

Dogzy Family Universe

A world of working dogs, from the *Dogzie Town* VR game to real on-chain ownership.



"Art you can play. A world you can own."

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Play it. Earn it. Own it.

Dogzy Family Universe is an original illustrated world of dog characters, each with a profession, created by the Québec artist Valkyrie (Sania Labbé). It comes to life in *Dogzie Town*, a PlayStation VR game in development, and connects to a real digital token, DOGZY, on Avalanche.

The universe

25+ dog characters with professions: Chef (Golden Retriever), Barmaid (Cavalier), Police Officer (German Shepherd), Firefighter (Saint Bernard), Veterinarian (Labrador), Pilot (Weimaraner) and many more.

The progression

Players level up in each job. **Level 5 of every job is a business:** restaurant chain, bank, clinic, gallery, studio, airport. The first player to reach it owns it; later players buy a franchise. Characters wear equippable accessories.

The game

In *Dogzie Town* (PlayStation VR, in development), players earn in-game Dogzy tokens by working, building businesses and taking part in events.

The token

DOGZY is a standard ERC-20 token on **Avalanche C-Chain**: EVM-compatible, fast and low-fee. The **DogzyBridge** contract lets players move earned tokens out of the game into a wallet they control.



Honest status

- ✓ Smart contracts and deployment script written
- ✓ Compiles; 12/12 automated security tests pass (commit 7cc6717)
- Not yet deployed. Next: Avalanche Fuji testnet
- Game-side signing service to be built
- Independent security audit before any mainnet launch
- Interactive investor demo in development

The ask

Investment sought	[TBD]
Use of funds	[TBD]
Terms	[TBD]
Team	[TBD]
Contact	Sania Labbé thedogzyfamilyuniverse.ca



Vision and plan, not a promise of returns. No token sale is open. All intellectual property belongs exclusively to the artist Valkyrie (Sania Labbé).

HOW IT WORKS

The DogzyBridge, in three steps

Players earn tokens inside the game. The bridge lets them turn those in-game tokens into real DOGZY tokens that they own, in their own wallet, outside the game.



WHAT A VOUCHER CONTAINS

Player address

only this wallet can claim

Amount

signed, cannot be altered

Unique number

usable once only

Expiry date

void after the deadline

Two smart contracts

DogzyToken

The DOGZY token, built on the ERC-20 standard, the most widely used standard for digital tokens. Total supply and exchange rate are set at deployment; final tokenomics are **[TBD]**.

DogzyBridge

Checks every voucher and pays the player from a DOGZY reserve funded by the project. Every exchange leaves a public, verifiable record on the blockchain.

Why Avalanche C-Chain

EVM-compatible

Works with standard Ethereum tools and wallets (Core, MetaMask).

Fast, low fees

Suited to frequent, small in-game exports.

Free testnet

Fuji allows full validation before any real launch.

Owner safeguards

Pause claims**Set the exchange rate****Replace the signing key****Cap each claim****Fund or withdraw the reserve**

These settings can be changed only by the owner. The bridge can never pay out more DOGZY than the reserve holds.

Every dog has a job. Every job has a story.

Each character follows a five-level career. Levels 1 to 4 unlock new skills, equipment and environments; **level 5 is a business the player can own.**

CHEF
CAREER PROGRESSION

From a passion for cooking...
to owning your own restaurant!

PREPARE • CREATE • MANAGE • EXPAND • BECOME A MASTER

LEVEL 1
COOK
APPRENTICE

EQUIPMENT TO UNLOCK

- 1 Chef's hat
- 2 Basic apron

LEVEL 2
HEAD CHEF
SPECIALIZED CHEF

EQUIPMENT TO UNLOCK

- 1 Specialized chef's jacket
- 2 Professional frying pan

LEVEL 3
MASTER CHEF
EXECUTIVE CHEF

EQUIPMENT TO UNLOCK

- 1 Master chef's hat
- 2 Medal or insignia

LEVEL 4
RESTAURANT OWNER
RESTAURATEUR

EQUIPMENT TO UNLOCK

- 1 Owner's suit
- 2 Management tablet

LEVEL 5
RESTAURANT CHAIN OWNER
FRANCHISE & EXPANSION

EQUIPMENT TO UNLOCK

- 1 Restaurant logo and signage
- 2 Delivery truck

Chef • Golden Retriever. From apprentice cook to restaurant-chain owner. Level 5 is the Dogzy restaurant franchise.

