



ROCK TOKEN  
**(RCK)**

White Paper  
Version: 1.2 – October 2021

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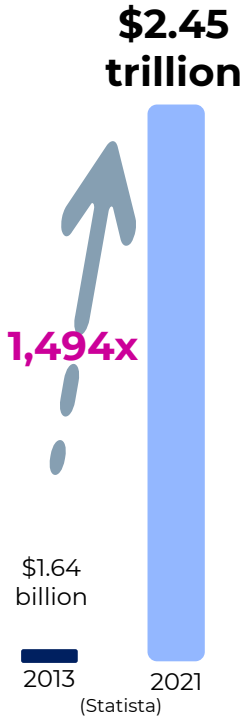
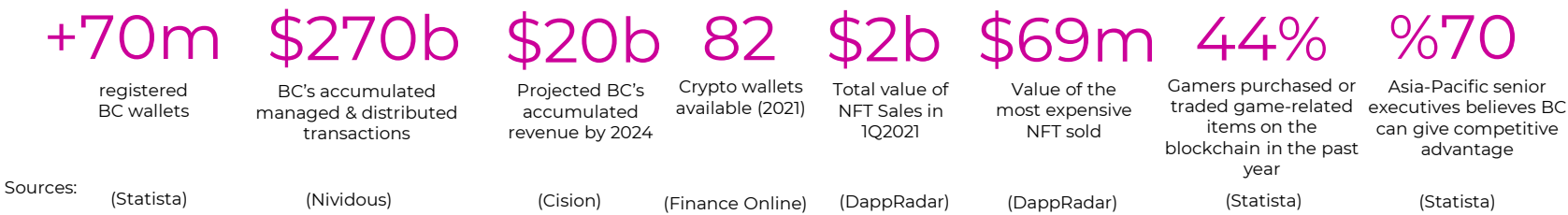
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# ABSTRACT AND BACKDROP

Blockchain ~~will~~ **has been** revolutionizing our world. The enigmatic rollout of Bitcoin in early 2009 captivated the attention of technologist and visionaries amidst the Global Financial Crisis. This new and exciting technology has challenged the status quo and gave birth to new and “noble” ways of how we think about money (finance), knowledge (information), equality (access) and community (accountability & connectivity).

The blockchain’s immediate popular cryptocurrency - Bitcoin, opened up the massive downpour of interest and waves of cryptocurrencies. In 2013, the total market value of the entire cryptocurrency was USD 1.64 billion. Even then, the greater majority was not really paying attention. After 8 years, that value reached **USD 2.455 trillion** in May 2021. That’s a 149,000% jump (1,494x) and can be equivalent as the 8th largest economy in the world (Source: CoinGecko). There were only 66 cryptos globally in 2013 and has since exponentially exploded to over 6k cryptos in 2020 showing a 91x jump (Source: Statista 2021). While the top 10% crypto makes up about 88% of the total market value of USD2 trillion (Source: Block Social), the sheer number of cryptos is a convincing sign that adoption and demand from the wider population has and continue to accelerate.



## Where are the crypto adopters?

### NFT Adoption.

The NFT (Non-Fungible Token) was brought about by Axie Infinity in countries like Philippines, Venezuela, Thailand, Brazil even the US. Axie Infinity has led the NFT-based online game. The attractive model of “play-to-earn” (PtoE) quickly gained traction among the youth where playing while earning provides income and entertainment especially during the pandemic.

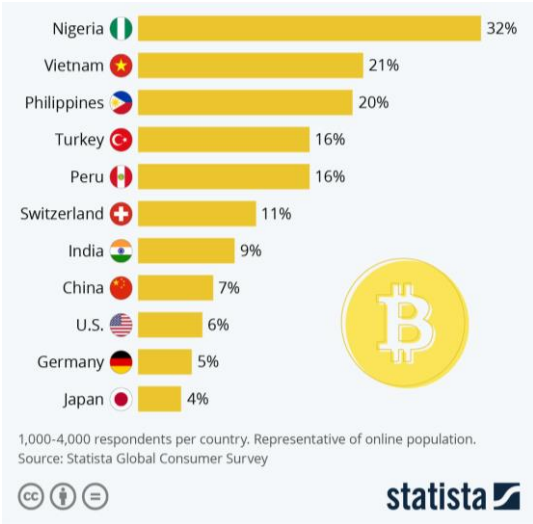
Source: [playercounter.com/axie-infinity/](https://playercounter.com/axie-infinity/), accessed October 4, 2021

According to Triple A, these are the number of crypto owners around the world.

