TANKWARS ZONE

Welcome To
Tank Wars Zone

Tank Wars Zone is a blockchain-integrated game by three developers who have had a great passion for blockchain games and NFTs since 2020. The founding members are from Fantom Vietnam Validator, and we have been running as Validator on Fantom since Genesis Mainnet. Currently, the Tank Wars Zone team has 14 members, including developers, designers, and marketers.

As we want to create a blockchain game that can fit many gamers who will be able to play and earn without spending much time and money to participate in, the team came up with an idea to play to earn from NFTs gaming and thus, Tank Wars Zone was born.

Our Vision

01. Tank Wars Zone will be played by many gamers who won't need to spend a lot of money to win. Furthermore, with the **low-cost entry barrier**, many players from developing countries will be able to join in, whereas other blockchain games now cost them more than 1,000 USD to start playing.

02. There is **a lot of choices for gamers**, such as PvE and NFTs. Players can spend time playing to earn with numerous gameplay modes or stake their NFTs Tank and earn while sleeping.

03. Our game is developed by ex-Gaming Designers at Gameloft Vietnam. Their extensive experiences and thorough understanding of gaming systems will bring up the **best gameplay for most players**.

04. Powered by **Fantom Blockchain Technology**, in-game NFTs and Characters have real value with the lowest transaction cost, and numerous players worldwide can play them. It's fun to play and a way to earn!

05. Create a real-world blockchain gaming and **universal basic income**.

Gameplay

01

In the Opening War, there will be 7 classes of tanks with different rarity types and ranked from 1 to 5 stars.

02

Each tank will have a tank driver and come with its health, attack power, speed, and armor preset by rank. Naturally, the higher the rank, the stronger the tank will be.

Many great and fierce tank battles took place and left their lasting marks in the history of warfare.

In Tank Wars Zone, players can write their own history.

03

Each player will have their own base and battleground for farming up levels and earning tokens to upgrade tank weapons, armors, tank tread, and boosters fluids.

04

Tanks and tank equipment are NFTs that can be staked or traded through our own marketplace.

PvE

❖ The game adopts a control-free **turn-based battle system**.

❖ Players will need **at least one tank** to start a battle.

❖ There will be **three types of battlegrounds** as follows: 1v1, 3v3, and 5v5. 1v1 will be the lowest token you can earn, and the highest one will be 5v5 battles as we plan out for all players to participate in Tank Wars Ecosystem. Additionally, the game will offer daily quests for players to level up and earn rewards.

❖ Each tank can be equipped with one weapon, one armor, one tank tread, and three booster fluids for a battle. All tanks can be used in **5 matches per day**.

❖ Tanks that are damaged will need **repairing with TGOLD** before they can battle again.

PvE World Boss

❖ There are three regions at launch for the Genesis Launch.

❖ To bring a better gaming experience to participating players, we will have a world boss battle for all players around the world every day, week, and month.

❖ Dealing more damage to the game bosses will earn players more valuable rewards such as booster fluids or TGOLD.

PvP

❖ PvP battles will **require players a minimum of 3 tanks** and come with 3v3 battles only.
  o There will be a match matching and ranking system to find the next opponents based on players' ranks.

❖ The ranking system will match 0-3% difference in ranking only to provide a fair battle play among players.
  o The **matching system** is based on ranks, previous match results, tanks level, etc.

❖ **Challenge Me Mode:** Players can start a Challenge Me battle and bet TGOLD with others.

❖ PvP battles will have **three different time settings,** which are:
  o *Fixed times, Unlimited times,* and *Special features.*

❖ **3 game battle mechanics** will be released, which are:
  o *Puzzle Solving, First Person Shooter (FPS),* and *Rock-Paper-Scissors style of play.*
  o *Additional modes will be added over time.*

❖ By winning a match, players will **earn experience, tokens, and ranking points** for world leader ranking.

