StupidMonkeys NFT

by FREDD Studios

About Us

FREDD Studios is a Web3 company established in October 2022 after the launch of our first NFT Collection (**StupidMonkeys Animated Collection**) on the Gamestop Marketplace in July 2022. The purpose of this document is to explain our upcoming video game in detail and how each item below plays an integral role in the game:

· The launch of our **second StupidMonkeys main Collection**, which will be the main playable character in the game

· Utility of our first StupidMonkeys main Collection (**StupidMonkeys Animated Collection**), which will be the secondary playable character in the mini-games mode.

What's Next?

StupidMonkeys Realm Hero is a 2.5D RPG videogame created
to provide game utility to our second StupidMonkeys Collection.
The game has three different modes: the Story Mode, the PVP one
and the Mini-Games. The main story consists on letting the players
explore different world themes, encounter the mobs of the curse,
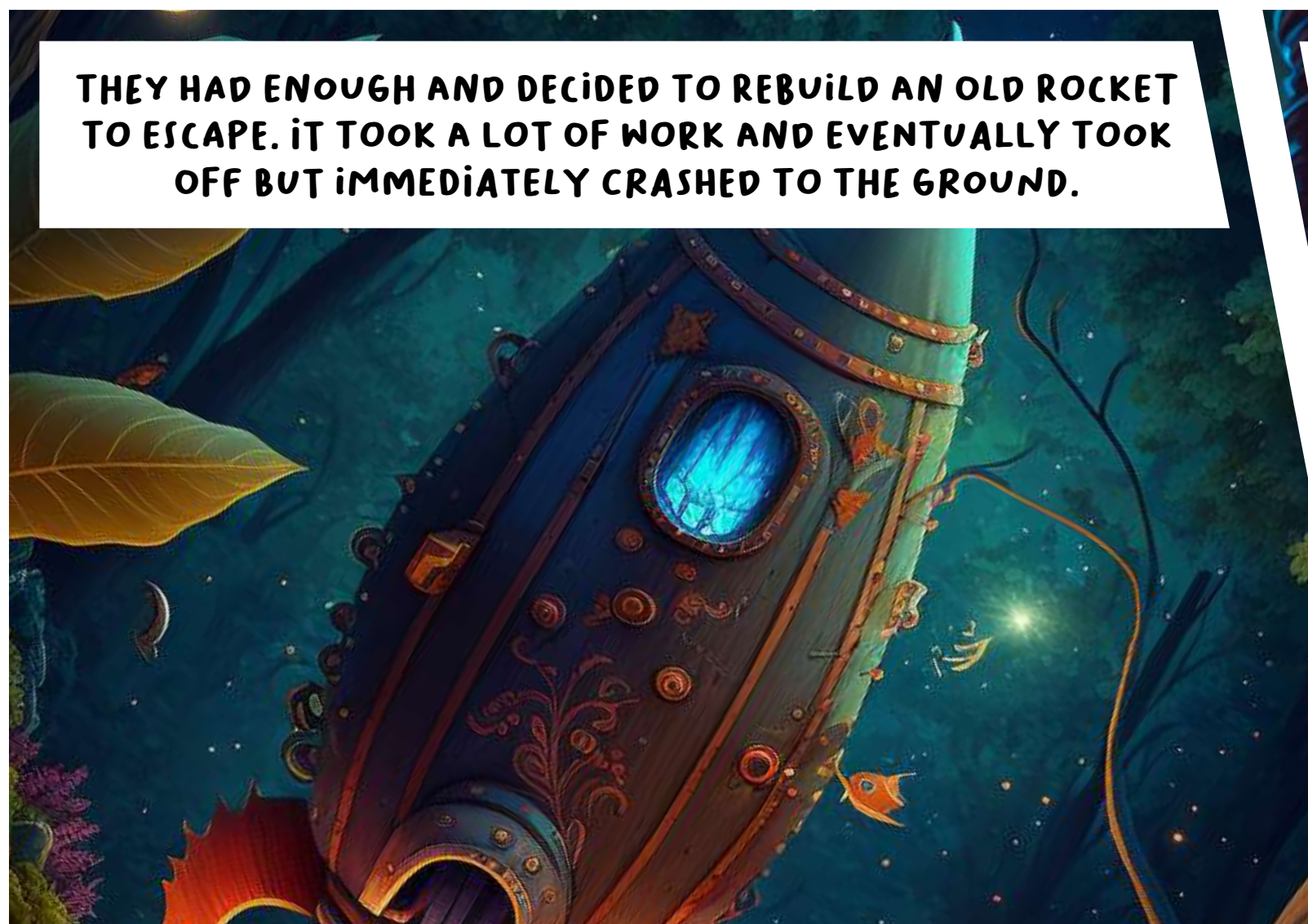and fight using different weapons.

