

# Blockchain Monster Hunt (BCMHunt.com)

“A Crypto Game That Lives on Blockchains”

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- (b) you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);
- (c) you acknowledge, understand and agree that BCMC may have no value, there is no guarantee or representation of value or liquidity for BCMC, and BCMC is not an investment product nor is it intended for any speculative investment whatsoever;
- (d) none of the Company, the Distributor, their respective affiliates, and/or the BCMHunt team members shall be responsible for or liable for the value of BCMC, the transferability and/or liquidity of BCMC and/or the availability of any market for BCMC through third parties or otherwise; and
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The Company, the Distributor and the BCMHunt team do not and do not purport to make, and hereby disclaims, all representations, warranties or undertaking to any entity or person (including without limitation warranties as to the accuracy, completeness, timeliness, or reliability of the contents of the Whitepaper or the Website, or any other materials published by the Company or the Distributor). To the maximum extent permitted by law, the Company, the Distributor, their respective affiliates and service providers shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including, without limitation, any liability arising from default or negligence on the part of any of them, or any loss of revenue, income or profits, and loss of use or data) arising from the use of the Whitepaper or the Website, or any other materials published, or its contents (including without limitation any errors or omissions) or otherwise arising in connection with the same. Prospective acquirors of BCMC should carefully consider and

evaluate all risks and uncertainties (including financial and legal risks and uncertainties) associated with the distribution of BCMC, the Company, the Distributor and the BCMHunt team.

**BCMC Token:** BCMC are designed to be utilised, and that is the goal of the BCMC distribution. In fact, the project to develop BCMHunt would fail if all BCMC holders simply held onto their BCMC and did nothing with it. In particular, it is highlighted that BCMC:

- (a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value);
- (b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;
- (c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to BCMHunt, the Company, the Distributor and/or their service providers;
- (d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;
- (e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;
- (f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and
- (g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

Notwithstanding the BCMC distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.

To the extent a secondary market or exchange for trading BCMC does develop, it would be run and operated wholly independently of the Company, the Distributor, the distribution of BCMC and BCMHunt. Neither the Company nor the Distributor will create such secondary markets nor will either entity act as an exchange for BCMC.

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# 1. Overview

NFT and blockchain games have become extremely popular in recent days however, none of the games on the market currently truly embrace a fully decentralized ecosystem with experiences fully on-chain, as it should have been.

Introducing the world's first game that's based entirely on the blockchain timeline itself. BCM Hunt brings a thrilling new experience where catching rare monsters is akin to finding diamonds in a mine. An innovative new approach to game design utilizing on-chain attributes and properties.

Having pioneered, built and run successful blockchain NFT games since 2017, the team wanted to come together to create a new and disruptive class of NFT blockchain game that eliminates centralization and databases by making a game that exists based solely on blockchain properties and on-chain attributes.

BlockChain Monsters Hunt (BCM Hunt), an innovative spin on the popular PokemonGo, where players explore physical spaces to catch monsters. In BCM Hunt, players can continuously explore brand new places on the blockchain to catch monsters while exploring the blockchain. Each block on the blockchain is a unique digital space, where a limited number of monsters (of the same DNA gene and rarity may exist) players and collectors can catch or battle them for a chance to capture them or earn coins. The rarity of monsters depends on the property of the blockchain hash sequence it-self and the window of opportunity to catch them is also limited by the block generation time.

## Multichain

BCM is the first multichain native game where game play comes by merging each of the chains involved..

- Certain monster types can only be found on certain blockchain.
- Advanced players are encouraged to Catch monsters on each chain and move them to chains where the mons have strong type advantage.
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## Crypto assets:

- BlockchainMonster (symbol: **BCM**): NFT ERC-721
- BlockchainMonsterCoin (symbol: **BCM**): ERC-20

## Block (ETH/BSC/Polygon/HECO):

- Each chain's block has the block hash, blockhash exists only after the block is mined, so no one can guess the number (hash) in the next block

I.e. Blockhash is determined entirely based on the blockchain

- i.e. at Ethereum chain block height **13093351** it's blockhash is as below  
<https://etherscan.io/block/0xf0f956f7169f53c560acf29e6ec425d5ea045a2026b498c13e8ad5f64e7d4936> the blockhash determining everything about the game functions.