BARMAID
PROFESSION EVOLUTION

From first drink
to your own bar empire.

SERVE • INTERACT • MANAGE • EXPAND • OWN

LEVEL 1
BARMAID
APPRENTICE

ACCESSORIES TO UNLOCK

- 1 Basic uniform (shirt + apron)
- 2 Cocktail shaker

LEVEL 2
SPECIALIZED BARMAID
COCKTAILS & MIXOLOGY

ACCESSORIES TO UNLOCK

- 1 Specialized uniform (vest)
- 2 Professional shaker set

LEVEL 3
HEAD BARMAID
SUPERVISOR

ACCESSORIES TO UNLOCK

- 1 Supervisor jacket
- 2 Tablet (inventory)

LEVEL 4
BAR MANAGER
OPERATIONS

ACCESSORIES TO UNLOCK

- 1 Manager suit
- 2 Management tablet

LEVEL 5
BAR OWNER
BAR CHAIN / FRANCHISE

ACCESSORIES TO UNLOCK

- 1 Logo & branding
- 2 Delivery truck

Barmaid • Cavalier. From first cocktail to bar-chain owner. Level 5 is the Dogzy Bars franchise.

First to level 5 owns the business

The first player to complete a job's career becomes the owner.

Later players franchise

Players who arrive afterwards can buy a franchise.

