



### *Changelog*

#### V0.7

- Added info on acquisition of Lucky Kat by Fragbite Group
- Refined details on Tank parts and crafting
- Tank Part stat overview section
- Additional explanation on [Play to Earn](#) and tokens flowing [back to community](#)
- (v0.71) Adjusted Tank Part Balance

#### V0.6

- Emphasis on our commitment to balance the game
- Expand on the ingame benefits of holding dog avatars
- A bit more clarity on the DAO voting decisions with an example

#### V0.5

- Initial version

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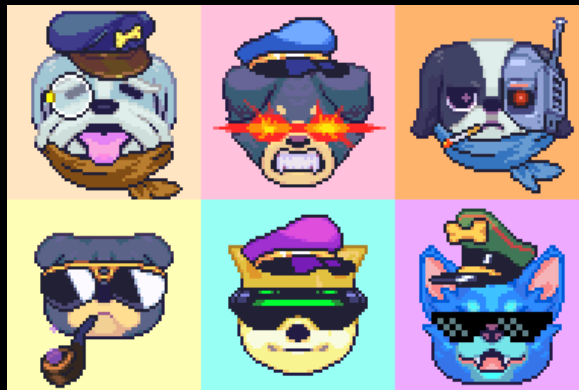
# 1. Introduction

## 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 200 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.

### **Acquisition Lucky Kat by Fragbite Group**

In December 2021 Lucky Kat was acquired by Fragbite Group (\$FRAG), a leading e-sports company listed on the Nasdaq First North Growth Market. With our transition to play-to-earn games and Fragbite's expertise in e-sports we believe there are many operational synergies and opportunities.

## 2. Gameplay

### 2.1 Core Gameplay

Gameplay is skill based, with players landing and dodging shots against each other, thinking strategically in real-time, outwitting your opponents, and using the sandbox. In-browser you steer your tank using keyboard controls, while using the mouse for aiming and shooting. On mobile we plan to achieve something similar by utilising a twin stick control scheme, with the left side dictating movement, and the right side of the screen dictating aiming and shooting.

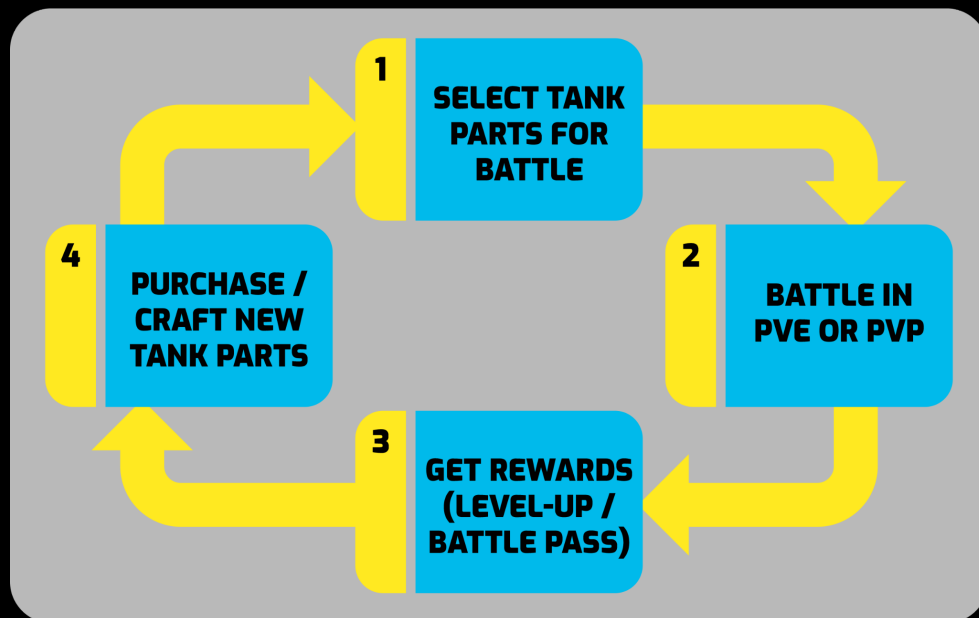
Playing Panzerdogs requires owning both Tank Parts and dog avatars. Tank Parts are used to create Tanks that are controlled in-game, while holding dog avatars unlocks a multitude of extra rewards and benefits in-game largely depending on its rarity. Avatar holders will also get early access to alpha and beta versions of Panzerdogs, helping to guide the game's future and direction.



## 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 will be supplied in order to progress without direct gameplay.

## 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 sets of missions that are fun, and easy to complete. These will guide the user on how to play the game, and function as a nice onboarding pathway for new players.

