



PLONK Whitepaper

A browser multiplayer RPG on Solana



PLONK website artwork

Explore a persistent world, build your skills, craft useful gear and take on shared adventures. PLONK connects familiar RPG progression with player trading and wallet-based token features.

This edition introduces the playable project, explains the economy and outlines practical ways to collaborate.

plonk.land | [Play the game](#) | [@OfficialPlonk](#)

The project

PLONK is a live browser-based multiplayer role-playing game connected to Solana. Players explore a stylized low-poly world, develop skills, gather materials, craft equipment, fight enemies and trade with one another. Its appeal combines persistent character progression, cooperative encounters and a player economy. [1, 2, 6]

A game people can try today

The browser is the main entry point: players can open the game without installing a desktop client. A guest/demo flow lets newcomers try it; wallet-linked accounts connect persistent play with token features. Trial limits, access requirements and premium benefits are controlled by the live game and may change. This paper does not promise unrestricted free access. [1, 6]

The player loop

Explore and gather. Travel from the town into resource areas, collect wood and ore, fish, harvest ingredients and uncover digging sites. Resources feed equipment, consumables and trade.

Craft and prepare. Turn materials into useful goods, improve equipment and choose a combat style. Progression creates reasons to revisit gathering and crafting as encounters become harder.

Fight and cooperate. Use melee, ranged or magical equipment, support allies through restoration and tackle bosses together. Encounters combine character strength with movement, positioning and visible attack warnings.

Trade and return. Sell useful items, obtain supplies from other players and work toward the next upgrade. The market connects players who enjoy gathering, crafting and combat. [6]

A persistent character

The current skill system defines seven combat skills, two utility skills and ten life skills, with a maximum level of 100. Farming is listed but its skill XP remains disabled, leaving 18 trainable skills. Players develop capabilities through activity rather than choosing one permanent class. Gear, pets, mounts and character customization provide further ways to make a character distinct. [6]

Design direction. Keep the world approachable and visually recognizable while adding depth to its professions, encounters and social play. Improvements to animation, performance and clarity support that direction.

A world built for shared adventures

PLONK uses connected areas with different purposes. The town brings players together around services and trading. The forest introduces wilderness exploration, while the Copper Mine and Cavern Depths extend resource and combat progression. Treetop Castle, raid instances and private islands add other destinations. The Oasis expands the outdoor world with desert habitats and a large roaming boss. [1, 6]

The Oasis

The desert is organized around recognizable places: a pyramid courtyard with mummies, a bandit camp and terrain pockets for creatures such as scorpions, wasps and antlions. These habitats give players destinations to discover and make enemy placement more meaningful than a uniform spread of random spawns.

Digging adds a profession tied to the region. Players equip a shovel and uncover marked sites. Higher digging levels reveal higher-tier sites, progressing from gray through green, blue, purple and gold to red. Shared sites, collection time and respawn rules limit how quickly their resources enter the economy. [6]

The Dune Worm

The Oasis field boss roams beneath the sand, leaving a visible rumble. Crossing its path or attacking that rumble provokes an encounter. The creature emerges to attack, with sand boulders, a head sweep and a burrowing area attack matched to ground warnings.

Players can escape; if the encounter is abandoned, the worm returns underground and resets. The current implementation persists a single-boss state and a one-hour cooldown after death. That means it becomes eligible to return one hour after a kill, rather than spawning at a fixed time on the clock.

A successful kill distributes a total pool of 2,000 gameplay gold among eligible contributors under the encounter rules. It is not 2,000 gold for every nearby player, and it is not a direct PLONK or SOL payout. Balance values can change as the region develops. [6]

Content status

These systems are present in the source matching the checked live build. Individual gates and event availability can depend on server settings. The Marsh exists in the source but remains closed to ordinary players by default; it is not presented here as a publicly released region. The farming skill also remains an unfinished progression feature. [6]

The economy and PLONK token

The economy separates everyday gameplay from blockchain settlement. This distinction matters: owning game gold or an item is not the same as holding a token in a Solana wallet. [6]

Asset	Role	Where it is recorded
Gameplay gold	In-game rewards, purchases and item trading	Game database
PLONK	Gold-market settlement, selected purchases and holder benefits	Solana token accounts
SOL	Network fees and eligible funded bounty payments	Solana wallets

Utility in the current game

Players can list items and equipment for gameplay gold. A separate gold market lets players offer gold for PLONK. Supported token purchases use a transaction that the player signs in their own wallet; the server checks the transfer before granting the purchase. Holder benefits and selected offerings, including mounts, connect the token with game access, identity and utility. Current prices and thresholds belong in the live game. [6]

The funded gold buyback desk

The house buyback desk offers another route from gameplay gold to PLONK. Its reference rate is based on spendable PLONK in the desk wallet divided by circulating gameplay gold. Pending obligations reduce the spendable reserve; fees and rounding affect the amount a seller receives. Sold gold is removed from circulation. This burns game gold, not PLONK tokens.