❖ The match result will be calculated as follows:
  o **Total Team's** *Attack Weapons + Armors + Equipment + Special Powers*

❖ PvP battle **cooldown is 2 hours** after the end of battles.

Other Gameplay Modes

Guild Wars

Players will be able to join other teammates for a more incredible battle.

Tank Championship

A tank tournament to find the strongest tank among all.

Battle Royale

An open-world battle where players can conquer other opponents as they go. Players can earn more TGOLD as they defeat others.

Gameplay Demos

[Play Demo 1v1](#)

Garage Feature

❖ A NFT type of garage for repairing tanks and **speeding up their recovery time** to join new battles.
  - o Usually, a tank can only fight five battles per day after 24h of cooldown time.

❖ These repair shops' owners can **access limited editions of gaming items** only available to them, such as flags, skins, guns, etc.
  - o They can sell these rare NFTs to other regular players if they want to earn a profit.

❖ The game system will **provide API,** so these garages can create their own **custom designs** for various items, mint these NFTs & can then sell them in the game marketplace, creating micro-economies within the game ecosystem.
  - o The garage owners must hold a predetermined number of WBOND and TGOLD to enable these features.

Lending Mechanics

❖ Players can provide their **tanks for rental**.

❖ The rentees will **pay to repair** any tank damages when they use the tanks in battles.

❖ **Fixed daily rate** for rentees.
   o So whether they use their rented tanks or not, they will make daily payments to tank owners.

Tank Equipment Breakdown

Equipment	Types							
Weapons	75mm Gun Nose	Rockets	D-81T	Laser Gun	Bouncing Bomb	Chemical Bomb	Lighting Gun	Fire Gun
Armors	Steel	Aluminium	Iron	Titanium	Uranium			
Tank Treads	Synthetic Rubber	Reinforced Steel	Vixen Spike Tread	Rocket Fuel Tread				
Booster Fluids	White-Stamina Fluids (Renew cool down play time)	Green Fluids (Speed Boosters)	Red Fluids (Fired Boosters)	Purple Fluids (Shield-Armour Booster)	Yellow Fluids (Guild Speed Booster)	Blue Fluids (Guild Fired Booster)	Rainbow Fluids (Guild Shield-Armour Booster)	
Each Item Type Has 5 Rankings: Common – Uncommon – Rare – Epic - Legendary								

