



MONSTER BALL

white paper



ABOUT MONSTERBALL

Here you'll find a whole universe of wonders, treasures, new worlds, campaigns, battles, and so much more!



Our mission & goal

Our goal is to create a game world that combines Web 3.0 and traditional gaming models in which blockchain players and ordinary players can enjoy and immerse themselves in the Monsterball world. We are seeking to create a new generation of games that use conventional payment methods as well as owning and earning mechanisms on the blockchain, protect players' rights and interests, and also have as little distance between developers and users as possible.

How do I start ?



Download the App

Download the MonsterBall app on the App Store or Google Play Store.



Create a wallet

First, you need a wallet that supports BSC Chain.

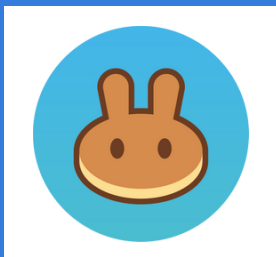
<https://metamask.io/>



Connect your wallet

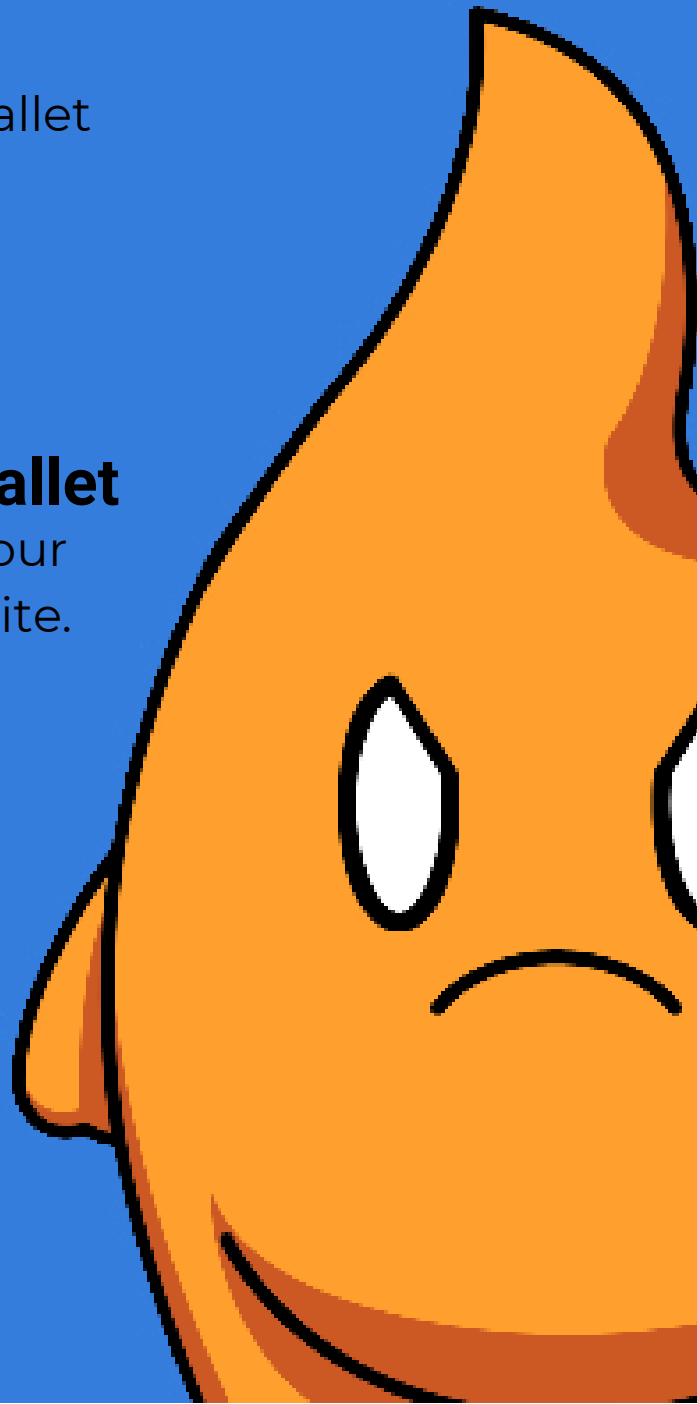
Second, connect your wallet on our website.

<https://monsterball.io/>



Pancakeswap

Third, prepare a certain amount of BNB in your wallet for gas fees.



Tokenomics

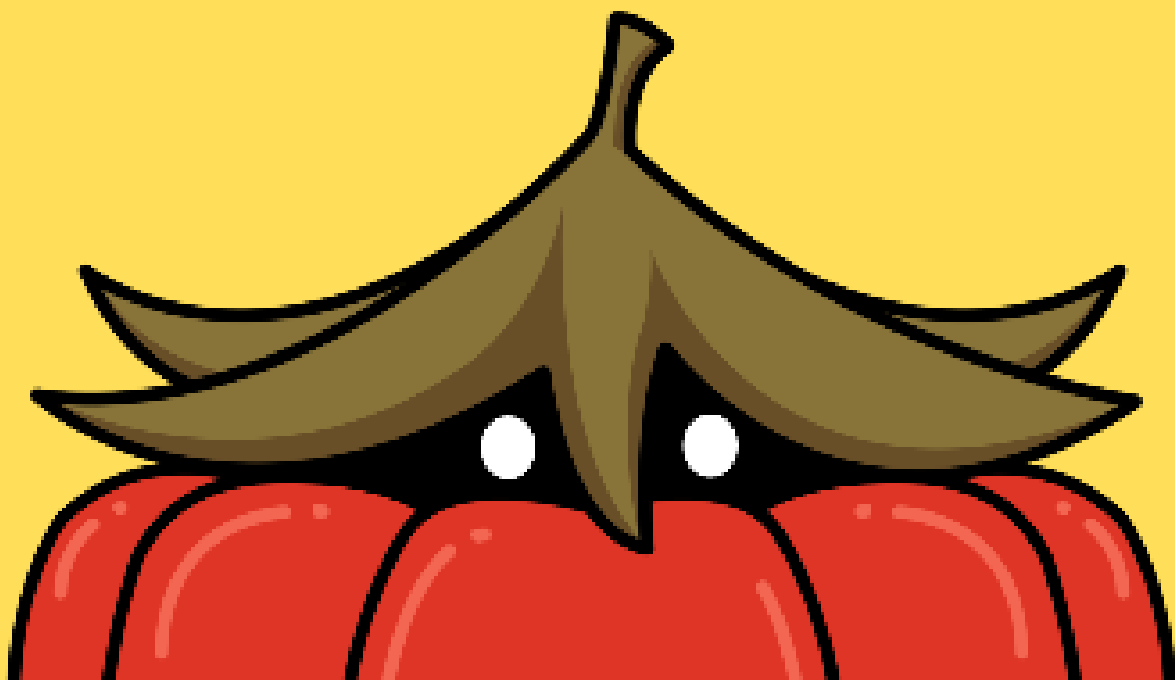
Monsterball has a dual-token economic system using MFB and Gold.

