

WHITE PAPER

BADMAD ROBOTS



INTENSE AND FUN TEAM-BASED **FREE-TO-PLAY MULTIPLAYER SHOOTER**, METICULOUSLY CRAFTED BY TALENTS WHO HAVE WORKED ON SOME OF THE BIGGEST AAA TITLES IN THE INDUSTRY

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Developed with love and an obsessive attention to detail, the game features highly competitive gameplay along with an innovative approach to player involvement. It aims to offer a unique and unmatched experience to gamers worldwide.

Powered by



PREFACE

BADMAD ROBOTS is, first and foremost, a team-based competitive shooter game. We aim to develop the game and our ecosystem through close cooperation with the esports industry. To date, we're collaborating with several internationally renowned esports teams. We are confident that building a great game is impossible without active involvement from the community, and player satisfaction will always remain our primary goal.

That being said, it's crucial for us that BADMAD ROBOTS not only meets all the high standards of competitive gameplay but also is easily accessible and attractive to the established community of players.

Simultaneously, the world of gaming is evolving, and we aim to be part of that change. We believe that increased transparency, digital ownership, user-generated content, and fair value distribution between platforms and users will transform the gaming industry for the better.

THEREFORE, WE EMPHASIZE THREE PRIMARY COMPONENTS IN OUR GAME:

+ **Player-driven development**

- Quick iterations based on playtests and players feedbacks;
- Obsessive attention to the details and meticulously crafted gameplay;
- Close interaction with the community on social networks.

+ **UGC and decentralization**

- AI powered workshop: players can create their own mods and assets;
- Open marketplace and creators' royalties;
- Crafting and progression;
- Interoperability.

+ **Esports**

- Open tournaments: trustless, transparent and accessible for everyone;
- Revenue sharing;
- Esport teams support;
- Pro-level competitive gameplay.



LORE

[🔗 BADMAD ROBOTS Teaser](#)

In a not-too-distant future, robots have completely replaced humans in a whole range of tasks. However, like any other technology — robots tend to break down and malfunction. Some suffer from technical breakdowns like rust and wear, while others experience software errors leading to intelligent glitches and crazy behavior.

The defective robots are sent off to the largest robo-dump in the country on the outskirts of a big city. Over time, as the number of exiles increased, the robots started banding together and creating their own communities. The different specializations of the robots allowed them to repair each other and build simple hideouts. What was recently just junk started banding together for raids on the city in search of useful parts or an extra can of METAL.



Constant attacks from the robots eventually annoyed the residents of the city and the people moved to safer places, leaving the city to the robot gangs and clans.

The robots managed to completely take over the abandoned city, which is now known as Los Machines. Now it's time to start fighting each other and figure out which is the scariest mob ever.



GAMEPLAY

[🔗 BadMad Robots Gameplay](#)

Overview

Assemble your squad and dominate in BADMAD ROBOTS, an exhilarating free-to-play multiplayer shooter featuring characters with unique and mind-blowing abilities.

Express your individuality

Players have the flexibility to define their playstyle, whether opting for a tank, damage dealer, or support role. They can select from a varied roster of characters, each equipped with unique abilities such as wielding a hand cannon for firepower, using a hammer for close combat, utilizing a jetpack and rocket launcher for aerial attacks, showcasing precision with a sniper rifle, and more.

Play strategically, not recklessly

Players can immerse themselves in diverse game modes, including team deathmatch and control. They strategize with their selected characters to demonstrate their skills on the frenzied battlefield, engaging in intense battles for the excitement and the satisfying flavor of victory.

Join the global esports community

Gaming enthusiasts can participate in tournaments alongside well-known esports teams, putting their skills to the test and aiming to secure a coveted spot among the ranks of these professional gaming organizations.

CHARACTERS

IN THE GAME, THE FOLLOWING ROLES WILL BE REPRESENTED:

Attackers

The primary task of attackers is to deal maximum damage to the opponent team and actively contribute to fulfilling the main objectives in the match. Their playstyle is often based on aggressive tactics, aiming to quickly eliminate opponents. Attackers create pressure on the enemy team, opening opportunities for their own team.

Tanks

The main task of tanks is to draw attention from enemies, absorb damage, and protect allies. Their playstyle is characterized by frontal advances, holding key positions, and creating space for their team. Tanks take the frontline in battles, serving as a shield for allies and ensuring the team's resilience in the most intense clashes.

Support

The main task of support is to provide healing, buffs, and assistance to allies. Their playstyle focuses on team interaction, strategic support, and ensuring the team's stability in battles. Support characters are the key to successful tactics, providing the team with the means to survive.

