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SPACE MONKEY _ THE GAME

Space Monkey is a **Play To Earn** mobile game for Android and iOS that is available on both the Google Play store and the App Store. It is free to download and free to play, with a token holding required to have access to the in-game points to token conversion feature.

The objective of the game is to collect bananas on the platform while playing as well as get the highest score on the leaderboard (in meters travelled). Players can export up to 2100 bananas per day which translates to 2100 vault points on the GameXChange platform. 2100 vault points are worth \$5.50 of \$MONKE token at any given time. Players can choose to redeem their \$MONKE immediately or wait until the token price goes down in order to pick up more tokens.

The other source of revenue that can be obtained is through topping the leaderboards. Prizes awarded can include in-game premium currency, \$MONKE token, stablecoins, NFTs and tokens provided by other projects via **sponsorship** of leaderboards and events.

There will be two game modes, casual and competitive. The casual game mode will be inclined towards players that are more interested in collecting the daily exportable maximum banana amount of 2100. This game mode will allow for use of powerups purchased with premium in-game currency in the in-game shop. These powerups will provide the advantage of collecting bananas faster as well as making it easier for players to reach a new high score or top the leaderboard in the casual category.

The competitive game mode will be more inclined towards players that want to develop and apply their skill at the game, show off by topping the leaderboard and get rewarded with more lucrative prizes for doing so. In this game mode there will be no powerups available as having them would create an unbalanced environment for competition. Only the most skilled **will be rewarded!**



COMPETITIVE _

Space Monkey has a **leaderboard system** in place that allows players to view the top 10 players as well as the 9 players surrounding a user's position on the leaderboard. As further levels/maps are developed and released, separate leaderboards will be integrated for them respectively. This gives players the opportunity to not only be in #1 on one leaderboard, but up to 5 different ones. This also means that this player would be eligible to claim all 5 rewards for being in this position.

The weekly casual leaderboard will include both premium (**Gold Bananas**) and non-premium (Bananas) in-game currency as rewards for coming out on top. This is due to the fact that powerups would give an advantage to those willing to "pay to win." These can be exported for \$MONKE or used in the ingame shop to acquire powerups. The competitive leaderboard will offer more valuable prizes such as \$MONKE, stablecoins, NFTs and tokens provided by other projects to reward players based purely on skill.

A feature that will be built into the game will be the ability to select other players names on the leaderboard and view their profiles. In the profile section, you will be able to see what NFTs that user has equipped and offers players the opportunity to show off their style and collection in-game and not only on secondary marketplaces. Friend adding and direct messaging in-app is a possibility that is being considered.

The first tournaments will take place in **Q1 2022**. The first will be specific weekend-only events with \$USDT and \$MONKE prizes for winning. In Q2, a new level generation system will be developed that will allow for weekly leaderboards to be created and have **weekly prizes** for coming in first place. Our aim is to expand the kinds of prizes given to other tokens and NFTs as soon as possible. Since the game is free to play and there is no entry cost associated with getting a score up on the leaderboard and participating in tournaments, this provides the opportunity for players that can not afford or are not willing to purchase the token requirement to convert points to earn regardless. A player could use won USDT to purchase the \$MONKE or NFTs or stack won \$MONKE until there is a sufficient amount required to be eligible to access the Play To Earn feature.





TOKEN

THE TOKEN

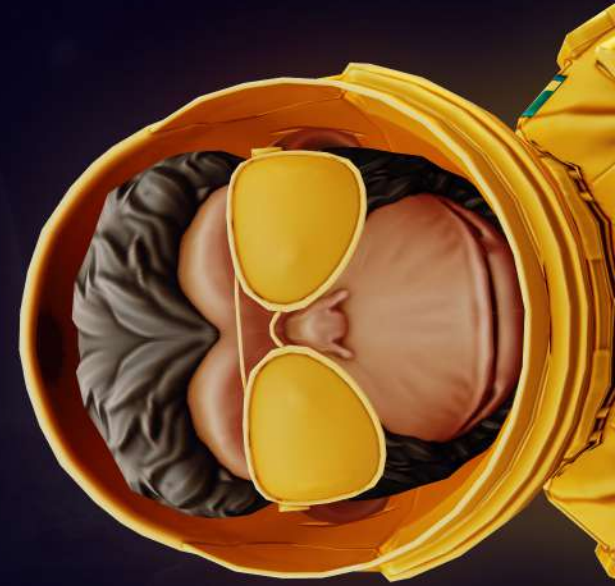
\$MONKE is a **BEP20** token on the Binance Smart Chain network. Tokens can enter circulation through a balance being sent from the wallet containing the game rewards supply to the smart contract where they are stored.

