



DEAR MONSTERS

WHITEPAPER

THE STORY

The world of DearMonsters has existed since the advent of blockchain technology. Through years of exploration efforts, we have finally unearthed the fabled and mythical Universe of DearMonsters. Friendly and lovable creatures, DearMonsters seek to find a trainer they adore to travel and live with in the vast lands of the DearMonsters Universe. Currently, we have discovered the Hunter's Valley and set up a trading post and training ground for friends alike to start their trainer dreams. Join us as we explore more wonders together in an exhilarating journey of great discovery and rewards!



CONTENTS

1. Introduction

1-1. The Beginnings

1-2. Why Binance Smart Chain(BSC)?

1-3. Accountability and reliability of DearMonsters Developers

2. The Concept

2-1. Ecosystem

2-2. Gameplay

2-3. Training Ground (Minimum level to play –1) Play to Earn, PvE

2-4. Farming – (Minimum level to play – 3) Investment

2-5. Guilds

2-6. Daily/Weekly Tasks

2-7. Trading Post

2-8. DearMonsters Raffle

2-9. Fair Gameplay

2-10. The DearMonsters Universe (DMU)

3. The Token

3-1. Use Cases

3-2. Listings

3-3. Marketing, Promotional and Social Activities

3-4. Distribution

4. Development Timeline

5. Community

INTRODUCTION

1-1. The Beginnings

The team behind DearMonsters saw great potential and also plenty of potential pitfalls within the blockchain-based gaming sphere. There was a plethora of NFT games out there that offered plenty of promise yet failed to deliver when it mattered. Having been players in these NFT games, we personally felt the painstaking wait for developments and a lack of active, constant engagement between developers and the players. Roadmap targets were constantly unachieved. Hyperinflation of the token's supply due to the lack of and slow rollout of the burning mechanism has been and still is the main factor for falling NFT as well as game token prices.

After years of studying the dynamics of cryptocurrencies and months of analysing/evaluating NFT games, we have successfully theorized a balanced game ecosystem where players of DearMonsters can look to play-to-earn for life.

A sustainable ecosystem, progression of the game, accountability/reliability of developers and transparency are key tenets to the development of DearMonsters.

1-2. Why Binance Smart Chain(BSC)?

We wanted a network that provided fast, reliable transactions with relatively low gas fees.

1-3. Accountability and reliability of DearMonsters Developers

Developers, as building blocks of the game, are integral to the continuity of the game. It is imperative that us, as developers, are accountable and transparent to all stakeholders in order to gain the trust of the players. We see everyone that has invested in DearMonsters as a part of the DearMonsters family. With that, we pledge to provide periodic and timely updates of our development to the community via social platforms such as Telegram and Discord. It is essential to recognize the importance of the voices and suggestions from the community. Polls will be regularly conducted and constructive feedback from the community will be taken seriously in order to improve the game. Together, we will work to make DearMonsters a continual success.

At DearMonsters, we strive to create a game that we ourselves will play and trust. Employing a player/end user-centric approach, we develop the game from the lens of the end user in order to fully cater the game to the players. We want DearMonsters to be a blockchain game that every single entity, from players to developers are proud to be associated with.

THE CONCEPT

2-1. Ecosystem

Recognizing that unbridled inflation has been the main problem for players, we are introducing accommodating yet effective burn mechanisms from the start of the launch. We understand that excessive burn mechanisms can be detrimental to the player experience and the game too. Hence, we seek to balance these aspects in making DearMonsters profitable while maintaining low transaction fees.

- 1) A portion of transaction fees are burned, rather than going to the developers

- 2) Instead of a basic token, we will be using a reflection token with 1% burned on every transaction. This aspect will be further elaborated in the token section below.

- 3) We will be introducing a variety of skill-based and luck-based elements within the game, with burning mechanisms inbuilt.

- 4) Cosmetic elements will also be introduced, with a portion of the fees going to the burn address.

These are some of the examples of mechanisms that we will be introducing within the ecosystem to ensure a balanced burn rate to manage inflationary pressures of the game.

2-2. Gameplay

All DearMonsters spawn from a cave. Upon purchasing a cave using DMS which is our token, users can reveal the DearMonster within the cave. DearMonsters come in different forms with varying power abilities that ranges from 1 star to 5 stars, with 5 stars being the strongest

Reveal Rate :



Aside from better rewards for DearMonsters with higher stars in basic PvE play-to-earn, certain gameplay features will only be unlocked for DearMonsters with higher star ratings.

Caves are finite, 150000 caves have been discovered within the DearMonsters Universe. DearMonsters have an inner element within them, elements determine certain aspects of gameplay. The elements will be revealed by using an elemental crystal, which can be purchased from Hunter's Valley or collected as a drop from various gameplays. Four elements, Fire, Water, Ice and Stone are currently discovered.

EXP Leveling :

Level 1-0
Level 2- 450
Level 3- 1200
Level 4- 3000
Level 5- 8000
Level 6- 15000

At every increase in level, more features will be unlocked. The maximum level that can be attained is level 6, after which, a new journey awaits the said DearMonster.