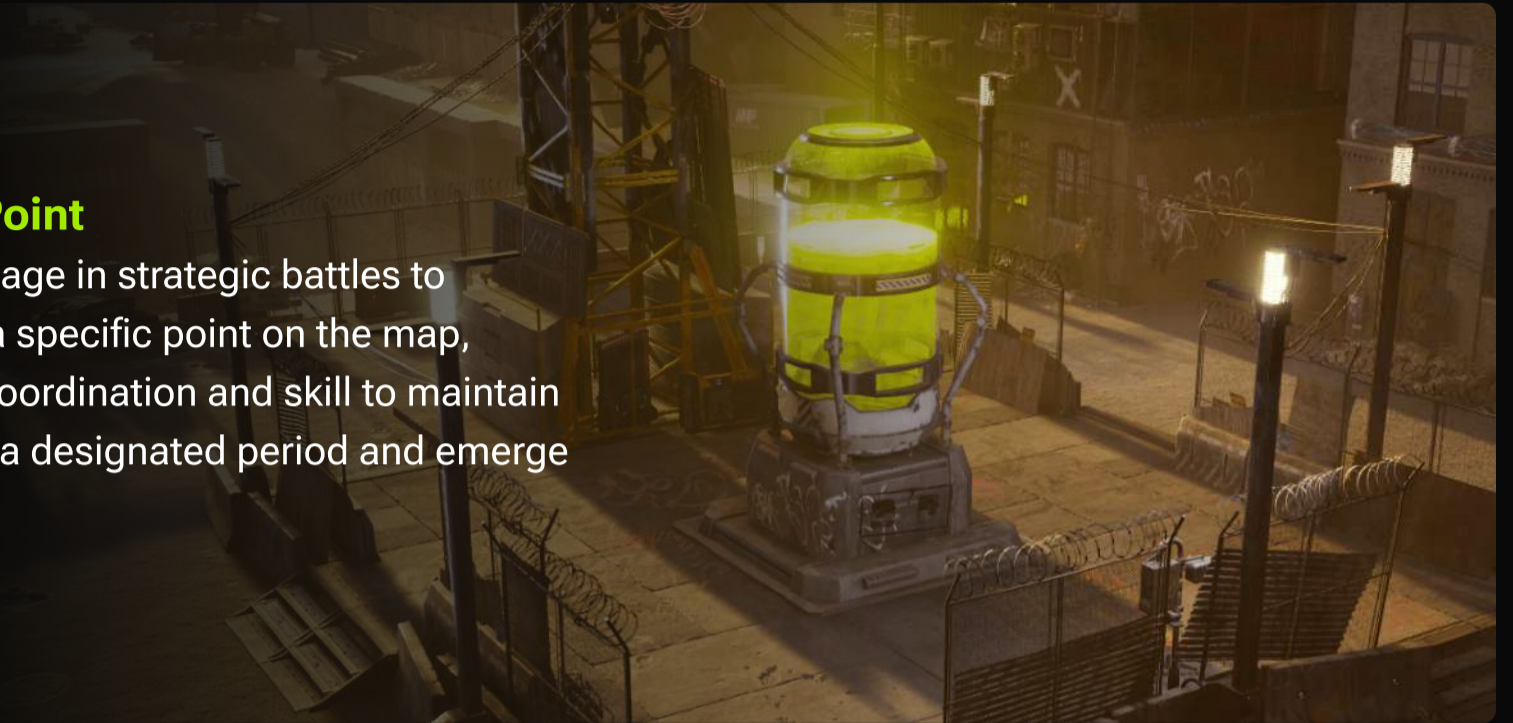


GAME MODES

THE GAME FEATURES TWO DYNAMIC GAME MODES:

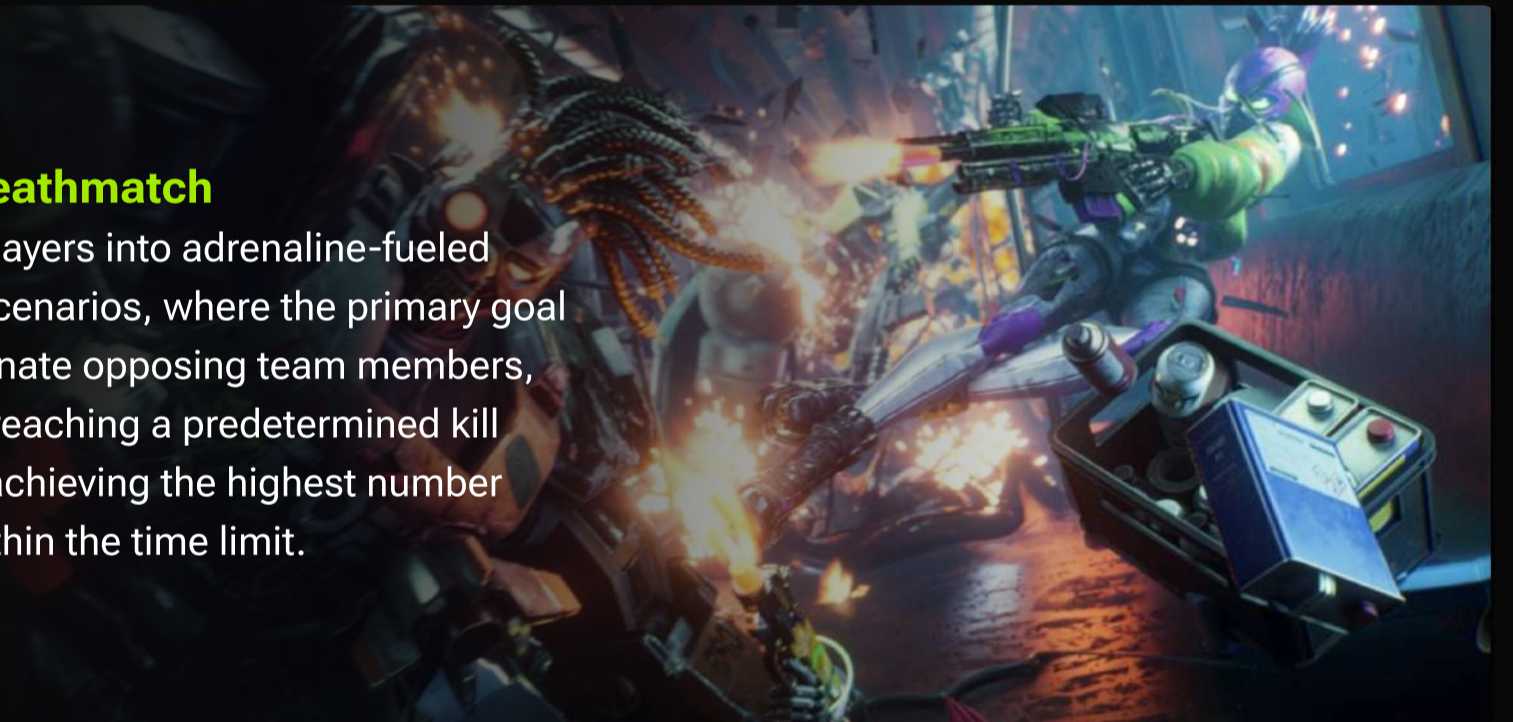
Control Point

Teams engage in strategic battles to dominate a specific point on the map, requiring coordination and skill to maintain control for a designated period and emerge victorious.



Team Deathmatch

Thrusts players into adrenaline-fueled combat scenarios, where the primary goal is to eliminate opposing team members, either by reaching a predetermined kill count or achieving the highest number of kills within the time limit.



Both modes designed for intense 6vs6 matches.

Additionally, players can look forward to future updates including the introduction of new game modes to diversify gameplay experiences further. Moreover, the incorporation of user-generated game modes promises to foster a community-driven environment, ensuring a constantly evolving and engaging gaming landscape for players to enjoy.



TOURNAMENTS

BADMAD ROBOTS TOURNAMENTS: BRIDGING PRO AND AMATEUR GAMING

Tournaments in BADMAD ROBOTS are a vital arena, catering to both professional esports teams and emerging amateurs through mini-tournaments, qualifiers, and the Pro League. The standout open tournaments embody trustlessness, transparency, and accessibility, supporting revenue sharing and elevating gameplay to a pro level.

The Pro League welcomes established teams and aspiring talents, while Amateurs tournaments, though smaller, offer frequent chances to shine and attract sponsors for potential Pro League entry.

In summary, BADMAD ROBOTS tournaments provide an inclusive space, harmonizing professional esports and opportunities for emerging talents. This ecosystem not only honors gaming excellence but also serves as a launchpad for amateurs entering the competitive gaming realm.

**12 ESPORTS TEAMS WITH 9,000,000 TOTAL FOLLOWERS ALREADY
SIGNED UP FOR THE TOURNAMENTS**

SEASON PASS

The Season Pass is a comprehensive package that not only grants players access to various in-game rewards but also allows participation in tournaments boasting attractive prize pools. The diverse range of potential items that may be included in the Season Pass encompasses:



**Character
Skins**

**Weapon
Skins**

**Weapon
Charms**

Avatars

Graffiti

**In-Game
Currency**

**Experience
Boosts**

Cover Art

**Sound
Effects**

**Visual
Effects**

Loot Boxes

**Victory
Pose**

**Best
Moment**

Emotes

Titles

Purchasing the Season Pass for a specific season enables players to unlock these rewards progressively as they achieve different levels of progression. The season itself is anticipated to span a duration of 2-3 months.