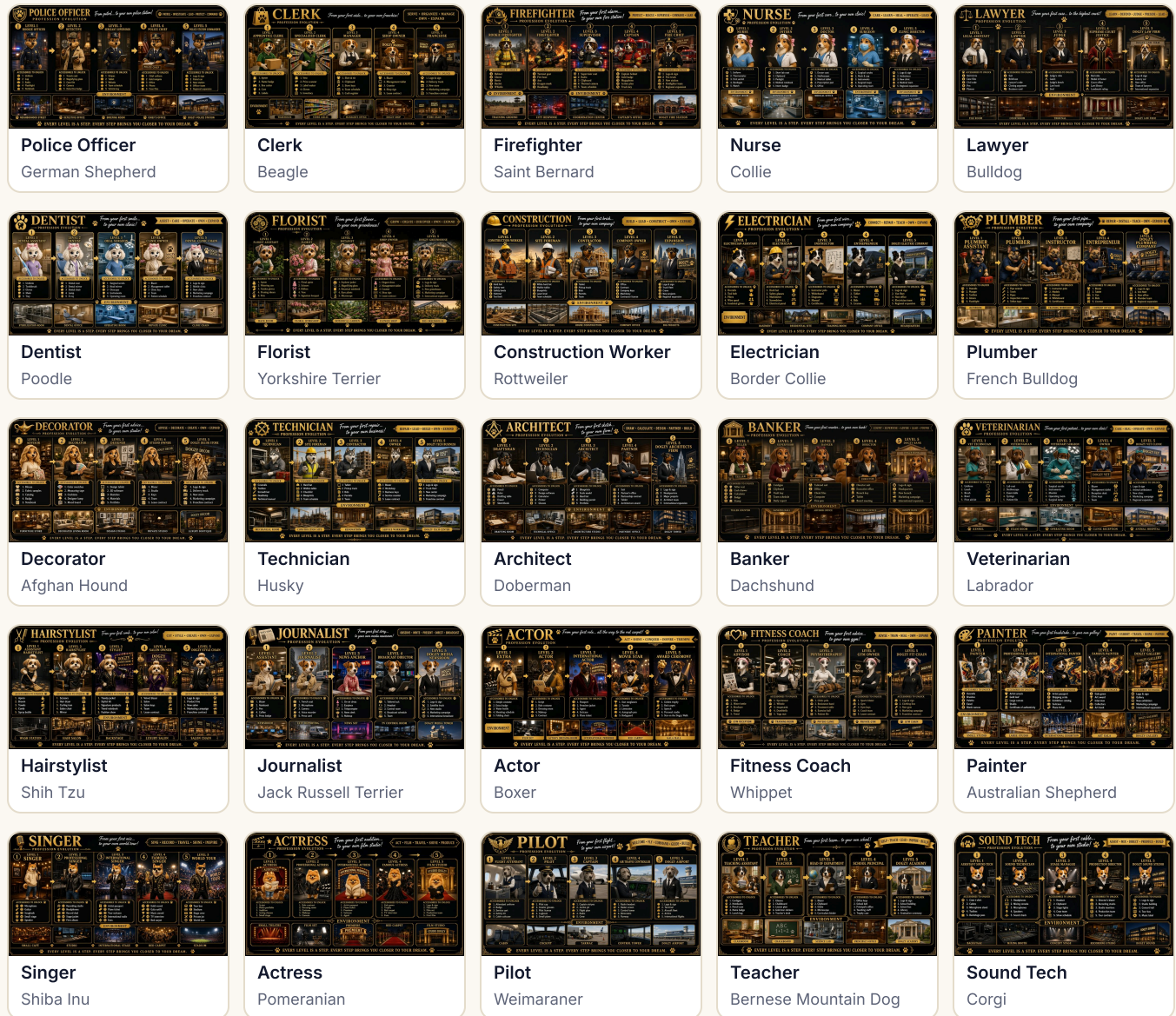
Equippable accessories

Characters can be customized with accessories they equip.

THE CAST

27 illustrated careers

Original artwork by Valkyrie. Alongside the Chef and the Barmaid, 25 more career cards each show the full five-level path, from first job to owned business.



27

illustrated careers

5

levels per career

36

town businesses

100%

IP held by the artist

36 shops. One living town.

Doggie Town is built around 36 businesses and civic buildings. Each one has five upgrades to unlock before it reaches its top form.



1 A player completes level 5 of a job → 2 The first to arrive owns the business → 3 Later players can buy a franchise

Public services

City Hall, Police, Fire, Hospital, School, Library, Courthouse, Post Office, Recycling

Commerce

Bank, Supermarket, Bakery, Restaurant, Pizzeria, Sushi, Coffee, Hotel, Fashion, Beauty, Pet Store, Flowers, Hardware, Mall

Trades, auto and leisure

Construction, Plumbing, Electric, Car Dealership, Garage, Gas Station, Gym, Cinema, Arcade, Nightclub, Arena, Media Studio, Airport

12 of 12 security tests pass

Automated test suite `DogzyBridge.security.js`, run with Hardhat on 13 October 2026, commit `7cc6717`. Compilation succeeded; 12 passing, 0 failing.

#	TEST AND WHAT IT PROVES	RESULT
01	Valid claim pays out correctly A correctly signed voucher pays the right player the right amount.	PASS
02	Replay of the same voucher is rejected Each voucher works once only.	PASS
03	Voucher used by another address is rejected An intercepted voucher is useless to anyone but its owner (front-running).	PASS
04	Voucher signed by a non-authorized key is rejected Only the official game-server key can issue vouchers.	PASS
05	Tampered amount is rejected Changing the amount invalidates the signature.	PASS
06	Expired voucher is rejected Every voucher has a deadline.	PASS
07	Zero amount and malformed signatures are rejected Invalid or empty requests are refused.	PASS
08	Per-claim cap is enforced A single claim can never exceed the configured maximum.	PASS
09	Payout can never exceed the reserve The bridge pays only from DOGZY actually deposited.	PASS
10	Admin functions are owner-only Rate, signer key, caps and reserve can be changed by the owner only.	PASS
11	Pause blocks claims Claims can be frozen immediately in an emergency.	PASS
12	No signature replay across contract instances A voucher issued for one contract does not work on another.	PASS

Built-in protections

Single-use vouchers bound to one player, expiry dates, verified signatures, per-claim cap, reserve limit, emergency pause, owner-only settings, re-entrancy protection. Built on the widely used, audited OpenZeppelin libraries.

