# MONSTERS CLAN

## UNLEASH YOUR MONSTERS ON BLOCKCHAIN

▶ Watch Trailer

EVERYONE 10+
TM
E
10+
THIS GAME IS VERY
**ADDICTIVE**

Fantasy Vollence

In-Game Purchases
Users Interact

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# THE GRUMPY PAPER

Monsters Clan is a first ever third person NFT game, allow players to create, collect, trade, train, and play their Monsters to win fights and earn. Moreover, Monsters Clan offers users to earn passive income in $MONS by renting out their NFTs to other game players. The objective behind Monsters Clan is to introduce a concept of gaming using Blockchain technology and set up a platform for players where players could unleash their Monsters to fight for rewards.

This game is about to change the whole landscape of playing games because Monsters Clan is built on Blockchain. Things are going to become way adventurous as Monsters will be competing against each other in the battle for their pride and glory. Monsters Clan gives players the freedom to fight or trade their own monsters as per their game strategy. Owning a Monster is the way to start your journey in Monsters Clan.

## SUPPORT PLATFORMS

GET IT ON
**Google Play**

GET IT ON
**App Store**

Available on
**Windows/MacOS**

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# THE MONSTERS

There are three main types of Monsters we have introduced in Monsters Clan to make the game more thrilling and interesting.

### ▶ *Potioner*

Monsters having type 'Potioner' will be able to generate potions only which means you can't fight in a battle with those monsters. In short, you can't participate in AI or PVP battle mode with the Potioner type of monster.

### ▶ *Fighter*

A monster having a type 'Fighter' will not be able to create a potion but only able to fight in battles. You can feed, grow and ready your fighter monster to face all battle challenges in Monsters Clan.

### ▶ Master

Monster having a 'Master' type will be able to create a potion and fight in battles as well. You must be way lucky if you own a Master type of Monster in your inventory.

*Monsters with type 'Fighter' will have zero potion power.

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# MONSTER ISLAND

Presenting a Monster Island, a dedicated territory for Monsters to live and spend their life in their own environment. Every monster island will have different plots, one has to own a plot of any monster island in order to create potions, fight in battles and other activities. In case you can't afford to buy a plot on any monster island, you can take a plot of any Monster island on rent from any individual who is renting his island plot on Monsters Clan marketplace. Having no plot is like limiting your monsters' career and growth in the Monsters Clan.

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# MONSTER CAVE

Monsters need their special place to rest and relax so here presenting a Monster Cave. Every monster cave will have a capacity to keep a fixed number of monsters. In simple words, a plot on Monster island is a house whereas Monster cave is a living space for Monsters to rest and relax.

### Basic Cave

Has a capacity for 4 monsters.

### Standard Cave

Has a capacity for 8 monsters.

### Super Cave

Has a capacity for 15 monsters.

### Premium Cave

Has a capacity for 25 monsters.

You can upgrade monster cave level by spending gems.

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# MONSTER POTION

Monster Potion is a core chemical product that will be used to create a new baby monster. Player will have to start generating a Monster Potion in potion CAULDRON putting his two monsters on duty. Afterwards, Monster potion can be processed in the laboratory to create a baby monster or can be sold directly in the market depending on player's preferences .

## Types of Monster Potions

There are following types of monster potions. Newly born monster's characteristics will depend on the rarity and power of a Monster Potion

▶ Ninja Potion         ▶ Bloodroot Potion         ▶ Fiend Potion         ▶ Mighty Potion

Moreover, a player can ask the professor of a laboratory to combine and process two monster potions to create one extremely powerful and rare monster.

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# POTION CAULDRON

A big pot required for generating a monster potion with the help of two monsters. One can buy, sell, or lend a potion cauldron in Monsters Clan.

You can speed up the potion creation process of your cauldron by spending gems.

# MONSTERS FEED

Introducing special feeds for players to feed and upgrade their Monsters to prepare them for upcoming battles and tournaments.

▶ *Crispy Boogers*

▶ *Chilled Mucus*

▶ *Poopy Shake*

▶ *Poopcorns*

▶ *Urinade*

▶ *Vomitella*

▶ *Puketea*

You can either buy monster feed from the marketplace using $MONS or you can create monster feeds in the laboratory.

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# MONSTER LABORATORY

Monster Laboratory is a special laboratory set up for performing all chemical processes related to Monsters under Professor Monsalito, the incharge of laboratories in Monsters Clan.