Users obtain their game rewards from this contract when they swap their vault points for tokens on the **GameXChange** platform. Tokens can also enter circulation by being given out as part of promotional efforts such as contests/giveaways.

THE TOKEN _ [CONT.]

The **BEP20** \$MONKE token has a tokenomic structure that is designed to benefit the treasury, the token holders and reduce the rate at which tokens leave the game rewards wallet.

An **ERC20** \$MONKE token will be deployed in Q1 2022. This token will have different tokenomics, inclined towards generating revenue for the treasury as well as increasing liquidity of the token in the WETH/MONKE pool.



BEP20

3% of buy and sell transactions is reflected to all token holders proportional to the size of their holdings relative to the total supply

3% of buy and sell transactions is sent to the game rewards wallet

3% of buy and sell transactions is sent to the treasury for marketing and development

ERC20

7% of buy and sell transactions is sent to the treasury for marketing and development

2% of buy and sell transactions is liquidated (50% to ETH, 50% kept as MONKE) and added to the liquidity pool.

ROADMAP _

QUARTER 01



IN-GAME SHOP

- ▣ Magnet Powerup
- ▣ Second Chance Powerup
- ▣ Banana Storm Powerup
- ▣ Slow Time Powerup

GAME MECHANICS

- ▣ Shooting Integration
- ▣ Jetpack Integration
- ▣ Weekend Tournament Prizes
- ▣ Gameplay Improvements
- ▣ Updated Music & Audio

NFTS

- ▣ Blasters NFT Whitelist Sale
- ▣ Blasters NFT Public Sale
- ▣ Jetpacks NFT Whitelist Sale
- ▣ Jetpacks NFT Public sale

TOKEN

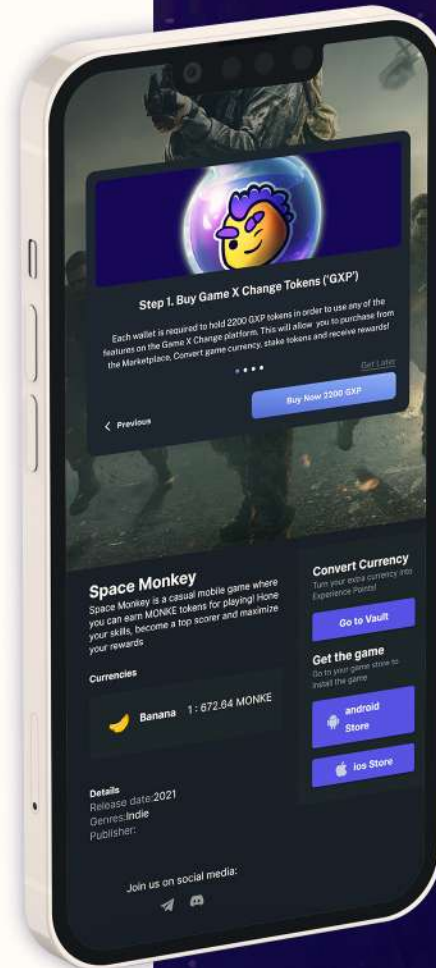
- ▣ ERC20 \$MONKE Launch
- ▣ Create Bridge
- ▣ BEP20 & ERC20 Audit

GAMEXCHANGE

In order to use GameXChange's plugin/platform in and outside of the Space Monkey app, a user **must hold 2200 \$GXP tokens** in the crypto wallet that they associated with their GameXChange account upon its creation.

In order to use the GameXChange app to export bananas from the game to their platform, a user **must also hold 120 million \$MONKE tokens**.

The current token holding requirement is regularly adjusted to stay around a value **170\$ USD**. This produces an annual APR of approximately **1100%**. The holding requirement will be changed to an NFP in Q1 and will cost 170\$ in \$MONKE.



