



A.O.T. TANKS



\$A.O.T. TOKEN

ASSEMBLE. OUTWIT. TRIUMPH

THE IRONCLAD PAPER

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-- AGE of TANKS --
THE IRONCLAD PAPER

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1 EXECUTIVE SUMMARY

AGE OF TANKS is a 3D turn-based strategy card game, set in an immersive metaverse, where players can assemble their preferred tanks, build their tank teams, outwit opponents, and rule the battlefield.

Inspired by successful games, such as Hearthstone and Axie infinity, the game combines the best of two worlds – a fun and exciting CCG PVE experience, a PVP competitive and social gameplay modes and activities as well as a decentralized item ecosystem through game items as NFTs and world-building powered with DeFi elements.

Age of Tanks is first and foremost a fun and exciting game, with huge complexity and depth. The Game is designed to attract both worlds, the blockchain-powered decentralized ecosystem where gamers' actions determine the development of the game, as well as the pure gaming and competitive aspect of finding the best strategy, best team, and climbing the leaderboards to wins tournaments.

Age of Tanks is the flagship project of Defination studio, a gaming startup proving itself to bring blockchain gaming to new qualitative and users engagement levels. In Age of Tanks, Defination studio leverage on the BSC Chain, enabling advanced blockchain and in-game DeFi features.

Age of Tanks is not just a name on an idea board, we had already started development of the demo gameplay, uniquely designed tank parts and creating a sustainable ecosystem. After the complete bootstrap, the intent now is to fund and further develop Age of Tanks to become a commercially successful GameFi by introducing it to millions of gamers on the blockchain.



2 OUR VISION AND MISSION



VISION

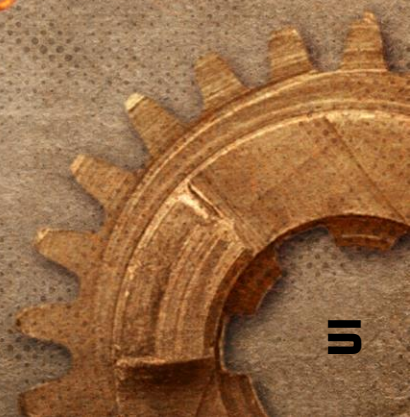
BUILT BY GAMERS FOR GAMERS

We believe that games are an integral part of human life, with the possibility of nurturing and discovering hidden abilities of individuals, communities, and society that are otherwise limited or impossible to achieve in real life. We aspire to create a gaming environment that has a positive and lasting influence on people's lives, in cultivating leadership, teamwork, and creative minds.

MISSION

TO CREATE. TO INSPIRE. TO REWARD.

Age of Tanks' mission is to build a game that is designed to attract both worlds, the blockchain-powered decentralized ecosystem empowering gamers with economic opportunities where their actions determine the development of the game, as well as the pure gaming and competitive aspect of finding the best strategies and synthesizing the best teams in building their legacies.





AGE OF T.A.N.K.S

ROADMAP

Q2 2021

- ✓ Idea Phase
- ✓ Talent Sourcing
- ✓ Smart Contract Prep
- ✓ Game Logic Planning
- ✓ Game Development 1st Phase

Q4 2021

- ✓ Whitelisting
- ✓ Marketing
- ✓ 1st Phase IDO
- ✓ Dex Listing & AMM
- ✓ Partnerships
- ✓ Game Beta Testing
- ✓ CoinGecko & CMC Listing
- ✓ Smart Contract Audit
- ✓ Gameplay Details & Optimization
- ✓ \$A.O.T Staking & Farming System
 - NFT Market Place
 - NFT Forging System
 - Governance DAO
 - 1st NFT Release for Token Stake Holders

Q3 2021

- ✓ Theme & Art Creation
- ✓ Launch of Website & Whitepaper
- ✓ AOT Token Private Sale
- ✓ Cinematic Trailer
- ✓ Battle Trailer

Q1 2022

- Land Sale
- War Facilities Building System
- Game Public Launch
- Talent System
- Cross-Platform System

Q2 2022

- Guild System
- Champion System
- Brobot Companion System

4 GAME OVERVIEW

The year, 23100. Planet Earth Zero.

