ZerkMonsters

Welcome To ZerkMonsters

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Introduction

Our goal is to create an outstanding game on the Tron platform while being as transparent as possible with our community. We will strive to make our game as entertaining as possible while returning a significant portion of the profits to players. We share the vision of the next generation of gaming and will always make rewarding players our top priority. The ZerkMonster game is in the final planning stages and will be moving into early development stages soon. We are eager to bring our game to you and we think that you will like what we have planned. As stated earlier we will always be fully transparent.

IMPORTANT-THE ZerkZ TOKEN ID IS: 1001569

The ZerkMonster game will initially launch using a Telegrem bot to conduct battles. The goal is to obtain enough funding through that platform to develop and launch a web based role-playing game.

Dividends

ZerkMonsters will have a rewards system in place to incentivize longevity and to create long term interest. The XtremeZerk token will be expensive and hard to acquire, therefore anyone who owns an XtremeZerk token will be rewarded in TRX. 30% of the monthly net profits generated by ZerkMonsters will be evenly distributed all addresses that hold an XtremeZerk token. These dividends will be distributed on a monthly basis. This excludes the XtremeZerk tokens held by the ZerkMonster team, therefore Dividends will only be paid to XtremeZerk tokens in circulation. Fifty (50) XtremeZerk tokens will be released at the completion of each stage of the token sales (explained below). Additionally, seventy-five (75) XtremeZerk tokens will be released on a monthly basis. The amount and the rate at which XtremeZerk tokens are released is subject to change in order to keep dividends from being diluted.

General Gameplay

A player must have 3 ZerkZ tokens to acquire 1 Basic ZerkMonster. Once the player has 3 basic ZerkMonsters they can exchange those 3 ZerkMonsters for 1 Bronze ZerkMonster. That tier system will be used until the player has reached the top tier Xtreme ZerkMonster, which is the dividend paying monster. Only Bronze, Silver, Gold and Platinum level ZerkMonsters can battle. In battle, the players can wound Thorp, be wounded by Thorp, defeat Thorp or be defeated by Thorp. Wounding Thorp will result in the player being rewarded a random amount of TRX (between xxx-xxxx TRX), which will partially be determined by the level of their ZerkMonster character. Being wounded by Thorp will result in the players Battle Points (BPs) being reduced. Defeating Thorp will result in the player being rewarded a random amount of TRX (between xxx-xxxx TRX), which will be partially determined by the level of their ZerkMonster. Being defeated by Thorp will result in the players ZerkMonster being reduced by 1 level.

Battle Points (BPs)

-Battle Points ensure that players who purchase the ZerkZ tokens at lower stage prices do not have an insurmountable advantage over players who buy ZerkZ tokens at the higher stage prices. (example: players who buy ZerkZ tokens at the 10 TRX level will not be able to buy their way to the higher tier tokens, they must earn BP the same as someone who buys the ZerkZ token at the 30 TRX level)

-Each battle that a player initiates against the Thorp bot will earn the player Battle Points if the player defeats Thorp or if the player wounds Thorp.

-Each battle won using a BronzeZerk will earn the player 1 BP.

-Each battle won using a SilverZerk will earn the player 4 BPs.

-Each battle won using a GoldZerk will earn the player 15 BPs.

-Each battle won using a DiamondZerk will earn the player 50 BPs.

-XtremeZerkz will not be able to battle.

*a player must earn 500 Battle Points to be eligible for an XtremeZerk

*Battle Points will be associated with each players game ID (wallet address

Example Of A Monster Battle

At no time will a player be able to initiate a battle at a level that would leave them with less than zero Battle Points in the event that they are wounded or defeated by the Thorp bot. (Example: a player with 0.75 BPs will not be able to initiate a battle using a SilverZerk because if the player is wounded or defeated, that would leave them with a negative (-) amount of Battle points).

There will be four possible outcomes of a battle: wound the Thorp bot, be wounded by the Thorp bot, defeat the Thorp bot, or be defeated by the Thorp bot. Those outcomes are described in the following examples.

BronzeZerk Battle Example

Since players will earn 0.25 Battle Points (BPs) for every basic ZerkzMonster token that they purchase, they will start the BronzeZerk battle with at least 0.75 BPs.