There will be three types of Laboratories

### Feed Laboratory

This specific laboratory will be used to create feeds for the feed of Monsters. You can not process potions in this laboratory to create monster babies. The Feed Laboratory will have different levels that users will be able to update with the time to have support  of all feeds.

### Monster  Laboratory

This specific laboratory will allow users to process potions to create a monster baby . You can not create feeds in this laboratory. The Monster Laboratory will have different levels that users will be able to update with the time to have support for processing all potions.

### Multipurpose Laboratory

Multipurpose Laboratory will be a special laboratory to own or rent because it allows one to create feeds and process potions as well to make a monster baby.

You can buy, sell, or take any desired laboratory on rent from Monsters Clan marketplace.

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# $MONS TOKEN

$MONS is a digital native currency of Monsters Clan that will be used for in-game purchases and different activities. $MONS is a BEP20 token built on the Binance Smart Chain Network. The basic aim of presenting a $MONS token is to bring a fair and transparent payment system between players to make the Monsters Clan ecosystem more reliable and safe.

## $MONS GOVERNANCE MODEL

A governance model of $MONS token drives the whole development of Monsters Clan project by the community for the community. From purchasing Monsters to caves, potions to laboratories, every activity by gamers would drive Monsters Clan project towards success through the $MONS governance model.

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# RENT NFTS

For the first time ever, allowing users to rent NFTs. An efficient and well-planned governance model of $MONS is ideal for everyone including those who can't afford to buy NFTs. Everyone will be able to avail this renting NFTs feature as per their preferences. Suppose you need a potion cauldron to make a potion but you can't afford to buy one, simply pay someone and take the cauldron on rent from Monsters Clan marketplace to make a potion.

In short, the whole governance model of $MONS engages every user who is part of the Monsters Clan game.

## $MONS Utility

▶ Buy or Sell Monsters.

▶ Buy, Sell, or Rent Potion cauldrons.

▶ Buy or Sell Monster Potion, and Special Feeds.

▶ Buy, Sell, or Rent Laboratories and Plots.

▶ Buy Packages of Gems.

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# GEMS

Gems will act as a special currency within Monsters Clan, you can use gems to perform special activities like speeding up potion generation process, feed creation, and many other special operations in the game.

# COINS

Coins act as main in-game currency required to perform activities like participating in battles, creating potions, feeds and others in the Monsters Clan. You will be able to earn coins by performing different activities and on achieving milestones in the game.

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# LEVEL SYSTEM

Every player in Monsters Clan will have to keep increasing his profile level to keep going in the Monsters Clan. In order to increase your level, you will have to keep earning more XP points by engaging in different activities in the game. XP points are easy to earn as one keeps engaging himself in the game. It is highly recommended to keep increasing your profile level to avoid yourself and your monsters getting restricted in the Monsters Clan.
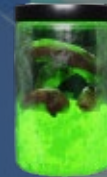
# GAME MECHANICS

Here are the main features of Monsters Clan reflecting the overall concept of this NFT-based game.

**Collect & Own Monsters**

**Create Monsters**

**Feed Monsters**

**Monsters Trading**

**Battle Modes**

Every phase of Monsters Clan is linked with another just like a storyline which represents a journey to preparing Monsters for upcoming battles.

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# COLLECT AND OWN MONSTER

In order to start a Monsters Clan game, you must own a Monster.
Let's find out the ways to collect and own a Monster.

## BUY MONSTER POTION

Upon starting Monsters Clan for the first time, you will have to spend $MONS to buy a Monster potion from Monsters Clans marketplace. That monster potion formula will be processed in the laboratory to give birth to a new baby monster. Every Monster will be born with different characteristics and unique facial features.

## BUY ADULT MONSTER

In case you want to have a grown and adult Monster instead of raising a Monster baby, you can buy any adult Monster of your choice from the Marketplace.

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# GENERATE MONSTERS

Monsters Clan is all about the lifestyle of Monsters living on the Blockchain. Every game player who owns adult potioner monsters will be able to generate a new monster through monster potion. Player will have to start the potion generation process, his two monsters will have to mix and create a potion in a potion cauldron. Monsters working on a monster potion can't participate in a battle until they are done with potion creation. Completion time of potion generation depends on the potion cauldron.

