

BATTLEPUNK ARENA

BATTLE PAPER

TABLE OF CONTENTS

- 1. intro**
- 2. element types**
- 3. card types**
- 4. card layouts**
- 5. resistance/weakness**
- 6. rarity**
- 7. the battlezone**
- 8. battling**
- 9. game modes**
- 10. access & levelling**
- 11. ecosystem**
- 12. battlemap**



Intro

Welcome Battler!

We're pleased to have you join us in the arena.

Take your time to read through this Battlepaper and familiarize

yourself with the rules.

By the time you're done here you'll be readily equipped to take on

opponents and begin your journey to Battle Glory!



Element Types

There are 12 Element types in Battlepunk Arena, stemming from the 12 different Biomes on the planet Punkon.

Each element type has its own corresponding Punky cards, Element cards and Environment cards.

Find the element that best suits your desired play style.



- Air 

Air Punkies feature many different types of attacks and abilities and due to this

they work well in conjunction with any other element.

They have a chance of causing the '**dizzy**' effect which causes opponents Punkies to have a high chance of missing attacks.

Air Punkies have a weakness to **Earth** attacks and resistance to **Moon** attacks.

- **Combat** 

Combat Punkies can utilize both light and heavy attacks in battle which makes them versatile in terms of the amount of element required.

Combat Punkies will sometimes hit '**combo**' attacks allowing them to do 2x or 3x damage.

Combat Punkies have a weakness to **Cyborg** attacks and resistance to **Air** attacks.

- **Cyborg** 

Cyborg Punkies have high defence and resistance against effects; however, their attacks and abilities often require a high amount of element.

Cyborg Punkies have a chance of causing the **reboot effect to themselves** after being knocked out which revives them with 10% of their starting health left.

Cyborg Punkies have a weakness to **Electricity** attacks and resistance to **Venom** attacks.

- **Earth** 

Earth Punkies feature high defence as well as an array of special abilities which makes them a great support Element to have in your deck.

They have a chance of causing the '**buried**' effect which prevents opponent Punkies from attacking for 1 or 2 turns.

Earth Punkies have a weakness to **Venom** attacks and resistance to **Water** attacks.

- **Electricity** 

Electric Punkies can often utilize any element type for their attacks which makes them extremely versatile.

They have a chance of causing the '**shocked**' effect which causes opponents Punkies to take damage for every attack they make.

Electric Punkies have a weakness to **Goo** attacks and resistance to **Earth** attacks.

- **Fire** 

Fire Punkies have high attack damage but often burn element on usage. They have a chance of hitting '**combustion**' attacks which spreads damage to every active punky in play.
Fire Punkies have a weakness to **Water** attacks and resistance to **Electricity** attacks.

- **Goo** 

Goo Punkies have great defence and feature special abilities which make it difficult for enemies to attack.
They have a chance of causing the '**stuck**' effect which prevents opponents Punkies from charging more element for their attacks.
Goo Punkies have a weakness to **Combat** attacks and resistance to **Magic** attacks.

- **Ice** 

Ice Punkies have very strong attacks but often require a lot of element to execute.
They also feature special abilities which focus on disarming and trapping opponent punkies.
Ice Punkies can cause the '**frozen**' effect which prevents opponents' punkies from tagging out or trading positions.
Ice Punkies have a weakness to **Fire** attacks and resistance to **Goo** attacks.

- **Magic** 

Magic punkies feature many different abilities and can bring the element of unpredictability to battle.
They have a chance of causing the '**enchanted**' effect which gives Opponents a chance of hitting their own active Punkies with their attacks.
Magic Punkies have a weakness to **Air** attacks and resistance to **Fire** attacks.

- **Moon** 

Moon Punkies feature a balance of attack, defence and special abilities which makes them a great well-rounded element to use.

They have a chance of hitting '**thief**' attacks which steal element from opponent Punkies.

Moon Punkies have a weakness to **Magic** attacks and resistance to **Combat** attacks.

- **Venom** 

Venom Punkies have good attack damage and they do not require too much element, however they tend to have low defence.

They have a chance of causing the '**poisoned**' effect which causes opponents Punkies to deplete health points every turn.

Venom Punkies have a weakness to **Ice** attacks and resistance to **Cyborg** attacks.

- **Water** 

Water Punkies have a low energy requirement for their attacks. They also feature many different healing abilities which makes them a great support element in any deck.

They have a chance of hitting 'drain' attacks which heals them for as much damage as they dealt.