Tanks Comparison Example

	Health (Max 300 - Scaled)	Attack (Max 100)	Defense (Max 100)	Speed (Max 50 – Scaled)	Power Sum (Max 550)
Green Tank	294 (98)	57	53	31 (62)	435
Blue Tank	272 (91)	80	79	50 (100)	481
Yellow Tank	205 (68)	70	58	35 (70)	368
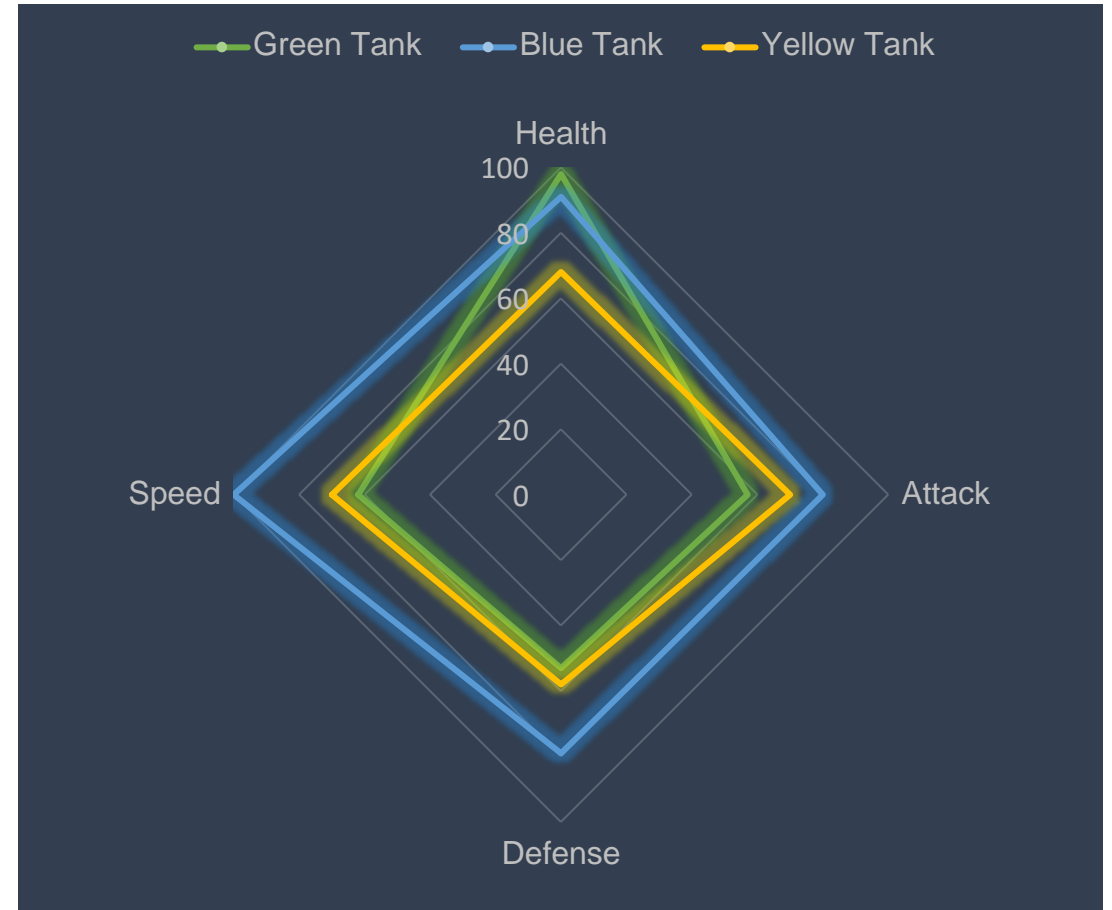
Game Earning Breakdown

Rewards:

❖ **PvE:** Experience & TGOLD

❖ **PvP:** Experience & TGOLD

❖ **Guild Wars, Tank Championship, and Battle Royale:** TGOLD and Limited NFTs.

Gameplay Mode	Winning Rewards	Lost
PvE	111 TGOLD	33 TGOLD
	EXP	EXP
*PvE World Boss	Ranking Rewards	Ranking Rewards
	NFT Rewards & EXP	NFT Rewards & EXP
*PvP	176 TGOLD	55 TGOLD
	EXP	EXP
*Guild Wars	To be determined	Reduce Stamina
*Tank Championship	To be determined	Reduce Stamina
*Battle Royale	To be determined	Reduce Stamina

*Subjects can be changed upon launch

Tokenomics

WBOND Token:

- **War Bond Token**
- Ticker: WBOND
- WBOND is a utility token for voting, trading tanks, NFTs, equipment, booster fluids, and staking.
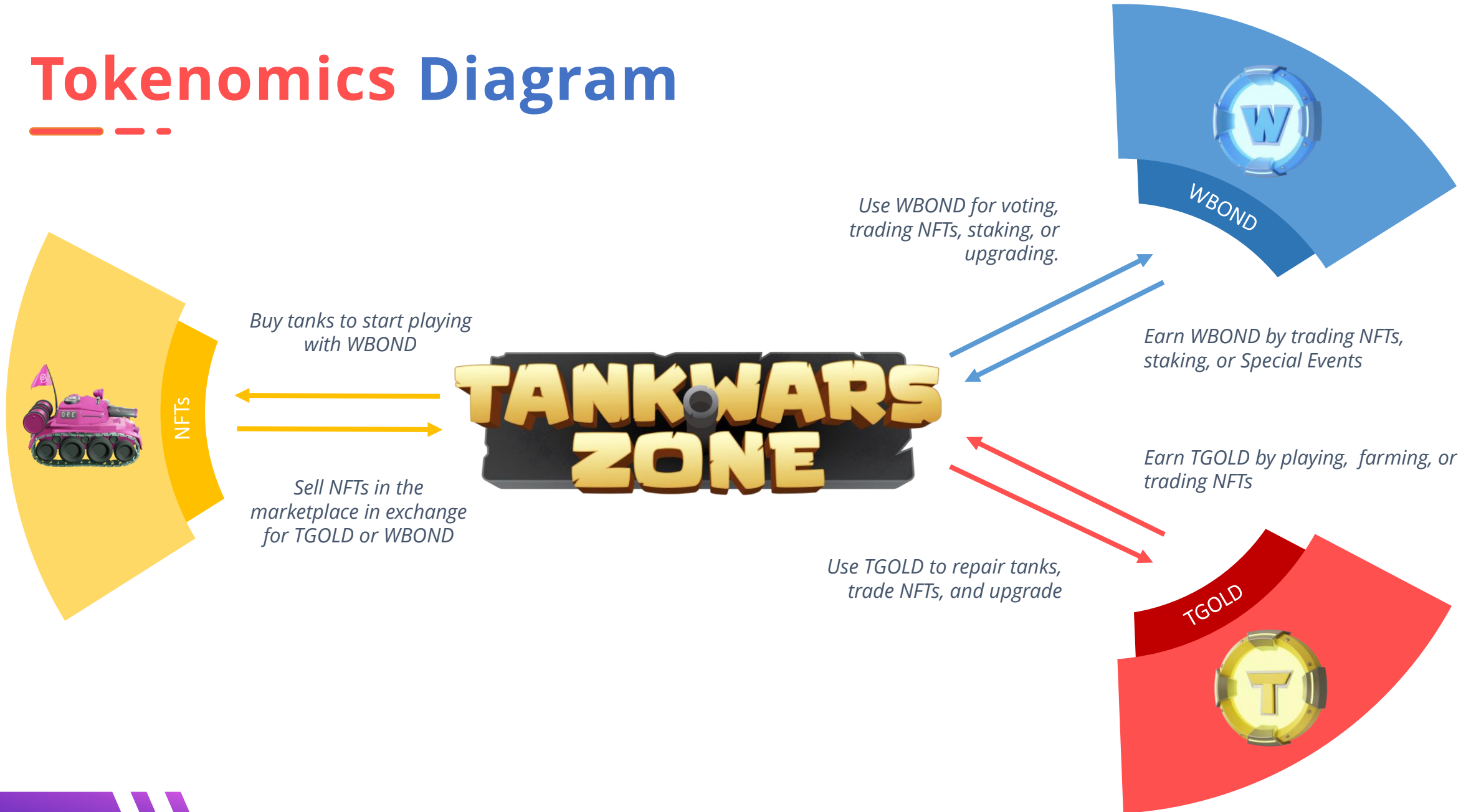- Total supply of WBOND will be capped at 1,000,000,000.

TGOLD Token:

- **Tank Gold Token** is the in-game currency earned by playing PvE, PvP, World Boss, Guild Wars, and Open Battle games.
- TGOLD can be earned by playing, farming, or trading NFTs.
- TGOLD is used to repair tanks and buy equipment such as armor, boosters, custom camouflages, names, batches, or effects for your Tanks.
- Total supply of TGOLD is not predefined.

Decentralized Autonomous Organization (DAO):

- The DAO will be released in future upgrade proposals with voting by WBOND token holders in activities such as buying back allocation, determining emission, etc.

Tokenomics Diagram

Buy tanks to start playing with WBOND

Sell NFTs in the marketplace in exchange for TGOLD or WBOND

NFTs

Use WBOND for voting, trading NFTs, staking, or upgrading.