Furthermore, the Professor of the laboratory will then process that monster potion and initiate chemical reactions to give birth to a baby monster in his Laboratory. In case you don't want to create a baby monster, you can sell that newly created potion into the MonstersClan marketplace as well.

*Cancelling the potion generation process in between will cost the loss of that potion.

## Requirements for Generating Monster Potion to Create Monster Baby

- A player must own 2 adult monsters.
- Both monsters must be adults and have at least 1x potion power to be able for potion creation.
- Must have a Potion Cauldron for mixing and creating potions.
- Must have access to a laboratory to process a generated potion.
- Monsters' cooldown period is over.
- Enough coins for fees.

*Laboratory will be required to process potion to make a monster baby not for potion generation.

# COOLDOWN PERIOD

Cooldown period for monsters will be started once done with the potion generation process. Upon creation of potion, monsters will have their cooldown period started and will be unable to create monster potion until their cooldown period is over. Moreover, you will not be able to sell your monsters unless their cooldown period is over. The Cooldown period will last for 48 hours but you can speed up the cooldown period by spending gems.

The basic aim of the Cooldown period is to ensure fairness and transparency within the whole ecosystem of Monsters Clan.This is to avoid excessive birth of monster babies or creation of potions. Restricting players to sell their monsters who are in cooldown period ensures that no one can bypass their monsters' cooldown period for personal advantages.

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# FEED MONSTERS

How awesome would it be to feed your Monsters to make them grow and get more powerful? This is made possible in Monsters Clan. You will be able to buy special monster feeds from Professor's laboratory to be able to feed your Monster babies with monster feeds. Feeding monster babies will eventually make them adults with the passage of time. Instead of buying monster feeds, you can also create them in a laboratory but make sure you have access to required laboratory.

# MONSTERS TRADING

Another exciting phase of Monsters Clan is that you will be able to buy and sell Monsters on the game's own marketplace. Buy more powerful and rare monsters as well to have more chances of winning in the different battle modes and challenges.

Sell your monster babies or even adult Monsters, it's all up to you. Not only monsters, you can also buy/sell monster potions, special feeds, and other items as well.

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# BATTLE MODES

## AI MODE

AI Mode as the name says it all, players will be able to compete against random system teams . AI mode will have different rounds and one will have to win one level to reach the next round. Every round will be a knockout round, winning a round will earn you lots of XP points, coins, and increase your winning rate. Amount of XP points and coins in reward will be increasing as one keeps winning AI Mode rounds. On winning the 10th round, you will be earning some gems as a reward on reaching round 10.

