

A dense background of tropical palm leaves in various shades of green and yellow, set against a dark, almost black background. The leaves are layered and create a sense of depth and texture.

**DEGENZOO**

**WHITEPAPER**



# DEGEN ZOO: A CHARITY CRYPTO GAME



Players are to kill their NFT animals. The game is designed to simulate real-world financial incentives that cause millions of animal deaths around the world.

Will human greed drive the collection to extinction or will people's attachment to their NFTs prevail?

All profits from NFT trades are donated to endangered animal charities. The entire project was built in 30 days to showcase that Logan Paul's Crypto Zoo was and always will be nothing more than total fraud.



# HOW TO PLAY THE GAME



## 1. EARN EGGS

Earn eggs by staking your \$DZOO tokens. The eggs distributed daily will decrease over time. Eggs will be distributed according to your staked % of tokens in the pool. You can claim your egg as soon as you have a full egg.



## 2. HATCHING EGGS

Hatch your egg by burning 25k \$DZOO tokens. Hatching will mint a random animal. Each animal holds a different amount of \$DZOO tokens, ranging from 17k till 125k



## 3. EVOLVING

Evolve your animal by feeding it another animal. This next level animal will almost always hold more \$DZOO tokens than the sum of the first two NFT's. Each animal can be evolved twice. Evolving your animal changes the visible features.



## 4. KILL YOUR ANIMAL

Burning the animal NFT releases the locked tokens within the animal. Each animal has a different life expectancy. Killing your animal before it has reached maturity will result in a penalty.



# 1. EARN EGGS



85.29% of current egg

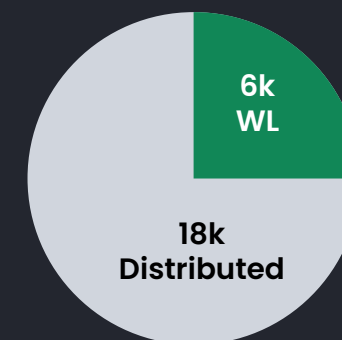
Number of egg claimable : 0

Claim your egg

- A. Every day a limited number of eggs are distributed over all \$DZOO stakers
- B. The number of eggs distributed decreases every 90 days with 25%. Just like the halving mechanism of Bitcoin.
- C. Eggs are distributed continuously. So every second you will see your “% of current egg” increase.
- D. Your distribution depends on your staked \$DZOO tokens as a percentage of the total number of \$DZOO tokens staked
- E. There are 24k eggs in total in the game. 18k eggs are distributed over 360 days. 6k eggs are used for whitelisting

