

Gen3 Games



ZERPMON DIGITAL TCG

The Definitive Trainer Handbook



app.zerpmon.world





TABLE OF CONTENTS



1	Introduction
2	Combat Mechanics
3	Zerpmon Typing
4	Trainer Buffs
5	Equipment
6	PVE Modes
7	PVP Modes
8	XP & Ascension






TABLE OF CONTENTS



9 Zerpboxes & Stores

10 Loaning & Auctions

11 ZRP Tokenomics

12 Zerpmon Evolved



1. INTRO

Welcome to the definitive **Zerpmon** Trainer Handbook. This handbook provides both new and veteran players with a detailed reference guide to all things **Zerpmon**. The game is constantly evolving, so please make sure to check the version of Handbook you have, to make sure you are as up-to-date as possible! There are supporting tables related to highly detailed information at the end of this handbook.

1.1 WHERE TO START

To begin playing, you need to verify your **Zerpmon** assets. You can do this by logging in to the Web App with your on-chain wallet(s) here <https://app.zerpmon.world/en> OR by going to our Discord server here <https://discord.gg/zerpmon>.

After verifying yourself in the Rules-Gain-Access channel, you can use the `/wallet` command in any channel.

If you have NFTs from any **Zerpmon** collection, but they are not showing on your Web App profile, there is a refresh button located in the player's profile page to check your wallets and update your holdings at any time, there is also a command in discord `/refresh` to do this as well. After refreshing, it may take 10 minutes to show. If they still don't then you will need to make a ticket in the Discord.

2. COMBAT

MECHANICS

The combat of **Zerpmon** is an auto battler style game based on individual rolls using RNG (Random Number Generation). What that means is you don't choose what move your **Zerpmon** attacks with, but instead there is a chance that your **Zerpmon** will use a specific move. Each **Zerpmon** has a wheel of 6 offensive moves, and a miss, that totals up to 100%. In the case of losing a fight, each **Zerpmon** has their own chance to protect themselves, which is separate to their moveset.

The general idea is like Rock, Paper, Scissors, with some exceptions. The moves within a **Zerpmon**'s moveset are split into 5 colours total. **White Attacks** (Heavy Attack), **Gold Attacks** (Special Attack), **Purple Moves** (Abilities), **Red Moves** (Miss), and **Blue Moves** (Blocking).

A **Zerpmon** is defeated when they take **Attack Damage** or are hit by a lethal **Purple Move**.

If both **Zerpmon** deal the same amount of **Attack Damage** or use the same strength **Purple Moves** on each other, the turn is a draw and the next turn starts with a reroll of attacks/abilities.

Below is a detailed explanation of each type of move and how they interact with others.

Continued on the Next Page

2. COMBAT

MECHANICS

2.1 White Moves

White Moves (Heavy Attacks) are high **Attack Damage** attacks. Each **Zerpmon** has two **White Attacks**.

- When against another **White Attack**, the highest **Attack Damage** wins.
- When against a **Gold Attack**, the highest **Attack Damage** wins.
- When against a **Purple Move**, Purple will win.

2.3 Blue Moves

Blue Moves (Dodge/Block) Each **Zerpmon** has a chance to defend themselves in a round where they lose. It doesn't have to be when they take lethal **Attack Damage**, it could even be against **Purple Moves** that **Debuff** your **Zerpmon**. **Blue Moves** do not factor into the total 100% of a **Zerpmon's** movesets. These exist on their own with their own roll percentage. Successfully blocking an offensive attack, results in a draw.

2.2 Gold Moves

Gold Moves (Special Attacks) are lower **Attack Damage** attacks. Each **Zerpmon** has two **Gold Attacks**.

- When against a **White Attack**, the highest **Attack Damage** wins.
- When against another **Gold Attack**, the highest **Attack Damage** wins.
- When against a **Purple Move**, Gold will win

There are **Zerpmon** that exist with very high **Attack Damage Gold Attacks**, but they suffer heavily in other categories of their moveset as a tradeoff.

Continued on the Next Page

2. COMBAT

MECHANICS

2.4 Purple Moves

Purple Moves are abilities that have a range of effects from **Buffing** your own **Zerpmon**, **Debuffing** your opponent, or simply knocking them out under certain conditions.

The strength of these abilities do not have an **Attack Damage** counter like **White Attacks** or **Gold Attacks**, instead they are measured by stars. ★1

When successful, **Purple Abilities** will increase the user's **Blue Move** chance by 2% per star.

- When against a **White Attack**, Purple wins.
- When against a **Gold Attack**, Gold wins.
- When against a **Purple Move**, the highest star count wins.
- Special Note: **Blue Moves** have half the chance to work against **Purple Moves** making this strategy quite good against opponents that rely on blocking.

2.5 Red Moves

Red Moves (Miss)

Missing is natural to **Zerpmon**, they don't have perfect accuracy! But **Miss** is not the only **Red Move** that could happen. Depending on the battle arena, your **Zerpmon** or the opponent could be afflicted by a **Status Effect**, such as **Asleep**, **Poisoned**, **Paralyzed**, **Crippled**, and **Blinded**. **Miss**, and **Status Effects** are all counted as **Red Moves**.

When a Zerpmon rolls a **Red Move**, they are vulnerable to everything except another **Red Move** made by the opponent. In that case, it's a draw and the next round starts.

If a **Zerpmon** ever gets 100% **Red Move** and a new round starts, they will collapse from exhaustion.

Continued on the Next Page

2. COMBAT

┆ MECHANICS ┆

2.6 Buffs/Debuffs

Purple Moves (Abilities)

When used, these abilities can create **Buff/Debuff** effects during combat. These **Buffed** or **Debuffed** Zerpmon significantly change the course of combat. Some **Purple Moves** do not **Buff** or **Debuff**, instead they knock out the opponent all together.

Some examples of **Buffs** are:

- Increase own chances for a **Zerpmon** to use their **White/Gold Attack** (or both).
- Increase own **Attack Damage** until the user knocks out the opponent or gets knocked out. (damaging world boss counts as knocking out opponent)
- Increasing own chance to use **Blue Moves**.
- Reducing own **Miss** chance (or whole team).

