



TON DUNGEON

OFFICIAL WHITEPAPER

VERSION 1.0 · 2025

BUILT ON TON BLOCKCHAIN

TELEGRAM MINI APP

[TONDUNGEON.COM](https://tondungeon.com)

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EXECUTIVE SUMMARY

TON Dungeon is a free-to-play, play-to-earn role-playing game (RPG) built as a Telegram Mini App on the TON blockchain. Players create a character, complete daily quests, collect items, level up and earn PNY — the game's native utility token — which can be withdrawn to any TON-compatible wallet.

The game is designed for accessibility: no wallet required to start, no fees to play, and fully embedded inside Telegram — the world's leading messaging platform with over 900 million monthly active users.

"TON Dungeon merges the depth of classic tabletop RPGs with the viral distribution power of Telegram, creating a sustainable play-to-earn economy on the TON blockchain."

PNY has a fixed supply of **1,000,000,000 tokens**, of which 40 % is allocated to in-game rewards. A minimum withdrawal threshold of 10,000 PNY ensures treasury longevity and aligns long-term player incentives.

INTRODUCTION

THE OPPORTUNITY

Telegram Mini Apps represent one of the fastest-growing distribution channels for blockchain games. With a single tap, 900+ million users can launch a game without downloading an app, creating an account or setting up a wallet. TON Dungeon is built to capitalise on this distribution advantage while delivering genuine gameplay depth.

THE PROBLEM

Most Telegram play-to-earn games suffer from shallow mechanics, instant reward farming and no long-term retention. Token economies collapse quickly when players have no reason to stay beyond the initial airdrop.

OUR SOLUTION

TON Dungeon introduces a layered RPG system — character stats, quest variety, item drops, daily resets and an ad-supported reward model — that creates meaningful daily engagement. The economy is protected by a mandatory holding period (minimum withdrawal of 10,000 PNY) and a daily reset that limits maximum daily earnings per player.

GAMEPLAY MECHANICS

DAILY QUEST SYSTEM

Each day players are presented with a pool of quests unlocked by their current character level. Every quest takes 6 seconds to complete (a deliberate friction point), after which the player receives a PNY reward and an XP grant. At midnight UTC the quest pool resets, incentivising daily login.

Quests are segmented across five difficulty tiers:

LEVEL REQUIRED	QUEST COUNT	PNY REWARD RANGE	EXAMPLE QUEST
Level 1	10	5 – 7 PNY	Explore the Forgotten Crypt
Level 2	7	10 – 15 PNY	Recover the Lost Amulet
Level 3	5	20 – 28 PNY	Seal the Demonic Portal
Level 4	3	35 – 40 PNY	Siege the Cursed Castle
Level 5	3	55 – 70 PNY	Destroy the Immortal Lich

AD-POWERED QUEST UNLOCK

Players can watch a voluntary rewarded advertisement (served via Adsgram) at any time to unlock an additional random quest from the available pool and receive a **+5 PNY bonus**. This mechanic provides an opt-in monetisation stream that respects player agency while adding a meaningful reward layer.

ITEM DROPS

Each completed quest carries a **20% chance** of dropping a randomly selected equipment item. Items provide a permanent +1 or +2 bonus to one of the six RPG stats. Players may hold up to 12 items in their inventory; excess items can be discarded.

LEVELLING UP

XP required for each level scales by a factor of 1.5× (100 XP for level 2, 150 for level 3, 225 for level 4, etc.). On level-up, a random stat receives a permanent +1 bonus, providing a gentle progression loop.

CHARACTER SYSTEM

TON Dungeon uses a classic six-attribute character model inspired by tabletop RPG tradition. All characters begin with a base value of 10 in every attribute and grow organically through questing and item equipping.

