INTRODUCTION

MonsterBit

is an analogue of the famous cryptogame with interesting additions

We did not recreate the wheel. We took a successful project and made it stronger in terms of functionality and more vivid in terms of design.

To the normal reproduction and a unique DNA, we have added the maturity of characters due to feeding. Also, there were implemented many interesting features, which we are going to reveal further.

1. A BRIEF HISTORY OF THE GAME INDUSTRY IN FIGURES

The computer games industry was born in the mid-1970s as a movement of enthusiasts and in a few decades it grew up from the small market into mainstream industry with an annual profit of $ 9.5 billion in 2007 and 11.7 billion in 2008 in the US (according to the annual ESA reports). The market includes both majors and small firms and startups, as well as independent developers and communities.

1970s

The history of the industry began in 1971 with the launch of the arcade game Computer Space. In the next year, Atari released the first commercially successful Pong video game.

Pong is one of the earliest arcade video games, it is a tennis sports game using simple two-dimensional graphics. Before the Pong game, there had been other video games, such as Computer Space, but it was the first to become this much popular.

The original version for arcade machines was sold out in the amount 19 thousand pieces. During the same year one of the first home console video game - Magnavox Odyssey – was released on the market.

1980s

By the early 1980s, the «Golden age of arcade games» was at its height. The volume of the arcade machine market in the USA has increased significantly from $50 million in 1978 up to

$900 million in 1981, while the revenue of the entire arcade games industry tripled, amounting to $2.8 billion in 1980. Only in 1981, the arcade games industry in the USA earned $5 billion, that is $12.3 billion measured in 2011 dollars. The arcade games reached their height in 1982, earning $8 billion ($18.5 measured in 2011 dollars), exceeding the total sales of pop music ($4 billion) and the U.S. cinematography ($3 billion). It was also more than 2 times higher than the sales market of home gaming systems which in the same year amounted to $3.8 billion. Thus, the total income of the market of arcade and home games of the computer games industry in 1982 amounted to $11.8 billion (more than $27.3 billion measured in 2011 dollars). The arcade games market continued to generate $5 billion in sales until 1985. PAC-Man by Namco -the most significant game of that period was released in 1980 and sold out in the amount of more than 350 thousand machines and that year revenue was more than $1 billion. The total sales of Pac-Man for the entire 20th century were estimated to exceed $ 2.5 billion (more than $3.4 measured in 2011 dollars).

1990s

In the 1990s, there was a wide development of technologies associated with computer games. At the same time, development of the game market also took place. Thus, at the beginning of the period the licensed games became the most successful ones, as well as sequels games.

In 1993, worldwide computer games sales amounted to $19.8 billion ($31 billion measured in 2011 dollars), $20.8 billion in 1994 ($32 billion measured in 2011 dollars) and approximately $30 billion in 1998 ($41.5 billion measured in 2011 dollars). Sales of arcade machines in the US in 1994 amounted to $ $ 7 billion ($11 billion measured in 2011 dollars), while sales of games for home consoles amounted to

$6 billion ($9 billion measured in 2011 dollars). Thus, the total sales of the gaming industry in the USA became more than 2.5 times higher than the sales of cinematography in the USA.

2000s

During this period games remained the driving force to develop computer technologies, which were subsequently used for other purposes. Many casual and indie games were created and became popular at that time. The branch of games for mobile platforms was also strengthened. Miniaturization of hardware and mass distribution of mobile phones contributed to the emergence of mobile games applications; the route of creating games for social networks was born. The most famous became Zygna – the developer of games for Facebook. Another example of successful gaming platforms are iOS and Android.

2010s

Nowadays computer games make a significant contribution to the world economy due to the great success of sales of major gaming systems and games like "Call of Duty: Black Ops", which during the first 5 days of sales has earned of more than $600 million, and set the world record of five-day sales of movies, books and computer games. The game's sales exceeded the box office of the "Spider-man 3" movie, which was released the same weekend, as well as the previous record among the games was set by Halo 3. A lot of people become reach on the success of computer games industry, for example former President of Nintendo and one of the richest men in Japan Hiroshi Yamauchi.

2017

Total volume of the game market amounted to $108,9 billion of dollars in 2017.

2. BLOCKCHAIN GAMES

Game industry continues to grow in size and in capital. However, some companies are exploring the possibility of building games around the blockchain, which will allow them to take advantage of cryptocurrencies and tokens. Whether it's a card game, MMO or RPG - all of them can use virtual currencies.