2.6 Buffs/Debuffs

Some examples of **Debuffs** are:

- Increase an opposing **Zerpmon's Miss** chance
- Decreasing the opponent's **Attack Damage** for a number of turns.
- Reducing the opponent's stars of their **Purple Abilities**.

Some examples of Knock out

Purple Abilities are:

- Knocking out the opponent if successful.
- Knocking out the opponent if they used a **White Attack**.
- Knocking out the opponent if they used a **Gold Attack**.

Continued on the Next Page

2. COMBAT

┆ MECHANICS ┆

2.6 Buffs/Debuffs

Native Chance to Pierce

Every Zerpmon has a native 10% chance to pierce **Purple Abilities** or **Blue Moves**.

What this means is that the move will break through whatever should've normally stopped it.

For example:

If your **Zerpmon** uses a **White Attack** and your opponent uses a **Purple Move**, usually the **Purple Move** will win as specified above in the combat section. However, there is a 10% chance that the move will break through and knock out the opponent!

There is **Equipment** that can increase this passive chance. **Native chance to pierce** also works against counters like **White Attack vs Purple Ability** (Knocking out the opponent if they used a **White Attack**.)

2.6 Buffs/Debuffs

Critical Hits

When a Zerpmon uses a **White/Gold Attack**, they have a natural 10% chance to **Critically Hit**. This means their attack will gain a 2x multiplier on its **Attack Damage**.

Purple Abilities cannot **Critically Hit**.

Example of Buff/Debuff/Knockout Abilities in battle:

Prismagon vs Lava Titan

Round 1

Prismagon used Obliterating Breath (**White Attack**) 145 **Attack Damage**

Lava Titan used Stone Storm (**White Attack**) 193 **Attack Damage**

Prismagon uses Fly! (**Blue Move**)

DRAW

Lava Titan would have defeated Prismagon... But Prismagon triggered his blue move, blocking the attack damage, causing a draw and re-roll of attacks

Round 2

Prismagon used Wonderland ★★★★★(**Purple Ability**)

Lava Titan used Hellfire ★★★★★ (**Purple Ability**)

Lava Titan knocked out **Prismagon** !

Lava Titan and Prismagon both rolled Purple Moves... Lava Titan has a 5 Star Purple superseding Prismagon's 4 Star Purple and Hellfire is a Knock-Out effect move. Lava Titan wins this battle

3. ZERPMON

TYPING

In the world of **Zerpmon** there are 20 different types and 1 special type. These types have specific strengths and weaknesses against others. For example, Fire is weak against Water.

There are 2 categories of types when referring to **Zerpmon**, **Body Type** and **Attack Type**.

Every **Zerpmon** has at least 1 **Body Type**, and some have 2. The special type in the game is called Omni.

Body Types determine how much **Attack Damage** a Zerpmon should receive from an attack, and **Attack types** determine how much **Attack Damage** the attack should deal. **Purple Moves** are not affected by typing at all.

Omni typing has no strengths, or weaknesses, it has x1 multipliers vs everything when dealing and receiving **Attack Damage**.

While all **Zerpmon** have specific **Body Types**. All **Zerpmon** have their own combination of attacks, and these **Attack Types** may or may not be the same as their **Body Type**.

The different possible type multipliers in the game are:
0%, 25%, 50%, 100%, 200%, 400%

Critical Hits will provide a x2 buff of **Attack Damage** on top of these multipliers simultaneously.

If a **Zerpmon** has Omni **Body Type**, it will definitely have all Omni **Attack Type Attacks/Abilities**. Only A small subset of these Omni **Zerpmon** exist.

Continued on the Next Page

3.1 ZERPMON

TYPE CHART

ATTACKER

	★	🍊	🌐	🌿	⚡	📦	🎮	🌺	🏔️	🌸	🌺	🌿	🍊	🌺	🌿	🌙	🌐	🌺	🌐	🧠	🌐
★	1	1	1	1	1	1	1	1	1	1	1	1	0.5	0	1	1	0.5	1	2	1	1
🍊	1	0.5	0.5	2	1	2	1	1	1	1	1	2	0.5	1	0.5	1	2	1	0.5	0	1
🌐	1	2	0.5	0.5	1	1	1	1	2	1	1	1	2	1	0.5	1	1	1	0.5	1	1
🌿	1	0.5	2	0.5	1	1	1	0.5	2	0.5	1	0.5	2	1	0.5	1	0.5	1	0.5	1	1
⚡	1	1	2	0.5	0.5	1	1	1	0	2	1	1	1	1	0.5	1	1	1	0.5	1	1
📦	1	0.5	0.5	2	1	0.5	1	1	2	2	1	1	1	1	2	1	0.5	1	1	1	0.5
🎮	2	1	1	1	1	2	1	0.5	1	0.5	0.5	0.5	2	0	1	2	2	0.5	1	2	1
🌺	1	1	1	2	1	1	1	0.5	0.5	1	1	1	0.5	0.5	1	1	0	2	1	0	1
🏔️	1	2	1	0.5	2	1	1	2	1	0	1	0.5	2	1	1	1	2	1	1	0.5	1
🌸	1	1	1	2	0.5	1	2	1	1	1	1	2	0.5	1	1	1	0.5	1	1	1	1
🌺	1	1	1	1	1	1	2	2	1	1	0.5	1	1	1	1	0	0.5	1	2	2	1
🌿	1	0.5	1	2	1	1	0.5	0.5	1	0.5	2	1	1	1	1	2	0.5	0.5	1	0.5	1
🍊	1	2	1	1	1	2	0.5	1	0.5	2	1	2	1	1	1	0.5	1	1	1	1	1
🌺	0	1	1	1	1	1	1	1	1	1	2	1	1	2	1	0.5	1	1	1	0.5	1
🌿	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	1	0.5	0	1	2	1
🌙	1	1	1	1	1	1	0.5	1	1	1	2	1	1	2	1	0.5	1	0.5	1	1	1
🌐	1	0.5	0.5	1	0.5	2	1	1	1	1	1	1	2	1	1	1	0.5	2	1	1	1
🎮	1	0.5	1	1	1	1	2	0.5	1	1	1	1	1	1	2	2	0.5	1	2	2	1
🌐	0	1	1	1	1	1	1	1	1	1	2	1	1	2	1	1	1	0.5	0.5	2	1
🧠	2	2	1	1	1	1	0.5	2	1	1	0.5	1	1	1	0.5	1	1	2	0.5	0.5	1
🌐	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

You can view an interactive type chart on the **Zerpmon** Web App

Continued on the Next Page

3. ZERPMON

TYPING

Here are some examples of **Attack Damage** type multipliers:

Example 1

Magworm is a dual type **Zerpmon**. Its typings are Rock and Fire. **Magworm** is in combat vs **Trispine**. **Trispine** is a dual type **Zerpmon** as well. Its typings are Water and Undead.

