Retro Game Token

"Retro Game Token" is a BEP20 network token. It was produced in a total of 250.000.000 pieces. The possibility of burn is kept open but not planned. Our price targets are set in US Dollars. However, since our tokens are on the BNB Smart Chain network, they may be subject to exchanges with BNB. The reason for choosing the BNB network is both its convenience and popularity.

A game company project!

We can't think of producing a project to make a single game. We have many game projects and we want to bring all our game projects to life. Although today's games are at a high level in terms of graphics, they are consumed much faster when compared to the playing times of old games. Our aim is to provide the subject and balances well instead of graphic density; making games that people can't stop playing for years.

WEB-3.0 Game Company

As a WEB-3.0 company project that incorporates many games, instead of being a token that is the subject of only one game, we aim for a constantly rising graphic. In this way, we will be able to obtain more capital to make new games, and on the other hand, we will be able to earn our investors continuously.

We have drawn our own roadmap for this. As a first step, taking advantage of an existing game and introducing ourselves, the activities of the game with our coins; To increase the market value of the token with events and realize our new projects by reaching the necessary capital in this way.

For this reason, our roadmap will evolve not only with the future of the token but also with the market price of the coin.

How will we benefit from the Ultima Online game?

- Release token value $0.004 (total market cap $1m)
  - A server with at least 2 thousand people will be opened
  - It will be guaranteed that it will be provided for at least 1 year for game server continuity.
  - With the income from the activities held in the game, the token price will be prevented from falling (by using it for redemption, the price in the market will be kept high)
- Token value $0.006 (total market cap of $1.5m)
  - NFTs for items in the game can be produced and sold only with "Retro Game Token".
- Token value 0.016 (total market cap $4m)
  - A new game portal with indispensable flash games will be opened and the ad revenues of the site will be used for buybacks

The token value of 0.024 (total market cap of $6m) will mean we start the next step in our project. We already have 6 different game scenarios at our disposal. We will share the details of these games at the time of writing. The games will run on Android and iOS compatible devices in accordance with the requirements of the era. All games will be able to connect to digital wallets. The "Retro Game Token" stake option with a total market value of $6m will be opened and this

stake will be distributed from the token to be used in the new game. Along with the new game project software process, a sub-coin project will start for the game.

"Retro Game Token" will create a new game project and a sub-token project to work with each $6m total market capitalization increase. Only "Retro Game Token" holders will be able to get these alt tokens by staking and pre-sale. Each game will be used to fund and advertise the next game. For each game, NFTs will be issued in accordance with the structure of the game and these NFTs will be sold only with "Retro Game Tokens".
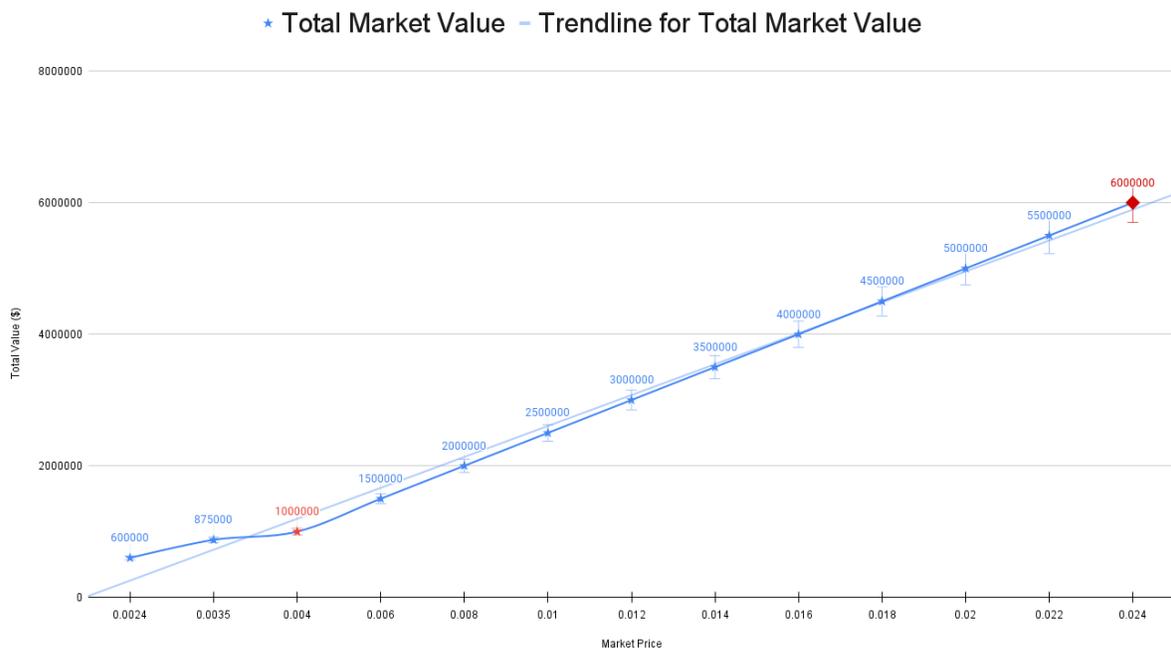
Our aim is to produce beautiful games with the right scenarios, while keeping both alt token and NFT revenues and the price of "Retro Game Token" at a constantly rising valuation in these games, to be an organization that produces high quality games in accordance with the requirements of the era.