Assets on the blockchain

In recent years, games have been using such blockchain features as wallets or tokens. Players get more secure ownership of the items or money they collect or buy. With the record in the blockchain, the player receives the guaranteed right of ownership, which gives value to the items both for the owner and for other players.

Blockchain will turn over the gaming industry: top 4 reasons

The technological revolution is coming up. We expect the beginning of the revolution to be set by blockchain – same technology which shook the currency market some years go. All the advantages helped to heat the Bitcoin value up to $4000 for one "coin" are going to be implemented in the game world. Let us tell you what is to be changed by blockchain.

01 The blockchain will transfer power to the players

Nowadays large companies completely control the ecosystem in their games. Despite the possibility of creating partly free currency exchange rates and auctions of the parcticular mmorpg, gamers have to follow pre-established rules The owner of the game is able to dramatically change everything in it: roll a new patch, ban someone or manually change the prices of goods. Within the framework of the blockchain it is theoretically possible to create decentralized system considering free currency exchange rates, and you will not be forced to pay extra interest, and the data can not simply be taken and erased, or changed, as they are copied repeatedly in the block-chain.

02 The blockchain will keep your anonymity

Do you remember the story how the US intelligence agencies were looking for WoW terrorists? Blockchain is known to be the best way to keep anonymity. It is extremely difficult to trace the chain, and it is too expensive to collect such a big data and to arrange a global surveillance. Moreover, if the whole ecosystem of the game is not controlled by the developer, then there is no access of third parties to your personal data. What will happen at the background of such total secrecy? Will we create utopia or anti-utopia?

03 The blockchain will help indie developers

On the basis of new technology, it will be possible to create an alternative for large trading platforms like Steam. Theoretically, this can lead to a freer market with less costs and interest payments, and as a result, games will become cheaper. Moreover, small developers will have more opportunities to declare themselves without having passed the selection procedure. But there are obvious problems here: anarchy is not always a good alternative to such proven systems as GOG or Steam.

04 The blockchain will combine game and real currencies.

Theoretically it is possible to fully build a gaming economy based on Bitcoin itself or altcoins (alternate cryptocurrencies). Your game process can lead to generating "real" cryptonyms which you can later spend in real life. Or vice versa: you throw in a game few satoshi and buy a new helmet. But again we face the issues of poorly predicted and sharp fluctuations of cryptocurrency rates (volatility), in-game inflation and economic crimes which are poorly studied at gaming.

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3. CRYPTOKITTIES —
the most popular blockchain game

Official web-site - www.cryptokitties.co

This project is based on the cryptocurrency Etherium. Its popularity achieved such heights so that in just few weeks "The CryptoKitties" took 15,4% of the entire Etherium system traffic. But obviously the most important feature of this game is the opportunity to earn money. In total, players have invested in this project more than $ 3.2 billion!

Essence of the CryptoKitties game

The main idea of the CryptoKitties game, which is essentially an investment project, is that you need to breed digital kitties. Figuratively speaking, this process can be compared with cryptocurrency mining, but in a slightly different sphere. So, you do not need to calculate blocks in the blockchain network with the help of computer power, here you need to develop your own game strategy and interbreed the purchased kitties so that they have a successful brood. The more unique your digital pets brood, the better you do in game.

Thus, each virtual kitties appears in the game world with its own set of individual characteristics, parameters and its own pedigree, which, according to the rules of the blockchain system, is principally impossible to fraud. Every furry inhabitant of the «Cryptokitties» world in fact is a completely unique creation that can never die or otherwise be copied. The digital cryptokitties themselves can only love each

other, breed, then they can be put up for sale or you can buy new pets.

It is worth mentioning that the interbreeding of different breeds of your virtual pets can make up new characteristics. For example, kitties with blue and yellow eyes are able to give you brood with purple color of their eyes. Moreover, there are no specific «recipes» for the breeding of the necessary kitties - basically, the characteristics of a newborn kitty are generated randomly.

Here comes a logical question - how many Ethereum coins you need to buy the treasured cryptokittie? It is easy to give an answer, but the cost of one digital kitten can vary greatly. For example, to get the standard virtual pet, you need about 13$, and the cheapest option of a kitties would cost you roughly in 0.5$ or 0.001 ETN. If we talk about the most expensive options, you can find on sale a special kittie named Genesis - it is estimated at 118 000.