Both **Zerpmon** roll attacks... **Magworm** uses a Fire type **White Attack** Fireball Storm (120 Damage) and **Trispine** uses a water type **White Attack** Tidal Wave (80 Damage).

*In this case, the highest **White Attack Damage** wins, which would be Magworm's Fireball Storm, but we need to check for multipliers first.*

Magworm deals 0 **Attack Damage** (120 x 0 Damage) Because **Trispine's Body Type** is Undead and Fireball Storm's **Attack Type** is Fire. Undead **Body Types** receives 0x **Attack Damage** from Fire Attack Types.

Trispine deals 320 **Attack Damage** (80 x 4 Damage) because Rock and Fire both receive x2 **Attack Damage** from Water Attack Types. 200% + 200% = 400% as shown, is the highest multiplier that can happen without a **Critical Strike**.

Trispine wins this match.

Example 2

Kyro is a single **Body Type Zerpmon**. Its **Body Type** is Fire. **Kyro** is in combat vs **Sapple**. **Sapple** is a single **Body Type Zerpmon** as well. It is a Grass **Body Type Zerpmon**.

Both **Zerpmon** roll attacks... **Kyro** uses a Fire **Attack Type White Attack** Flame Charge (50 Damage) and **Sapple** uses a Grass **Attack Type White Attack** Seed Bomb (80 Damage).

Kyro deals 100 **Attack Damage** (50 x 2 Damage) Because Grass **Body Types** receive x2 **Attack Damage** from Fire **Attack Types**.

Sapple deals 40 **Attack Damage** (80 x 0.5 Damage) Because Fire **Body Types** receive 50% **Attack Damage** from Grass **Attack Types**.

Kyro wins this match.

4. TRAINER

BUFFS

Trainers are a separate collection of playable NFTs within the **Zerpmon** game. Each **Trainer** has a single type. This type is neither a **Body Type** nor **Attack Type** because **Trainers** do not take **Attack Damage** in battle. If a player's **Zerpmon** shares the same **Body Type** as the Trainer's type while it's in the same deck, it will be **Buffed** by whatever the **Trainer's Specialisation** is. Specifically, when doing **Missions**, a player does not need to assign a **Trainer** to the deck. If they hold a **Trainer** that matches the **Zerpmon** currently in play, the buff will be automatically applied. There are several external NFT collections that can also be used as **Trainers**, these are: Shilliverse Shill Punks, Gryll Masters & Xscape Legends.

Trainer Specialisations

Trainers have a range of **Specialisations** that they can apply to their **Zerpmon** team. They can only choose one at any given moment. There is a fee of \$15 USD worth of \$ZRP to change **Specialisation** for a **Trainer**. Every **Trainer** can choose a **Specialisation** for the first time for free. All **Trainers** must be level 1 before they can choose a **Specialisation**.

Specialisations to choose from include:

- Increasing your **Zerpmon's Attack Damage**.
- Increasing your **Zerpmon's White Attack** chance.
- Increasing your **Zerpmon's Gold Attack** chance.
- Increasing your **Zerpmon's Purple Move** chance.
- Decreasing your **Zerpmon's Miss** chance.
- Increasing your **Zerpmon's Critical Hit** chance.
- Increasing your **Zerpmon's Blue Move** chance.

Continued on the Next Page

4. TRAINER

BUFFS

The only **Trainers** that cannot choose **Specialisations** are **Trainers** from external NFT collections, such as:

Shillpunks (XRPL), Legends (XRPL), Gryll Masters (XRPL).

They are all given a default **Specialisation** and players are not required to max out their level to receive the full benefit.

Trainers Evolved is a different Trainer collection. They follow specific rules.

- Base **Trainers Evolved** are Omni Typing and will give **Attack Damage** AND decrease Miss chance to their Zerpmon team. The strength of these Trainers are sub-par.
- Evo 1 **Trainers Evolved** are also Omni Typing and will give even more **Attack Damage** AND decrease **Miss** chance to their Zerpmon team. This combination of buff strength is on par with original **Zerpmon Trainers**.
- Evo 2 **Trainers Evolved** will be granted a pre-selected **Specialisation** out of the list above, based on what is received, and then the player can choose the Element, losing the Omni Status. This **Specialisation's** strength is on par with original **Zerpmon Trainers**.

Tip

You may choose to keep your **Trainer Evolved** as Evo 1 if it's better for you to have a multi **Body Type** team to make use of the Omni **buff**.

5. EQUIPMENT

Equipment is another separate collection of playable NFTs within the **Zerpmon** ecosystem. Since there are 21 different types of **Zerpmon** in the game, there are 21 different types of **Equipment** as well. If you have **Equipment**, it can be attached to a **Zerpmon** to enhance or even change their play style! Only 1 **Equipment** can be equipped onto one **Zerpmon** at any given time. They can be removed freely and reused on other **Zerpmon** outside of combat. However, you need to follow some rules first.

Equipment will show a type at the bottom of the card, for example Flaming Orb is Fire type. In order to equip a Flaming Orb **Equipment**, your **Zerpmon** needs to have a Fire type **Attack/Ability**.

Omni type **Equipment** is special because it can be applied to ALL **Zerpmon**, regardless of **Attack/Ability** types.

