



PANZER DOGS



WHITEPAPER

v0.5

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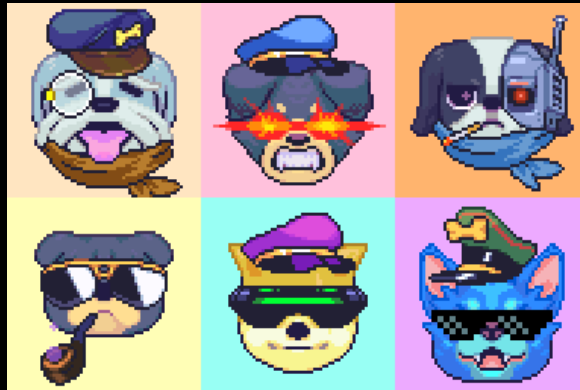
1. Introduction

1.1. About Panzerdogs

Panzerdogs is a Solana NFT gaming project where users can own each in-game asset and use them to battle against each other in tanks. Think Brawl Stars, but with tanks and play to earn mechanics.



Our focus is game first, then blockchain. By using blockchain technology, we believe players of Panzerdogs will have a new way of interacting with gaming. Together with the community we are building a game that is accessible for a wide audience and fun to play.



1.2. About Lucky Kat

Made by Lucky Kat Studios. An award winning game studio from the Netherlands with a proven track record of excellent games. Lucky Kat specializes in mobile & web games in the categories casual, mid-core and hypercasual. Our games have over 100 million downloads on the App Store and Google Play and we have been featured multiple times as Game of the Week on these platforms.



Apple CEO Tim cook visiting Lucky Kat Studios office

Our next challenge is in the crypto space. We truly believe in the transition of games to web3 and that users should be able to own each in-game asset.

2. Gameplay

2.1 Core Gameplay

Gameplay is skill based with players landing and dodging shots against each other. You control the tank by using keyboard controls and the mouse for moving and shooting. On mobile we plan to use the twin stick control scheme.

Playing Panzerdogs requires owning NFTs: Tank Parts and dog avatars. Tank Parts create the Tanks that are controlled in-game. Holding dog avatars unlocks extra rewards and benefits in-game depending on its rarity (see the [crafting](#) section). Avatar holders will get early access to beta versions and are able to play the Bootcamp demo released on the live date of the avatar mint.

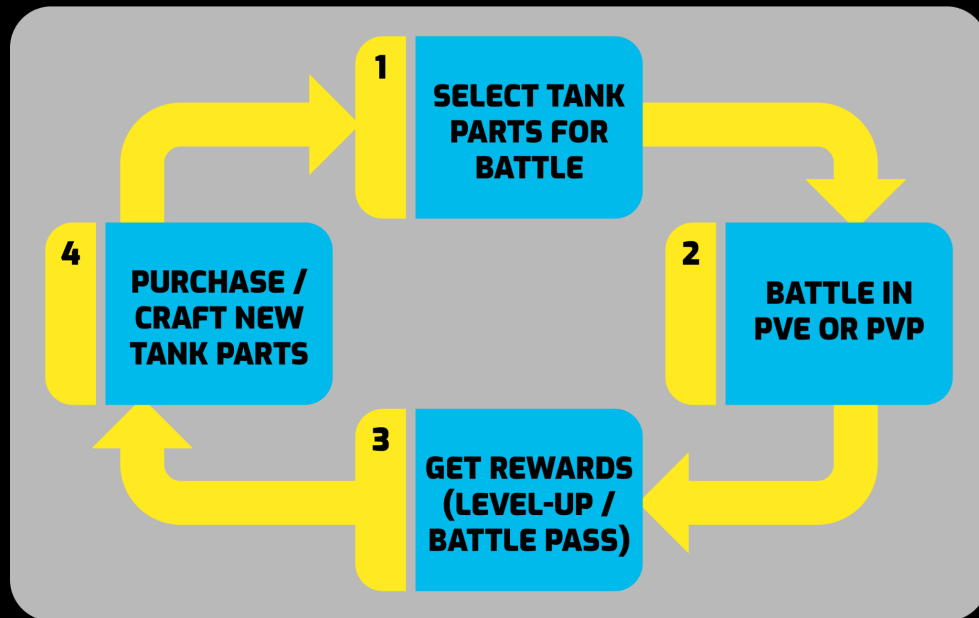


Core Game Loop

Players go through a typical game loop like this:

