TAP MONSTER

WHITEPAPER

VERSION 1.0

TABLE OF CONTENTS

1. INTRODUCTION

1.1 The story behind Tap Monster

Tap Monster was born to create a cyberpunk universe. In this parallel universe of the near future, while highly developed technology brings convenience to people, large faceless organizations running the world, collect a large amount of personal data and violate the privacy of ordinary citizens. Social division is getting worse.

The player act as a gang leader determined to change the status quo, leading his own gangsters (NFTs) against the slavery of the chaebol, and throwing himself into the wave of what is called the "Crypto War".

Players can defend against the invasion of artificial intelligence monsters by skillfully commanding the gangsters (NFTs), challenging other players' gangs and even occupying blocks to become lords.

This is really punk style!

Tap Monster, which has introduced the blockchain economy, allows players to receive rewards from the Tap Monster ecosystem while enjoying exciting game playing. Play to Earn is no longer just a gimmick in the advertisement, this will become a breeze in the Tap Monster universe!

Players can earn by:

- Adventures in the city.

- Participate in PVP battles to win leaderboard rewards.

- Making gangsters and selling them on the marketplace.

- Collecting talented gangsters.
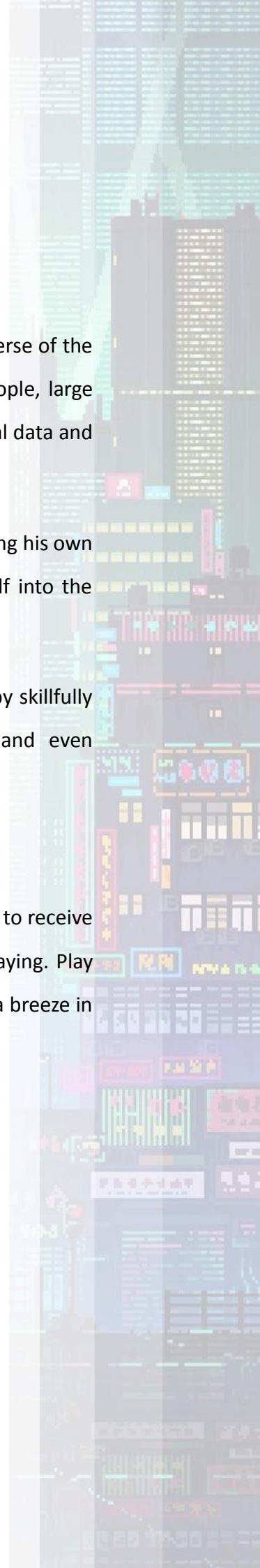
- Accomplishing daily tasks.

- Upgrading your own territory and gathering resources.

1.2 Making of the gangster NFTs

Paying homage to the digital age we grew up in, we went with a pixelated artwork style for collectible gangsters - TMC Tokens.The classic scenes that appear in various cyberpunk works will be presented: hackers who can paralyze the system with just a few lines of code, mutants whose arms can be turned into swords, or doctors who use laser daggers to treat your severed limbs. We make a generator to help players create their own unique characters.

We carefully select a batch of gangster NFTs with cool setting for the first generation. Aside from being pixelated, the color pattern and image characteristics of the shape, such as weapon size, accompanying accessories, etc., are accurately depicted on the NFTs, just as the characters in these science fiction works have appeared in the real world.

2. GAME ASSETS

Tap Monster ecosystem could be separated into smaller functional pieces, all of them working together by utilization of two main assets fully deployed on the binance smart chain.

TMC - Gangster NFTs (BEP-721)

TMG - Currency used for trading gangster chip, staking, governing, playing the game and fully liquidable on marketplaces (BEP-20)

2.1 TMC - Gangster NFTs

TMC is a standard BEP 721 token deployed on Binance Smart Chain(BSC). This token is represented in the game as a functioning unique and complete artistic image of "gangster". TMC is a building block of the Tap Monster universe.