Earn WBOND by trading NFTs, staking, or Special Events

WBOND

Earn TGOLD by playing, farming, or trading NFTs

Use TGOLD to repair tanks, trade NFTs, and upgrade

TGOLD

TGOLD Emission & Price

#Players in PvE Mode	Match/Day	Total	TGOLD Emission
1,000	5	5,000	555,000
1,000	3	3,000	333,000

#Players in PvP Mode	Match/Day	Total	TGOLD Emission
1,000	5	5,000	880,000
1,000	3	3,000	528,000

PvE & PvE Match/Day	TGOLD Produced	TGOLD Price					
		At $500 Support	At $1,000	At $2,000	At $5,000	At $10,000	At $20,000
5	1,435,000	0.0003484320557	0.0006968641115	0.001393728223	0.003484320557	0.006968641115	0.01393728223
3	861,000	0.0005807200929	0.001161440186	0.002322880372	0.005807200929	0.01161440186	0.02322880372

NFTs:

There are 10,000 Tank Cards that will be released at Genesis Launch that can be redeemed for Tanks after the game launches.

All tanks and their equipment, such as tank drivers, weapons, armors, special powers, etc., are NFTs, which players have complete control of to stake and trade in the marketplace.

Tank Rarity	Common	Uncommon	Rare	Epic	Legendary
Tanks as NFTs	5,893	2,200	1,110	555	222
				Total	10,000

Any NFTs that are unclaimed will be offered for sale in the marketplace

Marketplace:

- Players can trade these NFTs in our game marketplace.
- The NFTs marketplace will have a fixed fee of 3.5% trading fee. All collected fees from the marketplace will be buyback and burn WBOND and TGOLD tokens.

Value:

- Tank value will be determined by power, speed, armor, and others.
- Players have to buy at least one tank to be able to play and earn in Tank: Wars Zone.
- The players can use TGOLD to buy custom camouflages, names, batches, or effects for their Tanks.

Decentralized Exchange (DEX) Fee Generated Estimation

Daily DEX Fee	In USD		
DEX Volume	1,000,000	2,000,000	5,000,000
Fee Generated	3,000	6,000	15,000
NFTs Volume	1,000,000	2,000,000	5,000,000
Fee Generated	35,000	70,000	175,000
Total Fee Generated	38,000	76,000	190,000
50% to Buy Back Tokens	19,000	38,000	95,000
50% for Development	19,000	38,000	95,000

Project Timeline

Q3 2021

Phase I

1. Market Research
2. Product/Project Conception
3. Prototype Design
4. Team Building

Q4 2021

Phase 2

1. Strategic Planning
2. White Paper
3. Pitch Deck
4. Game Development
5. Alpha Testing for Closed Groups
6. Website Launch
7. Prelaunch Marketing
8. NFT Marketplace Development
9. Seed & Private Round

Q1 2022

Phase 3

1. IDO & Game Beta Launch To Public
2. Game Tokens & NFT Marketplace Created
3. Hiring Top Influencers To Play & Review Publicly
4. Local Community Events
5. Closing Seed & Private Round

Q2 2022

Phase 4

1. Game Tokens Listed On Exchanges
2. More Game Battle Mechanics
3. Monthly Rarity NFTs Events
4. DeFi Protocols
5. Partnerships With Top Streamers & ESports Teams

Q3 2022

Phase 5

1. Strategic Partnership with Major Media and Game Companies
2. Community Building
3. Constant Updates
4. Cross Chain NFTs & Gaming Development
5. Metaverse with Other Compatible Games Development

Game Development Roadmap

Post-Production
Dec 2021 – 1st Quarter 2022
Testers
Programmers

Beta Testing

Finalizing testing and removing remaining bugs when all of the code and art have been completed. After that, the game is fully polished and being approved for launch.

Deployment

Game is deployed to the stores & platforms and is then officially released to the public.

Maintenance & Improvement

Providing continuous support, updates, and patches to the game.