*player must have at lease 0.25 Battle Points (BPs) to initiate a battle using a BronzeZerk token

-Once the battle is initiated one of the four following outcomes will occur:

1. Wounding Thorp will result in the player being rewarded with TRX and BPs. With the BronzeZerk token the amount of TRX rewarded will be a random amount between 10-20* TRX. In addition the player will be rewarded (+) 1 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

2. Being wounded by Thorp will result in the players BPs being reduced. With the BronzeZerk token, being wounded will result in the player losing (-) 0.25 BPs.

3. Defeating Thorp will result in the player being rewarded with TRX. With the BronzeZerk token the amount of TRX rewarded will be a random amount between 25-250* TRX. In addition the player will be rewarded (+) 1 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

4. Being defeated by Thorp will result in the player losing (-) 0.25 BPs. Additionally, the players BronzeZerk will be reduced to two (2) basic Level ZerkMonster tokens (the bot will send the player two (2) basic ZerkMonster tokens and keep the BronzeZerk token). In this scenario, if the player wishes to battle again using a BronzeZerk they would have to purchase one (1) additional basic ZerkzMonster token (or use a previously acquired basic ZerkMonster token) in order to have the three (3) basic ZerkMonster tokens required to obtain a BronzeZerk token again.

SilverZerk Battle Example

*player must have at lease one (1) Battle Point (BP) to initiate a battle using a SilverZerk token

-Once the battle is initiated one of the four following outcomes will occur:

1. Wounding Thorp will result in the player being rewarded with TRX. With the SilverZerk token the amount of TRX rewarded will be a random amount between 30-60* TRX. In addition the player will be rewarded (+) 4 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

2. Being wounded by Thorp will result in the players BPs being reduced. With the SilverZerk token, being wounded will result in the player losing (-) 1 BP.

3. Defeating Thorp will result in the player being rewarded with TRX. With the SilverZerk token the amount of TRX rewarded will be a random amount between 75-750* TRX. In addition the player will be rewarded (+) 4 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

4. Being defeated by Thorp will result in the player losing (-) 1 BP. Additionally, the players SilverZerk will be reduced to two (2) BronzeZerk tokens (the bot will send the player two (2) BronzeZerk tokens and keep the SilverZerk token). In this scenario, if the player wishes to battle again using a SilverZerk they would have to purchase one (1) additional BronzeZerk token (or use a previously acquired BronzeZerk token) in order to have the three (3) BronzeZerk tokens required to obtain a SilverZerk token again.

GoldZerk Battle Example

*player must have at lease four (4) Battle Points (BPs) to initiate a battle using a GoldZerk token

-Once the battle is initiated one of the four following outcomes will occur:

1. . Wounding Thorp will result in the player being rewarded with TRX. With the GoldZerk token the amount of TRX rewarded will be a random amount between 75-200* TRX. In addition the player will be rewarded (+) 15 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

2. Being wounded by Thorp will result in the players Battle Points (BPs) being reduced. With the GoldZerk token, being wounded will result in the player losing (-) 4 BP.

3. Defeating Thorp will result in the player being rewarded with TRX. With the GoldZerk token the amount of TRX rewarded will be a random amount between

250-2,500* TRX. In addition the player will be rewarded (+) 15 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

4. Being defeated by Thorp will result in the player losing (-) 4 BP. Additionally, the players GoldZerk will be reduced to two (2) SilverZerk tokens (the bot will send the player two (2) SilverZerk tokens and keep the GoldZerk token). In this scenario, if the player wishes to battle again using a GoldZerk they would have to purchase one (1) additional SilverZerk token (or use a previously acquired SilverZerk token) in order to have the three (3) SilverZerk tokens required to obtain a GoldZerk token again.

DiamondZerk Battle Example

*player must have at lease twelve (12) Battle Points to initiate a battle using a DiamondZerk token

-Once the battle is initiated one of the four following outcomes will occur:

1. Wounding Thorp will result in the player being rewarded with TRX. With the DiamondZerk token the amount of TRX rewarded will be a random amount between 250-500* TRX. In addition the player will be rewarded (+) 50 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

2. Being wounded by Thorp will result in the players Battle Points (BPs) being reduced. With the DiamondZerk token, being wounded will result in the player losing (-) 12 BP.

3. Defeating Thorp will result in the player being rewarded with TRX. With the DiamondZerk token the amount of TRX rewarded will be a random amount between 800-10,000 TRX. In addition the player will be rewarded (+) 50 BP. (*The amount of TRX rewarded is based on stage 1 ZerkZ token prices and will increase at each of the 10 additional stages.)

4. Being defeated by Thorp will result in the player losing (-) 12 BP. Additionally, the players DiamondZerk will be reduced to two (2) GoldZerk tokens (the bot will send the player two (2) GoldZerk tokens and keep the DiamondZerk token). In this scenario, if the player wishes to battle again using a DiamondZerk they would have to purchase one (1) additional GoldZerk token (or use a previously acquired GoldZerk token) in order to have the three (3) GoldZerk tokens required to obtain a DiamondZerk token again.

ZerkZ Token Sales

There will be 11 stages of ZerkZ token prices:

-Stage 1: 1 ZerkZ token costs 10 TRX; stage 1 ends once ICO is complete

-Stage 2: 1 ZerkZ token costs 12 TRX; stage 2 ends once 30,000 ZerkZ tokens have been sold

-Stage 3: 1 ZerkZ token costs 14 TRX; stage 3 ends once 40,000 ZerkZ tokens have been sold

-Stage 4: 1 ZerkZ token costs 16 TRX; stage 4 ends once 60,000 ZerkZ tokens have been sold

-Stage 5: 1 ZerkZ token costs 18 TRX; stage 5 ends once 80,000 ZerkZ tokens have been sold

-Stage 6: 1 ZerkZ token costs 20 TRX; stage 6 ends once 120,000 ZerkZ tokens have been sold

-Stage 7: 1 ZerkZ token costs 22 TRX; stage 7 ends once 160,000 ZerkZ tokens have been sold

-Stage 8: 1 ZerkZ token costs 24 TRX; stage 8 ends once 240,000 ZerkZ tokens have been sold

-Stage 9: 1 ZerkZ token costs 26 TRX; stage 9 ends once 320,000 ZerkZ tokens have been sold

-Stage 10: 1 ZerkZ token costs 28 TRX; stage 10 ends once 480,000 ZerkZ tokens have been sold

-Stage 11: 1 ZerkZ token costs 30 TRX

Monster Levels

There will be 6 Levels of Monsters that will be used in the ZerkMonster game:

-ZerkMonster: costs 3 ZerkZ tokens (at stage 1 this will cost 30 TRX and will increase by 18 TRX at the completion of each additional pricing stage)

-BronzeZerk: costs 3 ZerkMonster tokens (at stage 1 this will cost 90 and will increase by 18 TRX at the completion of each additional pricing stage)

-SilverZerk: costs 3 BronzeZerk tokens (at stage 1 this will cost 270 TRX and will increase by 18 TRX at the completion of each additional pricing stage)

-GoldZerk: costs 3 SilverZerk tokens (at stage 1 this will cost 810 TRX and will increase by 18 TRX at the completion of each additional pricing stage)

-DiamondZerk: costs 3 GoldZerk tokens (at stage 1 this will cost 2,430 TRX and will increase by 18 TRX at the completion of each additional pricing stage)

-XtremeZerk: costs 3 DiamondZerk tokens (at stage 1 this will cost 7,290 TRX and will increase by 18 TRX at the completion of each additional pricing stage)

Prices in Stage 1 vs. Stage 11

Stage 1
- 1 ZerkZ token costs 10 TRX*

- 1 ZerkMonster costs 3 ZerkZ tokens (30 TRX)*

- 1 BronzeZerk costs 3 ZerkMonster (90 TRX)*

- 1 SilverZerk costs 3 BronzeZerk (270 TRX)*

- 1 GoldZerk costs 3 SilverZerk (810 TRX)*

- 1 DiamondZerk costs 3 GoldZerk (2,430 TRX)*

- 1 XtremeZerk costs 3 DiamondZerk (7,290 TRX)*
*these numbers are based on never being defeated by the Thorp bot

Stage 11
- 1 ZerkZ token costs 30 TRX*

- 1 ZerkMonster costs 3 ZerkZ tokens (90 TRX)*

- 1 BronzeZerk costs 3 ZerkMonster (270 TRX)*

- 1 SilverZerk costs 3 BronzeZerk (810 TRX)*

- 1 GoldZerk costs 3 SilverZerk (2,430 TRX)*

- 1 DiamondZerk costs 3 GoldZerk (7,290 TRX)*

- 1 XtremeZerk costs 3 DiamondZerk(21,870 TRX)*
*these numbers are based on never being defeated by the Thorp bot