How to play and breed kitties at CryptoKitties?

The main idea of the game is to buy virtual kitties and interbreed them with other members of the kitties family for the sake of a promising brood. Of course, successful specimen can be sold later for a lot of money. Also you can interbreed both your personal and other players' kitties. To do this, there is a special section «Auction» where you can choose any suitable partner for your pet, paying a tax.

How to make money on CryptoKitties?

You can buy your own kittie at the special auction, where you can also sell it. There are no specific difficulties: you place your kittie on the online market of the website, put on the minimum and maximum price and wait for the buyers. At the same time, you can set any price-there are no restrictions here. The only matter is to find a buyer.

If your furry pet is not bought immediately, then within 24 hours its value is gradually reduced. For this reason, it will be more logical to sell it quickly for a modest price than to do the same, but after a few days, when the price drops itself.

It is also worth to mention about a separate category of cryptokitties called FancyCats. Such pets are distinguished by their special appearance and unique art, which is often drawn from real celebrities. If you manage to somehow get one of these FancyCats, we can assume that you are very lucky, as one such fluffy fellow can cost up to 5 thousand dollars. Naturally, it is possible to make money on more simple methods - on the interbreeding of your own cats with other players'. So there are many opportunities and strategies to make money on the game CryptoKitties, and you only have to choose the most suitable options.

Developer's earnings

How do the developers of the project earn themselves? The main emphasis here is on commissions for each transaction, which is about 3.75% of the amount spent. Each new crypto cat gene «Gen 0» appears with the help of these funds in every 15-20 minutes.

Moreover, the brand new blockchain cat is estimated by the average amount of the last five cats sold plus 50% to this. All this «Catbreeding» will go on until the end of November 2018, and then the new representatives of the cat family can be created only by using the existing seals. In the network, this game has long gained immense popularity, especially among members of the cryptocurrency community. And apparently, in the near future the interest in CryptoKitties will not weaken.

4. BACKGROUND FOR CLONING

In the gaming industry, there are many examples of very successful companies that specialize in cloning. This became part of the system, and it often happens that the clone is superior to the original, because companies that clone the game can offer base games and plus add-ons, the lack of which was claimed by the players themselves. Cloning also has a number of advantages for developers themselves.

Advantages of cloning:

- Finished logic of the game
- Reducing the risk of failure
- Shorter development time

Now interest in Cryptokittes is reduced due to in-game problems. If the developers do not immediately introduce fresh ideas into the game, CryptoKitties will die and players' pets will be sharply devaluated.

But new games always come to replace the old ones. Especially when the old games bring to its creators only 25 million per month.

Our goal is not to replace Cryptokities. First of all, we set the task to earn a lot of money for both developers and, respectively, for you, as for investors.

5. MONSTERBIT —
is just a super cool clone of Cryptokitties with its own add-ons

ADVANTAGES:

Design

Bright gradient characters - unique Monsters. In addition to different gradients, the DNA of monsters includes a huge number of facial expressions, which will make the new monster visually even more unique.
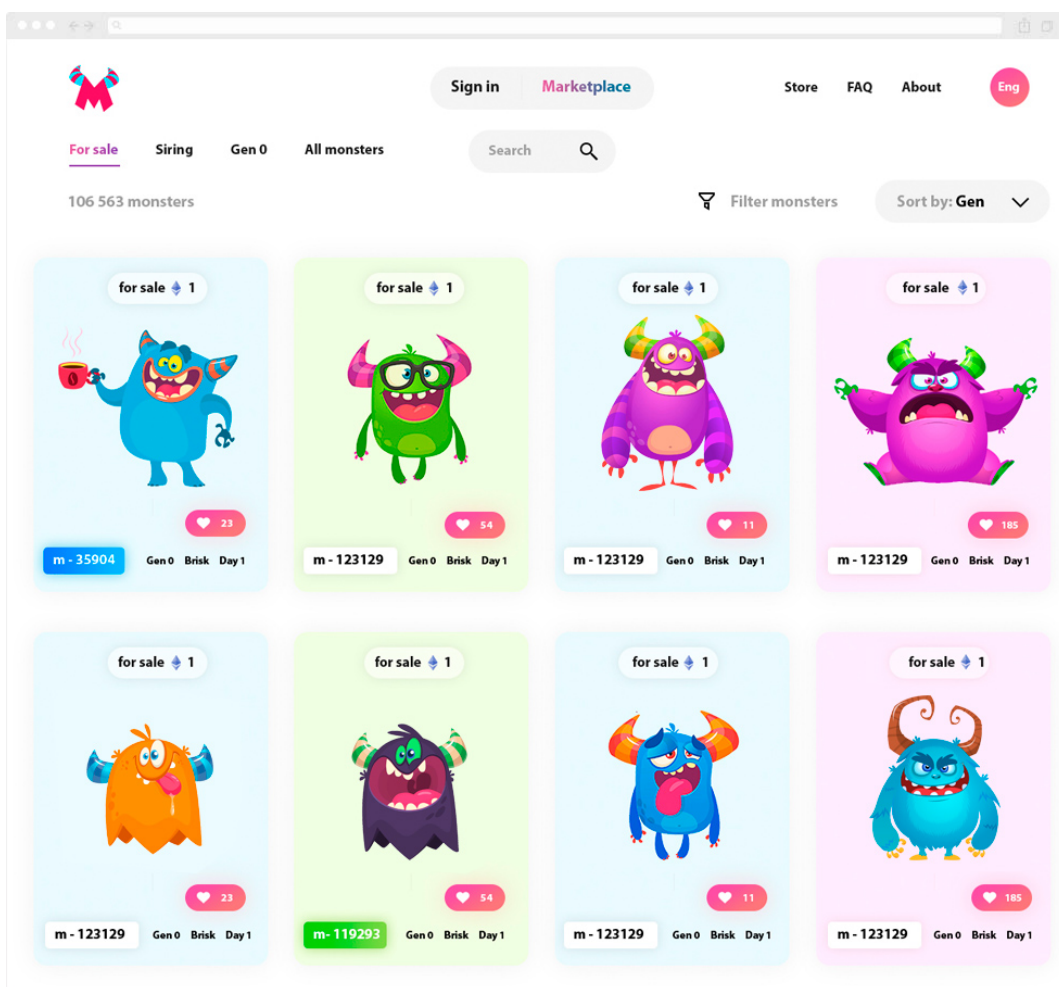

Growing up

Unlike Cryptokitties our monsters are born small and you need to grow them up to be able to breed them. Growing up a monster is far more interesting than if you just get a usual cat. You can sell monster of all ages on market.

Monster growth is accelerated by 2 factors – time and food.