⚠ Important

The content within the Season Pass may vary based on the project's current stage and content readiness. During the early access phase of the game, there might be a more limited set of rewards available.

UGC & CRAFTING

THE GAME'S UGC/CRAFTING FEATURES EMPOWER PLAYERS TO ACTIVELY SHAPE THEIR GAMING EXPERIENCE, COVERING A RANGE OF ASPECTS:

Crafting

Players can craft personalized skins for weapons and clothing, using them in-game or trading them on the secondary market for currency or assets. Initially non-NFT items, these skins can be transformed into NFTs through a user-friendly dashboard, adding uniqueness and ownership to virtual possessions.

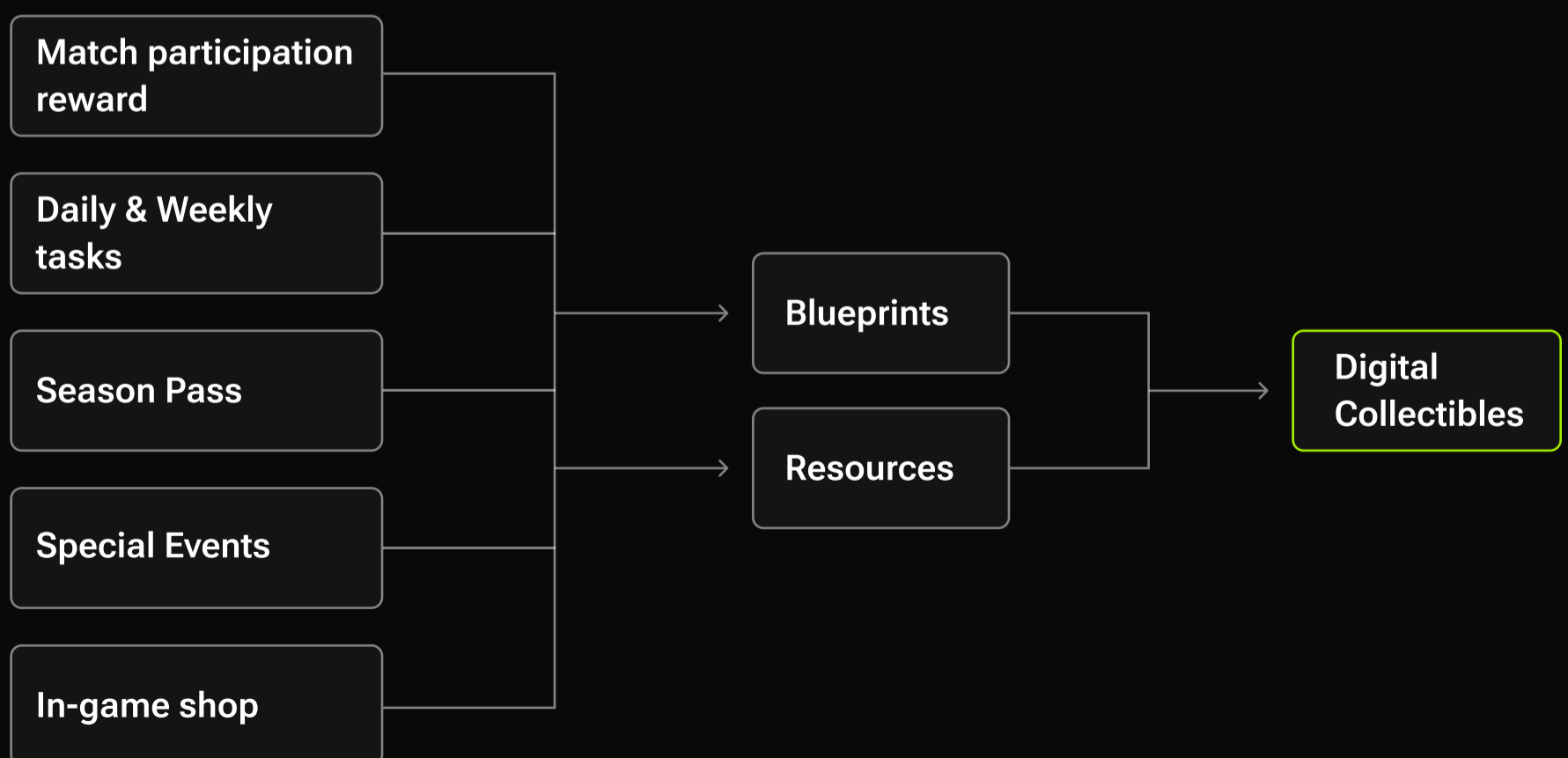
Workshop

The Workshop feature empowers players to create unique gaming experiences by designing custom maps and game modes. Utilizing pre-existing assets and incorporating personal creations, players can customize character parameters, map features, and more, fostering a sandbox for creativity and innovation.