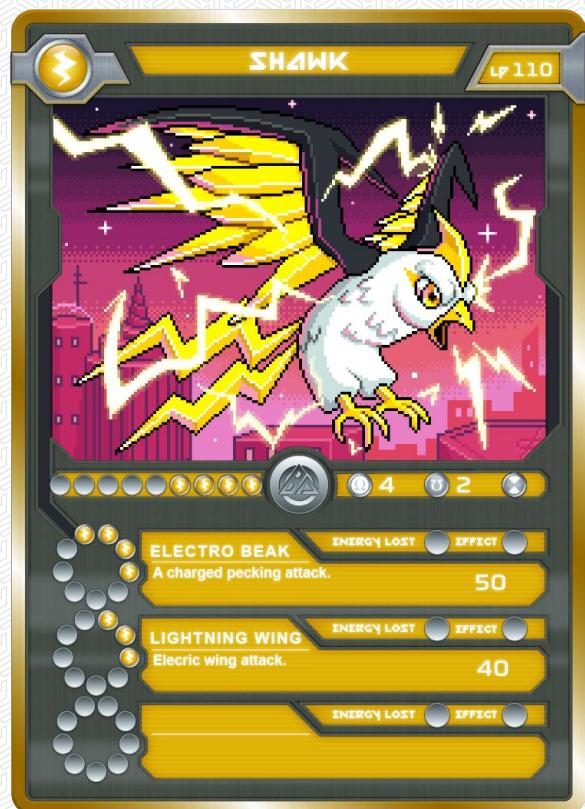
Water Punkies have a weakness to **Moon** attacks and resistance to **Ice** attacks.

card types

There are 5 Distinct Card Types in Battlepunk Arena

Punk Cards

Punkies are the main cards of Battlepunk Arena as they house your Battling creature companions. Get acquainted with your punkies and learn their unique attacks, abilities, strengths and weaknesses to gain a strategic advantage in the arena.



Element Cards

Element cards provide Punkies with the power they need to execute attacks and abilities.

Different attacks and abilities require different elements to activate. You can attach 3 element cards to your Punkies per turn. Familiarize yourself with the element requirements of your Punkies and make sure you always take enough of the right elements

Utility Cards

Utility cards allow you to carry out special actions during your turn.

They can be extremely useful tools of support during battle.

You can use 2 utility cards per turn.



The punky this card is attached to is immune to attacks from fire punkies for 1 turn.



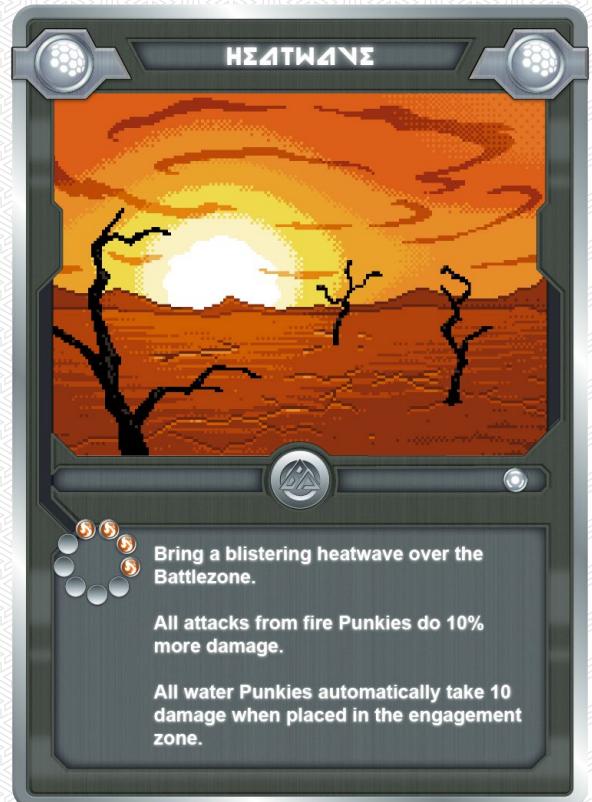
The next time your opponent attacks with a venom Punky send all venom element attatched to that Punky to the bin.

Trap Cards

Trap cards are placed face down during your turn but can only be activated during your opponent's turn when your opponent fulfils the conditions necessary to activate the card. Your opponent can not know what trap card you've placed until they activate it, making trap cards very handy for implementing the element of surprise in battle.

Environment Cards

Environment cards augment the environment of the battle, affecting all Punkies on the board. Each player can have 1 active environment card at a time. Like Punkies, Environment cards require element in order to activate their effects but once active they last for the rest of the battle.



card Layouts

Here is the standard layout of cards in Battlepunk Arena.

Punk Name

The name of the punky.