Example: A player owns a Flame Orb which is a Fire type **Equipment**. This player owns a **Zerpmon** that is a Dragon/Steel Body Type. However, this Zerpmon luckily has 2 Dragon **Attack Type White Attacks**, 1 Steel **Attack Type Gold Attack** and 1 Fire **Attack Type Gold Attack**. This player may equip their Flame Orb to this Zerpmon even though it is not a Fire **Body Type Zerpmon**.

Equipment Effects

There are many types of **Equipment** in the game, and they all fall into 3 categories:

Apply **Buffs** or **Debuffs** as soon as the battle starts.

- Increase opponent's **Miss** chance by x%
- Reduce Own **Miss** chance by x%

Trigger during the game under specific conditions.

- Your **Zerpmon** has x% chance to survive being knocked out.
- Your **Zerpmon** has x% chance to roll again if they miss.

Overwrites a specific stat or stats.

- Make your **Zerpmon's Blue Move** chance x%.
- **Zerpmon** is now immune to these **Attack Types**.

Some **Equipment** even have a combination of these.

Continued on the Next Page

5.1 EQUIPMENT LIST

NORMAL	Increase own crit chance by	65%	Crit Lenses	NORMAL	Increase chance for enemy white attack to do 500 less damage by	70%	Big Cigar
FIRE	Increase chance to come back from being knocked out by	40%	Flaming Orb	FIRE	Flat increase to each own white attack damage by 75 and chance by	15%	Hell Horn
WATER	Increase own purple stars by	4	Water Pendant	WATER	Flat increase to each own gold attack damage by 50 and chance by	15%	Aqua Trident
GRASS	Decrease own miss chance by	70%	Golden Leaf	GRASS	Increase chance to come back from being knocked out by	40%	Life Lotus
ELECTRIC	Increase chance for enemy gold attack to do 350 less damage by	70%	Lightning Ring	ELECTRIC	Flat increase to each own gold attack damage by 50 and chance by	15%	Lightning Stone
ICE	Increase opponent miss chance by	26%	Tundra Ice	ICE	Flat increase to each own purple move stars by 2 and chance by	15%	Everglass
FIGHTING	Increase chance to come back from being knocked out by	40%	Winner's Belt	FIGHTING	Increase chance for enemy white attack to do 500 less damage by	70%	Winner's Gloves
POISON	Decrease opponent damage by	50%	Toxic Vile	POISON	Flat increase to each own purple move stars by 2 and chance by	15%	Compound X
GROUND	Increase own purple stars by	4	Desert Pouch	GROUND	Decrease opponent purple stars by	4	Battle Helmet
FLYING	Decrease own miss chance by	70%	Rainbow Feather	FLYING	Increase opponent miss chance by	26%	White Feather
PSYCHIC	Increase chance for enemy gold attack to do 350 less damage by	70%	Crystal Ball	PSYCHIC	Change native chance to pierce to	80%	Hypno Ring
BUG	Increase own crit chance by	65%	Dragonfly Gem	BUG	Change native chance to pierce to	80%	Spider Fang
ROCK	Increase own crit chance by	65%	Rock Tablet	ROCK	Flat increase to each own white attack damage by 75 and chance by	15%	Jade Bracelets
GHOST	Increase own purple stars by	4	Old Key	GHOST	Change native chance to pierce to	80%	Cursed Urn
DRAGON	Decrease own miss chance by	70%	Dragon Amulet	DRAGON	Decrease opponent purple stars by	4	Dragon Ring
DARK	Increase own crit chance by	65%	Shadow Bangle	DARK	Increase opponent miss chance by	26%	Shadow Choker
STEEL	Increase own crit chance by	65%	Power Core	STEEL	Flat increase to each own gold attack damage by 50 and chance by	15%	Steel Pike
FAIRY	Change native chance to pierce to	80%	Fairy Dust	FAIRY	Flat increase to each own purple move stars by 2 and chance by	15%	Sacred Halo
COSMIC	Change native chance to pierce to	80%	Meteorite	COSMIC	Flat increase to each own white attack damage by 75 and chance by	15%	Cosmic Dagger
UNDEAD	Increase opponent miss chance by	26%	Odd Skull	UNDEAD	Increase chance to come back from being knocked out by	40%	Bone Chalice

OMNI	Increase chance for enemy gold attack to do 350 less damage by	35%	Change native chance to pierce to	40%	Short Sword
OMNI	Decrease opponent damage by	25%	Increase own purple stars by	2	Iron Shield
OMNI	Increase chance to come back from being knocked out by	20%	Increase opponent miss chance by	13%	Magic Wand
OMNI	Increase own crit chance by	33%	Decrease own miss chance by	35%	Longbow
OMNI	Change own blue move chance to	50%	Decrease opponent blue chance by	25%	Tattered Cloak
OMNI	Increase own damage by	128%	Increase own miss chance by	13%	Power Glove
OMNI	Increase chance to remove own miss upon own miss by	80%	Increase chance to reroll upon own miss by	80%	Magic Blindfold
OMNI	Decrease own miss chance by	140%	Decrease own damage by	10%	Life Core
OMNI	At the start of combat gain a random type immunity x	6	Increase chance for enemy omni attack to do 0 damage by	50%	Spirit Cloth
OMNI	Increase chance to roll twice, prioritising favourable outcomes by	65%			Third Eye
OMNI	Reduce opponent crit chance to	0%	Increase own purple stars by	3	Cracked Mirror
OMNI	Increase chance for opponent damage to be quartered by	60%			Soul Crystal
OMNI	Turns own White attacks into Gold attacks	100%			Omni Tech
OMNI	Increase chance to double own Gold attack damage by	100%			Wooden Mask
OMNI	Increase own damage by	85%			Xblade
OMNI	Transforms into a random equipment in the game	100%			Security Card

6. PVE



MODES



6.1 Missions

Missions are a PVE combat mode where it involves 1 player using their **Zerpmon** to battle a random Zerpmon in the wild, in a 1v1 battle. **Missions** have two separate modes that players may swap between at any time outside of combat.