Alpha Testing

Testers validate various game features, gameplay, game structures, etc., then give the development team feedback to improve, ensuring higher quality of the game.

Development

Programmers build game logic, develop game plays, implement UI/UX, debug errors. Notably, integrating blockchain technology into the game.

Design

Designers & artists create game art based on desired themes, e.g., battlegrounds, tank models, drivers, etc. UX designer creates wireframes and menus, etc.

Production
Oct – Nov 2021
Designers
Artists
Programmers
Testers

Pre-Production
3rd Quarter – Sept 2021
Subject Matter Expert
Game Producer
Designer
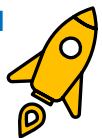
Game Concept

The genesis of all games. A simple idea for what the game can be about (genre, game mechanics, story, platform, etc.)

Idea Refinement

Refining the concept idea such as building storylines, main characters, plot settings, game theme, sketching initial game art, etc.

Game Design & Project Plan

Creating the "Game Design Document," specifying various game elements and project plans for the development. Early prototyping.
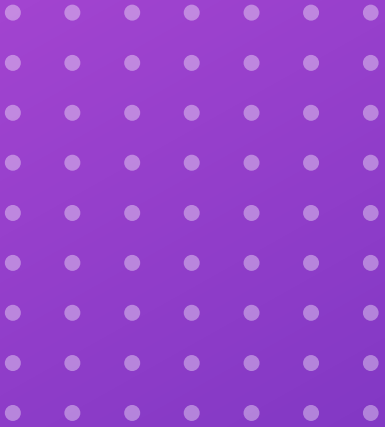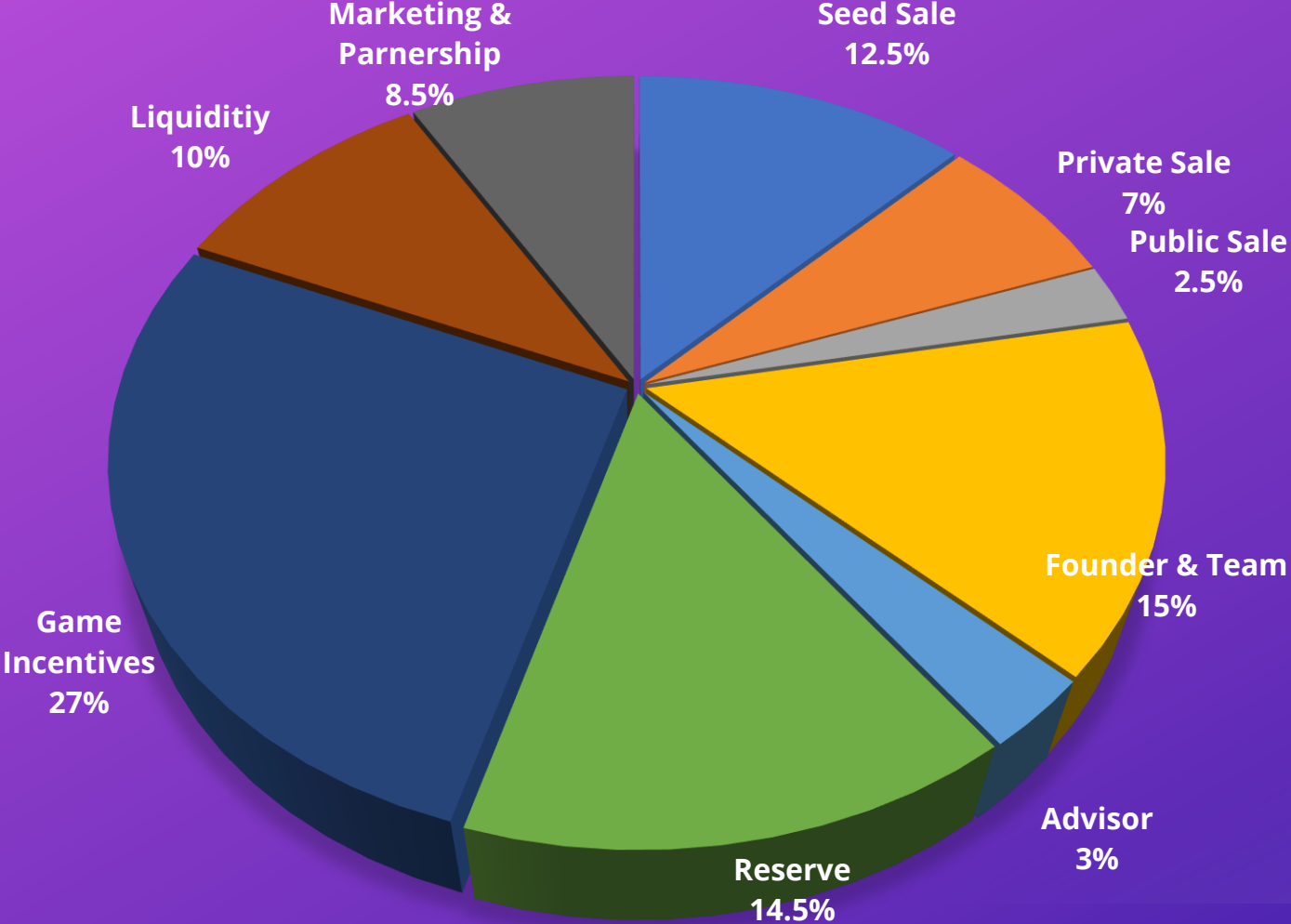
Token Allocation Utility