Country	No. of Crypto Owners	Percentage of Population
India	100.74	7.30%
US	27.49	8.31%
Russia	17.38	11.91%
Nigeria	13.02	6.31%
Brazil	10.37	4.88%
Pakistan	9.05	4.10%
Indonesia	7.29	2.66%
Vietnam	5.96	6.12%
Ukraine	5.57	12.73%
Kenya	4.58	8.52%
Philippines	4.36	3.98%
South Africa	4.22	7.11%

Source: Triple A, <https://triple-a.io/crypto-m/ownership>, accessed October 4, 2021

According to Statista Global Consumer Survey (2021), out of 74 countries.



# WHAT IS THE ROCK

*A rock connotes formidability and stability. Rocks are both the foundation and formation of mountains. This is the spirit behind the Rock Token – stability.*

Rock refers to the overall ecosystem with initiatives called “ventures” where the ROCK Token or “**RCK**” is exclusively utilized.

## A ROCK-Solid **MISSION**

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To develop compelling ventures for RCK Token users that harness blockchain technology around gaming, NFT, marketing and DeFi (Decentralized Finance) and other social applications.

## A ROCK-Solid **VISION**

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We envision to improve lives by providing new and fresh opportunities with the adoption and utilization of blockchain technology. Thereby bettering lives for those participating in the community as creators, developers, or simply users.

# The RCK Utilization Value

“Ventures” are projects that harness blockchain technology. These are envisioned to increase users, utilization, activities and therefore expand the RCK ecosystem. In doing so, RCK’s **value**, as a utility token, also strengthens driven by utilization across these Ventures. These Ventures could be around Gaming, NFT Marketplace, DeFi and so on...

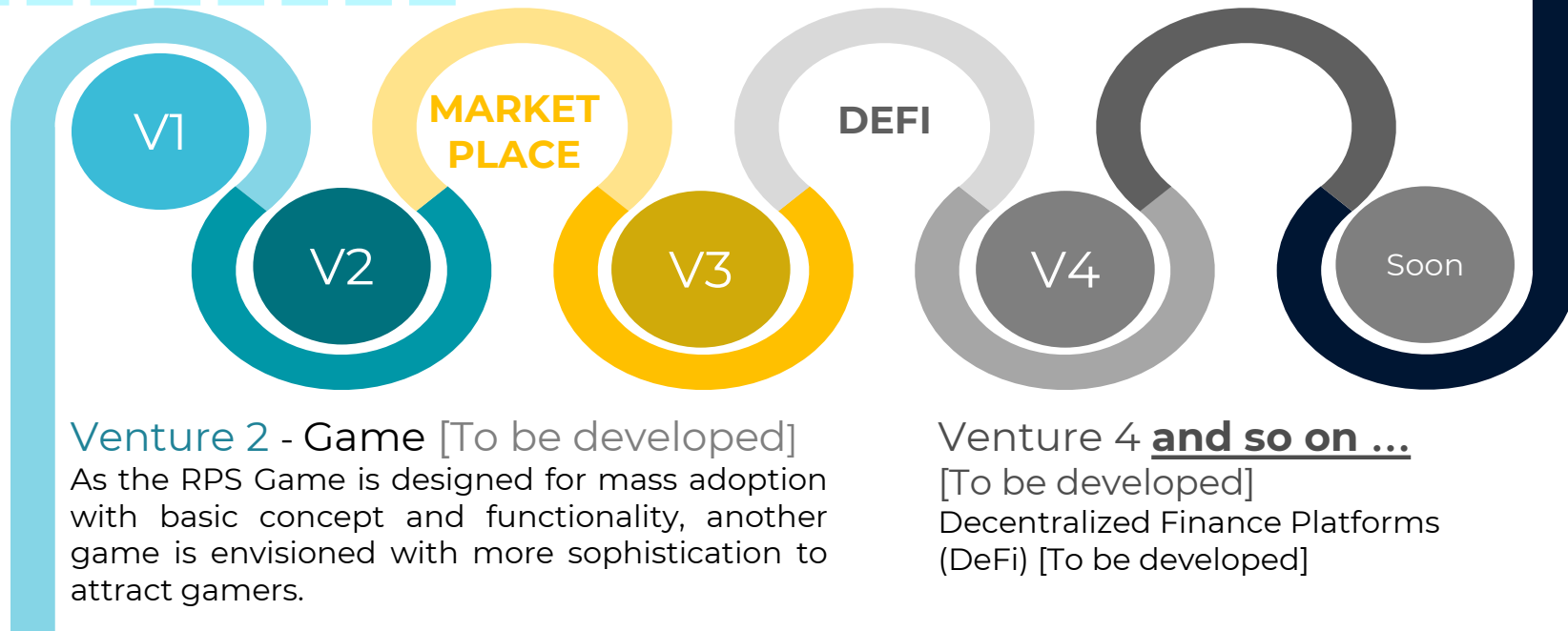
## Venture 1 - RPS Game [developed]

