



1. Project Overview: What is Puck Buddies?

Puck Buddies is an NFT Ice Hockey themed collectable card game with Play-to-Earn elements running on the Binance Smart Chain. The game uses its proprietary **BUDDIES** Coin (**BUDS**) as the in game token.



Players can purchase various types of *Puck Buddies* Playing Cards to make up a fully rostered team (Offence, Defence, Goalie). Players can then use their team to play against computer generated opponents in a simulated matchup. When a player wins a matchup, they are rewarded with **BUDS**.

Matchups will always earn the Player experience points (PBXP) which can be used to upgrade the stats of a Collectable Player Card.

The game also has many cosmetic options where Players can outfit their Player Collectable Cards with special jerseys.

All Collectable Player Cards and Jerseys can be bought and sold in their respective marketplaces.

Puck Buddies is part of the *Pixel Buddies* universe, where we plan on releasing many various themed trading card games with play-to-earn elements all powered by **BUDS**.



2. Go-To-Market Strategy

Our goal is to develop a rich community of end-users on various social platforms. We will utilise all of the standard platforms to deliver content relevant to the Puck Buddies game and the Pixel Buddies Universe.

One of the key elements we will use for player engagement is contests and competitions where users can submit new Jersey designs for consideration.

We will use a combined strategy of broadcasting play and design sessions on Twitch with recap videos being posted on YouTube.

3. Product Viability

People love to collect things. And sports themed trading cards have become some of the most desirable collectables ever. While sports and athletic brands have made efforts to get into the NFT market, we are the only product that combines a sports themed trading card system with play to earn elements and customisation.

We believe the cards on their own will become desirable to own and the play-to-earn elements on top makes the product that much more attractive to players and investors.

4. Product Roadmap

Aug 2021 - Development Begins on *Puck Buddies*

Oct 2021 - First Beta Testnet iteration of *Puck Buddies* is released

Jan 2022 - Alpha version of *Puck Buddies* is released on the Testnet

Mar 2022 - Initial Coin Offering and Crowd Sales begin

May 2022 - **BUDS** liquidity pool is created from Crowd Sales

May 2022 - Crowd Sale and ICO **BUDS** Distributed

May 2022 - *Puck Buddies* Goes live on Mainnet

Jun 2022 - Add customisable skates, and sticks

Jul 2022 - Add Display Case page where users can display their finest cards to share

Beyond

- Release 2nd edition *Puck Buddies* cards with updated card design
- Development begins on *Ball Buddies*, a Basketball Themed collectable trading card game using **BUDS** coin
- *Footy Buddies*, a Soccer themed collectable trading card game
- *Super buddies*, a Super Heroes and Super Villians themed trading card game
- **Etc**

5. Revenue

BUDS can be purchased using **BNB**.

BUDS will be used for all transactions in the *Puck Buddies* game, and by extension , the *Pixel Buddies* universe.

Items that can be purchase include:

- Offence Player Cards
- Defence Player Cards
- Goalie Player Cards
- Custom Jerseys

Player cards will last forever, however, their ability to participate in *Play-to-Earn* elements of the game is limited to 180 days. The player “ages up” as time goes by to encourage the user to participate as much as possible in the game while their cards are active. This will also encourage the player to purchase more cards when their active cards “retire”.

New Player Cards can be either minted or purchased from the marketplace. All **BUDS** collected for the purchase of players automatically get placed into the “play-to-earn” payouts pool.

Jerseys provide a fantastic opportunity to create visually pleasing, desirable and rare items. While these items will not provide any strategic bonus, they do make the player cards look extraordinary! Jerseys can be purchased from the Pro Shop or from the Equipment Marketplace.

BUDS collected from the sale of jerseys may be distributed to the play-to-earn payouts pool or to other avenues as needed.

All market sales attract a market fee which is payable directly to the development team. This is what we will use as our payment to pay for the running costs of the game.