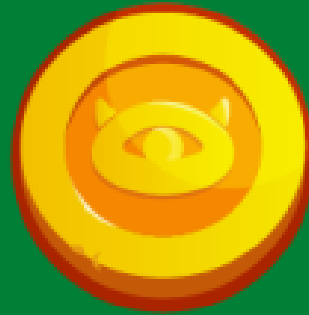
MFB token



- Token Name : MonsterBall
- Token Symbol : MFB
- Contract Address :
0xA528d8B9Cd90b06d373373c37F8f188E44cad3be
- Chain: Binance Smart Chain (BEP-20)
- MAX Supply : 50,000,000,000

MonsterBall governance tokens: MFB token holders may participate in community governance and have voting rights for major game decisions. At the same time, MFB token holders may also get regular airdrops. Some key game operations need to consume MFB tokens, such as creating new monsters, upgrading monsters, forging equipment, etc.





GOLD

- Token Name: Golden Scales
- Token Symbol : Gold

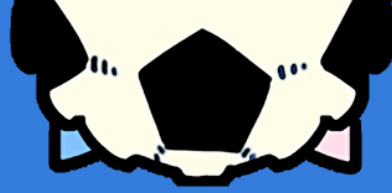
Gold is the main currency used in the game.

Many actions in the game require gold coins. For example, monsters need gold coins to level up, and gold coins are also needed to pay for the cost of special challenges, breeding, and preparing equipment. You can also use gold coins to forge equipment. Gold coins can be obtained by participating in daily adventures, ordinary dungeon mining, and other activities.

Slippage and BuyBack

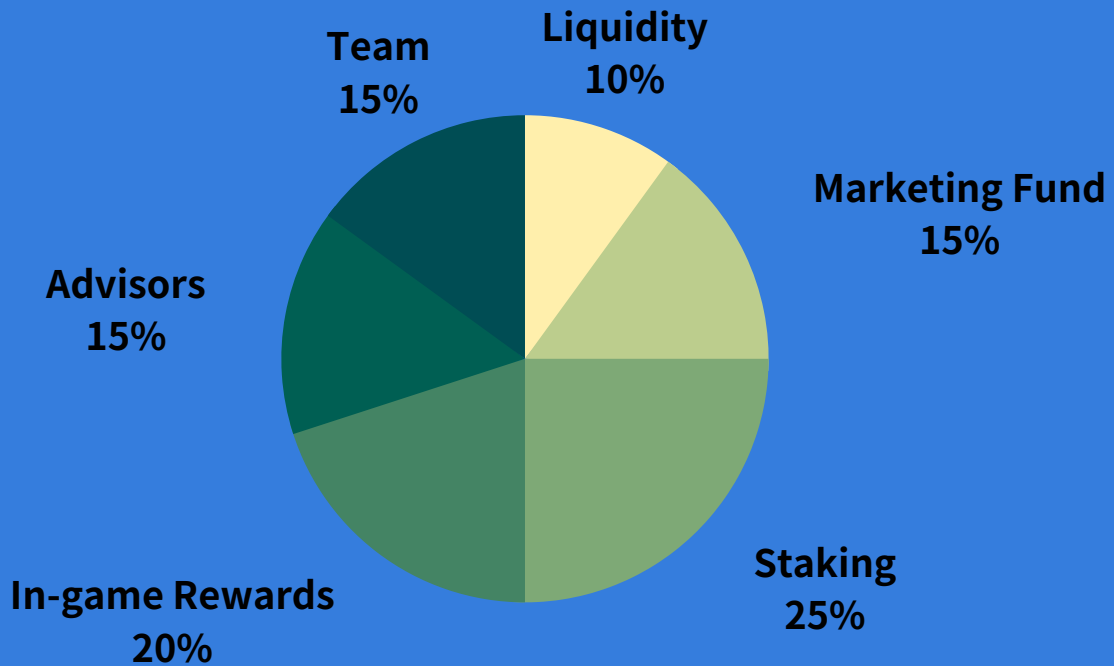
40% of all income will be distributed in the form of liquidity to our liquidity pools in order to maintain the ecosystem.

Tokens will be released in stages to ensure that circulation and prices stay healthy and growing.



Token Distribution

Total MFB token supply is 50 billion tokens in accordance with the following distribution schedule:



Liquidity	5,000,000,000
Marketing fund	7,500,000,000
Staking 10% TGE, 24 month linear vesting period	12,500,000,000
In-game Rewards 36 month linear vesting period	10,000,000,000
Advisors 10% TGE, 24 month linear vesting period	7,500,000,000
Team	7,500,000,000