Each blockchain will have it's own hash per block height.

Our game contract categorize the blocks into four representation:

- Cool Down block => use to throttle the display refresh depend on chain speed
- Catch block => you can interact to catch a monster (BCM)
- Battle block => you can battle to earn BCMC
- Commercial block => you can earn partner token, NFT, and other rewards.

The function to decide if the block is “cool down”, “catch block”, “battle block” can be updated to match the game growth (for example, if we find out there are so many monsters, we can reduce the catch block and increase the cool down block). At the beginning, they are the same.

## 2. Blockchain Monsters (BCM)

### 2.1 Monster Species

There are two kinds of Monster species:

- Wild species: the monsters are caught in the blockchain
- Artificial species (Genetic Engineered) : monsters which are created by merging high level monster (which allows merging of rare traits) - this is similar to breeding

There are 500 wild monster species, which are further subdivided into 50 genus groups - each having 10 monster species. The group represents the rarity of a species.

#### **Monster Elemental Type**

There are a total of 10 Elemental Types with advantages to each other. I.e. Water is strong against Fire. These elements are: Earth, Electric, Water, Fire, Ice, Air, Dark, Light, Spirit, Neutral

#### **Monster Rarity**

Monsters also have different Growth statistics which scale with level, high rarity Monsters will have better Statistics that increase per level. Monster level increases based on experience earned from battles.

#### **Perfection determines the Starting stats range:**

Each stats start with the base stats determined by the species from 0 -100%, the properties are entirely based on block hash of the block that the monster is caught

## 3. Game play

### 3.1 Wild Catch

- Block hash decides what species you will get
- There are limited monsters in a block, i.e. at block height **13093351**  
<https://etherscan.io/block/0xf0f956f7169f53c560acf29e6ec425d5ea045a2026b498c13e8ad5f64e7d4936> determining number of species that may appear.
- **Catching power: (CP)**
  - Catching Power is the amount a player is required to pay in to catch the monster
  - Catching Power scales with Monster Group, rare monsters will require higher catching power.
  - Catching power is increased from time to time based on total monster population and can be subjected to future governance.
- **BCM Catch Rate**
  - **Catch Rate** is the chance of catching a BCM when a user submits a tx. Note that not every catch will yield a BCM.  
**BCM Catch Rate**  
= Base Catch Rate + BCM Assistance Bonus + Catch Rate Booster
  - **Base Catch Rate** is algorithmically determined based on the Genus group of a BCM species, base catch rate is lower for higher rarity monsters
  - **BCM Assistant (Support Mon)**  
Users can increase chance for catching high rarity monsters with increased catch chance by owning monsters at specific level and elemental type.
- **Catch Rate Booster**  
Players can also further increase catching power by paying an additional higher fee to improve their probability to catch the monster. Users will also know exactly the % chance of being able to catch the monster shown before they commit to pay. Users can always have 100% to catch the monster when they pay the max fee and meet all catching requirements.

*(Parameters in this section can be configurable, configurations is subjected to BCMC holding based governance)*



## 3.2 Wild Battle

- Blockchain hash also decides the NPC monster species you need to battle with and player needs to select a monster NFT (that player own) to join a battle
- Monster stats & level:
  - The stats & level for the monster is random (normalized based on a blockchain random factor against the mean average monster levels in the world)
- Battle Requirement (BR)
  - Similar to catching power, there is a minimum requirement for the amount of BCMC an address needs to hold in order to be able to send their BCM (monster NFT) to battles on the blockchain.
- Monster Experience Reward:
  - Your BCM can gain different amount of experiences based on battle results and the Genus Group you battle against
- BCMC Reward:
  - Winning players will earn part of the block reward in BCMC (reward pool tied to block rarity).
  - Players which lose battles will not be able to earn BCMC, and there is also a chance where they may also lose their BCM monster NFT. However, it is possible to spend the native currency BCMC to pay for insurance to prevent monsters NFT permanent loss (burn).
  - BCMC reward scales with Blockchain World Difficulty, as difficulty increases, the amount of BCMC rewards decrease for low BR battles.
  - Same monster / player cannot battle for the same block reward and win more than once
- **NFT Lost in Battle** Determination

Determination of Monster Lost in Battle is based on attacker mon vs defending mon's stats, as well as random factor determined by blockhash of the TX for the battle.
- **1x Battle Insurance** (Extra Life insurance to Prevent Lost in Battle):
  - If you lose, your monster can become trapped in the blockchain (this means you will lose that monster forever, and lose your NFT as it will be sent to an irrecoverable 0x0000... burn address )
  - For loss prevention, an amount in BCMC or the chain's native utility coin can be used to make sure this does not happen. This amount will change over time and based on World Difficulty and Battle Requirement.