Asset Creation

The game fosters community engagement through contests and events that invite players to create new skins, graffiti, emotes, and other digital collectibles. Participants submit their creations, and the community votes to select the winners. The winning assets are then added to the in-game store for purchase, granting the original creators royalties and encouraging continuous contributions from the community to the game's evolving content.

Blueprints & Resources



Digital collectibles will be crafted using blueprints (schemes for specific items) and the required resources for their creation. Several methods exist for obtaining these items:

- + Engaging in matches is a key source of resources for crafting in BADMAD ROBOTS. The outcome of matches influences the type of resources earned — victories open access to more uncommon resources, while losses may yield more common ones.

The quantity of resources is influenced by the game mode; unranked matches offer the least, while Tournament matches provide the most significant rewards.

- + In addition to match-based rewards, players can earn resources through daily tasks. Each completed task contributes to a specific amount of experience, with experience also accumulating through match participation. Advancing in levels not only reflects player progression but also unlocks additional resources.

For those who enjoy a challenge, completing all daily tasks results in extra resource rewards.

- + Players opting for the Season Pass enjoy a variety of benefits, including a specific quantity of unique resources, adding an extra layer to their gaming experience.

- + Events in BADMAD ROBOTS introduce various airdrops and special occurrences, offering players additional opportunities to acquire resources and enhance their in-game assets.

Resources in their intrinsic form are not digital collectibles and cannot be transformed into NFTs.

Digital Collectibles

The concept of digital collectibles extends beyond traditional in-game items and encompasses a diverse range of elements that players can possess and interact with within a gaming environment. These digital collectibles include character and weapon skins, avatars, emotes, graffiti, sound and speech effects, unique visual effects (VFX), unique animations, experience boosts, and more.

What sets these digital collectibles apart is the capability to transfer them into Non-Fungible Tokens. These collectibles provide a unique and verifiable ownership structure for these in-game items, allowing players to truly own and trade them on blockchain platforms. The integration of NFTs into the gaming ecosystem not only enhances player engagement but also opens up new opportunities for creativity, customization, and economic participation within the gaming community.

\$METAL TOKEN

Web3 empowers us to challenge the current norm where all the proceeds of playing and transacting in games go only to gaming companies. Given the substantial time and value players contribute to these platforms, it is only fair that they also receive fair compensation.

The primary token for the game is \$METAL, with a total issuance of 2,750,000,000 tokens. The \$METAL token will be utilized for all financial transactions, including in-game purchases, season pass acquisitions, tournament prize awards, and other activities.

The token is currently available on the Polygon network, with its infrastructure designed for multi-chain functionality to allow expansion to other networks. In such cases, a bridge will be provided to ensure seamless and uninterrupted transfer capabilities.



[CoinMarketCap](#)



[CoinGecko](#)



[Uniswap](#)



[Gate.io](#)



[PolygonScan](#)



polygon NETWORK

\$METAL Contract Address:

[0x200C234721b5e549c3693CCc93cF191f90dC2aF9](#)

Treasury:

[0x3C3244b301E1f6071FF272345B7719A3761f1523](#)

Spending:

[0x8AC8d5103DB8d18C0D3868139988275f690D779e](#)

Locked tokens:

[0x223e2F814bF003D0918acEF7413CD3F0E7342269](#)

Utility

The economic model of the project incorporates various schemes and mechanisms that have been meticulously analyzed and researched. These are designed to generate positive incentives for the internal currency, encouraging players to retain it.

