



**TANKS!**

*FOR PLAYING*

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## High Stakes, High Rewards

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“Tanks! For Playing” is a Turn-Based Multiplayer Online **Blockchain Game** involving cooperation, coordination, planning, strategy and eventually betrayal. High reward tournaments set this game apart from others in the crypto game space. Players pay to play, funding the prize money. The last tank standing wins - and winning is lucrative. As the game progresses, the pot grows as players spend tokens to improve their chances, and the stakes get higher to create an exciting and addictive experience.

Tanks! can be played entirely on-chain (web3) or off-chain on a managed server (web2). Games can range in duration from a few hours (~6 hrs) to over the course of days or weeks. Multiplayer games have the potential to host up to 1000 participants, creating the potential for an irresistible cash prize for the winner.

“Tanks! For Playing” is powered by the game token TANKS. TANKS are **indivisible**, with a proportion of revenue to be burnt ensuring that the **token is deflationary**.

## Revolutionising Blockchain Gaming

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Currently, popular blockchain games are based around NFTs and operate like loot box games or farm-to-earn. “Tanks! For Playing” aims to revolutionise the blockchain gaming space with a novel concept where gameplay is based around **social connection** and strategy that is fuelled by the ambition to **win large cash prizes** in tournaments. Demand for tokens will be driven by gameplay - pay to play, pay for in-game purchases, pay for private on-chain games and pay for badges, adornments and status. ‘Tanks! For Playing’ aims to appeal to a broad base of players as gameplay is centered around social strategy:

*The deterministic gameplay shifts the gear into teamwork, strategy and the threat of sabotage - an enthralling and addictive game that can be enjoyed across a broad demographic range.*

## Market Analysis

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Blockchain gaming is an emerging market led by early pioneers such as CryptoKitties and Decentraland. The scope for growth is unprecedented as blockchain technology in gaming has not yet gone mainstream. New entrants such as Axie Infinity are taking the ecosystem by storm with a **market cap of \$4.1 billion USD** and 250 000 active players daily.

Game	Market Cap (\$ million USD)
Axie Infinity (AXS)	4,184
Decentraland (MANA)	1,378
The Sandbox (SAND)	499
BakeryToken (BAKE)	439

*Market cap as sourced from CoinMarketCap on 19th August 2021*

This is the time to get in on the ground floor of this paradigm shift in gaming. Ongoing developments in blockchain technology are addressing existing issues around gas fees, environmental sustainability and scalability that will push crypto further into mainstream use - taking the gaming industry along for the ride.

## Target Market

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“Tanks! For Playing” is designed for a broad audience. The online blockchain game will appeal to casual gamers, those who are time poor, crypto enthusiasts as well as players who love to play to win tournaments. There’s no need to be a ‘gamer’ to be successful in “Tanks! For Playing” - winning is determined by ability to coordinate, strategise and build relationships to drive gameplay in your own favour. Game play is flexible so players can engage for as little as a few minutes a day, or fully immerse themselves in the experience.

*Blockchain gaming companies raised \$476 million USD in the first half of 2021, demonstrating the potential for growth in this industry.*

## Gameplay - The Last Tank Standing Wins

The objective of the game is to destroy all the other tanks - but this objective is impossible without mobilising other players to take down common enemies. Communication, tactical planning, and strategic maneuvering to form and break alliances are key to coming out on top.

Each player's tank starts on a random hexagon on the game board. Each tank starts with 1 energy token, 3 hearts and a range of 2 hexagons. The board size depends on the number of players with differing board designs facilitating different strategies. An enclosing fog ensures gameplay proceeds towards an ending. Gameplay is **deterministic** - if you attack another player within your range, they will lose a heart.

Players can give or transfer energy and hearts to other players to collaborate in bringing down common enemies. The last tank standing wins.

Players gain 1 energy per turn, where a turn is determined by the game mode. Players can spend or save their energy at any time. For standard games, players will gain 1 energy per day. A faster game mode will reduce the turn duration to 1 energy per hour. Energy can be purchased in certain game modes on-chain.