Main risk: the server signing key

Whoever holds it could issue vouchers. It must stay on the server only, never shared. If it ever leaked, the cap, the reserve limit and the pause limit the damage, and the owner can replace the key.

Prototype written

Compiles

12/12 tests

Not deployed

Signing service to
build

Not yet audited

Automated tests do not replace a professional audit. An independent audit is required before any mainnet launch or real value is involved.

From prototype to launch, one safe step at a time

Each phase starts only when the previous one is complete. Dates depend on funding and are [TBD].



DONE · OCTOBER 2026

Smart-contract prototype

DogzyToken and DogzyBridge written with a deployment script. Compiles; 12/12 security tests pass.



NEXT

Avalanche Fuji testnet

Deploy both contracts and run complete end-to-end tests at no real cost.



Game integration

Build the server signing service and connect it to *Dogzie Town* and the in-game wallet (Exchange Bank).



Independent security audit

Review by a specialized firm. Auditor and budget [TBD].



Mainnet launch on Avalanche C-Chain

Only after the audit, with a conservative initial reserve and caps, adjusted to real usage.



NFT artworks · Valkyrie Gallery

Original artworks offered as NFTs. Planned; sales are not open.

In parallel

Interactive investor demo in development. *Dogzie Town* for PlayStation VR in development; release date [TBD].

Still to define

Tokenomics (supply, rate, reserve) [TBD] · Legal review for any future distribution [TBD].

Investor Q&A

01 Why a token?

So players can take value they earned in the game out to a wallet they control, as real DOGZY tokens.

02 Why Avalanche?

It works with Ethereum tools (EVM), transactions are fast, fees are low, and the free Fuji testnet allows full validation first.

03 Can someone cheat or steal a voucher?

The 12 automated tests confirm that reused, stolen, forged, altered and expired vouchers are rejected, along with claims above the cap or the reserve and admin actions by anyone but the owner (page 7).

04 What is the biggest risk?

The server signing key. It must stay on the server only. Caps, the reserve limit and the emergency pause limit the damage if it ever leaks.

05 Is it live? Has it been audited?

Not yet. It is a working prototype: it compiles and all tests pass. Next is the Fuji testnet, then an independent audit before mainnet. Auditor and budget: [TBD].

06 What are the total supply and exchange rate?

Both are configurable at deployment. Final tokenomics: [TBD].

07 Is the token for sale?

No. No token sale is open. Any future distribution would follow legal review: [TBD].

08 What is the state of the game?

Dogzie Town is in development for PlayStation VR. Status, platform agreements and release date: [TBD].

09 Is there a demo?

An interactive investor demo is in development and will be shared when ready.

10 How do the businesses work?

Level 5 of each job is a business. The first player to reach it owns it; later players buy franchises.

11 What about NFTs?

Valkyrie Gallery artworks are planned as NFTs. Sales are not open.

12 Who owns the intellectual property?

The artist Valkyrie (Sania Labbé), exclusively.

13 How much are you raising, and for what?

Amount [TBD] · Use of funds [TBD] · Team [TBD].

TAGLINES

Signature lines

By Valkyrie (Sania Labbé). The highlighted line in each category is the recommended pick for investor materials; alternates follow. French equivalents are in the appendix.

DOGZY TOKEN

“DOGZY: in-game effort, on-chain ownership.”

- Play it. Earn it. Own it.
- The token that leaves the game with you.
- From the dog park to the blockchain.
- Your rewards, verifiable on Avalanche.

JOB CHARACTERS

“Every dog has a job. Every job has a story.”

- Find your dog. Find your calling.
- Work hard, wag harder.
- Original art. Original characters. Original IP.
- A cast built for games, merch and screens.

BUSINESSES

“36 shops. One living town.”

- Run the bakery. Own the block.
- Open the doors to Dogzie Town.
- Where the economy has four legs.
- Business is barking.

ACCESSORIES

“Equip it. Show it. Keep it.”