Once Upon a Time...

LONG AGO BEFORE THE GREAT CURSE, EVERYONE IN THE MONKEY REALM LIVED PEACEFULLY TOGETHER, ENJOYING THEIR OWN RELAXED AND CALM WAY OF MONKEYING...
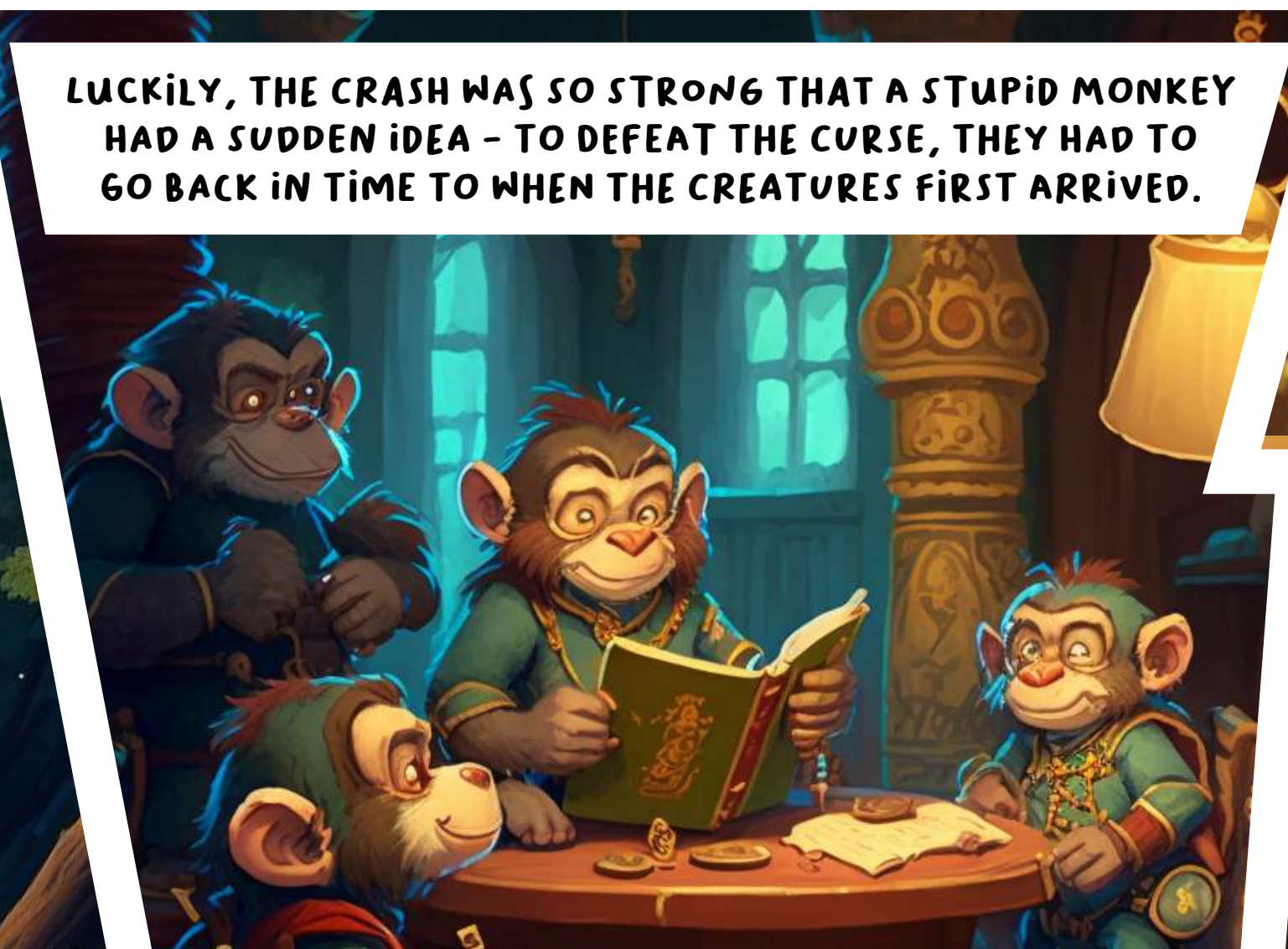
...BUT ONE DAY, A PERENNIAL DARKNESS DAWNED ON THE VILLAGE AND FRIGHTENING CREATURES APPEARED, TURNING THE REALM INTO A HOSTILE AND DANGEROUS PLACE.