### Energy

Move 1 hexagon	1 energy
Attack	1 energy
Add heart	3 energy
Add range	3 energy



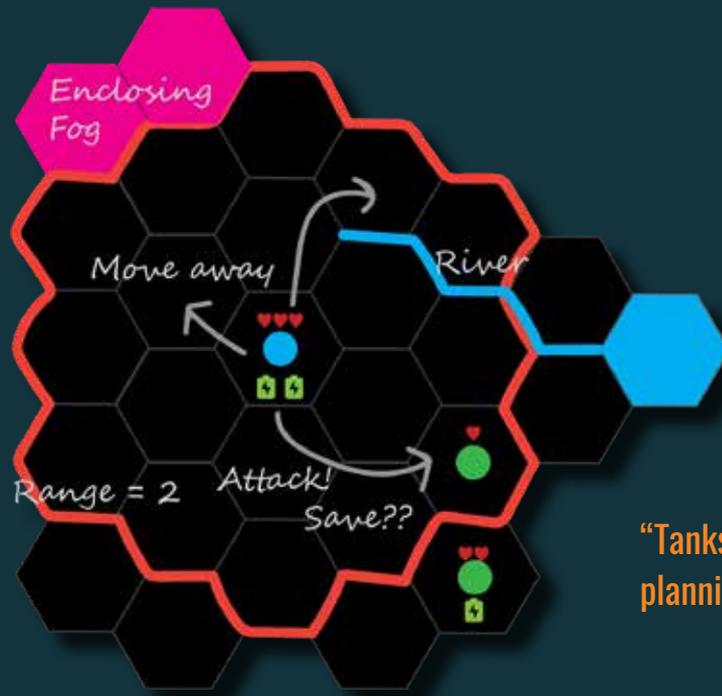
### Heart

A player is knocked out of the game once they lose all their hearts. Add a heart by consuming 3 energy. Each time you attack another player they lose 1 heart.



### Range

How far you can attack and gift. All players start with 2 range, but can permanently add range by consuming 3 energy.



“Tanks! For Playing” tactical planning - what would you do?

### Game concept art



# Game Features

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## On chain (web3)

'Tanks! For Playing' can be played **entirely on-chain**, with supplemental features which do not affect the outcome of the game such as chat provided by servers managed by the team.

Initial deployment will be on Polygon, followed by Binance Smart Chain, and then on Ethereum (only for high stakes gameplay and tournaments). Other options will be considered according to community demand (for example: Solana, Fantom, TRON).

Players can create and host their own game via the lobby, tweaking the game experience to their liking. Games can be created for anyone to join or be password protected for private parties. Games can be played with or without a pot and with different payout strategies.

Players will be required to pay their own gas fees when playing on chain. We estimate this should cost no more than 1 MATIC on Polygon under low network congestion. Games played on Ethereum are not financially viable unless there is a sufficiently large pot to justify the gas fees.

## Off chain (web2)

"Tanks! For Playing" will also be available to play **off-chain** on a managed server. This will be run by the team and **does not require gas fees**. Playing off-chain is ideal for practice and to test the game out without financial investment. Hosting invite-only games is an option on the managed server. Off-chain managed server games will not have the functionality of on-chain games: no in-app purchases and no option for a pot.

*The game can be played off chain allowing players to try the game for free without the cost of network fees. On chain games are backed by the security and scalability of the blockchain.*

# TOURNAMENT GAMES



**Tournament gaming** is what sets “Tanks! For Playing” apart from the competition in the crypto game space. **High stakes and high reward** tournaments will galvanise gamers to get involved. Tournaments will be **on-chain only**, and buy-in is required using our native token - TANKS.

Mega tournaments will be held **annually or quarterly** depending on demand. These will be **open to all** with a set fee, with **in-game purchases enabled**. Mega tournaments will be run as a **knock out format** with the final to be played on a given chain. Mega tournament winnings may include: a valuable NFT, **1 wBTC**, a **Lamborghini** (or the USDC equivalent!), etc.



