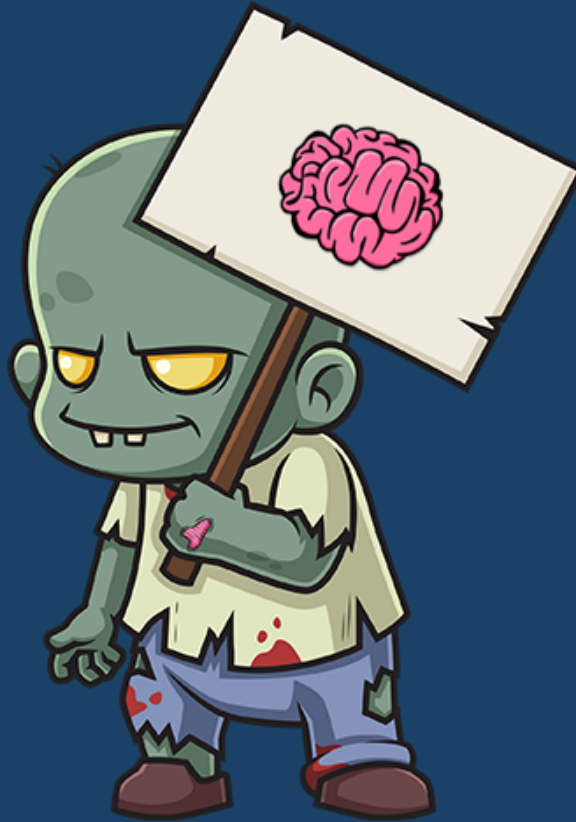


ZOMBIES GAME



We tried to contain it. We really did. The **JPEG Virus** was originally developed at the National Institute of Degeneracy in secrecy as a weapon against the Bear Army, but a careless slip-up in biohazard protocols resulted in the big sickening. With an R_0 of over 500, it was the fastest spreading disease known to humanity yet. Scientists estimate a period of less than two months before the whole world is infected. With the main food source for the infected being healthy human brains - infecting healthy people is a necessity for the mutant zombies - as brains are their only energy source available.

THE BASICS

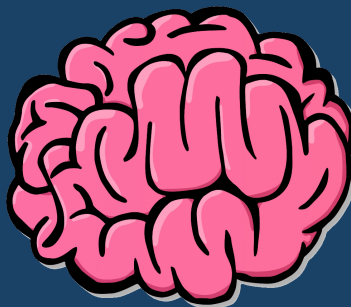
Zombies Game is an idle game inspired by Cookie Clicker and prior blockchain games. The rules are simple, but they lead to interesting emergent game behavior and strategy. Zombies Game is built on the Fantom (FTM) blockchain to be performant and inclusive for all with its low gas fees. The central goal of Zombies Game is to acquire the most amount of **\$BRAIN**, an ERC20 token.

\$BRAIN is collected by the hard work of Zombies, which are ERC721 NFTs. Zombies are able to be acquired in our upcoming sale this week. After acquiring Zombies, the next step is to stake them in The Graveyard on our web-app.

MINTING ZOMBIES

Zombies can be minted for 45 FTM each in the main sale. As a thank-you to early supporters, Zombies can be minted for 35 FTM (a 22% discount) in the pre-sale, which will be capped at 500 Zombies.

The maximum supply is 10,000 Zombies, and up to 30 Zombies can be minted in a single transaction. Each Zombie has a unique image and set of attributes. When minting a Zombie, there is a 95% chance that you will mint a *Grunt Zombie* and a 5% chance that you will mint an *Alpha Zombie* generates 25x the **\$BRAIN** per minute as a *Grunt Zombie*.



STAKING + GAMEPLAY

Staking Zombies can only be done once the Zombies sell out or 1 day has passed since the sale of Zombies began. On the first day of gameplay, a *Grunt Zombie* collects 1 \$BRAIN a minute, and an *Alpha Zombie* collects 25 \$BRAIN a minute. But as the population of healthy humans dwindles, the collection of \$BRAIN gets slower and slower: for every day (24 hours) after the game starts, the \$BRAIN collected by all Zombies halves!