### **Battle Win/Lose Conditions**

Battle takes turns until one monster dies first, or after 10 turns, if both monsters still survive the higher HP wins, if both have the same HP, the monster who attacks first wins.

### **First Turn Advantage:**

Speed (SP) affects the chance of attacking first, based on the speed ratio of the two mon. Faster speed have higher chance to go first

### **Elemental Type Advantage:**

Each monster have 1 main Elemental Type

Attacker's Elemental Type will give 20% buff when attacking another monster which it's elemental is Strong Against.

**I.e. Earth** > Electric > Water > Fire > Ice > Wind > **Earth**

Some elemental types are Resistance against other Elemental type, while other elemental types give opponents an HP recovery.

*(Parameters in this section can be configurable, configurations is subjected to BCMC holding based governance)*

## **3.3 Laboratory**

Besides wild catch, there is a lab where gene scientists investigate the way to merge DNA from different species or push the limit of one species to make them evolve into new species.

## **3.4 P2P Metaverse (The Matrix)**

Players need to pay an amount of BCMC to join a block world at a particular block and stay in the world for a period of time for exploring or battles. The fee is changed depending on the number of people who want to join the world (high demand => high fee). They have to choose which monsters they want to bring to the world (limit at 5). They can move around find people and challenge with each other to gain experience for their monsters.

The block world also gave them the chance to collect some items to push their monster level and evolve.

## **4. NFT Cross Chain marketplace & NFT Flash Loan**

The team will be launching a **cross-chain marketplace** as the it's NFT assets and game promotes cross-chain game play. The team has experience building and launching secure and proven onchain (smart contract based) marketplace since 2017. The marketplace will serve BCMC assets exclusively, creating an integrated experience on the platform and allowing industry lowest fees for trading. BCMC will be the primary native currency (along

with the chain currency) used for settlement on trades on the NFT cross-chain marketplace, and in addition holding BCMC will entitle users to a fee discount (for the VIP tier users) in the generalized cross chain marketplace in the future. For NFT contracts with storage, we will be using on-chain techniques to facilitate transport layers for data transfer when moving NFT with data cross-chain.

The cross-chain technology will also enable other cross-chain break thought such as **Monster Flash Loan** where user can borrow monsters to complete difficult battle challenges from other chain by borrowing from a pool of monsters on chain (that are locked in a pool provided by their owners), these monsters are for hire on a first come first serve basis, earning yields for monster's true owner, the monsters are returned to the pool and owners within a single block time.

## 5. Blockchain Monster Coin (BCMC)

The native cryptographically-secured fungible protocol token of BCMHunt, Blockchain Monster Coin (ticker symbol BCMC) is a transferable representation of attributed governance and utility functions specified in the protocol/code of BCMHunt, and which is designed to be used solely as an interoperable utility token thereon.

BCMC is a functional ERC-20 utility token which will be used as the medium of exchange between participants on BCMHunt in a decentralised manner. The goal of introducing BCMC is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on BCMHunt, and it is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer. BCMC does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will BCMC entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. BCMC may only be utilised on BCMHunt, and ownership of BCMC carries no rights, express or implied, other than the right to use BCMC as a means to enable usage of and interaction within BCMHunt.

BCMC creates the incentives which will be distributed to encourage users to contribute to and participate in the ecosystem on BCMHunt, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. BCMC is an integral and indispensable part of BCMHunt, because without BCMC, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on BCMHunt. Given that additional BCMC will be awarded to a user based only on its actual usage, activity and contribution on BCMHunt and/or proportionate to the frequency and volume of transactions, users of BCMHunt and/or holders of BCMC which did not actively participate will not receive any BCMC incentives.