*Winning rounds in AI mode will increase your winning rate whereas losing rounds will not decrease your winning rate.
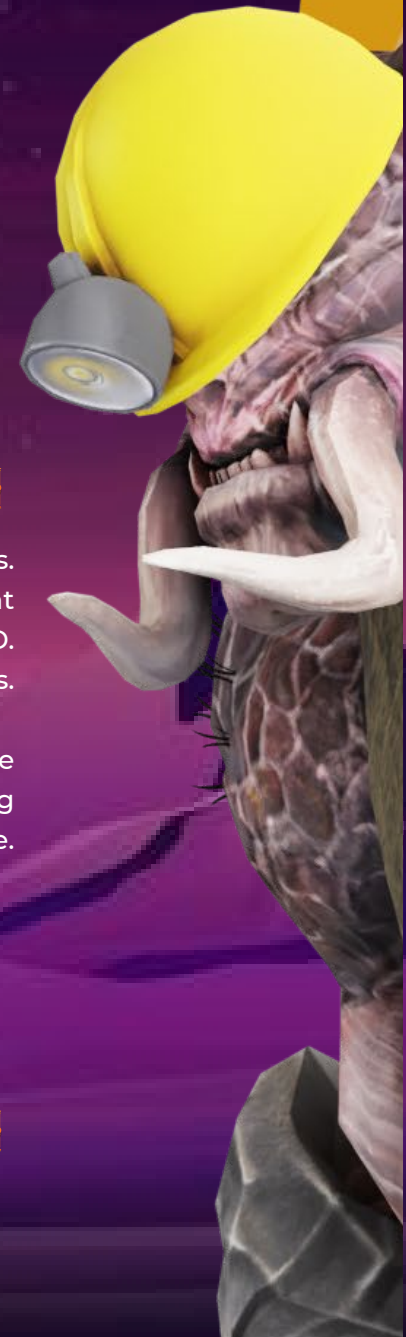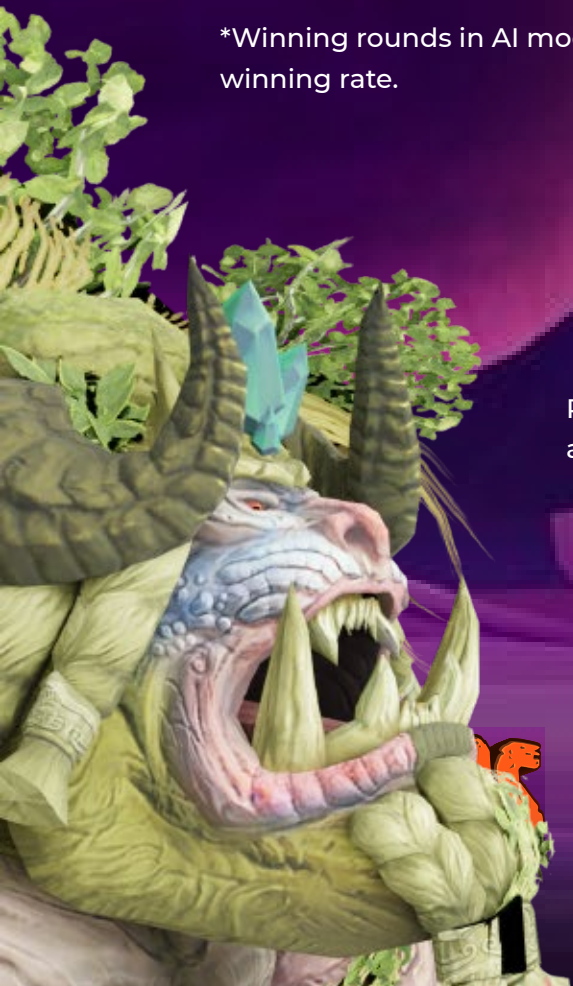
## PVP MODE

Introducing PVP battle mode where players will be able to compete in 2 player PVP combats. Like two friends can compete with each other online. PVP is going to bring more excitement and energy as everyone will be able to compete with anyone they want through their fight ID. Winning one battle in PVP mode will earn coins and XP points.

Players will be able to participate in PVP mode only if their winning rate is above 70% and have a level 5 profile. PVP mode will be disabled again if your winning rate goes below 70%. Winning in PVP mode will increase your winning rate and losing will decrease your winning rate.

## CLAN BATTLE MODE *(COMING SOON)*

## TOURNAMENT SEASONS *(COMING SOON)*

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# TOKENOMICS

A tokenomics plan of $MONS has been prepared by the professional team of Monsters Clan having blockchain experts. $MONS tokenomics plan is made following professional strategy and practices by our experts.

**TOTAL SUPPLY: 100,000,000 $MONS**

| TOKEN DISTRIBUTION | % | PRICE ($) | TOKENS ($MONS) | TOTAL RAISE ($) |
|---|---|---|---|---|
| SEED ROUND | 7% | 0.10 | 7,000,000 | $700,000 |
| STRATEGIC ROUND | 5% | 0.13 | 5,000,000 | $650,000 |
| IDO ROUND | 3% | 0.15 | 3,000,000 | $450,000 |
| LIQUIDITY | 5% | - | 5,000,000 | - |
| CORE TEAM | 20% | - | 20,000,000 | - |
| ADVISORS | 15% | - | 15,000,000 | - |
| PLAY TO EARN | 30% | - | 30,000,000 | - |
| ECONOMY FUND | 15% | - | 15,000,000 | - |
| | | | **TOTAL RAISE** | $1,800,000 |

# VESTING SCHEDULE

Presenting a well-planned vesting schedule of $MONS which reflects a professional economic model of $MONS.

