



Whitepaper

Part I. Introduction

Puppy Planet is a complete platform of Digital Creatures Universe live on the Abey Chain. Puppy Planet is a platform that integrates NFT games and decentralized yield farm applications. Joining Puppy Planet not only entertains you but also generates profit. Our mission is to build a world where millions of people can participate in NFT and blockchain-based gaming in a simple and enjoyable way.

Puppy Planet will be the first ecosystem to combine the greatest aspects of gaming and digital collectibles, transforming it into the digital creatures universe. With Puppy Planet, Players can use their pets to fight, collect, grow, and earn money. Puppy Planet Game is a Play to Earn NFT RPG developed on the Binance Smart Chain platform.

1.1 How to Play

Puppy Planet contracts are deployed on the Abey Chain. The player will need to have a certain amount of ABEY cryptocurrency to pay for transactional fees.

They will need to have a wallet (i.e. Metamask) which can store the ABEY cryptocurrency and which can also store the PUP token.

The player will need to setup their Metamask wallet to the Abey Chain network.

1.2 Game Characters

1.2.1 Mystery Box

The Mystery Box that players can buy in the item market are "Ancient Mystery Box ", and the Mystery Box bred by Puppy are called "Elemental Mystery Box."

1.2.2 Pet Puppy Attributes

Five element attributes: Water, Fire, Ice, Electric, Earth

1.2.3 Battle Attributes

"Life", "Attack", "Defense", "Speed", when the life is 0, the battle fails or the player with low blood volume at the end of the round fails, and each battle is directly calculated on the chain.

1.2.4 Energy

Energy Consumption:

Pets will consume Energy in battle. The challenger will lose 10 points of Energy, and the defender will not lose Energy. Pets cannot participate in battle when Energy is 0.

Energy Supplement:

Includes two ways to recuperate, to get energy in the farm or use props to restore Energy.

The pet recovers 10 points of Energy per hour (1200 blocks) when the pet is pledged in the farm, and Puppy of different levels have different Energy caps.

At the same time, Energy is the basis for the proportional divide of reward pool in the of farm.

1.2.5 Puppy Level

Mystery Boxes include ancient Mystery Box in the shop, as well as Mystery Box bred by players into five levels: common, senior, rare, legendary and epic.

The sum of all puppy attributes (life, attack, defense, speed, energy) is a comprehensive score, and the average score is higher than the corresponding level of Mystery Box hatched from the puppy will be the same level as yourself, but there will be differences in shape.

1.3 Pet Puppy Hatching

The Mystery Boxes that players can buy in the item market are "Ancient Mystery Box", and the Mystery Box bred by Puppy are called "Elemental Mystery Box."

This game has hatching mode, every two crypto Puppy of the opposite sex can be combined into a synthetic Mystery Box. The NFT Mystery Box can be incubated by two crypto Puppy of the opposite sex and the same level, and it has the probability to incubate a high-level puppy or a normal-level crypto cat. If the breeding fails, then a first-level mystery box will be produced, and only crypto Puppy with the same ownership and in a free state can breed.

Part II Products

2.1 Shop

A variety of Mystery Box and special equipment are provided here to help Puppy develop more strengths when fighting.

If it is buying Mystery Box and items from the shop, 50% of the shop's revenue goes back into the reward pool.

- Ancient Mystery Box: A common Puppy can be randomly hatched.
- Physical Strength Potion: Used to restore physical strength (**Coming soon**).

- Props: Temporary increase, life, attack, defense, speed and other one-time props (**Coming soon**).

Equipment:

The pet is divided into five parts: the head, left and right hands, body, and feet. Each part of equipment may have four attributes: life, attack, defense and speed. Only one piece of equipment can be attached to each part. Each pet can have up to five pieces of equipment (**Coming soon**).

2.2 NFT Farming

When a Puppy is first hatched, the Energy is 1, and players can take it to the NFT Farming to gain Energy and receive reward.

The puppy will recover 10 Energy points every hour (1200 blocks). As Energy increases, the rewards in NFT Farming will increase, and Puppy can't increase energy if it reaches the energy upper limit.