This simple and very basic game will be the primary introduction for the Rock Ventures and RCK Token. So, we strategically launch first as the gateway especially for inexperienced and unfamiliar users to the blockchain technology. However, this simple game already incorporates the use of NFTs as the Axess Cards to play, earn rewards and trade!

## Venture 3 - NFT Marketplace [To be developed]

A marketplace for buying, selling and trading NFTs. It will open a whole new world to RCK users. This makes sense as it integrates communities using the RPS Game’s collectible Axess Cards and ofcourse, other digital assets all over the world. The NFT Marketplace will not just be limited to “artist”, celebrities and the famous, but **anyone can buy or sell their NFTs!**

GAMING



# VENTURE 1 - RPS GAME



So, you've heard of Axie Infinity. It led the way as the NFT-based online video game in countries such as the Philippines, Indonesia and Venezuela.

NFT Game

It was cool, plus the “play-to-earn” (PtoE) model quickly gave reasons to join the bandwagon especially during challenging times where entertainment and “making-money” resonated among early adapters. In April 2021, Axie players were already 30k strong but that further exploded to 1 million globally in August 2021 and had a daily average of Ether transfers of around USD30 million in value. Axie is built on Ethereum blockchain.

## WE BELIEVE

the power of the Game to unlock the revolutionary technology of blockchain for everyone who joins. We do this by coupling the game with NFT / crypto.

The challenge is how do we encourage many others?

## SO, WE'RE LAUNCHING

Our 1<sup>st</sup> Venture is the RPS NFT Game. RPS or “Rock-Paper-Scissors”. **See, you already know it!**

The most universal and simplest game known to everyone dating back as far as 206 BC. We believe that a recognizable, easy, low cost and engaging game would be strategic intro to the blockchain world.



## Problemo?

Well, **not at all cheap** these days to start playing. Cost to play has skyrocketed with popularity, where barrier-to-play has increased significantly especially for low income countries.

It may not just be the cost as well. The configuration and complexity of the game can potentially intimidate other participants who may want to explore the NFT-gaming and crypto space. So in our humble opinion, it may be **too complex** for others.

So what's the

## What' the Big Idea?



NFT | Crypto

REALLY  
Complicated Tech

+

RPS

REALLY  
Easy Game

=

Wide Adoption

# VENTURE 1 - RPS GAME MECHANICS

How to get playing, earning rewards and trading...

