

GAME-FI AND NFT ECONOMICS



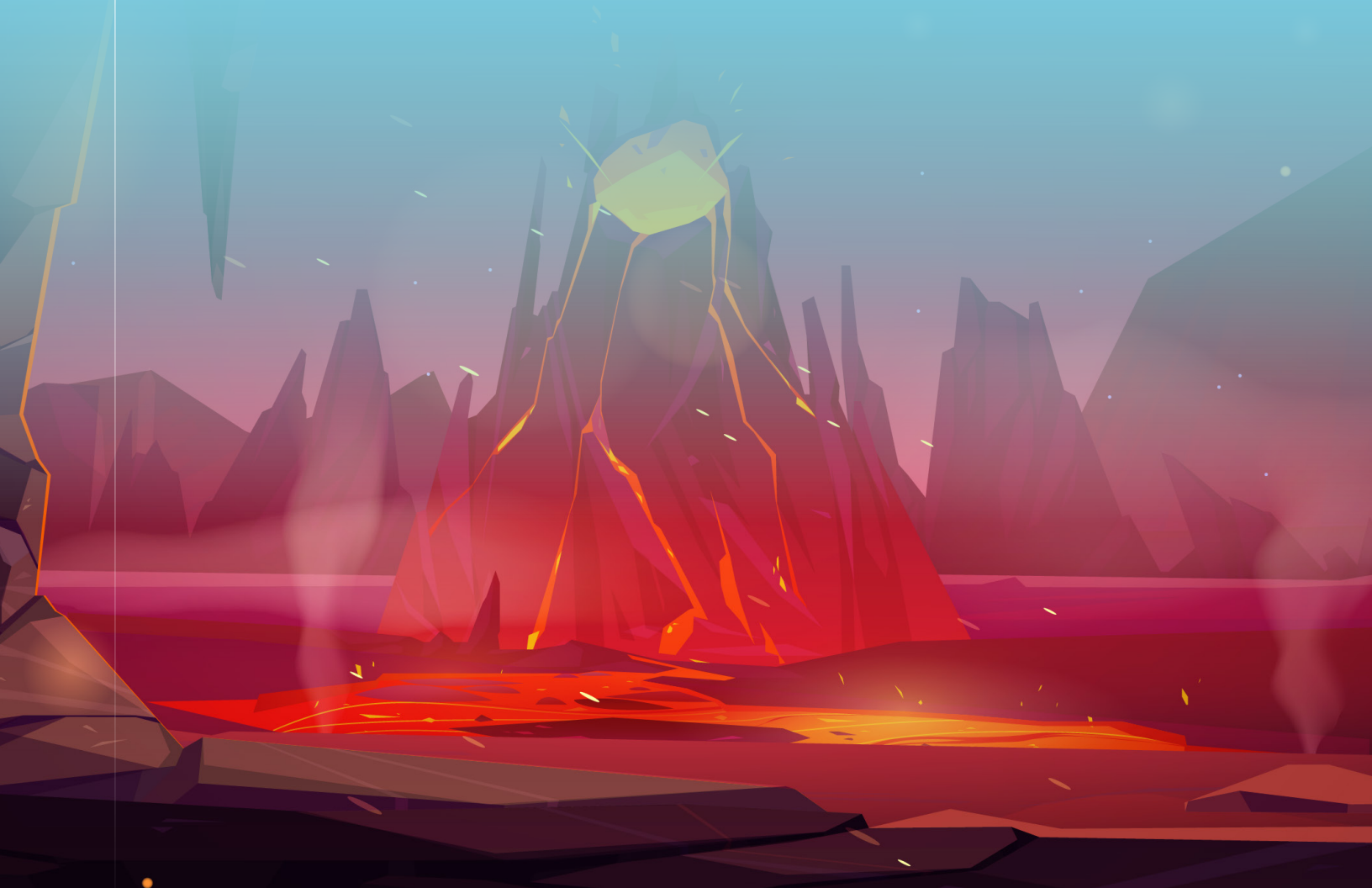
WHITE PAPER





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The Mission



The original goal for our project was to create a DeFi product where users could try out different strategies based on the ebb and flow of our ecosystem and try to maximize their returns. We also wanted to make doing so a unique and fun experience. We wanted to gamify DeFi. Sadly, this proved to be a very large task. We wanted to make something unique, and this was proving increasingly difficult as time in crypto goes on and advancements continue to rapidly move forward.