ATTRIBUTE	ABBREVIATION	DESCRIPTION
Strength	STR	Physical power; governs melee-focused quests
Dexterity	DEX	Agility and precision; governs ranged/trap quests
Constitution	CON	Endurance; governs survival quests
Intelligence	INT	Arcane knowledge; governs magic/lore quests
Wisdom	WIS	Perception and insight; governs exploration quests
Charisma	CHA	Social influence; governs negotiation quests

EQUIPMENT

Ten equipment archetypes are available as item drops, each boosting one attribute:

ITEM	ATTRIBUTE	BONUS
Iron Sword	STR	+1
Elven Bow	DEX	+1
Heavy Armour	CON	+1
Spellbook	INT	+1
Mystic Amulet	WIS	+1
Enchanted Cloak	CHA	+1
Red Potion	CON	+2
Golden Ring	CHA	+2
Bright Gem	WIS	+2
Battle Axe	STR	+2

Future updates (v1.4+) will tie attribute scores directly to combat outcomes in PvP and PvE modes, making character development a core strategic element.

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PNY TOKEN

PNY is the native utility token of TON Dungeon. It is a Jetton (the TON equivalent of ERC-20) with a fixed, non-inflationary supply. PNY cannot be minted after the initial deployment.

PROPERTY	VALUE
Token name	PNY
Blockchain	TON (The Open Network)
Standard	Jetton (TEP-74)
Total supply	1,000,000,000 PNY
Decimals	9
Mintable	No — fixed supply
Min. withdrawal	10,000 PNY

UTILITY

- In-game quest reward currency
- Future: purchase items in the in-game shop (v1.2)
- Future: wager in PvP matches (v1.4)
- Future: mint item NFTs on TON (v1.6)

SECTION 06

TOKEN DISTRIBUTION

ALLOCATION	%	PNY AMOUNT	PURPOSE
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ALLOCATION	%	PNY AMOUNT	PURPOSE
Game Rewards	40 %	400,000,000	Quest rewards, ad bonuses, events
Team & Dev	20 %	200,000,000	Development, operations, salaries — 24-month vesting
Marketing	15 %	150,000,000	Influencer campaigns, partnerships, listings
Ecosystem Fund	15 %	150,000,000	Future features, grants, community incentives
Liquidity	10 %	100,000,000	DEX liquidity pools on STON.fi and DeDust

The 40 % game rewards allocation is held in a dedicated smart contract treasury. Withdrawals are processed manually within 24–48 hours to prevent automated draining. At an estimated average of 175 PNY earned per daily active user, the treasury sustains over 2,000 days at 1,000 DAU and approximately 400 days at 5,000 DAU.

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EARN & WITHDRAWAL SYSTEM

HOW PLAYERS EARN PNY

- **Quest completion:** primary earning source, resets daily.
- **Ad bonus:** +5 PNY per voluntary rewarded ad viewed.
- **Future (v1.2):** double-earnings boost via ad.
- **Future (v1.3):** event leaderboard prize pools.
- **Future (v1.4):** PvP match winnings.

WITHDRAWAL PROCESS

When a player's balance reaches the minimum threshold of 10,000 PNY, they may submit a withdrawal request through the Mini App. The process is as follows:

1. Player connects their TON wallet via TON Connect (Tonkeeper, MyTonWallet, etc.).
2. Player enters the desired withdrawal amount ($\geq 10,000$ PNY).
3. The request is recorded in the database and queued for manual processing.
4. The team reviews and dispatches the Jetton transfer within 24–48 hours.

5. Network gas fees for the Jetton transfer are borne by the player.

ANTI-ABUSE MEASURES

- **Daily reset:** limits total daily earnings per account.
- **Telegram identity:** each account is tied to a unique Telegram ID, preventing easy multi-accounting.
- **Manual withdrawal review:** suspicious patterns (abnormally high balances, bot-like activity) are flagged before dispatch.
- **Minimum threshold:** the 10,000 PNY floor ensures a genuine play commitment of 40–120 days for a casual player before first withdrawal.

Estimated time to first withdrawal for a casual player (level 1–2, 5 quests/day): approximately 80–120 days. For a highly active player (all quests, level 5): approximately 18–25 days.

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TECHNOLOGY STACK

LAYER	TECHNOLOGY	ROLE
Blockchain	TON	Jetton token, NFT minting (v1.6)
Wallet	TON Connect	Non-custodial wallet auth & transfers
Frontend	Vanilla JS / HTML5 / CSS3	Mini App UI — no framework dependency
Backend	PHP 8 + PDO	REST API, auth, quest logic, withdrawals
Database	MySQL 8	Player state, inventory, sessions, logs
Auth	Telegram WebApp initData	HMAC-SHA256 server-side validation
Ads	Adsgam	Rewarded ads inside Telegram Mini App
Distribution	Telegram Mini App	Zero-install access for 900M+ users

SECURITY

Every API request is authenticated server-side using Telegram's HMAC-SHA256 initData signature. No session

token or password is required. The server validates each request independently, making credential theft attacks non-viable. Sensitive operations (withdrawals) additionally require a matching Telegram account.