1. Players prepare their tanks and resources for battle
2. Players go into PVE or PVP battles.

3. Players earn XP and additional rewards for winning. With enough XP they level up, receive tokens and/or prizes from Battle Pass.
4. Players use their newly received resources to craft or purchase new Tank Parts. Back to step 1.



For those who find step 2 too time consuming or enjoy more passive gameplay, various other activities can also be performed in-game. Such as the daily missions which, for example, can give rewards for as simply as logging in.

Leveling up

Activity in the game is measured by leveling up. Leveling is done by receiving certain amounts of XP (experience points). Players are rewarded with XP for:

- Playing PVE modes
- Playing PVP modes
- Completing daily missions
- Crafting
- And other in-game activities

2.2 Platforms

The game is designed to function on both **desktop and mobile browsers**. Desktop will be the focus first, and a mobile browser version will be released later. Players will be able to easily enter the game by opening the web page. Native iOS and Android versions may follow depending on the app store's guidelines accepting in-game cryptocurrency transactions.

2.3 Game Modes

PVE

PVE, or "Player versus Environment", is the mode where players play missions with various objectives against AI controlled enemies. The PVE game mode will be available for everyone free to play. This mode will consist of a set of missions that are fun and easy to complete and will guide the user on how to play the game.

PVP

PVP, or "Player versus Player", is the mode where players battle online against other human players. There will be PVP modes that will incentivize different motivations for users. The basic version will be deathmatch. Other game modes that are planned are capture the flag and team deathmatch.

Winners are entitled to rewards in the form of tokens and XP, though the losing team will also receive XP at the minimum. Losing matches is not meant to discourage players.

Tournaments

Skilled players are able to participate in periodic tournaments where top players are able to earn rewards. For more information, please see the Play to earn section.

Idle mode

More modes will be added as the game will be continuously expanded, such as an idle mode where players "stake" their dog avatars to complete missions and return with rewards automatically over time. Or even let the dog avatar participate in PVP as an AI.

2.4 NFTs

Avatars

A player imports their unique dog avatar and a tank from the wallet. Owning an avatar is required to play the main **PVP mode and participate in crafting**. The avatar is based on a set of unique traits and a rarity overview will be available on the website.



The screenshot shows a pixelated dog avatar named "Super Ziggy" with the ID "PANZERDOG #1031". The avatar is a brown dog wearing a blue superhero suit with a yellow and red emblem, a brown samurai helmet with gold horns, and a pipe in its mouth. To the right of the avatar is a table of traits and their rarity percentages. The "HAT" trait, "Samurai Helmet", is highlighted in red and marked as rare with three stars.

Trait	Value	Rarity
STYLE	Pugsly	7.45%
COLOUR	Coco Cream	10.39%
BODY	Superdog Outfit	1.17%
BODY ACC.	None	7.45%
MOUTH	Pipe	4.8%
HAT	Samurai Helmet	0.3%
GLASSES	None	59.62%
BACKING	Pink	15.12%

Example of a unique avatar with some rare traits

Once the player completes all missions in PVE mode, they may receive a low tier, non-unique dog avatar to get them started in other modes. These low tier dog avatars are in contrast with the dog avatars minted on the website, which have more benefits in-game and are much more unique looking.

