APES COLLECTION IS A PROGRAMMATICALLY GENERATIVE, DEFLATIONARY & UNIQUE SET OF HAND-DRAWN ARTWORKS THAT ARE LIMITED TO A TOTAL AMOUNT OF 10,000 CREATED NFTS FROM 500+ DIFFERENT ATTRIBUTES/TRAIT.

BALLHYPE CLUB IS TAKING THESE FEATURES AND CREATING A DECENTRALIZED SPORT-BASED UNIVERSE OF PLAYABLE BALLIN' APE NFTS.



DISCLAIMER: THIS WHITEPAPER HAS BEEN WRITTEN PRIOR TO A FINALIZED GAME DESIGN DOCUMENT AND IS SUBJECT TO CHANGE.



2 | SUMMARY

THE SALES VOLUME FOR NON-FUNGIBLE TOKENS (NFTS) HIT OVER \$23 BILLION IN 2021, UP FROM A TOTAL OF \$13.7 MILLION IN ALL OF 2020, CNBC REPORTED ON DECEMBER 31, 2021.

OPENSEA'S NFT SALES HIT A RECORD HIGH IN JANUARY 2022, WITH DAILY VOLUME REACHING OVER \$169 MILLION. MUCH OF THIS HAS BEEN DRIVEN BY POPULAR NFT COLLECTIBLE PROJECTS AND PLAY-TO-EARN GAMING.

BALLHYPE CLUB WILL COMBINE THE NFT COLLECTIBLE AND PLAY-TO-EARN GAMING SPACES TO INTRODUCE A NEW AND UNIQUE OPPORTUNITY FOR OUR BALLIN' APES NFT HOLDERS.

OUR BALLIN' APES WILL COMPETE IN BALLHYPE CLUB: WORLD LEAGUE, WHERE THEY WILL BE COMPETITIVE IN A 1V1, 3V3 AND 5V5 BASKETBALL GAME WHERE EACH NFT AVATAR IS AN ACTUAL PLAYER ON THE BASKETBALL COURT.



3 | GAMING ECOSYSTEM

BALLIN' APES

BALLIN' APES ARE THE INITIAL ENTRY FOR ANYONE WANTING TO COMPETE INSIDE THE BALLHYPE CLUB ECOSYSTEM. USERS CAN ACQUIRE BALLIN' APES THROUGH MINTING OR A SECONDARY MARKET SUCH AS OPENSEA. EACH BALLIN' APE WILL BE AN ACTUAL PLAYER ON THE BASKETBALL COURT IN PLAY-TO-EARN GAMING.

ORGANIZATIONS, LEAGUES & TOURNAMENTS

BALLIN' APES WILL NEED TO JOIN AN ORGANIZATION IN ORDER TO PARTICIPATE IN LEAGUES AND TOURNAMENT PLAY. ONLY BALLIN' APE NFT HOLDERS WILL BE ABLE TO CREATE AN ORGANIZATION AND WILL BE THE GENERAL MANAGERS (GM). ONCE AN ORGANIZATION IS FOUNDED, THE GM CAN RECRUIT OTHER BALLIN' APES TO JOIN HIS/HER ORGANIZATION AND WILL MANAGE THE ROSTERS, LEAGUES, TOURNAMENTS AND SPONSORSHIPS.



4 | WHAT IS A BALLIN' APE

THE 10,000 GENESIS BALLIN' APES WILL BE REVEALED AND MINTED IN MARCH 2022, AND ARE EXPECTED TO SELL OUT QUICKLY. THERE WON'T EVER BE ANY MORE GENESIS BALLIN' APES MINTED.





5 | TRAITS & SKILLZ

BALLIN' APES HAVE BEEN DESIGNED WITH A MULTI-RARITY APPROACH IN MIND PROVIDING FOR MULTIPLE SECONDARY MARKETS. EACH BALLIN' APE WILL HAVE TWO KEY COMPONENTS WHICH HAVE AN IMPACT ON THEIR POTENTIAL VALUE, AND PERFORMANCE IN-GAME: TRAITS & SKILLZ.

5.1A | TRAITS

EACH BALLIN' APE IS CREATED FROM 500+ DIFFERENT ATTRIBUTES/TRAITS THAT ARE HAND-DRAWN, RANGING FROM COMMON TO ULTRA RARE. AFTER EACH BALLIN' APE HAS BEEN MINTED, A RANDOM SET OF TRAITS AND SKILLZ GETS ASSIGNED, GIVING EVERY BALLIN' APE ITS OWN UNIQUE IDENTITY.