The rate can change when the reserve or gold supply changes. It is not a fixed exchange rate or a dollar peg, and the system does not promise a minimum token value or continuous cash-out availability. Its capacity depends on funding, functioning services and the rules applied by the game. [6]

Funding and rewards

The project integrates external mining statistics and a mechanism to convert funded SOL into PLONK for the buyback wallet. The public mining endpoint reported an active worker at review time. That snapshot does not establish ongoing mining profit, a sustainable revenue rate or amounts paid to players. Funded boss bounties and the gold buyback use separate payout paths. [3, 4, 6]

Token identification. The official website lists the Solana mint below. Check the full address when identifying the token. [1]

HG6dbpS5NS6eaL1eGQhySa3NGX83s58eowg5ucCcpump

Technology and operating model

PLONK combines a real-time game server with a browser client and Solana integrations. Gameplay runs on the server and in the browser; individual movement, combat and gathering actions are not sent as blockchain transactions. This keeps the moment-to-moment game separate from wallet confirmations. [6]

How the system fits together

Layer	Responsibility
Browser client	3D presentation, input, animation, interface and wallet interaction
Authoritative game server	Movement and combat rules, rewards, inventories and shared world state
Persistent storage	Accounts, progression, items, markets and saved world content
Solana integration	Balance checks, player-signed payments and funded payout processing

The reviewed code uses Three.js for 3D rendering, Node.js and Colyseus for real-time multiplayer, SQLite for core persistent records and Solana libraries for wallet and token operations. This is an operated online game with blockchain payment features, rather than a fully on-chain world. [6]

Payments and trust boundaries

For supported purchases, the server prepares an unsigned transaction, the player approves it through their wallet, and the server verifies the on-chain result. Verification and processed-signature records help prevent grants based on an unverified or replayed payment. Payout accounting, retries and separate funding wallets help manage outgoing rewards.

Players still depend on the operator for game availability, saved progression, game rules and off-chain assets. Solana and external services introduce their own availability and confirmation dependencies. Server authority and payment checks are useful controls; they do not by themselves demonstrate an independently audited or exploit-free system. [6]

What was verified for this edition

On 9 September 2026, the public status endpoint reported version 0.200, build 556c6ba, with maintenance disabled. The public health endpoint reported mainnet-beta with both payout signers outside dry-run mode. The GitHub source reviewed for this paper matched that live build. These checks establish the build and configuration at that moment, not uptime, security certification, player activity or payout success rates. [2, 3, 6]

Development direction and partnerships

PLONK offers a playable setting for communities to explore together. A useful partnership should bring people into the game, give them a reason to participate and produce results that both sides can assess. The options below are proposals for discussion, not announced partnerships or delivery commitments.

Potential collaborations

Community play sessions. Introduce a partner community to the game through a hosted onboarding session, a cooperative encounter and follow-up feedback. This can begin with existing content.

Creator coverage. Build an introduction, progression guide or boss-event stream around actual gameplay. Agree on disclosure, content rights and what the creator will receive before the campaign.

Co-designed content. Explore a cosmetic, themed event or other small content addition that fits the PLONK art style. Scope, balance, production effort and commercial terms would be agreed before development.

Technical collaboration. Work on browser performance, mobile usability, multiplayer reliability or clear wallet onboarding. Validate improvements using agreed measurements and repeatable checks.

A practical first pilot

Start with one partner community and one clearly defined activity. Agree who hosts it, the intended audience, the content to produce and a reporting window. Measure participation, onboarding completion, return visits and player feedback using privacy-conscious reporting. Token trading volume alone is not evidence that the game experience improved.

Use the pilot results to decide whether to repeat, expand or stop the collaboration. Budgets, incentives, use of branding and any token-related arrangement need separate written terms; none are implied by this whitepaper.

Proposed development priorities

Deepen regional encounters and crafting, polish combat animation and player feedback, improve browser and small-screen usability, and expand social reasons to return. Additional regions, housing features and farming progression can follow as they become ready. These priorities describe direction without assigning unconfirmed dates.

Start the conversation

Visit plonk.land, try play.plonk.land and reach the project through [@OfficialPlonk](https://twitter.com/OfficialPlonk) on X. A helpful introduction includes the partner community, the proposed activity and what a successful first collaboration would look like. [1, 5]

References and scope

This partner edition was prepared on 9 September 2026 from the official website, public service endpoints and the project repository. It describes the checked release and separates implementation details from proposed next steps. Configuration, prices, access conditions and content may change.

Public project links

- [1] Official website and published social links - <https://plonk.land>
- [2] Playable game and release status - <https://play.plonk.land/status>
- [3] Public service configuration snapshot - <https://play.plonk.land/health>
- [4] Public mining statistics snapshot - <https://play.plonk.land/mining>
- [5] Official X profile listed by the website - <https://x.com/OfficialPlonk>

Source review

[6] PLONK project repository, kevinzor/Plonk, master build 556c6ba, reviewed with authorized access. The repository was private at the time of review. It is evidence used to prepare this paper, not a promise of public source access. The checked areas include skill progression, market settlement, token payments, buyback accounting, world configuration and the Dune Worm encounter.

Community channels

Play PLONK - <https://play.plonk.land>
Telegram - <https://t.me/PLONKGame>
Discord - <https://discord.gg/fnTAXTbdP7>

Limits of this paper

This document is a product and partnership overview. It makes no claim about active users, revenue, token returns, independently verified reserves or a completed security audit. Token allocation, vesting, team legal details and financial statements were not verified for this edition. Partners needing those materials should request them separately before agreeing commercial or token-related terms.

PLONK token prices and liquidity can change, while off-chain game assets depend on the continuing operation of the service. Reward funding and game balance also change over time. The existence of a working feature does not establish future financial performance.

Artwork credit. Cover images are existing PLONK website artwork from the project repository. The landscape is promotional artwork, not a captured gameplay screenshot.