That means it takes some time for monster to be born and grow up. To accelerate monsters growth, you need to feed them by the food bought in the system inner shop.
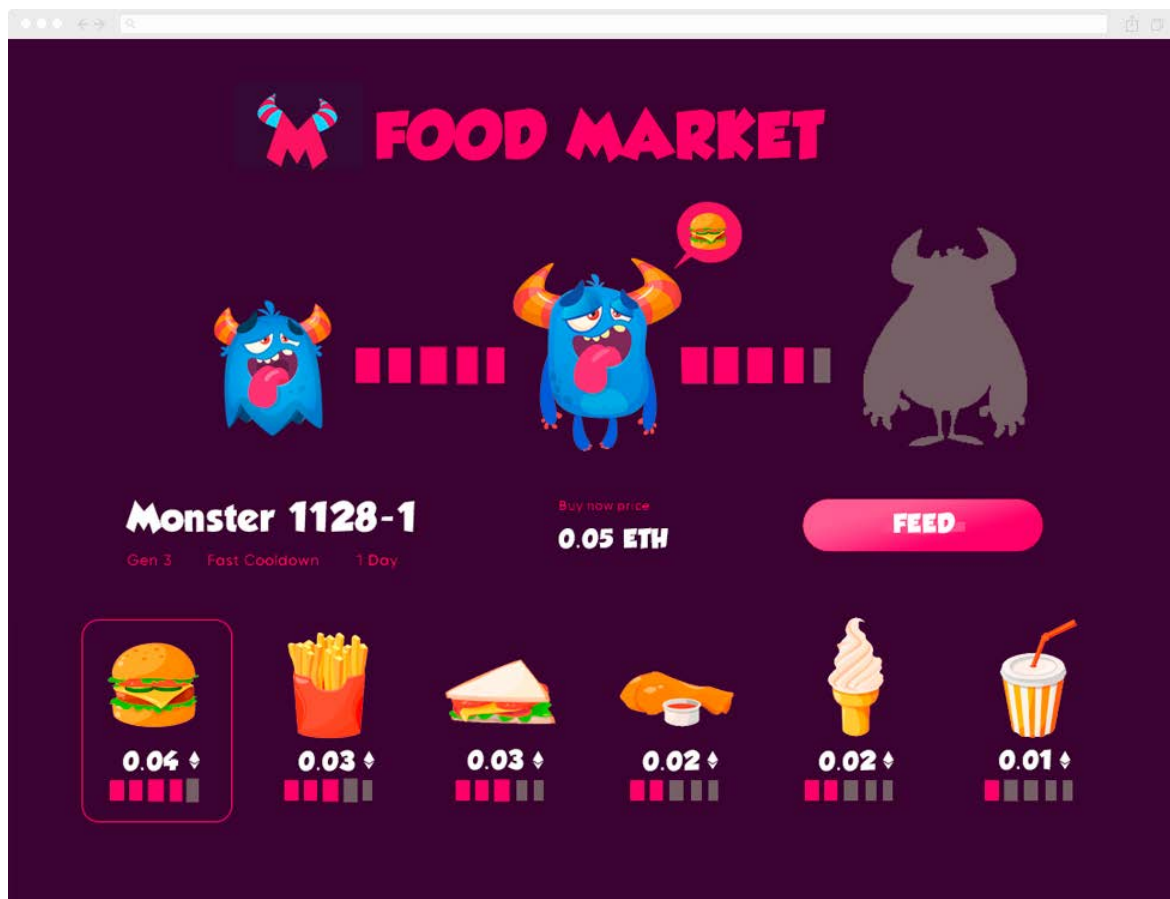
Each user, after the expiry of a certain time, gets some free food for feeding a monster. Every 20% of the time the monster generates a request-desire to eat, which is sent to the user via mail. If the user enters the game and feeds the monster, he gets a 20% food bonus.

If the user does not want to wait, he can buy food.

The price of food directly depends on the price at which the monster was bought, and is equal to 100%, but not more than 0.2 eth per one stage of growing up. The price of food for a newborn monster is half the price of his mother, but not less than 0.002 eth.

	egg	midi	maxi	total
Fast	1 m	1 h	2 h	3 h
Swift	2-5 m	2 h	3 h	5 h
Snappy	10-30 m	4 h	6 h	10 h
Brisk	1-2 h	6 h	12 h	18 h
Plodding	4-8 h	12 h	24 h	1,5 d
Slow	16-24 h	1 d	2 d	3 d
Sluggish	2-4 d	2 d	3 d	5 d
Catatonic	7 d	3 d	4	7 d

Food consists of 6 different courses.

- Each course has its own percentage of influence on the time reduction.
- This percentage is shown by the small progress bar under each course.
- Also the overall progress of growing up stages is shown above.
- The user can infest the progress completely or incompletely.

User can also get food by watching commercials and attracting new players to the system. This step allows to balance a little the powers of rich players and those who do not want to invest in food. Of course, the advantage between those who pay and do not pay should be obvious.

Breeding

Just like in Cryptokitties game new monsters appears through interbreeding

Here, there is a division into generations of «Gen». Also, every certain time the system generates a monster Gen 0, the price of which is equal to the average price of the last 5 monsters +50%.

Only big monsters can be breeded. The possibility of reproduction is limited by time and the further, the longer time is needed. To reduce this recovery period, users can feed monster with food.

	egg
Fast	1 m
Swift	2-5 m
Snappy	10-30 m
Brisk	1-2 h
Plodding	4-8 h
Slow	16-24 h
Sluggish	2-4 d
Catatonic	7 d

Each monster has its own notation, which determines the pregnancy time for mothers and the recovery time for dads after the mating. These notations and their meanings are given in the table.

	egg
Fast	1 m
Swift	2-5 m
Snappy	10-30 m
Brisk	1-2 h
Plodding	4-8 h
Slow	16-24 h
Sluggish	2-4 d
Catatonic	7 d

