



Block Monsters Whitepaper Version V3 - 2021





Bringing back Childhood memories

Block Monsters is a blockchain game that involves collecting and training of **NFT** based creatures called "**Blockmons**" and using them to **battle** and **trade** with others all over the world. It is bringing **nostalgic** feelings into the crypto gaming space in an innovative way

Your Journey begins

Choose your Starter

Orcalf #04

Water



Orcalf is a **water-type** Blockmon and looks like an **Orca**. They're generally gentle by nature. If you're out looking for them they can often be seen alone or alongside one or two others.

Flamisire #01

Fire



Flamisire is a **fire-type** Blockmon and looks a lot like a **sloth**. It has strong arms and a fuming fur. They're generally timid by nature and can rarely be found near volcanoes.

Petaliz #07

Grass



Petaliz is a **grass-type** Blockmon and heavily looks like a **lizard**. It has stumpy legs and a floral collar and are generally lively by nature and can be found in valleys.

Players need a **minimum of one Blockmon** to start the game and their journey. The easiest and cheapest way to obtain a Blockmon is through choosing one Starter Blockmon. These can be collected through the **Starterpack** which is offered in the **App Dashboard**.

Block Monsters Game

\$MNSTRS Token

Total Allocation 500,000,000 \$MNSTRS

Play 2 Earn

152,245,000 \$MNSTRS

Reserved and locked for P2E

Game Development

40,000,000 \$MNSTRS

Vested for 12 months in a contract. Used for development of Block Monsters.

Private Sale

75,000,000 \$MNSTRS

Hardcap: 500 BNB - Raised on 24. August 2021

Pre Sale

140,000,000 \$MNSTRS

Hardcap: 1000 BNB - Raised on 4. September 2021

Liquidity Pool

92,750,000 \$MNSTRS

70% of raised Pre Sale added to Liquidity

Tokenomics designed for the game experience

4% Operations + Marketing

1% Rewards & Staking Option

The tax is **only** applied on Buy & Sell orders.

There is **no tax** applied on transfers and purchases and rewards in the game itself.

Game mechanics 1/3



Not the final fight UI. Updates via blockmonsters.co

The first skill based Play-2-Earn Game

In Block Monsters, trainers will be able **to play and earn** by reaching different milestones in the game. All players will receive their **rewards** in \$MNSTRS through our dashboard.

Game mechanics 2/3

		D E F E N S E											
		NORMAL	FIRE	WATER	GRASS	GHOST	ROCK	ELECTRIC	CRYPTIC	FLYING	DRAGON	PSYCHIC	FIGHT
A T T A C K	NORMAL					✿	-		+				
	FIRE			-	+		-				-		
	WATER		+		-		+				-		
	GRASS		-	+			+		-		-		
	GHOST	✿				+						+	
	ROCK		+										
	ELECTRIC			+	-					+	-		
	CRYPTIC	-				-	-	+				+	
	FLYING				+			-					+
	DRAGON										+		
	PSYCHIC								✿			-	+
	FIGHT	+				✿	+		-	-		-	

Smart fights equal juicy Token Rewards

The type chart shows which modifiers are applied to move types when attacking Blockmon of each type.

Some **Blockmons** have two types rather than just one. **Arlionce**, for example, is a rock- and dragon-type Blockmon. This means **Arlionce** is extra **strong** against fire-type attacks, since fire-type attacks are **weak** against both dragon- and rock-type Blockmon.



Block Monsters Game

Game mechanics 3/3

AI Opponent



Choose one
Blockmon

Matchmaking

Skip



Attacks ↔ Attacks

Fight happens offchain to create a
better game experience and
randomness can not be exploited

Wait or revive
Blockmon

LOSE

Winner
Selection

WIN

Earned XP



Token
Rewards

Opportunity to catch
the Blockmon if a
special item is held

Play 2 Earn MVP Launch

1 vs 1
Multiplayer

Soon

2 vs 2
Multiplayer

Soon

In the **MVP Release** you will be able to fight against **AI generated** Blockmons, earn tokens and also be able to catch them if you possess the needed item. **Release 2** will feature a **Multiplayer** where you can battle your friends and people from the community directly.

Collect new Blockmons

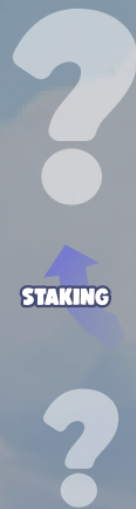
Evolutions Explained



Normal Evolution (XP needed)



Special Evolution (Item needed)



Staking (Token Lock)

There are **3 ways** to evolve the **Blockmon NFTs**. Evolving **raises the value** of the NFT and **unlocks** new meta-data for **fights** against other trainers. **Normal Evolutions** can only happen in game. **Special Evolutions** need an item. For special **Staking Blockmons** it is needed to lock tokens to evolve them.

Collect them all!

How NFTs work

Lets look closer into the actual NFTs!

A NFT is a unique Instance of a certain kind of Blockmon. The playable NFTs have following parameters.

Kind - Blockmon

Level - Level of the NFT (max. 100)

EXP - Experience

Shiny - Yes/no

Nickname - Is changable by player

Mint Index - Individual Number

Age - Mint date

Name

Mint Number

Shillox #56

3/54



189,577 \$MNSTRS

\$11,743.84

The Price the NFT is traded for

All about the battle gameplay

A Instance will be based on the base attack of the class and level of the blockmon.