## BINANCE SMART CHAIN



  
BSC Final  
250 players

  
BSC Heats  
5 Games  
250 players/game

## ONE CHAMPION



World Championship  
100 players  
(Hosted on Polygon)

Top 50  
from each chain  
500 Players

Top 50 from  
5 heats advance to  
chain final

2500 players  
enter heats

## polygon



  
Polygon  
Final  
250 players

  
Polygon Heats  
5 Games  
250 players/game

## Pots

On-chain games have the option to have a pot where the contributions are made up from the initial buy-in plus any in-game purchases. Winnings will be distributed based on game outcome and the pot payout strategy.

## Gameplay features

There are different options available to set the pace of gameplay. Options will include 1 turn per 5 minutes, per hour, per 6 hours or per 24 hours. A replay of action feature will be available for low pace games where the user will be able to see what actions occurred in their absence. All games run on-chain will be able to have spectators. Only off-chain games will have the option for no spectators.

An in-game chat feature will be available off chain. We will encourage players to set up their own channels via Telegram or Discord to negotiate and execute team alliances.

A choice of maps will be available upon starting a new game. These will feature different barriers and obstacles, bottlenecks and choke points. To keep the game progressing the effective board size will shrink with an enclosing fog so that those who are outside will lose hearts every few turns. For example: 4 turns per shrink, 1 turn = 1 loss of heart.

## NFTs

Future updates will include NFT minting. Players will have the option to own custom tanks with special attributes. The rarity and value of these NFTs will increase over time as once the Tank is defeated, the NFT is destroyed!

*Starting with a simple game concept, there are numerous planned gameplay features which will keep the game fresh and in the mind of it's players.*

## Marketing Strategy

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The excitement surrounding the unique value proposition of “Tanks! For Playing” Mega Tournaments will be the primary draw card steering marketing. High stakes and high rewards will drive interest, anticipation and create buzz over the game.

**Targeting influencers** in the crypto and traditional gaming space on social media is a cost effective marketing strategy to reach potential players of ‘Tanks! For Playing’. We will partner with select influences through paid collaborations and sponsorships. One-off honest reviews and shout-outs will be exchanged for free tokens.

**Referral bonuses** will be given to players who invite others to join on-chain games. Campaigns for rewards and incentives will be executed through social media drives on Twitter, Medium, Carbon and the like.

High quality YouTube and TikTok videos of gameplay and tutorials will be produced to on-board players, showcase features, and encourage users to play.

### Organic Marketing

“Tanks! For Playing” is by nature an enthralling, engrossing and addictive game. The social strategies required to execute successful gameplay require players to have their next move at the forefront of their minds dealing to move gameplay in their own favour to win. Interest will be generated by invested content creators discussing strategy and the social aspects of the game: friendships, betrayals and backstabbing make for rich social media content. This has already been evident in the success of Among Us on YouTube.



Game concept art

# Tokenomics

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## Token details

Tanks! has a native game token TANKS which will be an **ERC-20** token/smart contract created on the Ethereum block chain. 1 billion (1 000 000 000) TANKS will be created without the ability to mint any further TANKS. A proportion of revenue will be used to burn TANKS, which, in addition to TANKS being **indivisible**, ensures that the token supply will be **deflationary**.

TANKS will be moved across chain (using a facility such as AnySwap/MultiChain.xyz) in proportion to the funds raised during the initial token sale. For example, if 10% of funds were provided by users on Binance Smart Chain (BSC), 100 000 000 TANKS will be made available on BSC, reducing the effective supply remaining on Ethereum (but still totaling 1 billion across both chains). Post initial sale, token holders will be able to move their token between chains as desired.

## Token use case

TANKS are only available in on-chain games and are consumed in-game to provide additional functionality. Functional uses for TANKS include:

- payment to participate in tournaments
- currency for in-game purchases and game pot
- paying to host custom/private on-chain games.

In-game purchases within the same game will require progressively more token using the Fibonacci sequence (x1, x2, x3, x5, x8, ...).