We have prepared a complete set of solutions to generate the aborigines of these science fiction worlds. They all have complete attributes. All TMC gangsters start with chips. In this way, all collectors can use gangster as their own assets or collections. Just like other blind box products with collectible value, unless the owner activates the chip, the content of the chip is hidden.

TMC Gangsters have some blockchain written traits and some centralized data tied to them. They have game-related growth data such as occupation, belief, level, health, etc.

2.2 TMG - Currency

TMG is a standard BEP-20 token used for full interaction with the Tap Monster game.

The first and the most important role of this token is the ability to exchange (buy) them for gangster NFTs. Because Tap Monster ecosystem not only regards TMC as a collectible and tradable asset, it also defines TMC as an essential content for players to play games. Therefore, TMG will be a vital part of Tap Monster. In-game market transactions completely use this token, so users can use this token when purchasing in-game items.

TMG will also be used for staking and governing. We want to give the community more rights to participate in the creation of the Tap Monster universe.

Finally, an important use of TMG is as a reward for players to participate in game content. (Win battles, win tournaments, find treasures, etc.)

3. GAME PLAY

The main part of the ecosystem is the game, which is a free world with internal cycles. It aims to provide entertainment and even financial rewards while gaining player participation and trust. Everything in it is closely related to collecting TMC.

Other important parts of the ecosystem are staking and governance. We hope that the community can participate as much as possible and provide more comprehensive functions for all types of users.

3.1 Battling

Tap Monster's combat system is constructed as a real-time role playing system. Its design inspiration comes from games such as "Tap Titans" and "Kaku-San-Sei Million Arthur". We also expect that Tap Monster will launch many different combat gameplays in the next few years.

Gangster

Gangsters are the aborigines who can recruit, fight, and create in the Tap Monster universe. Each gangster has unique attributes, which determines their role in adventure and battle.

Stats

Each gangster has 4 stats, health, attack, will, and speed.

Health -The amount of damage your gangster can take before being knocked out.

Attack -Basic data that can cause a single damage to the enemy in battle.

Will - Basic data to increase the probability of critical damage.

Speed - Basic data that determines the order and frequency of unit attacks.

Occupation

Each gangster has its own occupation. In addition to affecting the gangster's growth data, the occupation also has an impact on the gangster's skills in battle.

Occupations include thugs, doctors, hackers, fighters, shooters, heavy, mechanics, assassins, mutants, etc.

Belief

As the aborigines living in the Tap Monster universe, the gangsters come from every corner of the world. Different civilizations and beliefs have been cultivated in different regions.

Different beliefs have their own strengths and weaknesses in the battles. At the same time, belief will also affect the growth data and combat skills of the gangsters.

Beliefs include lawful good, neutral good, chaotic good, lawful neutral, true neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil.

Battle System Mechanics

The battle system of Tap Monster is a real-time idle role playing game, the goal is to defeat all the enemies the team facing. By adjusting the configuration of the squad, cultivating the ability of gangsters, and releasing skills in a timely manner, the possibility of defeating the enemy is maximized.

Gangster team

The team consists of four gangsters, which can be flexibly adjusted when facing different enemies.

Due to the game mechanics, a team consisting of one defender, two attacker, and one auxiliary can achieve victory in more battle scenes.

The defender is good at absorbing damage and providing more protection for other team members. For example, heavy who's in lawful good is a good defender.

The attacker is relatively weak in terms of health attributes, but has a higher damage output, which is an important existence for winning. Here we would like to recommend the fighter who believes in chaotic evil.

Auxiliary is a relatively general term, they refer to those occupation that can give you a glimmer of victory in certain doomed battles. You can choose the doctor to treat the injured members.

3.2 Life Terminal

Gangsters can create new gangster chips by uploading memory. In order to avoid excessive expansion of the number of gangster, there is a maximum number of times that gangsters can upload memories. The execution carrier for uploading memories to create new gangsters is the life terminal.

It takes TMG and some time to create new generations of gangsters. The consumption

of TMG depends on the number of uploads of gangsters and economic factors.