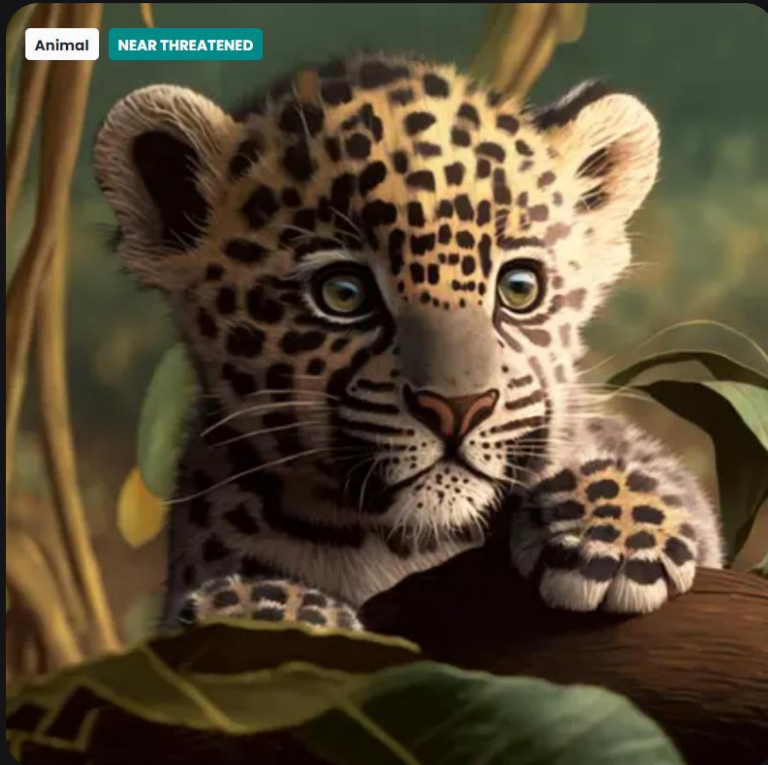


## Eggs distribution





## 2A. HATCHING ANIMALS



- A. 100 different animals can be found in the 24k different eggs
- B. Eggs can be hatched by staking 25k into the egg (locking)
- C. Every animal has a different taxonomy (classification of the species). All the metadata is written onto the blockchain.
- D. All animals differ in: rarity, weight, lifetime and consequently multiplier.
- E. The more **endangered** the animal, the higher the **rarity** score. On average, there will also be fewer of these NFTs in circulation and therefore more valuable to collectors.
- F. The **heavier** the animal, the more it has to eat and therefore the **higher** the \$DZOO yield.
- G. The lifetime determines how long the tokens are locked within the animal
- H. The multiplier is determined based on the weight and rarity score. Each animal has a base multiplier and a random bonus or malus multiplier:  $\text{Base multiplier} + (\text{Base multiplier} - 1) * \text{random} (-15\%, 15\%)$





# 2B. ANIMAL TAXONOMY



**Rarity**

Endangered  
Least Concern  
Near Threatened  
Domesticated



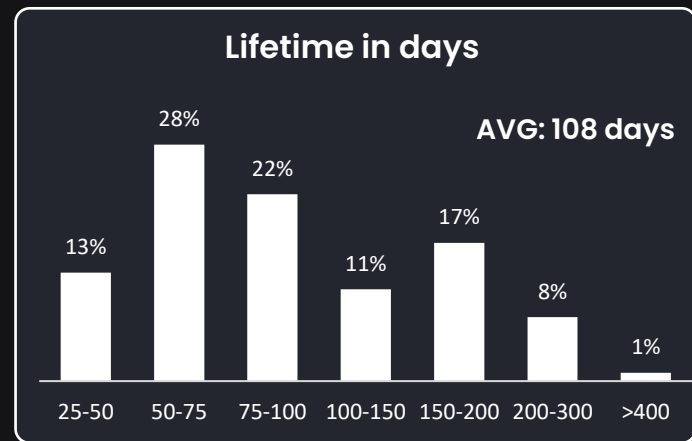
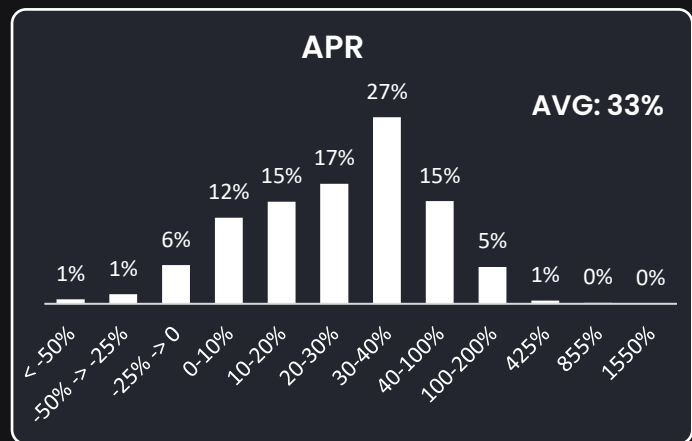
Critically Endangered  
Extinct  
Forgotten Animal  
Vulnerable

**Weight in (KG)**

AVG: 350kg

0.1 kg Poison frog  
6350 kg Woolly mammoth

**Multiplier**

=

$1 + \text{APY} / 365 * \text{Lifetime}$

**Tokens in Animal**

=

$\text{Multiplier} * \text{Costs to Hatch (25k)}$



# 3A. EVOLVING



## Evolve your American Alligator



#3143

LEVEL 1

28K DZoo

American Alligator

Weight: 499.6 Kg



#349

LEVEL 1

26K DZoo

Jaguar

Weight: 60.64 Kg

- A. You can evolve your animal by feeding it with another animal
- B. This will result in a higher level animal. This evolved animal almost always holds more \$DZOO tokens than the sum of the first two NFTs.
- C. Evolving will also change the visible features of the NFT.
- D. It will result in the burning of one NFT, and one NFT will get evolved and its metadata updated.
- E. You can only evolve your animal when the leveled up animal has passed at least half of its lifetime
- F. Every animal can evolve 2 times.
- G. Feeding a same animal will lead to a shiny NFT
- H. You can speed up your animal lifetime by tranches of 25%. Each speedup costs 25% of Staked Tokens in \$DZOO. These tokens are burned.