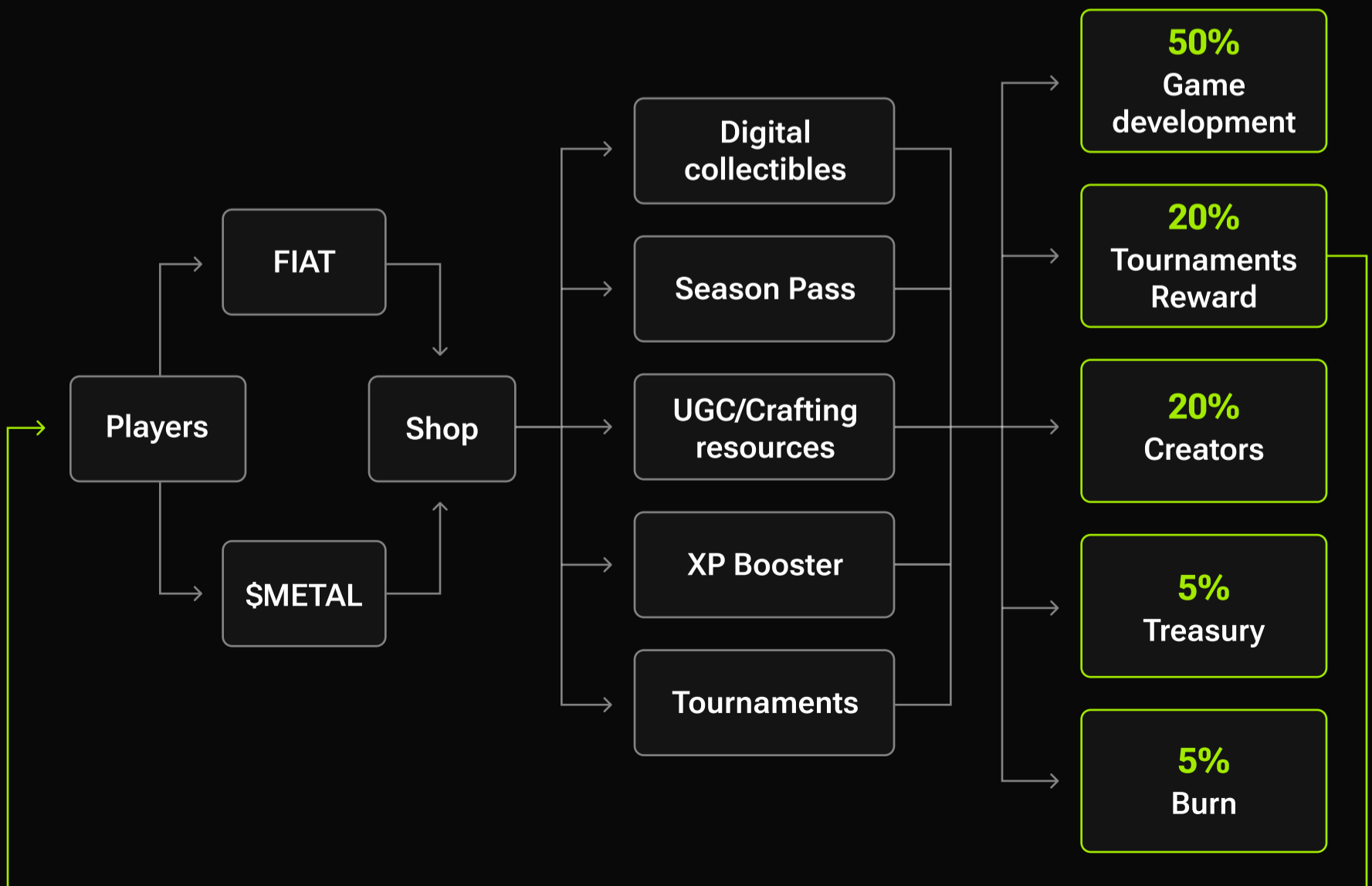
\$METAL pursues Deflationary Tokenomics

Deflationary mechanism involves reducing the total number of issued tokens over time. However, relying only on token burning to achieve this can miss the aspect of growth, potentially leading to the redistribution of fixed value across fewer tokens.

A truly effective deflationary tokenomics strategy should integrate both the concepts of growth (inflation) and supply reduction (burning), where the rate of burning surpasses that of inflation. This approach fosters overall healthy expansion while also enhancing token value through a decreased token supply.

METAL's commitment to Deflationary Tokenomics is driven by a long-term strategy focused on growth, rather than being a short-term tactic. This approach lies at the core of METAL tokenomics, shaping its objectives and design from the very beginning.