2-3. Training Ground (Minimum level to play – 1) Play to Earn, PvE

At the training ground, players will select a DearMonster to fight minions to earn DMS and EXP for leveling. Different minions offer differing rewards and EXP and players can devise strategies to fight the minions accordingly to achieve their goals for each individual DearMonster. Fighting minions consumes one energy, and every DearMonster can accumulate two energy at 3 hour intervals. Essentially, this means that each DearMonster can fight minions twice at every 3 hour interval.

Gas fees have been taxing as a cost to many players and as players ourselves, we understand this. Hence, the training ground will be an off-chain activity. Instead of paying gas fees for every single fight, players will only need to pay a one-time gas fee to update the EXP of the DearMonsters on the blockchain.

Rewards can be claimed in full at an interval of every 7 days. Early withdrawal (before the 7 days interval is up) is available as an option for players who wish to claim early. This will be subject to an early withdrawal fee of 30% of the rewards.

2-4. Farming – (Minimum level to play – 3) Investment

All DearMonsters are required to attain level 3 before they can be placed into farm. Farming essentially works similarly to staking in the cryptocurrency world. Farming rewards are earned in the form of DMS. Farming offers an alternative gameplay to players where they are unable to commit as much time to the game, yet are still able to generate profits with their DearMonsters.

2-5. Guilds

Guilds will be introduced progressively across Phase 2 to Phase 5. This is an important aspect of the game as it allows players to band together to share tips, item knowledge and devise strategies to participate and dominate in the guild wars.

Leaderboards will also be maintained; top Guilds will be given exclusive rewards that will not be available in normal gameplay. Points are given according to the Guild's performance in Guild activities. Elements to be introduced in the Guild feature:

Guild Dungeon – (Minimum level to participate – 3) Strategy based PvE
As a Guild-based activity, guild members will send their DearMonsters to fight in the Dungeon, with rewards ranging from DMS, EXP, Items, Potions and shards available as drops.

Guild Arena/Wars – (Minimum level to participate – 3) Turn Based Strategy based PvP
Fight against other Guilds to top the leaderboard for rewards.

2-6. Daily/Weekly Tasks

Tasks will be awarded to every player. Upon completion of tasks, rewards will be awarded to the players.

More gameplay features will be rolled out as the game develops further.

2-7. Trading Post

There will be a Trading Post for the purpose of trading commodities and DearMonsters. It is a free market where market forces determine the selling prices. DearMonsters can be freely traded at the post with a prerequisite that the DearMonster needs to be a minimum of level 1. DMS will be the currency used in the Trading Post. A transaction fee of 5% is imposed for every sale; a percentage of the transaction fee goes to the burn wallet.

2-8. DearMonsters Raffle

To create more interaction within the community, we will be releasing the DearMonsters Raffle. Players can participate in the DMU Raffle for free and stand a chance to win 1-Star DearMonsters weekly. Additionally, players can also deposit a small amount of DMS and participate in a Raffle with other community members and lucky winners will receive rare DearMonsters and other collectibles. Information on how to play will be released nearer to the launch.

2-9. Fair Gameplay

It is important for all stakeholders that the game is balanced and fair to all players. We take a zero-tolerance approach towards any form of cheating, hacks and abuse. Any player found to gain have an unfair advantage through cheating, hacks, abuse or any other forms of methods will be heavily penalized. This ensures that the DearMonsters ecosystem maintains the balance and trust of the community.

2-10. The DearMonsters Universe (DMU)

We want the development of DearMonsters to be a continual journey such that patch updates to the game are planned in Phases. Exciting and new elements will be featured at Patch, which are regularly updated at an interval of 1 month. Minor features will be added at an interval of 2 weeks. We want players to see consistent work and periodic updates from us developers and the updates will be announced prior to the launch of new features.

Currently, we have conceived a 1-year roadmap for the DearMonsters Universe including plans to bridge material real world products to be available for purchase and trading within the DMU. Additionally, development is currently underway to create a game client to transition gameplay from web based to client based. This allows more possibilities for the DMU. However, note that there may be slight alterations as we continually monitor the progression of the game, blockchain trends and grassroots feedback from the players.

THE TOKEN

NAME: DEARMONSTERS

SYMBOL: DMS

DECIMAL: 18

INITIAL SUPPLY: 1 BILLION

**TOKEN TYPE: REFLECTION
(3% TRANSACTION FEE) - 1.5% REDISTRIBUTION, 1% BURN, 0.5%
DEVELOPMENT FEE**

CONSTANT CIRCULATING SUPPLY EXCLUDING BURN : 1 BILLION +/- 10%

As a reflection token, holders of DearMonsters token (DMS) look to DMS as a store of value as well as an investment asset where they can receive a regular flow of additional tokens from the transactions.

A few factors determine the attractiveness of a reflection token. The distribution percentage, the token's daily volume and the token price growth.

The higher the volume the more tokens being distributed back to holders. That also dovetails with the price of the token. When there is a sell off, the volume will increase, the price will fall and token holders will receive more reflection tokens with a corresponding higher APR. If the price increases on the other hand and volume remains stable, holders receive less tokens with a lower APR.

