

Rawrshak Tokenomics - v.1.4

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Introduction

Rawrshak is a decentralized virtual gaming asset platform that standardizes the in-game asset format and metadata allowing for asset interoperability between unique gaming worlds. With Rawrshak's asset framework, it is possible for players to take acquired in-game items along with them as they jump from game world to game world. For game developers and content creators, this increases asset scalability for easy distribution throughout the metaverse. Game world interoperability increases an asset's value by unshackling it from the lifespan of its original game world.

Rawrshak's goal is to build an equitable and sustainable global gaming ecosystem. The Rawrshak protocol will be decentralized and community-governed. Rawrshak will launch the **RAWR token** that will have several uses including governance voting, receiving protocol fees, and community growth incentives.

This litepaper is a broad description of the RAWR token, its use cases, and Rawrshak development team's plans for the token. It is, by no means, binding and will be used as a north star for the RAWR token. The information is subject to change before launch as the project and the community evolves.

Token Utility

Governance Voting

Rawrshak plans to launch a decentralized autonomous organization (RawrDAO) that will govern the project with the goal of reaching full decentralization in the future. The RAWR token will be used in RawrDAO's voting system. All platform stakeholders that own RAWR tokens have voting rights and can participate in Rawrshak Governance decisions. Rawrshak Ecosystem Proposals (REPs) will be used to propose protocol improvements and changes, community incentive programs, treasury management, community partnerships, etc. Please refer to the Rawrshak Governance litepaper for more details.

Staking

Anyone on the ecosystem must lock their RAWR tokens on Rawrshak's staking contract to participate in governance. In return, participants will be receiving protocol rewards. Protocol rewards include any protocol fees and staking emissions. The staking emission will be allocated on RAWR token launch and will continue until the staking rewards pool has been depleted. Staking emissions will occur per block. Stakers may come and go as they please. There is no vesting schedule for rewards and it can be claimed immediately once distributed. Specific staking requirements to participate in governance voting has yet to be finalized. Please refer to the Rawrshak Governance litepaper for more details.

Protocol Fees

Protocol fees include any Rawrshak platform fees and fees in future projects. The only platform fee at launch is the marketplace transaction fee. A portion of the protocol fees are sent to the RawrDAO treasury. Settings such as the transaction fee rate and RawrDAO treasury percentage are managed by the RawrDAO. These settings can be changed through REPs by the community. Default, minimum and maximum values are set on launch.

Protocol Incentives

The RawrDAO will run many different community programs and partnership programs. The goal is to grow the community, incentivize good behaviour, and align all stakeholders. As there are several types of stakeholders, these programs will need consensus from the entire community. Game sponsorships and partnerships increase in-game play time and cross-community growth. It also increases liquidity and volume in the Rawrshak marketplace. The RawrDAO will also run content creator competitions, gamer acquisition campaigns, and launch our own Rawrshak Asset NFTs.

The RawrDAO will fund these programs using RAWR tokens. Gamers will be able to earn tokens when they play games, mint NFTs, buy/sell on the exchange, and other future protocol mechanisms. Through their content, game developers and content creators can receive RAWR tokens through asset royalties, content creator events, tournament fees, and other future projects. Specifics earning mechanisms have yet to be determined.

Future Utility

Future on-chain gaming mechanisms will require the use of RAWR tokens. Future Rawrshak projects that increase RAWR token utility include Crafting, Salvaging, Lootboxing, DeFi-related partnerships, in-game advertisements system, and content security mechanism. These are future projects currently in the Rawrshak pipeline. The RawrDAO can also be funding ecosystem projects that the community agrees is worthwhile that will add value to the protocol.

Supply and Allocation

The RAWR token will first be launched on Ethereum and subsequently on Ethereum Layer 2 solutions. It will be an implementation of an ERC20 token. This token contract will not be upgradeable and will be stable. There will be no inflation. The goal is to have a relatively fair distribution mechanism for the RAWR tokens.

The RAWR token supply will be set at 100,000,000 tokens and the distribution is as follows:

- 15% Developers and Advisors
 - 8% Founder
 - 4% Core Contributors
 - 1% Advisers and early supporters
 - 2% Partners
- 10% Funding Round
- 75% RawrDAO

- 10% Staking
- 10% Rawrshak Marketplace growth program
- 55% Rawrshak Treasury

The money acquired through the funding round will go towards funding engineering, operations, legal expenses, and brand growth. These are not final and are subject to changing prior to the RAWR token launch.

Token Launch

Rawrshak will launch directly on an Ethereum layer 2 which will allow for low transaction fees for the gamers and game developers. The RAWR token will launch initially on Ethereum mainnet and along with L2 token contracts to Optimism. Later, Aribitrum and Polygon L2 token contracts will be deployed. The RawrDAO will partner with decentralized exchanges to fund liquidity programs on different Layer 2 networks.