5 | TRAITS & SKILLZ

5.1B | SKILLZ

EACH BALLIN' APE PERFORMANCE IN GAMES, WILL BE REFLECTED THROUGH ITS SKILLZ. EACH BALLIN' APE WILL START WITH ZERO SKILLS, BUT WILL HAVE A RANDOMLY GENERATED CAP FOR EACH OF THE FIVE (5) SKILLS:

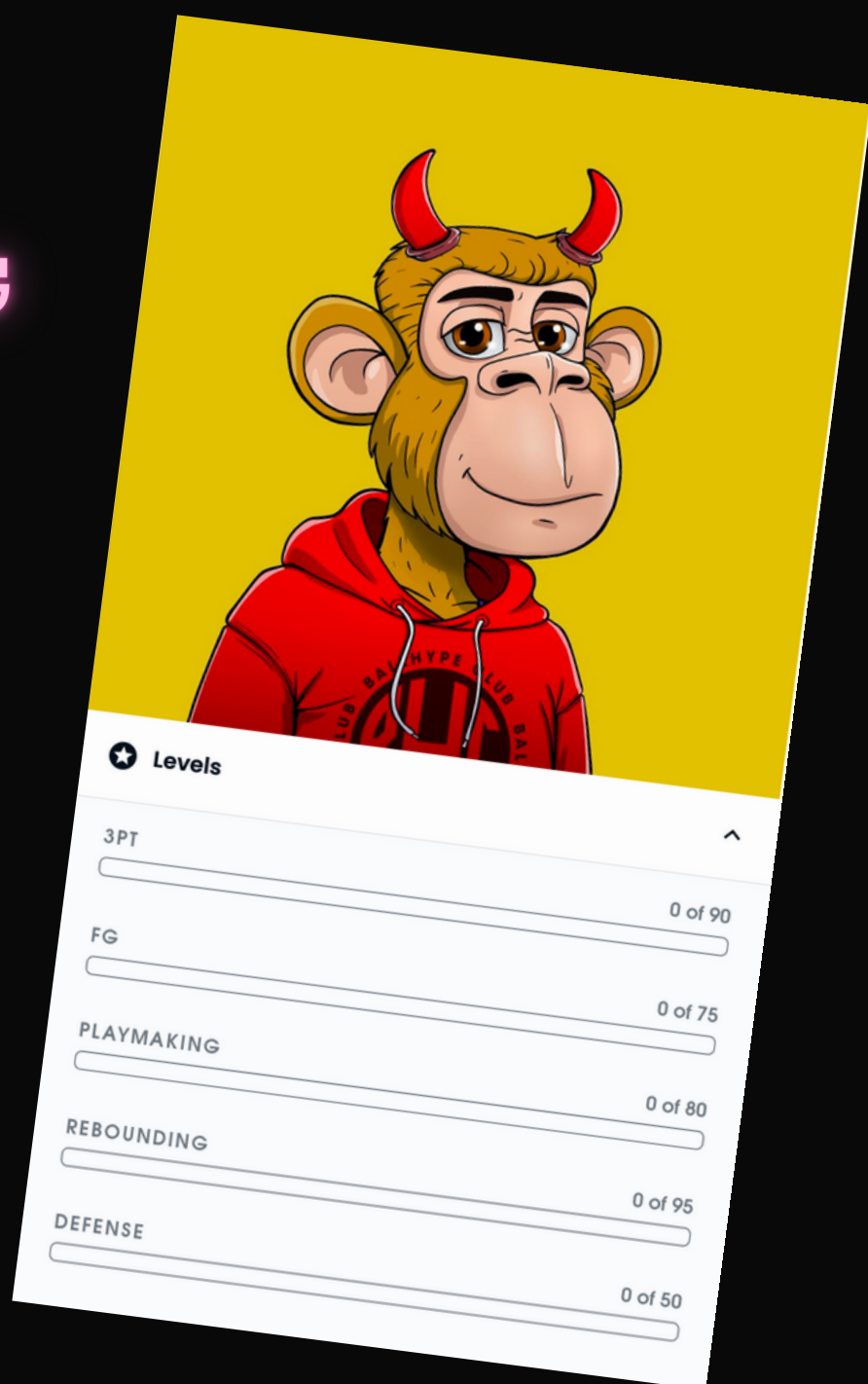
3 POINT SHOOTING

FG SHOOTING

PLAYMAKING

REBOUNDING

DEFENSE



SKILL CAPS WILL BE RANDOMLY ASSIGNED ON A SCALE FROM 50-100. EVEN WITH LOW CAP, THERE WILL BE BUILT IN WAYS TO HELP TRAIN EACH PLAYER TO INCREASE THEIR SKILLZ THROUGH GAMEPLAY.



6 | CUSTOMIZATION

EACH BALLIN' APE WILL COME WITH A GENERIC, RANDOMLY GENERATED NAME - IE BALLIN' APE #210 - AND NO LISTED BACKSTORY.

BUT DON'T WORRY! YOU WILL BE ABLE TO CUSTOMIZE THE NAME OF EACH BALLIN' APE AND GIVE SHARE YOUR BALLIN' APES UNIQUE BACKSTORY.





7 | INCREASING SKILLZ

INCREASING THE BALLIN' APES APES SKILLZ CAN BE DONE THROUGH TWO WAYS:

1) PLAYING THE GAME: PLAYERS WILL EARN XP - WHICH CAN BE USED TO HELP LEVELING UP YOUR BALLIN' APE - FOR PLAYING AND PERFORMING WELL IN GAMES.