- Dress the part. Play the part.
- Gear up, good dog.
- Small items, big personality.
- The wardrobe of Dogzie Town.

VR TO AVALANCHE

“Earned in VR. Secured on Avalanche.”

- From VR headset to Avalanche wallet.
- The game ends. Your tokens don't.
- Signed, verified, exported.
- Step out of VR with something real.

THE UNIVERSE

“Art you can play. A world you can own.”

- One family. One town. Endless stories.
- From canvas to VR to blockchain.
- Created by Valkyrie. Shared by everyone.
- Big hearts, four paws, one universe.

DOGZY is an in-game utility token. These lines do not promise financial returns and do not present the token as an investment.

Taglines: English and French

ENGLISH	FRANÇAIS
DOGZY TOKEN	
★ DOGZY: in-game effort, on-chain ownership.	★ DOGZY : l'effort en jeu, la propriété sur la chaîne.
Play it. Earn it. Own it.	Joue. Gagne. Garde-le pour de vrai.
The token that leaves the game with you.	Le jeton qui sort du jeu avec toi.
From the dog park to the blockchain.	Du parc à chiens jusqu'à la blockchain.
Your rewards, verifiable on Avalanche.	Tes récompenses, vérifiables sur Avalanche.
JOB CHARACTERS	
★ Every dog has a job. Every job has a story.	★ Chaque chien a un métier. Chaque métier, une histoire.
Find your dog. Find your calling.	Trouve ton chien. Trouve ta vocation.
Work hard, wag harder.	On bosse fort, on remue la queue plus fort.
Original art. Original characters. Original IP.	Art original. Personnages originaux. Univers original.
A cast built for games, merch and screens.	Une distribution faite pour le jeu, les produits dérivés et l'écran.
BUSINESSES	
★ 36 shops. One living town.	★ 36 commerces. Une ville bien vivante.
Run the bakery. Own the block.	Tiens la boulangerie. Règne sur le quartier.
Open the doors to Dogzie Town.	Pousse la porte de Dogzie Town.
Where the economy has four legs.	Ici, l'économie marche à quatre pattes.
Business is barking.	Les affaires, ça jappe.
ACCESSORIES	
★ Equip it. Show it. Keep it.	★ Équipe-le. Montre-le. Garde-le.
Dress the part. Play the part.	Le look du métier, le jeu du métier.
Gear up, good dog.	Équipe-toi, bon chien.
Small items, big personality.	Petits objets, grande personnalité.
The wardrobe of Dogzie Town.	La garde-robe de Dogzie Town.
VR TO AVALANCHE	
★ Earned in VR. Secured on Avalanche.	★ Gagné en VR. Sécurisé sur Avalanche.
From VR headset to Avalanche wallet.	Du casque VR au portefeuille Avalanche.
The game ends. Your tokens don't.	La partie finit. Tes jetons, non.
Signed, verified, exported.	Signé, vérifié, exporté.
Step out of VR with something real.	Sors de la VR avec quelque chose de réel.
THE UNIVERSE	
★ Art you can play. A world you can own.	★ De l'art qui se joue. Un monde qui t'appartient.
One family. One town. Endless stories.	Une famille. Une ville. Des histoires sans fin.
From canvas to VR to blockchain.	De la toile à la VR jusqu'à la blockchain.
Created by Valkyrie. Shared by everyone.	Créé par Valkyrie. Partagé par tous.
Big hearts, four paws, one universe.	Grand cœur, quatre pattes, un seul univers.

CONTACT

Let's build Dogzie Town together

FOUNDER AND ARTIST

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Email [TBD]

“Art you can play. A world you can own.”



Important notice

This document describes a vision and a technology prototype. It is provided for information only and does not constitute an offer to sell, a solicitation to buy, or a recommendation regarding any token, security or other financial product. No token sale is open.

DOGZY is designed as an in-game utility token. Nothing in this document is a promise or forecast of financial returns, token value or profit. Any future distribution would be subject to legal review.

The smart contracts are an unaudited prototype and are not deployed on any network. Features, timelines and parameters may change. Items marked [TBD] are not yet determined.

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