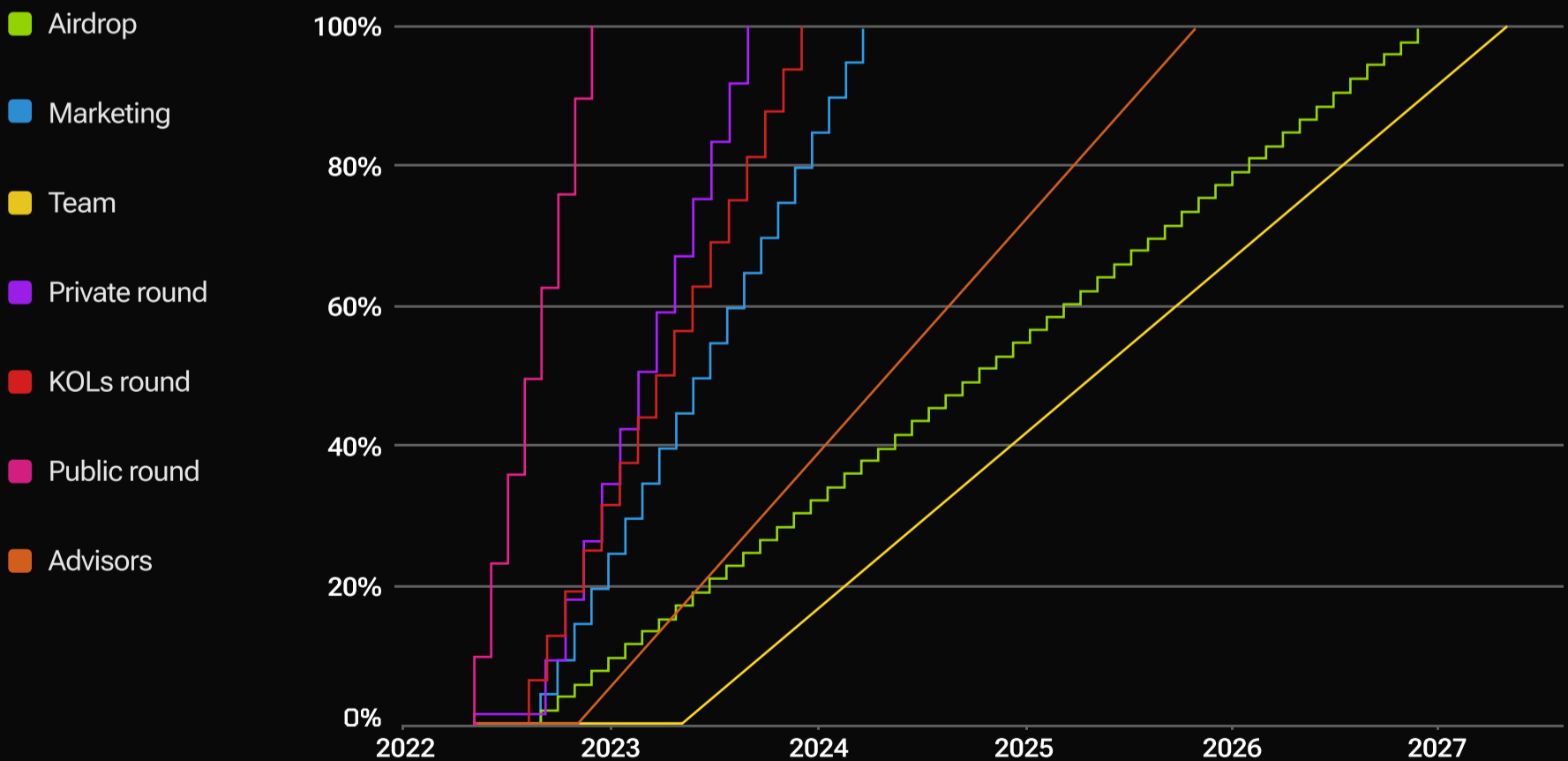
We adhere to a scheme in which rewards are distributed through pools formed from initial sales and partnership collaborations. By doing so, we aim to avoid the inflationary component that is common in many Web3 games:



Distribution

Expanded tokenomics of the project, including pools and their distribution.

ALLOCATIONS		UNLOCKS
/Treasury	1,199,000,000 \$METAL	Tokens remains locked in the treasury
/Airdrop	100,000,000 \$METAL	0% unlock at TGE, cliff 4 months, then unlock 1.8%/mo.
/Marketing	275,000,000 \$METAL	0% unlock at TGE, cliff 4 months, then unlock 5%/mo.
/Team	355,000,000 \$METAL	0% unlock at TGE, cliff 12 months, 4 years vesting
/Liquidity	500,000,000 \$METAL	For DEX and CEX liquidity
/Private round	205,000,000 \$METAL	1% unlock at TGE, cliff 4 months, then unlock 8.25%/mo.
/KOLs round	63,500,000 \$METAL	0% unlock at TGE, cliff 3 months, then unlock 6.25%/mo.
/Public round	25,000,000 \$METAL	10% unlock at TGE, then unlock 15%/mo.
/Advisors	27,500,000 \$METAL	0% unlock at TGE, cliff 6 months, 3 years vesting
TOTAL SUPPLY – 2,750,000,000 \$METAL		TGE DATE – 08/04/2022 [DD/MM/YYYY]



Tokens will be used purposefully and only when required. Information on the circulation supply will be updated accordingly as needs arise.