## 01 Get Axess Card

- You need to get your hands on the Axess Card (That's an NFT by the way!). You can only get an Axess Card from the Initial Launch or the RPS marketplace. In both places, you would need to buy using our RCK Token.
- Activate Axess Card.
- Each Axess Card will generate a random Play Count - certain allowable number of plays that refreshes every [4] hours.

## 02 Start Playing

- Each play round or battle consist of three (3) trays where you will choose the element for each tray: rock, paper or scissors,
- The opponent's elements shows whether you win or lose each tray
- Each tray that is won will have a corresponding Point should you win (Example: 2 wins and 1 loss = 2 Points).
- Each battle regardless of the outcome will have a corresponding Point.

## 03 Earn Points

- When you have enough Points, you can choose to:  
1. convert Points to RCK or  
2. replicate your Axess Card
- Now with RCK you have access to RCK Ventures or trade in the DEX.

## 04 Use Points to Replicate or buy Special Axess Card

- You can choose to replicate your Axess Card to produce another Axess Card once you have the required Points.
- An Axess Card must be 1st activated to use. The replicated Axess Card characteristics is generated at random once activated.
- **Seasonal Special Axess Card Release:** Since an Axess is an NFT, there will be limited edition Axess Cards with unique graphic designs as collectible NFTs to be released for player with enough Points. These special Axess Cards will be released in limited time and supply ONLY to those qualified players.

## 05 Trade Axess Cards (NFT)

- Axess Cards are NFTs. You can trade them in the marketplace.
- The value of the Axess Card may depend whether it is activated
- Naturally, activated Axess Card with more characteristics (play count and replication count) may demand higher price than inactivated Axess Card or activated Axess Card with less characteristics.
- Players can buy and sell Axess Cards using RCK.

At the Initial Launch, only **LIMITED** no. of Axess Cards will be distributed!

Axess Cards will be distributed at a limited time and quantity. Thereafter, players would need to buy Axess Cards in the RPS marketplace, at perhaps a higher price.



# TOKENOMICS

Token	RCK Token
Blockchain network	Binance Smartchain (BSC)
Conversion from	BNB
Total Token Supply	1,000,000,000

## Listing Tokens

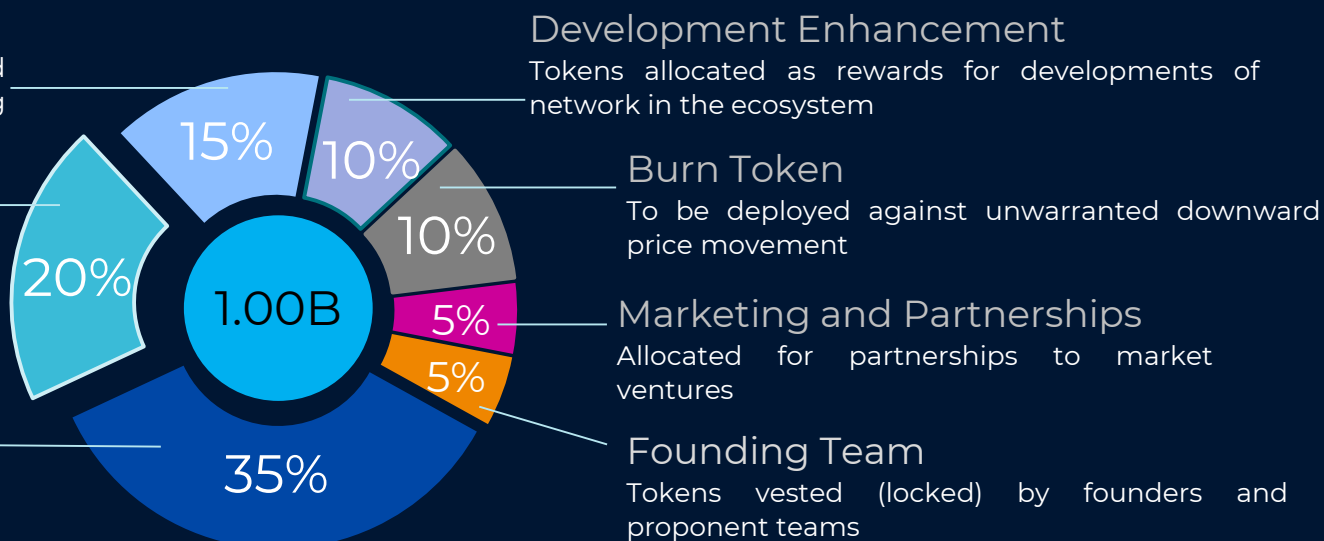
Tokens to be listed in the DEX (decentralized exchange) such as Pancakeswap and others. Listing will be scheduled in tranches – initial c.10%