- Initial reward: 30 million PUP for the initial reward of the farm, Block reward is 1.8 PUP/block. Released in about 578 days.
- Additional reward : 20% of the sales revenue of the item market (mystery boxes, equipment, potions) will be distributed to the farm as a reward. The newly recharged rewards will increase the total amount of rewards for each block of the farm and the total time of distribution.

Algorithm for reward increase and duration increase

The contract sets the reward growth efficiency to 60% by default, which means that the proportion of new rewards in the cumulative rewards, and the corresponding block reward increase is 60% of the bonus increment ratio, and the remaining 40% will extend the proportional distribution cycle.

We will adjust the incremental ratio according to the actual total sales, so that the farm's rewards and distribution cycle are in line with the actual economic ecology.

How to Farm?

- Step 1: You need to go to the Shop to buy Mystery Box;

- Step 2: Go to My Home and use PUP tokens to Hatch Mystery Box. After that, the Mystery Box will randomly hatch into Puppy;
Buy Mystery Box with the current value of 50 ABEY amount of PUP, and the value of Mystery Box remains constant at 50 ABEY;
- Step 3: Go to NFT Farming and select the farm corresponding to the type of puppy you have;
- Step 4: Stake and confirm.

2.3 Battlefield

Players put pets on the battlefield to fight, distribute reward based on the honor obtained.

- Initial reward: 60 million PUP for the initial reward of the battlefield. Block reward is 2.4 PUP per block. Released in about 771 days.
- Additional reward : 30% of the sales revenue of the item market (mystery boxes, equipment, potions) will be distributed to the battlefield as a reward. The newly recharged rewards will increase the total amount of rewards for each block of the battlefield and the total time of distribution.

Honor is an inherent attribute of pets, and the initial Honor is 100.

On the Battlefield, pets get rewarded by Honor proportionally. On the farm, get rewarded by Energy proportionally. The farm and the battlefield cannot be entered at the same time.

General rules

1. When Puppy Pet has filled its Energy on the farm, it can be transferred to battlefield to fight after paying a transfer fee in PUP.
2. Puppy can either stay in the battlefield or be sold in the marketplace; however, if Puppy need to return to NFT farming, they need to pay a transfer fee to go back to the farm.

3. The Puppy initiates a challenge in the battlefield need to spend 10 Energy points to challenge other Puppy, and it takes 1 hour to recover 10 Energy points in the farm.
4. Puppy that is in the battlefield can use equipment to equip Puppy; but when Puppy needs to transfer to farm or marketplace for sale, need to remove all equipment (to be developed in next phase).

Battlefield reward

1. The reward method of the battlefield is the same as that of the farm. It also depends on the Puppy being pledged on the battlefield, and rewards are produced through each block. Rewards are distributed to Puppy pledged on the battlefield.
2. Players can challenge other Puppy in the battlefield. The Challenger Puppy will get deducted its physical strength but add its honor. If the challenge fails, no honor will be deducted for challenger puppy. Defensive Puppy will not get deducted its physical strength, but honor will be deducted if it loses the challenge. (detailed instructions are in challenge rules as follows)
3. The total reward pool of the battlefield, the return ratio of shop revenue, and the number of rewards per block are all higher than that in the farm. The initial reward pool has 40 million PUP, each block produces 1.8 PUP, and the initial release takes 771 days.

Challenge Instructions

1. The initial Honor value of each Puppy is 100 points, in the PK of two Puppy, the reward of the challenge is that the winner can take the corresponding honor value of the loser according to the level difference.
2. For each challenge, challenger needs to use 10 points of Energy. The defender does not consume Energy. When the Energy of a Puppy falls below 10, it will be unable to actively attack other Puppy.
3. Puppy of the same player cannot attack each other.

4. When a Puppy's Honor value is 0, the Puppy cannot be challenged by other Puppy and cannot get rewarded in the battlefield.
5. When Puppy's Honor value is insufficient to pay for the defender's reward, the Puppy cannot challenge others.

Battle instructions

1. The basic algorithm is a three-round block calculation, in each round, the Puppy attacks the opponent once. After the three rounds, the player with the highest Life point wins, or if one Puppy's Life point is 0 in any of the three rounds, it loses.
2. Combat power algorithm:
$$\text{Combat power} = 10 * \text{attack} + 1 * \text{life} + 5 * \text{defence} + 4 * \text{energy}$$
3. Comparison of attributes: water > fire > ice > electric > earth > water. When the attribute is superior, the attack power and defense power will rise by 20%, and when the attribute is inferior, the attack power and defense power will remain the same.

