

RETROCADE

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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.

The Developer, Dennis, is [doxxed](#) to the community. He is also KYC with both Dessert Finance and [Pinksale](#)

Business Plan

Unlike many tokens built on the BSC, here at RetroCade we are focused on bringing utility rather than just hype and memes into the space. Starting with vintage play-to-earn games, RetroCade will evolve into much more than just a stand alone gaming platform. We plan to bring unique NFTs with usecases that can be earned by playing games or purchased by holders of the RetroCade token. We

play to form strategic partnerships to help increase market share in the play to earn space and bring awareness to the RetroCade platform.

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 on a web based unity server. 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. The play to earn platform will also be available on both iOS and Android in the 4th quarter of 2021.

Rewards

Holding Rewards: 7% of all RetroCade volume (buying/selling/trading) is converted to BUSD and automatically sent to holders of RetroCade. The frequency of the rewards sent is based on the volume of the token. The more tokens you hold the more BUSD you will receive from the trading volume.

P2E Rewards: Play to Earn rewards are also paid out in BUSD (not RetroCade). These are automatically sent to gamers after each season or monthly Top 10 period. There are currently two ways to earn BUSD from the play to earn system.

- Weekly Seasons
- Monthly Top 10

Weekly Seasons run from Sunday to Sunday (7 days). The top 100 players will be rewarded BUSD prizes based on where they place. \$300* per game, per weekly season will be awarded to players that compete and place in the top 100. The funds are taken from the marketing wallet to pay out the prizes.

WEEKLY TOP 100 PAYOUT BOARD

PLACE	WEEKLY PRIZE (BUSD)
#1	\$18.75
#2	\$12.50
#3	\$10.00
#4 - #10	\$5.00 each
#11 - #50	\$2.50 each
#51 - #100	\$1.25 each

Monthly Top 10 will run from the first day of the month to the last day of the month. The top 10 highest scores per game will be given BUSD prizes based on where they place in the top 10 (#1 will earn more than #7, for example). Each game will be allocated 600,000 RetroCade tokens. The BUSD earned from the tokens will be split to the top 10 contestants each month. Each place in the top 10 will be rewarded a percentage of the BUSD rewards in the game wallet rather than a set amount.

MONTHLY TOP 10 PAYOUT BOARD

PLACE	PERCENT OF POOL EARNED
#1	25%
#2	15%
#3	10%
#4 - #10	5% each

The extra 15% remaining will be rolled over into the next month. This will help if we have a lower volume month after a higher volume month. The maximum amount given per game per monthly season will be \$1,000 in BUSD prizes.

This is the current maximum per game, per weekly season. This is subject to change based on volume and marketing funds available.

Contract Tokenomics

Total Supply: 121,000,000

Buy and Sell Tax: 15%

7% BUSD Rewards

4% Liquidity

4% Marketing/P2E Rewards

Max Wallet: 1% of Token Supply

Max Sell TX: 0.5% of Token Supply

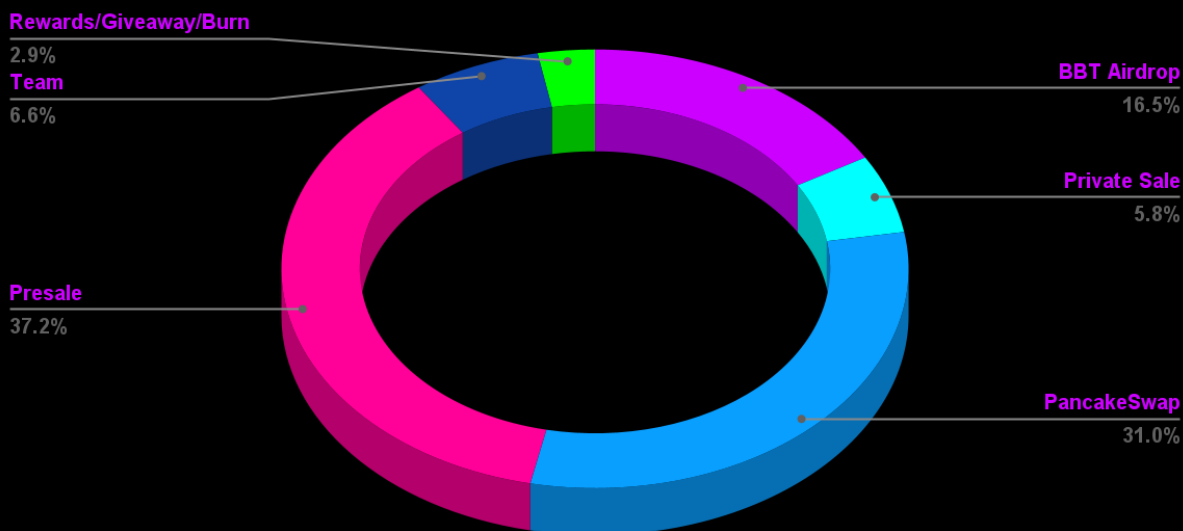
****Upon launch during the first 1 minute, there will be a 95% tax system to combat snipers and bots. We will then reduce the buy tax back to normal.****

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

Contract: 0xbef5b3a4db9447e8fd1fe6e16d87b591ed220c67

*Tokenomics are subject to change in the future.

Token Distribution



Partnerships

Partnerships are an intricate part of any successful business. At RetroCade we want to be able to help other tokens as well as bring value to our project by creating strategic partnerships that can increase value on both sides of the deal. Our goal is to be able to create games for various projects that will be put on our platform. The P2E rewards will come from a wallet holding our token. These wallets will essentially be a form of a burn as the tokens will never be sold again. The only goal of these wallets is to collect BUSD from the trading volume and pay out the BUSD as prizes. This increases our price floor, increases the value of our token, and brings in a new audience that might not have heard of us before. These games will be required to fit a strict guideline, including having a retro theme.

Roadmap

Q4 (2021)

Launch Website

Launch RetroCade on PCS

Gain 1,000 TG Members

Hire Developers for Play to Earn Platform and Game Development

Targeted Marketing

Launch First Game (Burger Time)

Start Reward Seasons

CG Listing

CMC Listing

Gain 1,000 Holders

Launch Second Game (Pinball)

Dessert Finance Audit

Q1 (2022)

Launch Third Game

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 Fourth 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 Fifth 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 Llnk](#)