Punk Cards

Life Points

The amount of life points this punky has

Punk Element

The element of the punky.

Rarity

This cards rarity score

Tag Out Cost

The amount of element it costs to move this Punky back to the reserve.

Weakness

This punkies weakness score

Attack Cost

The amount of element it costs to use this attack.

This Punkies rarity score

Attack Title

The title of this attack.

Effect

The effect caused by this attack.

Attack Description

The description of this attack.

Attack Damage

The damage of this attack.

Expansion

The icon of the expansion this Punky is from.

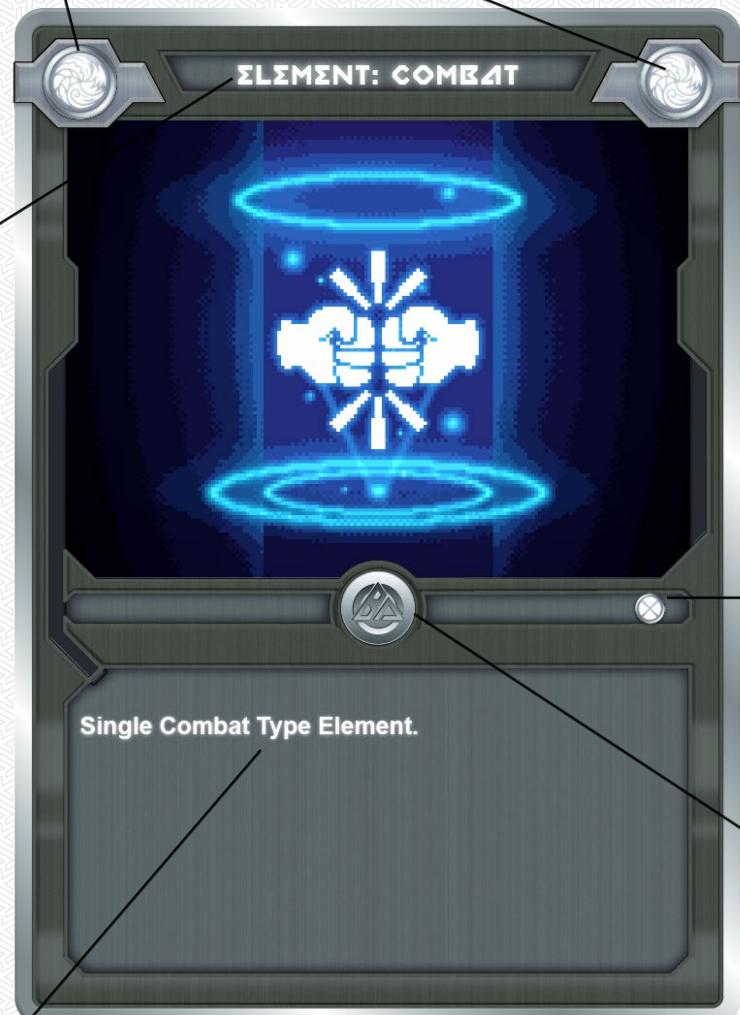
Element Lost

The amount of element lost from this attack.

Card Icon

Icon to show whether this is a utility, element or trap card.

Element, Utility & Trap Cards



Card Title

Title of the card.

Rarity

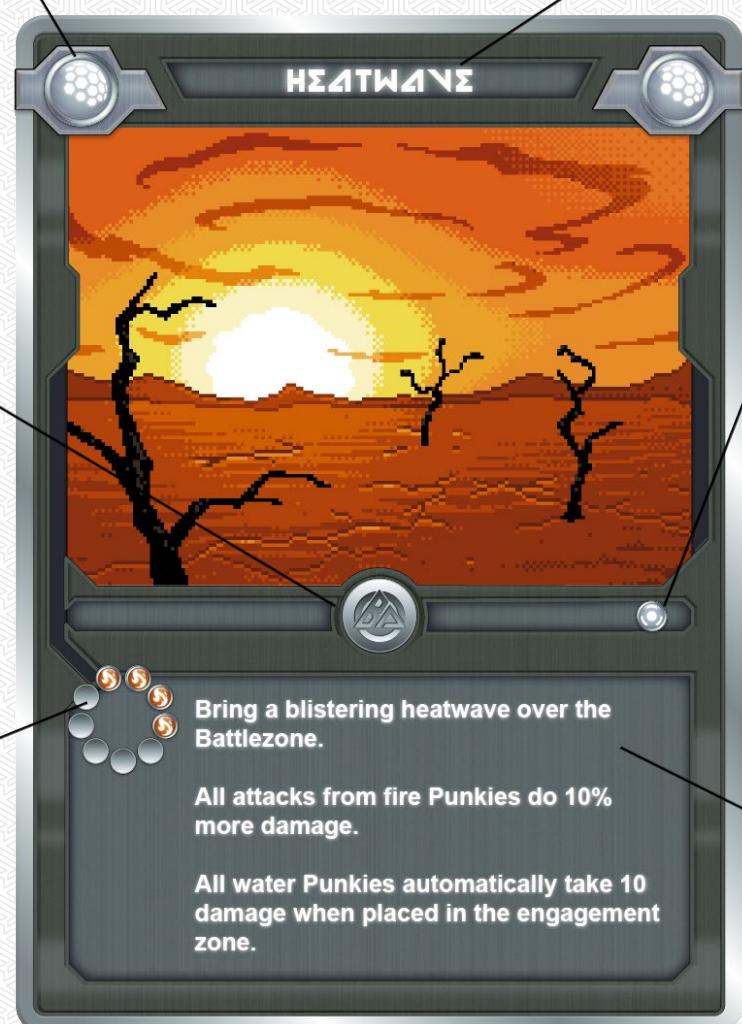
This cards rarity score.