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MONETISATION & SUSTAINABILITY

TON Dungeon is free to play. Revenue is generated through:

STREAM	MECHANISM	TIMELINE
Rewarded Ads	Adsgram CPM revenue from voluntary ad views	Live (v1.1)
Item Shop	PNY spent on equipment creates token circulation sink	v1.2
Double Boost Ads	Additional ad placements for earnings multiplier	v1.2
Event Entry	Optional PNY buy-in for high-reward monthly events	v1.3
PvP Wagering	Small protocol fee on matched PvP bets	v1.4
NFT Minting Fee	TON gas + protocol fee to mint item NFTs	v1.6

The item shop (v1.2) acts as a critical **deflationary sink**: PNY spent on items is burned or returned to the treasury, reducing circulating supply and extending treasury runway.

SECTION 10

ROADMAP



V 1.1 — LIVE

CORE GAME LAUNCH

Quest system, RPG stats, inventory, item drops, daily reset, PNY rewards, TON wallet withdrawal, Adsgram ad rewards, TON Connect wallet integration, maintenance mode.



V 1.2 — NEXT

SHOP & BOOST SYSTEM

In-game item shop where players spend PNY to purchase equipment. Double-earnings boost button activated by watching an optional rewarded ad.

● V 1.3 — PLANNED

MONTHLY EVENTS & LEADERBOARDS

Seasonal prize events with PNY reward pools distributed to top-ranked players. Global and regional leaderboards with weekly resets.

● V 1.4 — PLANNED

PVP — PLAYER VS PLAYER

Ranked character duels where outcome is determined by the six RPG stats. Optional PNY wagered matches with a small protocol fee.

● V 1.5 — PLANNED

PVE — DUNGEONS & BOSSES

Multi-stage dungeons with escalating difficulty. Epic boss encounters with exclusive loot drops unavailable through standard questing.

● V 1.6 — PLANNED

NFT ITEM MINTING

Rare in-game items can be minted as TON NFTs (TEP-62 standard), giving players true on-chain ownership and the ability to trade or sell on TON marketplaces such as GetGems.

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RISK FACTORS

MARKET RISK

The value of PNY on secondary markets may be volatile or negligible. Players should not expect or rely on PNY as a financial investment. The project makes no price guarantees.

PLATFORM RISK

TON Dungeon operates within Telegram's Mini App ecosystem. Changes to Telegram's policies, API availability or TON blockchain infrastructure may affect gameplay or token operations.

SMART CONTRACT RISK

Although TON Dungeon uses standard Jetton contracts, all smart contract interactions carry inherent risks. Players are advised to interact only through official channels.

TREASURY DEPLETION RISK

In the event of unexpectedly rapid growth or coordinated farming, the game rewards treasury could be exhausted before all planned features are live. The team reserves the right to adjust reward rates, withdrawal thresholds and quest parameters to maintain sustainability.

REGULATORY RISK

The regulatory landscape for blockchain-based games and utility tokens is evolving. The team monitors applicable regulations and will adapt operations as required.

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LEGAL DISCLAIMER

This whitepaper is provided for informational purposes only. It does not constitute financial advice, an offer to sell, or a solicitation to purchase any securities or financial instruments.

PNY tokens are **utility tokens** designed exclusively for use within the TON Dungeon game ecosystem. They are not intended to represent ownership, equity, dividends, profit-sharing rights, or any other financial instrument in any jurisdiction.

Participation in TON Dungeon and acquisition of PNY tokens involves significant risk, including the potential loss of all value. Participants should conduct their own due diligence and consult qualified legal, financial and tax advisors before participating.

The team reserves the right to modify game mechanics, token parameters, withdrawal conditions and any other aspect of the project at any time, with reasonable notice to the community.

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