

# BASE EXTRACTION CORP.

*Extract or get extracted.*

## GAME DESIGN & SPECIFICATION

A comprehensive on-chain extraction simulator  
built on Base L2

**100M**  
INITIAL SUPPLY

**6**  
TIER LEVELS

**1%**  
SURPLUS RATE

**5%**  
TRANSACTION TAX

# EXECUTIVE SUMMARY

## Core Loop

## Key Differentiator

"The network runs on \$BORE. Contractors mine it, hoard it, and steal it from each other. There are no moral subroutines in the contracts."

# TOKENOMICS & ECONOMICS

## Tax Distribution

## Emissions Model

Metric	Value	Impact
Initial Supply	100 Million	Fixed maximum
Transaction Tax	5%	On all sells/transfers
Burn Allocation	40% of tax	Deflationary pressure
Pool Refill	40% of tax	Sustainability
Daily Emission	1% of pool	Decaying over time
Halving Period	30 days	Predictable decay

## TIERED MINING CLAIMS

Tier	Entry Cost	Max Fleet	Protection	Base Rate
Claim 0 (Cadet)	Free (gas)	3	7 days	0.5%
Claim 1 (Operator)	0.5 ETH	5	5 days	0.8%
Claim 2 (Foreman)	2 ETH	8	3 days	1.2%
Claim 3 (Contractor)	5 ETH	12	1 day	1.5%
Claim 4 (Director)	15 ETH	18	0 days	2.0%
Claim 5 (Executive)	50 ETH	25	0 days	2.5%

## FLEET COMPOSITION

Unit	Mining	Defense	Attack	Cost (\$BORE)	Best For
Extractor	10	2	0	100	Pure mining
Driller	25	1	0	250	High yield
Defender	0	15	0	200	Fortress builds
Saboteur	0	2	12	220	Raiding
Hybrid Mk.1	8	5	3	280	Balanced
Hybrid Mk.2	5	4	8	320	Attack-Defense

## RAID MECHANICS

"Attacker Power = Saboteurs × 12 × Efficiency × Random(0.9-1.1)"

Facility Balance	Extraction Rate	Risk Level
< 1,000 BORE	10%	Low reward
1,000 — 5,000 BORE	15%	Medium
5,000 — 25,000 BORE	20%	High
> 25,000 BORE	25%	Maximum

## SURPLUS RECOVERY PERMIT

### Mechanics

"One percent get approved. The rest get processed normally and thanked for their application fee. Most people apply anyway."

# THE TENSION: FACILITY VS. BANK

Facility Account (Hot)

Cold Storage (Bank)

## DEFENSE MECHANISMS

System	Cost	Effect	Limit
Perimeter Sensors	100 BORE	Early warning (+1hr)	3 max
Automated Turrets	500 BORE	+5 defense power	5 max
Decoy Generators	200 BORE	-10% extraction	2 max
Shield Capacitors	1,000 BORE	24hr immunity	1 max

# REPUTATION & PROGRESSION

Tier	Rep Required	Benefit
Ghost	0 — 99	Invisible on leaderboards
Known	100 — 499	Visible statistics
Feared	500 — 1,499	Attack bonus vs. lower rep
Notorious	1,500 — 4,999	Defense bonus, custom title
Legendary	5,000+	+5% extraction, memorialized

# TECHNICAL ARCHITECTURE

Smart Contracts

Frontend

Infrastructure

## IMPLEMENTATION ROADMAP

Phase	Timeline	Key Deliverables
Foundation	Weeks 1-2	Token, MiningEngine, FleetRegistry
Combat	Weeks 3-4	RaidSystem, VRF integration, Defense
Polish	Weeks 5-6	Security audit, UI/UX refinement
Launch	Weeks 7-8	Mainnet deployment, DEX liquidity
Growth	Month 2+	Governance, seasonal events, community

## ESTIMATED BUDGET

Category	Estimate	Notes
Development	\$15,000 — 25,000	Contracts + Frontend
Security Audit	\$15,000 — 25,000	Professional audit (1 firm)
Operations	\$2,000 — 6,000	First year operating costs
Liquidity Seed	15 — 20 ETH	Initial DEX liquidity
Contingency	\$5,000 — 10,000	Bug bounties, marketing

# THE PARADIGM

## Sustainability Mechanisms

## Competitive Advantages

"The blockchain processes what it's given. Corporate keeps collecting. The math works whether you win or lose, which is the point."

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Game Design & Technical Specification v1.0

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