



# RealmKoin Whitepaper 0.5

*RealmKoin (RK) provides market value to goods and services on any digital platform.*

## Objectives

### Security

DO\_Nothing: no reverts, no resets, no throws, allows for uninterrupted flow  
Ionic authorization, a preliminary Trustless Stat.Ion construct  
Two-way public whitelisting methods  
No Libraries of source code except for SHAx verification purposes  
No Libraries consisting of exploitable EVM code

### Ease of Use

Simplicity  
Telnet connection from any machine

### Customizable and Modifiable

User interface decentralized 'non-branded'  
encourage modified UIs  
Templated games can produce multiple genres

## Game Plan

### Eeveaem

Set Address by

- Private Key
- Passphrase

Telnet portal to communications and interactive environment.

Account Management

- ETH
  - 89 Tokens (verified now)

*Developed in part by Tech Enterprises*

- ETC (coming soon...)

## **Circulation Event**

RealmKoin will be distributed on the Ethereum blockchain.

Total Supply: Indefinite (Initial Circulation + Mining - spent RealmKoin)

Will be announced

## **Initial Koin Circulation Specification**

Cap: 200,000,000

Cost: 1000 RK / ETH

Duration: Until cap is reached

## **Koin Mining Specification**

Reward: 0.0001 / Block / account

Duration: Endless

## **ETHer Distribution**

10% Tech Enterprises (Incubation agreement)

25% RK Development Fund

5% Third-party Service Providers

60% Ongoing Research & Expanded Development Expenses

## **Massively Multi-player Ethereum**

Decentralized User Interfaces

Custom Genres

Intertwining Quest Lines

Cross Game

Cross Platform

Consensual Platform Modifications

# **The Team**

## **Tech Enterprises**

Collaborative Governance

## **Jeff Anthony**

Development Operations / Project Management

## **Skrypt Worx**

Coder Extroidionaire

*Developed in part by Tech Enterprises*