### PVP

PVP, or "Player versus Player", is the mode where players battle online against other human players. A variety of game modes will be supplied, from standard modes such as Team Deathmatch, Free for All Deathmatch, and Capture the Flag, to more unique modes tailored directly to our gameplay style.

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 is 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 online in PVP as a Bot in order to get rewards as if they were playing themselves.

## 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.



Example of a unique avatar with some rare traits

Once a player completes missions in the PVE mode, they will 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:

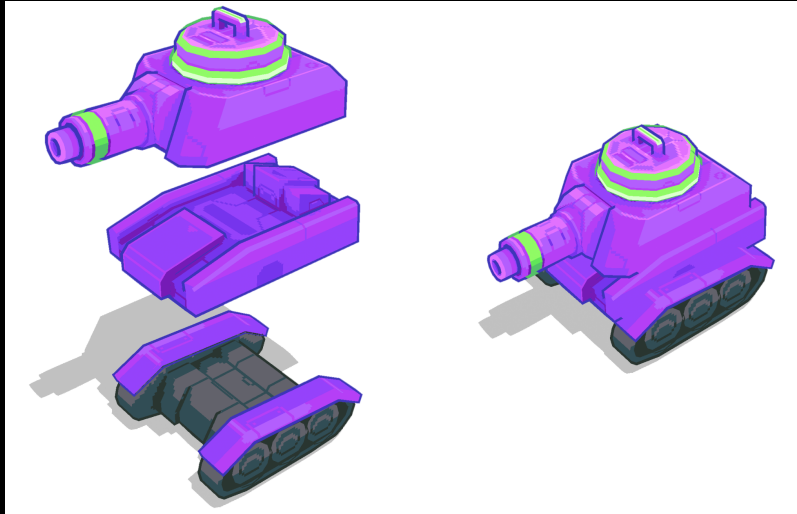
- A fun representation of the player during PVP
- Allows Tank Part crafting

- Crafting benefits such as higher crafting speeds and unique influences depending on the avatar traits (For early supporters)
- Early access to the bootcamp demo and other beta releases
- Early supporters holding the dog avatar are eligible for Tank airdrops
- Holding both the avatar and airdropped Tank makes you eligible for a \$PANZR token airdrop. A snapshot will be taken of wallets in Q1 2022. The amount of tokens airdropped scales with the amount of avatars + Tanks held in the wallet.
- Holding both the avatar and airdropped Tank makes you eligible for a pre-IDO whitelisting. Another snapshot will be taken of the wallets, holders will get tokens allocated to be purchased depending on the amount of avatars + Tanks in their wallet.
- Earnings benefits such as XP boosts, allowing holders to level up faster and get more rewards.
- Eligible to stake the avatar for rewards (such as tokens and Tank Parts)



## Tanks and Tank Parts

A tank consists of **three components: turret, chassis, and tracks**. These will come together to form a playable tank with unique stats and abilities from those parts.



Tanks are made up of 3 Tank Parts

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
- More tiers may be added for balancing and stimulating the economy

The different stats and abilities of Tank Parts creates 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 and versatility. Tank stats and abilities will be monitored and continuously balanced in order to maintain a strong user experience for all players.

Tank Parts will be available for sale, or earned through gameplay as rewards, either directly or indirectly through levelling up. The Panzerdogs marketplace will support individual Tank Parts or bundles of 3 parts that will be represented by a full tank.

For an outline of the currently available tank parts, please refer to the [Tank Parts](#) section.

## Crafting

Players will be able to craft and generate higher tier Tank Parts **using their dog avatars** in combination with tank parts that share the same tier. When the player meets all requirements for crafting, their dog will begin constructing the new tank part, **burning the other parts used in the process**. The more dog avatars a player has, the more crafting can be done in parallel. Having unique dog avatars with rare traits will help generate rarer Tank Parts..

For more specific details on the mechanisms involved, see the Crafting section under Tokenomics.

## 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. Tank Parts

This section contains the currently deployed Tank Parts and their respective stat overviews. The balance of these parts will likely be altered to maintain a strong user experience.

#### Tracks

These parts mostly influence tank mobility and agility, including base speed, turning, and boost related stats.