Card Description.

Description of this card.

Expansion

The expansion this card is from.



Environment Icon

Icon to show this is an environment card

Environment Cards

Environment Title

The title of this environment card.

Expansion

The expansion this card is from.

Environment Cost

The amount of element it costs to use this environment card.

Rarity

This cards rarity score.

Environment Description

The description of this environment card

Resistance/Weakness

All Punkies have weaknesses and resistances to elements based on what element they are.

The elemental Resistances & Weaknesses are as follows:

Elemental Resistances/Weaknesses

- **Air:** Air Punkies are Resistant to attacks by Moon Punkies and Weak to attacks by Earth Punkies.
- **Combat:** Combat Punkies are Resistant to attacks by Air Punkies and Weak to attacks by Cyborg Punkies.
- **Cyborg:** Cyborg Punkies are Resistant to attacks by Venom Punkies and Weak to attacks by Electric Punkies.
- **Earth:** Earth Punkies are Resistant to attacks by Water Punkies and Weak to attacks by Venom Punkies.
- **Electricity:** Electricity Punkies are Resistant to attacks by Earth Punkies and Weak to attacks by Goo Punkies.
- **Fire:** Fire Punkies are Resistant to attacks by Electricity Punkies and Weak to attacks by Water Punkies.
- **Goo:** Goo Punkies are Resistant to attacks by Magic Punkies and Weak to attacks by Combat Punkies.
- **Ice:** Ice Punkies are Resistant to attacks by Goo Punkies and Weak to attacks by Fire Punkies.
- **Magic:** Magic Punkies are Resistant to attacks by Fire Punkies and Weak to attacks by Air Punkies.

- **Moon:** Moon Punkies are Resistant to attacks by Combat Punkies and Weak to attacks by Magic Punkies.
- **Venom:** Venom Punkies are Resistant to attacks by Cyborg Punkies and Weak to attacks by Ice Punkies.
- **Water:** Water Punkies are Resistant to attacks by Ice Punkies and Weak to attacks by Moon Punkies.

Resistance/Weakness Symbols

Punkie's resistance is denoted by the  symbol and their Weakness is denoted by the  symbol.

The number besides these symbols on a Punky card lets you know how resistant or weak they are to elements. There is a minimum resistance/weakness score of 0 and a maximum resistance/weakness score of 5 for every Punky. The scores work as follows:

Resistance Scores

-  **0:** Punkies with this resistance take full damage from attacks of their resistant element.
-  **1:** Punkies with this resistance take **15% less** damage from attacks of their resistant element.
-  **2:** Punkies with this resistance take **30% less** damage from attacks of their resistant element.
-  **3:** Punkies with this resistance take **45% less** damage from attacks of their resistant element.
-  **4:** Punkies with this resistance take **60% less** damage from attacks of their resistant element.
-  **5:** Punkies with this resistance take **75% less** damage from attacks of their resistant element.

Weakness Scores

-  **0:** Punkies with this weakness take full damage from attacks of their weakness element.
-  **1:** Punkies with this weakness take **15% more** damage from attacks of their weakness element.
-  **2:** Punkies with this weakness take **30% more** damage from attacks of their weakness element.
-  **3:** Punkies with this weakness take **45% more** damage from attacks of their weakness element.
-  **4:** Punkies with this weakness take **60% more** damage from attacks of their weakness element.
-  **5:** Punkies with this weakness take **75% more** damage from attacks of their weakness element.



