

PROJECT FIVES



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SUMMARY

Fives is a play-to-earn game combining the fast-paced nature of mobile games with the highlight plays of basketball. Players collect DNA packs of real basketball players to generate Ballers and compete in head-to-head online matchups. Gameplay in FIVES is skill-based, players use touch controls, swiping, and strategy to beat opponents. Players level up their Ballers by playing with them. You can earn cosmetics, animations, and new DNA packs by winning. Top-ranked players will receive large bonus rewards at the end of every season. The FIVES game will be released alongside a governance token, **\$FIVES**, which will entitle holders to a share of protocol revenue via staking and voting power in future game/protocol decisions. \$FIVES is also an important in-game resource, used for upgrading Ballers appearance and skills. Digital merchandise partnerships with athletes and an ecosystem fund for Fives developers will also be announced in the coming months.

CHEF CURRY
RAY ALLEN
ANDRE IGODALA
DRAYMOND GREEN
HAKEEM OLAJUWON

DNA PACK



BALLER



DNA PACKS

HALFCOURT STEPH
BRADLEY BEAL
CARMELO ANTHONY
LAMAR ODOM
100 PT GAME WILT

DNA packs are collections of 5 basketball player names. Their skill and playstyle on the court determine what type of Baller can be created from a pack. The first **8000 DNA PACKS** have all been minted. Each pack consists of 5 random players from basketball history - 1 point guard, 2 wings, and 2 big men. Each player has a small chance of being a legendary **RED** edition name, which represents an iconic moment from history or player nickname that is highlighted

on the DNA Pack in red. The most coveted packs have multiple rares. Each player has 2 main skills they are best at and an overall rating. These skills are based on the player's real-life performance.

There are **10 SKILL TYPES** in Fives:

- **Layup**
- **Midrange**
- **3 point**
- **Dunk**
- **Pass**
- **Ball Handling**
- **Speed**
- **Block**
- **Steal**
- **Perimeter Defense**

Metadata of each player can be read from the DNA contract, making FIVES optimal for developers to interact with. An updated version of the DNA contract will be deployed for future DNA Packs that include player skills. Rare names in packs will also have **badges** that they pass on to Ballers. Badges will be related to the player's playstyle.

FIVES - BALLERS

FIVES Ballers are the characters that you play with, customize, and upgrade in Fives. Ballers are created via the information of the players from DNA Packs. Creating a Baller will consume a DNA pack.

All ballers have 10 skills. These are the same skills from the players in a DNA pack. For each skill, a Baller has a maximum rating it can achieve (the Baller's potential), and a current rating. All Ballers start with a rating of 500 for each skill. By playing more with a baller, you will earn experience and be able to

level up your current rating until it reaches the max. For example, your maximum 3 point rating could be 1000, but your current 3 point rating could be 700.



Possible maximum ratings for any individual baller to have are determined by the players on your DNA pack. Each individual player name has 2 main associated skills they are best at, and an overall skill rating. One of the two skills is chosen at random for each player, and a boost is given to your Ballers max rating for that stat. Minting a Baller with better players on the **DNA Pack** allows for higher maximum stats for that particular Baller. 1 random skill is also given a boost.

For example,

Default ratings:

Layup: 700
Midrange: 700
3 point: 700
Dunk: 700
Pass: 700
Ball Handling: 700
Speed: 700
Block: 700
Steal: 700
Perimeter Defense: 700

DNA Pack Contents:

Best player: 3pt (+300)
2nd: Speed (+200)
3rd: Pass (+200)
4th: Layup (+100)
5th: Dunk (+100)
+
1 Random Skill: Steal (+100)

Therefore this Baller's Max Potential is:

Layup: 800
Midrange: 700
3 point: 1000
Dunk: 800
Pass: 900
Ball Handling: 700
Speed: 900
Block: 700
Steal: 800
Perimeter Defense: 700

Instead of an “overall rating”, Ballers in FIVES have a **power level**. A Baller’s power level is simply the sum of all the ratings of their skills. This Ballers max power level is 8000.