Distribution

Stablecoin Liquidity Mining

Rawrshak has the option of distributing a small portion of tokens through a stablecoin liquidity mining program. The goal of this program is to distribute a small portion of the RAWR tokens to the community to bootstrap the RawrDAO.

Layer 2 Liquidity Pool Farming

Rawrshak will be running liquidity pool (LP) farming programs on several Ethereum Layer 2 networks. This increases liquidity on different layer 2 networks. The decentralized exchange liquidity pools let the market find the value for the RAWR token. This also helps bootstrap the RawrDAO.

Game Developer Programs

The game developer programs will be used to incentivize game developers to create Rawrshak assets. There are numerous ways to distribute tokens to the system including, but not limited to:

- Game Developer Grants
 - The RawrDAO will help fund interesting games that the community wants to support. The Rawrshak development team will propose game requirements for them to receive the full grant.
- Community Funding
 - The Rawrshak community can fund interesting games and content. The RawrDAO will match the community funding through mechanics like quadratic funding.
- Protocol-based Programs
 - RAWR tokens can be distributed to asset creators for every successful marketplace transaction involving their asset. This encourages game developers

to use the Rawrshak marketplace and manage the supply and demand of their assets.

- Future protocol projects can also be used to distribute RAWR tokens through mechanics unique to the protocol projects.
- Community events
 - Community events such as Game Jams (hackathons for games) allow for game developers to showcase their skills and games. The community can vote and distribute RAWR tokens to the game jam winners and community favorites.

Content Creator Programs

The content creator programs can be used to incentivize 3d modelers, artists, streamers, and other creators to deploy their own NFTs using our platform.

- Protocol-based incentives
 - Like game developers, RAWR tokens can be distributed to asset owners for every successful marketplace transaction involving their asset. This encourages content creators to use the Rawrshak marketplace.
- Content Creator Contests
 - Community contests can be held to generate content. These contests can be sponsored by the Rawrshak team, the community or other interested parties. The sponsor will decide how to distribute tokens and awards.

Gamer Programs

The goal for the gamer programs is to encourage asset liquidity in the Rawrshak marketplace, increase gamers, distribute RAWR tokens to gamers, and encourage gamer participation in RawrDAO governance.

- NFT liquidity
 - Rawrshak may partner with game developers to incentivize gamers to add asset liquidity in the market through NFT liquidity programs. For the first few weeks after a game's release, gamers would receive a share of RAWR tokens for each asset minted, asset order, or asset transaction.
- Exchange transaction volume
 - RAWR tokens would be distributed on a periodic basis to gamers who contributed to the marketplace volume by purchasing or selling an asset.
- Community Events
 - Rawrshak can sponsor competitive tournaments in Rawrshak games. The community can vote on whether to sponsor community and game developer-lead events.
 - Asset and Achievement bounties can be created, in partnership with game developers. Those who have minted specific assets or finished an achievement by the specified deadline will receive a portion of the RAWR token reward pool.

Token Vesting Periods

The founder and core contributor allocated tokens are subject to a 6 month hold after the token launch and will vest per block continuously over the course of 42 months. Any contributor that leaves the team or stops contributing will forfeit their unvested tokens. Unvested tokens are returned to the RawrDAO for distribution to future core contributors.

Venture capital tokens, advisor tokens, partner tokens, and early supporter tokens are subject to a 3 month lock up and vests continuously per block over the next 27 months.

Treasury Management

The Rawrshak development team will initially be responsible for managing the Rawrshak treasury. The Rawrshak team will manage the distribution of tokens for community programs, protocol incentives, and development team expansion. As the Rawrshak DAO is launched and matures, the Rawrshak development team will slowly transition these powers and responsibilities over to the RawrDAO. Eventually, the RawrDAO will be managing all the responsibilities pertaining to the Rawrshak Ecosystem. The Rawrshak development team will be but one community team contributing to the growth and expansion of the Rawrshak ecosystem.

Conclusion

With allocation, distribution, and utility of the RAWR token as stated above, the goal for the RAWR token is to provide good Tokenomics for all the stakeholders of the platform. A fair enough, use-based token distribution to the ecosystem enables more protocol decentralization and feedback from the stakeholders. Protocol incentives empowers us to grow the ecosystem. With the Rawrshak DAO eventually in full control of the Rawrshak treasury, the protocol will be well funded to develop and properly grow the ecosystem. Appropriate rewards distribution for the development team incentivizes good behavior for the project development. The RAWR token financially aligns all protocol stakeholders which secures the platform.

We hope that the Rawrshak tokenomics as designed above will promote an equitable and sustainable global gaming economy on the Rawrshak platform.