Staking a Zombie transfers it to the *Graveyard* contract, so it needs to be unstaked in order to be sent to a friend or listed on a secondary NFT marketplace. Once you request to un stake a Zombie, you will need to wait for a 2 day cooldown period for it to become available, so plan accordingly! A player may stake multiple zombies at once, and zombies in cooldown do not collect any \$BRAINS.

\$BRAINS

The hard earned \$BRAINS your Zombies make are ERC20s and can be used for many things from buying upgrades/mutations from *The Laboratory* which allow you to collect \$BRAINS faster to being able to stake them in *The Brain Jar* which allows you claim tax rewards from all brains collected.



Firstly, **\$BRAIN** can be used to buy upgrades/mutations from *The Laboratory* that will help you collect **\$BRAINS** even faster! Zombie Upgrades are ERC721 tokens within the same contract as the Zombies with a limited supply. There are many upgrades planned, which will be announced in the coming days.

In order to stake upgrades in *The Graveyard*, you need to have Zombies staked first. Each *Grunt Zombie* allows for the staking of 1 upgrade, and each *Alpha Zombie* allows for the staking of 10 upgrades. As with Zombies, the **\$BRAIN** harvested by each upgrade halves every day. But unlike Zombies, upgrades can be unstaked immediately without a cooldown period.

THE BRAIN JAR

Want to invest your **\$BRAIN** to earn more **\$BRAIN** even faster? You can do so through *The Brain Jar*, which earns **\$BRAIN** rewards on staked **\$BRAIN**. These rewards are from two sources. Whenever a player claims their **\$BRAINS**, 30% is transferred to *The Brain Jar* as a flat tax. Secondly, there is a penalty for leaving *The Brain Jar* in a hurry which is discussed below!

The Brain Jar is a collective place to stake your **\$BRAIN** with your fellow Zombies Game enthusiasts in order to earn **\$BRAIN** rewards. Staking your **\$BRAIN** provides you with **sBRAIN**, a token representing your ownership of the **\$BRAIN** in *The Brain Jar*. The primary form of **\$BRAIN** reward is through the Brain tax: 30% of all **\$BRAIN** collected goes directly into *The Brain Jar*.

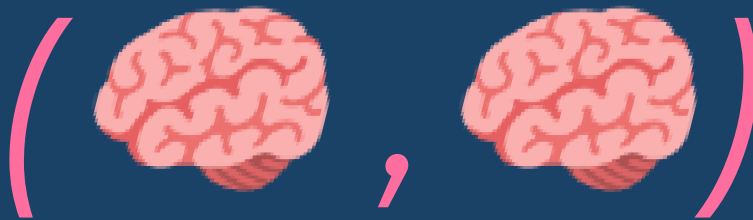
If you want to withdraw your share of **\$BRAIN** from *The Brain Jar*, you have two options: you can withdraw immediately, which will require you to forfeit 80% of your share of **\$BRAIN**, or you can lock your **\$BRAIN** in a 2 day cooldown period and not face a penalty. All forfeited **\$BRAIN** stays in *The Brain Jar* to be shared by the rest of the **\$BRAIN** stakers.

GAME THEORY

As you can see, the Zombies Game has been designed around three main principles: fun, strategy, and scarcity. The mechanics of *The Brain Jar* guarantee that your balance of **\$BRAIN** can only go up if you deposit **\$BRAIN** and withdraw using the 2 day cooldown period. But keep in mind that if too many players stake in *The Brain Jar*, it may be advantageous to spend **\$BRAIN** on upgrades instead. We won't tell you how to use your **\$BRAIN**, but be smart about it!

LET'S PLAY!

*You're a zombie, anon. You're starving and sick and tired of starving all day. Your stomach rumbles from the last meal you had days ago and your mouth waters in anticipation for some human brains ! The humans are helpless and it's time to feast. Grab your zombie squadron and let's feast on some **BRAINSSS!!***



Made with ❤️ by the Zombies Game team.
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