# B. EVOLVING RULES



**LEAST CONCERN**




#3143    LEVEL 1    28K DZoo

American Alligator

Weight: 499.6 Kg

**NEAR THREATENED**



#349    LEVEL 1    26K DZoo

Jaguar

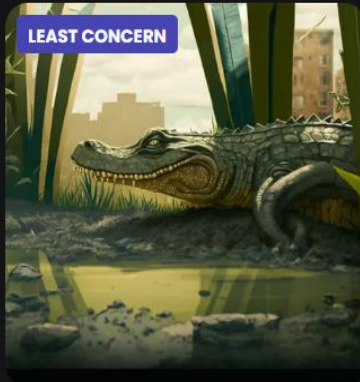
Weight: 60.64 Kg

## EVOLVEMENT RULES

1. The animal highest in level evolves
2. When both animals have the same level, the heaviest animal evolves
3. The animal that evolves needs to have age > 0.5 \* lifetime

**AMERICAN ALLIGATOR**

**LEAST CONCERN**



#3143    LEVEL 2    58K DZoo

American Alligator

Weight: 624.5 Kg

Lifetime :: 7 days

## NEW ANIMAL TAXONOMY:

### LIFETIME

The new animal has the lifetime of the evolved animal

### WEIGHT

The weight of the evolved animal plus 25% (lvl 2) or 20% (lvl 3)

### MULTIPLIER

= the average of the two individual animal's multipliers

### TOKENS IN ANIMAL:

= Sum of tokens in both animals \* average multiplier + random factor<sup>1</sup>

1. Random factor: (Base multiplier - 1) \* random (-15%, 15%)





# 3C. THE MULTIPLIER GAME



**TOKENS IN ANIMAL:** sum of the tokens in both animals \* average multiplier + (multiplier - 1) \* random factor (between -15% and +15%)

Both multipliers  $\geq 1$   
(p = 85% for 2 random hatches)

**Animal 1:**

Tokens 27.5k  
Multiplier: 1.1

**Animal 2:**

Tokens 27.5k  
Multiplier: 1.1

Average multiplier: 1.1  
Sum of tokens: 55k

**Evolved animal:**

Multiplier: 1.1  
Tokens:  
59,675  $\leftrightarrow$  61,325

One multiplier  $< 1$  but average  $\geq 1$   
(p = 8% for 2 random hatches)

**Animal 1:**

Tokens 32.5k  
Multiplier: 1.3

**Animal 2:**

Tokens 22.5k  
Multiplier: 0.9

Average multiplier: 1.1  
Sum of tokens: 55k

**Evolved animal:**

Multiplier: 1.1  
Tokens:  
59,675  $\leftrightarrow$  61,325

Both multipliers  $< 1$   
(p = 6% for 2 random hatches)

**Animal 1:**

Tokens 22.5k  
Multiplier: 0.9

**Animal 2:**

Tokens 22.5k  
Multiplier: 0.9

Average multiplier: 0.9  
Sum of tokens: 45k

**Evolved animal:**

Multiplier: 0.9  
Tokens:  
39,825  $\leftrightarrow$  41,175

**GO SEARCH FOR THE RIGHT ANIMALS ON OPENSEA  
AND DETERMINE YOUR OPTIMAL GAME STRATEGY**



# 4. KILLING



## On the way to extinction

Killing your animal before the time remaining will reduce the amount of DZOO you will receive from it.



#3141

LEVEL 1

26K DZoo

Gray Seal

Weight: 191.6 Kg

Evolved in: 1d:11h:47m:16s

Killing now will return	15.875 DZOO
Kill now will burn	10.532 DZOO
Kill in 3 days to receive	26.407 DZOO

Speed up

Kill it now

- A. Burning the animal NFT releases the locked tokens within it.
- B. Each animal has a individual life expectancy ranging from 40 days (dogs) till over 400 days (turtles).
- C. Killing an animal before it has reached maturity will result in a penalty of burned tokens.
- D. Burning the NFT on the same day as its mint will result in a 40% fee. These tokens will be burned and the remaining 60% will go to the user.
- E. The penalty decreases linear over the lifetime of the animal.
- F. The early killing fee is degressive until the end of the lifetime of the animal and is based on the number of staked tokens in the animal:

$$fee = (40 * stakedTokens / 100) - ((40 * stakedTokens * timeElapsed) / Lifetime / 100)$$



# 5. ECONOMICS



## Token economics

Maintaining a balance between deflation and inflation is essential to create a fundamentally stable cryptocurrency. Too inflationary and it will just dump, too deflationary and it will not get traction.

### Deflating components

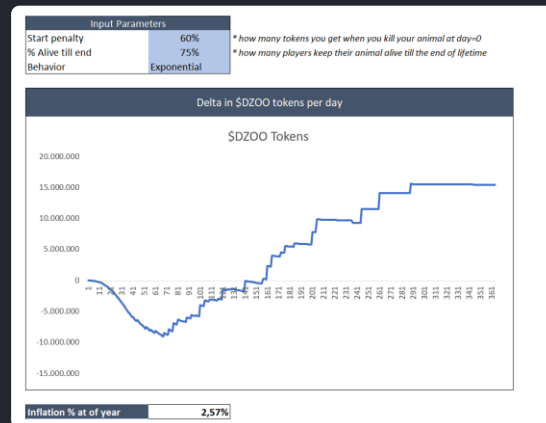
- Hatching an egg and consequently locking tokens
- Early killing and thereby burning the penalty fee
- Speeding up the game

### Inflating components

- Killing the animal and burning the NFT will release the staked tokens
- Evolving almost always results in more tokens in the animal

### Simulator

If 75% of the players decide to keep their animal alive, then the average inflation from hatching and killing will be 2,5% after a year.



