

A dense, dark background of tropical foliage, primarily palm fronds, with some leaves showing a golden-brown hue. The text is centered over this background.

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 10k \$DZOO tokens. Hatching will mint a random animal. Each animal holds a different amount of \$DZOO tokens, ranging from 7k till 67k



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

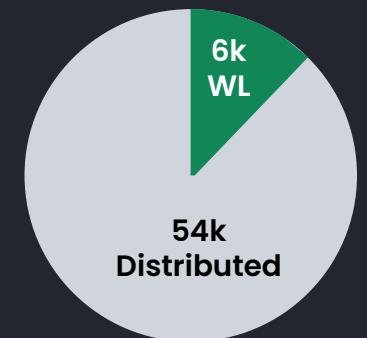
Number of egg claimable : 0

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 60k eggs in total in the game. 54k eggs are distributed over 360 days. 6k eggs are used for whitelisting

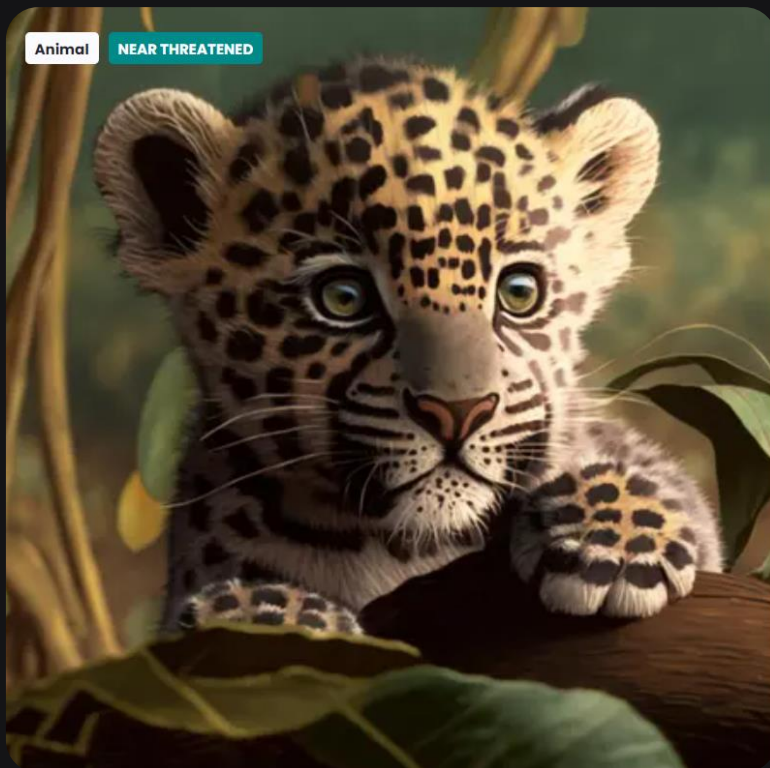


Eggs distribution





2A. HATCHING ANIMALS



- A. 100 different animals can be found in the 60k different eggs
- B. Eggs can be hatched by staking 15k 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

Extinct

Vulnerable

Critically Endangered

Near Threatened
Domesticated

Forgotten Animal



Weight in (KG)



AVG: 350kg

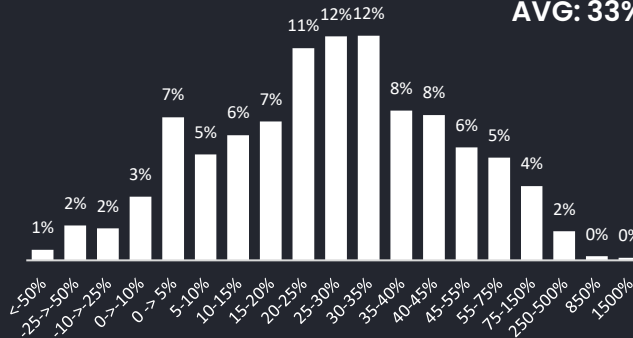


0.1 kg
Poison
frog

6350 kg
Woolly
mammoth

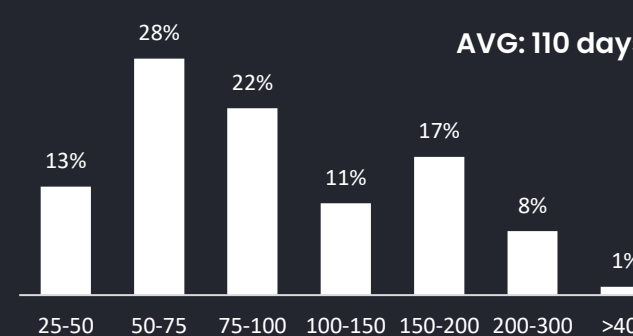
APR

AVG: 33%



Lifetime in days

AVG: 110 days



Multiplier

=

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

Tokens in Animal

=

$\text{Multiplier} * \text{Costs to Hatch (10k)}$



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

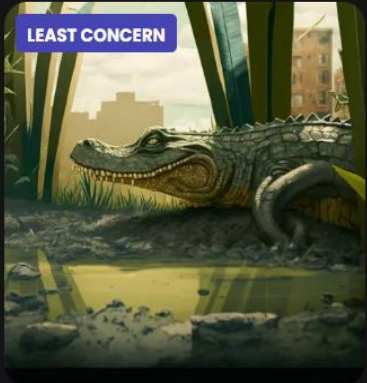
Weight: 60.64 Kg

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 factor¹

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 ≥ 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 ≥ 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