- **Investors:** These tokens were sold to investors, and will be unlocked based on the vesting plan. Some investors have been selling their tokens for capital recovery purposes.

- **Founder & Team:** These tokens are allocated to the founding team & project development team.

- **Advisors:** These tokens are allocated to the project advisors, who help to consult, guide, and support the project in all related activities.

- **Reserve:** The tokens are used as the project's reserve fund, balancing necessary activities, and supporting future expansion.

- **Game Incentives:** These tokens will be used to incentivize players to participate in competitions and other activities in the game. This is to encourage user participation in the game and to maintain traction.

- **Liquidity:** These tokens are used for the following main purposes:
    - Adding liquidity
    - Listing DEX, CEX exchanges
    - Rewards for Staking, Liquidity Mining programs... to increase liquidity for WBOND tokens
    - Activities to maintain liquidity and support WBOND token price growth.

- **Marketing & Partnership:** These tokens will be used for various ecosystem-building initiatives, including marketing and partnership programs.
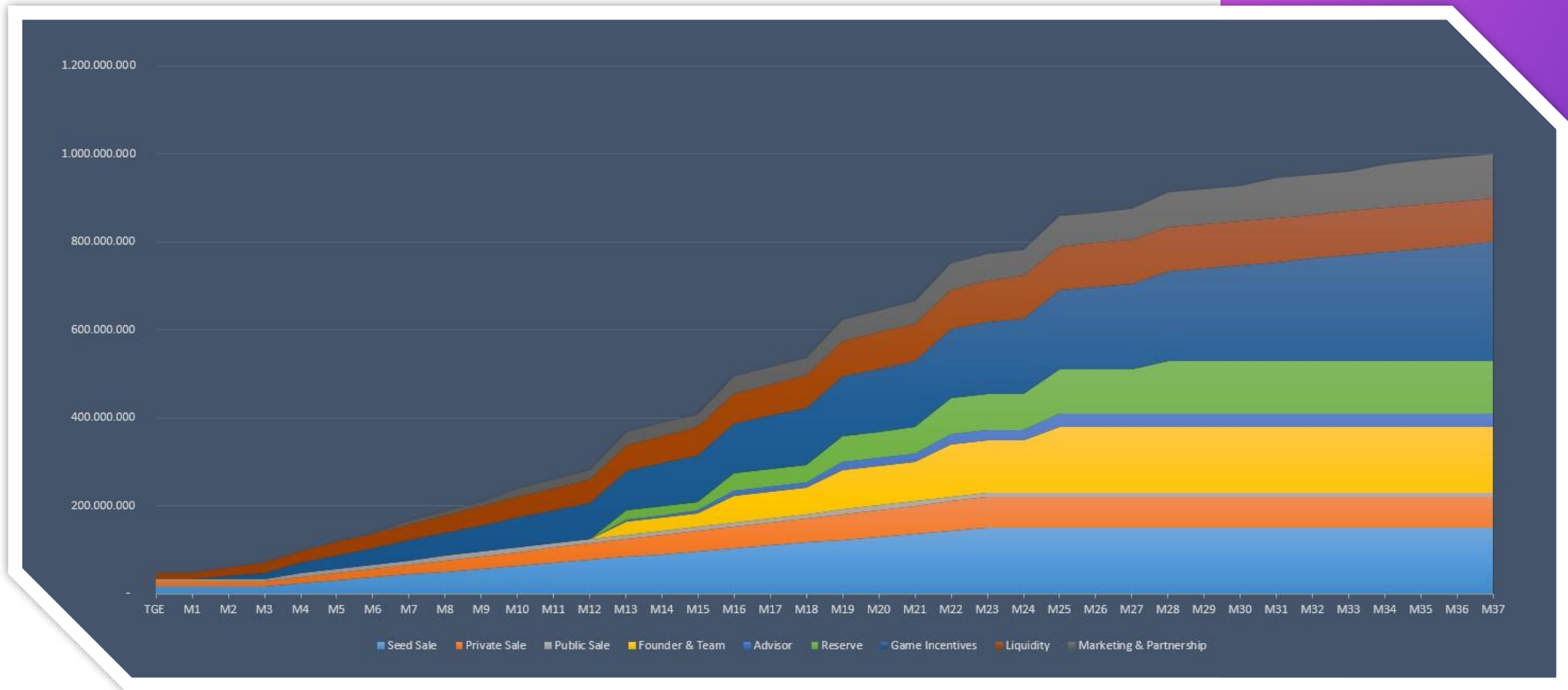
Token Allocation

Allocation	%	Token Supply	TGE Unlock	Vesting