So instead of trying to gamify DeFi, we made a DeFi game (GameFi)! Planet Beast will be a "Real-Time Battle & Adventure Game" where each person's NFT will have different stats, elements, and abilities. There will also be evolved forms of Planet Beasts with increased utility. Additionally, there will be in-game items that you can use with varying effects. This allows you to create thousands of different battle strategies and always come up with a new way to defeat your opponents. There will also be many ways to increase the token yield your character generates. This is a DeFi game after all!

In this whitepaper, we will lay out all of the different mechanics involved within our game to give a better understanding of how everything works. Having all of the right information and using it effectively, will help solidify your place as the King (or Queen) of the Planet Beasts!





Unique Randomly
Generated NFTs



Earn \$ESNC by
staking



In Game Items
With Unique
Effects



Multiple Beasts To
Choose From



Get Rewarded
For Collecting
Specific Planet
Beasts



Private Territories
& Metaverse



Unique Stats For
Each NFT



No Pricing Curves
& Fair Launch



Form Groups And
Team Up



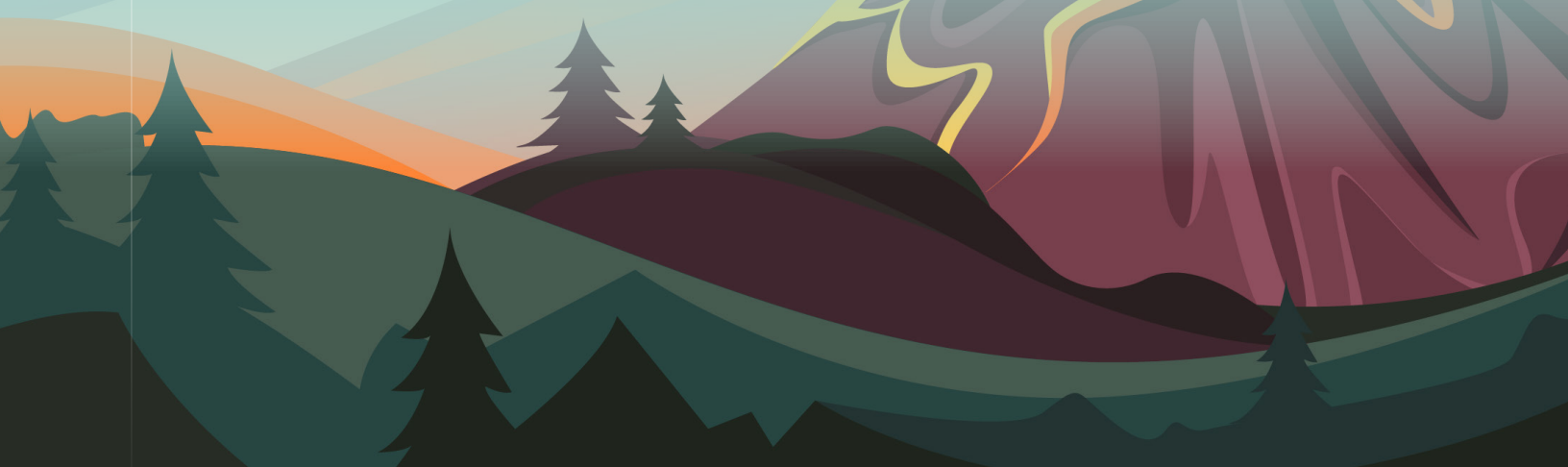
THE STORY



In the vastness of space, there exists a planet known as Elementus. Its unique atmospheric conditions allows for harsh environmental extremes to coexist with each other. Thus, allowing creatures of massively different compositions to thrive together on the same planet. There are many species on planet Elementus. However, only a select few are able to control the life force of the planet, known as "Essence". Not much is known about why these few species are able to harness its power, but one thing is certain. It makes them extremely powerful. Thereby, giving them a unique title: Planet Beasts!