Token Supply

-The circulating supply of the ZerkZ token is xxxxxx

-The circulating supply of the ZerkMonster token is xxxxxx

-The circulating supply of the BronzeZerk token is xxxxxx

-The circulating supply of the SilverZerk token is xxxxxx

-The circulating supply of the GoldZerk token is xxxxxx

-The circulating supply of the DiamondZerk token is xxxxxx

-The circulating supply of the XtremeZerk token is xxxxxx

-Additional tokens will be minted for all seven (7) tokens that are used in the ZerkMonster game. These tokens will be locked in a single reserve wallet (wallet address here) that everyone can track. This will be done to ensure longevity of the game without requiring token swaps in the future. Our community must vote on and pass any requests from the ZerkMonster team before any additional tokens can be introduced to the game or be moved from the wallet listed above.

-The number of ZerkZ tokens locked in reserve is xxxxxx

-The number of ZerkMonster tokens locked in reserve is xxxxxx

-The number of BronzeZerk tokens locked in reserve is xxxxxx

-The number of SilverZerk tokens locked in reserve is xxxxxx

-The number of GoldZerk tokens locked in reserve is xxxxxx

-The number of DiamondZerk tokens locked in reserve is xxxxxx

-The number of XtremeZerk tokens locked in reserve is xxxxxx

Telegram Channels

There will be 2 official Telegram channels for the ZerkMonster game. The ZerkMonster Chat Channel and the ZerkMonster Battle Channel. The Thorp Battle Bot will be active in both channels, but ZerkMonster battles will only be allowed in the battle channel. There are two reasons for having the Thorp Battle Bot in both channels. The first reason is to make it easy for the bot to keep track of a players purchase of ZerkZ tokens so their Battle Points are awarded correctly. The second reason is to keep the ZerkMonster Chat Channel from being cluttered with messages between players and the Thorp Battle Bot.

ZerkMonster Chat Channel

This Telegram channel will be in place to allow players to buy and trade ZerkZ tokens and to allow players to engage in general chat regarding the ZerkMonster game. The pinned message trades that will be availiable are as follows:

+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. For example: If a player wanted to trade 3 BronzeZerk for 1 SilverZerk, they would respond to the message with: !deal5

ZerkMonster Battle Channel

This channel will be in place to allow players to use their ZerkMonster tokens to battle against the Thorp Battle Bot. The battle commands will be as follows:

/Battle Thorp with BronzeZerk

/Battle Thorp with SilverZerk

/Battle Thorp with GoldZerk

/Battle Thorp with DiamondZerk

*the possible outcomes of any of these battles were described earlier.

Miscellaneous

Odds

The overall odds of winning any given battle in the ZerkMonster game is 94.87%, meaning that the house edge in this game is 5.13%. In comparison, a double zero [containing (0) and (00)] roulette game has a house edge of 5.26%. This means that the overall odds in the ZerkMonster game are better than the overall odds in a double zero roulette game.

Future Plans

As mentioned earlier, our goal is to obtain enough funding through the prototype game on Telegram to launch a web based role-playing game. Once the web based role-playing game is functional we have plans to implement a "Battle Ground" where players can have Peer-To-Peer battles and side bets can be wagered. There will also be an option to make side bets on battles that you are not personally engaged in. So the "audience" can make bets before a battle begins. When this feature is implemented the ZerkZ team will take a 3% fee from all side bets that are over 99 TRX. Of that 3%, we will issue 1% of those fees to XtremeZerk token holders along with the 30% of monthly profits that XtremeZerk token holders will recieve. There are many other exciting ideas that we will be exploring in the future.

Other Important Information

-There is 1 background investor that will receive 15 XtremeZerk tokens every month for the first 6 months, totaling 90 XtremeZerk tokens at the end of 6 months. The background investor will also receive 10% of monthly net profit after the 30% of dividends have been paid to XtremeZerk token holders.

-There is 1 advisory/promotion team who will receive 15 XtremeZerk tokens every month for the first 6 months, Totaling 90 XtremeZerk tokens at the end of 6 months. The advisory/promotion team will also receive 15% of monthly net profit after the 30% of dividends have been paid to XtremeZerk token holders.

-There is 1 mathematical advisor who will recieve 1 XtremeZerk token upon the completion of every token price sales stage, this will result in said person receiving a total of 11 XtremeZerk tokens