Potion instruction

Attribute potion: Each potion increases the random range, validity period and price of one or more specified attributes, the potion increases the temporary attribute for 1 day, and the temporary single attribute increase randomly from 1- 100.

Future plan

Part I

Equipment system has a specific skill ID, equipment with a skill ID will have a skill ratio (a fixed ratio that is available when the equipment is put on the shelf), and the skill is triggered when the ratio is reached during a battle.

Skill ratio includes damage magnification index, attack power magnification index and defense weakening index.

The index is a ratio, which refers to the magnification ratio of the damage result, attack power, and defense power (algorithm will be realized by the contract of the battle).

When each piece of equipment is acquired, the additional attributes of the equipment are randomly generated, and the skills are attached at random.

Description:

- *The equipment sales will be opened in the form of treasure box, divided into helmet treasure box, armor treasure box, weapon treasure box, shield treasure box, and footwear treasure box. Each treasure box (contract) has an independent probability algorithm to open equipment (equipment NFT).*
- *Each piece of equipment is a special NFT asset, which can be transferred and sold.*

Part II

Puppy egg fragments are Rare, legendary and epic. When 10 fragments of the same level and attribute are collected, the corresponding Puppy egg is obtained.

The fragmented Puppy egg will 100% be able to hatch the hero Puppy of the specified level. Each fragment is a special NFT asset, which can be traded in the marketplace and can be accumulated in quantity. Puppy egg fragments are obtained in the boss instance.

Part III

Continue to open BOSS instance

- Each BOSS has a fixed name and image
- Every boss is built with a small reward pool. The BOSS is pre-loaded with an initial reward pool and determines the ticket price based on that pool. The distribution ratio of ticket revenue is set according to the situation of each boss instance.
- The Puppy that pays the ticket fee can attack the boss. To distribute the reward proportionally, the blood volume of the boss that is destroyed within 3 rounds is used as the reference. Players can attack the boss repeatedly and accumulate damage contributions.
- Each BOSS has total Life point and instance time. When the boss instance time runs out or the BOSS dies, the boss instance ends.
- Each boss instance is deposited with a fixed number of Puppy egg fragments of different levels, and the probability is set. Each time the player attacks the BOSS, there is a chance that players can obtain fragment. No equivalent fragment will be produced in this game once all of the fragments have been obtained by other players. Fragments are available on a first-come, first-served basis.

How to play

- Step 1: Connect your wallet and swap for PUP.
- Step 2: Use PUP to buy at least one Puppy on the Marketplace. Remember to keep some ABEY in your wallet for handling fee.
- Step 3: Pick a Puppy for Battle
- Step 4: Choose a Puppy as your opponent
- Step 5: Confirm your transaction and wait for the results after the automatic battles
- Step 6: If you win, you can claim your reward. If not, you'll lose 10 Energy points.

Referral Rewards

Referral rules: By binding the Binance Smart Chain wallet address of the upper-level to determine the relationship between the upper and lower levels; after the binding takes effect, the upper level can get the rewards.

The referral reward is 20% of the first-level of referee's income plus 10% of the second-level of referee's income.

Marketplace

Players can earn money by trading pets, and Mystery Boxes. The exchange cost is 10%. Note: When players put the Mystery Boxes and pets on the market for sale, pets cannot participate in battlefields and farms.

My Home

In My Home, you can view items such as pets, Mystery Boxes or equipment you own. You can use pet Puppy to fight in the Battlefield or sell Puppy for a profit.

Part III Tokenomics

3.1 PUP Token

Deflation Mechanism

Sell Tax: Each Sell transaction will be charged 5% fee.

Token Information

Name: Puppy Planet Token

Symbol: PUP

Decimals: 18

Network: Abey Chain

Supply: 180,000,000

Token Distribution:

- Launchpad (IDO): 10%
- Private Sale: 5%

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- Team: 12%
- Advisor: 8%
- Community & Marketing: 5%
- Foundation & Eco-Fund: 10%
- Play to Earn: 50%

PUP Token use

- Purchase NFT Mystery Box;
- Purchase props;
- Hatch higher level pets;
- Trading NFT;
- Release earnings;