Our story begins during a time of an unpredictable event. Something that most would not even fathom to be possible. One day not unlike any other, a massive portal opened up above Elementus. Every living soul looked up at the strange occurrence, both scared and confused. Although it was extremely terrifying, the Planet Beasts felt a kindred presence emanating from the portal.

Then, seemingly in an instant, thousands of Planet Beasts from different dimensions emerged from the portal! They all looked extremely similar to each other except for some obvious differences. Like skin, fur, eyes, and even... clothes!? The portal then closes, leaving all of the Planet Beasts forced to survive on the same planet together. Without enough resources to go around, they must battle it out in order to stay alive. However, as nature always intended, there needs to be a hierarchical structure in order avoid absolute chaos. Thus, began the once in an eon battle to see who is "The King of the Planet Beasts!"





Project Goals



We have a set plan in mind for each step in the project. However, it is important not to be over ambitious. Many projects have over promised, and under delivered. This page of the whitepaper is dedicated to help keep us accountable and realistic in our path forward towards a fully thriving ecosystem.



First Steps (After Launch)

- Release Last 3 Gen 1 Planet Beasts
- Develop & Launch Staking Platform + Token (So Holders Can Earn \$ESNC Early On)
- Promote Social Channels (Discord, Telegram, Etc.)



Second Steps (After Sales)

- Hire More Extensive Team (Blockchain Game Developers, Artists, 3D Modelers, Marketers, Mods, Etc.)
- Get \$ESNC On Exchanges
- Marketing & Partnership Acquisition
- Setting Up A DAO To Give Control To The Community And Achieve Decentralization



Future Goals

Game - At the core of the Planet Beast project is creating a 2D game. Funds from Gen 1 sales go towards hiring the developers to create the game. You will be able to adventure, fight other players, find resources, have your own territory and more! Your Planet Beast will have unique stats based on what attributes it has, and you can also increase your stats with in-game items!