Non-functional (or aesthetic) uses for TANKS include in-game purchases for badges, adornments and status.

*As a cross blockchain game, TANKS will be deployed to Ethereum and other EVM compatible blockchains such as Binance Smart Chain and Polygon.*

## Initial token sale

Private pre-sales and subsequent distributions will be at the discretion of the team.

During the public initial token sale, an address will be made available on the “Tanks! For Playing” website. Interested parties may send payment tokens to this address on multiple chains (BSC/Polygon/Ethereum) and in multiple denominations (BNB/Matic/ETH/USDC).

The number of TANKS a sale participant will receive will be based on the value of the payment token in USD as taken from CoinMarketCap at (or near) the time the transfer occurred.

## Disbursement from token sale

The target conversion rate will be - \$0.0025 USD/TANK

- Early bird special - 10% more TANKS for the first \$250k USD raised.
- Carbon special - 10% more TANKS for payments made in CRBN.
- Specials will be distributed as air-drops 30 and 60 days after initial distribution.

TANKS will be air-dropped to the initial token sale participants on the same chain they transferred their payment tokens from.

Target DeX listing price - \$0.00275 USD/TANK (a 10% bonus!)

(Listing on any of the following swap sites: Uniswap/Quickswap/Pancakeswap/Sushiswap)

