

# Whitepaper

Nov 7, 2024



## DISCLAIMER

This whitepaper is provided solely for informational purposes and should not be considered as an incentive or recommendation to invest.

## Gameplay and Narrative

**Panda Gold Miner** is a mining simulation mini-game with a **T2E** (Tap to Earn) style, set in a world of pandas and launched on Telegram in November 2024. The player's objective is to help the Miner Panda climb the ranks, from a beginner to a true mining legend, by uncovering hidden treasures deep within the mines. Additionally, the game offers users the chance to receive airdrops of the **\$PGMR** token from the [TON Network](#) at the end, depending on their dedication throughout the game.

In the game, users take on the role of a determined panda aiming to collect as much gold and emeralds as possible, advancing to new levels and earning a spot at the top of the global leaderboard.

## Game Objective

The main objective of Panda Gold Miner is simple yet challenging: collect as many gold coins and emeralds as possible to accumulate points, advance through levels, and reach the top of the leaderboard. The gameplay is designed to provide an engaging and rewarding experience, encouraging the continuous evolution of the character.

## Game Mechanics

- **Tap to Earn:**

Players interact with the Panda Miner by tapping on the screen to collect gold coins and grow their fortune with each tap. The faster and more efficiently they collect, the greater the rewards and achievements unlocked throughout the game. Other ways to boost your fortune include referring friends and completing tasks, which are detailed below.

- **Mine & Cards:**

As players collect more coins, they can upgrade their mining operation by enhancing cards for lands, tools, workers, and special cards. These upgrades generate continuous passive income and increase hourly earnings. Some cards require specific player levels or other cards as prerequisites to unlock.

- **Earnings Per Hour:**

The gold mine never stops, even when the player is offline. Earnings continue to accumulate for up to three hours of inactivity, encouraging players to return regularly to collect accumulated rewards and maximize their gains.

- **Panda Upgrade:**

Players can upgrade their Helper Panda to become a mining expert. With each upgrade, new powers and abilities are unlocked, allowing for faster and more efficient treasure collection.

- **Tasks:**

The game offers various strategic tasks, such as watching videos on YouTube, creating content on TikTok, interacting on Telegram, visiting websites, referring friends, posting stories, and more. These tasks benefit both the players and the growth of the community.

- **Daily Rewards:**

Players can check in daily for seven consecutive days to receive exclusive rewards. Upon completing the streak, a special grand reward is unlocked. However, if a day is missed, progress resets, incentivizing consistency.

- **Daily Card:**

Every day, a special card can be found by players, offering gold coin rewards when collected. This feature encourages players to explore the game regularly, increasing interaction with Panda Gold Miner.

- **Daily Ads:**

In partnership with Adsgram, players can watch ads to earn emeralds, one of the four key factors determining ranking. This functionality provides an additional way to earn valuable resources while supporting the growth of the game's community.

- **Team Building:**

Players can invite friends, family, and colleagues to join their mining team. A larger team results in higher bonuses, and players are encouraged to help their friends progress, earning even more rewards in return.

- **Ranking:**

The ranking system allows players to compete for top positions based on their game progress. Ranking placement determines the amount of \$PGMR tokens each player will receive in the airdrop at the end of the season. The total score is calculated based on four main factors, each contributing 25% to the final evaluation: Profit Per Hour, Emeralds, Referrals, and Daily Check-ins. For more details on the calculation, consult the official whitepaper.

- **Special Tokens (\$PGMR):**

At the end of each season, the most active and dedicated players are rewarded with special tokens, \$PGMR. These tokens are distributed as part of an airdrop, encouraging players to stay engaged and competitive within the game's ecosystem. More details about the tokens and their functionality will be available on the official website, where players can stay updated with announcements and developments.