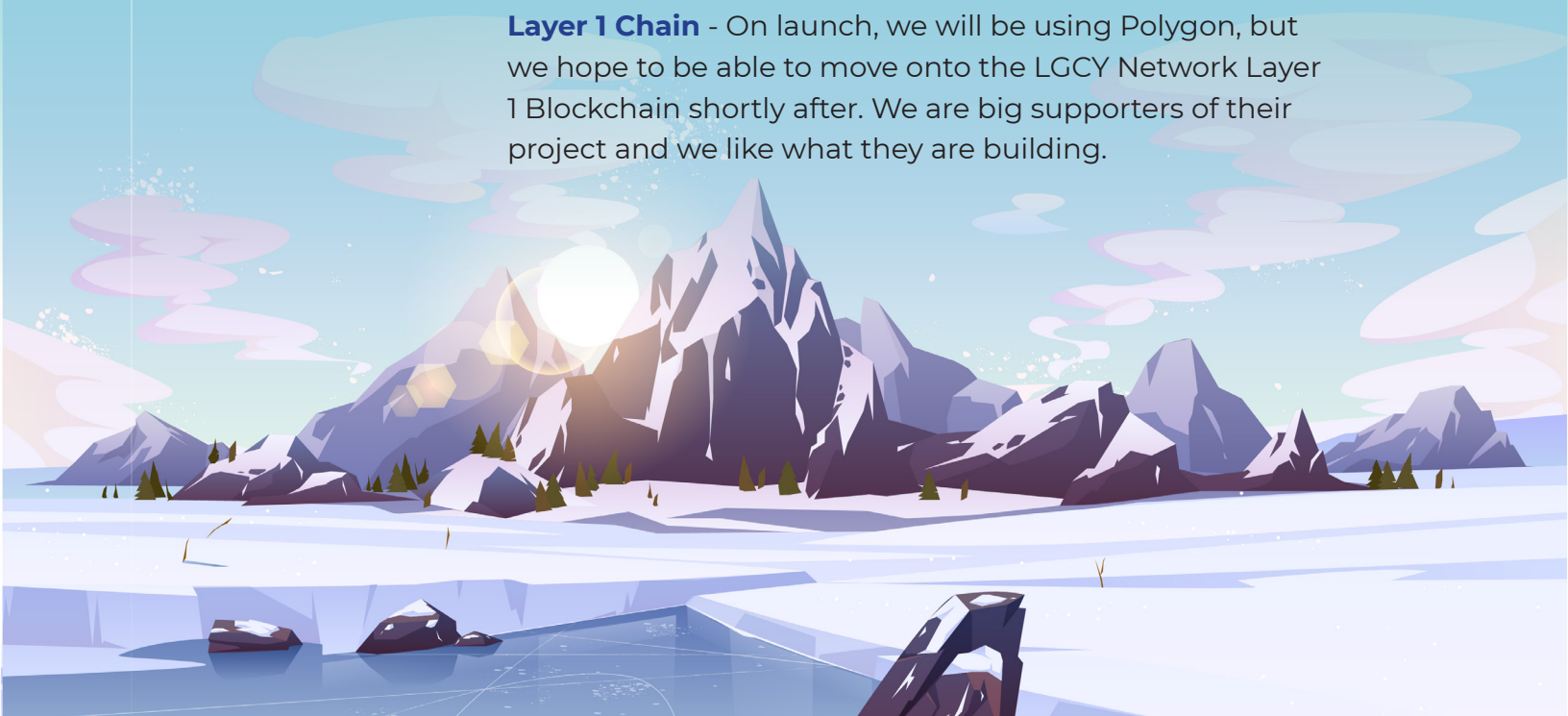
Territories - A territory is your own slice of Elementus with areas that you can customize and showcase your favorite NFT projects (similar to Lazy Lion Bungalows). There will be six different elemental territories, one for each beast type. We would like to implement a tiered system of territories. Each Territory will be more advanced than the last. Territories will enable you to earn extra experience points and extra \$ESNC.

The tier system for the territories will be - The Stone Age
The Metal Age
The Elemental Age

Metaverse - The focus of our metaverse will be building out the planet of Elementus, where all of our players can interact with each other, show off items, play mini games, and be themselves. It will be in 3D and It will use special characters that are important to the stories lore...

Gen 2 & 3 Art - Using the funds from Gen 1, we would also like to upgrade the art for both of our Gen 2 and Gen 3 NFTs. Inspired by the evolved forms of "Bulls On The Block", we want each generation's artwork to be of a higher quality and better than the last. Since the next generations get increasingly scarce, they will be minted for a higher price. So the least we can do is increase the quality of your Planet Beast NFT.

Layer 1 Chain - On launch, we will be using Polygon, but we hope to be able to move onto the LGCY Network Layer 1 Blockchain shortly after. We are big supporters of their project and we like what they are building.





The Planet Beasts



Pharazzar

Masters of the sand.
Pharazzars are beasts of few words.
They are usually stoic and reserved.
With their incredible armored skin, they can take almost any hit and come out unscathed.

Specializes in Defense.



Monarking

Kings of the jungle.
Monarkings have an especially keen eye and always remain calm under pressure.
They know their place, which to them is on top of the food chain.

When they attack their prey, they rarely ever miss.

Specializes in Speed.



Drakorr

Rulers of magma and heat.
With their intense outbursts, you wouldn't want to get on a Drakorr's bad side. It is in their DNA to be ferocious and to make sure no living soul escapes their wrath.

Specializes in Attack.



Niveus

Empresses of Ice.

A Niveus can slip away from even the most cunning of foes.

They are the most spiritual of Planet Beasts and always seem to be in a constant trance.

They seem to be connected to Essence in a way that is not yet understood.

Specializes in Essence.



Aerodyce

Lords of the sky. They are as swift as they come.

They are usually very level headed, but laser focused when provoked.