## Initial Private Distribution (IPD)

Allocated and distributed exclusively to the 1) Community Co-founders and 2) Early Adopters based on series of distribution schedule

## Rewards

Rewards distributed based on RCK Venture games such as RPS NFT Game



Rewards	35%	350,000,000
Initial Private Distributions (IPD)		
IPD Community Co-founders	10%	100,000,000
IPD Early Adopters	10%	100,000,000
Listing Token (DEX)	15%	150,000,000
Burn Token	10%	100,000,000
Development Enhancement	10%	100,000,000
Marketing / Partnership Rewards	5%	50,000,000
Founding Team	5%	50,000,000
<b>Total</b>	<b>100%</b>	<b>1,000,000,000</b>



Target Initial Funds (BNB) to be raised based on IPD CC token distribution of 10% (100m) RCK Tokens

Note: Tokenomics is tentative based on working estimates and are subject to change.

# TARGET USE OF INITIAL FUNDS

## Sample Valuation of RCK in BNB

Price of	10% IPD Value	Total Market Value	Proceeds raised from IPD CC	Implied Total Mkt Value
0.0000095 BNB (Example only as at Oct 1, 2021)	10%	100M	952 BNB	11,905 BNB

## Target Use of Funds



### Reserve

To be deployed against unwarranted downward price movement



### Marketing and Partnerships

Resources for marketing, advertising and strategic partnerships to advance the ventures or communities



### Management and Operations

Funds allocated for management and people-related operating cost



### IT, Systems Maintenance

Allocated for hosting, maintenance, repair and other IT related costs



### Listing Tokens

Resources used for Liquidity Pool as a Liquidity Provider in the DEX listing. Subsequent funds to be deployed for follow-on listings

