



Professor Node

Welcome to the world of Bitmon!

Bitmon overview

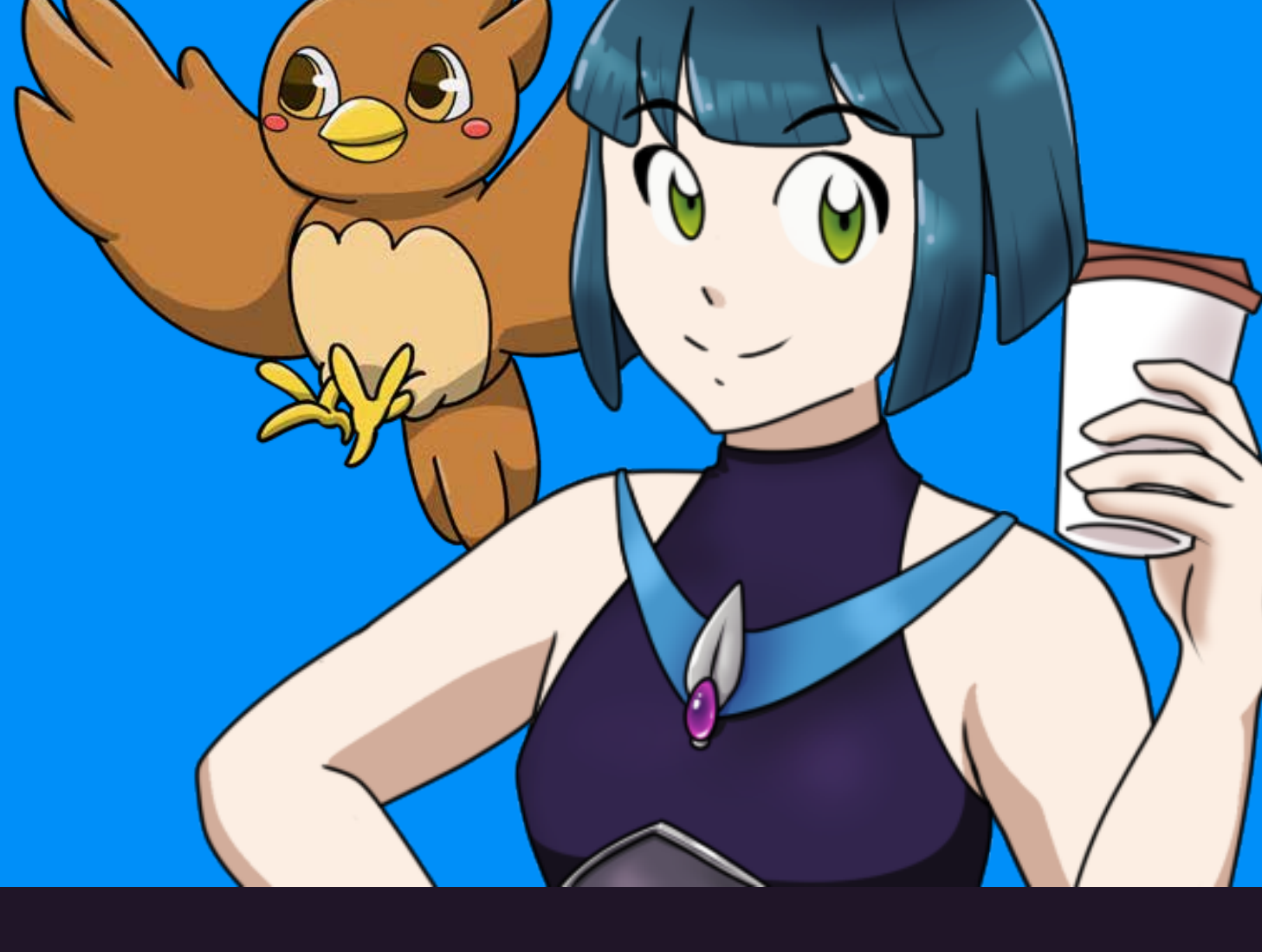
Bitmon World both a play-to-earn game inspired by the battling genre in the metaverse, and the first videogame to offer a **CCO license** so builders can build on the brand and get rewarded.