Summarized, the benefits for holding an avatar are:

- A fun representation of the player during PVP
- Allows Tank Part crafting
- Crafting benefits such as higher crafting speeds and trait inheritance odds depending on the avatar traits (For early supporters)

- Eligible for Tank and token airdrops (For early supporters)
- Early access to the bootcamp demo and other beta releases (For early supporters)

Tanks and Tank Parts

The tank will consist of **three components: turret, body, track**. This will generate unique tanks with stats and abilities. The three components form the Tank that is playable in-game. Tank Parts will be available for trading so that users can customize their own tanks. The Panzerdogs marketplace will support individual Tank Parts or bundles of 3 Parts that represent a full Tank.

Tank parts come in different tiers of rarity that may affect gameplay:

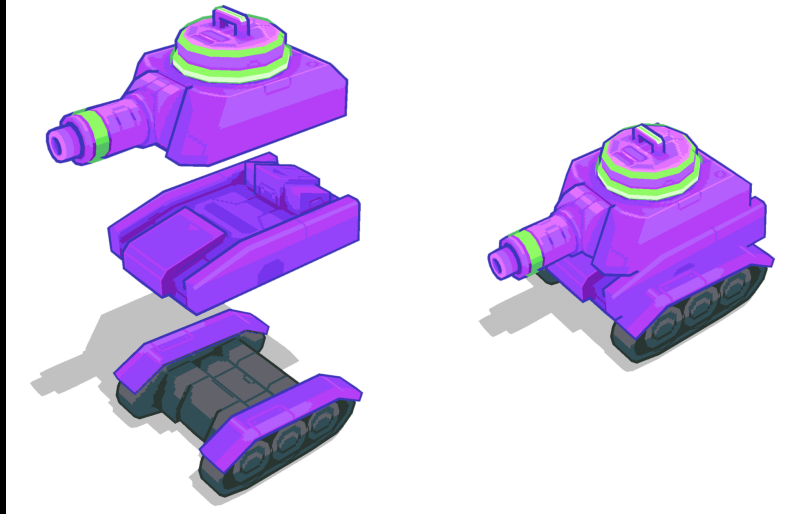
- Common - Slight shifts in statistics, no abilities
- Uncommon - Slightly more significant than above
- Rare - Slightly more significant than above, chance for changes in abilities
- Epic - Slightly more significant than above, chance for changes in abilities
- Legendary - Dramatic shifts in statistics or ability changes. - Exceedingly rare and only crafted.
- More tiers may be added for balancing and stimulating the economy

The different stats and abilities of Tank Parts create unique play styles and will offer both advantages and disadvantages in a "rock-paper-scissors" kind of way. Players are encouraged to collect or craft many different Tank Parts to expand their arsenal.

Crafting

Players will be able to craft and generate higher tier Tank Parts **using their dog avatars**. When the player meets all requirements for crafting, their dog will start constructing the new tank part. The more dog avatars a player has, the more crafting that can be done in parallel. Having unique dog avatars with rare traits will help generate rare Tank Parts as well.

For more details, see the Crafting section under Tokenomics.



Tanks are made up of 3 Tank Parts

LAND

Players will be able to purchase LAND in the Panzerdogs world. This will allow players to own a plot of LAND and develop it as they see fit. LAND will be limited in supply. LAND development in Panzerdogs means players will be able to create their own levels, add unique tileset and assets, host their own events and custom game modes etc! Creation will be made accessible to everyone using tools that will be simple to use.

We are currently mapping out more details with our advisors, such as the layout, passive earning structure etc.

3. Tokenomics

Our experience in midcore and casual mobile games has taught us it can be tough to revolve free-to-play economics using only one type of currency. Panzerdogs requires at least one token that lowers the barrier to entry and allows players to receive as rewards for playing the game (\$SCRAP) and a premium token (\$PANZR) that functions as the main currency to purchase in-game items and equipment, as well as allowing passive earnings with mechanics such as staking.

Both are SPL tokens, where \$PANZR is a deflationary token with a finite supply and \$SCRAP a variable supply that is earned by interacting with the game.

