

Zerkmonster Bot Functions

* annotates the action of a player

^ annotates the response from the bot

unique [user ID] is associated with players public wallet address

Bot Trade Functions

Example of Pinned Telegram Trade Offers

+offer 1 ZerkZ for 10 TRX (this trade will increase in increments of 2 TRX until it reaches 1 ZerkZ for 30 TRX)

+offer 3 ZerkZ for 30 TRX (this trade will increase in increments of 6 TRX until it reaches 3 ZerkZ for 90 TRX)

+offer 1 ZerkMonster for 3 ZerkZ (this trade will never change)

+offer 1 BronzeZerk for 3 ZerkMonster (this trade will never change)

+offer 1 SilverZerk for 3 BronzeZerk (this trade will never change)

+offer 1 GoldZerk for 3 SilverZerk (this trade will never change)

+offer 1 DiamondZerk for 3 GoldZerk (this trade will never change)

+offer 1 XtremeZerk for 3 DiamondZerk (this trade will never change)

*The player would respond with !deal#, with # indicating exactly which deal they wanted to make. Example: If a player wanted to trade 3 BronzeZerk for

1 SilverZerk, they would respond to the message with: !deal5

*if the player tries to initiate any of these trades without having the proper amount of tokens required for the trade, the bot will respond with: "[user ID] you do not have the proper token balance to complete this trade."

ZerkZ Token Trades

Example of pinned Telegram message that will offer ZerkZ token sales:

!offer 1 ZerkZ for 10 TRX

!offer 3 ZerkZ for 30 TRX

*buyer initiates trade by replying to sale offers in the pinned message with the following:

!deal1 -with this trade the bot will take 10 TRX from the buyer and send them 1 ZerkZ token

!deal2 -with this trade the bot will take 30 TRX from the buyer and send them 3 ZerkZ tokens

(TRX amount will increase by 2 over the course of 10 additional pricing stages)

ZerkMonster Token Trades

Example of pinned Telegram message that will offer ZerkMonster token trades:

+offer 1 ZerkMonster for 3 ZerkZ

*player initiates trade by replying to sale offers in the pinned message with

the following:

!deal3 -with this trade the bot will take 3 ZerkZ tokens from the player and send them 1 ZerkMonster token

*player sends 3 ZerkZ tokens to bot

(bot will send 0.25 BPs to player for every ZerkMonster token purchased)

^bot rewards the players [user ID] with +0.25 BPs

^bot returns 3 ZerkMonster tokens to player and responds with:

-"Congratulations! You get (+) 0.25 Battle Points and your 3 ZerkZ tokens have morphed into 1 ZerkMonster token"

BronzeZerk Token Trades

Example of pinned Telegram message that will offer BronzeZerk trades:

+offer 1 BronzeZerk for 3 ZerkMonsters

*player initiates trade by replying to sale offers in the pinned message with the following:

!deal4 -with this trade the bot will take 3 ZerkMonster tokens from the player and send them 1 BronzeZerk

*player sends 3 ZerkMonster tokens to bot

^bot ensures that player has at least 0.25 BPs

{if true ^bot sends 1 BronzeZerk token to player and bot responds with "Congratulations [user ID], your 3 ZerkMonsters have morphed into 1 BronzeZerk"

{if false ^bot responds with "[user ID] You need at least 0.25 Battle Points to collect a BronzeZerk". The bot returns the 3 ZerkMonster tokens to the player

SilverZerk Token Trades

Example of pinned Telegram message that will offer SilverZerk trades:

+offer 1 SilverZerk for 3 BronzeZerk

*player initiates trade by replying to sale offers in the pinned message with the following:

!deal5 -with this trade the bot will take 3 BronzeZerk tokens from the player and send them 1 SilverZerk

*player sends 3 BronzeZerk tokens to bot

^bot ensures that player has at least 1 BP

{if true ^bot sends 1 SilverZerk token to player and bot responds with "Congratulations [user ID], your 3 BronzeZerk have morphed into 1 SilverZerk"

{if false ^bot responds with "[user ID] You need at least 1 Battle Point to collect a SilverZerk". The bot returns the 3 BronzeZerk tokens to the player

GoldZerk Token Trades

Example of pinned Telegram message that will offer GoldZerk trades:

+offer 1 GoldZerk for 3 SilverZerk

*player initiates trade by replying to sale offers in the pinned message with the following:

!deal6 -with this trade the bot will take 3 SilverZerk tokens from the player and send them 1 GoldZerk

*player sends 3 SilverZerk tokens to bot

^bot ensures that player has at least 4 BPs

{if true ^bot sends 1 GoldZerk token to player and bot responds with "Congratulations [user ID], your 3 SilverZerk have morphed into 1 GoldZerk"

{if false ^bot responds with "[user ID] You need at least 4 Battle Points to collect a GoldZerk". The bot returns the 3 SilverZerk tokens to the player

DiamondZerk Token Trades

Example of pinned Telegram message that will offer DiamondZerk trades:

+offer 1 DiamondZerk for 3 GoldZerk

*player initiates trade by replying to sale offers in the pinned message with the following:

!deal7 -with this trade the bot will take 3 GoldZerk tokens from the player

and send them 1 DiamondZerk

*player sends 3 GoldZerk tokens to bot

^bot ensures that player has at least 12 BPs

{if true ^bot sends 1 DiamondZerk token to player and bot responds with "Congratulations [user ID], your 3 GoldZerk have morphed into 1 DiamondZerk"

{if false ^bot responds with "[user ID] You need at least 12 Battle Points to collect a DiamondZerk". The bot returns the 3 GoldZerk tokens to the player

XtremeZerk Token Trades

Example of pinned Telegram message that will offer XtremeZerk trades:

+offer 1 XtremeZerk for 3 DiamondZerk

*player initiates trade by replying to sale offers in the pinned message with the following:

!deal8 -with this trade the bot will take 3 DiamondZerk tokens from the player and send them 1 XtremeZerk

*player sends 3 DiamondZerk tokens to bot

^bot ensures that player has at least 500 BPs

{if true ^bot sends 1 XtremeZerk token to player and bot responds with "Congratulations [user ID], your 3 DiamondZerk have morphed

into 1 XtremeZerk"

{if false ^bot responds with "[user ID] You need at least 500 Battle Points to collect an XtremeZerk". The bot returns the 3 DiamondZerk tokens to the player

Bot Battle Functions

BronzeZerk Battle

-player will initiate a battle against the bot by typing: *"/battle Thorp with BronzeZerk"*

*player initiates battle using 1 BronzeZerk token

^bot ensures that player has at least 0.25 BPs

{if true ^bot responds with "Battle Initiated By [users ID]" and the battle resumes

{if false ^bot responds with "[user ID] You need at least 0.25 Battle Points to use your BronzeZerk for battle." and the battle is canceled

^bot takes players BronzeZerk token

^bot responds to player with one of these 4 possible outcomes.

- "You were wounded by Thorp! You lose (-) 0.25 Battle Points" (this outcome happens in 35% of all BronzeZerk battles)

^bot reduces the players [user ID] BPs by 0.25 BPs

^bot returns 1 BronzeZerk token to player

- "You have wounded Thorp! You get (+) 1 Battle Point and win

xxx TRX" (this outcome happens in 25% of all BronzeZerk battles)

^bot sends player the amount of TRX won (random amount between **10-20** TRX)

^bot rewards the players [user ID] with +1 BP

^bot returns 1 BronzeZerk token to player

- "You were defeated by Thorp! You lose (-) 0.25 Battle Points and your BronzeZerk has been reduced to 2 ZerkMonster tokens" (this outcome happens in 35% of all BronzeZerk Battles)

^bot reduces the players BPs by 0.25 BPs

^bot keeps players BronzeZerk token

^bot sends 2 ZerkMonster tokens to player

- "You have defeated Thorp! You get (+) 1 Battle Point and win **xxx TRX**" (this outcome will happen in 5% of all BronzeZerk Battles)

^bot sends player the amount of TRX won (random amount between **xxx-xxx*** TRX)

-25-50* TRX (this outcome will happen in 90% of all battles where player defeats the bot with BronzeZerk)

-50-100* TRX (this outcome will happen in 9% of all battles where player defeats the bot with BronzeZerk)

-200-250* TRX (this outcome will happen in 1% of all battles where player defeats the bot with BronzeZerk)

^bot rewards the players [user ID] with +1 BP

^bot returns 1 BronzeZerk token to player

SilverZerk Battle

-player will initiate a battle against the bot by typing: *"/battle Thorp with SilverZerk"*

*player initiates battle using 1 SilverZerk token

^bot ensures that player has at least 1 BP

{if true ^bot responds with "Battle Initiated By [users ID]" and the battle resumes

{if false ^bot responds with "[user ID] You need at least 1 Battle Point to use your BronzeZerk for battle." and the battle is canceled

^bot takes players SilverZerk token

^bot responds to player with one of these 4 possible outcomes

-*"You were wounded by Thorp! You lose (-) 1 Battle Point"* (this outcome will happen in 35% of all SilverZerk battles)

^bot reduces the players [user ID] BPs by 1 BP

^bot returns 1 SilverZerk token to player

-*"You have wounded Thorp! You get (+) 4 Battle Points and win xxx TRX"* (this outcome happens in 25% of all SilverZerk battles)

^bot sends player the amount of TRX won (random amount between **30-60** TRX)

^bot rewards the players [user ID] with +4 BP

^bot returns 1 SilverZerk token to player

- "You were defeated by Thorp! You lose (-) 1 Battle Point and your SilverZerk has been reduced to 2 BronzeZerk tokens" (this outcome happens in 35% of all SilverZerk Battles)