No one has ever escaped a conflict with an Aerodyce unscathed.

They move as fast and as silent as the wind itself.

Specializes in Stamina.



Wartide

Titans of the ocean.

Stocky and slow on land.

But when in their natural habitat, they become an unstoppable force of nature. No matter how much one struggles, once you are submerged, your defeat is inevitable.

Specializes in Vitality.



NFT Economics

01

Each character has 3 generations. While each successive generation is more powerful than the first, they will all have a distinct benefit for holders. For example, a Gen1 Planet Beast acts as your ticket to the Metaverse. As the project expands, there will be implementation of unique special access for the other two generations, as well. Things such as exclusive content from partnerships, merch, advanced metaverse capabilities, lotteries and more.

02

Each generation of Planet Beast that is released will have a lower supply than the one before it, making each successive generation more valuable. Not only due to their improved utility and strength, but also due to their scarcity. Below is the breakdown of the supply and variant totals-

- Generation 1: 6 Characters x 750 Variants Each = 4,500 Total
- Generation 2: 6 Characters x 500 Variants Each = 3,000 Total
- Generation 3: 6 Characters x 300 Variants Each = 1,800 Total

03

Staking your Planet Beasts will enable you to earn yield in the \$ESNC token. Holders will have the chance to earn higher yield if they are able to acquire NFT generations of the same character with similar traits. For example, if you have a Gen 1 and a Gen 2 that are both red, or if you own a Gen 1, Gen 2, and Gen 3 that all have a coffee cup, you will earn more yield. You are rewarded for making the effort of acquiring specific beasts. We call this "Utility Through Collectability".



04

You can only hold 5 Planet Beasts per wallet and per game account (this includes every generation). We have this set in place so that there are not a select few accounts that hold a majority of the NFT supply. Also, limiting individual wallets will allow more people to participate.

05

Combining all of the above create our unique “NFT Economics”. Mechanics #1 and #2 creates value and drives demand. Mechanic #3 gives a natural reason for Planet Beast owners to trade their NFTs to acquire the ones they want. Mechanic #4 entices people who have bought their full roster of 5 Planet Beasts to sell some when future generations get released. Otherwise, they wont have room left to get the more valuable Gen 2 and Gen 3 forms. Furthermore, selling a Planet Beast in order to free up space in a roster means you can repurpose those funds to purchase later generations, making it advantageous to be an early adopter! Not to mention early adopters get staking rewards of \$ESNC over time + an airdrop.

06

Currently, the breakdown of how much each generation of Planet Beast can earn is as follows:

- Generation 1 Planet Beasts earn 0.5 \$ESNC daily
- Generation 2 Planet Beasts earn 2 \$ESNC daily
- Generation 3 Planet Beasts earn 5 \$ESNC daily





Gameplay



Many details of the game are not finalized, and are open to change and community input. However, the current plan for gameplay will involve playing through the story mode, finding and gathering resources for items, battling other players, and customizing your territory. The most complex portion of the game will be the character stats and battle mechanics. So we have outlined the details of battle below.

Character stats

Each character has 6 different stats. Certain Planet Beasts specialize in one of these 6 stats. Additionally, even different variations of the same beast will have unique stats based on their trait metadata. This allows for each variant to be even more unique besides just how they look.

The stats and what stat each beast specializes in are as follows:

Vitality - Health - **Wartide**

Attack - Strength of your attack - **Drakorr**

Defense - Damage reduction when blocking - **Pharazaar**

Speed - Move cooldown rate - **Magnaking**

Stamina - How many charges per move - **Aerodyce**

Essence - How quickly your Essence regenerates - **Niveus**

(A base/vanilla character with no specialties, items, upgrades, or alterations of any kind start out at 10 base points for each stat)

PVP- Battling will happen in real time and moves will cycle on cooldowns. When battling, every time you use a skill, it consumes a charge and goes on a brief cooldown. A charge represents how many times you can use a move in succession. After you have used up all of a move's charges, it initiates a longer cooldown period where your character tries to regain their stamina. The different moves that you are able to perform are: Light attack, Heavy attack, Elemental Attack, Block, and Dodge.