Panzerdogs offers not only real-time action gameplay, but also opportunity and fun with the \$PANZR token. Token utility includes staking, governance and more which are discussed in later sections. Other gameplay modes will be continuously developed where \$PANZR and \$SCRAP can be earned both actively and passively.

3.1 Pillars

Initial holders are rewarded

Whether holders are active players or not, the team will continuously create incentives for the NFT and token holders and raise their economic value.

Play to earn

Play to earn is a revolutionary concept in the gaming world. People who play Panzerdogs are rewarded for their time spent in-game, interacting with the NFTs and being involved in the community. The players leveling up the most are tracked on leaderboards and top players will qualify for the \$PANZR rewards pool. These rewards are given at the end of a season coinciding with the duration of the Battle Passes.

Players are also able to craft in-game items as new NFTs. They will be able to choose to continue to craft with them, use them in-game or sell them on the marketplace for \$PANZR.

No Pay to Win

Holders of NFTs and tokens are rewarded with more variety in gameplay, less waiting for timers and other incentives with passive earnings. Not for getting massive advantages over other players. Every player has a fighting chance to win matches!

Low barrier of entry

Players will be able to play Panzerdogs with as least friction as possible. Initial holders of dog avatars will get early access to the game and qualify for getting extra rewards. Starting tanks will be available on game launch at low cost and future gateways for free players will be developed. The eventual plan is for all players to be able to join in, even if they have no prior knowledge of cryptocurrency. Getting interested and understanding the value of NFTs is one of our goals by introducing Panzerdogs to the general public.

3.2 \$PANZR token

3.2.1 Usage \$PANZR

Marketplace

The marketplace will be used for players to do premium in-game purchases as well as trade NFTs with other players. Players can sell the Tanks and Tank Parts that they have crafted. A 5% commission is taken on all transactions. Tank Parts will continuously be developed by the Team and limited/premium editions may appear on the marketplace. Earnings from premium drops and fees will flow back into the Panzerdogs treasury.

Battle Pass

Panzerdogs will introduce battle passes as incentive for players to play and earn new items. Players who want to benefit from the battle pass without spending too much time may spend \$PANZR to level up and receive exclusive premium rewards.

Governance and DAO

Holders of \$PANZR may participate in voting of decisions for spendage of community pool. The community pool can be used for organizing events/tournaments, collabs etc. Proposals for development can be made by as well by holders and be taken in consideration by the team.

Staking

Panzerdogs will offer staking for users who wish to hold and participate in passive earnings. These users are entitled to a reward from the staking pool. Users automatically un stake after the staking period and may also receive in-game items via airdrop as reward.