Each user can reduce the time of pregnancy or feeding by buying food. The price of food directly depends on the price of the monster, and is equal to 100%, but not more than 0.2 eth and not less than 0.002 eth.
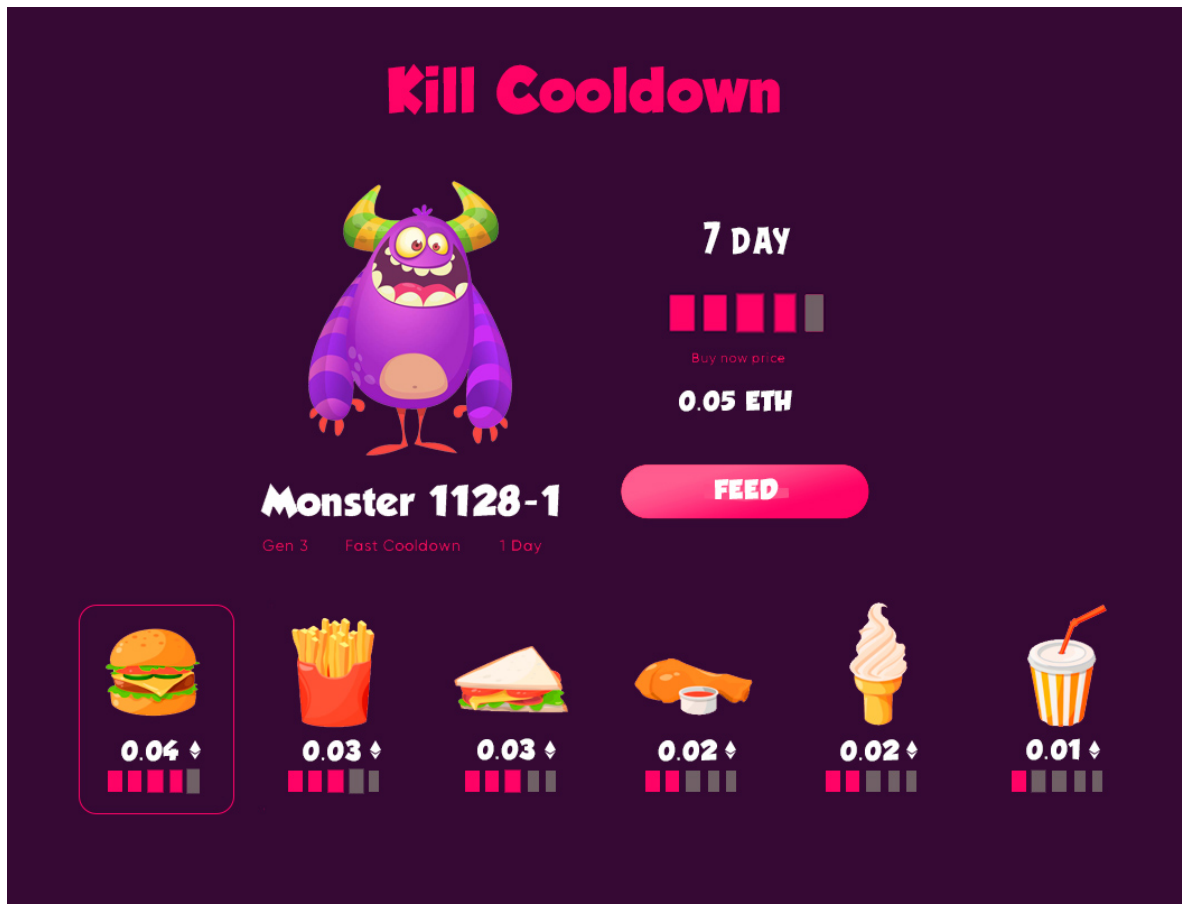
Add-ons

After the implementation of the main base, we planned to create two unique add-ons.

Monster fight and blasters

Adult monsters can organize a blasters battle for food, for blasters themselves and for monsters of different sizes and generation. That is, everything that is in the system can be picked up in battle.

Blasters will also be sold in the store.

Advertising monsters

Here we will offer to advertisers to advertise their products with the help of monsters. The user who wants to join the system will be able to supplement his monster with goods of one or the other advertiser and get paid for it. This step will greatly increase interest in the game and further increase profits.

- Only 20% of all monsters of the system are able to advertise the product.
- Advertising monsters are a special attribute.
- The algorithm for the advertising monsters advent will be classified.

It can appear at any user, at successful crossing of monsters with some sets of attributes.

Users will have another reason to buy and cross between monsters.

Advertising monsters will be shown on all pages of sites.

They will not interfere with users because we will distribute them in small numbers on all pages of the store.

