





This Whitepaper provides comprehensive information about the Legend of RPS project, including online gameplay and ecosystem, as well as several features of a blockchain-based token economy.

### **Notice and Disclaimer:**

This Whitepaper is continuously updated by the Legend of RPS team. The purpose of all content changes is to improve the quality and sustainability of the project.

Version: 2022

## THE STATE OF THE S

### Release notes & Changelog

### Legal notice

This Whitepaper is used only to provide general information regarding the Legend of RPS project. The information contained in the Whitepaper is current as of the date indicated on the cover. The content of this Whitepaper is being written continuously and can be revised after review. We reserve the right to update this Whitepaper at any time. The goals set out in this Whitepaper may not necessarily be achieved or completed as intended. Any plans, goals outlined in this paper for the Legend of RPS project should not be considered as absolute facts. Participation in the token sale may entail high speculation, and in this regard, there is also a risk of complete loss of principal. Prospective buyers should thoroughly review the LRPS token sale terms and conditions and carefully consider all risks associated with them.

## THE STATES

### Release notes & Changelog

### Legal notice

This Whitepaper by itself does not guarantee security. In many regions, token sales are subject to scrutiny, and regulations are not fully enacted. In addition, some organizations consider that the token sale itself may meet the requirements of an investment sale contract. This Whitepaper does not recommend trading LRPS tokens in any way. As regulations related to cryptocurrencies are constantly changing, participation in the purchase of LRPS tokens may involve significant risks, and prospective purchasers should consult with legal and tax experts in advance and carefully. Users acknowledge that the Legend of RPS project is under development, it may entail significant changes before its official announcement, and it does not guarantee the operating period of the Legend of RPS game ecosystem. The game may cease to exist due to various reasons, such as lack of public interest, lack of operating funds, and other force majeure situations that may occur in business.



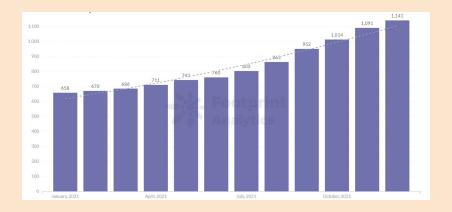
### Release notes & Changelog

### Legal notice

Other than the official channels and documents mentioned in this Whitepaper, Legend of RPS never ask for confidential information from users, make arbitrary conditions or proposals, either publish or distribute responsible articles, information, content anywhere else in any way. Therefore, to minimize the possibility of fraud, phishing by third parties, users are advised not to respond to those unofficial inquiries and announcements. Any problems arising from the response are irrelevant to the Legend of RPS and the company.

### ILLEGATION OF THE PROPERTY OF

In the first half of 2021, the idea of GameFi really took shape, defined as a combination of gaming + DeFi + NFT. Axie Infinity is the first game to demonstrate how a combination of DeFi and NFT can work for the field.



In the second half of 2021, GameFi overtook DeFi to become the hottest sector in the crypto market. With Facebook changing its name to Meta, the metaverse became a widely known term. GameFi related transactions have grown by 2,934% this year.

### ILLEGE STATES

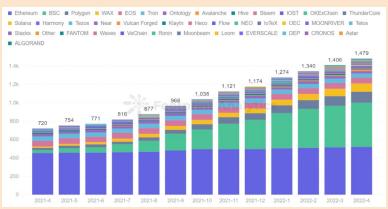
GameFi started its explosive growth phase in March, which will run until August 2021. GameFi transactions also experienced two growth peaks during this period, on April 9 and December 27.



### ILLIE ILLIES

### **GameFi Growth Focuses on Binance Smart Chain and Polygon**

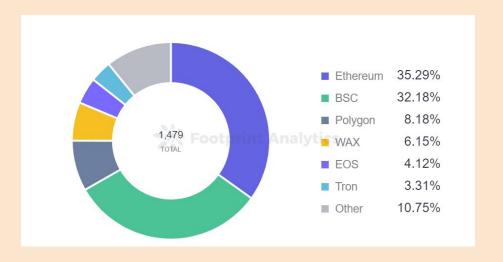
According to Footprint Analytics - a data discovery platform on GameFi, NFT, Metaverse, DeFi, as of April 30, 2022, the GameFi field was present on 38 blockchain platforms, with 1,479 game projects, recording an increase was 5.2% month-on-month.