Karity

All Cards in Battlepunk Arena have a rarity, represented by a special icon in the right-hand side of the banner section. The rarity of a card is dictated by the maximum total supply of the card

Rarity Scores



- **Extremely Common:** >100,000 max supply.



- **Highly Common:** ≤100,000 | >50,000 max supply.



- **Common:** ≤50,000 | >10,000 max supply.



- **Uncommon:** ≤10,000 | >5,000 max supply.



- **Rare:** ≤5,000 | >1,000 max supply.



- **Very Rare:** ≤1,000 | >100 max supply.



- **Extremely Rare:** ≤100 | >50 max supply.



- **Ultra-Rare:** ≤50 | >10 max supply.



- **Special:** ≤10 | >5 max supply.



- **Legendary:** ≤5 | >1 max supply.



- **One of One:** 1 max supply.



The Battlezone



- **Deck**

Every deck in Battlepunk Arena contains 65 cards. You can choose any combination of cards to have in your deck but cannot have more than 4 copies of the same card per deck.

Players cannot look through their decks or change the order of the cards unless a card grants permission to do so. Your Deck is split into two groups during battle.

1. Punkies

This group is where all the Punky cards in your deck stay. After shuffling at the beginning of the game you pick 4 Punky cards. For the rest of the game, you pick up one Punky card at the start of every turn.

2. Miscellaneous (Misc)

This group is where all the other cards in your deck stay. This includes element cards, utility cards, trap cards and environment cards.

After shuffling at the beginning of the game you pick 6 cards from the miscellaneous group. For the rest of the game, you pick up one card from this group at the start of every turn.

- **Reserve**

The reserve section is where Punkies are placed prior to being put into play.

Punkies in this area can be assigned element and utility cards but are also susceptible to effects and attacks happening in game. Players can have a maximum of 6 Punkies in reserve.

- **Engagement Zone**

This is where engaging Punkies are placed.

Players must always have 3 Punkies in the engagement zone. Failure to do this results in loss of the battle.

After shuffling at the beginning of every battle, players can draw 3 Punkies directly from their hand to the engagement zone. After this in battle players must first place Punkies in reserve before bringing them to the engagement zone.

- **Environment Zone**

This is where environment cards are placed when in play.

Players can only have one environment card in play at a time.

- **Trap Zone**

This is where trap cards are placed when in play.

Players can only have one trap card in play at a time.

- **Infirmary**

This is where Punky cards go when they are knocked out of play. Cards are placed facedown here and cannot be used again in the current game unless revived by another card.

- **Bin**

This is where discarded Miscellaneous cards go when they are no longer in play.

- **Hand**

After shuffling at the beginning of every battle, each player draws 10 cards to their hand.

4 Cards from their Punky group and 6 cards from their miscellaneous group.

From then on players draw one card from each group at the start of each turn.

Opponents cannot look at each other's hand unless a card permits them to.

battling

Here are the rules of engagement when battling in the arena.

- **Victory Terms**

There are 3 ways to win a battle:

1. Knock out 12 of your opponent's Punkies. (KO) knock out
2. Knock out all your opponent's Punkies in play. (TKO) technical knockout
3. Your opponent forfeits the battle. (FFW) winner by forfeit

- **Beginning Battle**

1. Play rock paper scissors, the winner decides which player goes first
2. Separate your 65- card deck into Punkies and Miscellaneous, then place them in their respective spots.
3. Draw 4 cards from your Punkies group and 6 from your miscellaneous group.
4. Place 3 of your Punkies facedown into the engagement zone
5. Place your final Punky facedown in your reserve (optional)
6. Once all beginning active Punkies are placed by both players, Players flip over their active Punkies and the battle begins.

- **Turns**

Battles are carried out in turns.

Every turn has 3 phases:

1. **The Draw:**

Draw one card from your Punkies group and one from your miscellaneous group.

2. **Strategy:**

During this phase you can do any of the following in any order.

- Place Punkies from your hand to your reserve

- Assign 3 element cards to your Punkies in whatever order you like
- Play as many miscellaneous cards as you like.
- Tag out your active Punkies

3. Attack:

The attack Phase begins when you execute an attack or ability from one of your Punkies in the engagement zone.

Once the attack phase of your turn has begun you cannot execute actions from the strategy phase.

Punkies in the engagement zone can execute only one attack or ability.

Once each Punky in the engagement zone has executed one attack or ability, your turn ends.

- **Attacks.**

Effects are special conditions that apply to Punkies, sometimes for multiple turns

- **Effects.**

Effects are special conditions that apply to Punkies, sometimes for multiple turns.

