

Ponzimon White Paper

Ponzimon Development Team

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1 Overview

Ponzimon is a blockchain-powered collectible card game that merges strategy, luck, and decentralized finance (DeFi). Players collect and stake unique cards to earn \$POKE tokens, climb competitive leaderboards, and win real USDC rewards. This paper outlines the gameplay, tokenomics, and economic safeguards that make Ponzimon a compelling GameFi experience. With emission-controlled tokenomics, competitive incentives, and an engaging gameplay loop, it offers both long-term sustainability and fun.

2 Gameplay Mechanics

2.1 Card Collection & Booster Packs

Players acquire booster packs containing randomized Ponzimon cards. Cards vary in rarity and power, which influence their earning potential in staking.

2.2 Farming and Staking

Cards are staked to generate \$POKE tokens. Yield is determined by the farm's power.

Food System: Cards consume Food while staked. Upgrading farms increases Food capacity, ensuring players must balance power and sustainability in their strategies.

2.3 Farm Upgrades & Recycling

Players reinvest \$POKE into farm upgrades to boost yield efficiency.

Recycling System: Unused cards can be recycled for a 20% chance to upgrade another card by one rarity level, rewarding strategic inventory optimization.

2.4 Leaderboards & Rewards

Competitive leaderboards offer seasonal USDC prizes, incentivizing active participation and strategic play.

3 Tokenomics

3.1 Total Supply

- **Total Supply:** 21,000,000 \$POKE
- **Premine (15%):** 3,150,000 tokens
 - 14% to Liquidity Pool
 - 1% to Market Maker
- **Farming Emissions (85%):** 17,850,000 tokens

3.2 Emission Schedule (90 Days)

Stage	Days	Daily Emission	Tokens Emitted
1	1–30	255,000	7,650,000
2	31–60	198,333	5,950,000
3	61–90	141,667	4,250,000

3.3 Emission Details

- Grace period before emissions: 6.9 hours
- First month: 1.2% of total supply/day
- Second month: 0.94%/day
- Third month: 0.67%/day

4 Referral System

Players earn 20% of all booster pack purchases made by referred users via referral links, incentivizing community-led growth.

5 Liquidity Risk and Safeguards

Early accumulation of \$POKE tokens from the liquidity pool (LP) poses a risk to the game economy. Without safeguards, early buyers—especially whales—could gain disproportionate network power, dominate daily emissions, and rapidly sell rewards back into the LP. This can drain liquidity, disrupt token price stability, and undermine long-term player engagement before organic growth takes hold.

To prevent this, **Ponzimon** implements two key protective measures:

- **Grace Period Before Emissions:** A 6.9-hour window after launch will precede the start of farming emissions. This ensures the game economy has time to stabilize before rewards begin, discouraging opportunistic behavior and giving fair access to all players.
- **Anti-Sniper Fee Mechanism:** An aggressive anti-sniper fee will be applied to early LP trades. This fee starts at a **very high percentage** and gradually decreases over time. The dynamic fee structure is designed to deter bots and whales from front-running the market at launch, promoting a fairer distribution of \$POKE and a healthier initial trading environment.

Together, these systems are intended to ensure a balanced launch, discourage exploitative behavior, and foster a sustainable ecosystem for long-term gameplay and community participation.

6 Conclusion

Ponzimon is a strategic blockchain game that bridges fun and finance. With a carefully tuned emission model, meaningful token sinks, and real-world USDC incentives, Ponzimon aims to set a new standard in sustainable GameFi design.

Start farming now: <https://ponzimon.com>