Seed sale	12.5%	125,000,000	12%	12% at TGE, 3-month lock up, then linear monthly vesting in 20 months
Private sale	7%	70,000,000	15%	15% at TGE, 3-month lock up, then linear monthly vesting in 20 months
Public sale	2.5%	25,000,000	50%	50% TGE, 3-month lock up, then vesting 50% at month 4
Founder & Team	15%	150,000,000	0%	01 year lock up, then 20% quarterly
Advisor	3%	30,000,000	0%	01 year lock up, then 20% quarterly
Reserve	14.5%	145,000,000	0%	01 year lock up, then 16,67% quarterly
Game incentives	27%	270,000,000	0%	Lock up until game launching, vesting 03 years
Liquidity	10%	100,000,000	25%	25% TGE, then linear vesting in 24 months
Marketing & Partnership	8.5%	85,000,000	0%	06 month lock up, then 10% quarterly

Token Allocation

Marketing & Parnership 8.5%

Liquiditiy 10%

Seed Sale 12.5%

Private Sale 7%

Public Sale 2.5%

Founder & Team 15%

Advisor 3%

Reserve 14.5%

Game Incentives 27%

Token Allocation Schedule

CONTACT US

Please feel free to contact us if you require any further information.

- **Email:** hello@tankwars.zone

- **Website:** www.tankwars.zone

- **Linktree**: https://linktr.ee/tankwarszone

- **Twitter:** https://twitter.com/TankWarsZone

- **Telegram:** www.t.me/TankWarsZone

- **Discord:** https://discord.gg/NRhDU2K3HR

- **Youtube:** www.bit.ly/tankwarszonechannel

THANK YOU!