6. Product In Depth

Collectable Player Cards

End users can purchase Collectable Player Cards. These are ERC721 tokens. Upon minting a new card, the card is assigned randomly generated DNA which will determine the card's various visual elements as well as its initial stats. All cards will have 180 days until they are considered "retired". They are active during these 180 days and can be used in the "play-to-earn" parts of the game.

Cards are either Offensive Player, Defensive Player, or Goalie.

Card Types

Offensive Player cards have a higher starting offensive power (between 50 and 99) and a lower starting defensive power stat (between 0 and 49).

Defensive Player cards have a higher starting defensive power (between 50 and 99) and a lower starting offensive power stat (between 0 and 49).

Goalies do not have offensive power and only defensive power. Their initial stats are between 75 and 99.

All randomly generated are determined using a bell curve of 4 iterations (4 random numbers are selected and the average of those 4 determines the initial stat number). This means that significantly over-powered or underpowered stats are more rare than middling stats.

Upgrading Stats

Playing card stats can be upgraded to a maximum of 99 points. If either one of a player's stats reaches 99 points, the border of the card is upgraded to show this. If an offensive or defensive player manages to upgrade both stats to 99, then a special border is applied to that card.

Players use PBCP (the in-game experience points) to apply stat points to their cards. The amount of PBXP rewards as well as the upgrade costs can be fine tuned by the development team to provide the most balanced experience possible.

Selling Cards

Players can sell their cards on the Player Marketplace. All sales will have a fee added on top to the sell amount and the total will be represented in the Marketplace. Users can choose to remove unsold cards from the marketplace at no cost (other than gas fees). Locked Player Cards cannot be sold.

Gifted Cards

Players can gift cards to other users simply by entering in the target address in the Gift Playing Card area. Locked Player Cards cannot be gifted

Locked Player Cards

When a team is set and has played a match, the cards representing those players become locked for a certain amount of time. Player cards are unlocked when there are no matchup timeouts pending.

Player Outfits and Rarity

Players are assigned a randomly generated outfit upon minting. Some elements will be more rare than others, while other elements will have an even chance of being assigned.

Jerseys, Helmets, Gloves, Shorts, and Socks (Pads for Goalies), Visors

All of these elements have a perfectly even chance of being assigned. These elements are all replaced when a custom jersey is purchased so we did not want to cover up and particular rarities. However, getting a matching set of random jersey elements would be a lot more rare than a mix of elements.

Skin colour and Hair

The elements are evenly distributed at random.

Player Stick

- Dark Wood - 1 in 16.67 chance (6%)
- Black Carbon - 1 in 4 chance (25%)
- Light Oak - 1 in 2 chance (69%)

Skates

- Light Grey - 1 in 100 chance (1%)
- Medium Grey - 2 in 5 chance (29%)
- Black - 3 in 5 chance (50%)

Laces

- Pink - 1 in 1000 chance (0.1%)
- Green - 1 in 500 chance (0.2%)
- Light Blue - 1 in 250 chance (0.4%)
- Dark Blue - 1 in 200 chance (0.5%)
- Orange - 1 in 100 chance (1%)
- Red - 1 in 50 Chance (2%)
- Yellow - 1 in 40 chance (2.5%)



- Black - 1 in 7.52 chance (13.3%)
- White - 4 in 5 chance (80%)

Country

- Canada - 42.75%
- United States - 27.93%
- Sweden - 9.67%
- Finland - 5.82%
- Russia - 5.23%
- Czech Republic - 3.35%
- Switzerland - 1.18%
- Slovakia - 0.98%
- Germany - 0.88%
- Denmark - 0.78%
- Latvia - 0.39%
- France - 0.29%
- Belarus - 0.19%
- Slovenia - 0.14%
- Norway - 0.13%
- Austria - 0.11%
- Netherlands - 0.1%
- Australia - 0.09%

Teams and PvC Matchups

Team Names and Stats

A Player's Team Name will be randomly assigned when they first join Puck Buddies. This team name is generated from the Player's wallet address so each address will be unique.

Computer Opponent team names are also randomly generated.

Teams are made up of 3 Offence Player Cards, 2 Defence Player Cards, and 1 Goalie Player Card. The combined Offence Power (OP) and Defence Power (DP) make up the Team Stats.