## 🏆 How does the Ranking work?

The ranking is calculated based on 4 factors, each representing 25% of the total score:

`ProfitPerHour`, `Emeralds`, `Referrals`, and `Daily Check-ins`

### Demonstrative example:

We will use this table with fictitious data, simulating all users, to show how it works in practice.

| User   | Profit /hour | Emeralds | Referrals | Daily Check-in |
|--------|--------------|----------|-----------|----------------|
| User 1 | 5.000        | 78       | 13        | 70             |
| User 2 | 57.000       | 15       | 18        | 30             |
| User 3 | 4.000        | 115      | 7         | 18             |
| User 4 | 63.000       | 16       | 17        | 40             |

### Identify Highest Values Across All Users

Based on the table above, let's identify the highest value in each metric across all users and save it as a reference weight.

`maxProfitPerHour` = **63k** (Max between 5k, 57k, 4k, and 63k)

`maxEmeralds` = **115** (Max between 78, 15, 115, and 16)

`maxReferralsTotal` = **18** (Max between 13, 18, 7, and 17)

`maxDailyRewards` = **70** (Max between 70, 30, 18, and 40)

### Calculate Each User's Total Score

To calculate each user's total score in the Ranking, we apply a weighted average formula. Each of the user's 4 metrics is divided by the highest value found for that metric, with a 25% weight assigned to each. We then add the weighted values of all metrics and multiply the total by 1,000,000 to get a more readable integer, which will be the final value shown in the Ranking.

Formula for Calculation:




`totalPoints` =  
(0.25 × Profit /hour / maxProfitPerHour) +  
(0.25 × Emeralds / maxEmeralds) +  
(0.25 × References / maxReferralsTotal) +  
(0.25 × Daily Check-ins / maxDailyRewards) × 1,000,000

Applied Calculation for (User 1):

`totalPoints` =  
(0.25 × 5k / 63k) +  
(0.25 × 78 / 115) +  
(0.25 × 13 / 18) +  
(0.25 × 70 / 70) × 1,000,000 = **619,962**

Final Result:

Below is the ranking of users based on the point calculation formula, where **User 1** currently holds 3rd place.

| Ranking   | User   | Total Score    |
|---|--------|----------------|
|  | User 4 | 663,751        |
|  | User 2 | 615,942        |
|  | User 1 | <b>619,962</b> |
| #4  | User 3 | 427,381        |

# \$PGMR Token Distribution in the Airdrop

## 1. Total Supply and Distribution

- **Total Supply:** 100 billion tokens.
- **Planned Distribution:** 70% of the total, equivalent to **70 billion tokens**, will be allocated to users, with variable amounts depending on the user tier.

## 2. User Tier Division and Distribution Percentages

Token distribution is organized by user tiers, with decreasing percentages and amounts as the number of users in each tier increases. Let's examine each tier in detail:

### **Tier 1**: Users from 1 to 10,000

- **Distribution Percentage:** 10.0005%
- **Total distribution for this tier:** 10,000,500,000 tokens

Each user in this tier receives a varying amount of tokens:

- The **first user** receives **1,500,000 tokens**.
- **User number 10,000** receives **500,100 tokens**.

This tier focuses on rewarding the earliest users with a significant amount of tokens.

### **Tier 2**: Users from 10,001 to 100,000

- **Distribution Percentage:** 16.8301%
- **Total distribution for this tier:** 16,830,153,000 tokens

Each user in this tier receives:

- **User number 10,001** receives **340,000 tokens**.
- **User number 100,000** receives **34,003.40 tokens**.

In this tier, the amount of distributed tokens is still significant but lower compared to the first tier.

**Tier 3** : Users from 100,001 to 1,000,000

- **Distribution Percentage:** 17.145%
- **Total distribution for this tier:** 17,145,013,950 tokens

Token distribution per user:

- **User number 100,001** receives **33,000 tokens**.
- **User number 1,000,000** receives **5,100.03 tokens**.

The reduction in token amount per user continues in this tier, encouraging a larger number of users to participate, albeit with smaller rewards.

**Tier 4** : Users from 1,000,001 to 5,000,000

- **Distribution Percentage:** 10.4%
- **Total distribution for this tier:** 10,400,002,400 tokens

Token distribution per user:

- **User number 1,000,001** receives **5,000 tokens**.
- **User number 5,000,000** receives **200.00120 tokens**.

In this tier, the token distribution is much smaller, aiming for a broad user base with smaller amounts per user.

