

# Bittendo: Your games on the most valuable blockchain

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## *Towards an on-chain future*

We are a bunch of old school gamers joining crypto from the period of 2014-2017. We love games and we love Bitcoin. That's why we dedicate our effort to push game development and gaming experience towards total decentralisation. Our mindset is simple: gamers are owners, developers are public servants. Our approach is straightforward: putting every possible part of the game on blockchain.

Every game generally consists of four elements: a theme (lore, characters), assets (items, currency...), logic (gameplay, coreloop...), gaming state (progress, save...). You the players can keep your gaming story in your heart, we keep the rest on-chain. With Bittendo, you can 1) verify all actions and logic, 2) reconstruct (replay) any game moment using on-chain state, and of course 3) completely control your game assets (keep, gift, sell, destroy). At any point in time, new developers can get involved and improve the game. No more absolute power. No dev god.

Bittendo network is running on BTC as the gas token. Its native token BIT10 is the incentive instrument and governance. Every game launching on Bittendo will have their own token to ensure the autonomous in-game economy.

## *Native incentive mechanism*

We are highly influenced by Satoshi's school of thought and Bitcoin's mentality. In other words, we believe in fair launch, as communities have more to offer rather than money. We devise a way for community members to spend Time, Effort and Social capital in exchange for tokens.

### **Distribution of \$BIT10:**

Total supply of 7,000,000,000 \$BIT10, in which:

- Community Sale: 10%
- Team: 10%
- Advisor: 5%
- Liquidity: 10%
- Community rewards: 65%

**Community sale** is the one only round, the purpose is to bootstrap liquidity. No private sale, no VCs. You're welcome.

**Community rewards** mean airdrop to members of different communities, who support Bittendo and blockchain gaming as a whole. For example: social sharing, holding gaming NFTs, partner staking, participating in play-tests, and many more.

**Liquidity** for DEX and future CEX listings.

### Utility of \$BIT10:

Introducing the dual-consensus, you can use \$BIT10 in two different styles: dPOW or POS.

*For dPOW - degen Proof of Work*, \$BIT10 holders can become Miners by acquiring the Mining Machine in our first mini game Bitcoin Speedrun, which is powered by RWA (real-world activities: clicking, hovering, walking, you name it). Miners produce dBTC (Degen Bitcoin) that will grant you the airdrop of all the games launching on Bittendo until the end of time. In addition, we will introduce more mini games in dPOW to spice up our Miners' life.

*For Proof of Stake*, \$BIT10 can be staked into different "game validators" to fuel the next game launch. There will be several candidate games every month, and the community decides which game to release by staking. All stakers receive allocation for the upcoming game tokens.

### Airdrop-Infinite (A.I.) Glitch:

The revenue share in \$BIT10 that we get from each game is stored in a multisig wallet. Playing games and staking the game tokens will grant you access to this \$BIT10 pool.

### Game-specific incentive mechanism

All our games are followed the general metrics as shown below:

+20% game token to airdrop in POW and POS

+80% game token to reward Proof of Play (POP) participants

To boost the early adoption, we followed Satoshi's textbook halving method and accidentally took it to the next level. Proudly present, "Halvinception"(\*) mechanism. Firstly, POP reward is cut in half every 90 days. Secondly, the daily POP reward is cut by half every 100 plays.

Take the below representative example:

Game MOMTAG: Massive On-chain Multiplayer Turn-based Artillery Game.

On **Day1**: Match #1 to #100 gets **1000 tokens** per match. Then each match from #101 to #200 gets **500 tokens**. And so on.

That happens until day 90.

On **Day 91**: Match #1 to #100 gets **500 tokens** per match. Then each match from #101 to #200 gets **250 tokens**. And so on.

That happens until day 180.

And so on.

## *A brief on technical implementations*

Securing Gaming Assets on Multiple Layers:

**Genesis Assets as Ordinals:** Genesis assets, which represent foundational elements of the game such as characters, lore, and initial resources, are stored as Ordinals. These assets are securely anchored to the Bitcoin blockchain, ensuring their immutability and provenance. By leveraging Bitcoin's robust security and decentralisation, players can trust the authenticity and scarcity of these assets.

**In-Game Items as NFTs on Bitcoin Layer 2 (L2):** In-game items, including currency, equipment, and collectibles, are represented as non-fungible tokens (NFTs) on a Bitcoin Layer 2 solution. This Layer 2 protocol, built on top of Bitcoin, provides scalability and efficiency for handling a large volume of transactions while maintaining the security and censorship resistance of the underlying Bitcoin blockchain.

Modular Bitcoin Layer 2 with Bitcoin Virtual Machine (BVM):

**Modular Design:** The Bitcoin Layer 2 blockchain is designed to be modular, allowing for flexibility and extensibility in accommodating various gaming applications and requirements. This modular architecture enables developers to deploy custom smart contracts and decentralised applications (DApps) tailored to specific gaming experiences.

**Bitcoin Virtual Machine (BVM):** The platform incorporates a Bitcoin Virtual Machine (BVM), a lightweight execution environment compatible with Bitcoin scripting language. This allows developers to write and deploy smart contracts directly on the Bitcoin Layer 2 blockchain, facilitating programmable and trustless interactions within the gaming ecosystem.

**Data Availability via Celestia:** Data availability is ensured through technologies like Celestia, a decentralised storage and indexing layer for off-chain data related to the Bitcoin blockchain. Celestia provides reliable access to game-related data, such as player actions, game states, and asset metadata, while maintaining the integrity and decentralisation of the overall system.

Onchain Storage of Game Logics and States:

**Immutable Record of Game Logics:** Game logics, including rules, mechanics, and algorithms governing gameplay, are stored on-chain, ensuring transparency and verifiability. By anchoring game logics to the Bitcoin blockchain, players can trust that the rules of the game are enforced consistently and cannot be manipulated by centralised authorities.

**Persistent Game States:** Similarly, game states, representing the current progress, configurations, and interactions within the game, are stored on-chain. This ensures that the state of the game is tamper-proof and can be audited by players at any time. Additionally, storing game states on-chain enables features like replayability, where players can reconstruct and review past game sessions with confidence in the integrity of the data.

By implementing these technical components, your gaming platform leverages the security, scalability, and programmability of the Bitcoin blockchain and Layer 2 solutions to provide a decentralised and transparent gaming experience for players and developers alike.

## ***Conclusions***

In summary, our paper introduces a groundbreaking concept: leveraging the Bitcoin network, to decentralise gaming development, distribution, and consumption. Through our platform, Bittendo, we're putting power in the hands of players while incentivizing developers to contribute openly. By securing gaming assets and logic on-chain and introducing innovative economic models, we're forging a path towards a more transparent, fair, and community-driven gaming ecosystem. Join us in shaping the future of gaming on the blockchain.

(\*) Here is a photo of Leo for Halvinction Reference.



Oopsie this one is more correct.