COMPETITIVE ANALYSIS

COMPARISON WITH OTHER FPS FRANCHISES

FEATURES	COUNTER STRIKE 2	VALORANT	APEX LEGENDS	CALL OF DUTY WARZONE	OVERWATCH 2	BADMAD ROBOTS
Character abilities	-	+	+	-	+	+
Player-Operated Digital Collectibles	+	-	-	-	-	+
Workshop	-	-	-	-	+	+
Regular amateur tournaments	-	-	-	-	-	+
Creators Royalties	+	-	-	-	-	+
Crafting	-	-	-	-	-	+

ROADMAP

Q1 2024

Closed playtests, official game trailer release

Q2 2024

Public beta release

Q4 2024

Additional game modes and content

Q1-4 2024

Forge partnerships with esports teams around the world

Q4 2024

Digital collectibles marketplace launch

2025

Official game release

2025

Esports platform launch

2025

UGC platform launch



TECHNOLOGIES



Unreal Engine 5

It is a cutting-edge game development engine known for its advanced capabilities, making it a preferred choice for AAA games and online experiences. With groundbreaking features UE5 allows developers to create highly detailed and visually stunning environments. The engine's scalability and robust toolset enable game creators to bring expansive worlds to life with optimal performance, catering to complex online multiplayer experiences.



GameLift

Amazon GameLift is a managed cloud hosting service from Amazon Web Services designed for launching, scaling, and managing servers for multiplayer games. GameLift provides game developers with flexibility in server infrastructure management, automatic scaling, monitoring, and other features focused on supporting online gaming.



Wwise

Wwise

It is an integrated sound engine that provides game developers with tools to manage, create, and implement audio content. Widely used in the gaming industry, it offers audio designers and developers the means to create a rich and high-quality sound experience in video games.



Machinations

It is a tool and modeling language for designing and analyzing game mechanics and economies in video games. With its help, developers and designers can create graphical models depicting various gaming systems, including character interactions, economic mechanisms, and other game parameters. Machinations aids in understanding and optimizing complex game systems before their implementation.



Immutable
zkEVM

Immutable zkEVM

The Immutable zkEVM provides tools and resources to enhance advanced gameplay, including customized smart contracts, robust economies, and on-chain mechanics. It allows games to build seamless onboarding and native gameplay experiences while keeping their communities safe.



Immutable
Passport

Immutable Passport

Immutable Passport is a non-custodial wallet and authentication solution that streamlines user onboarding through passwordless sign-on and automated wallet creation. It allows web3 games to achieve mainstream adoption by offering familiar social logins that makes onboarding accessible and protected to all gamers.



WEMIX

Wemix

WEMIX3.0 is a high-performance EVM-compatible open source protocol powered by SPoA(Stake-based Proof of Authority) consensus algorithm. It is designed to be a robust and efficient platform-driven & service-oriented public blockchain home to innovative projects and applications built by community members and available to the world.



polygon

Polygon

Polygon's scalability solutions enable games to handle large numbers of players and transactions without congestion, ensuring a smooth gaming experience. Additionally, the lower transaction fees on Polygon make it more cost-effective for both developers and players, encouraging wider adoption of blockchain gaming.



PARTNERS & BACKERS

OUR PARTNERS AND SERVICE PROVIDERS:



OUR BACKERS:



TEAM

THE GAME IS BEING DEVELOPED BY ACID RAINBOW – A GAME STUDIO THAT MAKES OUTSTANDING COMPETITIVE GAMES WITH RESPECT FOR GAMERS.

Founded by experienced entrepreneurs and game developers



Slava Mikhalkin
CEO

x.com/vvwww_eth

Serial entrepreneur and executive manager with background in computer science and cryptography.



Slava Zheltov
CTO

x.com/zzzhelt

Strong technical development leader and gaming enthusiast with wide range of experience in building platforms from scratch.



Den Kostikov
Game Producer

x.com/atijke

Experienced manager, ex. Nintendo Japan and Divtone Entertainment. Pro-Gamer.



Vladimir Niktin
CBDO

x.com/Vladimir_DeFi

Experienced entrepreneur and executive with a successful background in IT and blockchain.

Fueled by AAA talent

The Acid Rainbow team brings unmatched experience in gamedev to this groundbreaking project. BADMAD ROBOTS is developed by teams who have worked on some of the biggest titles in the industry:

