

The Saudis TON

Saudis are here to save TON

Abstract

The Saudis TON is an NFT collection, implemented on smart contracts on the TON (The Open Network) blockchain.

STTM (Saud To The Moon) is a webApp game on Telegram where users can create, test, and monetize areas (land plots). In STTM, the Moon is always owned by the community, giving community members full control over their creations. Owners claim their ownership rights to the virtual Moon in the registry of lands based on the TON blockchain. Moon owners can control the weather for their crops on their plots.

The Moon is an interchangeable, transferable, short-supplied digital asset stored in the TON smart contract. It can be purchased for a token called SAU. SAU can also be used to make purchases of digital goods and services in the STTM world. SAU tokens are mined through NFT staking in The Saudis TON.

People are spending more and more time in virtual worlds, both for leisure and work. This predominantly occurs in 2D interfaces such as the Internet and mobile phones. Unlike other virtual worlds and social networks, The Saudis TON is not controlled by a centralized organization.

There is no single entity empowered to change the software rules, the content of the Moon, the economy of the currency, or block access for others.

This document outlines the philosophical foundations, technical fundamentals, and economic mechanisms of The Saudis TON.

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/1/ Introduction

The development of large proprietary platforms, such as Telegram, has enabled hundreds of millions of users to gather, interact, exchange content, and play games. Their network effects have helped create extensive online communities and gaming companies. These platforms control network rules and content flow, while generating significant revenue from communities and content creators who direct traffic to the platforms.

The Saudis TON aims to create a network that allows participants to own and receive full benefits from their contributions.

/1.1/ Justification

The Saudis TON collection consists of 2223 NFTs, is sold out, and held in holders' wallets. NFTs are traded on the secondary market.

The rights to the collection are revoked and currently owned by the zero wallet:

EQD_____0vo.

15% of the collection royalties will remain unchanged. Part of the commission from NFT sales is allocated to the \$SAU liquidity pool. Each Saud NFT is unique; metadata and appearance are immutable.

NFT serves as a ticket/key to a two-tier private club:

Royal Kingdom - a room for all holders. Here, we share news from around the world. This way, the community is informed about developments outside the project, conducts joint investigations, and is at the forefront of asset purchases. We will attract more experienced traders and market makers to exchange experiences.

Sheikh Corp - DAO club. Here, the development team, designers, and the founder himself openly discuss and build the project. All participants make their amendments and suggestions or vote for proposed solutions. The voting power is determined by the number of NFTs. Access to the DAO is given to holders of 20+

NFTs or NFTs with one of three attributes: Dog, Monkey, or Crown.

/1.2/ History

"The Stone Age of TON Decentralization"

During that time, TON blockchain was exploring the market of non-fungible tokens (NFTs). The Saudis TON emerged as a proof of concept for the distribution of ownership rights to a digital avatar among users. This digital avatar was initially implemented as a pixel on a 2D grid, where each pixel contained metadata identifying the owner and describing the pixel's color.

The founding team began working on a decentralized NFT collection in 2022. The sales launch took place in August. Floor sale was 3 TON. 30% of the emission was sold out. Eventually, one of the team's developers disappears from the network, and the founder goes silent. After a year of silence, a rebranding of the project is announced on the Telegram channel.

At this point, I realized that the guys couldn't handle it and proposed to the founder to buy out the collection - the deal was made, and the founder relinquished ownership rights. 500 NFT duplicates (repeating attributes) were replaced and the rights to the collection were revoked.

I inherited a case of 1500 NFTs, of which I distributed 600 NFTs to wallets belonging to Whales, Sharks, and Punks within TON ecosystem. A sale of 700 NFTs for 1 TON each was held, and the Sold Out occurred within an hour. After all expenses, 500 TON remained along with 200 NFTs, 50 of which were already distributed for community members who participated in various activities.

/1.3/ Project Background

As a participant in various projects and private clubs, and based on my experience of communication and observation of development, many things do not satisfy me. Technologies in

their raw form, significant leakage of funds outside project implementation, and a lack of team competence.

The crypto world is full of tears and deceit. It's painful to watch as participants hop from project to project in hopes of finding a solid foundation. I'm tired of seeing new ways scammers deceive investors out of their money, and how trust between people is crumbling.

The experience of financial losses has taught me to distinguish between a beautiful wrapper with nothing inside and hardworking individuals and enthusiasts of their creations.

Scammers are like the old men or some dads - they are instructive and amusing. But what trace do they leave and what residue do they leave in people's hearts? They tarnish the reputation of the entire ecosystem.

/1.4/ Current State of Affairs

As the new Project Owner, I have a Telegram channel, X (formerly - Twitter), a royalty wallet (where commissions from NFT sales on the secondary market go), and most importantly - the community of crypto maniacs. I'm not ready to part with these madmen for anything, ever! These degens work from morning till night in search of GEMS, despite all the pains and disappointments, they consume the information like hungry piranhas, but they are fluffy and cute in personal communication, always ready to help with advice or support. For me, these people are family. This is where MEMES are born, from which GEMS are forged.

/2/ Architecture / Foundation

The Saudis have been wandering in the deserts of storm trading for a year now, owning NFTs that serve no utility. The time has come to build a rocket to the Moon. Rock-paper-scissors or clickers - do you really enjoy spending your time like this?

In this section, I have outlined my fantasy goals based on 30 years of playing chess. I remain a fan of strategic thinking in

the gaming industry and a fan of Mars - <https://mars.tonplanets.com/en/map/>. I own four plots there, so come visit!

As a colonizer of Mars starting from its development, I am pleased with the team's progress and regular updates to the application. I believe this is the level that the Saudis deserve - their own economy and development strategy. A worthy goal is to conquer virtual space in exploration and partnership tasks.

/2.1/ Economic Strategy of Saud to the Moon (STTM)

The Rocket.

STTM is a multiplayer gaming application with an internal market that caters to the tastes of various types of players. Each colonizer will have the opportunity to green the surface of their lunar plot. Plots differ in types of resources and the complexity of mining. Neighborhood plays an important role - partnerships or wars are possible.

Lunar owners have the opportunity to place their content, build factories, extract resources, produce goods, and trade.

/2.2/ RPG Elements

During the active phase of lunar development by the founders, we will build a shuttle to attract new users, allowing them to immerse in the economy of our plots.

With this update, there will be an opportunity to control a 2D character on the surface of the Moon, collect valuable artifacts, upgrade the spacesuit, craft, mine, reach new levels, and join interaction groups.

/2.3/ Hosting Your Content

Participants will have the opportunity to publish their advertisements on the surface of the plots. They can cluster together, demonstrating their affiliation with preferred

companies. This way, the team can leverage its community to cover a larger area of the Moon for its links and banners.

With this update, we will attract partner projects and provide participants with the opportunity to communicate within the application, displaying unique identification.

/2.4/ Marketplace

The central marketplace covers trading of plots, resources, buildings, factories, spacesuits, and all necessary game items. There is the possibility of leasing property and plots, as well as opening own stores to generate income.

All trading is done with the in-game currency, which is traded on the internal exchange for SAU and resources mined by special factories.

We will incentivize other projects to create showcases for their products and add their tokens to reduce commissions and facilitate extensive resource exchange

/3/ Economy

In this section, I will provide an example of how the growing adoption of cryptocurrencies creates the necessary conditions for the community. Below, I will discuss the usefulness of STTM and the \$SAU token, how their strategic distribution can help increase utility, and outline how the \$SAU token mining will be carried out.

TON was chosen for its scalability, security, and efficient transaction processing capabilities, making it an ideal foundation for many projects.

\$SAU is built on the TON blockchain, a decentralized peer-to-peer digital currency preferred for its speed and accessibility compared to other major networks. TON enables fast and inexpensive transactions, making it highly suitable for applications in various industries.