Each such monster has an interface, which shows all advertisers and their advertising presentations in the form of various objects and backgrounds. The user selects the advertiser and the item for his monster. From this point on, his monster walks around the site showing up to the users.

MonsterBit will keep statistics and show it to the owner of the advertising monster.

Payments will be made in Ethereum

Unfortunately, this will be a centralized system. Later, after the tests, we hope that we will have a technical opportunity to make it decentralized.

Real Toys

MonsterBit is the real plush and plastic toys online store.

Anyone can order a toy from any monster. We arrange delivery to the house. The monster owner will receive 15% of the toy cost.

Toys will be sold in dollars and in ethereum.

This will not interfere an underlying game process. As far as there will be its own interface to order the toy. It will be possible to order a small, medium and large monster. We will keep all the pictures.

Monetization of the game:

- Fee on system transaction is 3,5%

- Sale of zero-generation monsters that will be generated by the system every certain time.

- Sale of food for growing up and accelerating the readiness of monsters to breed.

- Sale of blasters and refueling for blasters.

- 30% from the sale of advertising through monsters.

- Real Toys.

6. CROWDSALE

- 7.5 million tokens were issued in total

- 1.25 million tokens stays with the team.

- 6 million tokens will be sold in three phases of ico: Idea, Prototype and Development.

- 250 thousand tokens - Bounty.

1. ROUND

Sale:
1 MILLION TOKENS

Price:
0.0002-0.0004 ETH

The money collected at this stage will be spent on:

40% Development of a prototype of the whole system
40% Marketing of the second phase of ico
10% Legal costs and security
10% Reserve fund

2. ROUND

Sale:
2 MILLION TOKENS

Price:
0.05$

The money collected at this stage will be spent on:

60% Development of beta version of the game
20% Marketing of the third phase of ico
10% Legal costs and security
10% Reserve fund

3. ROUND

Sale:
3 MILLION TOKENS

Price:
1-2$

The money collected at this stage will be spent on:

30% Development of the game release
40% Marketing
5% Legal costs and security
15% Reserve fund
10% Team

180/200 ETH

What gets the owner of the tokens

GOD monsters. They do not grow and do not breed. They cannot be crossed. They generate the entire system. Initially, they can be bought only for tokens. In the future they can be sold/bought in a special shop/market of monsters.

1. They generate commission on purchases and sales of monsters by users. Monsters gain part of these commissions.

2. They generate Monsters GEN 0 and also sell it for ETH.

3. They generate all the food for monsters and sell it. I.e. the tokenholders will sell food for ETH to the users.

4. They generate blasters and refills and sell them for ETH to the users.

8. TEAM

Artur Teregulov
CTO

Ilya Vennikov
Lead Backend Develiper

Ivan Gladyshev
Game Designer

Alex Yalunin
Solidity Developer

Vladimir Sundupey
Senior Web-Developer

Grachya Pogosyan
CEO. Marketing

Vitaliy Lebedev
Web-Developer

9. THE WORK FLOW CHART

Finished

PRESALE ROUND 1

- Sale: 1 000 000 MB
- Price: 0.0002-0.0004 ETH

25.04.2018

- Prototype of monsterbit.io
- 100 monsters Gen0
- Buying and selling monsters Gen0
- The smart contracts of buying and selling
- Website update
- White Paper update
- Architecture of the game

25.04.2018 - 30.06.2018

PRESALE ROUND 2

- Sale: 2 000 000 MB
- Price: 0.0005 eth

25.05.2018

- A Food Shop
- Feeding
- Recovery time reducing

20.07.2018 - 20.08.2018

CROWDSALE

- Sale: 3 000 000 MB.
- Sale: 1-2$

01.07.2018 - 15.07.2018

- Monsters propagation
- Advertising monsters
- The Internet-shop of toys
- The game release. Part 1

01.08.2018

- Battles game design
- Arms armor, ammunition shop

01.09.2018

- Monsters battles - Release

01.10.2018

- Mobile apps

The time is approximate. We will do everything to speed up the process of creating a game. With the advent of finance, we will strengthen the team.

10. COMPETITORS

Nowadays we know few teams who follow the way of cloning «The Cryptokitties».

Etherium monsters (Etheremon)

The essence of the game is in the imitation of the world of «Etherium monsters» (Etheremon), in which players have to take over and evaluate Ethermon in order to defeat the other creatures. In the beta version you can take over the world, but they still need to develop the possibility of evolution and fights.