Events / tournaments

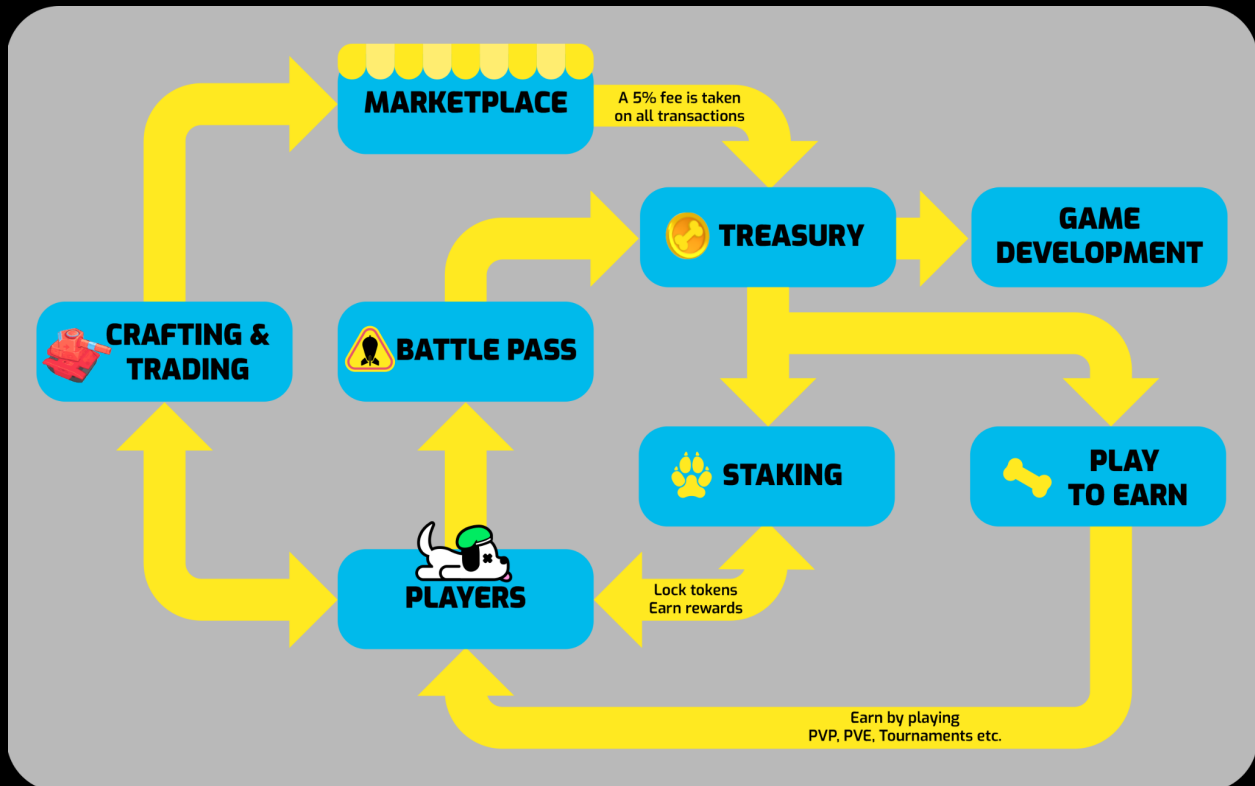
Prizes can be won by players who enter events organized by DAO and Team. Participants may need to pay a \$PANZR fee to enter. The prize money is distributed to the winners of these events, where the prize money consists of the fee collected in the event and from the community pool. Events can include tournaments, seasonal events, collabs etc.

Crafting

Players are able fuse similar tiered items into new higher tier items (see the Tanks and Tank Part section under Gameplay). When crafting Tank Parts, the new Tank Part is random and may inherit properties of the old Tank Parts. A full list of traits will be listed on the Panzerdogs website.

Crafting of Tank Parts requires \$PANZR and \$SCRAP. The base (lowest) tier will require \$SCRAP, and higher tiers will require an additional amount of \$PANZR. Higher tiers will come at higher costs.

Dog avatars are needed to craft items, they will start constructing and take a number of days to build the new item. During this time the dog will be unavailable to craft other items. The duration depends on the dog avatar's traits. Additionally, players will be able to stake their tokens for increased crafting speeds.



Overview of \$PANZR flow

3.2.2 \$PANZR Issuance

Players will be able to get \$PANZR by:

- Airdrop to early backers who minted the first dog avatars
- Buying from an exchange or sell NFTs on the Marketplace
- Playing the game, winning PVP, tournaments etc

3.2.3 \$PANZR Supply

Note that the total supply, distribution and unlock periods are currently being planned out in close cooperation with advisors. **Future updates on the whitepaper will include detailed numbers.** For now, we can reveal the \$PANZR token will be distributed in the following categories:

Play to earn

A rewards pool with the purpose of rewarding players for their in-game efforts. Its main purpose is driving player motivation and creating hype. In order to distribute it fairly, a fixed amount is released to top players every season.

Staking

Players receive rewards passively for holding on to their tokens and lock them for a period of time.

Team

For continued development of the game, as well as funds for legal and emergency situations.

Early supporters

Those who supported the game in an early phase are entitled to airdrops which include the \$PANZR token. Private sales will also be held to raise funds.