Although the GameFi ecosystem in the Ethereum blockchain holds a significant share of the entire market, it is not as fast as Binance Smart Chain (BSC) and Polygon in terms of growth.

### ILLEGE STATES

Games on BSC and Polygon have become more popular in today's crypto market. This can be explained by the advantages that these two blockchain platforms bring to users and developers. Mainly low transaction fees, no network congestion, and high security, providing users with a more seamless experience.



### ILLES ES

### GameFi's active users and transaction volume decreased significantly compared to March 2022

As of April 30, 2022, the total number of active users is 9.22 million, of which the number of new users is 780,000. When compared to March 2022, the number of active users recorded a decrease of 24.9%.

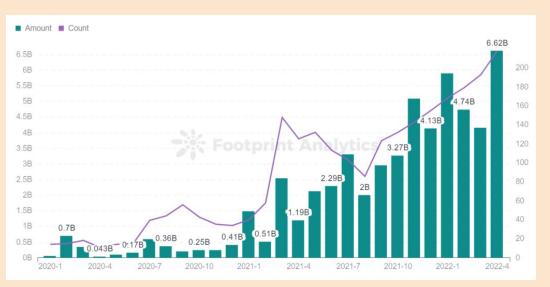
In fact, since October 2021, although the number of new games has increased, the number of new and active users has decreased significantly.



### ILLEGE SERVICES

### **GameFi raised more capital than March 2022**

On-chain data notes that the amount of funding in the blockchain sector in April 2022 reached an impressive figure of 6.62 billion USD. In which, the GameFi sector accounted for 36.3%, with 2.4 billion USD, up 381% compared to March 2022.



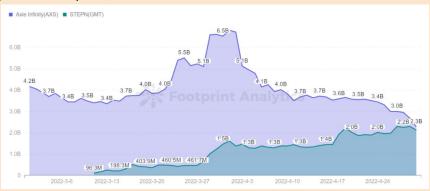
### ILLEGE SERVICES

### STEPN becomes the most interested application in the field of GameFi

STEPN is a blockchain application that allows users to earn money through moving, this model is called "Move to Earn". This is the project that has achieved the most success in this new trend and has the potential to help GameFi become the mainstream in the near future.

Users buy NFT sneakers and pay with the game's GMT tokens, use them to move around and earn.

Even though STEPN is incredibly young, its market capitalization has already surpassed \$2 billion. In the future, STEPN could surpass Axie Infinity's market cap of \$2.2 billion.



### ILLEGATION OF THE PROPERTY OF

Footprint Analytics data shows that the price of the GMT token has increased from \$0.16 to \$3.52, a 2.100% increase in a short period of time.



### ILLEGATION OF THE PROPERTY OF

#### **SUMMARY**

Although, GameFi cannot avoid the influence of factors coming from the macro economy, causing the transaction volume and the number of users to decrease. However, individual blockchain projects also saw positive news in next time.

The GameFi market cooled down in the first half of this year, but GameFi continues to grow. Specially, the RPS project that we continue to develop new and attractive features with the goal of giving users the best experience.

## THE HISTORY OF ROCK-PAPER-SCISSORS

Rock Paper Scissors is considered the oldest hand game in the world. In fact, the game dates all the way back to the Chinese Han Dynasty. This era began in 206 BC and ended in 220 AD. There are also accounts of this game in Japanese history. The earliest versions of this game consisted of a slug, snake, and frog. Rocks, papers, and scissors were used in a later version of the game developed in the 17th century. It wasn't until the 1920s that the popular Asian hand game made its way to Great Britain. In 1932, an article in the New York Times described the rules of Rock Paper Scissors.

# CIII GUIZ



Long ago, in an ancient and distant realm called the Kingdom of Backyards, there lived a warrior named **Rock**. Rock was the strongest in all the land, but he was sad because no one could give him a worthy challenge.

Meanwhile, in the Empire of Mum's Study, on lonely and windswept Desk Mountain, a second great warrior sought the glory of battle. And his name was **Paper**. Even though he was cleverest warrior in all the land, he was also sad, because no one could outwit him.