TAKONOMIKS

10% of the total tokens is reserved for marketing, 10% for development, 10% for future plans, and 10% for the RGT team. All tokens that are not in circulation in the market will be locked at the beginning of each month; On the 15th of each month, if there is to be added to the unlocked token in the market, an announcement will be made and the required tokens will be released to the market the following month.

APPLIED SYSTEM FOR TOKEN PRICE

Total Market Value vs. Market Price

We set our market total price as $1m as the market price. Efforts will be made to continuously create demand for RGT for the continuous upward movement of this price.

1. Advertising efforts to attract new investors: We have a wallet reserved for marketing, but this wallet will remain locked for a long time (to be decided in 3-Month periods). As per our contract, a certain part of the commission handled from the purchases and sales will be transferred to the marketing wallet as BNB (1% of the total purchase-sale price). This amount will be spent on marketing on a monthly basis, and efforts will be made to ensure that new investors can enter RGT.

2. Continuous buyback studies:

a. After the expenses of the first UO server to be opened for RGT, at least 50% of the revenue will be used for RGT buyback.
b. The creation of NFTs for the game will be planned and NFT revenues and RGT purchases will be supported.
3. When the RGT market total price reaches a certain level ($4M), a new site with indispensable flash games will be opened and the revenues of this site will be used in buybacks for RGT.
4. When the RGT market price is $6M, we will move our first game to the coding stage, with the scenario in hand. The game can be played on Android and IOS systems. Game proceeds will be used for RGT buybacks.

**Specific values will be set for buybacks. The initial value will be the coin exit value of $0.004. If it falls below this value, the coin value will be increased by applying the methods listed above. A determination meeting will be held for the minimum value of the coin value at the end of each month, and a new price will be determined not lower than the previous one.

COIN REWARDS IN GAMES

Monthly events will be held in all games and players up to a certain rank at the end of the event will be rewarded as RGT. Conditions of participation in the events will be announced on the site. The amount that will be the source of the award will be announced on the 15th of each month. Events will be determined so that the rewards will be uploaded at the end of the month.

BSC Scan: https://bscscan.com/token/0xEC37932C6d0a891e787DA8a27d373F007336014C
General: 0xE6188a46E96EC266DFcF1FD2BF1Ca32B6E2330C6
Development: 0x3e2A98e5e34C694a514ed3C98D6c45F9Ffb3d22e
Marketing: 0x1E65aB309dffb8e67699a2B8a916632157e0F3F3
Team: 0x6ecAe4b369C41F229739b1757f6d06988a26fc9C
Website: https://retrogametoken.com
Telegram: https://t.me/retrogametokenproject
Discord: https://discord.gg/NpDtR6ZM9y
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Twitter: https://twitter.com/RetroGameToken
Instagram: https://www.instagram.com/retrogametoken/

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