Effects can only apply to Punkies in the engagement zone. Once a Punky is tagged out to the reserve they recover from all effects. When a Punky is under a specific effect the effect icon appears on the right-hand side of the Punky card.

The current effects in Battlepunk Arena are as follows:

1. **Buried**: When your Punky is buried they cannot attack for a turn
2. **Dizzy**: When your Punky is dizzy they have a high chance of missing their attacks for 3 turns
3. **Enchanted**: When your Punky has the enchanted effect, it has a chance to hit one of your other punkies in the engagement zone or reserve with its attacks for 3 turns.
4. **Frozen**: When your Punky is frozen it cannot tag out for 4 turns.

5. **Poisoned:** When your Punky is poisoned it loses 25% of its life points at the start of your turn for one turn.
6. **Reboot:** When your Punky activates the reboot effect it revives itself with 10% life points remaining. This can only be activated when your Punky is knocked out.
7. **Shocked:** When your Punky is shocked it takes 25% of the damage from any attack it makes for one turn.
8. **Stuck:** When your Punky is stuck they cannot add any element cards to themselves for a turn

- **Special Attacks.**

Special attacks are attacks with buffers activated to enhance them.

The current special attacks are as follows

1. **Combo:** Attacks with the combo buffer hit more than once doing 2x or 3x damage
2. **Combustion:** Attacks with the combustion buffer do an additional damage of 50% to each of the Opponents Punkies on the board that were not initially attacked.
3. **Drain:** Attacks with the drain buffer heal the attacking Punky by 50% of the damage that the attack does.
4. **Thief:** Attacks with the thief buffer steal one element from your opponents Punky and assigns it to your own.



Game Modes

There are 5 main game modes in Battlepunk Arena

- **Battle Dojo**

The battle dojo is where players go to hone their skills and train for battle.

Choose to play through the beginner's tutorial or engage in AI training battles.

- **Campaign**

Play through the single player campaign and progress through the different storylines as you gain experience and collect new Punkies and upgrades along the way.

- **Duel**

Battle One on One against battlers from all over the world in Duel mode. There are 3 different types of Duels to choose from.

1. **Spar:** Engage in friendly sparring matches against your opponents. Battle it out to see who is the best; nothing on the line.

2. **Wager match:** In wager matches, both players agree on a set amount of Battlebucks to wager. The Battlebucks are then put into a match escrow and at the end of the game the winner takes all.

3. **Collector match:** In Collector matches, both players wager one Punky of their choice each. The winner takes home both Punkies.

- **Tournament**

Participate in a series of ranked matches to compete for Battle supremacy and epic prizes.

Winning a tournament match, progresses you on to the next stage of the tournament.

Losing results in being knocked out of the tournament.

There are 4 Types of tournaments in Battlepunk Arena.

1. **Daily Tournaments:** Daily tournaments take place every 2 hours and require only an entry fee to participate. You can reserve your place in daily tournaments beforehand. Placing top 10 in a daily tournament allows you to participate in the weekly tournament.
2. **Weekly Tournaments:** Weekly tournaments only take place once a week on Saturdays. One tournament is held every 2 hours on that day, meaning 12 tournaments in total.
To participate in weekly tournaments you need to pay the entry fee and also to have placed top 10 in a daily tournament for that week. Placing top 10 in a weekly tournament allows you to participate in the monthly tournament. The prizes in weekly tournaments are better than those in the daily tournaments.
3. **Monthly Tournaments:** Monthly tournaments only take place once a month on the last Sunday of the month. Two tournaments are held on that day, one at 2am UTC and one at 2pm UTC.
To participate in monthly tournaments you need to pay the entry fee and to have placed top 10 in a weekly tournament for that month.
The prizes in monthly tournaments are even better than the prizes in weekly tournaments.
4. **GOD Tournaments:** God tournaments are held seasonally, One in Spring, one in Summer, one in Autumn and one in Winter.
They are legendary tournaments where anyone can participate but players must reserve their places beforehand. God tournaments feature a huge cash prize and give players a chance to win some Special and Legendary Punkies.

- **Deck Builder**

The Deck Builder is where you can view and arrange your collection of cards.