NON-FUNGIBLE TOKENS _

There will be NFTs that add gameplay mechanics and NFTs that will be for aesthetic purposes and **character customization**. The NFTs that are used to customize ones avatar will be burnable to mint an avatar/portrait NFT of the users design. Users will then have the ability to list this NFT in a verified collection on a secondary marketplace.

To create the portrait NFT, users will have to have 1 item from each of the 4 categories:



The 4 NFTs will then be sent to a vault where they will be locked.

Space Monkey has a **leaderboard system** in place that allows players to view the top 10 players as well as the 9 players NFTs will be a foundational element of the Space Monkey game and project. We aim for all of the NFTs that are made available to have utility, whether it be in-game or not.

We not only maintain a standard for the utility of NFTs in the Space Monkey game and ecosystem, but also in creating high-quality artwork for the representation of the tokens themselves. We will always strive to look for ways to provide increasing value in both the utility and artwork that come with holding a Space Monkey NFT.



FIRST CONTACT: BLASTERS COLLECTION

Our first confirmed NFT collection will be the Space Monkey Blaster Collection in the First Contact series.

BLASTERS COLLECTION

A **shooting mechanic** will be developed and integrated into the game in Q1 2022 that will allow players to shoot objects in the game and receive bananas upon their breaking. The rarity tier of the blaster will determine how many bananas come out of each shot object. The integration of the NFT from one's wallet into the game itself is dependent on development of the GameXChange SDK which will be completed in Q1 2022. The blasters will be available for use in the casual game mode.

The Blaster collection will be made available initially on both the GameXChange platform as well as TofuNFT. There will be a **limited amount** available for purchase and the rarity of any purchased NFT will be unrevealed. A reveal date for which rarity has been purchased will be announced not long after, upon which all unsold Blaster NFTs will be sent to the Space Monkey treasury.

A portion of the supply of Blaster NFTs upon mint will be retained by the Space Monkey treasury for possible later distribution via a secondary auction, giveaways/prizes and redeeming via ingame currency.



All of our NFT collections in the First Contact series will have in-game utility and come with **5 tiers** of rarity:

5 TIERS OF RARITY



**FIRST CONTACT:
BACKDROPS COLLECTION**

The Backdrops Collection will feature backdrops for use on the profile page as well as for avatar NFTs. They will be based on the 5 different levels that will be developed. The possibility of community design contests with rewards for the chosen designs post-release is being considered.

**FIRST CONTACT:
HEROES COLLECTION**

The Heroes Collection will feature colour coded heroes of various monkey species based on the First Contact Collection tiers. The possibility of community design contests with rewards for the chosen designs postrelease is being considered.

FIRST CONTACT _ NFTS



Release date: Q2 2022

**FIRST CONTACT:
JETPACKS COLLECTION**

The Jetpacks Collection will feature the ability for the user to achieve a boost and fly across distances in-game. The rarity tier will determine the distance travelled. The jetpacks will be available for use in the casual game mode.

**FIRST CONTACT:
SUITS COLLECTION**

The Suits Collection will feature colour coded suits based on the First Contact Collection tiers. The possibility of community design contests with rewards for the chosen designs post-release is being considered.

THE IN_GAME SHOP

The **In-Game Shop** provides a place for players to spend their hard-earned bananas on powerups that ultimately improve their ability to collect more bananas, faster.

The in-game shop will bring the introduction of an in-game premium currency which will be the only used to transact. Bananas will be convertible first to **vault points**, and then into premium currency. All powerups will be further upgradeable to increase the benefit a player has in their mission for bananas and top scores.

Once a powerup has been **purchased** for the first time, an icon will appear on the side of the screen during gameplay. The player will have the ability to select when and where they use the powerup during the run.

The list of items available in the in-game shop are as such:



The Magnet draws nearby bananas directly to the character, meaning they can collect them all without necessarily putting themselves in harms way.

Upgrade result: Increased active time for Magnet powerup.



The Second Chance powerup grants the player the ability to get back after running into or falling off something that would normally end the run.

Upgrade result: More second chances per run.



The Slow Time powerup temporarily slows time, allowing the player more room to navigate the environment, especially when things get chaotic.

Upgrade result: Increased active time for Slow Time powerup.



The Banana Storm powerup makes more bananas appear on the platform for a limited amount of time.

Upgrade result: Increased banana count on platform.

MONKE
MONKE
THANKS!
MONKE