The ozone layer that protectively embraced the planet no longer exists. In place of the once sparkling teal oceans were vast expanse of sand dunes. Exposed to harsh solar storms, the skies rage with turbulent winds, that frequently kick up the dust creating sandstorms that blanket the entire globe. The desolation of this Earth can be traced back to one singular event, the 2nd Impact.

Scientists predicted the arrival of Comet C/16505, and in the face of adversity, all of Earth Zero banded together. Scientists created a missile that could knock the comet out of orbit, thus avoiding destruction. The world cheered as its saviors fired towards the sky.

The result, however, was miscalculated. Upon collision C/16505 shattered, that was the first impact. The world screamed as the fragmented comet continued hurtling, unwavering towards its intention. The raptured pieces of the comet spread across the sky and rained fire upon the globe. That was the 2nd impact.

It was never certain whether it was the pieces of C/16505 that burned away the ozone or the aftermath of storms and ashes. What was certain, was that from all the chaos, elements from C/16505 and the elements of Earth fused.

Giving rise to the most precious element of all, **Brodium**.

In the aftermath of the 2nd impact,

humans of Earth Zero or CHAMPIONS, scattered across the globe seeking refuge wherever they could. Eventually building cities around pockets of water and patches of oasis. Surviving in such a harsh environment, CHAMPIONS learn to be efficient with their use of resources. Scraping together any old tech and relics they unearth to build robust machinery. This frugality made them territorial, and there was tension between surviving cities.

It was on a chance encounter that the immense power of Brodium was discovered. As research progressed, a method of refining Brodium to its true essence, AOT, was invented.

Before long, champions started to emerge. Some are driven by the idealistic dream of uniting all of Earth Zero while others for nothing more than greed. On this Earth, where sea travel was inconsequential and the flight was futile, the fight for supremacy hinged on land warfare. Iron Forges with technology to produce and assemble armored vehicles became the ultimate power.

For who controls the tanks control A.O.T .
And who controls the A.O.T, controls the earth.

THUS BEGINS THE AGE OF TANKS!!



5 GAMEPLAY OVERVIEW



Age of Tanks has a dynamic campaign progression and leveling system that rewards players as they progress through the game. Players can keep earning more XP to increase their CHAMPION Level in advancing through the different stages of the campaign.

