Antmons is a blockchain-based multiplayer online battle arena game aiming to achieve GameFi, ContentFi and SocialFi through competitive melees. Players need to win in different game modes and finish daily quests to gain trophies and unlock treasure boxes. In order to achieve the aims of Antmons, players are required to stake a certain amount of in-game tokens into the token pool before each matchup to increase the prize pool for the winners. Real-time streaming with a betting mechanism is also deployed for audiences to bet against opponents and interact with the fighters while getting a chance to earn a share of the profit after the match. Moreover, the NFT blind boxes discounts, various quests with high token yields and free rental Meta NFT options are available for players to earn in the game easily through joining the guilds.
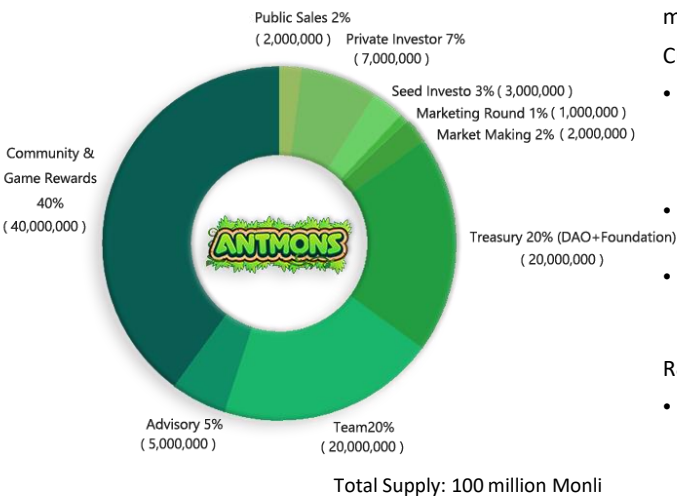
Meta NFT

There are 3 kinds of in-game NFT in Antmons: Heroes, Blind Box, and Meta NFT. Meta NFT combines the GameFi and Content Fi to facilitate players' willingness to content submission and decentralize their participation in the game. It is a set of descriptive standards used to describe and define NFTs in different categories and art forms. Different content providers can customize and enrich the attributes of their Hero based on the Meta NFT. Most importantly, it can be traded or upgraded based on their own preference to multiply players' immersive experience in different gameplay content.

Market

- As the well-known MOBA games, Brawl Stars and Thetan Arena have reached 265m and 15m downloads respectively.

- The market size of MMO (massively multiplayer online) and MOBA reached 43 billion USD in 2021, which increased 72% compared with 2017.

- The total revenue of mobile MOBA exceeds $300 million monthly.

Built on KuCoin Community Chain (KCC) and BSC

Apart from the compatibility of EVM and ERC-20 smart contracts, KCC, the adoption of PoSA, has powerful processing power and security with only 3 seconds of the block confirmation period. The gas fee on KCC is also extremely low with the use of KuCoin Token (KCS) as the only fuel for KCC.

The BSC also obtains a similar trait with 88 TPS and low gas fees of 6.5 gwei. But with the mutual bridging from BSC to KCC, the cost of asset transference is zero, which highly improves the P2E experience of Antmons' players.

Token Supply

- Public: 30% TGE, then 11 months linear vesting period

Public Sales 2% (2,000,000)
Private Investor 7% (7,000,000)
Seed Investo 3% (3,000,000)
Marketing Round 1% (1,000,000)
Market Making 2% (2,000,000)
Community & Game Rewards 40% (40,000,000)
Treasury 20% (DAO+Foundation) (20,000,000)
Advisory 5% (5,000,000)
Team 20% (20,000,000)

Total Supply: 100 million Monli

Token Utility (Dual-token – Monli and Dew)

Monli is the governance token and the only token used to exchange NFTs on the Antmons marketplace. Apart from trading, players can also use it to upgrade the Hero and the equipment, stake it for rewards and NFT prizes, spend it for the highest level of the blind box which may contain Meta NFT in different rarity, participate in airdrop campaign/ sales, and use as a transaction fee of the platform.

Dew, a P2E token with unlimited supply and burning mechanisms, is used to facilitate the GameFi and SocialFi of Antmons. It can be used for betting, staking in the token pool before each matchup, upgrading the NFTs and exchanging NFTs on the in-game marketplace, and buying interactive gifts during real-time streaming, etc. In addition, the winners of the live-stream battle can share 70% of the Dew with the viewers' paid interactive gifts while the loser can share the remaining 30% of the Dew.

Team Members/ Advisors / Investors

As an elite team of 17, all the members have experience working in leading IT or game companies, managing R&D, marketing and team management of large-scale projects.

CEO | Michael Hin

- Previously, Michael was responsible for publishing and marketing for Supercell and Roblox in the Asia Pacific region, helping the establishment of Roblox data platform and the launch of Roblox.

- Participated in the operation of Brawl Stars and Clash of Clans of Supercell.

- In charged of the operations of various games in the commercialization department of an Internet company with over 1 billion users.

R&D | Davenci Nguyen

- Worked in the commercialization department of a well-known communication company, equipping a profound experience in the algorithm design and R&D of large-scale business commercialization strategy.

- Prior to that, he was in charge of R&D of a financial risk control algorithm in a well-known financial platform.

PR | Gemmi C

- A popular and successful influencer active in mainstream social media with none million fans across the whole network.

- Experienced in event planning and operation of an NFT trading platform.

Strategic investors/Partners

- KuCoin Ventures (Backer of SakuraVerse, POKT…)
- Enzac research (Backer of Aradena, Apeiron, SOCOL..)
- CryptoBooster (International marketing incubator)
- POD (The First Database for Metadata in Web3)

Upcoming Event

- Antmons' NFT IGO will take place on KuCoin on May 25, 2022

Social Media (updated in May 2022)