So far, the functionality of the game is limited only by the purchase of virtual eggs and their storage. With each subsequent purchase by another player of the same monster, a small percentage of profit will be credited to the account of the owner. The cost of the monsters themselves ranges from 0.37 ETH (300 USD) to 1.25 ETH (1,000 USD).
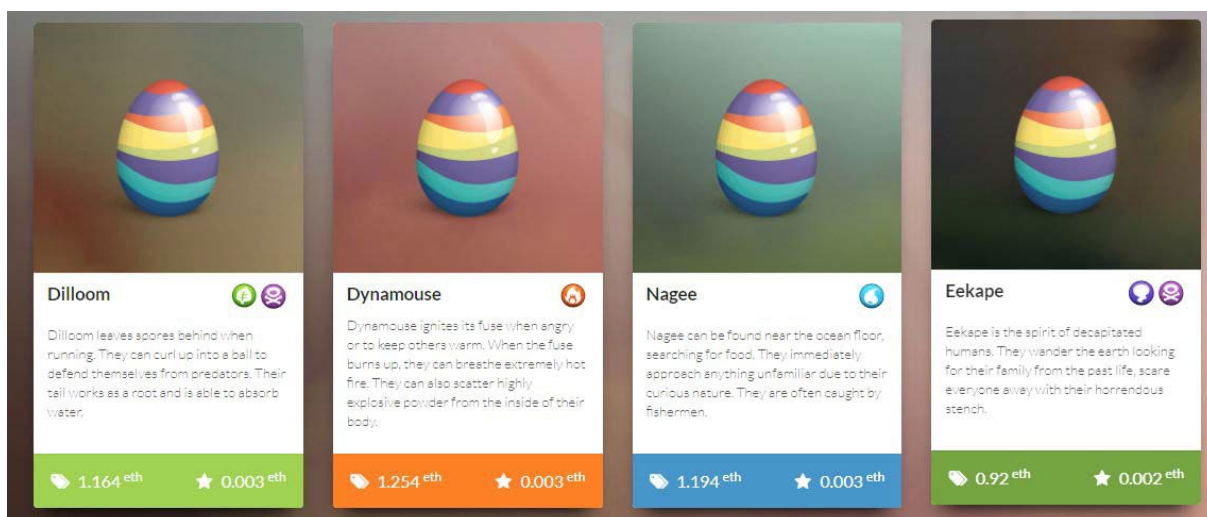
At this stage, users are already faced with the first problem: the investment is done, and there is absence of any functionality. It suspiciously reminiscents of the classic pyramid scheme in which early adopters get the profits through attracting new investors. When there are new revenues and investments, interest payments will stop.

Cryptopuppies

The clone with cybersport games.

Cryptopets

The developers are going to lay rather big functionality in the virtual essence and diversity of species. In addition, completely different species learn to cross each other, which will lead to their incredible visual diversity.

Купить.

Купите свои CryptoPets с помощью эфира и получите яйца со случайным видом, чтобы вылупить ваши собственные криптографически уникальные и приятные цифровые питомцы!

Порода.

Создайте свои CryptoPets, чтобы создавать более очаровательные цифровые существа! Продавайте свои CryptoPets для новых тварей или обменивайте их на рынке.

Сделка.

Вы можете торговать своими питомцами, как традиционные предметы коллекционирования, но с спокойствием, что Blockchain будет надежно отслеживать право собственности на ваших приятелей.

MonsterBit

The advantage is obvious!

For sale Ξ 0.1534 — Kitty 491721 · Gen 0 · Fast — ♡ 1

For sale Ξ 0.1574 — Kitty 491717 · Gen 3 · Swift — ♡ 2

For sale Ξ 0.3327 — Kitty 491710 · Gen 5 · Swift — ♡ 2

For sale Ξ 0.089 — Kitty 491706 · Gen 3 · Swift — ♡ 2

For sale Ξ 0.1518 — Kitty 491700 · Gen 0 · Fast — ♡ 2

For sale Ξ 0.0099 — Kitty 491687 · Gen 12 · Brisk — ♡ 2

For sale Ξ 0.3950 — Kitty 491686 · Gen 4 · Swift — ♡ 2

For sale Ξ 0.1513 — Kitty 491682 · Gen 0 · Fast — ♡ 1