6.1 Missions (XRP Mode)

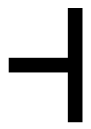
The first mode is **XRP** mode where a player's Zerpmon will gain a flat 10 **XP** per **Zerpmon** defeated, and additionally win a small amount of **XRP** from the **Missions Reward Pool**. This amount of **XRP** varies. The payout is based on the amount of **XRP** generated from purchased items in the **XRP** store (**Revive Potions**, **Refill Potions**, and **Double XP Potions**).

6.1 Missions (XP Mode)

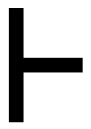
The second mode is **XP** mode, where a player's **Zerpmon** will gain anywhere between 10 and 50 **XP** per mission won at random. Since the player gives up the benefit of earning **XRP**, each **Mission** won in this mode also has a small chance to catch a **Zerpmon** NFT. These rewards are added when a new batch is released. When a player's **Zerpmon** is fighting in **Missions**, it will always face an opponent with the same **Zerpmon** Level. Player's may set up to 20 **Zerpmon** in a mission deck. If a player's current **Zerpmon** is knocked-out, it will stay knocked-out until the daily reset. Player's may use an item called a **Revive Potion** to revive all **Zerpmon** that are in the player's wallet, even if it's not in the mission deck. When fighting in **Missions**, players are granted 10 battles per day. Once players reach 0/10 available missions for the day, they may use an item called a **Mission Refill** to set their mission chances back to 10/10. You can use a **Mission Refill** even if you're not on 0/10 missions, but we don't recommend it.

Continued on the Next Page

6. PVE



MODES



6.1 Missions

Missions are a PVE combat mode where it involves 1 player using their **Zerpmon** to battle a random Zerpmon in the wild, in a 1v1 battle. **Missions** have two separate modes that players may swap between at any time outside of combat.

When a player's **Zerpmon** is fighting in **Missions**, it will always face an opponent with the same **Zerpmon** Level. Player's may set up to 20 **Zerpmon** in a mission deck. If a player's current **Zerpmon** is knocked-out, it will stay knocked-out until the daily reset. Player's may use an item called a **Revive Potion** to revive all **Zerpmon** that are in the player's wallet, even if it's not in the mission deck. When fighting in **Missions**, players are granted 10 battles per day. Once players reach 0/10 available missions for the day, they may use an item called a **Mission Refill** to set their mission chances back to 10/10. You can use a **Mission Refill** even if you're not on 0/10 missions, but we don't recommend it.

Missions have two separate modes...

6.1 Missions (XRP mode)

The first mode is **XRP** mode where a player's **Zerpmon** will gain a flat 10 **XP** per **Zerpmon** defeated, and additionally win a small amount of **XRP** from the **Missions Reward Pool**. This amount of **XRP** varies. The payout is based on the amount of **XRP** generated from purchased items in the **XRP** store (**Revive Potions**, **Refill Potions**, and **Double XP Potions**).

6.1 Missions (XP Mode)

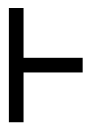
The second mode is **XP** mode, where a player's **Zerpmon** will gain anywhere between 10 and 50 **XP** per mission won at random. Since the player gives up the benefit of earning **XRP**, each **Mission** won in this mode also has a small chance to catch a **Zerpmon** NFT. These rewards are added when a new batch is released.

Continued on the Next Page

6. PVE



MODES



6.2 World Boss

The world boss is a community PVE combat mode where a player may set up to 5 Zerpmon in a single deck to try and defeat the **World Boss**. Everyone has to work together to progressively beat the boss over a period of time, but the battle takes place with just the Player and the **Boss**. Players may attack the **World Boss** once per day after daily reset. A **Trainer** is required and at least 1 **Zerpmon** in order to participate. The health of the **World Boss** is scaled to the amount of current **Zerpmon** players. After dealing **Attack Damage** to the **World Boss**, instead of knocking it out, your **Total Attack Damage** is updated and the battle keeps playing. Afterward, it will add your **Attack Damage** to all other players who fight it as well.

During the battle, after 10 rounds, if you are still not defeated, the **World Boss** will enrage, **Buffing** itself with high **Attack Damage**, and removing its own **Status Effects** and **Miss** chance.

6.2 World Boss

The **World Boss** is a random creature, from a subset of pre-selected **Zerpmon**, and it will be given a random eligible **Equipment** to help it defeat players when it appears. If the **World Boss** is still alive after 7 days, it is changed to another **Zerpmon**, the health will be refreshed back to full, and there will be a **Debuff** applied to its max health. Every week this continues, the **Debuff** will increase until the **Boss** is defeated.

When you deal **Attack Damage** to the **World Boss**, and it is not defeated in time, your **Total Attack Damage** is recorded and carried over to the next week. Every week, \$500 USD worth of **ZRP** goes into the reward pool. In the case of a **World Boss** not being defeated, it will add another \$500 USD worth of **ZRP** to the pool and not distribute rewards.

Once a **World Boss** is defeated within 7 days, the reward pool is distributed to players based on their **Total Attack Damage**.

6. PVE



MODES



6.3 Tower Rush

There are 2 versions of the **Tower Rush** game mode. Normal and Free to play (**Trial Rush**).

Normal has a small entry fee in ZRP, and also has payouts based on how high the player can get. The Free to play version has no rewards.

Tower Rush is a PVE draft-style game mode where players are given a pool of 10 random **Zerpmon**, **Trainers**, and **Equipment** each to craft a full team of 5, and defeat up to 20 stages of enemy NPC decks. Each stage, the player will be given a new random pool of cards and a new random opponent to battle against. The player can also check what type of Zerpmon they will be up against in the next stage within the Deck menu. Stages will increase in difficulty, granting NPCs better stats as players climb through the stages.

6.4 Gym Battles

Gym Battles are a PVE game mode where players face off against increasingly tough teams of 5 Zerpmon. There are 20 different **Gym Leaders** to battle. All with their own respective typings (Fire, Water, Ice, etc.) within the game. There are 20 Stage Levels that players may climb through, with **ZRP** rewards that payout after each successful gym stage completion. Players also earn **GP**, which are gym points. In order to play **Gym Battles**, players will need a minimum of 1 **Trainer** and 1 **Zerpmon**, and may use a maximum of 5 **Zerpmon**. **Gym Leader's Zerpmon** gain a range of buffs including **Attack Damage** boosts, **Critical Hit** boosts, **Equipment** boosts, and increased **Zerpmon** Level increases based on the current stage that they are on.