Community

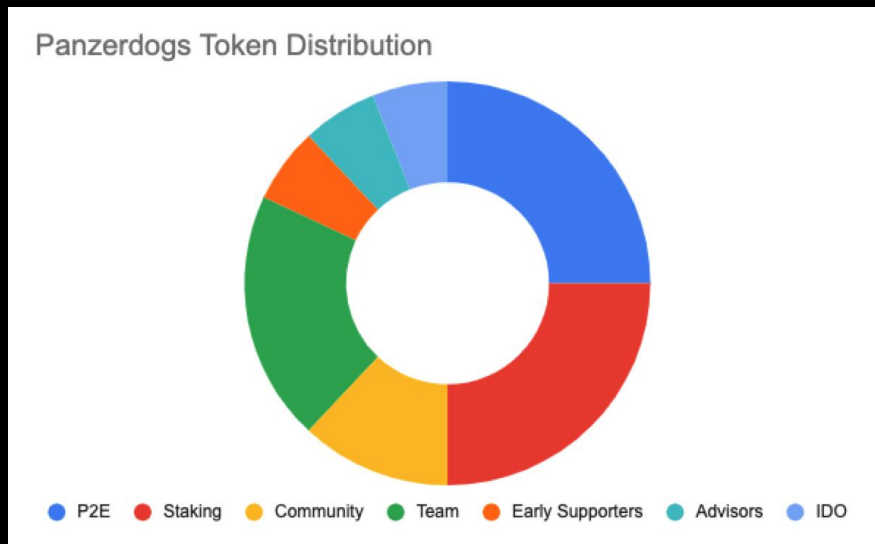
Tokens will go into the community pool and will be in control by the PanzerDAO. The DAO will make decisions on how to distribute the tokens for community growth and will help set up events. The community will also be able to decide on the direction of the gameplay design by voting on proposals.

Advisors

Experts in crypto and community building will help steer Panzerdogs into the right direction.

IDO

Release of \$PANZR and \$SCRAP tokens on a decentralized exchange. In order to increase liquidity different pairings need to be established with high liquidity.



\$PANZR distribution

Lastly, we want to emphasize that the largest portion will be distributed back to the community in order to create a healthy and self-sustaining game and player economy.

3.3 \$SCRAP

3.3.2 \$SCRAP Issuance

\$SCRAP is primarily gained by playing the game. When the player levels up, rewards are given in the form of \$SCRAP.

The amount of XP received per day is capped and limits the amount that players can level up. The XP cap depends on the amount of dog avatars that the player holds. Players holding multiple avatars are able to gain more XP and thus more \$SCRAP within a day.

3.3.1 Usage of \$SCRAP

Players collecting \$SCRAP can use them to progress further in the game. A portion of \$SCRAP is burned when making in-game transactions to control its circulation (see section below). Some purchases that can be done with \$SCRAP include:

- Purchase loot boxes to generate a random base-tier Tank Parts
- Level up Tank Parts to unlock their abilities
- Crafting & Speeding up crafting
- Purchase of low tier avatars
- Cosmetic slots

3.3.3 Supply of \$SCRAP

Supply is variable as new \$SCRAP gets minted for player efforts. An initial supply of \$SCRAP will be offered to players and exchanges to kickstart the liquidity of the coin.

The \$SCRAP that is spent by players will be sent to the game wallet. The game wallet will burn a % of this \$SCRAP to reduce supply. The rest of this \$SCRAP will be held onto and sold to exchanges to fund:

- % Team fee
- % Server/gas costs reserve
- % of these sales will be converted to \$PANZR and will be distributed among the \$PANZR staking pool

The burning mechanic of \$SCRAP should ensure an organic balance in the supply of the token.

4. About the team

Herdjie

Director Operations

Hernan

Tech Lead

Rik

Artist

Ya Wen

Artist

Henri

Developer

Arjan

Developer

Luke

Game Analyst / Data Scientist

Koh Kim

Advisor

Sebastian Borget

Advisor, Co Founder & COO The Sandbox

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