### 3. Total Distribution up to Tier 4

Summing the amounts distributed in the four tiers:

$10,000,500,000 + 16,830,153,000 + 17,145,013,950 + 10,400,002,400 = 54,375,669,350$   
 $10,000,500,000 + 16,830,153,000 + 17,145,013,950 + 10,400,002,400 = 54,375,669,350$   
 $10,000,500,000 + 16,830,153,000 + 17,145,013,950 + 10,400,002,400 = 54,375,669,350$

This represents approximately **54.38%** of the total intended for distribution thus far.

#### **Tier 5**: Users Above 5,000,000

- **Distribution Percentage:** 15.6243%
- **Total distribution for this tier:** 15,624,330,650 tokens

In this final tier, all users receive a fixed amount of 150 tokens each. This provides tokens for a very large number of users, though with a small amount per person.

### General Summary

- **Total tokens allocated for distribution:** 70 billion tokens (70% of the total supply).
- **Detailed distribution by user tier:**
  - **Tiers 1 to 4 (up to 5,000,000 users):** Distribute 54.3756% of the distribution tokens, approximately 54.38%.
  - **Tier 5 (users above 5 million):** Distributes the remaining 15.6243% of tokens equally among all users, with each receiving 150 tokens.

This distribution scheme aims to reward early and more engaged users with a larger amount of tokens while still allowing a broad user base to receive a portion of the supply, promoting distributed participation.



# Roadmap

| SEPTEMBER - 2024   | OCTOBER - 2024   |
|--|--|
| <ul style="list-style-type: none"> <li>Brainstorming ✓</li> <li>Determining game storyline ✓</li> <li>Premium features ✓</li> <li>Mini-game development ✓</li> <li>Tap2Earn Mechanics ✓</li> <li>Referral System ✓</li> </ul>  | <ul style="list-style-type: none"> <li>Internal beta testing ✓</li> <li>Tasks ✓</li> <li>Daily Rewards ✓</li> <li>Daily Ads with (Adsgram) ✓</li> <li>Mine (Card System) ✓</li> <li>Telegram Channel and Groups ✓</li> </ul>   |
| NOVEMBER - 2024  | DECEMBER - 2024  |
| <ul style="list-style-type: none"> <li>Website launch ✓</li> <li>Distribution planning ✓</li> <li>Whitepaper ✓</li> <li>Creation of social media (X, YouTube, and TikTok) ✓</li> <li>Daily Card ✓</li> <li>Ranking system ✓</li> <li>11 Languages at launch ✓</li> <li>Share on Telegram Story Task ✓</li> <li>Telegram Profile Icon ✓</li> <li><b>Mini-game launch</b> ✓</li> </ul> | <ul style="list-style-type: none"> <li>Telegram Mini-App 2.0 Upgrade ✓</li> <li>Add Shortcut to home Task ✓</li> <li>Fullscreen Mode from Mini-App 2.0</li> <li>White Theme ⌚</li> <li>Task Tabs ⌚</li> <li>Enigma system with TON Rewards ⌚</li> <li>Exchange ⌚</li> <li>Max Tap Power ⌚</li> <li>Donate System ⌚</li> <li>Emoji as Status Task ⌚</li> <li>New languages ⌚</li> <li>Begin partnership negotiations ⌚</li> </ul> |
| 2025   |  |
| <ul style="list-style-type: none"> <li>Partnership initiation ⌚</li> <li>Squads ⌚</li> <li>On-chain infrastructure development ⌚</li> <li>Connect TON Wallet Task ⌚</li> <li>On-chain Telegram Stars ⌚</li> <li>TGE and AirDrop distribution ⌚</li> <li>Launch of in-game token utility ⌚</li> </ul>   |  |

**Legal Disclaimer:** This whitepaper is published solely to inform the community and does not constitute an offer to sell or an incentive to purchase any tokens. The information contained in this document should not be interpreted as a guarantee or promise regarding the future development of the Panda Gold Miner project, nor the utility or value of the tokens.

This whitepaper outlines current plans and intentions, which are subject to change and whose success depends on various factors beyond Panda Gold Miner's control, including market variables and conditions in the gaming and cryptocurrency industries, among other factors.



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