PLAY TO EARN

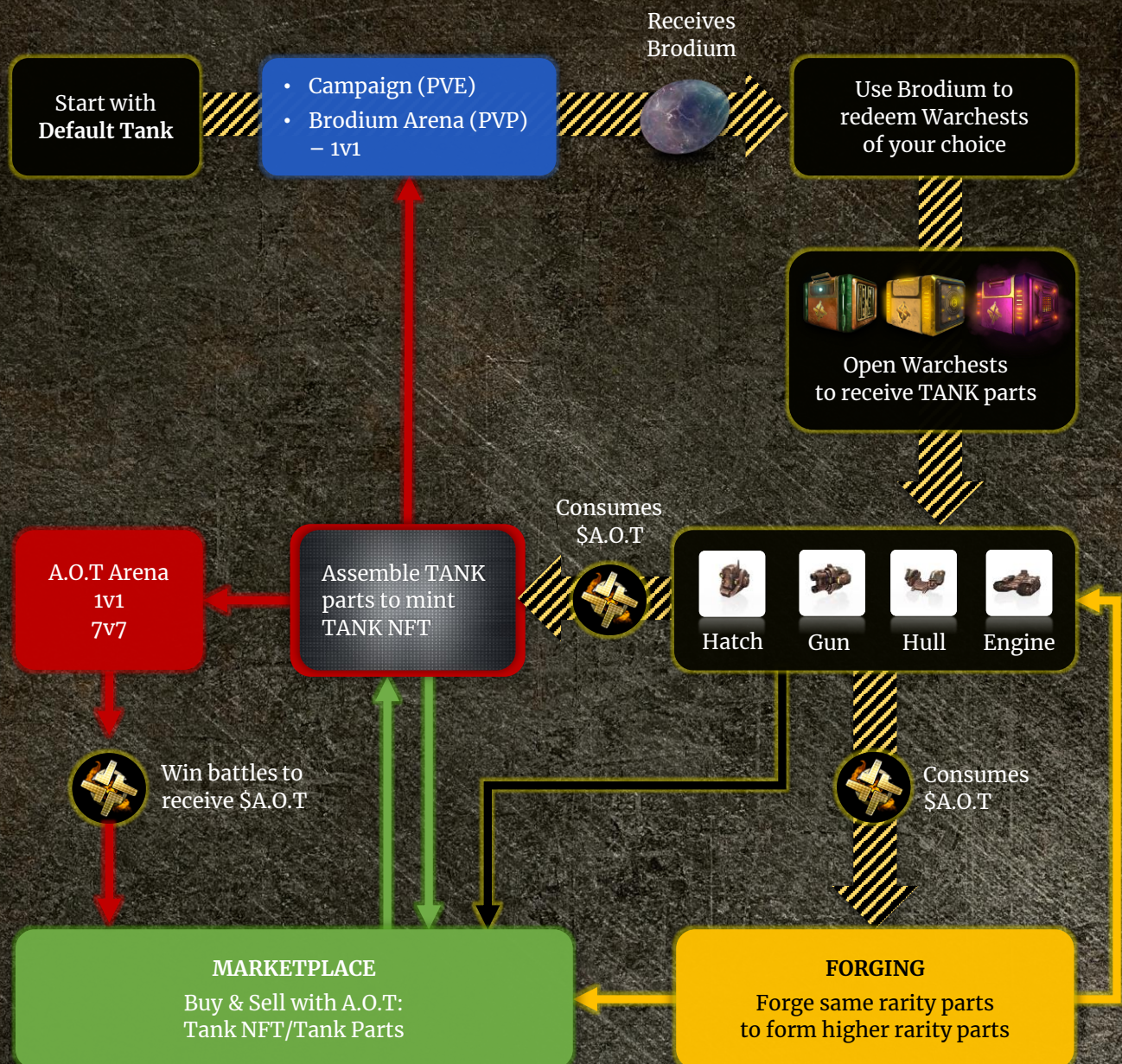
CHAMPIONS are masters at scavenging. Frequently modifying old tech with new to construct weapons or armor. Once these plans and parts were ready, they would be brought to the Iron Forge for further development and assembly. CHAMPIONS who have gathered enough parts to form fleets of tanks would hone their skills against other Champions in the arena.

Gamers can choose to sell parts they have obtained or assemble 4 separate parts into a super tank for conquest and conquer. There are different skills available for every part, with some having special bonus attributes to unleash on the battlefield, thus allowing for infinite strategic possibilities. Tanks, after being assembled, will be minted to actual NFTs and can be traded in the NFT marketplace.

Find out what happens to Earth Zero and your CHAMPION in the fight to conquest!



GAMEPLAY FLOWCHART





5.1 Scavenging

Players will start the game with a CHAMPION and Basic Tank and scavenge for Brodium thru Campaigns, Brodium Arena and PVP battlefields. Once you have accumulated enough Brodium, you can use them to open mystery Warchests of different rarities (Common, Rare, Epic, Legendary and Mystic). Each Warchest contains a random part either an Hatch, Gun, Hull or Engine of choice rarity, that can be used to forge higher rarity parts or to assemble a Tank.

5.2 Forge

When you have an inventory of parts, you can also upgrade it via Forging. Forging is where gamers can merge the common parts that they farmed to have a probability of getting even stronger parts of higher rarity.

Parts used to forge will be burned. This way while new parts are generated, old parts are burned or taken out of circulation. This mechanism solves the problem of overpopulation, as players must sacrifice parts to strengthen their Tanks. Hence, the supply and demand will stay balanced to increase the scarcity of rare parts and NFT.

Since gamers can collect, assemble and upgrade new parts into their own unique tanks, this enables them to keep farming to upgrade their tanks to Ultimate War Machines!!



5.3 Assemble and Mint

Assemble a Tank with 4 parts (Hatch, Gun, Hull and Engine) that you are satisfied with and mint it into a Tank NFT.



5.4 Battle and Conquer

One of the core features of the game is the PVP arenas where gamers can battle to scale the ranks and win Brodiums and \$A.O.T tokens.

The higher a gamer ranks, the better the rewards. Top gamers will also be rewarded at the end of each season with \$A.O.T tokens, which act as an incentive for the more professional scene.