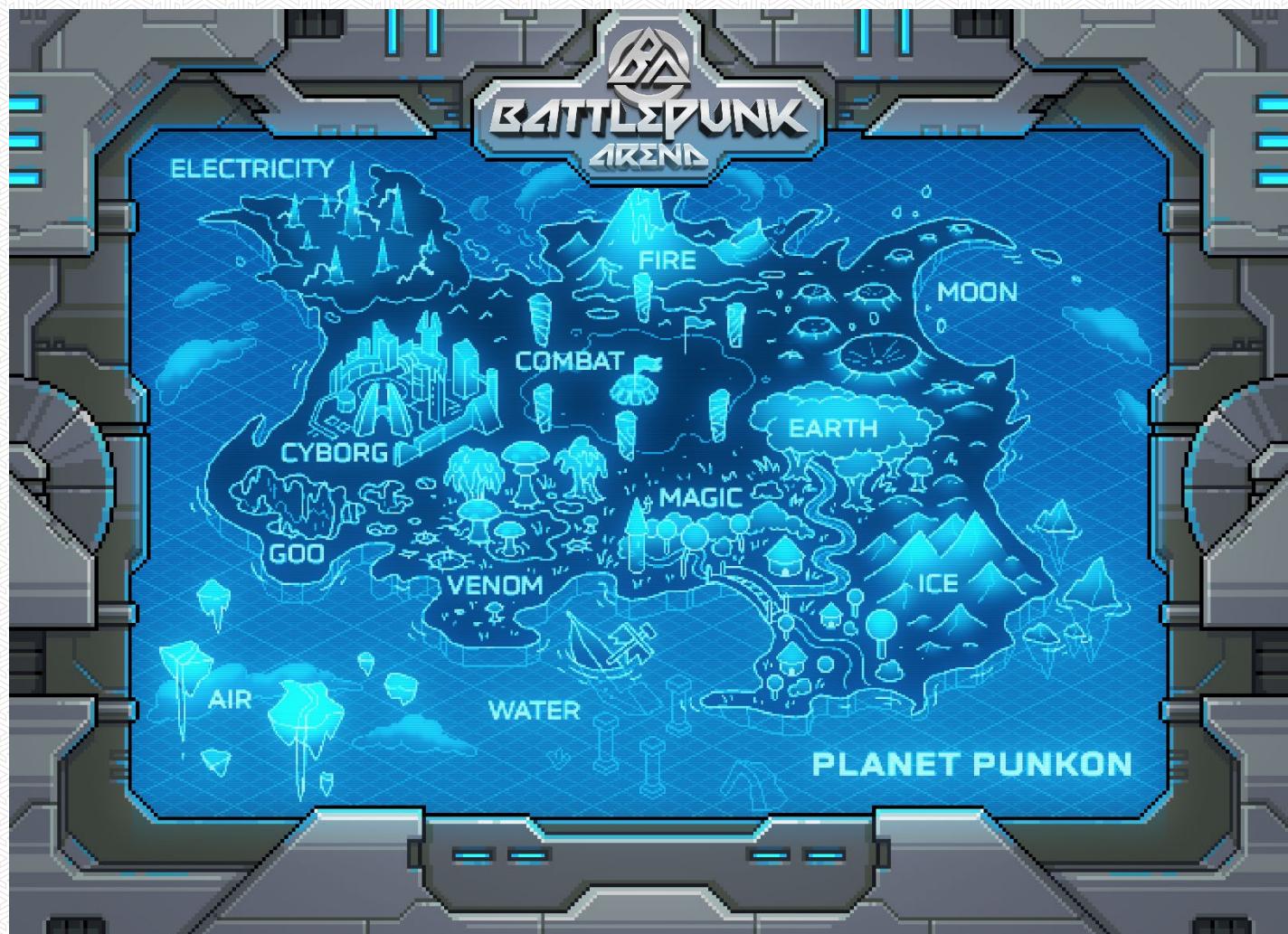
Use your favourite, Punkies, Element cards, Utility cards, Trap cards and Environment cards to build custom 65 card decks to take into battle. You can also check out new cards you've acquired in game or in the Arena Market.

- **Punkon**

Playing in Punkon will unlock a whole planet of gameplay where players can own their own plots of land from the 12 Biomes on the planet Punkon.

Players will be able to use this land to breed new Punkies, excavate for treasures, decorate and build and even farm Battlebucks.

The Punkon Game Mode is still in its conceptual stages and will be released in phases after the official release of the Battlepunk Arena Game, beginning with an initial sale for plots of land on Punkon.



Access & Levelling

In order to begin battling in the Arena, you must own a Battler NFT.

Battler NFTs act as your in game avatars, as you play through Battlepunk Arena you will accrue experience points (xp) for your Battler. When you have collected enough xp your Battler will level up.

Every time your Battler levels up they gain a Spawn token which allows them to Spawn a new Battler. Every Battler has a maximum level of 10.

There are 3 types of Battler NFTs



- **Battlepunks**

Battlepunks are the OG Battlers of the Battlepunk Arena.

