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NTRODUCTION

Fronk Al is the first platform to combine GameFi and meme creation using Al technology. With our service, you can transform low-quality memes into high-quality ones.

Our platform is a social network where users can create and share memes. We've implemented a copyright feature to ensure proper attribution. Additionally, we're developing fast-paced multiplayer card games that operate on a win-to-earn and free-to-play model, with the aim of achieving real sustainability in the web3 gaming space.

We've gone beyond traditional card-playing with two additional features. Firstly, we're incorporating memes onto the cards and users' avatars, which can be converted into NFTs and sold on the marketplace. Secondly, we're integrating artificial intelligence to monitor and play games for users.



FRONK CLASSIC

Our multiplayer card game follows a similar gameplay format to UNO, but with tweaks and additional features to make it more fun and playful. Players must win games to earn rewards, and the more games they win, the more they earn. However, losing too many games may result in a loss of rewards.

The objective of the game is to be the first player to play their last card. The game can be played with 2-8 players at a time, and at the beginning of each game, the system shuffles the cards and deals five random cards to each player. To play a card, you must match either the color or number of the card on the discard pile.

If a player is unable to play on their turn, they will automatically receive an extra card. Additionally, there are special cards in the game:

"Take 2" allows the next player to draw two extra cards and skip their turn.

"Take 3" allows the next player to draw three extra cards and skip their turn.



"Suspension card" forces the next player to skip their turn.

"Joker card" nullifies any special card played against you.

"Gamer card" can be played at any time regardless of the color or number on top of the discard pile

Our multiplayer card game follows a similar gameplay format to UNO, Only now you get to say FRONK! when you have one card left.



FRONK SUSOT REFLECTIONS

Fronk AI will feature a USDT reflection mechanism to incentivize long-term investment in our ecosystem, which will promote market stability while allowing investors to earn USDT on all transactions made on the protocol.

Specifically, we've implemented a fixed reward mechanism that allocates 5% of the transaction fees for trading \$FNK to be redistributed among token holders.

Essentially, the USDT reflection mechanism allows token holders to earn additional BNB based on their share of \$FNK tokens relative to the total supply.

With the market currently on an upswing, it's a great time to accumulate and hold onto your investments.

At \$FNK, we're rewarding buyers with 5% of the USDT reflection from every transaction made with the token. This tax is taken from every buy or sell with \$FNK and is distributed to holders in the form of USDT.

And don't worry, we've got you covered with a handy dashboard that lets you track your BNB earnings.



FRONK TOKEN

The Fronk Token (\$FNK) is the game's governance token, designed to give players, asset owners, and other stakeholders greater decision-making ability and control over the product.

Additionally, **\$FNK** is awarded to players for winning games and serves as the base currency for exchange in the marketplace.

\$FNK is a BEP-20 token created on the Binance Smart Chain (BSC).





To establish a Decentralized Autonomous Organization (DAO) for the Fronk token, we will be using smart contracts that will be released on the Binance Smart Chain (BSC) platform.

We initially considered using the Ethereum blockchain for governance token contracts, but the high gas fees associated with publishing transactions to the Ethereum blockchain make it very expensive and impractical for widespread participation.

Binance Smart Chain was selected as the best option due to its current popularity, low transaction fees, fast transaction confirmation times, and the ability to easily port smart contracts between BSC and Ethereum. This allows for potential migration of the contracts to Ethereum in the future when deemed necessary.



NFT MARKETPLACE

Users can also create and use unique memes as avatars or sell them on the NFT marketplace. When users buy NFTs, they can use them as their avatar, but the original creator of the meme art will always receive credit through a tag on the NFT.

The **\$FNK** token is the currency used for trading on the NFT marketplace.



ARDROF

2% of the total supply of **\$FNK**, which amounts to 2,000,000 tokens, will be distributed to users of the platform through an airdrop. However, instead of being given out at once, the airdrop will take place over a 6-month period.

To determine how much of the airdrop each user will receive in a given week, a weekly snapshot will be taken of each user's wallet, taking into account their token holdings and activity within the game.

To reward long-term holders, those who have not decreased their holdings compared to the previous snapshot will receive a 0.7% increase in their airdrop. We will provide more information on this as we progress.



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While playing Fronk, our Al system monitors your gameplay and plays on your behalf when you're offline or unavailable. This ensures that you don't miss out on any rewards, even if you can't actively play the game. With this feature, we recognize that not everyone has the time to play games actively for a long period.

Our Al studies your playing patterns from the moment you start playing, and over time, it learns how to play games for you while you're away, so you're always making progress.

The Al auto-play feature will be available based on the amount of \$FNK tokens you hold, with a minimum required amount for the feature to activate. However, if your token holdings fall below the required amount, you will no longer have access to the Al auto-play feature.



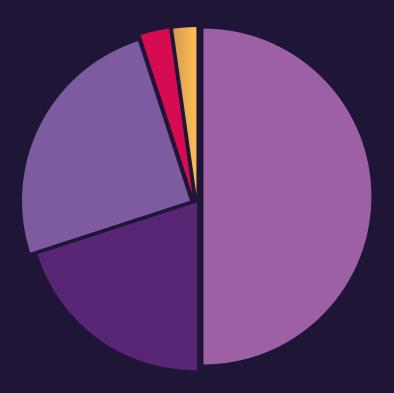
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In addition, our Al also monitors and checks user-generated memes for any instances of copying or modification. This feature serves as a safeguard against infringement on original works by other users.

Users can submit complaints to the Al through a dedicated section by providing the original work and the copied version. The Al will then compare both works for similarities and if they exceed a certain threshold, the Al will take down the copied work and issue a warning to the user responsible.



TOKENOMICS



Total Supply - 1,000,000,000 \$FNK

Burn tokens	50%
Game ecosystem	20%
Liquidity	25%
Team, Development & Listing	3%
Airdrop	2%



ROADMAF



Q2 2023

Ideas and Brainstorming of the Project Getting the Team Getting first Investor on Board Finalizing the concept of the Project



Q3 2023

Creation of Project Socials Getting Game Devs on board Partnerships Token and Presale Launch Staking Game Development



Q4 2023

Beta Game Version
Gameplay Optimization
Weekly Contests
Alpha Game Version on iOS
and Android
Marketing and
Partnerships



012024

Governance DAO PC Version



Q2 2024

Occasional Bug Fixes Live Gaming Events Personal Avatar