Token Structure

Token unlock time

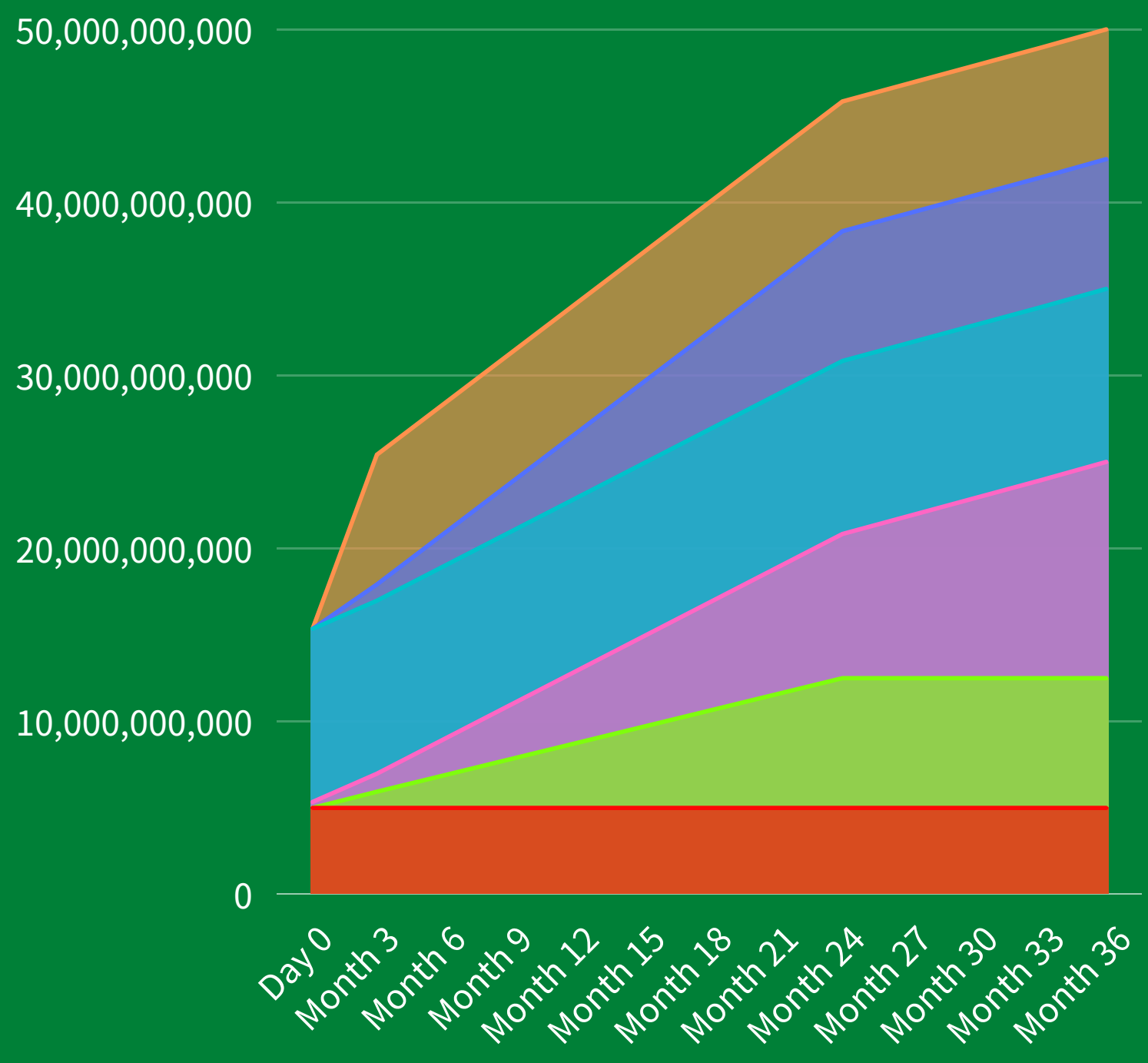
	Liquidity	Ecosystem Fund	Staking	In-Game Rewards	Advisors	Team
Day 0	5,000,000,000		347,222,220	10,000,000,000	0	0
Month 3	5,000,000,000	937,500,000	1,041,666,670	10,000,000,000	937,500,000	7,500,000,000
Month 6	5,000,000,000	1,875,000,000	2,083,333,330	10,000,000,000	1,875,000,000	7,500,000,000
Month 9	5,000,000,000	2,812,500,000	3,125,000,000	10,000,000,000	2,812,500,000	7,500,000,000
Month 12	5,000,000,000	3,750,000,000	4,166,666,660	10,000,000,000	3,750,000,000	7,500,000,000
Month 15	5,000,000,000	4,687,500,000	5,208,333,330	10,000,000,000	4,687,500,000	7,500,000,000
Month 18	5,000,000,000	5,625,000,000	6,250,000,000	10,000,000,000	5,625,000,000	7,500,000,000
Month 21	5,000,000,000	6,562,500,000	7,291,666,660	10,000,000,000	6,562,500,000	7,500,000,000
Month 24	5,000,000,000	7,500,000,000	8,333,333,330	10,000,000,000	7,500,000,000	7,500,000,000
Month 27	5,000,000,000	7,500,000,000	9,375,000,000	10,000,000,000	7,500,000,000	7,500,000,000
Month 30	5,000,000,000	7,500,000,000	10,416,666,660	10,000,000,000	7,500,000,000	7,500,000,000
Month 33	5,000,000,000	7,500,000,000	11,458,333,320	10,000,000,000	7,500,000,000	7,500,000,000
Month 36	5,000,000,000	7,500,000,000	12,500,000,000	10,000,000,000	7,500,000,000	7,500,000,000