The **bitmon P2E game** will be the main game created in conjunction with **Vibing Studios, Kindynos, and Maki Studios**. It will be both a **PvE and PvP video game**, where you will be able to level-up your bitmons, catch new bitmon and battle online and with your friends.

The **CCO license** will let anyone create their own products and derivatives on the brand, making **Bitmon Adventures** one of the first to have a **AAA open licensed video game** in the world.

What can people do with a CCO license?

- An anime.
- A TCG game.
- A Bitmon Go type of game.
- Anything that they want.



Play, Breed, Fight

In the main **Bitmon videogame** you will be able to both play **PvE and PvP video game**, where you will be able to level-up your bitmons, catch new bitmon and battle online and with your friends.

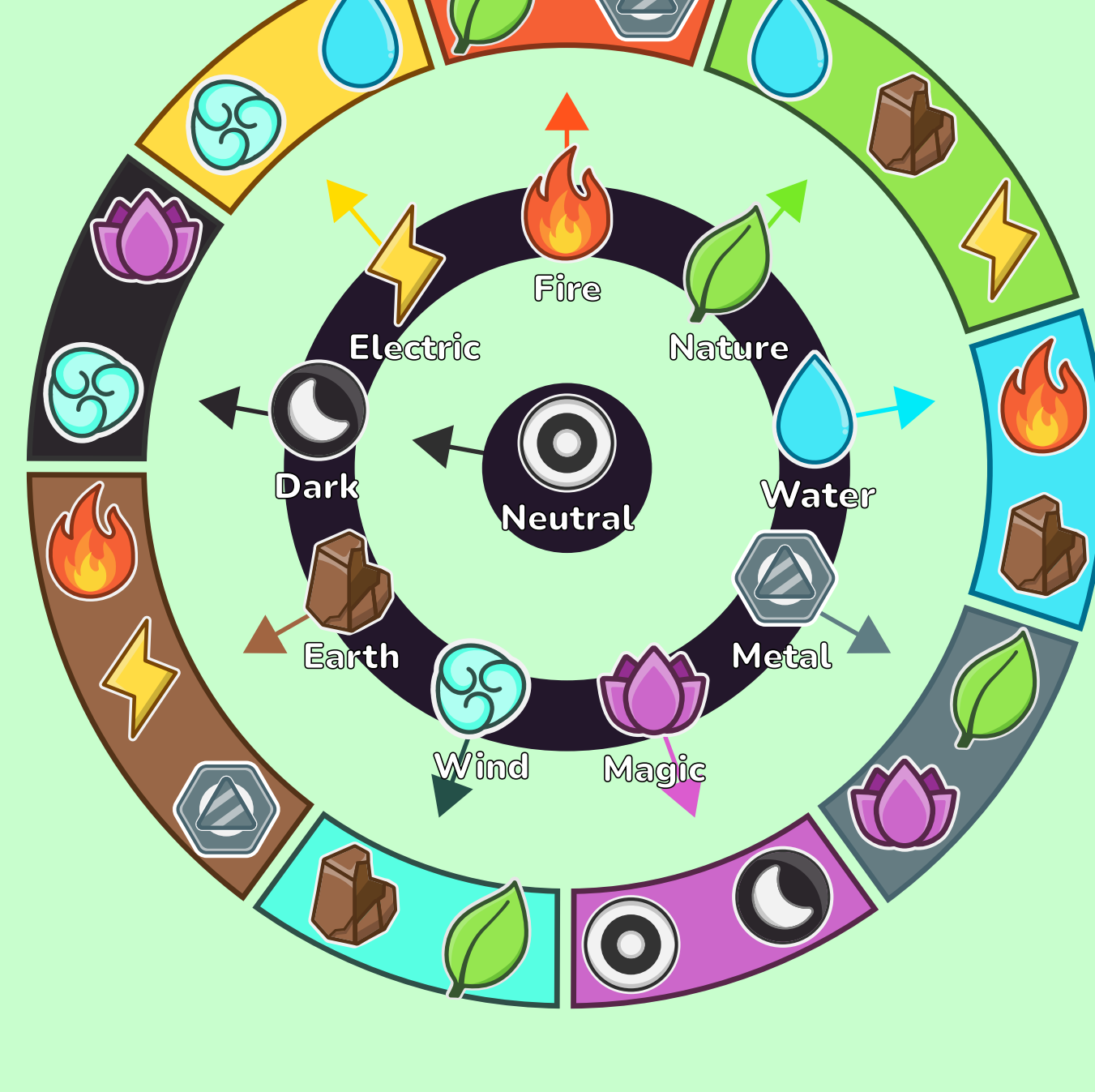
The mechanics on the **battle system** are detailed in the following graphic.