Continued on the Next Page

6. PVE



MODES



6.4 Gym Battles

Players may battle in **Gyms** once per day, per gym, after global refresh. Stage progressions are set on a 3-day rotation. If a player defeats a **Gym Leader** once within those 3 days, they progress to the next stage for that **Gym** only, and they must wait for that specific 3 day cycle to end before the **Stage Level** is increased. You cannot attempt a **Gym** again during the 3-day cycle if you have already beaten it and received rewards. If you do not defeat a specific **Gym Leader** at least once within the 3 days, the **Gym Stage Level** will be reset back to stage 1 after the next 3-day cycle begins. In the **ZRP** store, there is an item called **Gym Refills** that players can purchase or earn through in-game content like **Missions** or **ZerpBoxes**. These items refresh all failed **Gym** attempts for the day.

6.4 Gym Battles

Example:

Daily Reset and 3 day cycle just refreshed, and all of my gyms are on **Stage Level 3**.

I successfully defeated the Fire and Water Gym on **Day 1** of the 3-day cycle, but I failed on all the other gyms. I will receive my **ZRP** rewards for Fire and Water Gym.

Day 2 starts and I can now attempt 18/20 Gyms again. This is because I already beat Fire and Water, so I cannot compete against them again.

I end up beating the Dark Gym, but failing every single other **Gym** again. I receive my **ZRP** rewards for the Dark Gym.

Day 3

I lost all my 17 available gyms again.

When the 3-day cycle resets on the next daily reset, my Fire, Water and Dark Gym Stage Level will progress up to 4, while every single other Gym I couldn't beat have all dropped to Stage Level 1. All Gym Stage Levels are tracked independently.

Continued on the Next Page

6. PVE

MODES



GYM STAGE CHART

	Zerpmon Lvl	Damage Buff	Equipment 1	Equipment 2	Trainer Buff	Crit Chance buff
Stage 1	0	0%	None	None	No	0%
Stage 2	15	0%	None	None	No	0%
Stage 3	30	0%	None	None	No	0%
Stage 4	30	10%	None	None	No	0%
Stage 5	30	20%	None	None	No	0%
Stage 6	30	30%	None	None	No	0%
Stage 7	30	30%	Gym Type	None	No	0%
Stage 8	30	40%	Gym Type	None	No	0%
Stage 9	30	50%	Gym Type	None	No	0%
Stage 10	30	60%	Gym Type	None	No	0%
Stage 11	30	60%	Gym Type	Tattered Cloak	No	0%
Stage 12	30	70%	Gym Type	Tattered Cloak	No	0%
Stage 13	30	80%	Gym Type	Tattered Cloak	No	0%
Stage 14	30	90%	Gym Type	Tattered Cloak	No	0%
Stage 15	30	100%	Gym Type	Tattered Cloak	No	0%
Stage 16	30	110%	Gym Type	Tattered Cloak	No	30%
Stage 17	30	120%	Gym Type	Tattered Cloak	No	40%
Stage 18	30	130%	Gym Type	Tattered Cloak	No	50%
Stage 19	30	140%	Gym Type	Tattered Cloak	No	60%
Stage 20	30	150%	Gym Type	Tattered Cloak	No	70%

7. PVP



MODES



7.1 Battle Royale

Battle Royale is a PVP game mode where players join with 1 Trainer and 1 Zerpmon. It is a bracket style tournament that runs automatically until the last Zerpmon standing. If a player joins the Battle Royale, it will take the first Zerpmon in line from their set battle deck by default. Players can win in-game items useful for progressing player's Zerpmon from winning Battle Royales.

7.2 Wager Battle

A player may challenge other players for a wagered battle with XRP, ZRP or NFTs by creating an offer to battle an opponent. Players may choose 1v1, 2v2, 3v3, 4v4, or 5v5. Both players must have at least 1 Trainer and 1 Zerpmon.

7.3 Battle Mode

A player may challenge other players for a casual battle by creating an offer to battle an opponent. Players may choose 1v1, 2v2, 3v3, 4v4, or 5v5. Both players must have at least 1 Trainer and 1 Zerpmon. The person receiving the battle invitation must agree to do battle.

7.4 Ranked PvP

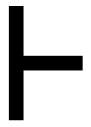
Ranked PvP uses seasonal rankings that rank players against each other over a set period of time. There are rewards and prizes for the most prestigious Trainers. There are multiple ways players can climb the ranked battle ladder such as 1v1, 3v3 or 5v5. When fighting in a ranked battle mode, if a player wins, they add ranking points to their overall ranking. If a player loses, they will lose some of the points that they have earned. When you enter a league, your team will be submitted into the mix of available players, and other players can vs your team while you are offline. Whether or not you win in those battles, your ranked points will be affected even if you're not playing.

Continued on the Next Page

7. PVP



MODES



7.4 Ranked PvP

Ranked PvP uses seasonal rankings that rank players against each other over a set period of time. There are rewards and prizes for the most prestigious Trainers. There are multiple ways players can climb the ranked battle ladder such as 1v1, 3v3 or 5v5. When fighting in a ranked battle mode, if a player wins, they add ranking points to their overall ranking. If a player loses, they will lose some of the points that they have earned. When you enter a league, your team will be submitted into the mix of available players, and other players can vs your team while you are offline. Whether or not you win in those battles, your ranked points will be affected even if you're not playing.

8. XP &

ASCENSION

8.1 XP (Experience Points)

Every **Zerpmon** starts with a **Zerpmon Level** of 0. Every **Zerpmon** gains experience after every successful mission (PVE). On a **Zerpmon's** journey to level 30, a total of 10% **Miss** reduction is obtained.

