



# Pandora

The decentralized NFT loot box.

Gamifying trading experiences to solve NFT market illiquidity problems

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## TL;DR

- Pandora is a decentralized NFT lootbox/gachapon/mystery box.
- It aims to gamify NFT buy-and-sell experiences to solve the NFT market's illiquidity problems.
- Pandora's NFT lootbox concept is similar to lootbox in general mass games (e.g., Overwatch, CS:GO)
- The "Lootbox maker", who holds many NFTs, can deposit their NFTs in the lootbox and set the ticket's price.
- "Ticket buyer" can purchase the tickets to get the random NFTs inside the lootbox.
- Pandora will mint tickets for Ticket Buyer and random drawing mechanisms using Chainlink VRF and Keepers.



## The Why

There is nothing fancy about the "Big why" that Pandora is trying to address. NFT illiquidity has been the elephant in the room since its inception. Many have been trying to offer solutions - NFT lending, NFT installment, and tokenized NFT to name a few. Although we respect those ideas with the same intention and such creative solutions, we feel that they, sometimes, can be too complicated and not user-friendly. Pandora believes otherwise. NFT illiquidity should be addressed with "fun"; with gamifying experience.

## The How

Pandora offers users the same lootbox-opening experiences as opening items or skins loot boxes for mass online gaming, which many of digital natives are familiar with.

To understand how Pandora works, there are two main actors in Pandora's journey: the "Lootbox maker" (Alice) and the "Ticket buyer" (Bob). The two actors will be illustrated through 4-step Pandora journey for ease of understanding (pain, sell, buy, and exercise).



Alice,  
Lootbox maker



Bob,  
Ticket buyer

### 1. Pain



**Lootbox maker:** Alice owns a lot of NFTs, from Blue-chips to normal rank NFTs. The pain she has been facing is that she does not want to sell her Blue-chip NFTs at loss and does not want to own a lot of normal NFTs.



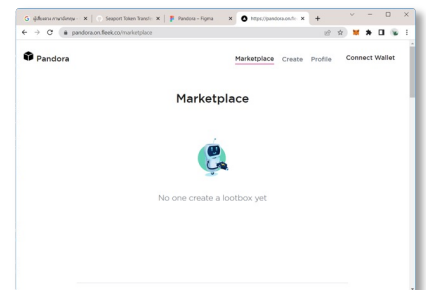
**Ticket buyer:** Bob is a newbie to NFT trading. He wants to buy some NFT and hopefully own some Blue-chip one. He does not know which one to pick and does not have much money to buy Blue-chip NFTs.

### 2. Sell



**Lootbox maker:** Alice handpick her NFTs that she wants to sell. Let's say she wants to sell 1 Blue-chip and 9 normal. She can choose to create a lootbox by selecting those NFTs, set the ticket price, minimum ticket required and the expiration period. That is pretty much what she needs to do.

**Pandora:** Pandora will generate Alice's lootbox and put it up on Pandora's marketplace page.



### 3. Buy



**Ticket buyer:** Bob browses through the marketplace to choose which lootbox he wants to buy a ticket from. After purchase, he will get a ticket NFT to use to redeem the prize. He can also sell this ticket NFT on the other NFT marketplace.

**Pandora:** Pandora does two things: authorize and limit ticket-purchasing attempts and mint the Ticket buyer ticket NFTs.



## 4. Exercise



**Lootbox maker:** If the overall minimum tickets purchased are met, the prize redeemable process will proceed meaning Alice's NFTs will be transferred to ticket holders and Alice gets the total ticket sales.



**Ticket buyer:** If the overall minimum tickets purchased are met, Bob will randomly get the NFT(s) from Alice's lootbox.

**Pandora:** Pandora will mint tickets for Ticket Buyer and random drawing mechanisms using Chainlink VRF and Keepers.



Winning Pandora Ticket



Winner Claimed Ticket



Expired Ticket



Refundable Ticket



Refunded Ticket

## 5. Redeem



**Lootbox maker:** If the overall minimum tickets purchased are **not** met, Alice can claim back her NFTs in the lootbox. This should prevent her concerns in the ownership of the NFTs.



**Ticket buyer:** If the overall minimum tickets purchased are **not** met, Bob's ticket will change from the normal ticket to 'Refundable ticket'. He can refund back the purchase amount from Pandora. This should make it fair for the game of luck

**Pandora:** Pandora will provide all of the above actions automatically when the minimum tickets purchased are not met. This aims to provide the most fairness to all parties. Noted that Pandora's generate revenues from % fee on the ticket price.

## What's Next

### Phase 1: Jun 2022

*Release Pandora V.1 (MVP)*

- Pandora Marketplace
- Create lootbox
- Profile
- Supports ERC721
- 1 Lootbox maker per lootbox

### Phase 3: Sep - Dec 2022

*Pandora for Launchpad*

- Releasing launchpad NFTs in lootboxes

*Loot(Air)drop by Pandora*

- On-chain lootbox airdrop for protocols

**"Pandora @ Chainlink Hackathon"**

**"Introduce the Madness in Pandora Box"**

**"Unleash Pandora's Madness"**

**"Pandora Multiverse of Madness"**

### Phase 2: Jul - Aug 2022

*Release Pandora V.2*

- Gamefi Pandora Marketplace
- 2+ Lootbox makers per lootbox
- Suggested ticket pricing
- Introduce 'Buy 10 give 1'tickets promotion

*Pandora Integration*

- OpenSea starter pack powered by Pandora

### Phase 4: 2023

*Cross-chain Pandora*

- Support cross-chain NFT lootboxes