Token Structure

Time Unlock Schedule Chart

- Liquidity
- Ecosystem Fund
- Staking
- In-Game Rewards
- Advisors
- Team



ECOSYSTEM

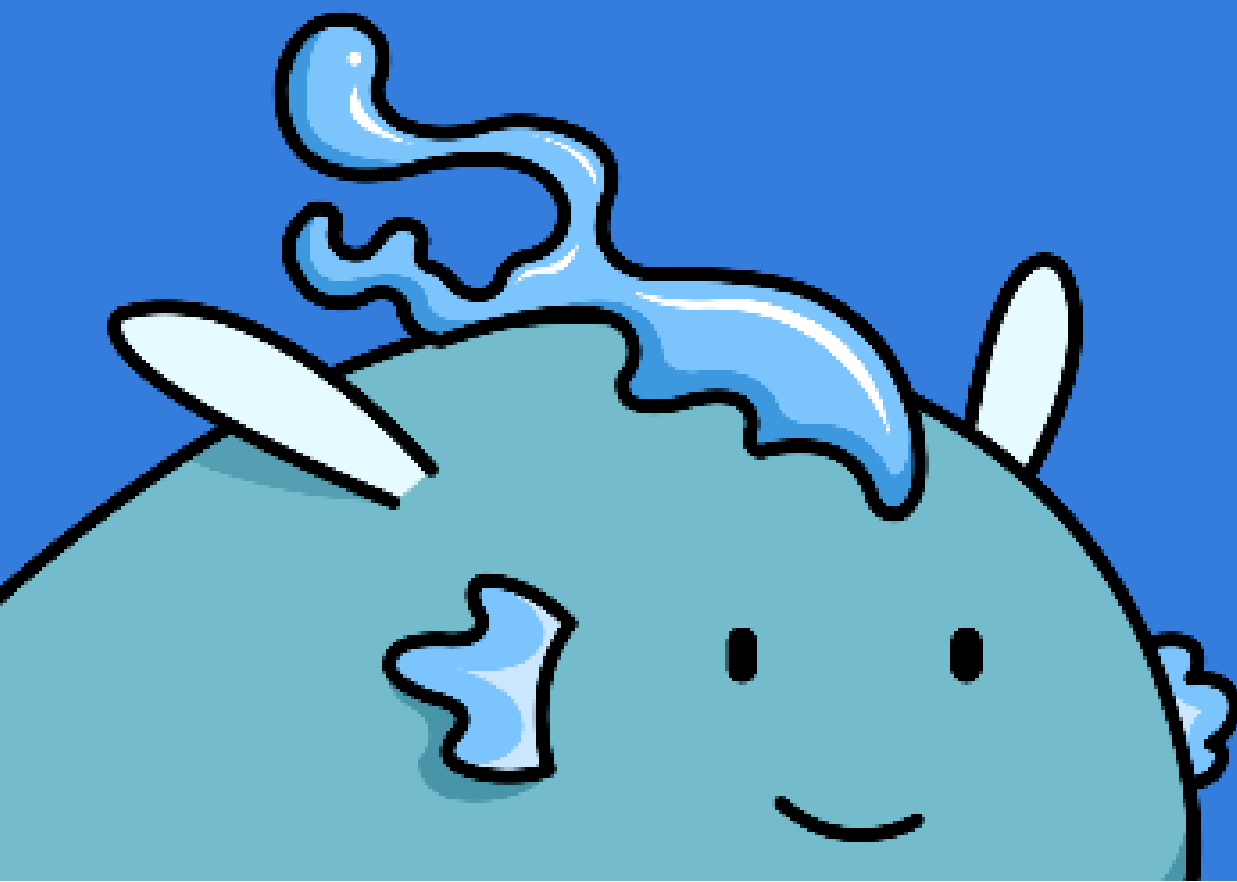
How does MonsterBall work?

The C2C marketplace will charge a 5% transaction fee. The cost and revenue of monster upgrades will also rise stably to ensure the balance of the ecosystem and we will also gradually reduce the number of MFB tokens in circulation.

This ensures that there will be no hyperinflation in the ecosystem, but instead natural growth over time.

All of the user data is written by Metadata and Chainlink Oracle, making MFB 100% decentralized.

The IPFS network is used to store and share NFTs in a distributed file system.



Smart Contract

NFTs are developed according to the following standards:

1. ERC-721

ERC-721 is a free and open standard that describes how to create a unique token on the Ethereum blockchain.

Although most tokens are fungible (every token is the same), ERC-721 tokens are unique and can be seen as rare and unique collectables.

2. ERC-1155

The ERC-1155 token series standard (collection and multiplication) is the first and the only Ethereum token standard that allows users to mint fungible (same) and non-fungible (unique) assets in a single smart contract which supports the creation of various types of assets, from digital currencies to tokenized real estate, and even game items and digital art.

The wallet is connected to the platform through Metamask. Once Metamask is connected, NFTs are uploaded and managed on the IPFS. As our products and platform become more and more popular, various protocols are used to connect the platform and tokens into a complete ecosystem and ensures the stability of the ecosystem and the feasibility of game rules.

ROADMAP

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2022 Q2

- Team Building and Project Brainstorming
- Concept and Idea
- Development Start
- Web Developer
- Ecosystem project, design, development
- Expand Team
- NFT exclusive Designer

2022 Q3

- Expand Team
- Website development
- Smart Contract development
- Social Media Channels opening
- RoadMap Launch
- Whitepaper Launch
- Certik Audit (1 /3)

2022 Q4

- Website Launch
- Token Release
- Referral Launch
- Aggressive Marketing
- NFTs Whitelist
- Partnerships
- Start Governance development
- Certik Audit (2 /3)



ROADMAP

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2023 Q1

- Launch new monsters and items
- Launch new PVE mode
- PvP system development
- Certik Audit (3 /3)

2023 Q2

- Characters Design Competitions
- Players & Team AMA
- PVP Monsters Market Launch

2023 Q3

- Developers platform
- Global ladder tournament
- Social chatting functions launch
- PVP mode launch
- Allow other NFTs characters in monsterball

2023 Q4

- Monsters Smash

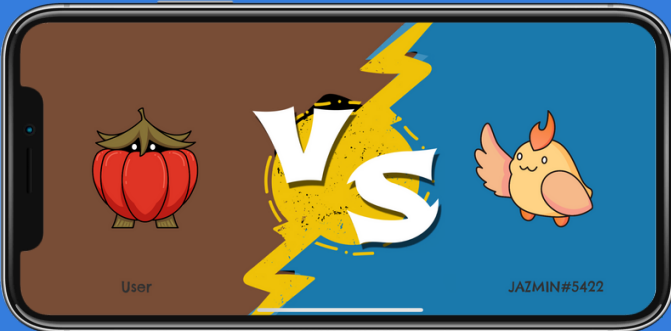
We are committed to becoming a powerful game-fi mobile game so in the future we will allow players to use their characters or NFTs that have been less useful in the past to customize the football tournament experience by changing teams or replacing specific teams that did not enter the finals, and letting players competing for glory with other players from all over the world, and make their team a spotlight in the Monsterball world.