THE MONKEYS STARTED FLEEING THE VILLAGE AND ONLY 741 OF THEM DECIDED TO STAY IN THE KINGDOM. THE ONES THAT REMAINED WERE AFFECTED BY THE GREAT CURSE.

THEY HAD ENOUGH AND DECIDED TO REBUILD AN OLD ROCKET TO ESCAPE. IT TOOK A LOT OF WORK AND EVENTUALLY TOOK OFF BUT IMMEDIATELY CRASHED TO THE GROUND.

LUCKILY, THE CRASH WAS SO STRONG THAT A STUPID MONKEY HAD A SUDDEN IDEA - TO DEFEAT THE CURSE, THEY HAD TO GO BACK IN TIME TO WHEN THE CREATURES FIRST ARRIVED.

THE MONKEY KING HEARD OF THIS STRANGE IDEA AND, TO HELP THE STUPID MONKEYS, GAVE THEM AN OLD CHRONOGRAPH THAT HAD THE POWER TO GO BACK IN TIME TO DEFEAT THE CURSE!

The Story Mode

The game takes place in the mysterous Monkey Realm.
The starting and spawn point for the players is the Castle of the
MonkeyKing, the Central Hub, used for training, accessing the mini-
games and to interact with the web3 world.

The surrounding area is split into 8 different world themes, all full of