There are 3 types of different PVP Arenas:

a) 1v1 Brodium Arena:

Players will battle it out with 1 tank each for Brodium rewards, available for basic tanks and tank NFTs.

b) 1v1 \$A.O.T Arena:

Players will battle it out with 1 tank each for \$A.O.T rewards. Only tanks assembled with 4 parts of Rare, Epic, Legendary or Mystic can participate in this arena. There will be a seasonal ranking with higher rewards in \$A.O.T .

c) 7v7 \$A.O.T Arena:

There are 3 ways to form a team of 7 tanks:

- Use your own 7 tanks, or
- Team up with your friend(s), or
- Send 1 to 6 of your tanks to randomly matchmake and form a team with other gamers.

The matchmaking will consider various numbers of factors such as rank, recent match results, the skill level of the player, attributes of tanks, etc. Such a system would allow players to match-make with other players that have similar overall capabilities, promoting gaming enjoyment and earning \$A.O.T at a more desirable pace.



5.5 King of the CHAMPIONS

Age of Tanks will be hosting monthly competitions, whereby top-ranking players stand to win attractive prizes such as \$A.O.T, limited edition parts/tanks, and so on.

5.6 Build Your Base

As they grew in power, CHAMPIONS get restless. Often looking beyond their borders to acquire land to establish their own base. Idealism or greed, it was time to unify Earth Zero.

The metaverse of Earth Zero is one of the biggest elements that will add a vast range of interaction opportunities between gamers to fulfill the social aspect that extends far beyond the game.

5.7 Grow Your Fleet

it is advisable to upkeep a fleet with variety for pitting against different opponents.

5.8 Trade and Earn

Happens to have multiple duplicates of parts? Sell them at our marketplace for \$A.O.T . Players can also purchase parts using \$A.O.T at the marketplace to forge, assemble and mint a TANK NFT that they are satisfied with.

5.9 Unite and Conquer Earth Zero

Once a Player's CHAMPION reaches a certain level and owns a "LAND", the player can create a guild with a small fee.

Guild Masters can set Guild membership requirements to increase the quality of their Guild membership. Players can apply to any guild as long as they meet the guild's requirements. Players can also join through guild invitations.



6 GAME FEATURES

6.1 Four Major Tank Parts

Each tank is made up of 4 different tank parts, Hatch, Gun, Hull, and Engine. Each part has 5 different rarities, Common, Rare, Epic, Legendary, and Mystic, giving rise to different attributes and appearances.

These parts can be obtained by using Brodiums earned in gameplay to unlock the mystery warchest. Gamers can also opt to forge or purchase mystery warchest. Additionally, gamers can directly purchase individual parts, and even ready assembled NFT tanks directly from our NFT marketplace. The 4 major parts to be assembled are:



(A) HATCH

The Hatch part provides Critical Hit Chance, Critical Hit Damage, and AOE damage. All hatch parts have different Weights.



(B) GUN

The Guns parts will determine how much base attack damage can inflict on enemy tanks. All gun parts have random bonus offensive abilities. All gun parts have different weights.



(C) HULL

The Hull part provides Armors and HP. All hull parts have random bonus defensive abilities. All hull parts have different weights.

(D) ENGINE

The Engine parts are perhaps the most important parts of all. The engine will determine the movement speed and attack speed of each tank, together with the maximum weight allowed from the remaining 3 parts. There will be 3 distinctive classes with total 6 types of engines.

SPEED CLASS

The Flash Engine

Ever heard of the Zerg Rush? While these engines are not known for defense, these guys are built for speed. CHAMPION using Flash, believe in rushing in, firing on all cylinders, and ending the fight before you can even say Sugar Honey Iced Tea.



The Agility Engine

The Agility Engine, though built for speed, are more balanced when it comes to defense. Ending the fight without taking a bullet is ideal, but wouldn't it be better if you could still take a couple? Just in case.



DAMAGE CLASS

The Gunslinger Engine

Like gunslingers of old, this engine is built for high damage output and movement. Pick a nice spot and rain fire on your enemies. Enemies coming too close for comfort? Move. Blast your enemies into oblivion while remaining one step ahead.