Your random roll may result in multiple players boosting the same stat. You will receive half the points that you would normally receive. The tradeoff is that you can have a Baller that is much better at specific skills than would otherwise be possible.

For example,

DNA pack roll:

Best player: 3pt (+300)
2nd: 3pt(+100) (HALVED)
3rd: Pass (+200)
4th: 3pt (+50) (HALVED)
5th: Dunk (+100)
+
1 Random Skill: Steal (+100)

Therefore this Baller’s Max Potential is:

Layup: 700
Midrange: 700
3 point: 1150
Dunk: 800
Pass: 900
Ball Handling: 700
Speed: 700
Block: 700
Steal: 800
Perimeter Defense: 700

This Ballers maximum overall power level is now **7850**. Some players may prefer this more specialized Baller (ex. 3-pt focused), while others may prefer

more balance. Rare players give badges related to their skill - for example, **LIMITLESS RANGE** would correlate with a well-known 3-point shooter. These increase your maximum potential for 3 point shooting and will trigger a more rare effect displayed when your badge impacts your shot.

Players will be able to earn and equip custom cosmetics such as shoes, jerseys, hats, jackets, pants, jewelry, mech armor, etc. to their baller. Players will be able to customize their Ballers with individual layup, dunk, and jumpshot animations via **NFT animation packs**.

GAMEPLAY

Players load into a game with a team of **5 Ballers**. If you don't have 5 or more Ballers to play with, the remainder of your team is filled with default Ballers that you cannot level up or customize.

At any given time, there are only 2 Ballers from each team on the court. Games start by players picking their 2 starting Ballers. The offensive player will be able to draw a path for the off-ball player to follow while you dribble up the court. Once you approach the human-controlled defender, you get dropped into a quick time event. Both players have a very small window of time to decide what action they are going to take and to draw the path of their action. The success of an attempted action (such as shooting or passing) will be based on how close you drew to the line on the screen and how well you time a power meter. Defenders have the same controls.

OFFENSE EVENT EXAMPLE



DUNK EVENT EXAMPLE



DEFENSE EVENT EXAMPLE



DEFENSE EVENT EXAMPLE



Players get experience for their Ballers by successfully performing moves in-game. If you make a 3-Pointer, your 3-Point experience will increase. The more you level up your Baller, **the more often your shots will go in** (assuming you still have good accuracy). Since the game is more skill-based than normal sports games, a bad player with a high power level Baller will need to learn the mechanics of the game to perform well at a high level in online match ups.

After each possession, you are forced to **pick 2 new Ballers** that will participate in the next round of play. Successful players will have to form balanced lineups that take this into account and adapt each game to their opponent's tendencies. Games are played to a score of **11 or higher to win**. If a player disconnects from a match mid-game they will automatically surrender to their opponent and the opposing team will be awarded the trophies for the round.

TROPHY & RANKING SYSTEM

After a game is played, the winner will be awarded **a number of trophies based on their performance in the match, and their average accuracy of Quick Time Events (QTEs)**. The losing team will lose Trophies upon losing a match, and the amount of trophies lost is based similarly on their overall performance in the match and the difference in scores. **A player's total trophies will determine their rank on the local and global leaderboards**, and players will win/lose trophies according to their skill level and difficulty of their opponent until players balance their trophies out naturally based on inherent skill level. Creating a **“dynamic tier”** queuing system to allow players to be entered into matchmaking with an opponent of similar skill level based on their current trophy count. We will have a ranking system similar to that of *Valorant*. Integrating this system will give players the chance to **compete at a higher level**, creating an atmosphere of competition that allows us to introduce a

competitive ranked gameplay system for the upper-tier of our more skilled playerbase to compete against each other.