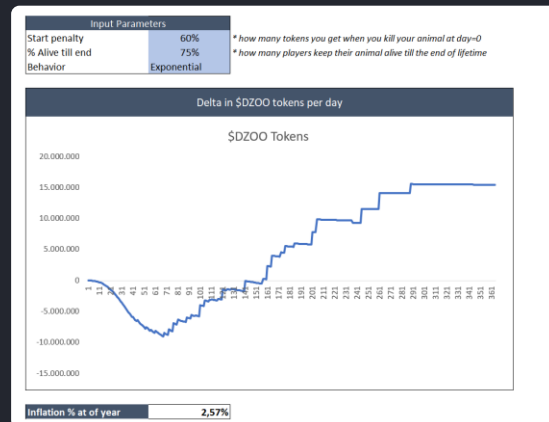
- Hatching an egg and consequently locking tokens
- Early killing and thereby burning the penalty fee
- Speeding up the game

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)



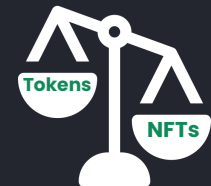
4. Killing an animal:



Increases the token circulation (staked tokens are released)

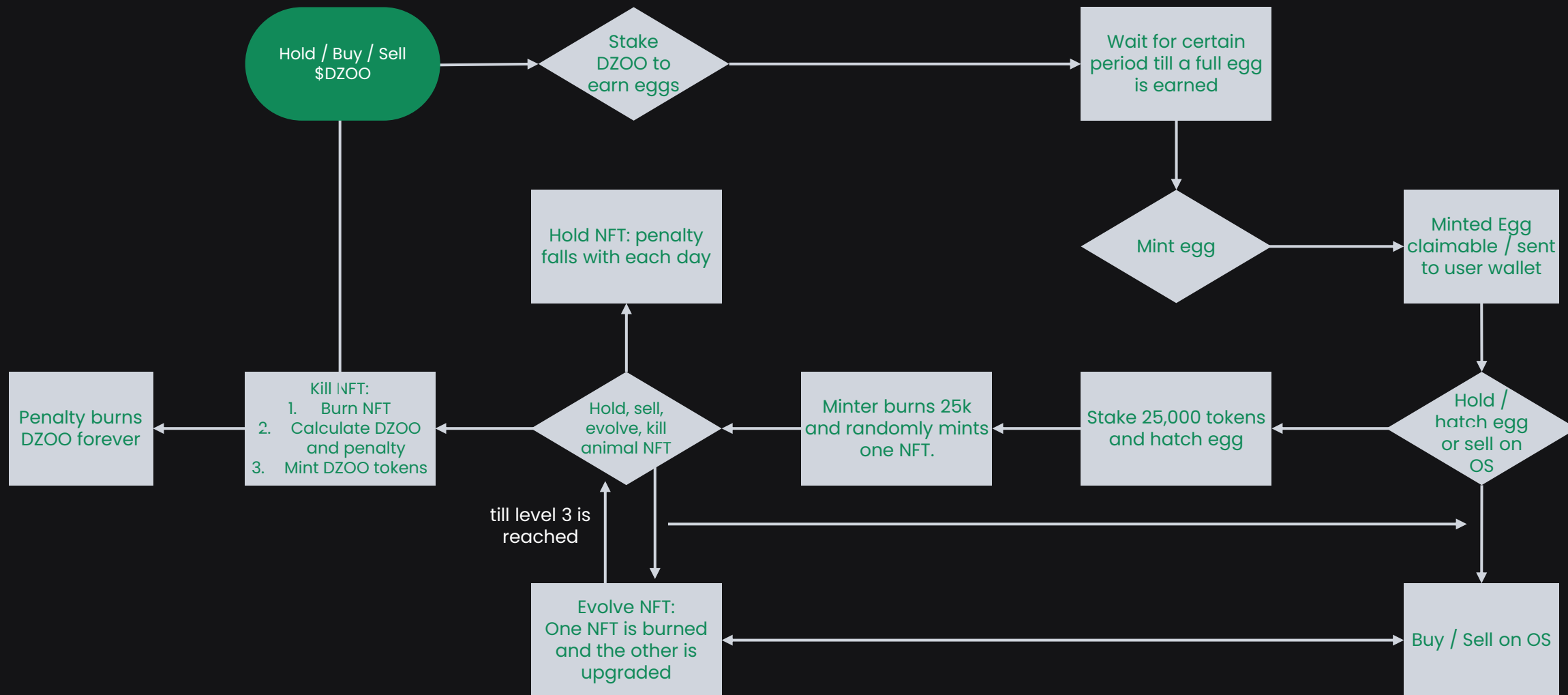


Decreases the NFTs in circulation (1 NFT is burned)





6. CONTRACT FLOWCHART





DEGENZOO

WILL ANIMALS SURVIVE...♦♦♦