monsters with which the player will face different challenges, using
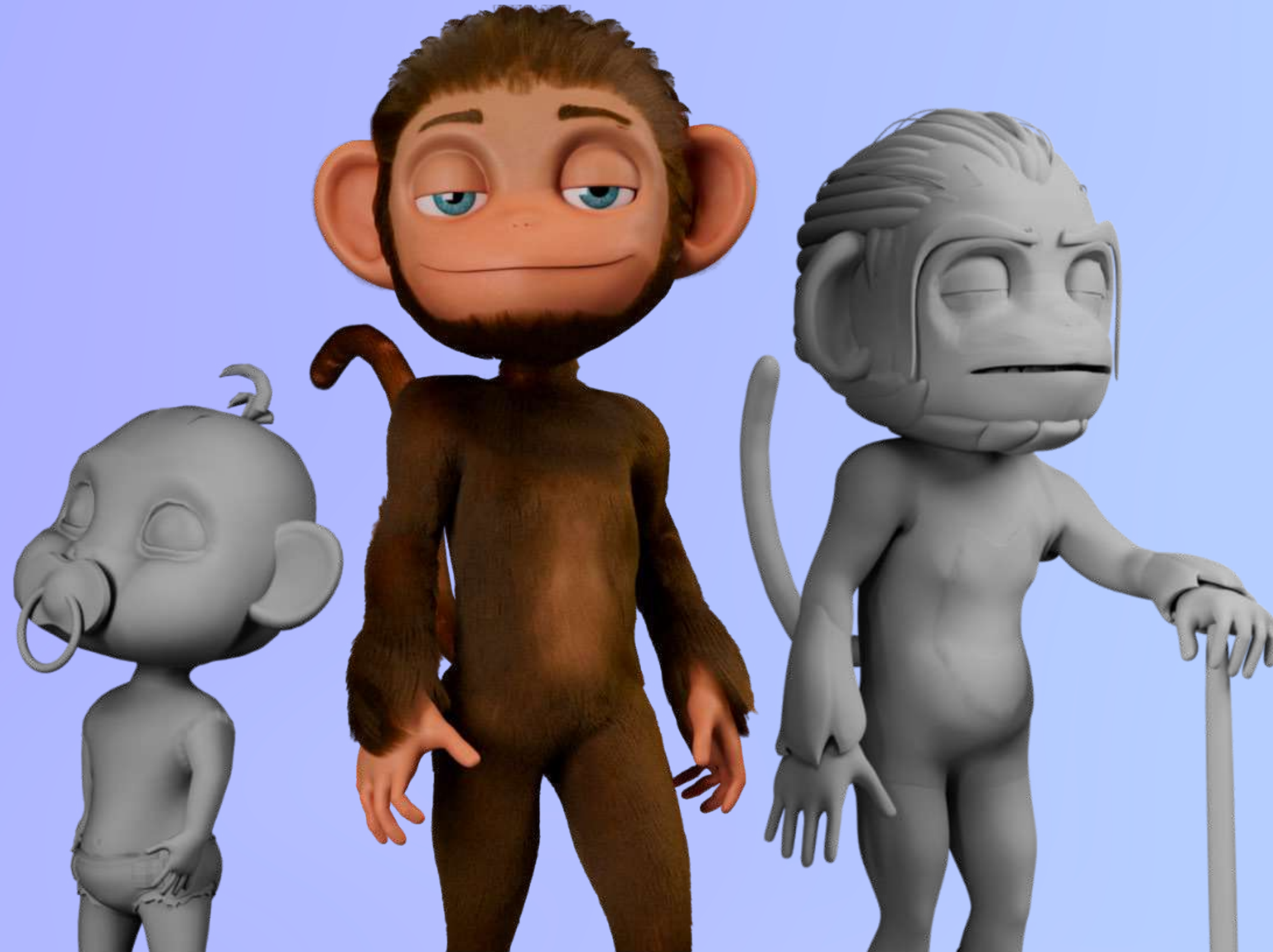their weapons' choice.

PVP Mode

In this additional game section, the players will be able to compete and fight each other, competing to become the monthly champion. The fight mechanics of each player are the same of the story mode, complete the story, upgrade your monkey and apply your skills to become the strongest one!

Future Mini-games

At a later time we will implement various mini-games , accessible by interacting with the jester present in the game Hub. In these mini-games, the players will be able to use all our NFTs as characters and they will have the possibility to earn gold coins.

Second SM NFT Collection

This Collection consists of 2664 1/1 StupidMonkey NFTs with unique traits and each of them has **3 stages: BabyMonkey, MidMonkey, and WiseMonkey**. There will be 8 different classes (based on the weapon that the monkey owns) so each of them will be composed of 333 1/1 NFTs.