Name	Image	Rarity	Stats/Abilities
Nimble	 <b>NIMBLE</b>	Common	+6% Base Speed -10% Turn Rate
Steady	 <b>STEADY</b>	Common	+5% Acceleration +8% Turn Rate -6% Base Speed
Blitz	 <b>BLITZ</b>	Common	+15% Boost Speed +10% Time To Boost

Plated	 <p>COMMON</p> <p><b>PLATED</b></p>	Common	<p>+7.5% Max Health</p> <p>-7.5% Turn Rate</p> <p>-5% Base Speed</p>
Ranger	 <p>COMMON</p> <p><b>RANGER</b></p>	Common	<p>+10% Boost Speed</p> <p>-5% Time To Boost</p> <p>-5% Max Health</p>
Boosted	 <p>UNCOMMON</p> <p><b>BOOSTED</b></p>	Uncommon	<p>+30% Boost Speed</p> <p>-10% Base Speed</p>
Lively	 <p>UNCOMMON</p> <p><b>LIVELY</b></p>	Uncommon	<p>-15% Time To Boost</p> <p>-15% Turn Rate</p>
Sneaky	 <p>UNCOMMON</p> <p><b>SNEAKY</b></p>	Uncommon	<p>+20% Speed In Stealth</p> <p>-10% Speed Unstealthed</p>




Behemoth	 <p>BEHEMOTH</p>	Rare	<p>+25% Max Health</p> <p>-50% Knockback From Damage</p> <p>-15% Base Speed</p> <p>-15% Turn Rate</p> <p>-15% Acceleration</p>
Minotaur	 <p>MINOTAUR</p>	Epic	<p>Ability: Meteor - Ram Enemies While Boosting to Deal Damage</p> <p>+20% Boost Speed</p> <p>-10% Move Speed</p> <p>-10% Turn Rate</p>

## Chassis

These parts are mainly focused on resistances and defense including knockback, but often bleed up and down into mobility and turret behaviour.

Name	Image	Rarity	Stats/Abilities
Nimble	 A green, angular chassis part with a 'COMMON' label in the top right corner and the word 'NIMBLE' in bold black text at the bottom.	Common	+7.5% Base Speed -6% Max Health
Steady	 A blue, angular chassis part with a 'COMMON' label in the top right corner and the word 'STEADY' in bold black text at the bottom.	Common	+6% Max Health -7.5% Base Speed
Blitz	 A purple, angular chassis part with a 'COMMON' label in the top right corner and the word 'BLITZ' in bold black text at the bottom.	Common	+4% Base Speed +20% Knockback From Damage

Plated	 <p>COMMON</p> <p><b>PLATED</b></p>	Common	<p>-15% Blast Damage Taken</p> <p>+15% Shock Damage Taken</p>
Ranger	 <p>COMMON</p> <p><b>RANGER</b></p>	Common	<p>+12.5% Health On Repair</p> <p>+10% Shock Damage Taken</p> <p>+10% Blast Damage Taken</p> <p>+10% Thermal Damage Taken</p>
Steadfast	 <p>UNCOMMON</p> <p><b>STEADFAST</b></p>	Uncommon	<p>-33% Knockback From Damage</p> <p>+9% Max Health</p> <p>-12.5% Base Speed</p>
Capacitive	 <p>UNCOMMON</p> <p><b>CAPACITIVE</b></p>	Uncommon	<p>-25% Shock Damage Taken</p> <p>+25% Thermal Damage Taken</p>



Diet	 <p><b>DIET</b></p>	Uncommon	<p>+12.5% base Speed</p> <p>-9% Max Health</p> <p>+33% Knockback From Damage</p>
Spartan	 <p><b>SPARTAN</b></p>	Rare	<p>+150HP Regenerating Shield</p> <p>-30% Max Health</p>
Siege	 <p><b>SIEGE</b></p>	Epic	<p>Ability: Siege Mode - After a short period being stationary, negate all knockback, and decrease damage taken by 33%</p> <p>+20% Blast Damage Taken</p> <p>+20% Shock Damage Taken</p> <p>+20% Thermal Damage Taken</p>



## Turrets

Turrets are arguably the most sought after component due to their direct influence over a tank's ability to deal damage, as well as being extremely visible.

Name	Image	Rarity	Stats/Abilities
Nimble		Common	+12.5% Aim Rate +3% Base Speed -6% Damage Per Projectile
Steady		Common	+6% Damage Per Projectile -12.5% Aim Rate -3% Base Speed
Blitz		Common	+7% Reload Rate -10% Fire Rate

Plated	 <p>COMMON</p> <p><b>PLATED</b></p>	Common	<p>+6% Max Health</p> <p>-7.5% Fire Rate</p> <p>-5% Reload Rate</p>
Ranger	 <p>COMMON</p> <p><b>RANGER</b></p>	Common	<p>+7.5% Projectile Speed</p> <p>-4% Damage Per Projectile</p>
Oiled	 <p>UNCOMMON</p> <p><b>OILED</b></p>	Uncommon	<p>+18% Fire Rate</p> <p>+12% Reload Rate</p> <p>-11% Damage Per Projectile</p>
Thumper	 <p>UNCOMMON</p> <p><b>THUMPER</b></p>	Uncommon	<p>+11% Damage Per Projectile</p> <p>-12% Reload Rate</p> <p>-18% Fire Rate</p>