At **level 10** each **Zerpmon** reduces their **Miss** chance by 3.33%

At **level 20** each **Zerpmon** reduces their **Miss** chance by a further 3.33%

At **level 30** each **Zerpmon** reduces their **Miss** chance by a further 3.34% totaling 10%

As a **Zerpmon** is leveled up from 0 to 30, the player receives level up rewards such as **Candy Fragments, Revive Potions, and Mission Refills**.

If you are renting a **Zerpmon** off the **Loaning Marketplace**, and you level it up, your account will receive the level up rewards instead of the owner.

8.2 Ascension

When a **Zerpmon's** level is maxed out at 30, players have the option to ascend it and unlock another 30 levels to progress. The **Ascension** costs a one time dynamic fee of **ZRP** in order to ascend their **Zerpmon**. Similarly to levels 1 - 30, these levels provide rewards but at an increased rate. Players will receive rewards such as **Candy Fragments, Revive Potions, Mission Refills, Gym Refills**, as well as special temporary **Buff** candies, extra permanent **Buff** candy slots.

Special note

For every 10 levels above 30, **Zerpmon** part of a Canon Collection (Base, Evo 1, Evo 2) will receive an additional 6% of Blue Move chance.

Continued on the Next Page

8. XP CHARTS

ZERPMON LEVEL CHART

Level	XP Required per level	Total XP Earned	Revive Potion	Mission Refill	Candy Fragments
1	10	10			1
2	20	30	1	1	
3	30	60			1
4	40	100	2	2	
5	50	150			1
6	60	210	3	3	
7	70	280			1
8	80	360	4	4	
9	90	450			1
10	100	550			1
11	120	670			1
12	140	810	5	5	
13	160	970			1
14	180	1150			1
15	200	1350			1
16	220	1570	6	6	
17	240	1810			1
18	260	2070			1
19	280	2350			1
20	300	2650	7	7	
21	340	2990			1
22	380	3370			1
23	420	3790			1
24	460	4250	8	8	
25	500	4750			1
26	540	5290			1
27	580	5870			1
28	620	6490	9	9	
29	660	7150			1
30	750	7900			1

Continued on the Next Page

TRAINER LEVEL CHART

Level	XP Required per level	Total XP Earned	Revive Potion	Mission Refreshes	Candy Fragments	Damage	White	Gold	Purple	Miss	Crit	Blue
1	100	100	1	1		1%	1%	1%	1%	-1%	1%	1%
2	115	215				1%	1%	1%	1%	-1%	1%	1%
3	132	347	1	1		2%	1%	1%	1%	-1%	2%	2%
4	152	499				4%	2%	2%	2%	-2%	4%	2%
5	175	674	1	1		6%	3%	3%	3%	-2%	6%	3%
6	201	875				8%	4%	4%	4%	-2%	8%	3%
7	231	1106	1	1		10%	5%	5%	5%	-3%	10%	4%
8	266	1372				12%	6%	6%	6%	-3%	12%	4%
9	306	1678	1	1		12%	6%	6%	6%	-3%	12%	5%
10	352	2030			5	14%	7%	7%	7%	-4%	14%	5%
11	405	2435	2	2		14%	7%	7%	7%	-4%	14%	6%
12	466	2901				16%	8%	8%	8%	-4%	16%	7%
13	536	3437	2	2		16%	8%	8%	8%	-5%	16%	8%
14	616	4053				18%	9%	9%	9%	-5%	18%	9%
15	708	4761	2	2		18%	9%	9%	9%	-5%	18%	10%
16	814	5575				20%	10%	10%	10%	-6%	20%	11%
17	936	6511	2	2		20%	10%	10%	10%	-6%	20%	12%
18	1076	7587				22%	11%	11%	11%	-6%	22%	13%
19	1237	8824	2	2		22%	11%	11%	11%	-7%	22%	14%
20	1423	10247			8	22%	11%	11%	11%	-7%	22%	15%
21	1636	11883	3	3		24%	12%	12%	12%	-7%	24%	16%
22	1881	13764				24%	12%	12%	12%	-8%	24%	17%
23	2163	15927	3	3		24%	12%	12%	12%	-8%	24%	18%
24	2487	18414				26%	13%	13%	13%	-9%	26%	19%
25	2860	21274	3	3		26%	13%	13%	13%	-10%	26%	20%
26	3289	24563				26%	13%	13%	13%	-11%	26%	21%
27	3782	28345	3	3		28%	14%	14%	14%	-12%	28%	22%
28	4349	32694				28%	14%	14%	14%	-13%	28%	23%
29	5001	37695	3	3		28%	14%	14%	14%	-14%	28%	24%
30	5751	43446			10	30%	15%	15%	15%	-15%	30%	25%

8. XP CHARTS

ASCENSION LEVEL CHART

Level	XP Required per level	Total XP Earned	Revive Potion	Mission Refill	Gym Refills	Consumable Reward	Candy Slot Cap Increase	Candy Fragments	Blue % Chance Increase (Canon Only)
31	800	800			1	Overcharge x1			
32	850	1650			1	Gummy x1			
33	900	2550			1	Sour x1			
34	950	3500	1	1	1	Star x1			
35	1000	4500	1	1	1	Jawbreaker x1			
36	1050	5550	5	5			1	6	
37	1100	6650	1	1	2	Overcharge x1			
38	1150	7800	5	5	2	Gummy x1			
39	1200	9000	1	1	2	Sour x1			
40	1250	10250	5	5	2	Star x1			6%
41	1300	11550	1	1	2	Jawbreaker x1			
42	1350	12900	1	1			1	6	
43	1400	14300	1	1	3	Overcharge x2			
44	1450	15750	1	1	3	Gummy x2			
45	1500	17250	1	1	3	Sour x2			
46	1550	18800	8	8	3	Star x2			
47	1600	20400	1	1	3	Jawbreaker x2			
48	1650	22050	8	8			1	6	
49	1700	23750	1	1	4	Overcharge x2			
50	1750	25500	8	8	4	Gummy x2			6%
51	1800	27300	1	1	4	Sour x2			
52	1850	29150	1	1	4	Star x2			
53	1900	31050	1	1	4	Jawbreaker x2			
54	1950	33000	1	1			1	6	
55	2000	35000	1	1	5	Overcharge x3			
56	2050	37050	10	10	5	Gummy x3			
57	2100	39150	1	1	5	Sour x3			
58	2150	41300	10	10	5	Star x3			
59	2200	43500	1	1	5	Jawbreaker x3			
60	2250	45750	15	15			1	6	6%

9. ZERPBOXES

+ & STORES +

9.1 ZerpBoxes

Loot boxes within Zerpmon as referred to as ZerpBoxes. They can only be purchased with **ZRP** and some of them hold exclusive rewards you can't get from anywhere else, such as special collection **Zerpmon** or **Equipment**. The chances are presented before you purchase a specific box to see what the potential rewards are. It is possible to win more **ZRP** back than what the loot box cost in the first place. Winners of exclusive rewards will be displayed in the zerpmon center in Discord for everyone else to bear witness. A portion of the **ZRP** spent goes into a Jackpot that keeps getting bigger until someone wins it.