## Token vs NFT game theory



### 2. Hatching an animal



Decreases the token circulation (tokens are locked)



Increases the NFT circulation (1 nft is minted)



### 3. Evolving an animal:



Increases the token supply (new animal has more tokens)



Decreases the NFTs in circulation ( 1 NFT is burned)



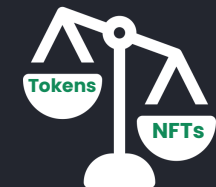
### 4. Killing an animal:



Increases the token circulation (staked tokens are released)

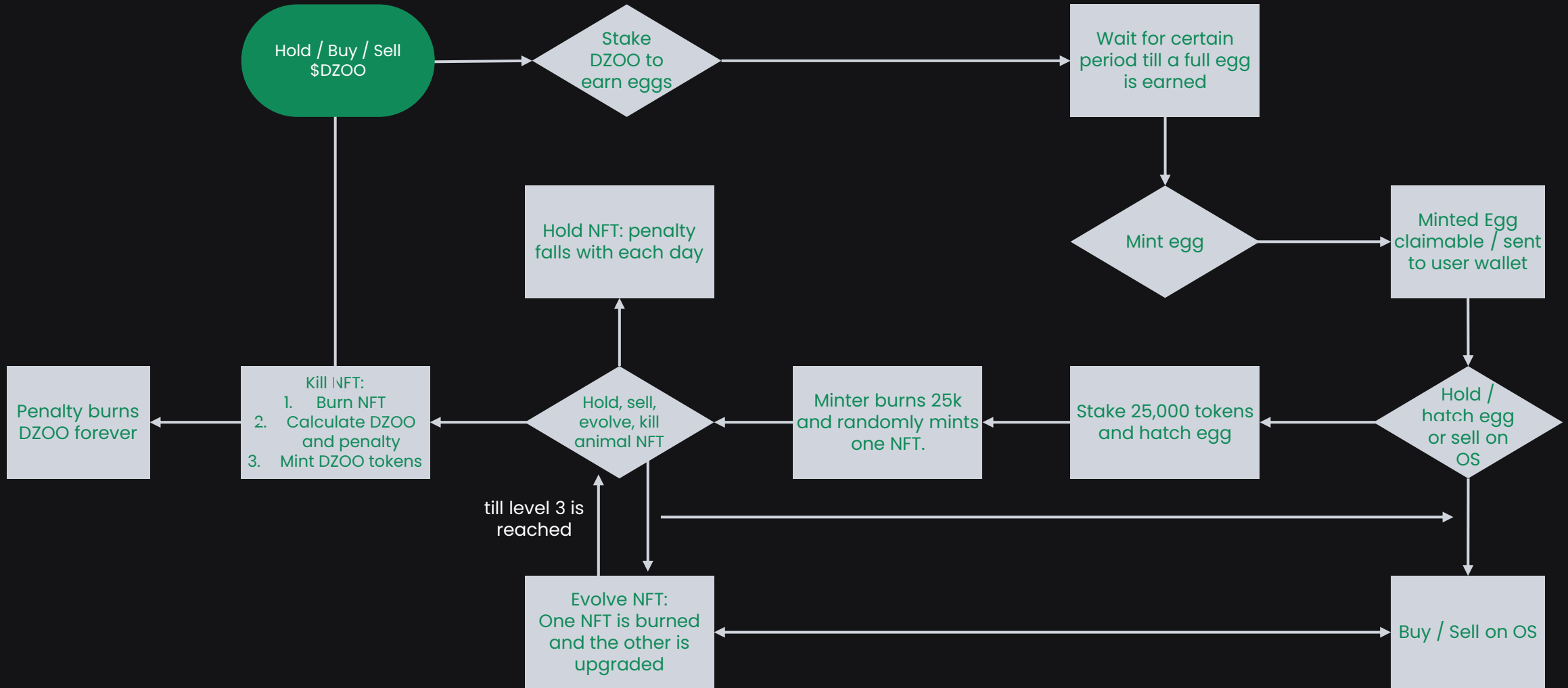


Decreases the NFTs in circulation ( 1 NFT is burned)





# 6. CONTRACT FLOWCHART





**DEGENZOO**

**WILL ANIMALS SURVIVE...♦♦♦**