I have great respect for the work of Pavel Valeryevich Durov and am a fan of his. I observe his activities and participate in his projects.

/3.1/ STTM and \$SAU Token

With the launch of Saud to the Moon, we introduce two digital assets: immutable plots that divide the virtual world of the Moon and the \$SAU token.

The utility of STTM is based on its proximity to other company attention-grabbing centers, its ability to host applications and content, and its being a means of identification.

The surface of the virtual Moon is divided into 222,000 plots, and as the application develops and attracts new users, plots will be put up for sale in batches.

While each unclaimed plot can be purchased at the same exchange rate

(10000 \$SAU = 1 Moon), virtual plots differ from each other and are potentially sold at different prices on the secondary market due to differences in neighborhood and resource scarcity.

\$SAU is used for trading game resources, purchasing goods and services in the virtual world, and creating utility value for the token.

Commissions from the sale of NFTs in The Saudis TON are allocated to replenish the \$SAU liquidity pool.

SAU tokens are obtained through staking The Saudis TON NFTs and are credited to a separate bot wallet. Until the token withdrawal lock is lifted, we will provide users with an Over-the-Counter (OTC) market within the application. This allows stakers to cash out the farmed token and prevents pressure on SAU from the exchange order book. The staking period is 2 years, until all tokens are distributed.

To activate staking, you need to hold The Saudis TON NFTs that are not listed for sale and SAU tokens (1 NFT = 1000 SAU).

Here is staking calculation by attributes:

Type:

Man - 15%

Monkey - 40%

Dog - 45%

Head:

Crown - activation of all NFTs without having SAU tokens in the wallet. Crown mining is calculated based on the Saudi type.

The number of NFTs affects the amount of SAU token mining in staking. With 10 NFTs on a wallet, one needs to hold 10,000 SAU tokens to activate all 10 NFTs in staking. The Crown attribute eliminates the need to hold SAU tokens.

/3.2/ \$SAU Tokenomics

35% - fairlaunch

17.325% DEXs liquidity - burned

20.675% - teamlock for 1 year with vesting

17% Staking NFT - locked for 2 years with vesting

3% Airdrop - locked for 6 months

7% Marketing - locked for 1 year with vesting

Total supply - 22,000,000

/4/ Roadmap

Rocket building -> Fairlaunch SAU -> NFT Staking for SAU token
-> Trading farmed SAU outside the exchange on OTC -> Moon flight
-> WebApp update -> Moon map opening -> Minting plots and oil
rigs for SAU -> Farming game resources -> Lunar exchange,
selling resources for SAU, etc.

I am not a fan of deadlines and promises, commonly seen in the marketing strategies of most profit-driven projects, that rely on the purchasing power of their audience. Such companies either overestimate their capabilities or pursue different goals. I'm not going to box myself and my team into timeframes.

The development of Saudis TON depends on the community and changes that are discussed in the Sheikh DAO voting. Therefore, I cannot define the exact time for achieving the set strategic goals. They do exist, of course, and I have an understanding of what the project and the game should be like by the time of the release.

The roadmap and this document will be supplemented and adjusted as the project develops and decisions are made jointly with the Sheikh DAO council.

/5/ Objective

The goal are the following:

- Elevate the Saudi community to a new level.
- Give NFT utility.
- Stand shoulder to shoulder with TON Giants.
- Build the STTM WebApp game that is enjoyable for gamers to play and profitable for engaged whales to invest in.

/6/ Summary

STTM is the monetary webApp game in the strategy genre with a social aspect, allowing participants to create and monetize their own world. The scarcity of plots for building cities will create focal points (centers) that attract user attention, increasing the income of cluster creators. SAU tokens will be used to purchase plots, goods, and services in the virtual world. SAU will also be used to incentivize content creation and decision-making by users, thereby creating a decentralized virtual world.