- Light attacks do less damage, but have more charges
- Heavy attacks do more damage but have less charges
- Elemental attacks do the most damage, but require Essence. They also cause a status effect on your opponent (effects can be enhanced over time)
- Blocking reduces the damage you take from an attack, and dodging completely evades the opponents attack, resulting in no damage. Blocking and Dodging are not automatic. You have to manually activate them. Meaning you need to time your move to your opponents action in order to successfully block or dodge an attack.

(You can also use items that will have various effects during battle. However, when using the item, all moves go on a 1.5 second cool down as a result)





The ESNC Token

The ESNC token is the main token powering the "Planet Beast Ecosystem". In many other projects, you can only earn yield if you acquire their genesis batch of NFTs. With us, each and every single Planet Beast can be staked to earn \$ESNC. This way newcomers can also take advantage of staking. Not just genesis owners. However, since we have no "Genesis" NFTs: The first 50 mints of each Planet Beast type (300 total) will receive an airdrop of 100 \$ESNC tokens!

Utility of the ESNC token



Unlock Features

Stake your ESNC to be able to unlock special game features



Acquire in-game items

Use your ESNC to purchase in-game items that will enhance your Planet Beast in different ways!



Purchase Characters

Use your ESNC to purchase generation 2 and 3 Planet Beasts! It will be the only way to acquire them.



Governance Voting

You will be able to use your ESNC tokens to help make decisions on the future direction of the game. This project is community focused!



Earn Yield

Stake Your Planet Beast and earn Yield in the ESNC Token.