WEBSITE



GAME SCENE





MONSTERS REFERENCE



Aque Waver



Silver DDeer



Toma Ninja



DustY Gogo



Fire Rice



Naiades



Donana



LiLY Bell



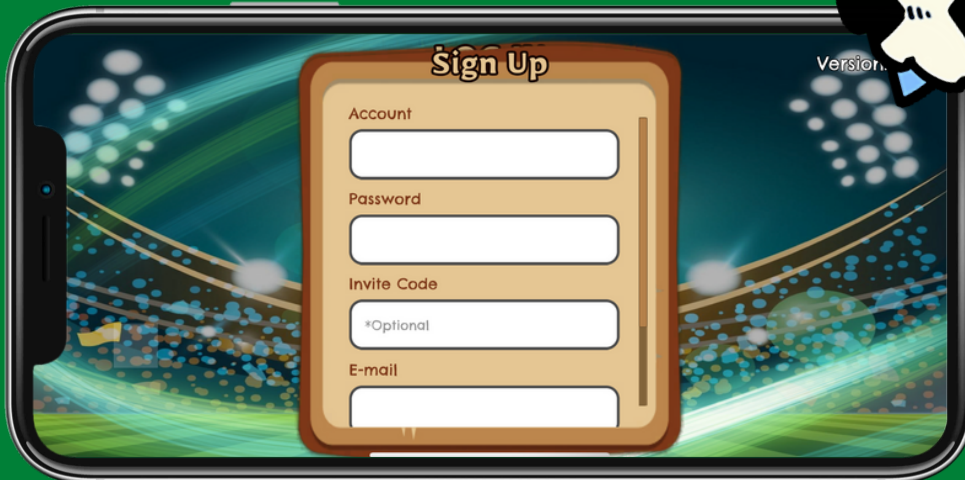
TuanTuan



Ignisbeee

Other monsters will continue be added in the future

LET'S PLAY MONSTERBALL



1. Click 「**Creat Account**」
2. Fill in all the imformation
3. Click 「**Get Code**」
4. Go to your email Box and get the verification code.

If you do not see the email in your inbox, please check your trash mail folder.

5. Enter your verification code.
6. Click 「**Commit**」
7. Done

GET YOUR MONSTER



Free to get 

After downloading the app, create an account and get a random monster worth \$50

Monster Egg

- Players can get monsters from monster egg through purchase or airdrop.
- MFB is required to buy a monster egg.
- Please note that this process is irreversible, please confirm before redemption.
- Each monster egg will get random monsters with different ability values, rarity, and skills. You can hatch the monsters into NFTs to transfer and trade these NFTs at any time.

Battle Rewards

After winning a battle, players have a chance to get a treasure box. Each treasure box has a different skills, equipment and item as a reward.

Event

For particularly memorable occasions, we'll offer a limited number of rare monster eggs!

ATTRIBUTES

All monsters have different attributes. Each attribute has advantages and disadvantages in battle. Superior attributes will cause more damage to inferior attributes, and also reduce the damage caused by inferior attributes.






Superior attributes will cause 15% extra damage and reduce damage by 15%.

	Fire	Advantage wood and disadvantage water.
	Water	Advantage fire and disadvantage wood.
	Wood	Advantage water and disadvantage fire.
	Light	Advantage dark.
	Dark	Advantage light.

RAITY

The higher the rarity, the better the base value for the monster.



	Legend
	Epic
	Rare
	Uncommon
	Common

Level

The initial level of all monsters is level 1. When the experience is full, trainer needs to spend a certain amount of gold coins to upgrade.

As the level of monsters gets higher, the consumption of Gold and MFB will also increase.

You can get gold coins through battles. A monster's level is one of their most important attributes and directly affects their strength and basic stats.

Some high-level battlegrounds can only be cleared by powerful monsters and these high-level battlegrounds have much better rewards.

Monsters can be upgraded all the way to level 99. In future versions, after level 99, you can spend gold coins and MFB to reincarnate.

The level of the reincarnated monster will be reset to level 1, and it will gain additional stat bonuses.



LOBBY

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User Data

You can **change your picture and user name**.
And also can check your **user ID, referral code, and registration code**.

Particular challenges

You can pay gold for a particular challenge to earn more rewards.
(Coming soon)



Earn limit

Monsters only have **3 times** to earn EXP. If you hatch the monster into NFT, it will increase to **8 times**.

Monster power

Monsters must have enough power or can not fight in the game. You can feed monsters in the 「Character」.

Main Menu

「Daily」

You can check in and get your daily rewards.

「Inventory」

You can check skills, equipment, and item.

「Character」

You can check, choose, and hatch your monsters into NFTs.

After you push the monster you select, you can see the detail of the monster.

「Market」

You can buy gold, MFB, and monsters. And trade your NFTs with other players in Marketplace.

USER DATA

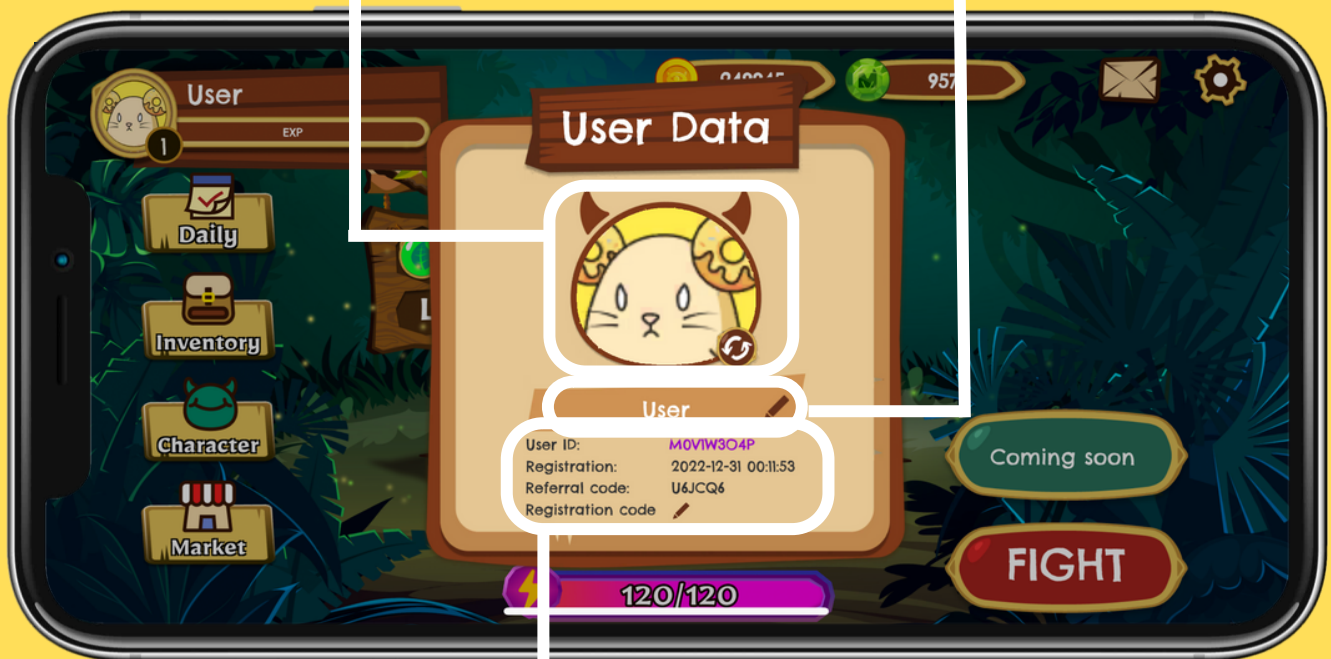
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Picture

You can change your picture of monsters.