At the same time, in the Kitchen Realm, in the tiny village of Junk Drawer, there lived a third great warrior. They called her **Scissors**, and she was the fastest blade in all the land. She, too, was unchallenged.



# CIII GUIZ



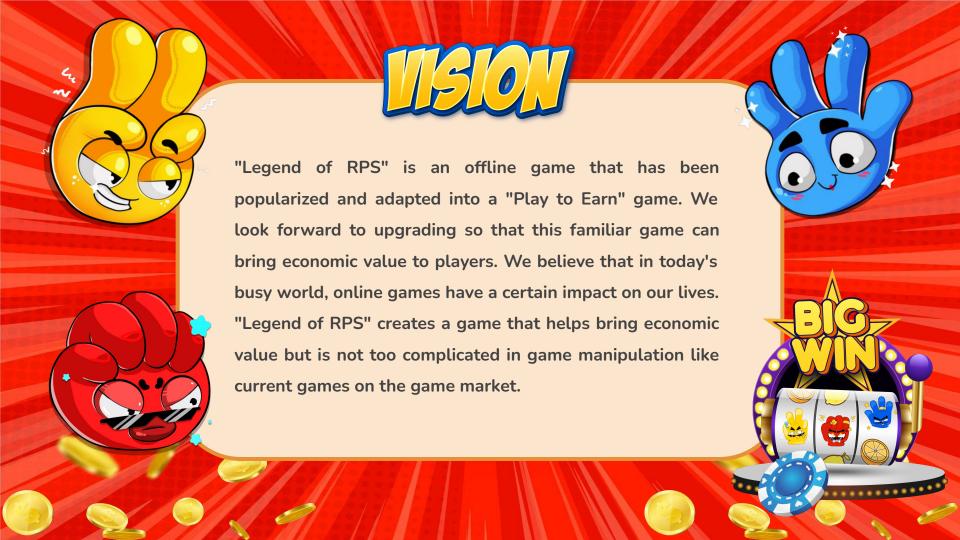
Then one day, in the great cavern of Two-Car Garage. **Rock**, **Paper** and **Scissors** came face to face. Rock beats scissors, scissors beats paper, paper beats rock. Finally, they had each met their matches. They were so happy, in fact, that they began to battle again. 'Round and 'round they went, in the most massive and epic three-way battle of all time! And it is said that this most joyous struggle still rages on to this very day. That is why children around the world—in backyards, on playgrounds, and yes, even in classrooms—still honor the three great warriors by playing.



**ROCK** (make rocks with fists), **PAPER** (make paper with flat hand, palms up), **SCISSORS** (make scissors with first two fingers held up in a V)!













## I EEU

### **■ Capturing New Market Trend**

In the era of ever-evolving, powerful phones were born to accommodate the growth of increasingly complex and storage-intensive games.

However, in countries with low development such as Timor-Leste, Liberia, South Sudan, Somalia.... Old phones are no longer applicable to play games.

We make RPS games so that players who have easy access to any outdated phone or computer can use it easily.z



### PROJECT BICKEROUND

The legendary game 'Rocks Paper Scissors' played by children made us cry and laugh. At that time, that rock-paper-scissor was reincarnated as the Legend of RPS online P2E game.

Legend of RPS is a free online game with no time and place limit, anyone can play the game quickly and easily online.

You can play freely and will get real-time rewards based on your match results.

