RETROCADE

Introduction

RetroCade is a rewards token built on the Binance Smart Chain. We aim to bring back the 80s and 90s retro-style arcade cabinet games to the blockchain via play-to-earn style gaming. Every quarter (3 months) a new game will be added to the RetroCade library of play-to-earn games. Remember the feeling of walking into the old arcade with a pocket full of quarters jingling as you walk towards your favorite arcade game. Walking up to your favorite machine, dropping a quarter in, and hitting the start button. Next thing you know you were in the zone, having fun, and time was flying by. Here at RetroCade, we want to bring that feeling back to you. Earning high scores, having fun, and getting prizes just like you would at the old arcade.

Business Plan

Unlike many tokens built on the BSC, here at RetroCade we are focused on actual utility. Starting with vintage play-to-earn games, RetroCade will evolve into much more than just a gaming platform. We will bring unique NFTs for RetroCade that will be either earned or bought by holders of the RetroCade token. All money raised from merchandise purchases and NFT sales will go back into Marketing,

Rewards, and to help stabilize the RetroCade market cap. Also expanding our game selection with future wagering to come.

Burger Time Game

The object of the game is to complete a number of hamburgers while avoiding enemy foods. The player controls Mr. Chef.

Each board consists of a maze of planks and ladders in which giant burger ingredients are laid out. When Chef walks the full length of an ingredient, it falls to the level below, knocking down any ingredient that happens to be there. A burger is completed when all of the ingredients have been dropped out of the maze and onto a plate.

Three types of enemy food items wander the maze: Mr. Hot Dog, Mr. Pickle, and Mr. Egg. The player can score extra points by either crushing them under a falling ingredient, or by dropping an ingredient while they are standing on it. In the latter case, the ingredient falls two extra levels for every enemy caught on it.

At the start of the game, the player is given a limited number of pepper shots to use against enemies. Pressing the button causes Chef to shake a cloud of pepper in the direction he is facing; any enemy touching the cloud will be stunned for a few seconds. Bonus food items such as ice cream, coffee and French fries appear on occasion, awarding bonus points and one extra pepper shot when collected.

There are six boards of increasing difficulty. After the player completes the sixth board, the cycle repeats.

Platform

The platform runs an internal server that the game directly communicates with.

At the end of the game when a high score is met it sends it to the internal server.

It then sends it to the master which then logs it. It captures the high score of every player which you will be able to see on a scoreboard. Also, the game will ensure that each player on the Play to Earn version is holding the minimum number of coins to play. The number of tokens a wallet must have is set at 1000 coins - note that this number may change over time.

Rewards

While you will receive BUSD rewards for simply holding the RetroCade token, this section is discussing the rewards you can potentially receive from the Play-to-Earn mechanism.

Each season will consist of 1 month. That means during that time frame as you play the game you will be getting high scores. At the end of the month, rewards will then be distributed. The higher score means the better prizes you can win. We are still trying to determine the basic score that will be needed for the prizes. This will be broken down into categories such as Top 3, Top 10, Top 100, and further down.

Currently we will be handing out rewards manually. In the future we are looking into building a unique reward system that awards you tickets based on a score

that you can spend in a prize store. More to follow. As things change, we will update the community and of course update the whitepaper.

Contract Tokenomics

Total Supply: 121,000,000

Buy and Sell Tax: 15%

7% BUSD Rewards

4% Liquidity

4% Marketing/Team/P2E Rewwards

Max Wallet: 1% of Token Supply
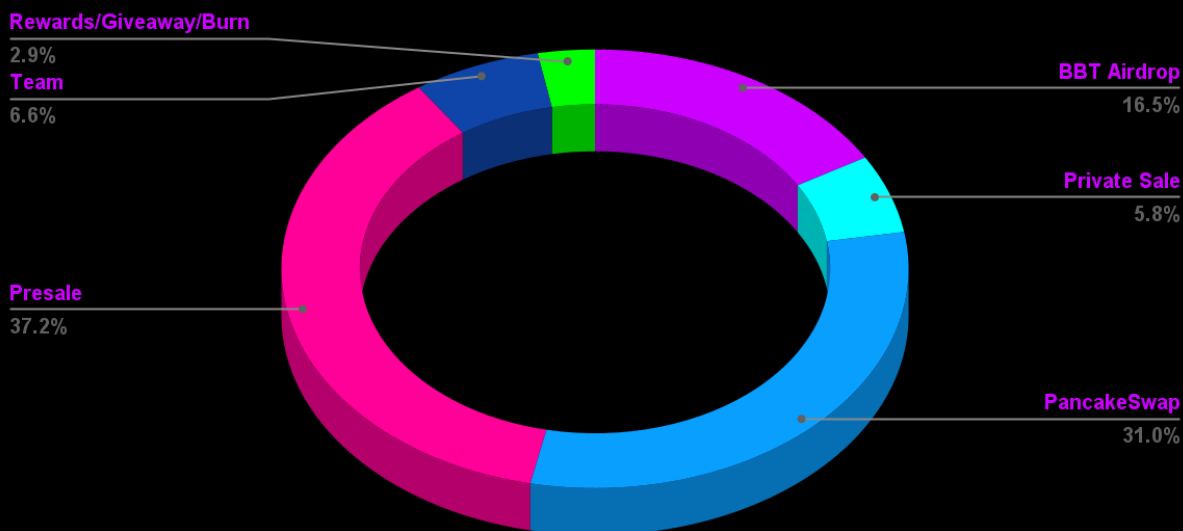
Max Sell TX: 0.5% of Token Supply

Upon launch during the <u>first 1 minute</u>, there will be a 95% tax system to combat snipers and bots. We will then reduce the buy tax back to normal.

<u>Initial Sell Tax will start at 45% - It will reduce by 15% every 6 hours until normal.</u>

Contract: 0xbef5b3a4db9447e8fd1fe6e16d87b591ed220c67

*Tokenomics are subject to change in the future.

Token Distribution

Rewards/Giveaway/Burn
2.9%

Team
6.6%

BBT Airdrop
16.5%

Private Sale
5.8%

Presale
37.2%

PancakeSwap
31.0%

Team wallets are locked for 30 days. Team wallets will receive BUSD rewards but will not be able to sell.

Roadmap

Q4 (2021)

Launch Website

Launch RetroCade on PCS

Gain 1000 TG Members

Hire Developers for Play to Earn Platform and Game Development

Targeted Marketing

Launch First Game (Burger Time)

Start Reward Seasons

CG Listing

Gain 2500 Holders

Q1 (2022)

Launch Second Game

CMC Listing

Design NFT platform

Design Automated Rewards System

Start Play-to-Earn Tournaments

Continued Marketing and Trending

Expansion of core team

Partnerships and possible staking for RetroCade token

Roadmap Cont.

Q2 (2022)

Community Vote on next Game

Launch Third Game

Continue Play to Earn tournaments

Gain 5000 holders

Continued marketing, expansion, and strategic partnerships

Introduce Wager plays for extra multipliers in Play to Earn Games

Launch NFT Platform and integrate NFTs into games

Q3 (2022)

Launch Fourth Game

End of Year Play to Earn Tournament

Gain 7500 Holders

Continued marketing

Social Media

(These are the **ONLY** official channels)

Twitter: RetroCade (@RetroCadeBSC) / Twitter

Telegram Announcements: https://t.me/RetroCadeAnnounce

Telegram official Community Chat: https://t.me/RetroCadeBSC

Play To Earn: RetroCade - Game | PlayToEarn

Reddit: (2) RetroCade (reddit.com)

Discord: Discord Invite LInk