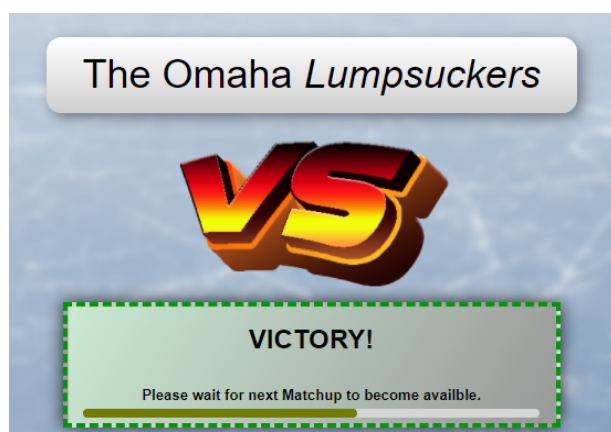
Player Cards can be swapped out for other active cards.

PvC Matchups are simulated matches of Ice Hockey that play out automatically. The games are initiated by the player by clicking one of the available matchup buttons.

When a matchup has been played, it will lock up for a certain amount of time and this will also lock the players onto the team.

If the Player Wins the matchup, they are rewarded with a certain amount of BUDDIES coin and PBXP.

If the player loses the matchup, they do not receive any BUDDIES but they still receive PBXP



ProShop and My Equipment



Players can purchase all sorts of fun jerseys to apply to their players.

For each jersey there is a preview graphic, a set for Offensive/Defensive Players, and a Goalie set. All Jerseys are ERC1155 Tokens.



Jerseys can be removed from the Player Card and will be returned to the player's inventory. Players can be sold on the Player Marketplace while wearing a custom jersey and that jersey will then also become property of the purchaser.

Player Marketplace and Equipment Marketplace

Players can use these two marketplaces to buy and sell their Player Cards or owned Equipment. All market sales will attract a fee that is paid directly to the developers. This is the primary source of income for the developers and is used to pay for operating costs.

7. Technology

Puck Buddies is built using VueJS and uses the Binance Smart Chain to host its contracts. Puck Buddies also uses Moralis.io for various block-chain related interactions and for some database management.

All code will be made publicly available for scrutiny other than some security related code.

Token Assets

BUDS are ERC20 tokens
Player Cards are ERC712 tokens
Jerseys are ERC1155 Tokens
PBXP are ERC1155 Tokens

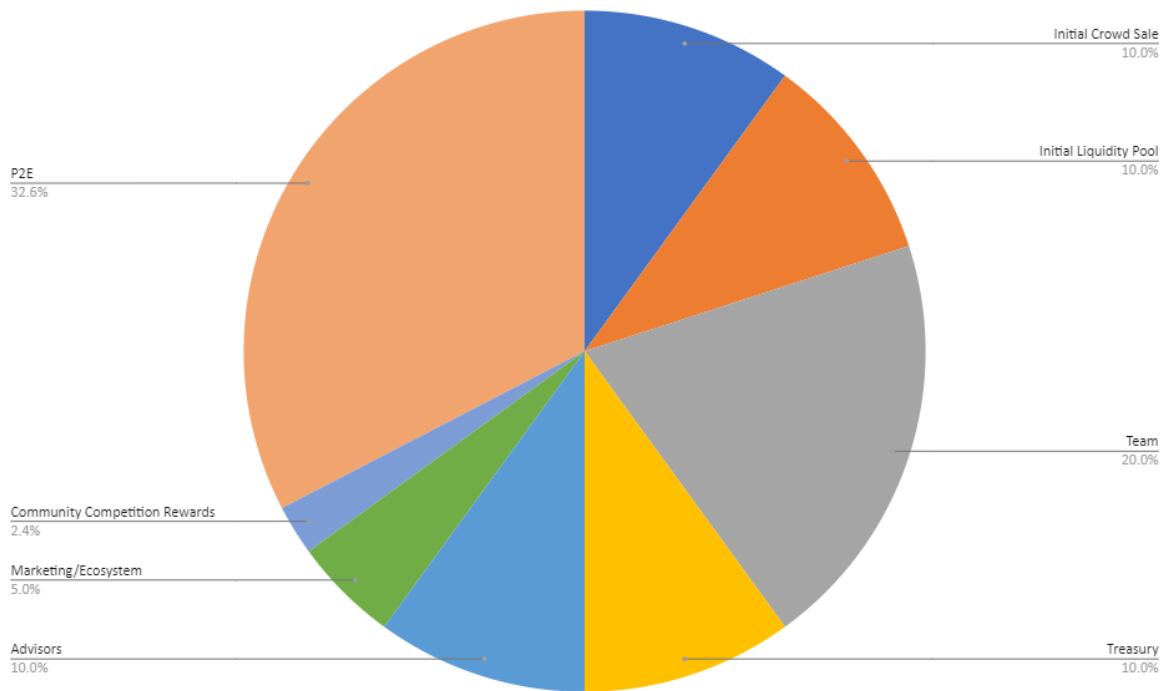
BUDDIES Token (BUDS)