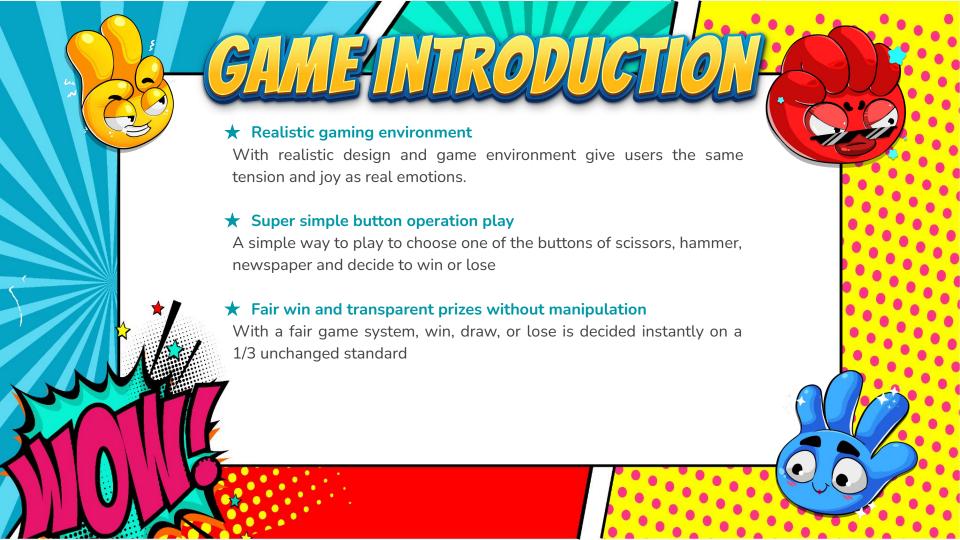
Legend of RPS is an extremely simple online competitive game that offers the ultimate fun and satisfaction to players who want to be rewarded with in-game merchandise.

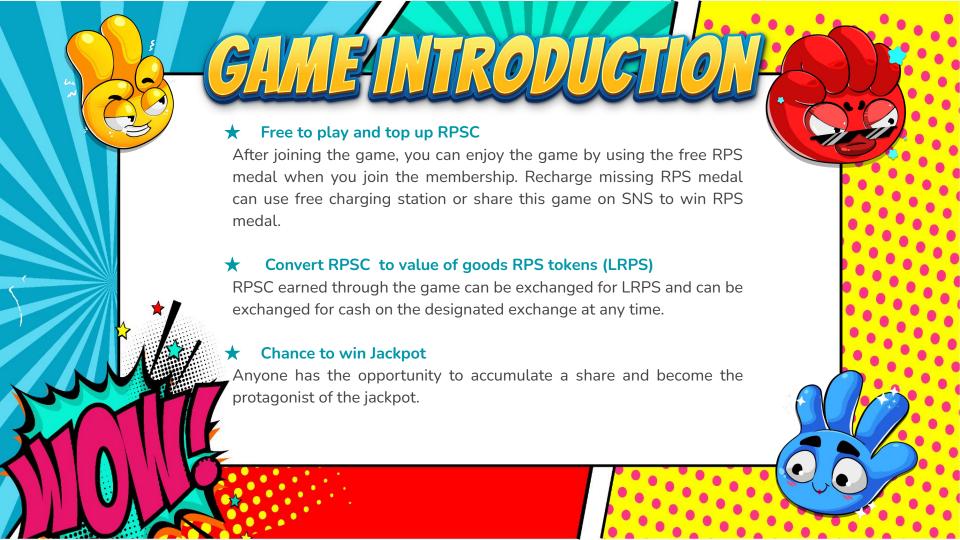
Our goal with Legend of RPS is to bring satisfaction and happiness rewards to players.