## Caps

Soft cap - 250 000 USD

If the soft cap is not met, all participants will be refunded

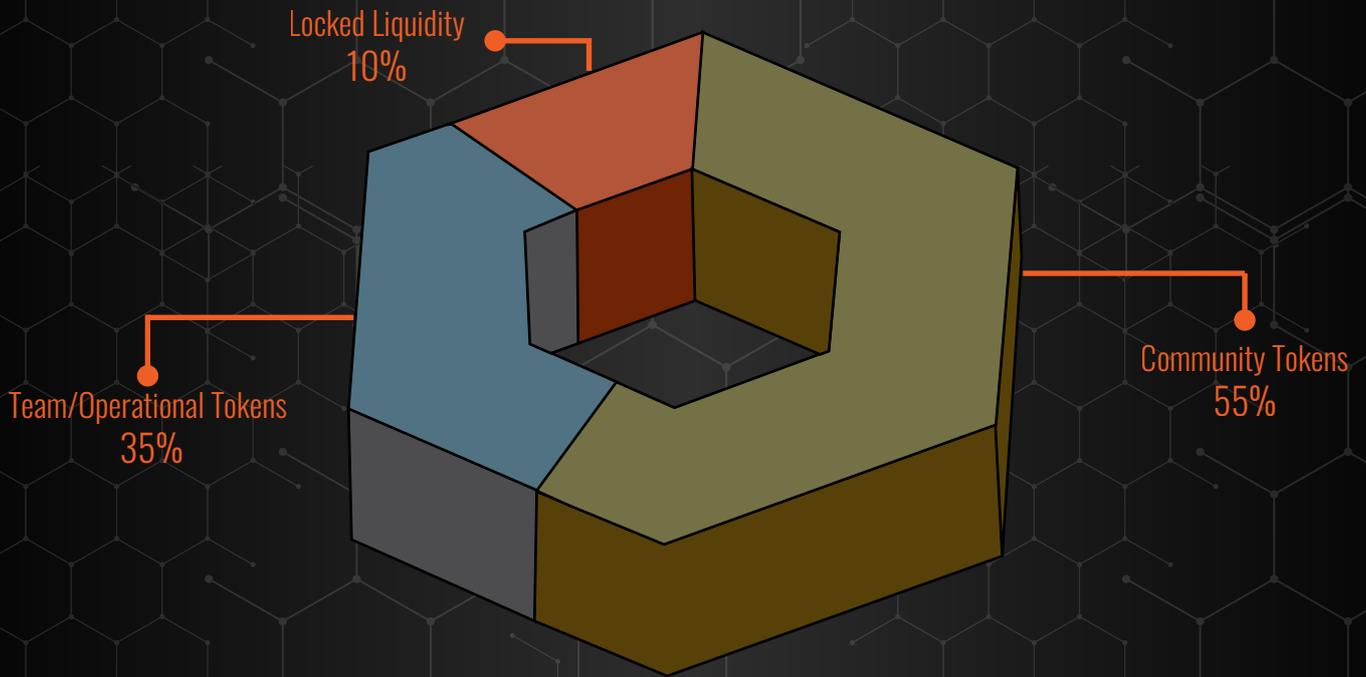
Hard cap - 1 250 000 USD

If the hard cap is exceeded, late participants will be refunded

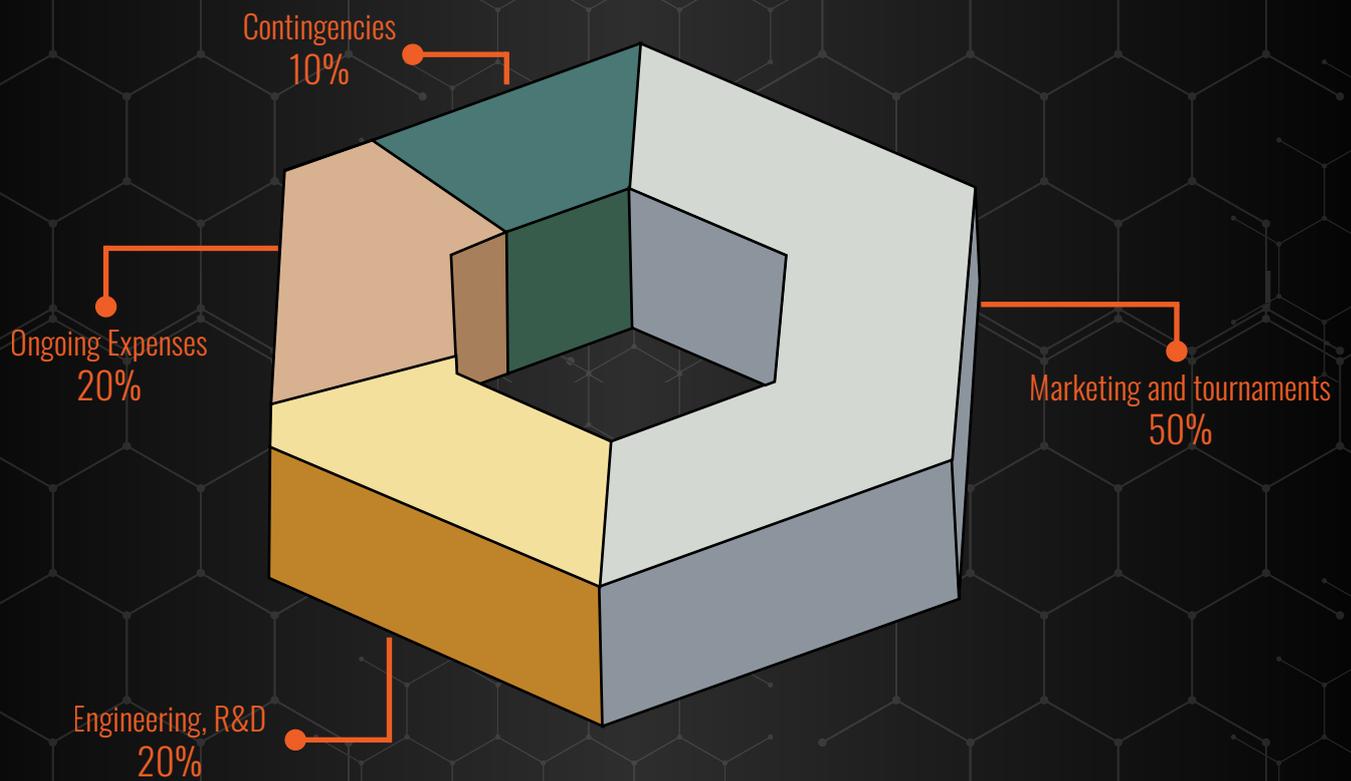


# TOKEN DISTRIBUTION

## ALL TOKENS



## TEAM/OPERATIONAL TOKENS



## Team and operational tokens

### Marketing/Tournaments (50%)

- External spend on marketing (social media marketing/management, etc)
- Incentive schemes such as rewards/referrals
- Ad spend
- Tournament pots

### Engineering, R&D (20%)

- External (contractors, etc)
- Internal
- Artistic

### Ongoing expenses (20%)

- Server costs
- Consumables
- Smart contract audits
- Regulatory requirements, tax, etc.