It is worth mentioning that newly listed projects will start with low volumes. As volume builds, so do reflections. This will benefit early investors.

Due to DMS being a reflective token, it is not feasible to determine a maximum supply of coins and 1% is being burnt continuously. As such, we will be implementing measures to regulate and maintain the circulating supply of DMS at 1 billion. This will be effective in curbing excessive inflation of tokens within the DMS economy.

Reflective tokens work well in a bear market as the redistribution of the tokens reduces selling pressure of the token thus reducing the likelihood of sudden large dips in the price of the token.

3-1. Use Cases

DMS will be the primary currency used within the game. It can be used to purchase any assets in the DMU (DearMonsters Universe).

Methods of profits from DearMonsters :

1) Holding of DMS

Given that it is a reflection token, holding the token the holder to receive a constant addition of tokens from daily transactions.

2) Purchasing NFTs (DearMonsters)

3) NFT's ability to generate profits from in game activities

4) Farming features

5) Trading Post

6) Loan of NFT

3-2. Listings

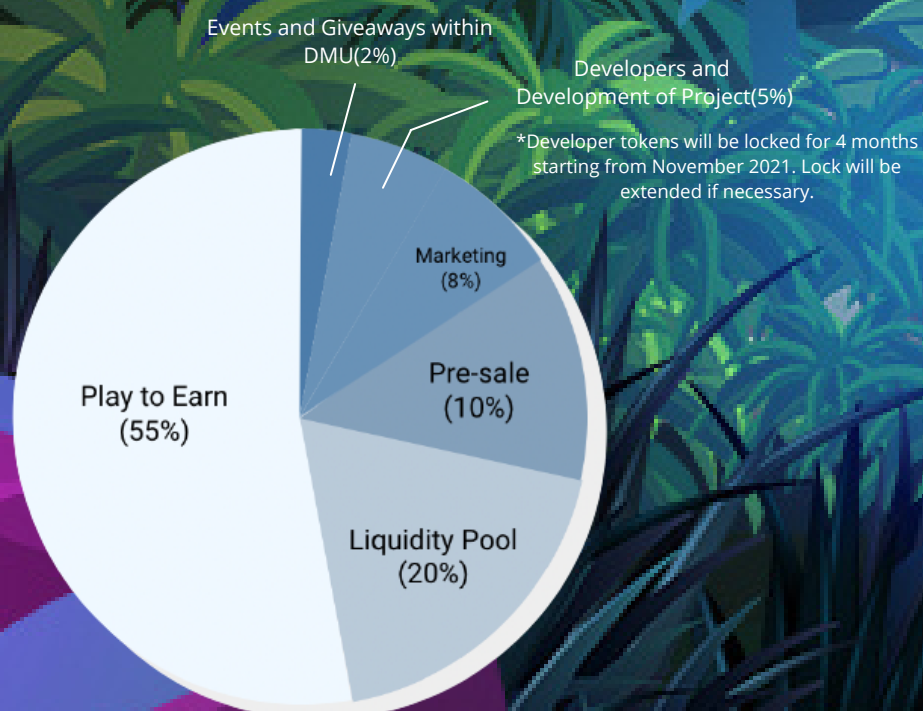
We will be listing on Pancake Swap, Coingecko and Coinmarket cap.

3-3. Marketing, Promotional and Social Activities

Building up a strong community is healthy for DearMonsters Ecosystem. We want the Ecosystem to thrive, and will be focusing resources on effective marketing. We have a team of experienced marketing professionals dedicated to formulate marketing strategies and plan. We will primarily be adopting a four-pronged approach to achieve our marketing goals.

- 1) Digital marketing, engaging influencer marketing on social platforms
 - 2) Content marketing, allowing for sites to review and promote DearMonsters
 - 3) Affiliate marketing
 - 4) Word-of-mouth marketing – loyalty and referral programs will be introduced
- 5% of the total supply of DMS will be allocated to marketing campaigns. These activities will be shared in detail.

3-4. Distribution of DearMonsters Token



DEVELOPMENT TIMELINE

Apr 21 - Conceptualisation of the game

- Brainstorming of ideas for 'play to earn' feature
- Ensuring soundness and sustainability of play to earn concept

Jun 21 - Development Begins

- Gathering of team
- Generation of content

Nov 21 - Creation of Token

- Presale 1
- Marketing of game
- Listing on PancakeSwap and CoinGekco
- Launching of social platforms
- Beta launch and testing
- Audit contract
- Launching of NFTs

Dec 21 - Launch Landing Website and App Website Initial Version

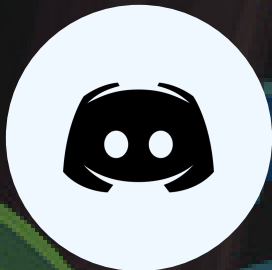
- Marketing
- Partnerships with CEX
- DearMonsters V1 gameplay launch
- Trading Post
- Sale of Caves

COMMUNITY



@DearMonstersBSC

<https://twitter.com/DearMonstersBSC>



DearMonsters(DMS)

<https://discord.gg/dearmonsters>



DearMonsters

<https://t.me/DearMonsters>