User Name

You can change your own user name.



User Data

「User ID」

Your identity verification in the game.

「Registration」

The time you registered.

「Referral code」

The referral code allows you to invite your friends and get more rewards.

「Registration code」

The registration code is the code you got from your friend.

DAILY

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You can obtain Gold coins through daily check-in.



You can check your referral rewards.



INVENTORY

You can check skills, equipment, and item in inventory. Skill switching needs to consume Gold, MFB, and Forgotten Stone. The rarity of the skill determines the consumption amount.

Forgotten Stone can only be obtained when the monster wins the game.



Skills



Rules

Each monster is created with a random original skill.

Each monster can have up to three skills, one original skill, and two empty skill slots.

Empty skill slots can equip new skills using skill books.

Skill books can be earned from battles, community airdrops, or disassembling other monsters.

Ranking

Each skill has five different ranks with higher rankings representing better skill effects. Higher-ranking skills can have a longer duration or a better effect.

Skill Books

Empty skill slots can equip new skills using skill books.

For particularly memorable occasions, we'll offer a limited number of rare skills!



ITEMS

You can check items in 「Inventory」



Forgotten Stone



Must be consumed when a monster wants to change skills.

Forgotten Stone only be obtained when the monster wins the game

Skills Book



Monsters can use these to learn new skills. These are obtained through level rewards, shops, or events.

CHARACTER

You can check, choose, and hatch your monsters into NFTs.



After you push the monster you select, you can see the monster data.

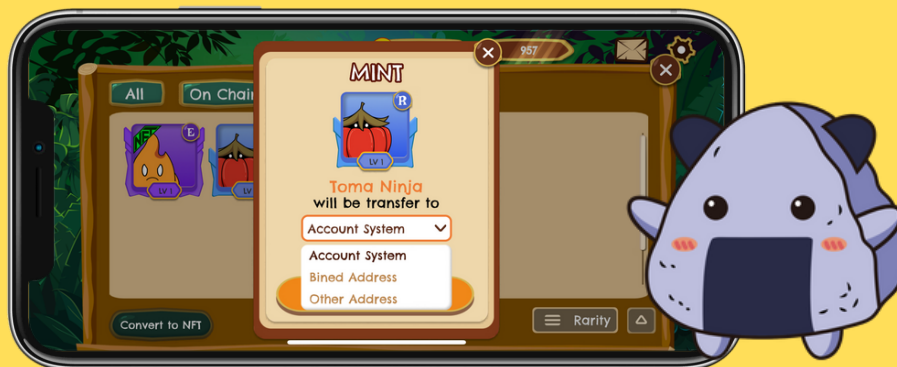


HATCH

You can hatch every monster to NFT in the market and transfer to other addresses.



Go to "Character", click the "Convert to NFT" button, then select the monster you want to hatch.



There are three ways to hatch monsters:

1. Account system

After selecting the "Account system", you can hatch the monster into NFT to the system address. You can continue to use the monster in the game or put it in the marketplace for trading. You can check the monster you hatch on the official website. ("MarketPlace" > "Inventory")

2. Bined system

If you have already bounded your wallet on the official website, you can hatch your monsters to the bound external wallet.

3. Other address

You can enter the wallet address and hatch the monster to the address you filled in.

***NOTE: There will be a hatching fee for hatching eggs.**

MONSTER DATA



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You can check your monster data, ability Values, skills and select the monster to fight.

You can select the monster to fight when you have more than one monster.

Earn limit

Monsters only have **3 times** to earn EXP. If you hatch the monster into NFT, it will increase to **8 times**.

Ability Values

Skill



EXP and Level up

When the experience is full, trainer needs to spend a certain amount of gold coins to upgrade.

Monster power

Monsters must have enough power or can not fight in the game. You must spend a certain amount of gold to feed monsters .

Ability Values



HP

Mainly affects the ability of monsters to withstand enemy attacks.



ATK

Mainly affects the ability of monsters to inflict damage on other monsters when attacking



DEF

Mainly affects the ability of monsters to reduce damage from enemy attacks.



LUK

Mainly affects the monster's rates for critical strikes and critical strike damage.

SKILLS

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You can check your skills here and select the skill you want to use.



1

Click the skill button of monster data.

2

Select the skill you want to switch or add.



2

3

4

Select the skill you want to switch and click "select".



3

4



You must spend a certain amount of Gold, MFB and Forgotten stone to switch the skill.

Forgotten Stone only be obtained when the monster wins the game.



MARKET

You can buy gold, MFB, and monsters.