Heavy		Uncommon	+8% Damage Per Projectile +33% Projectile Size -10% Projectile Speed -12% Fire Rate -8% Reload Rate
Packed		Rare	+1 Ammo +10% Reload Rate +10% Fire Rate -20% Damage Per Projectile
Scatter		Epic	+2 Projectiles Per Shot -60% Damage Per Projectile -10% Fire Rate -8% Reload Rate -15% Projectile Speed

## 4. 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.

\*Token names are tentative

### 4.1 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. There are multiple ways for players to earn. People who play Panzerdogs are rewarded for their time spent in-game and interacting with the NFTs:

- 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 rewarded \$SCRAP when leveling up in-game. These tokens can then be used for other in-game activities. Players can also choose to sell their \$SCRAP to other players who rather not spend time collecting these tokens.
- Players gain new Tank Parts by crafting and gameplay. Players can choose to use their new Tank Parts to play, continue crafting with them to generate higher tier Tank Parts, or sell them on the marketplace at their discretion.

### **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 the least friction 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.

## **4.2 \$PANZR token**

### **4.2.1 Usage \$PANZR**

## **Marketplace**

The marketplace will be used for 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 fee is taken on transactions of dogs, while a variable 5% ~ 10% commission fee is taken for transactions depending on type of collection and number of users on the platform. 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. For example, votes can be on prioritizing which game mode will be developed first, such as deathmatch or capture the flag or other modes etc.

## **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 unstake 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 to fuse 5 Tank Parts of the same tier into a new tank part of the next tier up, **while burning the parts of the lower tier**. (see the Tanks and Tank Part section under Gameplay for an overview on parts and tiers.) An example is as follows:

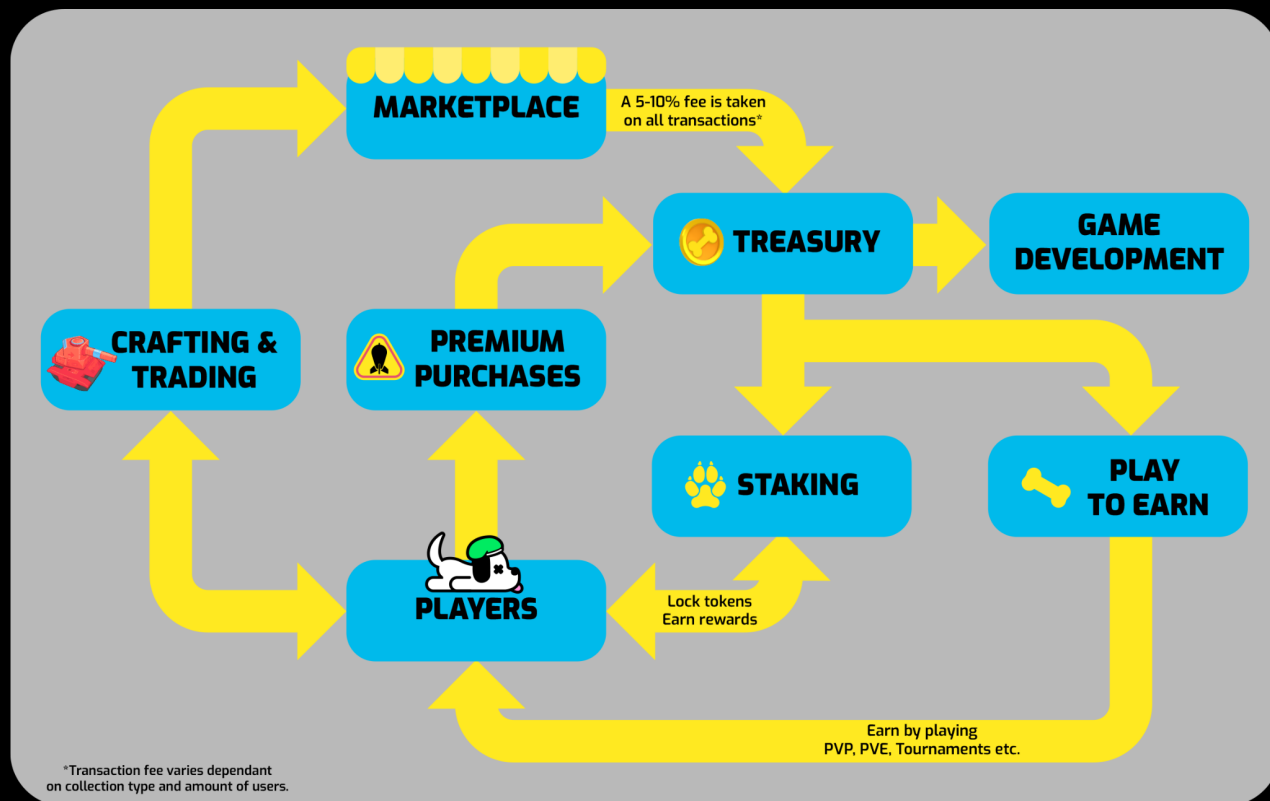


When crafting, the new Tank Part is random from the next tier above, but may be influenced by the old Tank Parts, and will be influenced by the unique traits of the dog used in crafting, including the chance of bonus drops for crafting with specific traits.

This style of crafting rapidly deflates the supply of lower tier parts while very slowly increasing the supply of higher tier parts. To counter this growth, we will implement a method for players to gain **permanent exclusive benefits**, traded for a number of high tier parts, which will be burned. Thereby creating an economy that always has a demand for parts of every tier.

Crafting of Tank Parts requires \$PANZR and \$SCRAP. The lower tiers 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

## Community

As the figure above shows, a portion of the tokens will flow back from the treasury. These tokens will end up in the staking and play to earn pools back to the Panzerdogs community, just like that! You may wonder how this works out, but



consider this: traditional mobile platforms like the App Store or Google Play take 30% of every sale or in-app purchase. But instead of going to some corporation, a portion of the revenue is now going to you, the Panzerdogs player! This portion will be around 50% of the revenue.

#### 4.2.2 \$PANZR Issuance

Players will be able to get \$PANZR by:

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

#### 4.2.3 \$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**

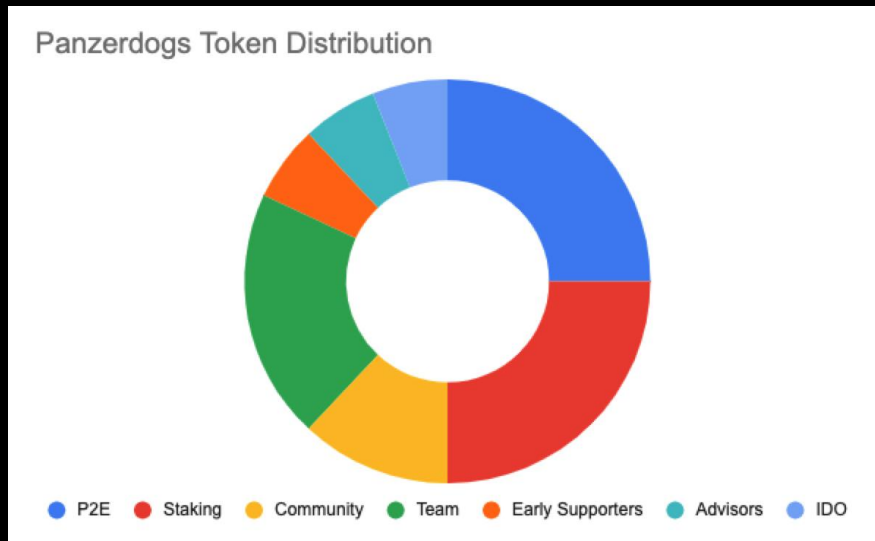
Tokens will go into the community pool and will be in control by the PanzerDAO. The DAO will make decisions on how to distribute the tokens for community growth and will help set up events. The community will also be able to decide on the direction of the gameplay design by voting on proposals.

## **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 again that a large portion of the in-game earnings will be distributed back to the community in order to create a healthy and self-sustaining game and player economy.

## 4.3 \$SCRAP

### 4.3.2 \$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.

### 4.3.1 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
- Crafting & Speeding up crafting
- Purchase of low tier avatars
- Cosmetic slots

### **4.3.3 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.

## 5. About the team

**Herdjie**

Director Operations

**Hernan**

Tech Lead

**Rik**

Artist

**Ya Wen**

Artist

**Myrte**

Artist

**Henri**

Game Designer & Developer

**Nikita**

Developer

**Arjan**

Developer

**Luke**

Game Analyst / Data Scientist

**Koh Kim**

Advisor, ex BD at Google Play Games

**Sebastian Borget**

Advisor, Co Founder & COO The Sandbox

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