# BOA Whitepaper

After releasing Antiample and Tokens of Babel that focused on rebase mechanics, we decided that the goal of this game would be to provide some way for the token supply to diminish at an astounding rate without any waiting periods, global wallet rebases, or explicit events. The system should continuously burn at a predictable rate towards, but never reaching, zero without any input from an outside system, such as price of a market.

We studied how Antiample and Tokens of Babel were being traded in the community. There seemed to be activity centering around achieving or not achieving burns. This caused one side of traders to 'push' for a burn while the other side took advantage of this push and bought or sold against them. This created a conflict that was not expected. We had expected the entire market to work together as a single unit, but this seems to have been a naive assumption.

However, this does not mean that the general market is not working over a larger time frame together for the same goal. Generally, those working against the burn events do so in the short term to get better positions for the long term. In the end, all parties want the same goal, so the system works.

But, what if we tried to amplify how many people worked together? That's where 'Boa' comes into play. There are no events. There is a single 'selfish' option that people can take advantage of, but this time it works towards the common interest.

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