The Jericho Engine

Tony once said the best weapon is the one that you only have to fire once. The Jericho Engine gives such a high boost in damage output that any gun fitted on it, instantly becomes a bigger gun. Who needs speed? Your enemies, when they run from you.



DEFENSE CLASS

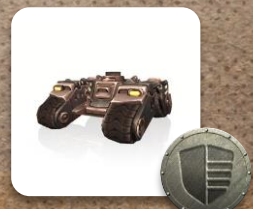
The Brute Engine

CHAMPION who has faced a Brute Engine tank and survived will tell you the same thing. "It doesn't matter." The Brute Engine, though built for defense, is no slouch in damage output. So, it doesn't matter what your enemies do, the Brute will just trample through.



The Guardian Engine

Guardians are the front line, they charge in, they take damage, and wear you down. Every team needs a Guardian. They are built to hold the line while the big guns deal the damage. The best Guardians keep the team alive. And it's good to be alive.



6.2 Rarity of Parts

COMMON PARTS

These parts have yet to undergo any modifications.
As weak as they are, they at least fulfill their function.

RARE PARTS

Rare Parts that have undergone an upgrade and are more efficient.

EPIC PARTS

Epic parts have been infused with trace amounts of crude Brodium giving them higher bonuses.

LEGENDARY PARTS

Legendary parts are laced with purer Brodium giving them a huge boost in stats and bonus abilities.

MYSTIC PARTS

Incredibly hard to come by, it is said that Champions who hold Mystic Parts have a true claim to be the Dominus of Earth Zero.

All parts can be traded at the in-game marketplace.

Gamers can also upgrade their parts into higher rarity parts by melting down parts for a chance to FORGE into higher rarity parts in the iron forge factory. The higher the level of rarity, the lower the probability of a successful forge.



6.3 Warchest

Brodiums are required to open Warchests in obtaining new parts. The cost of Brodium varies depending on the RARITY of the Warchest chosen.

Rarity	Cost
Common	TBD Brodiums
Rare	TBD Brodiums
Epic	TBD Brodiums
Legendary	TBD Brodiums
Mystic	TBD Brodiums

**The Cost portion is variable and subject to adjustment based on a myriad of economic factors.*

Warchest Drop-Rate

Types of Warchest	Common Parts	Rare Parts	Epic Parts	Legendary Parts	Mystic Parts
Common	TBD	TBD	TBD	TBD	TBD
Rare	TBD	TBD	TBD	TBD	TBD
Epic	TBD	TBD	TBD	TBD	TBD
Legendary	TBD	TBD	TBD	TBD	TBD

Common



Rare



Epic



Legendary



Mystic



6.4 Earth Zero Land

On Earth Zero, being a Dominus (Landowner) would be advantageous. It would mean having your own facilities to increase production of \$A.O.T and Brodium to bring your CHAMPION closer to the ultimate prize.

Gamers can purchase and own pieces of land on Earth Zero to deploy various military facilities. The land and facilities will be in the form of NFTs and smart contracts.

The game enables various possibilities for gamers to work on a shared goal and join resources to shape the Dark Earth ever-evolving ecosystem. Dominus can give permission to other gamers to cooperate and contribute to their land, allowing others to build together.

6.5 Brodium

Brodium is the in-game resource that can be farmed by playing PVE campaign conquest or battling in PVP Brodium battlefield. Brodium earned can be used to unlock various rarity mysterious warchest. Brodium earned are all tied to individual CHAMPION, therefore cannot be traded or transferred.

6.6 Energy

Energy is the essential resource required to play the game, all CHAMPION will have daily refresh energy to carry out PVE conquest and PVP conquer.

The daily energy threshold can be increased by owning multiple tanks (excluding common tanks). Further details will be updated in the near future. This energy allocation is to strike a true balance on how time, money and skills affect the “play to earn” aspect of the game.

6.7 Turn-Based Card Battle System

Cards and skills to be updated in the near future.

6.8 Bonus Offensive and Defensive Abilities

Bonus abilities to be updated in the near future.





EXTRA GAMEPLAY FEATURES

7.1 CHAMPION System

Each gamer will have a unique Champion to build a team of tanks to fight for glory. These CHAMPIONS can be fully customized, upgraded, and eventually equipped with powerful items that can provide various benefits to their tanks on the battlefield.