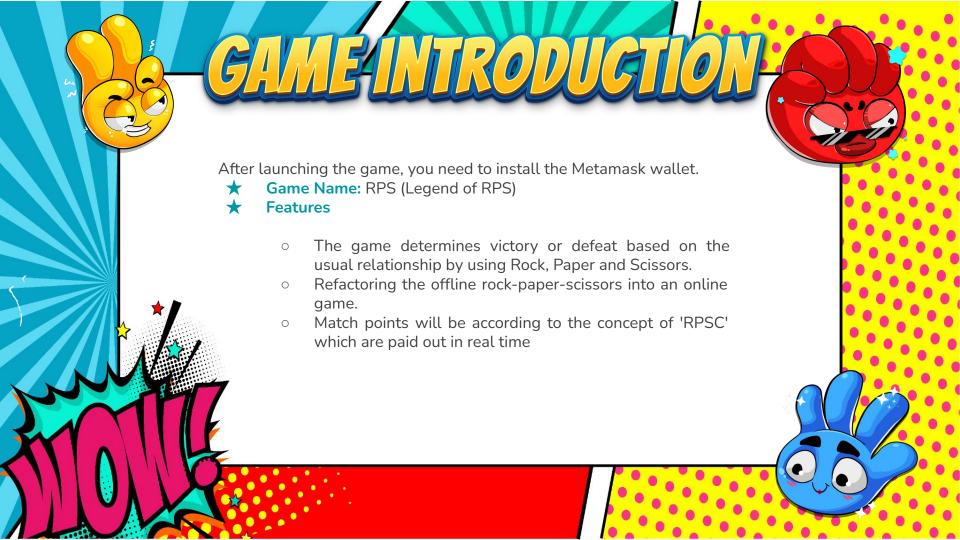


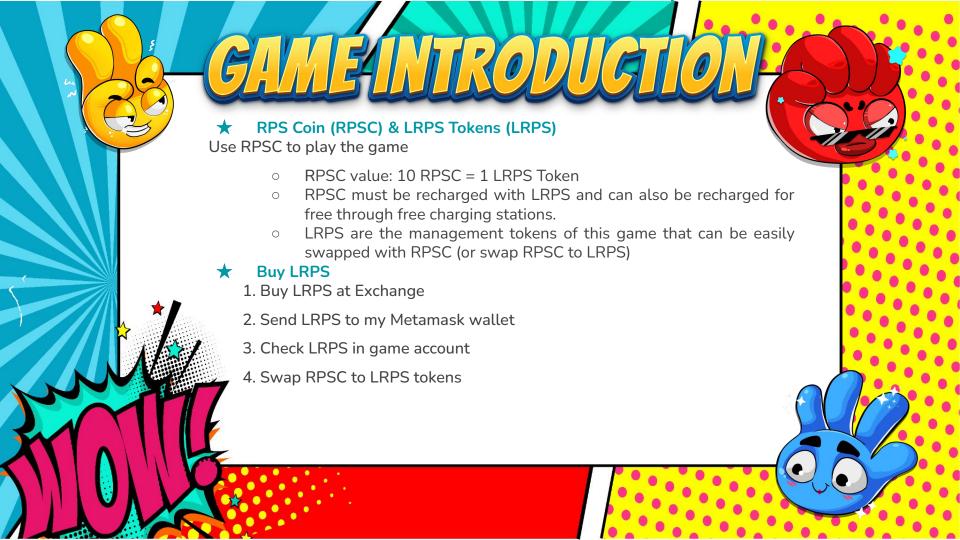












## GILLEPROGESS

#### After downloading the game, connect the meta mask wallet and start the game with free RPS Coins

- 1. After installing the game, 50 RPSC will be rewarded as your welcoming gift (only for first-time entry)
- 2. Connect to the meta mask wallet after installation
- 3. 1 RPSC will be consumed every time you play with Single Mode
- 4. If you win the match, you can get up to 20 RPSC depending on the outcome of the Arcade Machines's bonus selection
- 5. If you get a Draw result, the Arcade Machine will continue to proceed with a new game, and the match will begin immediately
- 6. In case of losing a match, an RPSC will be consumed immediately
- 7. Win Jackpot: 10% of RPSC of losing matches across the entire gaming network are accumulated as jackpots and game players can check real-time accumulated jackpots and win jackpot every hour.
- 8. If you need to reload your RPSC:
- Get RPSC through SNS activities
- Buy LRPS and exchange them for RPSC to continue the game.

## GILLEPISO GESS

#### **■** Game Platform

1st version : Mobile game

#### **■** Game Scenario

The story of two people arguing with each other about a problem that cannot be resolved. The game Rock Paper Scissors was born: rock wins scissors, scissors wins paper, paper wins rock.

#### **■** Game Genre

Funny game, Thrilling rock-paper-scissors game.

#### **■** Game Type

'Play-To-Earn' blockchain based online game.





## GIIIE PROGESS

Title





## CILITY

### **■ Game Modes**

### **Single Mode**

- 1. When you click on the place to put the medal, 1 medal will be inserted to join the game
- 2. The arrow will rotate evenly on the keyboard around the Rock Paper Scissors icons. Player will need to select one of three options.
- 3. Depending on the Win or Loss result, you will receive medals and up to 20 medals. However, if the result is a Lose, the number of medals will not change
- 4. End game -> Exit button