2) PURCHASING UPGRADES: BY USING \$HYPE TOKENS, YOU CAN INCREASE THE SKILLZ OF YOUR BALLIN' APE. EACH GENESIS BALLIN' APE WILL EARN 10 \$HYPE PER DAY. THESE TOKENS CAN BE USED TO HELP INCREASE THE SKILLZ OF YOUR BALLIN' APE.

AS YOUR BALLIN' APE INCREASES THEIR SKILLZ, THEY WILL UNLOCK UNIQUE ANIMATIONS SUCH AS CELEBRATIONS, DANCE EMOTES, TRASH-TALKING, AND MORE.



8 | ORGANIZATIONS

AS BALLHYPE CLUB: WORLD LEAGUE WILL NEED TO BE PART OF AN ORGANIZATION IN ORDER TO PARTICIPATE IN ANY LEAGUES OR TOURNAMENTS. EACH BALLIN' APE NFT OWNER WILL BE ABLE TO START THEIR OWN ORGANIZATION AND BE THEIR GENERAL MANAGER (GM). AS THE GM, THEY WILL NEED TO RECRUIT OTHER PLAYERS TO PLAY FOR THEIR ORGANIZATION.

THE MORE TALENTED OF A TEAM THEY PUT TOGETHER - IE MORE SKILLZ THEIR TEAMS HAVE - THE HIGHER DIVISION THEY WILL PLAY IN. THIS WILL HELP EQUALIZE THE PLAYING FIELDS AND HELP CREATE BETTER MATCHUPS.

THERE WILL BE A LIMIT ON THE NUMBER OF ORGANIZATIONS THAT ARE CREATED, SO IT WILL BE IMPORTANT TO BUILD YOUR BALLIN' APES SKILLS SO GMS WANT YOU TO PLAY FOR THEM.



8 | ORGANIZATIONS

8.1 | MEMBERS

EACH ORGANIZATION OWNER (IE GM) WILL NEED TO SELECT THE MEMBERS (IE PLAYERS) FROM THEIR ORGANIZATION TO PLAY IN DIFFERENT LEAGUES AND TOURNAMENTS PRIOR TO THE START OF EACH EVENT. LEAGUES AND TOURNAMENTS WILL BE IN THE FORM OF 1V1, 3V3 AND 5V5 GAMES.

PLAYERS WILL ONLY BE ABLE TO PARTICIPATE IN ONE EVENT AT A TIME, SO IT IS IMPORTANT FOR THE GM TO MANAGE HIS/HER ROSTERS TO HELP EACH TEAM SUCCEED.



8 | ORGANIZATIONS

8.2 | CUSTOMIZATION

EACH ORGANIZATION OWNER (IE GM) WILL BE ABLE TO FULLY CUSTOMIZE THEIR ORGANIZATION. THE ULTIMATE GOAL OF BALLHYPE CLUB: WORLD LEAGUE IS FOR ORGANIZATION OWNERS TO BE ABLE TO CREATE AND EXPAND ON THEIR OWN BRANDING. TO HELP THIS PROCESS, THEY WILL BE ABLE TO CREATE:

8.2a | NAME, LOGO & COLORS

EACH ORGANIZATION OWNER WILL BE ABLE TO FULLY CUSTOMIZE THEIR CLUB NAME, COLORS AND LOGO THAT THEY CAN BUILD THEIR BRAND OFF OF.

8.2b | WEARABLE ASSETS

AS EACH ORGANIZATION PROGRESSES THE MORE UNIQUE AND RARE WEARABLE ASSETS WILL BECOME AVAILABLE FOR THEIR MEMBERS/PLAYERS. WEARABLE ASSETS WILL INCLUDE UNIQUE SHOES, UNIFORMS, HEADWEAR, EYE WEAR, ETC.



8 | ORGANIZATIONS

8.2c | HOMECOURT

ORGANIZATION OWNERS WILL BE ABLE TO CUSTOMIZE THEIR TEAMS HOMECOURT!

8.2d | FANBASE

YOUR HOMECOURT FANBASE WILL BE BASED ON THE NUMBER OF FOLLOWERS ON SOCIAL MEDIA - IE TWITTER, INSTAGRAM AND TIKTOK.

8.2e | SPONSORSHIPS

ORGANIZATION OWNERS WILL BE ABLE TO FIND SPONSORS TO HELP GMS PAY THEIR PLAYERS (IF THEY SO CHOOSE), PROMOTE THEIR ORGANIZATION, OR HELP THE ORGANIZATION IN OTHER UNIQUE WAYS. THEY CAN ADVERTISE THEIR SPONSORSHIPS ON THEIR HOMECOURT, ON THEIR SOCIAL MEDIA PAGES, ON THEIR UNIFORM, OR ANYWHERE ELSE THEY CHOOSE!



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