BCMC is the ultimate treasure that all Blockchain Monster Hunters (players) seek. Players will be able to use \$BCMC to various advantages and exclusive content access within the game, pay for insurance to prevent monsters NFT permanent loss (burn) when participating in some part of the game's high reward area, earn status and participate in governance. The top BCMC holders will also be able to challenge areas of the game with the highest rewards.

BCMC can be used for all game features in addition to native currency to the chain such as BNB on BSC, Matic on Polygon etc but also form an important part of game governance and have minimal holding requirement to play advance game contents with high reward BCMC reward areas.

### 5.1 Token Supply

# Tokens will be minted on Token Generation Event (TGE) will be: 1 billion.

#### BCMC Token Allocation Plan

**Total Supply:** (1B, evenly distributed across each chain)

##### Token Allocation:

Mining Reward	40.0%
Public Round	0.35%
Strategic Round	7.5
Eco-System & Treasury	19.0%
Marketing & Partnership	14.15%
Team & Advisors	18.0%

### 5.2 Native BCMC Multichain Token Bridge

Project will launch a multi-chain token bridge from day one. The LP is ensured based on the minting strategy in 5.1. Users can freely move BCMC onto any chain without the need for waiting or bridging their tokens via 3rd party platforms.

For maximum security, LP Cold wallet tokens are multi-sig (gnosis safe locked)  
Hot wallet tokens on each chain will be loaded as LP when liquidity level lowers below threshold.

### 5.3 Token as Governance

In order to promote decentralised community governance for the network, BCMC would allow holders to create and vote on on-chain governance proposals to determine future features and/or parameters of BCMHunt based on the amount of BCMC held (for example users may vote on game balancing, rewards settings, or promotional activities). The right to vote is restricted solely to voting on features of BCMHunt; it does not entitle BCMC holders to vote on the operation and management of the Company, its affiliates, or their assets or the

disposition of such assets to token holders, or select the board of directors of these entities, or determine the development direction of these entities, does not constitute any equity interest in any of these entities or any collective investment scheme; the arrangement is not intended to be any form of joint venture or partnership.

## 6. Blockchain World Difficulty (**Difficulty**)

Like bitcoin mining rewards there are difficulties when more hashrate is added to the network, blockchain monster's catching difficulty adjusts over time. During initial launches blockchain monsters are easier to catch. The difficulty increases as more monsters are caught and the amount of BCMC is mined on a specific chain. This difficulty may adjust up and down as monsters can also be trapped and lost in the blockchain when it falls against opponents in battles.

The difficulty of capturing mons from catching/battling increases over time as more monsters are caught in the world. Train up your own captured BCM to battle against and capture these ever increasingly challenging and powerful BCM from the blockchain.

The game complexity affects many things in the game:

1. Catching power: whenever mined amount of BCMH is increased by 100000 amount, the catching power will be increase by 25%
2. Catching success rate: if the numbers of monster for a species increases by  $x \Rightarrow$  the success rate will be decreased by 2%
3. Battle power for the monster in battle block: mined amount of BCMC is increased by 100000 amount, the monster in the battle will have 10% higher level ...
4. Killing rate: BCM Lost in Battle rate (killing rate) is increased based by a Difficulty factor of 1% for every 10,000 BCMC population.

*(Parameters in this section can be configurable, configurations is subjected to BCMC holding based governance)*

## 7. Future Development

- BCMC is the first multichain native game where game play comes by merging each of the chains involved. The game planned many features in the future as this document is not yet exhaustive but contains all known features that will be read on launch. This document will be updated from time to time without prior notice to reflect latest game play. Below detail some roadmap elements of the game in the planning.
- NFT universe with multiple games, the share the same timeline
- Tournament between players
- Quests Achievement System

- Artificial Species (breeding)
- Tower Trial start from block 0, fight multiple blocks to win
- World Boss, in Battle or CoolDown Blocks
- Integrated Advertisement System in (Commercial Blocks)
- Cross chain marketplace platform for other similar games