The Eight Classes

Assassin - Daggers

Warrior - Sword

Lancer - Spear

Monk - Stick

Wizards - Scepter
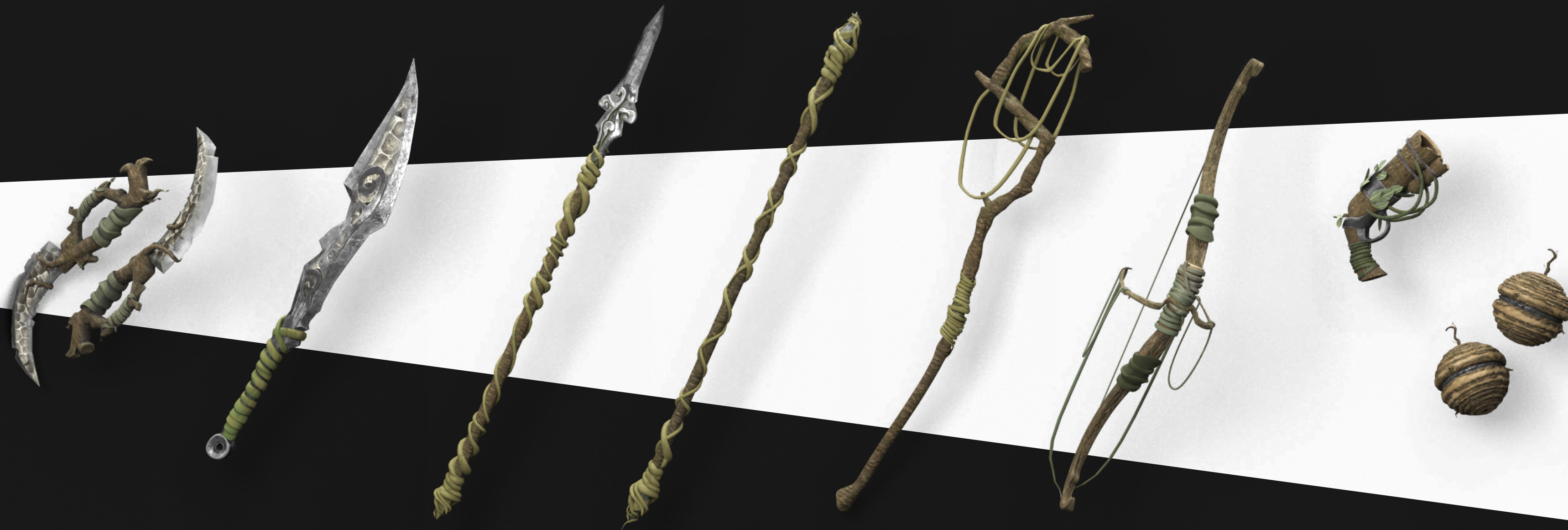
Archer - Bow

Gunner - Gun

Blaster - Bombs

Weapons - Highlight

There will be 8 types of weapons available in the game, which are divided according to their fight modes: close mode (**daggers, sword, spear and stick**) or distance mode (**scepter, bow, gun and bombs**)

*An example of weapon set, the jungle one.

Cronograph - Highlight

This magic item has the power to transform the monkeys into their successive and previous evolutions. Every "phase" has special in-game abilities, for example in the double jump the BabyMonkey can plane for a while, the MidMonkey has a boosted jump and the WiseMonkey can levitate thanks to its meditation skills.

Hub & RPG Mechanics

The players can spend coins to unlock exclusive abilities and power ups, upgrade their weapons and buy magic potions to overwhelm the enemies and defeat the curse! This is what the players will be able to do in the hub, accessing each respective section through the smith, the warrior, the jester, the alchemist, the magician, and the merchant.

Every month there will be also a statue of the monthly champion, the player who had the most wins in the PVP mode. The hub is the place where you will be able to interact with the Web3 world, access your wallet and trade the in-game coins with our tokens.

*Image AI generated

Play to Earn

• Collect the coins and trade them for in-game tokens.
• Special weekly tasks, complete them to earn additional coins.

How can you earn coins?

In each game level, you will face some Mobs which will drop
Gold Coins if defeated. At the end of each world theme you will also
face a special MidBoss, which will drop Ruby Coins if defeated.

Coin types

• **Gold coin** - in-game only, used to buy potions and power-ups (RPG)
• **Ruby coin** - convertible coin to an ERC-20 token, usable only on our
website to trade with our NFTs, evolve your monkey, buy our merch
and have exclusive discounts.

** Multiple Gold Coins can be traded for a Ruby one.

** In the main "Hub" (Castle), there will be a place to interact with players' wallets
   if connected to convert Gold coins to Ruby.

SM Animated:
The Threasure Hunt

Players who own at least one monkey from the first NFT collection (StupidMonkey Animated) will be able to participate in the Treasure Hunt Game in the MonkeyRealm and earn ruby coins.

This will take place on our website by connecting your wallet

Launch Plan (2024)

- Graphic creation
- Videogame Design
- Unity development
- Sneak Peek
- Interviews and surveys
- Alpha testing
- Collection and implementation of feedback
- Beta testing
- Product reconfiguration
- Pre-launch campaign
- Launch day
- Post-launch tracking and marketing

Team Members

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