Traits of uploader can be seen more or less in the newly created gangster. In this process, uploader has a great probability of affecting the occupation, beliefs, growth data, etc. of the new gangster. Meanwhile, some of new gangsters' data chips may have chosen a brand-new survival direction under the subjective conscious of life terminals.

After uploading, life terminal will immediately code and make the chip of gangster, and then after a 5-day debugging period, the chip will be completed.

3.3 Gang League

In the Tap Monster universe, there are different kinds of gangs. Above the gangs, there are also gang leagues. Gang league is the collection of gangs that unite to protect the gangs in the league from attacks by other forces.

With the gang league, we will be the first to add Prove of Stake (PoS) elements to the game. This will be unique in the history of blockchain games. For the healthy growth of the entire Tap Monster universe ecosystem, gang league can only be initiated by powerful guilds participating in PoS.

3.4 Block

Block is gangsters' home. They are divided into tokenized plots, which serve as a base for the gangsters to operate. You can use various resources found in the game to upgrade block plots.

In addition, block owners may find TMG tokens in their blocks, or explore resource nodes on the map. When interacting with resource nodes, the gangsters can find TMG and potential other resources.

Resources will spawn in the nodes and used to upgrade both block and gangsters.

The block owners will have the right to take any resources that spawn in their blocks.

Additional details about block will be released in time.

4. TOKENOMICS

Distribution	Total Supply	%	
Seed Round	16,800,000	8%	25% at TGE, 3 months cliff, 4.16% monthly distribution for 18 month
Private Round	14,700,000	7%	TBD
Public Round	10,500,000	5%	TBD
In-Game Incentives	65,100,000	31%	
Liquidity	39,900,000	19%	
Partners & Advisors	10,500,000	5%	25% at TGE, 3 months cliff, 4.16% monthly distribution for 18 month
Ecosystem Fund	31,500,000	15%	
Development	10,500,000	5%	25% at TGE, 3 months cliff, 4.16% monthly distribution for 18 month
Team	10,500,000	5%	25% at TGE, 3 months cliff, 4.16% monthly distribution for 18 month
Total	**210,000,000**	**100%**	

5. ROAD MAP

Q2 2021

- ✓ Website Launch
- ✓ Framework Development
- ✓ Whitepaper Release

Q3 2021

- ✓ Initial Prototype
- ■ Token Smart Contract
- ■ NFT Smart Contract

Q4 2021

- ■ Marketplace Launch
- ■ Standard Pack sales
- ■ Game Beta Release
- ■ Stacking Launch

2022

- ■ Game 1.0 Release
- ■ DAO Launch
- ■ Metaverse Migration

6. VISION

We build the game to pay tribute to cyberpunks' contribution of defending privacy. We are dedicated to building cyberpunk style systems. We are defending our privacy with cryptography, with blockchain systems, with digital signatures.

Cypherpunks write code to defend privacy. They publish code so that their fellow Cypherpunks may practice and play with it. We know that software can't be destroyed and that a widely dispersed system can't be shut down.

For privacy to be widespread it must be part of a social contract. People must come and together deploy these systems for the common good. Privacy only extends so far as the cooperation of one's fellows in society. We the Tap Monster wish to be one of them. Let us proceed together apace.

7. DISCLAIMER AND RIGHTS

This document is not final and will be updated from time to time. The purpose of this document is to provide selected details about the gameplay and the economy of Tap Monster. The information set forth in this document may not be exhaustive and does not imply any element of a contractual relationship. Nothing in this document shall be deemed to constitute a prospectus of any sort or a solicitation for investment.

All community contributions to this document may be freely used by the Tap Monster Team, and incorporated into other works, with rights equivalent to ownership. By commenting and providing feedback on this document, you agree that any contributions to this document that you make may be used, reproduced, distributed, publicly performed, publicly displayed, and used to create derivative works, on a non-exclusive basis, throughout the universe, in all forms of media now known or created in the future, and that the foregoing rights are sublicensable and transferable. By commenting and giving feedback within this document or any other related channels (such as Twitter, Telegram, or Discord), you are permitting the Tap Monster Team to include your ideas and concepts into future game features as the Tap Monster Team sees fit.