## 8. RISKS

BCM Hunt is currently in the initial development stages and there are a variety of unforeseeable risks. You acknowledge and agree that there are numerous risks associated with acquiring BCMC, holding BCMC, and using BCMC for participation in BCM Hunt. In the worst scenario, this could lead to the loss of all or part of BCMC held. **IF YOU DECIDE TO ACQUIRE BCMC OR PARTICIPATE IN BCM HUNT, YOU EXPRESSLY ACKNOWLEDGE, ACCEPT AND ASSUME THE FOLLOWING RISKS:**

- Uncertain Regulations and Enforcement Actions

The regulatory status of BCM Hunt, BCMC and distributed ledger technology is unclear or unsettled in many jurisdictions. The regulation of digital assets has become a primary target of regulation in all major countries in the world. It is impossible to predict how, when or whether regulatory agencies may apply existing regulations or create new regulations with respect to such technology and its applications, including BCMC and/or BCM Hunt. Regulatory actions could negatively impact BCMC and/or BCM Hunt in various ways. The Company, the Distributor (or their respective affiliates) may cease operations in a jurisdiction in the event that regulatory actions, or changes to law or regulation, make it illegal to operate in such jurisdiction, or commercially undesirable to obtain the necessary regulatory approval(s) to operate in such jurisdiction. After consulting with a wide range of legal advisors to mitigate the legal risks as much as possible, the Company and Distributor have worked with the specialist blockchain department at Bayfront Law LLC and obtained a legal opinion on the token distribution, and will be conducting business in accordance with the prevailing market practice.

- Inadequate disclosure of information

As at the date hereof, BCM Hunt is still under development and its design concepts, consensus mechanisms, algorithms, codes, and other technical details and parameters may be constantly and frequently updated and changed. Although this whitepaper contains the most current information relating to BCM Hunt, it is not absolutely complete and may still be adjusted and updated by the BCM Hunt team from time to time. The BCM Hunt team has neither the ability nor obligation to keep holders of BCMC informed of every detail (including development progress and expected milestones) regarding the

project to develop BCMHunt, hence insufficient information disclosure is inevitable and reasonable.

- Competitors

Various types of decentralised games, applications and networks are emerging at a rapid rate, and the industry is increasingly competitive. It is possible that alternative networks could be established that utilise the same or similar code and protocol underlying BCMC and/or BCMHunt and attempt to re-create similar facilities. BCMHunt may be required to compete with these alternative networks, which could negatively impact BCMC and/or BCMHunt.

- Loss of Talent

The development of BCMHunt greatly depends on the continued co-operation of the existing technical team and expert consultants, who are highly knowledgeable and experienced in their respective sectors. The loss of any member may adversely affect BCMHunt or its future development. Further, stability and cohesion within the team is critical to the overall development of BCMHunt. There is the possibility that conflict within the team and/or departure of core personnel may occur, resulting in negative influence on the project in the future.

- Failure to develop

There is the risk that the development of BCMHunt will not be executed or implemented as planned, for a variety of reasons, including without limitation the event of a decline in the prices of any digital asset, virtual currency or BCMC, unforeseen technical difficulties, and shortage of development funds for activities.

- Security weaknesses

Hackers or other malicious groups or organisations may attempt to interfere with BCMC and/or BCMHunt in a variety of ways, including, but not limited to, malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Furthermore, there is a risk that a third party or a member of the Company, the Distributor or their respective affiliates may intentionally or unintentionally introduce weaknesses into the core infrastructure of BCMC and/or BCMHunt, which could negatively affect BCMC and/or BCMHunt. Further, the future of cryptography and security innovations are highly unpredictable and advances in cryptography, or technical advances (including without limitation development of quantum computing), could present unknown risks to BCMC and/or BCMHunt by rendering ineffective the cryptographic consensus mechanism that underpins that blockchain protocol.

- Other risks

In addition, the potential risks briefly mentioned above are not exhaustive and there are other risks (as more particularly set out in the Terms and Conditions) associated with your participation in BCMHunt, as well as acquisition of, holding and use of BCMC, including those that the Company or the Distributor cannot anticipate. Such risks may further materialise as unanticipated variations or combinations of the aforementioned risks. You should conduct full due diligence on the Company, the Distributor, their respective affiliates, and the BCMHunt team, as well as understand the overall framework, mission and vision for BCMHunt prior to participating in the same and/or acquiring BCMC.