Both your Fives Baller avatar and your **ENS/Username** will be displayed on the **leaderboard** which allows players to display their baller, owned cosmetics, and rank to opponents and other players on the leaderboard. In addition, you will have the ability to display some various account statistics. You will be able to unlock NFT calling cards for your leaderboard position, and customize some aspects of what stats are displayed on your calling card banners (# of threes, total wins, favorite animation, etc.). Trophy level also can control various aspects of non-gameplay, such as unlocking the ability to equip new TYPES of cosmetic items (ex. You can't equip jewelry onto your Baller until you are ranked at level 10 or higher based on your combined account trophy level), unlocking new emojis to display, new calling card banners, etc.

FIVES leaderboards will be time-based and top players **can be rewarded in various ways** based on their position on leaderboards, in addition to time-based accolade **challenges/events**. Players may earn **any single or combination** of the following rewards;

- **DNA packs**
- **cosmetic item**
- **animation package**
- **events/tournament entries, etc.**

There will be seasonal leaderboards (weekly, monthly, all-time, etc.) to allow for many rewarding competitive experiences. Community members will be able to create events and clans in later versions of the game for a wider variety of event competitions.

REWARDS

After winning a game in Fives, you move closer to receiving your next reward pack. Reward packs are time-locked loot boxes that can have rare cosmetics, DNA packs, animations, or \$FIVES.

EARN NFT REWARDS BY PLAYING.

- UPGRADE YOUR BALLER WITH **COSMETICS**
- UNLOCK NEW **ANIMATION PACKS**
- EARN RARE **DNA PACKS** TO CREATE NEW BALLERS.



Cosmetics



Baller DNA



Animations

The rarity and frequency of drops is **calculated dynamically** based on the current supply and demand in the FIVES economy. As new players enter the ecosystem, the drop rate will change to ensure we don't have asset prices spike for common assets. Rare assets will not have their drop rates altered, to ensure they remain exclusive.

Rewards are capped per Baller. This means each Baller can only earn a limited number of reward packs per day. Even free players can earn up to 1 reward pack every day. As you level up your Baller, your limit will increase. Players who invest into training their Ballers will be able to win more rewards per day than those that don't. Once a Baller's daily rewards get used up, you can still play with them but they won't be eligible for a reward pack. Owners of many Ballers will be able to cycle their starting lineup and maximize rewards.

\$FIVES TOKEN

Fives will be releasing an **ERC-20 governance token, \$FIVES**. **\$FIVES** is used in game for actions such as upgrading your Baller's stats or cosmetics. **\$FIVES** also allows holders to vote in future protocol decisions, and earn rewards via staking. **Protocol revenue comes from two places:**

- **Trading fees from Marketplace sales**
 - Fives currently takes a 5% transaction fee on all NFT sales (teams, ballers, cosmetics, power ups)
- **Trading fees from \$FIVES token secondary sales**
 - To incentivize holding, there will be a dynamic tax charged to token sellers if there is excess supply. This tax goes fully towards the treasury, which is controlled by the token holders.

As the game becomes more popular, **the increase in demand for assets will lead to higher prices and more trades, resulting in the trading volume of all asset classes increasing, leading to higher protocol revenue**. Token holders will be able to stake and earn rewards proportional to the protocol treasury. Prior to game release, there will be a **token sale to raise funds for the development of the game and ecosystem**.

\$FIVES Proposed Token Allocation:

- **Total Supply: 1,000,000,000**
- **Initial circulating supply: 250,000,000 (25.00%)**
- **Company allocation: 50%**
- **Play to Earn: 20%**
- **Public Sale: 10%**