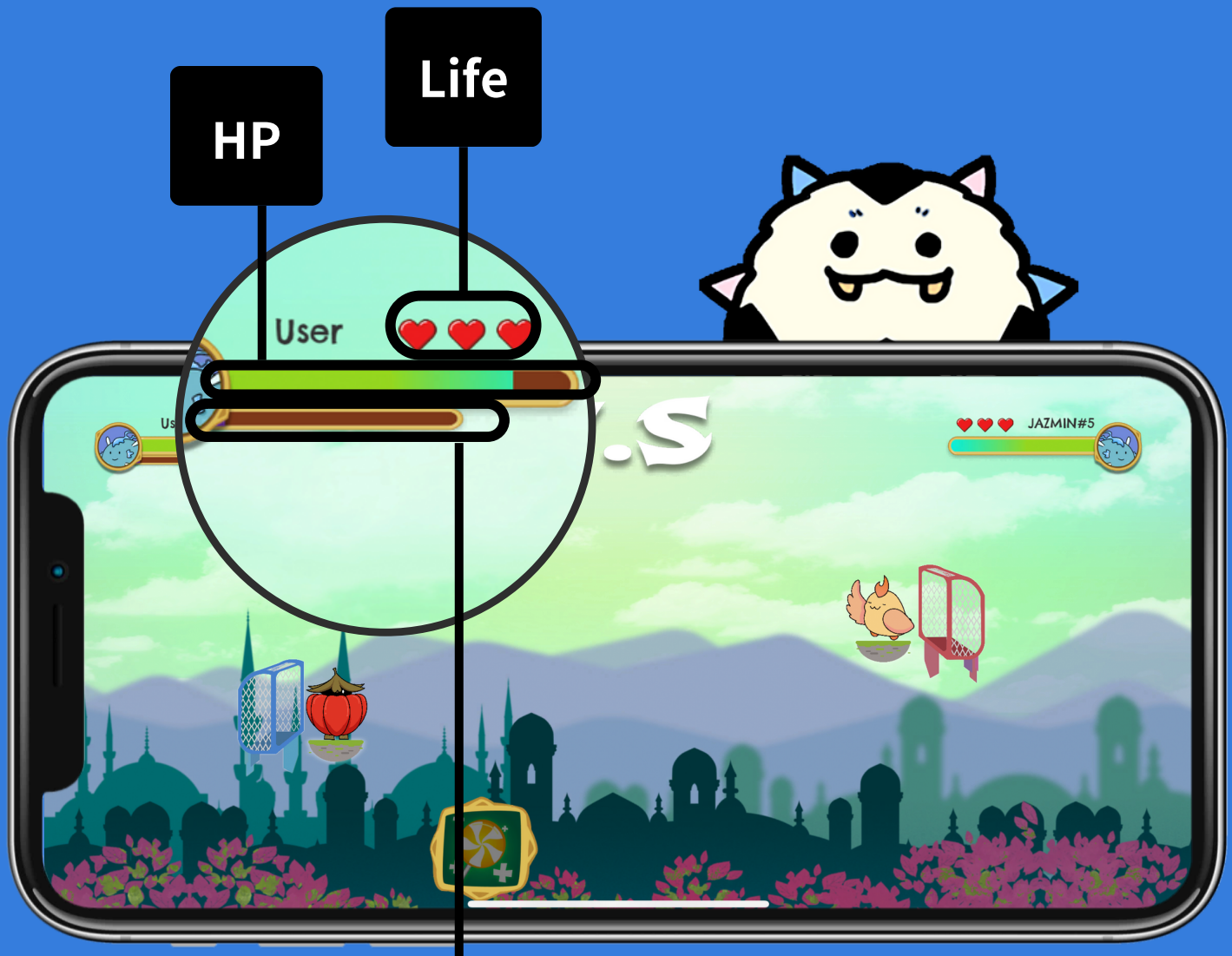


You can click 「Trade your NFTs with other players in Marketplace」 button to connect to the official website.



FIGHT

1. Press and hold to adjust your throw direction and release to cast.
2. You can also use the skills below the game screen to attack or defend.
3. At the end of 3 rounds, the victor can fire at the enemy.



SP

It stands for "skill points."

Each monster has some pool of skill points that can be used to activate its abilities.

Some abilities use a few SP, and some use a lot of SP.

+1 when hitting or being hit, +2 when hitting a critical strike.

CRITICAL STRIKE



When the red point appears by hitting an enemy, it means a "critical strike".

When will a critical strike happen?

1. The monster is luckier than the enemy.

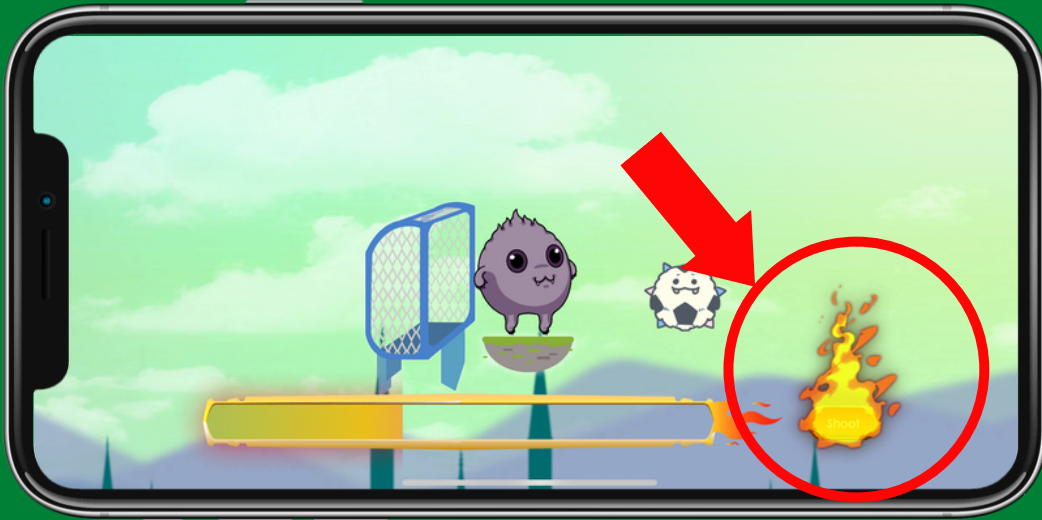
The more lucky points the monster is, the higher the chance to use a critical strike.

2. Use a specific skill to trigger a critical strike.

In addition, the critical strike can currently damage*2.

WINNING POINT

You have to click the winning point when the monster is about to win. Please click on the flame to make the final victory attack.



RECEIVE REWARDS

You can receive the rewards in the mailbox.