^bot reduces the players BPs by 1 BP

^bot keeps players SilverZerk token

^bot sends 2 BronzeZerk tokens to player

- "You have defeated Thorp! You get (+) 4 Battle Point and win **xxx** TRX" (this outcome will happen in 5% of all SilverZerk Battles)

^bot sends player the amount of TRX won (random amount between **xxx-xxx*** TRX)

-75-150* TRX (this outcome will happen in 90% of all battles where player defeats the bot with SilverZerk)

-200-250* TRX (this outcome will happen in 9% of all battles where player defeats the bot with SilverZerk)

-500-750* TRX (this outcome will happen in 1% of all battles where player defeats the bot with SilverZerk)

^bot rewards the players [user ID] with +4 BP

^bot returns 1 SilverZerk token to player

GoldZerk Battle

-player will initiate a battle against the bot by typing: *"/battle Thorp with GoldZerk"*

*player initiates battle using 1 GoldZerk token

^bot ensures that player has at least 4 BPs

{if true ^bot responds with "Battle Initiated By [users ID]" and the battle resumes

{if false ^bot responds with "[user ID] You need at least 4 Battle Points to use your BronzeZerk for battle." and the battle is canceled

^bot takes players GoldZerk token

^bot responds to player with one of these 4 possible outcomes

-*"You were wounded by Thorp! You lose (-) 4 Battle Points"*
(this outcome happens in 35% of all GoldZerk battles)

^bot reduces the players [user ID] BPs by 4 BPs

^bot returns 1 GoldZerk token to player

-*"You have wounded Thorp! You get (+) 15 Battle Points and win **xxx** TRX"* (this outcome happens in 25% of all GoldZerk battles)

^bot sends player the amount of TRX won (random amount between **75-200** TRX)

^bot rewards the players [user ID] with +15 BPs

^bot returns 1 GoldZerk token to player

-*"You were defeated by Thorp! You lose (-) 4 Battle Points and your GoldZerk has been reduced to 2 SilverZerk tokens"* (this outcome happens in 35% of all GoldZerk Battles)

^bot reduces the players BPs by 4 BPs

^bot keeps players GoldZerk token

^bot sends 2 SilverZerk tokens to player

- "You have defeated Thorp! You get (+) 15 Battle Points and win **xxx** TRX" (this outcome will happen in 5% of all GoldZerk Battles)

^bot sends player the amount of TRX won (random amount between **xxx-xxx*** TRX)

-250-400* TRX (this outcome will happen in 90% of all battles where player defeats the bot with GoldZerk)

-500-750* TRX (this outcome will happen in 9% of all battles where player defeats the bot with GoldZerk)

-2,000-2,500* TRX (this outcome will happen in 1% of all battles where player defeats the bot with GoldZerk)

^bot rewards the players [user ID] with +15 BPs

^bot returns 1 GoldZerk token to player

DiamondZerk Battle

-player will initiate a battle against the bot by typing: *"/battle Thorp with DiamondZerk"*

*player initiates battle using 1 DiamondZerk token

^bot ensures that player has at least 12 BPs

{if true ^bot responds with "Battle Initiated By [users ID]" and the

battle resumes

{if false ^bot responds with "[user ID] You need at least 12 Battle Points to use your DiamondZerk for battle." and the battle is canceled

^bot takes players DiamondZerk token

^bot responds to player with one of these 4 possible outcomes.

- "You were wounded by Thorp! You lose (-) 12 Battle Points"
(this outcome happens in 35% of all DiamondZerk battles)

^bot reduces the players [user ID] BPs by 12 BPs

^bot returns 1 DiamondZerk token to player

- "You have wounded Thorp! You get (+) 50 Battle Points and win **xxx** TRX" (this outcome happens in 25% of all DiamondZerk battles)

^bot sends player the amount of TRX won (between **250-500** TRX)

^bot rewards the players [user ID] with +50 BPs

^bot returns 1 DiamondZerk token to player

- "You were defeated by Thorp! You lose (-) 12 Battle Points and your DiamondZerk has been reduced to 2 GoldZerk tokens" (this outcome happens in 35% of all DiamondZerk Battles)

^bot reduces the players BPs by 12 BPs

^bot keeps players DiamondZerk token

^bot sends 2 GoldZerk tokens to player

- "You have defeated Thorp! You get (+) 50 Battle Points and

win **xxx** TRX" (this outcome will happen in 5% of all DiamondZerk Battles)

^bot sends player the amount of TRX won (random amount between **xxx-xxx*** TRX)

-800-1,500* TRX (this outcome will happen in 90% of all battles where player defeats the bot with DiamondZerk)

-1,500-2,500* TRX (this outcome will happen in 9% of all battles where player defeats the bot with DiamondZerk)

-7,500-10,000* TRX (this outcome will happen in 1% of all battles where player defeats the bot with DiamondZerk)

^bot rewards the players [user ID] with +50 BPs

^bot returns 1 DiamondZerk token to player

*when player wins or loses BPs the bot will let them know their BP balance... add this to the bot responses above

*command /BP will tell a player their battle points