The CHAMPION will have basic stats such as attack speed, attack damage, armor, and HP. By completing the PVE campaign gameplay, gamers can level up their CHAMPIONS and their basic stats.

Further down our game development, gamers will be able to equip their CHAMPIONS with different types of gears with different rarity into 6 gear slots that will provide an overall boost to its whole team of tanks. The 6 gear slots include attack damage gear, attack speed gear, armor gear, critical hit chance gear, critical hit damage gear, and AOE damage gear.

Gamers can farm these standard gears for free by completing PVE campaign missions and can forge and upgrade these gears into higher rarity gear.



7.2 NFT Marketplace

As a decentralized blockchain game, gamers have true ownership of their minted tank NFTs. Therefore, the right to trade is wholly owned by the player. Our in-game marketplace makes this process trustless. Gamers can buy and sell their Tanks NFT or separate parts (excluding common parts) using \$AOT tokens. There will be small seller fees added to each transaction. Our Contracts can also be read by the other 3rd party marketplaces on the same chain. This way the game and gamers will benefit from the liquidity of other marketplaces.

7.3 BROBOTS Companion System

Brobots were originally some forms of artificial intelligence service bots, waiters, security, cleaners, farmers, etc. Mundane jobs that people no longer wanted to do.

During the 2nd impact, most service bots were destroyed and without a power source, the remaining ceased to function. With the discovery of Brodium, the more ingenious started to scrap together parts, refurbish and reprogram them into Brobots.

These A.I. sidekicks can serve many functions, from calculating survival odds to making the morning coffee. In the battle for Earth Zero, every champion needs a sidekick, and there are no better sidekicks than a Brobots. Brobots can be farmed freely by completing different phases of the PvE campaign. CHAMPION can bring along Brobots into all battles to showcase their collection. It can also be minted into NFT and trade-in NFT marketplace.

In the later stage of game development, Brobots are another exciting feature of the game which can be used to play a pivotal role in the battle at Earth Zero.

7.4 Iron Forge

Iron Forges are key to developing tanks, but not everyone owns one. CHAMPION seeking to improve their tanks would often join Guilds allowing them usage of an Iron Forge through the guild treaties.

Dominus will earn \$A.O.T tokens every time guild members forge in hopes for a higher rarity part.

7.5 Brodium Mine

Whether it was fate or chance, humans discovered the immense power of Brodium while on a mission to unearth buried old tech. Soon Brodium became the main energy source of Earth Zero. Dominus would build mines to extract it daily to power cities and for refining.

7.6 \$AOT Refinery

Research into refining Brodium leads to the development of the \$AOT Refinery. Crude Brodiums sent to the \$AOT Refinery are first transferred to the melting furnace. Thru a process of distillation different materials will be extracted until it arrives at its purest form. This pure essence will then be melded into the \$A.O.T token!!

With the refinery working endlessly around the clock, Dominus will be participating in a yield pool to earn \$A.O.T tokens daily.

7.7 Dome Nations

The Dome Nations, capital cities of every Dominus, are the social districts where you can find the affluent, the influential, but also the scum and the wretched. There you may find friends, sit down for a beer, trade stories, show off that new scalp you took of your enemies head. But beware, behind every smile might be knife.

AOT's in-game social systems include CHAMPION Buddy systems, Guild systems, and Announcement systems. In the Dome Nations you will have the function to add friends, chat, and coordinate battles to conquer Earth Zero together.



7.8 GUILD Hall

Diplomatic treaties, forming alliances, and betrayal all ultimately led to the formation of guilds. There are mutual benefits to be part of a powerful guild. After all, with so many eyes watching there is nowhere safer to sleep than in the Guild Hall.

Dominus can establish individual Guild on their lands to join 7V7 PVE battle and Guild Raid missions. Each land is allowed only 1 guild to be built.

Each guild can accommodate 50 members. With conditions for entry set by the guild leader. However, to have the option of joining a guild, a CHAMPION must first have at least a complete rare rarity tank.

Dominus who chooses not to build a guild can rent to other gamers as joint development.