1
Click the Mailbox.



2
Click "Receive" to get your rewards.



3
Check your rewards and click "Receive"



4
Click "OK"

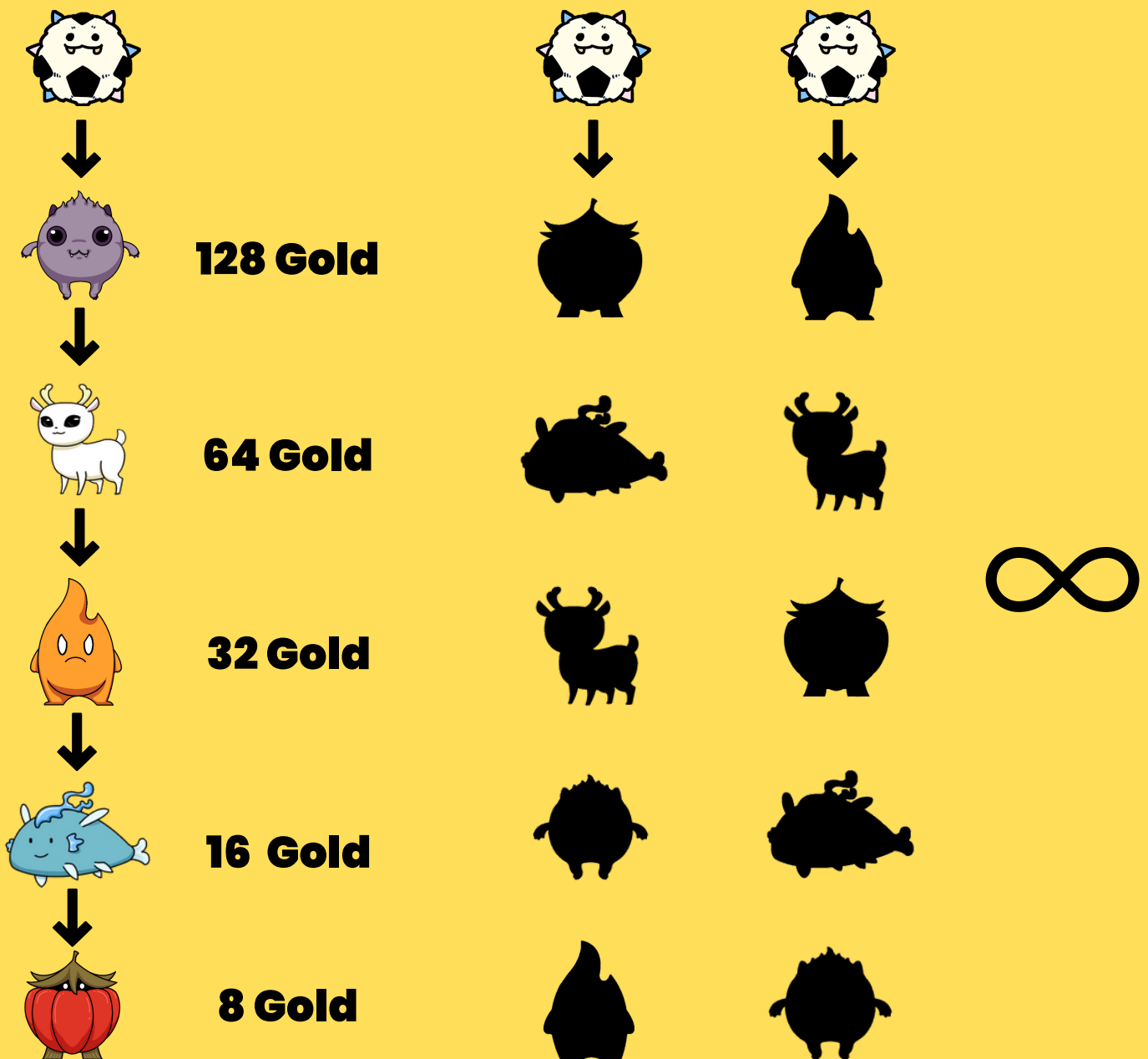
Referrals & Sign-in reward halving Mechanism

In order to reward all of the pioneers, MonsterBall will implement sign-in rewards with a halving mechanism. When the number of users is 0-100,000, the reward for each new player is 128 Gold/day, then when the number of players increases to 100,001-300,000, the reward for each new user is 64 Gold/day, and so on.

Number of Users	Sign-in Reward
0-100,000	128 Gold
100,001-300,000	64 Gold
300,001-500,000	32 Gold
500,001-1,000,000	16 Gold
1,000,000 +	End of Rewards

Referrals & Sign-in Reward Halving Mechanism

When a friend completes registration using a user's invitation code and performs their daily sign-in, that user can get 50% of the referee's daily sign-in reward as a referral reward (the referee's daily sign-in reward will not decrease). The referral reward is available for all recommendations, up to the fifth generation, and is permanently valid. At the same time, you can also invite an unlimited number of friends. Be sure to sign in every day so you can get the most out of the rewards period.



Commission System

After a friend registers using your invite code, if they withdraw money or trade on the market you can get a 2% commission (in MFB) from first-level invites, and a 1% commission (in MFB) from second-level invites.

1. Withdraw MFB

When withdrawing MFB, the official will charge 5% of the transaction fees, 2% rebate for the first level invite, and 1% rebate for the second level invite.

2. Transferring NFTs

When they transfer an NFTs to another account, the official will charge a 5% transaction fees, 2% rebate for the first level invite, and 1% rebate for the second level invite.



**Withdraw
(1,000MFB)**



2% (20MFB)



1% (10MFB)



**Trade in
marketplace
(1,000MFB)**



2% (20MFB)



1% (10MFB)

※Commission rewards are settled at UTC 16:00 every day and you can claim them on the commission page of the official website the following day.

Ladder Tournament



In ladder game mode, players can buy tickets in order to be qualified to participate. At the end of the season, generous prizes (rare monster eggs, equipment, unique skills, MFB, etc.) will be rewarded to users according to the ranking of the players.



V.S



Auditing

What Is Auditing Important?

That is, the code won't cause too many problems if someone is using web 3.0 libraries. In the code we would also mark the function for checking if the address is empty.

We would also make sure each major function returns a Boolean, and send events for every change they make.

Auditing is important for many companies who want to attract a large number of contributors and investors, so they can be assured that the contracts are secure and cannot be hacked.

Typical Security Protocols

The game implements typical security with strict measures such as employee background checks, drive encryption, protection of sensitive communications, staff information awareness training, vulnerability testing, bug bounty programs, and third-party penetration testing.



Code Explainer



Code is the basis for all blockchain technologies. Inadequate code might even endanger the DLT system. This is why we have analyzed the Monsterball codebase using an innovative method. We have used specialized algorithms to determine the quality of the code and detect any errors. The code base of Monsterball shows promising results and is even higher quality than Ethereum code.



Decentralized Storage IPFS

- IPFS (InterPlanetary File System) is a distributed network peer-to-peer hypermedia protocol. This protocol makes our Internet faster, more secure, and more open. The goal of the IPFS protocol is to replace the traditional Internet protocol HTTP.
- IPFS assigns a unique hash value to each file. Even if the content of two files is only 1 bit different, their hash values are also different. So IPFS is based on file content addressing, not based on domain name addressing.
- IPFS has no single node of failure, and nodes do not need to trust each other to deal with data in transit. Decentralized content delivery saves bandwidth and prevents DDoS attacks encountered by HTTP.





THANK YOU