9.2 Item Stores

There is an **XRP** and **ZRP** store where you can purchase every consumable item in the game. The prices are displayed, and you can click on the item to see its effect.

9.3 Forge

The Forge is where you can claim certain Zerpmon assets from holding specific external NFTs.

9.4 Recycling

Players may recycle items in their inventory to boost the XP of selected **Zerpmon**. Each item holds a certain weight in XP that is calculated when adding XP to a **Zerpmon**. You still get all level up rewards by doing this, although it costs a fee of **ZRP** when recycling.

10. LOANING

+ & AUCTIONS +

10.1 Loaning

NFT owners can loan or rent **Zerpmon, Equipment**, and or **Trainers** on the web app. When NFTs are listed, there is a small **ZRP** fee that is burned to list their assets. The owners of the NFTs choose the price to list in **ZRP** or **XRP**, the duration of the listing, and the max or minimum amount of time for the listing. Owners may remove their listing and return their assets at any time, but they lose the fees they burned when creating the listing.

10.2 Auctions

There is an **XRP** and **ZRP** store where you can purchase every consumable item in the game. The prices are displayed, and you can click on the item to see its effect.

11. ZRP

┆ TOKENOMICS ┆

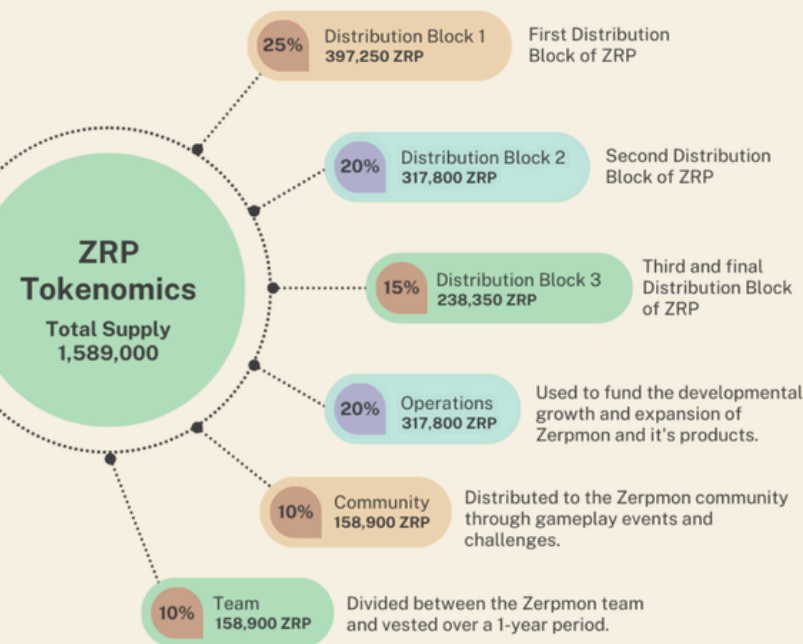
11.1 ZRP Tokenomics

ZRP is a deflationary gaming token that serves as the core reward and onchain token for Zerpmon

ZRP Block Distribution Model

Once a block has been fully distributed, the Gym Battle rewards are halved and the following Block will begin distributing ZRP.

-  Block 1 contains 397,250 ZRP distributed through Gym Battles. Increasing amounts of ZRP are earned through beating higher Stage Gyms.
-  Block 2 contains 317,800 ZRP distributed through Gym Battles. ZRP Gym Battle rewards are halved. There will also be a community vote to allocate a portion of this to other game modes.
-  Block 3 contains 238,350 ZRP distributed through Gym Battles. ZRP Gym Battle rewards are halved again.
-  After the 3rd Block has been distributed, ZRP becomes a deflationary currency, consistently being burned through in-game store transactions



ZRP What is it used for?

- Gym Refills**
1. Reset the daily attempts for all Gyms. These can only be purchased using ZRP
- Zerpmon Candy**
2. Various kinds of candy can increase the level and power of Zerpmon
- Cosmetics**
3. Multiple kinds of cosmetics can be applied to help Trainers stand-out from the crowd
- NFTs (Zerpmon, Trainers)**
4. Zerpmon and Trainer NFTs will be listed/auctioned for only in ZRP
- Safari Trip**
5. Take your chances on the Safari Trip to potentially earn many different prizes including a ZRP jackpot and Zerpmon NFT

All ZRP is burned when used within the in-game store

12. ZERPMON

┆ EVOLVED ┆

12.1 Evolved

Zerpmon Evolved are a new **Zerpmon** collection launched on The Root Network. These include 2 collections; **Zerpmon Evolved** and **Trainers Evolved**. Here's how they work: Both **Zerpmon** and **Trainers Evolved** have the ability to evolve once you max out their level. This will not cost anything for the player, and as an additional bonus they can receive rewards for levelling them up again. Each evolution has 3 random outcomes, and a secret rare. Secret Rares cannot evolve any further, but they will be as strong as **Legendary Zerpmon**. For **Trainers Evolved** scaling, refer to **Trainer Buffs** section. To level up **Zerpmon** and **Trainers Evolved** to full in terms of XP, it will take the following:

- Base - XP charts shown
- Evo 1 - 1.5x the XP required for Base
- Evo 2 - 2x the XP required for Base