### Contingencies (10%)

## Vesting periods and lockups

Team tokens allocated for development will be vested monthly over the course of six months. Tokens allocated for other purposes will be made available to the team to be spent for the allocated purpose at their discretion. Care will be taken to minimise extreme price movements caused by any potential sale of tokens to cover business expenses.

Liquidity provided to DEX (decentralised exchange) pools will be initially locked up for six months with an option to lock up for a further 6 to 12 months depending on market conditions. Liquidity pools will be in the form of the Uniswap V2 standard which is used across all popular decentralised exchange platforms. Initial liquidity will be spread across BSC/Polygon/Ethereum proportional to initial funding ratios.

Game fees and other income returned to the team will be used to fund marketing, incentives, air drops, burns, bigger tournaments, etc.



## Pre-sale

01

Token platform launch  
In game asset/art developed  
Initial marketing

## TOKEN SALES

September  
October  
2021



02

## End token sale

Form DeX pools  
Token distribution  
Initial beta testing

## DEVELOPMENT



## Full Polygon launch

03

BSC/Ethereum launch  
First tournament  
Marketing push

## RELEASE

January  
February  
2022

04

## Extended game features

Bigger tournaments  
Deploy to more networks  
Investigate custodial wallets

## EXTENSION

March  
April  
2022



## Team

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The “Tanks! For Playing” team is a non-anonymous team based in Perth, Australia. We will grow the team to accommodate demand across all timezones.

### Dr. Aaron Alderman

*Management and Operations*

Aaron has a track record of delivering scalable solutions utilising cutting edge technology in small and large project teams. Aaron is an ex-BCG Lead AI Software Engineer with over ten years experience in software development. Aaron is committed to making blockchain technology seamless and user friendly, and views blockchain gaming as the perfect avenue to move cryptocurrency into mainstream use. [LinkedIn](#)



### Callan Bright

*Engineering and Design*

Callan is a BCG alum and professionally certified software engineer with over five years experience. As an avid player of MMORPGs, he is passionate about in-game economies and is excited by the potential that DeFi will have on the space. Callan is a published author in the fields of complexity science and agent-based modeling. [LinkedIn](#)



### Jessica Alderman

*Marketing and Social*

Jessica has over ten years experience in team leading, technical support, customer relationship management and conflict resolution. Jessica is passionate about making blockchain technology accessible: ensuring positive customer experience through provision of clear messaging, information and advice. [LinkedIn](#)



*This dynamic team brings a broad range of experience to the table - creating a bridge between back end development, user experience and engagement to build a community who love to play Tanks!*

## Advisors

The team is advised by experienced blockchain professionals who have a track record of creating loved products and measurable gains on investment.

Rob Culley - Clearpoll/Carbon

## Contact Us

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For further information and to keep up with the progress of this project, follow us on the following sites:

Website: <http://www.tanksforplaying.io/>

Telegram: <https://t.me/tanks4playing>

Twitter: <https://twitter.com/tanks4playing>

Discord: <https://discord.gg/P4aZcDjc>

Medium: <https://tanksforplaying.medium.com/>

## Token sale terms, conditions and disclaimers

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Prior to purchasing TANKS token, you should carefully consider the terms and conditions available on our website, and, to the extent necessary, consult an appropriate lawyer, accountant, financial planner or tax professional. If any of the terms and conditions and unacceptable to you, you should not purchase the TANKS token.

Full terms and conditions can be downloaded [here](#).