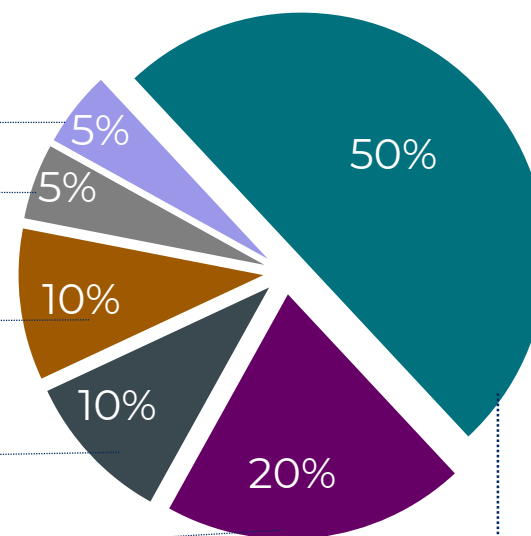


### Development of Ventures

Allocated to incubate and develop current and future ventures

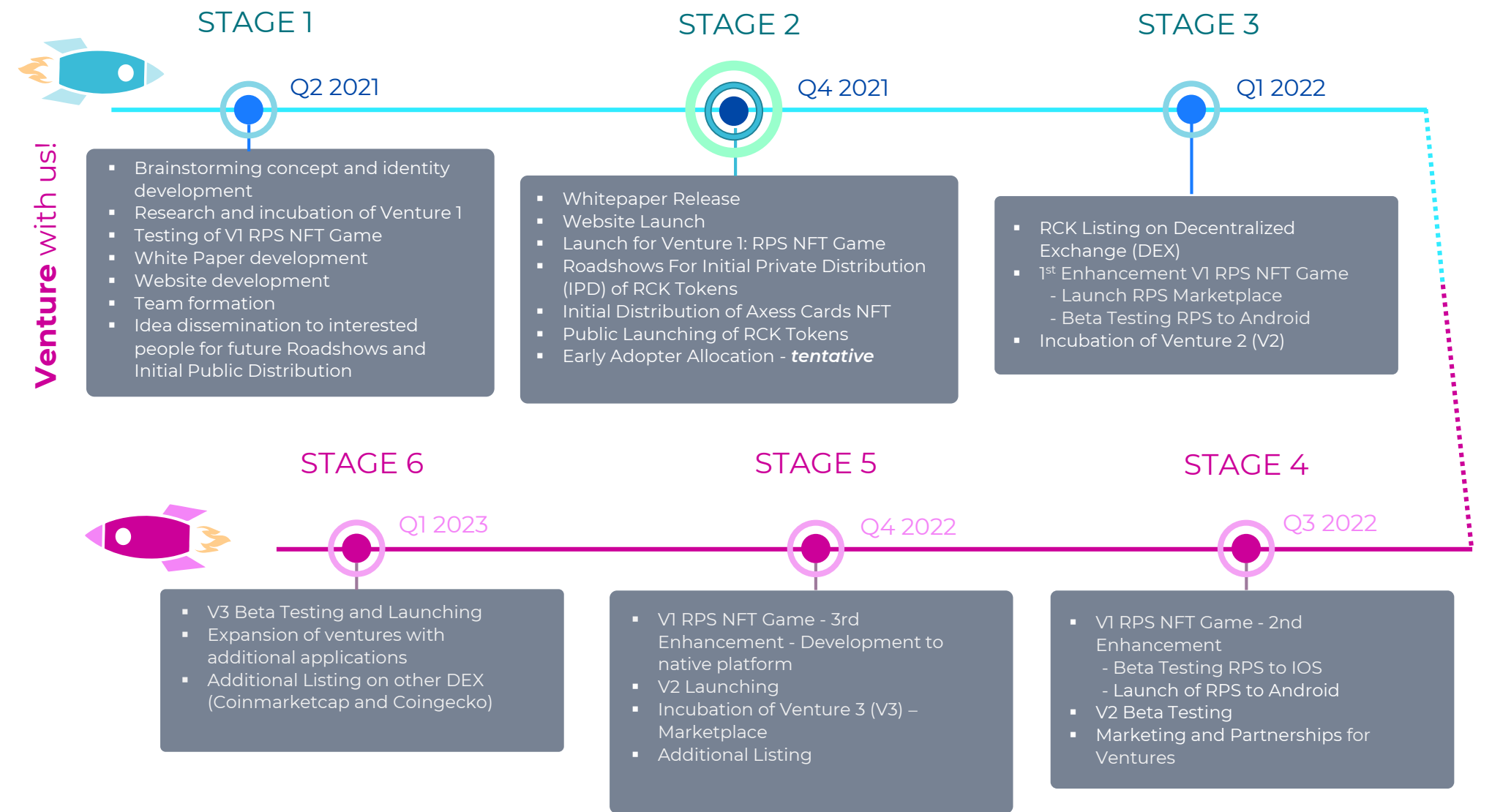
## Estimated Allocation of Funds

Development of Ventures - Incubation Cost	50%
Exchange Listing Tokens (Initial Funds for DEX)	20%
IT, system maintenance and hosting	10%
Management and Operations	10%
Marketing and Partnerships	5%
Reserve	5%
<b>Total</b>	<b>100%</b>



Note: Use of Funds are tentative based on working estimates and is subject to change.

# ROADMAP



Note: Initiatives and ventures in the Roadmap are tentative based on working estimates and are subject to change.

For information and queries, please reach out to the RCK developers at

**Email:** [rpsrck@gmail.com](mailto:rpsrck@gmail.com)

**Website:** <https://rckgaming.io/>