Battle system

Types are **Bitmons** properties. Each type confers a specific variety of **strengths** and **weaknesses** compared to other types.

Each **Bitmon** can have up to two types, while Techniques can only have one type. The type of a **Bitmon** determines whether that **Bitmon** has more or less damage from a technique of a specific type, while the type of a technique indicates its effectiveness against a specific **Bitmon**.



Bitmon DAO & \$BIT

The project will have a DAO, which will get **2.5%** of the royalties paid per Bitmon trainer and Bitmon trade.

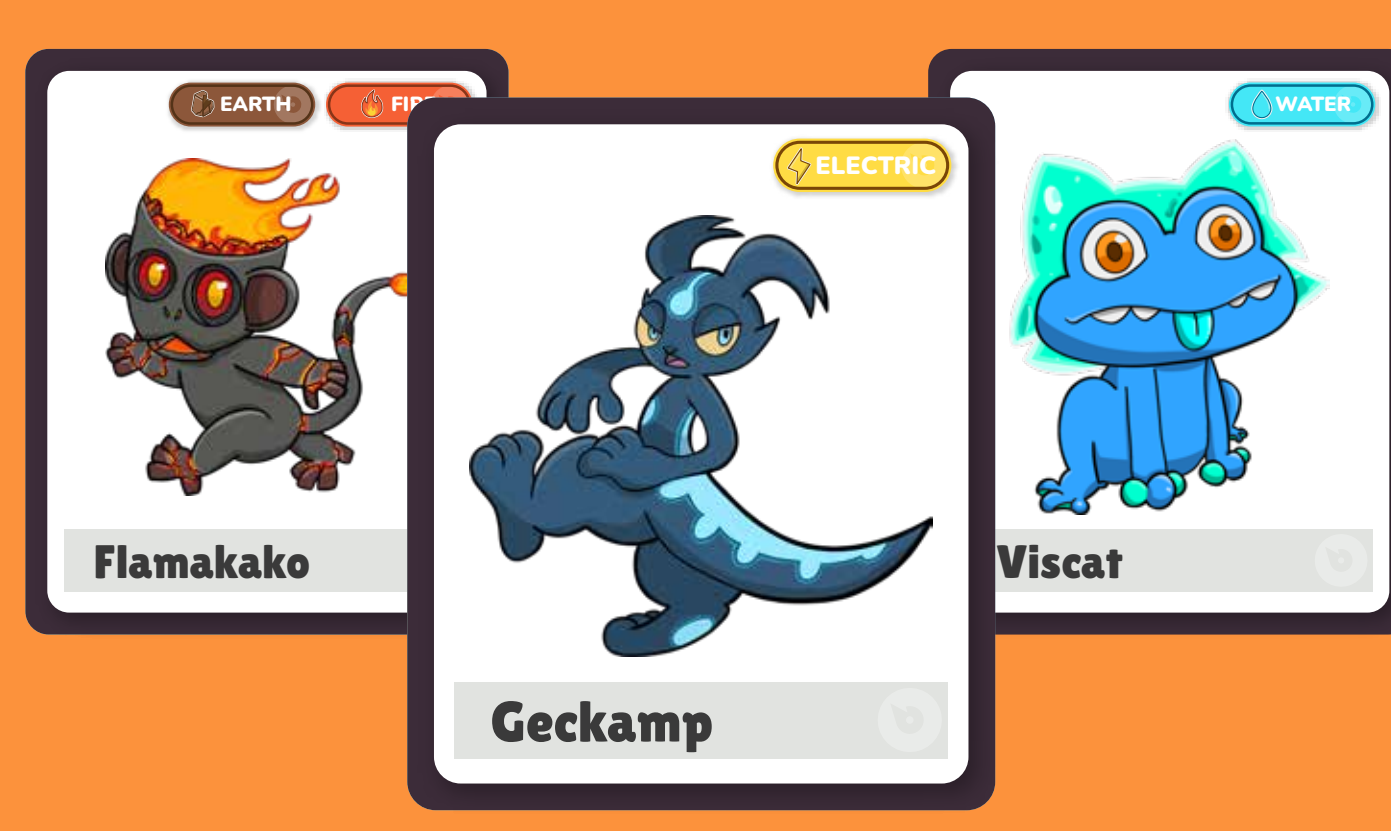
Builders can be incentivized via asking grants to the DAO, which will let people build on the brand, and in return, builders will be incentivized to integrate **\$BIT** into what they build.