Kind - Blockmon:

Type 1

Type 2

4 Attack Moves

Max Health

Attack Value

Speed Value

Accuracy Value

Defense



Marketplace - Buy & Sell Blockmons

In the Block Monsters **Peer-To-Peer** Marketplace you can buy, sell and trade your **Blockmon NFTs**, and other **rare digital collectibles** found in the Blockmonster Universe. Discover your next team members now!

Coming in October

Until we launch our own Marketplace in the Dashboard, you can also trade your Blockmon NFTs with our **official Partner** Lootex on www.lootex.io

Earn \$MNSTRS

Staking Mechanism



Direct Token Staking

Earn up to 15% APY with staking \$MNSTRS tokens.
Minimum lock time is 7 days.


Blockmon NFT Bootcamp


Put special Blockmon NFTs into the Bootcamp to stake Tokens and to also evolve them. Rewards will be based on rarity and combot power of a Blockmon

Build your own NFT Blockmon Trainer


Blockmon Trainer itself are not tradable, only the items and **Accessoires**.
Accessoires can be collected via **Booster Pack** drops & in the **Trainer Shop**.
Trainer NFT will be visible in the Discovery Page and also when fighting against other player.

Editor







Hair
Men/Women Cuts, different colors




Accessoires (max 3)
Necklaces, Bags, Watches



Top
Men/Women Tops



Pants
Pants, skirts, dresses, shorts



Shoes
Sneakers, High Heels, Boots

Explained

Booster & Starterpacks

Limited

Collect rare Blockmons with Boosters!

Open Booster Packs to mint rare NFTs. Blockmons from Packs are always limited and can not be caught in the game.

Example Drop #1 19th September 2021



Unlimited

Start the Game with Blockmon Starters.

To play the P2E Game you will need a minimum of 1 Blockmon. The easiest and cheapest way to obtain one is to buy a randomized Starterpack.


Starterpack (pegged to \$10 in \$MNSTRS)



\$MNSTRS Ecosystem

Discover Blockmon Trainers

Leaderboard



[Buy](#) [Chart](#) [Profile](#) [Back to Homepage](#) [Disconnect →](#)

[Your Trainer](#)
[Launch Game](#)
[Marketplace](#)
[Blockdex](#)
[Leaderboard](#)
[Boosterpacks](#)

Find Trainers

Leaderboard

Trainers

31,120

NFTs minted

57,420

Trainer	Blockmons	Rareness	\$MNSTRS	Filter
0x4c...723	134	87%	2,494,800.00	<div>+128</div>
				
0x4c...723	122	82%	2,842,948.78	
0x4c...723	119	81%	2,542,192.54	
0x4c...723	78	94%	1,901,944.09	
0x4c...723	76	71%	2,124,824.40	

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Block Monsters

NFT Adventure Game

based on Blockchain

Your Trainer Page



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Trainer

0xPo3...9C219

\$MNSTRS

140,240.89

Blockmons

6

Win/Loss

Coming Soon

[Claim Pre-Sale →](#) [Claim Private-Sale →](#)

Blockmons

Listings

Game History

Flamieire #01

949/2062



Bussaeus #40

391/254



Shiltox #56

34/87



Sophiosys #146

5/8



Riotter #91

1092/160



Lioreon #35

137/18



Block Monsters

NFT Adventure Game

based on Blockchain

20

The **Leaderboard** will enable players to look into fight oponents and the **strongest players** out there. It can be **filtered** by the **biggest holders** and also by the **rareness** of their **Blockmon collection**. Find **valuable NFTs** that way and trade with users all over the world.

Collect them all

Blockdex

Flamisire #01

5672/20102



Standard Blockmon

Standard
Blockmons are
those who are
not shiny.

Gonea #41

1/12



Shiny Blockmon

The chance to
get a shiny
blockmon is
roughly 0.1%.


Collect all 150 Blockmons!

Generation #1 of **Block Monster** Universe hold **150 unique** Blockmons. Blockmons can be **collected** through **various ways**. You can also trade them on the **Marketplace** to fillup your **Blockdex** and rank up in the **Leaderboard**.

- **9 Starters & Evolutions**
- **6 Legendary Blockmons**
- **Catch Blockmons in Game**
- **Collect through Private/Pre-Sale**
- **Limited Airdrop Blockmons**
- **Boosterpacks**

Block Monsters Roadmap

Release Procedure

May - June 

Stage One

- Conceptualization
- Define Game Mechanics
- Hiring of key developer
- Blockmon Designs
- NFT Contract
- Website Launch
- Testnet Exploration
- Advisor Outreach
- Closed Alpha Test

July - August 

Stage Two

- Whitepaper Release
- Trailer Release
- Community Growth
- Evolution Announcement
- Private-Sale
- Pre-Sale
- Marketing Outreach
- PR Collaborations
- Public Launch PCS

September - November

Stage Three

- App Dashboard Launch
- Marketplace Partnership
- Booster Pack Launch
- Token Staking Mechanism
- Own Marketplace Launch
- Play-2-Earn Fight Engine
- NFT Staking Mechanism
- Trainer Skin Shop
- 1v1 Multiplayer in P2E

December - February

Stage Four

- Map Integration
- Integration of Storymode
- Announcement NFT #150
- Gym Trainer
- Game Theme Song
- Stuffed Blockmon Shop
- Mobile Application Android
- Mobile Application IOS
- Multiplayer Map mode

The main product and **utility** of **Block Monsters** is the **P2E Game**. Player can **earn money** by playing and battling with their **Blockmon NFTs**. The game will receive, after its release, **regular updates** and **features** to **improve** the gaming experience for everyone.



Block Monsters
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