There are only 10,000 of them in existence and owning one grants you early access to the Battlepunk Arena Game.

Owning a Battlepunk also provides holders with a suite of benefits within the Battlepunk Arena Ecosystem, often granting them access to exclusive drops and events held by the Battlepunk Arena community.

Battlepunks can spawn 1 Battleclone at each new level they reach.

Battleclones spawned directly from Battlepunks are known as Exodus Battleclones. Exodus Battleclones have a maximum supply of 99,979.

- **Battleclones**

Battleclones are the standard Battlers of the Battlepunk Arena. Owning a Battleclone allows you to play the Battlepunk Arena game. Battleclones spawn more Battleclones and have no maximum supply. (There is an infinite possible amount of them)

- **Battlegods**

Battlegods are the elite Battlers of the Battlepunk Arena.

There are only 21 Battlegods in existence and owning one grants all the benefits of owning a Battlepunk as well as some speciality benefits. Battlegods are given their own special plots of land and have access to exclusive drops of experimental cards. Battlegods can spawn 2 Battleclones at every new level they reach instead of 1. Battleclones spawned from Battlegods are known as Demigod Battleclones. Demigod Battleclones have a maximum supply of 42.



Ecosystem

Battlepunk Arena features an active ecosystem backed by two tokens.

- **Battlebucks**

Battlebucks are the native token of the Battlepunk Arena. Earn Battlebucks in game by playing through the campaign or by going head-to-head with opponents in the arena.

You can use Battlebucks to purchase key-cards in game and also to purchase entry into daily, weekly, monthly and GOD tournaments. Battlebucks can also be used in order to spawn new Battleclones, to breed Punkies and to build on your land.



- **Lunar System Dollar**

The Lunar System dollar is the central token of the Lunar System Company. Its primary utility is in the Arena Market where it can be used to buy new Punky Cards, Element Cards, Utility Cards, Environment Cards and Trap Cards. Lunar System Dollar can also be used to purchase land, buildings, and other accessories in the market.

BATTLE MAP

MAY 2021 - THE INCEPTION

THE EXPERIENCED LUNAR SYSTEM TEAM BEGINS PUTTING TOGETHER THE INITIAL BUILDING BLOCKS FOR THE BATTLEPUNK ARENA UNIVERSE!

OCTOBER 2021 - COMMUNITY

THE FIRST BATTLEPUNK ARENA SITE IS LAUNCHED AND COMMUNITY BUILDING BEGINS.

NOVEMBER 2021 - ENTER THE BATTLEDERS

THE FIRST SALE OF BATTLEPUNK NFTS IS LAUNCHED.
FUNDS ARE USED TO ENHANCE THE BATTLEPUNK BRAND AND BEGIN EARLY STAGE GAME PLANNING.

DECEMBER 2021 - PUNKMAS

IT'S THAT TIME OF THE YEAR WHEN WE SPEND TIME WITH FAMILY AND GIVE BACK TO OUR COMMUNITY.
THE PUNKMAS CAMPAIGN WILL BE LAUNCHED.

2022 Q1 - PRIVATE SALES ETC.

THE FLOOR IS SWEPT TO Usher in the new year.
THE CAMPAIGN FOR THE NEW YEAR'S PRIVATE SALE BEGINS.
FIRST PRIVATE SALE IS HELD.
FULL DEVELOPMENT OF BATTLEPUNK ARENA GAME WILL BE UNDERWAY.
BATTLEBUCKS AND LUNAR SYSTEM DOLLAR INGAME

2022 Q2 - GAME TIME!

ARENA MARKETPLACE WILL BE RELEASED TO ALLOW PLAYERS TO BEGIN TRADING CARDS AND NFTS.

BATTLEPUNK ARENA GAME RELEASED IN EARLY ACCESS STAGE FOR HOLDERS.

2022 Q3 - PUNKON!

PUNKON GAMEPLAY WILL BEGIN BEING IMPLEMENTED, ALLOWING PLAYERS TO BREED PUNKIES, FARM BATTLEBUCKS, EXPLORE AND MORE.
MORE PARTNERSHIPS AND COLLABORATIONS WILL BE ESTABLISHED TO PROMOTE THE ROLL OUT OF PUNKON GAMEPLAY!

2022 Q4 - THE BATTLEVERSE

FUNDRAISING INITIATIVES WILL BE ROLLED OUT IN ORDER TO BEGIN THE RAPID EXPANSION OF THE BATTLEVERSE

GAMEPLAY WILL BE EXPANDED FOR BATTLEPUNK ARENA.

WORK ON BUILDING LAYER 2 SIDECHAIN WILL BEGIN.