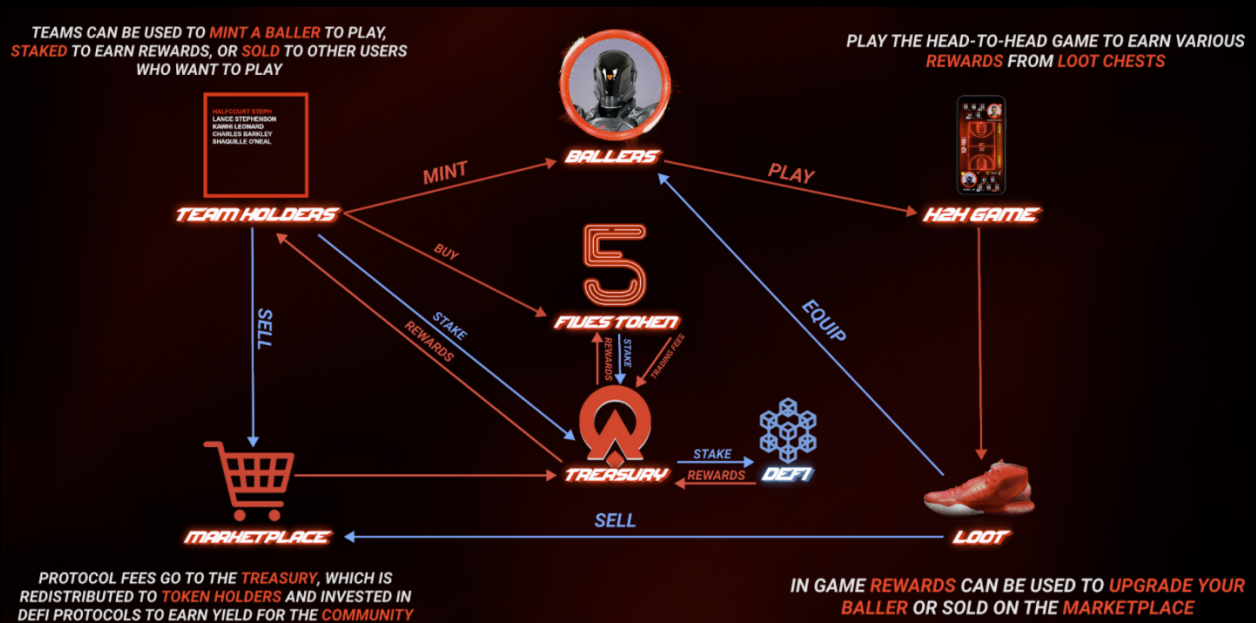
- Ecosystem Fund: 10%
- Staking Rewards: 10%

Buy/Sell Tax:

- 1% Treasury
- 1% Reflections (to be paid out to all token holders)

ECONOMY

The economy is powered by players using their FIVES Ballers in the H2H game to earn loot that they can equip or sell. This populates the marketplace with items, which are purchased by new and current users that want to play. Fives makes money by taking a 5% fee from item sales. The full economy is outlined below:



As the game becomes more popular, the trading volume of all assets will increase which will directly increase protocol revenue. This aligns the incentives of our team with the community - by making a better game, more money flows through the treasury, which allows more to directly flow back to the community

which further increases the demand to play and engage with the FIVES ecosystem. Dynamic drop rates (outlined in Rewards) and dynamic token tax (outlined in \$FIVES) allow for automatic incentive adjusting to maintain the balance of the Project Fives economy. A portion of the treasury will be reserved for investment into yield generating DeFi protocols. This yield will be invested into improvements for the Fives ecosystem, per the discretion of token holder voting.

FUTURE

Project Fives is positioned very uniquely being at the cross section of gaming, sports, and Web 3.0. There is large cultural crossover and incredible distribution opportunities via athletes, game streamers, and brands. FIVES provides these companies and individuals immense value as a channel to sell their digital goods to a base that supports them. Our top priorities for the future are building out these partnerships and the Fives ecosystem.

Partnerships - We believe players are heavily restricted by the NBA and corporate partners they have. Brands like NBA Topshot partner with the NBA and **cut players out of NFT sales**. Despite hundreds of millions of dollars in sales, players get nothing. We plan to change this by reserving portions of every sale for players, which they can claim at any time. We are also **partnering with players** and will have shoes, jerseys, and other merch that you can equip to your Baller. This bottom-up focus empowers athletes and will increase player interest, benefiting both parties long term.

Ecosystem Investment Fund - Developers and artists extending our game and making new game modes or assets is openly encouraged. In fact, we

will be using 10% of all protocol revenue to invest in and fund projects that are building on top of Fives or giving our assets more utility.