

MONSTERS & VILLAINS

Monsters and Villains NFT Collection Fact Sheet

What?

This limited release collection pays tribute to the Monsters and Villains (M&V) originating as far back as 2300 BCE ancient mythology all the way through 20th century literary classics and pop culture folklore. The dark traits present within the very DNA of these monsters and villains hold the keys to unlock their final form and evolve into the modern day “Super Villains” of cryptocurrency and blockchain technology.

The M&V collection consists of 3 separate but related series that are connected through a double burn mechanism allowing holders to breed **FOUR** Monsters to create a Villain and subsequently sacrifice **TWO** Villains to create a Super Villain. Burns cannot be reversed.

When?

The official drop date, reveal and Monster breeding season opener is **October 11, 2023**. Reserve lists spots are currently being allocated to select communities with deposit.

Why?

#1 For Art



The art created in the Monsters and Villains Collection is all original and has been hand-drawn by top artists working for Target Corporation, a Fortune 50 company based in Minneapolis, Minnesota (NOTE: this work is neither endorsed nor commissioned by Target). In addition to the art being original, every Villain and Super Villain NFT created from the burning mechanisms will be custom curated by the M&V leadership and core developers in collaboration with the Chip Theory Games co-founder (studio licensed to create the Elder Scrolls tabletop game).

#2 For Entertainment

When properly executed, the trading and burn functions are one of the most exciting parts of this collection given the probability tables, game theory algos and a touch of chaos methodology that have been developed by the Chip Theory Games co-founder and M&V leadership, to determine which Villain and Super Villain NFTs are created. Breeding (burning) diverse combinations of Monster classes will generate different types of Villains and subsequently sacrificing different combinations of Villains will produce different types of Super Villains. All of which have the potential to unlock rare backgrounds, unique traits and ultimately varying levels of utility as explained below. It should be noted that through each burn, some of the artwork of the monsters and villains will remain intact along with their unique lineage created by choices only the holders alone can make.

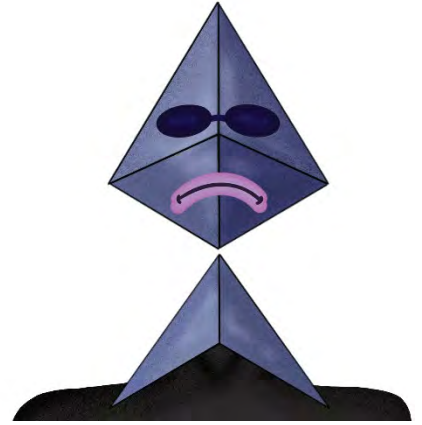


#3 For Utility*

Breed (Burn) 4 Monsters to Create 1 Villain

1 Villain Provides:

1. Guaranteed WL Spot to mint Series 6 Egonaut.
2. Admission to Monsters & Villains Masquerade Ball.
3. Other unique gifts may be provided to Villain holders who **breed responsibly**. Irresponsible **"In-Breeding"** will cause undesirable results. In-breeding entails burning at least two of the same monster class in a four-monster burn.



Sacrifice (Burn) 2 Villains to Create 1 Super Villain

1 Super Villain Provides:

1. Guaranteed WL Spot to mint Series 6 Egonaut.
2. VIP Access to Monsters & Villains Masquerade Ball. All food and drinks covered.
3. ETH Treats Automatic Air Drops. First and largest drop will be on Halloween 2023 to all current Super Villain Holders. Create Super Villain before Halloween to maximize this value.
4. All royalties earned on OpenSea (10%) from Monsters & Villains trading deposited into the Super Villain's "secret stash" to be used as the Super Villain's see fit.

Bonus Utility requires holding 1 Monster**, 1 Villain and 1 Super Villain and provides:

1 Exclusive Pass to "Game Day with Adam", Co-Founder of Chip Theory Games. Game Day is TBD but will happen between January-March 2024. Includes a private tour of Chip Theory Games world headquarters in Plymouth, MN, followed by a teaching/gaming session hosted by Adam on one of his own designed games as well as mini competitions for prizes throughout the day. All food and beverages provided. Chip Theory Games is an independent, premium board game design and publishing studio with worldwide distribution. They recently earned the distinct honor and license to create and distribute the official Elder Scrolls Board Game.

***Wallet snapshot dates to determine utility eligibility: 10/31/23 for 1st ETH Treats and 12/12/23 for all other utility associated**

****A select portion of Monsters feature one of 6 different creature traits. Only Monsters containing no creature trait will be eligible for the Bonus utility. Thus, some may choose to "breed-out" Monsters containing creatures first.**

The Monsters and Villains NFT Collection is founded by the creators of the Order of the Egonauts. All current Egonaut holders will be receiving a free airdrop of one Monster per Egonaut NFT they own.

DISCLAIMER: We provide only member-utility benefits stated above w/ no guarantees on earnings, floor price, value of goods or profit potential. Participate at your own risk. This is not financial advice.

NFT Details:

Total Supply: 1,024 Monster NFTS with potential to diminish to 128 through multi-stage burn mechanism.

Reserve List Info: Reserve List spots open late September for select communities with airdrop of all verified reserved NFTs taking place on October 11, 2023 along with instant reveal and first burn mechanism activated.

Price: 0.1 ETH