The **BUDDIES** Token (**BUDS**) is an ERC20 limited to 21 Million Tokens. New tokens cannot be minted and the only extra functionality added to the contract is the ability to burn tokens.

A liquidity pool will be made available from the BNB collected off of the Crowd Sale. BNB collected from privately sold **BUDS** will also supply the liquidity pool.

The main liquidity pool is earmarked as Pancake Swap right now.

Token Distribution



| Percent | BUDS | Usage |
|---------|--------------|-------------------------------|
| 10.00% | 2,100,000.00 | Initial Crowd Sale |
| 10.00% | 2,100,000.00 | Initial Liquidity Pool |
| 20.00% | 4,200,000.00 | Team |
| 10.00% | 2,100,000.00 | Treasury |
| 10.00% | 2,100,000.00 | Advisors |
| 5.00% | 1,050,000.00 | Marketing/Ecosystem |
| 2.38% | 500,000.00 | Community Competition Rewards |
| 32.62% | 6,850,000.00 | P2E |

8. Team

Kyle D - Lead Designer and CTO

Kyle Davis has been active in programming and development for many years. Recently the idea of a block-chain game came up in the form of Collectable Trading cards that can be used to earn rewards, and so Puck Buddies was created. Being a Canadian and fiercely fanatical of Ice Hockey, Puck Buddies was a natural starting point for this project. A lot of time has gone into customising the feel of the game so names and teams and looks feel authentic.

Vuka S - Space Monkey

Being a founder, partner and advisor on several innovative tech start-ups over the past 10 years. Vuka has been able to blend his technical skills with his managerial ability to move projects forward and navigating through sticking points to find successful solutions. With a keen eye for detail and an iron grasp on the global considerations necessary to move forward in the right direction he is a welcome addition to our tight knit team. He is extremely excited to be a founding member of the Pixel Buddies ecosystem and really looking forward to playing a key role progressing this project through this first game and all the subsequent games to follow in the Pixel Buddies Metaverse.

Brendan P - CFO

Brendan is a co-founder of Stayers Group and has been entrusted with the great responsibility of looking after the finances. As an experienced entrepreneur he brings a wealth of experience in starting, running and growing businesses. He is excited about the amazing potential of cryptocurrencies, Puck Buddies and the hypergrowth of Play to Earn games

Jesse B - Advisor and founding member

Jesse spent the first 12 years of his career as a technical designer, editor and 3D artist within the film and VFX industry, creating high end content for Australian television and founding a successful production company based in Melbourne. However when Oculus released their first dev kit in 2013 he immediately saw the potential of the technology and transitioned full time into virtual reality development. He has since founded 2 successful tech startups built on VR and interactive technologies and is passionate in his quest to create immersive worlds to entertain, educate and improve well-being. Jesse is an avid gamer and crypto enthusiast and truly believes that the play to earn genre can generate financial stability and freedom for those who otherwise have very few options.