7.9 CONCATS Academy

The effects of Brodium extend beyond just energy. Long-term exposure to Brodium has caused the occupants of Earth Zero to develop limited precognitive abilities. CHAMPIONS undergo training to master a process called Concatenation. This process syncs the minds of the tank crew allowing them to fight as if it were one man in a suit. Schools were set up to train more CHAMPIONS with this ability, whereby Cadets are called Concats.

Dominus will have increased the Daily Energy threshold to facilitate the training of Concats.

\$A.O.T TOKENS

\$A.O.T is the digital native currency of Age of Tanks built on the BSC Chain to underpin the ecosystem. The basic aim of presenting \$A.O.T tokens is to bring a fair and transparent payment system between gamers to make the ecosystem more reliable and safer.

Gamers can earn \$A.O.T tokens by winning PVP battle conquer, achieve seasonal top-ranking, owning of \$AOT Refiner, selling of Tank NFT or parts at the in-game marketplace.

They can be used for:

- Minting Tank NFTs and forging parts.
- Making purchase via the in-game marketplace.
- Rewarding gamers for actively participating in the game ecosystem.
- DeFi Staking to earn staking rewards as a certain % of game revenues given out as rewards.
- Governance: empowering gamers to make key decisions regarding the direction of the ecosystem based on the voting of the token holders. There will also be rewards for voters to encourage participation in the voting process.





\$A.O.T TOKENOMICS



300,000,000 \$A.O.T

Allocation	Price	%	\$A.O.T Amount
Seed Fund	0.05	2%	6,000,000
Strategic Fund	0.07	6%	18,000,000
IDO	0.10	2%	6,000,000
Public Sale	–	10%	30,000,000
Initial Liquidity	–	10%	30,000,000
Core Team	–	10%	30,000,000
Partners and Advisors	–	10%	30,000,000
Marketing	–	5%	15,000,000
Game Development	–	15%	45,000,000
Gameplay Incentives	–	20%	60,000,000
Reserves	–	10%	30,000,000

Total Supply:

300,000,000 (100%)



VESTING SCHEDULE

	2021	2022				2023		
Token Allocation	TGE/DEC	JAN	APR	JULY	OCT	JAN	APR	JULY
Month	Mth 1	Mth2	Mth5	Mth8	Mth11	Mth14	Mth 17 th	Mth 20 th
Seed Fund			Quarterly Vesting 20%					
Strategic Fund	10%		Quarterly Vesting 18%					
IDO	20%	Monthly Vesting 20%						
Public Token Sale	10%	Strategic release as per market demand						
Liquidity	Strategic release as per market demand							
Core Team				Quarterly Vesting 20%				
Advisor & Partners			Quarterly Vesting 20%					
Marketing	Strategic release as per market demand							
Game Development			Quarterly 20% upon completion of roadmap					
Gameplay Incentives		Strategic release as per game plan						
Reserves			Strategic release as per game plan					

Listing Exchange	Estimated Initial Market Cap			Diluted Market Cap
Pancake Swap	Listing Price	\$AOT at TGE		\$30M
	\$0.10	x	6M = \$600,000	

10 \$A.O.T ECONOMY

The purpose of \$A.O.T is to create an economic incentive to encourage users to participate in all Age of Tanks activities, to ensure the sustainability & scalability of the game.

\$A.O.T has two main goals: Reward players for their participation in Age of Tanks, incentivizing them to utilize \$A.O.T for transactions, thus creating an internal closed-loop ecosystem, and promoting Ownership and Governance of the game.

\$AOT Rewards Pool

Players will be rewarded with \$A.O.T from the Rewards Pool when they play and compete in-game. The Rewards Pool will be accounted for daily at 0000 hours (GMT+8) of the following day, and \$AOT will be credited into the Player's account.

Daily \$A.O.T Reward Pool S_t is based on the \$A.O.T consumed in the system.

$$S_t = C_t * M + C_s$$

C_t : Daily \$A.O.T consumed. (Minting, Forging and Marketplace Fees)

M : Balanced \$A.O.T in Reward Pool ($1.0 > M > 0$) will be destroyed.

C_s : \$A.O.T awarded via staking, will be pegged to liquidity.

Player's Reward Pool S_a prize calculation:

$$S_a = S_t * P_a / P_n$$

P_a : Player's daily in-game contributions.

P_n : Total Players daily in-game contributions





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