Tokenomics

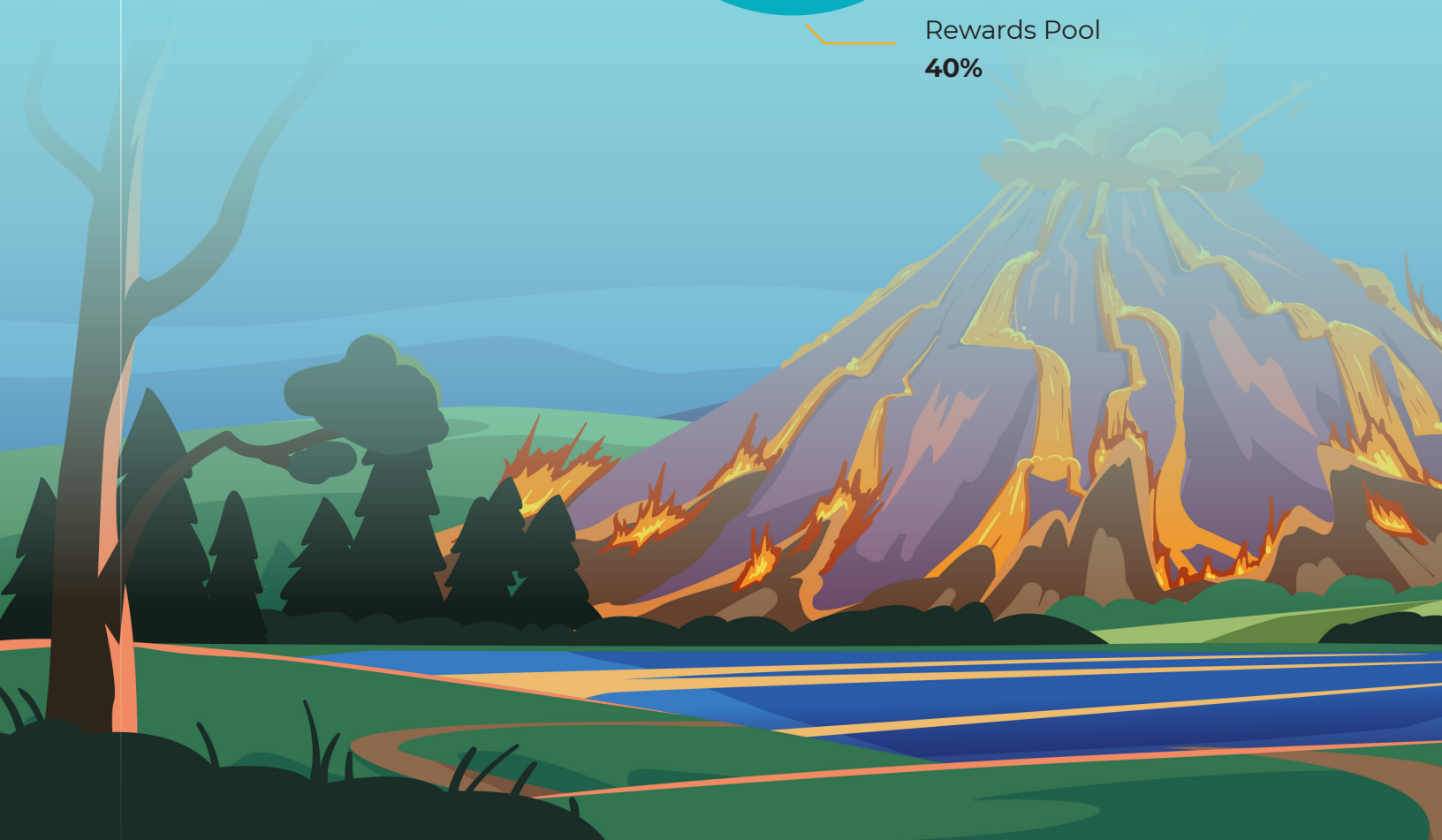
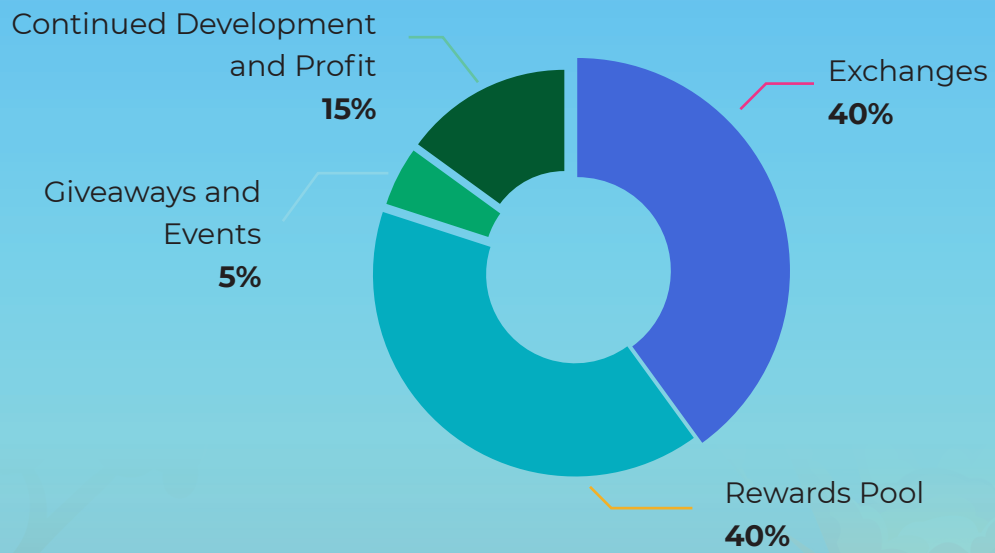


Total Supply:

150,000,000

ESNC Tokens

Distribution:





01

60 million tokens for exchanges and 60 Million for the rewards pool. Below is the amount of rewards generated from every Planet Beast NFT from each generation:

Gen 1 - 0.5 \$ESNC Daily	$0.5 \times 4500 = 2,250$ per day
Gen 2 - 2 \$ESNC Daily	$2 \times 3000 = 6000$ per day
Gen 3 - 5 \$ESNC Daily	$5 \times 1800 = 9000$ per day

Total for 1 year = 6,296,250 tokens
Total for 5 years = 31,481,250 tokens
Total for 10 years = 62,962,500 tokens

02

We will be doing giveaways and events to help grow the community and increase social adoption.