\$BIT is a utility token that is earned by owning a Bitmon Trainer and staking it, yielding **50 \$BIT** per day per trainer. Bitmon Builders will be incentivized to add **\$BIT** to their game, and the main P2E game will use **\$BIT** for breeding, in-game items and **cosmetics**.

There is no limit

You have no limit on what you can create. If you can dream it, you can build it. Our breeding system, battle system and the Solana blockchain powers it all. Create and play, breed your bitmon, level them up and bring them to life with other players.

Bitmon trainers are a collection of **10,000 NFTs** that control **BitmonDAO** and the future of **Bitmon World**. Bitmon trainers do not have rarity, but can be created by the user, and they receive **50 \$BIT daily**, a token that will be used for breeding **bitmon** and used as an utility token for in-game items.



What lies ahead

ROADMAP

- Q2 2022**
 - Bitmon PvE full release.
 - Bitmon PvP beta.
 - Bitmon Gen 2 curation.
 - Purchase legendary attributes.
 - Bitmon Marketplace.

- Q1 2022**
 - Bitmon trainer staking.
 - Bitmon Game Jam.
 - Bitmon Gen 1 released for Bitmon Trainers.
 - Bitmon Breeding.
 - Bitmon PvE alpha.
 - Bitmon DAO consolidation.
 - More attributes for bitmon trainers.

- Q3 2022**
 - Bitmon PvP full release.
 - Generation 2.
 - Bitmon Grand Championship.

Meet the Bitmon Trainers

Bitmon Trainers are a collection of **10,000 trainers**, which represent a stake in the **Bitmon DAO**.

Owning a trainer makes you entitled to the following perks:

- 50 \$BIT per day.
- A cool PFP nft that you can customize.
- Access to events to catch new bitmon.
- First access to the game.
- A vote in BitmonDAO treasury and future.
- Airdropped NFTs of the Bitmon Universe.
- The ability to breed bitmon.



The Sale for trainers will consist in 3 phases:

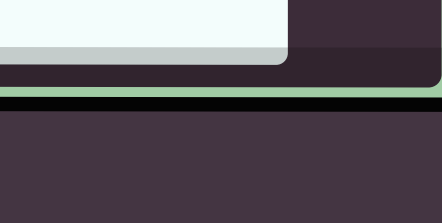
Monkette Whitelist Sale: Every Monkette will get **2 WL** spots for each delisted monkette they own. Monkettes will be able to mint for **.85 SOL**. They have been allocated a maximum of 6,666 Bitmon Trainer mints, and if they don't get minted, they will go to Public Whitelist sale. We don't expect all 6,666 to be minted. A token will be airdropped on January 14th, and the Monkette mint will be on January 15th, and will last 24 hours.



Public Whitelist Sale: To be able to qualify for whitelist spot, you must have a delisted thugbird, degen coin flip, boogle, whitelist by a DAO, or have an OG role in the discord server. Whitelist sale will be for **1.2 SOL**, a day after monkettes mint, and it will last for 24 hours. There will be around 6000 tokens allocated for this sale, and all the remaining trainers that are not minted will go to public sale. If all trainers are minted here, there will not be a public sale.



Public Sale: Everyone will be able to buy from the public sale for a price of **1.3 SOL**. Only spots not taken from whitelist will be given for public sale.



The remaining **1000** will be available to buy in the **Vibe Marketplace** using **\$VIBE**, a currency that is airdropped to monkettes weekly.