## CILITIES

### **■ Game Modes**

#### Mode 1 vs 1

- 1. Click the button 1vs1
- 2. An option will appear bet options of 100 500 1,000
- 3. After choosing the number of coins you want to bet, the server will search and connect with the corresponding opponent
- 4. When 2 players have completed the connection, the match will start in 3 seconds
- 5. Both players have 5 seconds to choose Rock, Paper or Scissors.
- 6. The results of 2 players will be displayed, the winner will receive the 95% bet\*
- 7. The system will ask if both players want to continue playing:
  - o If both agree, the game will continue.
  - o If 1 of 2 players refuses or 1 of 2 players do not have enough coins left to bet, the match will be canceled, both will be returned to the main game screen.
- 8. If the player does not have enough coins, players will receive a notice for shortage and redirects to Main Screen. The other player will show a notice that the match is canceled.

\*5% system fee applied

## CILITY

### **■ Game Modes**

#### **Tournament**

- 1. Tournament will have 8 players.
- 2. Participation fee 100 coins.
- Divide into 4 pairs of matches with the same format as 1 vs 1 mode. Winners will advance to the next round and continue to compete until there is only 1 winner left.
- 4. The final winner will get all players' total winnings (800 coins).

### **Gameplay**

- 1. Click the [Tournament] button.
- Search for a tournament, after finding a tournament,
   buttons [Accept] & [Reject] will appear.
- 3. If you press [Reject], you will return to the main game screen.
- 4. If [Accept] is pressed, the player will join the tournament and the coins will be transferred from the player's account to the tournament pool.

## CLLEILLY



Total number of tokens RPS owns	Display the total number of Tokens that the player owns
2. Total number of medals earned in the game	Real-time display of the total number of medals you have won while the game is in progress
3. Total number of medals earned for the day	Shows the total number of medals you have won for the day
4. Setting	Account Management (Basic Info, Ranking) / Asset Management (Medals, Tokens) / Exit

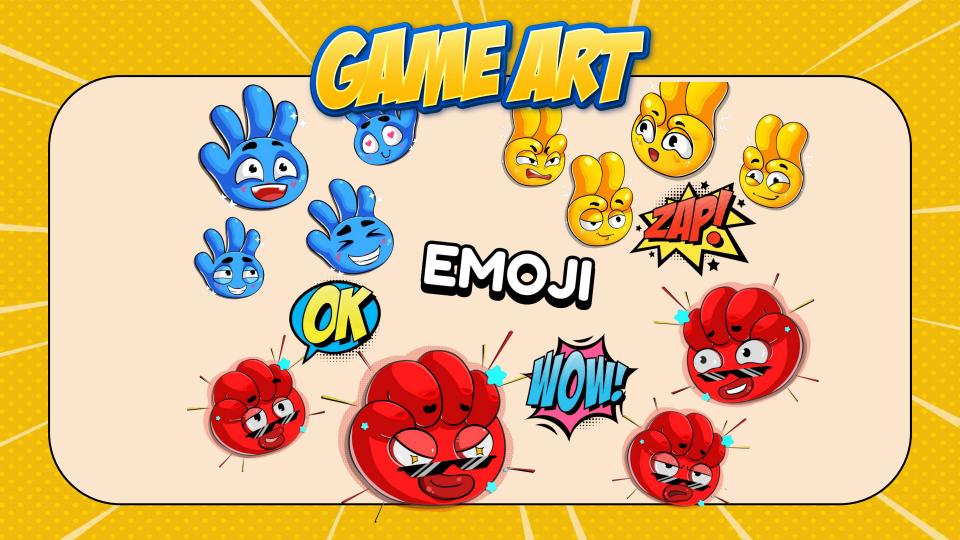






1. Swap Button	Move to Menu to do Medal and Token Swap
2. Leaderboard	Rank checking
3. Random gift box	Random gift boxes are opened when playing the game (Medal or Token)
4. Character Selectable Button	Selection button Scissors Hammer Sack (push button)
5. Character Display	Display Scissors Hammer Sack/ Display winning or losing results/ Numbers 0~20
6. Where medals drawn in & out	Number of medals won will be shown here/ How to enter medals
7. Chatting Box	When opening the message window, the list of friends in the game will appear / press select friends to start the conversation





