



BLOCK MONSTERS

WHITEPAPER

WWW.BLOCKMONSTERS.CO



ABOUT

BRING BACK YOUR CHILDHOOD MEMORIES

Blockmonsters is a blockchain game that involves the catching and training of NFT based creatures called "Blockmons" and using them to battle and trade with other Trainers all over the world.

STARTERS



ORCALF



WATER



GHOST



FLAMISIRE



FIRE



PSYCHIC



PETALIZ



GRASS



DRAGON

THE STARTER IS THE FIRST BLOCKMON YOU CAN GET. PRIVATE SALE PARTICIPANTS GET THEIRS FOR FREE.
ALL OTHER WALLETS CAN START THEIR BLOCKMON ADVENTURE WITH UNLOCKING THEM WITH \$MNSTRS.



TOKENOMICS

5%

**MARKETING
+ MERCH**

3%

**BUYBACK
& BURN**

2%

**BLOCKMON
REWARDS**

Get rewarded on each milestone you hit in the game.
Caught a Blockmon? Won against trainers or Gym leader?
Rewards will be distributed to all game players in our
Dashboard through the tokenomics.





ALLOCATION

100% TOTAL SUPPLY:
500.000.000 \$MNSTRS

GAME DEVELOPMENT:
25.000.000 \$MNSTRS

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

PRIVATE SALE:
75.000.000 \$MNSTRS
Hardcap: 500 BNB



LIQUIDITY POOL:
150.000.000 \$MNSTRS

DK-SALE FEES:
40.000.000 \$MNSTRS

PRE SALE:
210.000.000 \$MNSTRS
Softcap: 750 BNB
Hardcap: 1500 BNB



HOW TO COLLECT BLOCKMONS

1



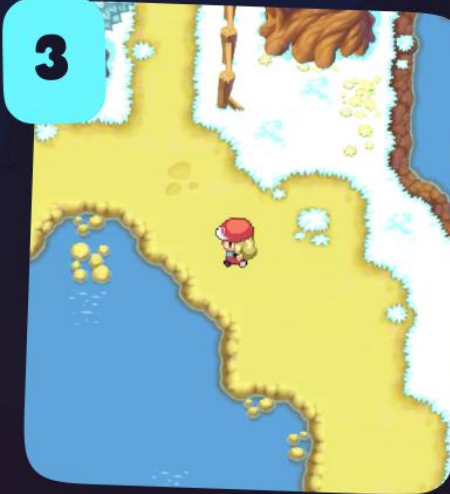
**EVOLVING
BLOCKMONS**

2



**OPEN BOOSTER
PACKS**

3



**CATCH IN
GAME**

4



**BLOCKCHAIN
FIGHTS**

**THE GOAL OF EACH BLOCK MONSTERS CHAMPION IS
TO SOMEDAY OWN AND MEET 150 BLOCKMONS!**

❖ LEVELING UP + EVOLVING



Our **MVP Release** will include a **Blockchain Fight Engine**.
Fight against other wallets and gain **XP** to **Level up** your
Blockmon and get to the **next Evolution**.



CATCH 150 BLOCKMONS

- **9 Starters + Evolutions**

- **Catching in Game**

- 80 Blockmons
- Exclusive: 20/150 can only be unlocked with catching

- **6 Legendary Blockmons**

- **Unlock with Private/Presale**

- 1x Private-Sale Exclusive: Everyone who buys a minimum of 0.75 BNB get one special Blockmon
- 1x Presale Exclusive: Everyone who buys a minimum of 0.75 BNB get one special Blockmon

- **Unlock through Blockchain Fights**

- 50 Blockmons
- Exclusive: 10/150 can only be unlocked with fighting

- **Get with Boosters**

- 100 Blockmons
- Exclusive: 20/150 can only be unlocked with boosters

EXCLUSIVE BLOCKMONS



PRIVATE-SALE

#034 Verani will only be available during the **Private-Sale**. All participants with a minimum contribution of **0.75 BNB** will get it automatically.



PRE-SALE

#018 Mikado will only be available during the **Pre-Sale**. All participants with a minimum contribution of **0.75 BNB** will get it automatically.

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What does that mean?

This means that everyone who wants to fill up their Blockdex and unlock future Game rewards in the future has to buy these NFTs from someone of the **Private-Sale** or **Pre-Sale**. The prices are decided by the owner of the NFT.

Hardcap Private Sale: 500 BNB

Hardcap Pre Sale: 1500 BNB

COLLECT BUY
SELL
\$MNSTRS

NFT'S



ROADMAP

May - July **STAGE 1**

- Conceptualization of Project
- Define Game Mechanics
- Token Contract
- NFT Contract
- Testnet Exploration
- Create 150 Blockmons
- Marketing Partnerships
- Website Launch
- Closed Alpha (Fight Engine)
- Map Design
- First MVP Version of Game

July - August **STAGE 2**

- Community Growth
- Announce Starters
- Whitepaper Release
- Trailer Release
- Private Sale
- Evolution Announcement
- Pre Sale
- Launch on Pancakeswap
- Listing on CMC & Coingecko
- Aggressive Marketing
- Fight Engine Launch

August - October **STAGE 3**

- Audit
- First Rewards to Users
- Blockmon NFT Marketplace
- Announcement 1 of 1 Blockmons
- Game Theme Song
- Gym Trainer Announcement
- Stuffed Blockmon Merch Shop
- Edit Trainer Skins
- Catch Blockmons on Map
- Booster Pack Release
- Integrate Fight Engine into Map

October - December **STAGE 4**

- Integration of Storymode
- Gym Trainer Battles
- Multiplayer Map Mode
- Publication of Exclusive Blockmons
- Skin Trainer Editor
- Mobile Application Android
- Mobile Application IOS
- Release of our \$XP Token
- Announcement of Blockmon #150
- Physical Trading Card Game
- \$XP Rewards for Achievements

**GOTTA
CATCH
THEM ALL!**



MARKETING STRATEGY

INVESTOR INFORMATION & BUSINESS DEVELOPMENT

We know how important Marketing is for the success of our Project and therefore have created a strong launch plan.

We have only a 10% Discount Strategy for both Sales to generate a strong community and to create a big Inflow and Chart Potential for the Launch. We are aiming for a Marketcap of \$10M at Launch and \$250M at Stage 3.

All listed Marketing Activities will be utilized in Stage 2 between Private-Sale and first weeks after Launch. Sale Funds are used efficiently and immediately to get traction and form a strong community. This helps to achieve Game Development Goals and hire and build up the Core-Team.

- PR Outreach & Partnership
- Referral System
- Twitter Ambassadors
- YouTube Ambassadors
- Utilize Pokemon Community
- PooCoin Ads
- BTok Partnership
- Altcoindaily Network
- Listing CMC & Coingecko
- Shilling Kits
- Chinese Influencer Network
- Buy Back Campaign
- DEX Ads
- Magazine Articles
- Airdrop Contest
- Burn Activities

 **JOIN US**

PRIVATE SALE:

500 BNB HARDCAP

18. August 8PM CET

1 \$BNB = 147.000 \$MNSTRS

PRE-SALE:

1500 \$BNB HARDCAP

24. August 8PM CET

1 \$BNB = 140.000 \$MNSTRS

EXCHANGE:

PANCAKESWAP

25. August 8PM CET

1 \$BNB = 132.500 \$MNSTRS

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