| TOKEN DISTRIBUTION | 2021 | | | 2022 | | | | 2023 | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | TGE | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 |
| SEED ROUND | 5% | | | Monthly Vesting | | | | | | | 95% |
| STRATEGIC ROUND | 5% | | | Monthly Vesting | | | | | | | 95% |
| IDO ROUND | 34% | 33% | 33% | | | | | | | | |
| LIQUIDITY | STRATEGIC RELEASE AS PER MARKET DEMAND | | | | | | | | | | |
| CORE TEAM | | | | | | Quaterly Vesting | | | | | 100% |
| ADVISORS | | | | | | Quaterly Vesting | | | | | 100% |
| PLAY TO EARN | | | STRATEGIC RELEASE AS PER GAME PLAN | | | | | | | | |
| ECONOMY FUND | | | STRATEGIC RELEASE AS PER GAME PLAN | | | | | | | | |

| LISTING EXCHANGE | INITIAL MARKET CAP | DILUTED MARKET CAP |
|---|---|---|
| 🐰 PancakeSwap | LISTING PRICE **$ 0.15** × $MONS AT TGE **1,620,000** = **$243,000** | **$15,000,000** |

# STAKING

Have a look at NFTNomics where you will have to stake $MONS to have different NFT rewards every month and to have a chance of winning NFT lottery as well.

## NFTNOMICS

| $MONS TOKENS REQUIRED FOR STAKING | TIME PERIOD | REWARD EVERY MONTH | CHANCE TO WIN NFT LOTTERY |
|---|---|---|---|
| 3500 $MONS | 60 DAYS | 10 GEMS | 100 GEMS LOTTERY |
| 10000 $MONS | 70 DAYS | 1 FEED | 1 POTIONER BABY MONSTER |
| 15000 $MONS | 90 DAYS | 1 FEED AND 10 GEMS | 1 FIGHTER BABY MONSTER |
| 25000 $MONS | 100 DAYS | 1 POTION AND 1 FEED | 1 MONSTER CAVE |
| 35000 $MONS | 120 DAYS | 1 MONSTER BABY | 1 MONSTER CAVE |

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# MONSTERS CLAN

# THANK YOU!

Monsters Clan is about to change the dynamics of playing NFT games on Blockchain. Team of Monsters Clan will keep updating and improving a gaming model to make Monsters Clan more better and optimized for every gamer. We believe in giving joy and freedom to everyone who loves to play games.

▶ **Watch Trailer**

## CONNECT WITH US!
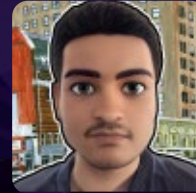
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# CORE TEAM

## Shahzaib Ali
**CEO | CO- Founder**

Shahzaib is a game enthusiast who loves to play and develop video games. Having experience in Unity game development and passion for games led him to bring Monsters Clan.

## Umar Sattar
**Developer**

Muhammad Umar is a professional blockchain developer with experience in Top Tier companies like Oracle, Ericson and passionate gamer having a tons of working experience with different blockchain and NFT projects.

## Marco
**Manager**

Marco Colaco has been an experienced professional in crypto since 2016, he has strong ability to lead and help communities and has worked on several crypto projects.

## Ahmed Khan
**Developer**

Ahmed is an experienced and professional developer who has been working on different crypto projects and technologies in the industry.

## Helena Rogers
**Partner Marketing Manager**

Helena Roger has been working with lots of well-renowned and established companies as a marketing advisor, she has years of experience in digital marketing.

## M. Siddique
**DevOps Engineer**

Sid is a crypto investor and consultant who has been working with different crypto VC firms and NFT game projects.

## Noman Mir
**Marketing Expert**

Noman is a crypto marketing consultant who has worked and promoted lots of new blockchain startups in the Crypto market.

## Jack Britton
**Seniro Developer**

Jack is blockchain Enthusiast and specialized Game Developer to turn a game idea into code on a fast-moving environment.
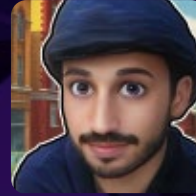
# STRATEGIC ADVISORS

### Rao Naveed
**Strategic Advisor**

Rao Naveed is a blockchain expert who has contributed and advised many blockchain projects over the years. Having tons of technical expertise in blockchain technology, Naveed is also acting as CTO at Prostarter.io

### Kevin Abdulrahman
**Strategic Advisor**

Kevin Abdulrahman is an investor/advisor to some of the hottest crypto projects in the NFT/Gaming space.

### Hisham Yaqob
**Financial Advisor**

Hisham is an early Crypto investor and owns mining farms. His portfolio includes 100+ Crypto projects which he has invested in and advised.

### Mario Nawfal
**Strategic Advisor**

Hisham is an early Crypto investor and owns mining farms. His portfolio includes 100+ Crypto projects which he has invested in and advised.

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