03

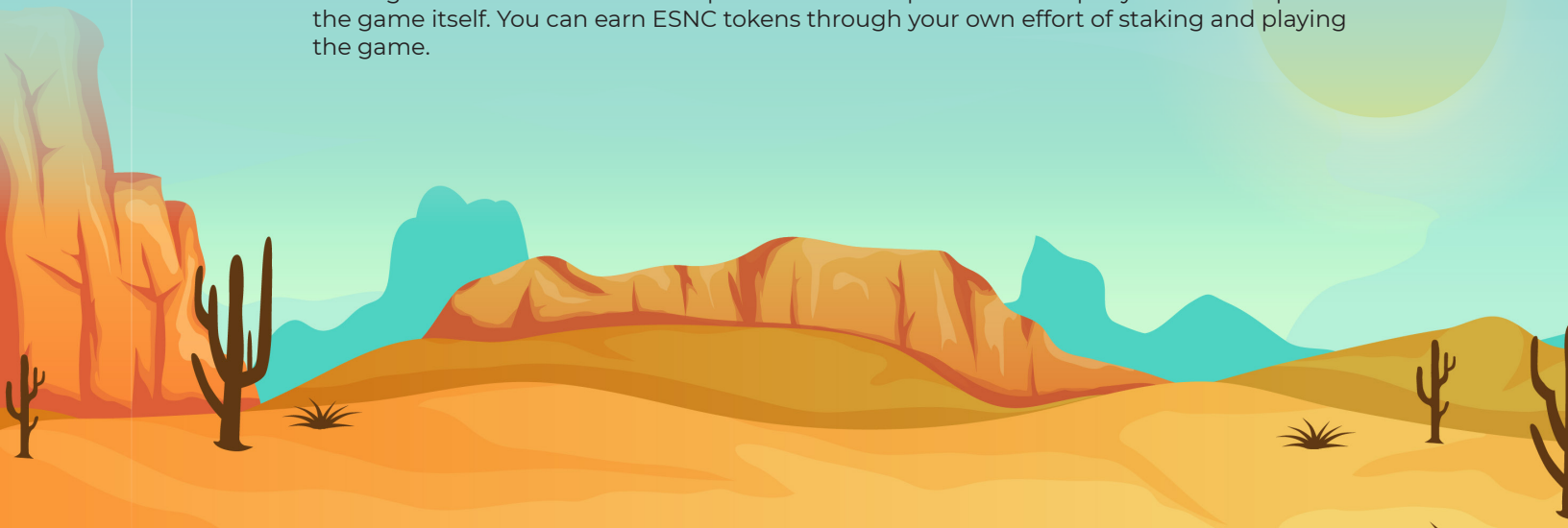
Tokens sold for project development and profit will be sold at a maximum of 2% of the 15% supply per week, or 8% of the 15% supply per month. This is to prevent a artificial drop in price.

ESNC is not inflationary. There will only ever be 150,000,000 ESNC tokens in existence.

There will be a 5% royalty on Gen 2 and Gen 3 Planet Beasts. 2.5% will go to the Giveaway and Event wallet, and 2.5% will go to the "Development and Profit" Wallet

Disclaimer:

1 ESNC Token = 1 ESNC Token. ESNC is a utility token created for the Planet Beast Game. We do not promise any dollar value or passive income. It is not an investment and has no economic value. ESNC is a utility token with different use cases. It has governance properties that allow community members to take part in decision making for the future of the game. ESNC tokens are not parts of ownership into the company or ownership of the game itself. You can earn ESNC tokens through your own effort of staking and playing the game.





The Team



Planet Beast was created by Providing Clarity.

I am inspired by the amount of empowerment and freedom that decentralized projects give to ordinary individuals. I also have seen so many amazing projects and wanted to start one of my own. However, I want this project to be as much the communities as it is mine. That is why there will be a DAO with community governance, & community members ideas will be taken into account when creating the game.

Thank you all for your support!



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