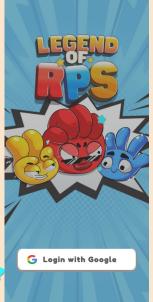






# CILI















## CILI















## CILLIE

Deposit

Amount must be a positive integer

Balance: 9900

Balance: 10

Deposit

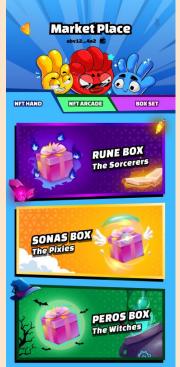
Туре 🛞

LRPS

0.0

Coin LRPS

0.0









### TOTTOTAG

### ☐ Token RPS (LRPS)

- The RPS project is a NFT fighting game that runs on Binance Smart Chain (BSC). It is built app-based and users need to download apps on the official Legend of RPS website, Apple Store or Google Play. Players employ predictability to defeat opponents and collect in game tokens, which can be used to buy items and increase the earn rate.
- ★ Blockchain Network: Binance Smart Chain
- **★** Coin name: Legend of RPS
- ★ Symbol: LRPS
- **★** Number of issues: 1,000,000,000 LRPS

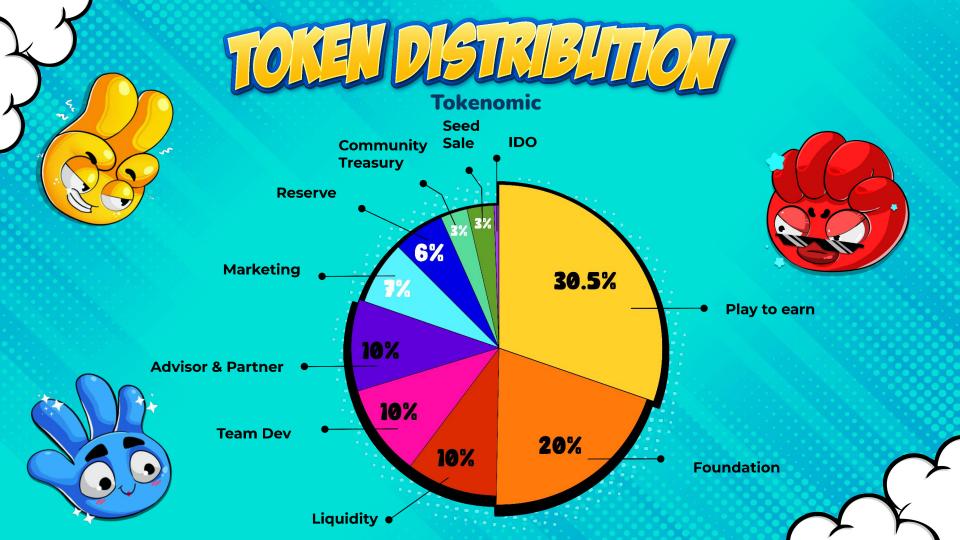
### TOTELLES

#### □ PLAY TO EARN

- ★ Legend of RPS utilizes a Play-to-Earn model by distributing \$LRPS through mining and game activities, giving value to players NFT's by increasing their use through future features. NFT's may be freely traded on the marketplace for \$LRPS tokens, which can then be traded on exchanges or converted to fiat currency.
- ★ Currently the following options are available for the player to earn:
  - Use RPS' NFT in Single Mode to increase RSP coin bonus
  - Daily login game to claim RPSC
  - Complete Mission quests to claim RPSC rewards
- ★ Notice: RPSC can be easily to swap to LRPS in game app.

## TOTELOUSERIE

Allocation	Percent	Tokens	Full lock (Months)	Vesting Period (Months)	TGE Unlock Rate	Monthly Unlock Rate
Seed Sale	3%	30.000.000	12	12	0,00%	8,33%
IDO	0.5%	5.000.000	0	6	5,00%	15,83%
Foundation	20%	200.000.000	12	60	0,00%	1,67%
Team Dev	10%	100.000.000	12	60	0,00%	1,67%
Advisor & Partner	10%	100.000.000	6	24	0,00%	4,17%
Marketing	7%	70.000.000	3	36	0,00%	2,78%
Community Treasury	3%	30.000.000	0	48	0,50%	2,07%
Play to earn	30,5%	305.000.000	0	60	0,50%	1,66%
Reserve	6%	60.000.000	12	60	0,00%	1,67%
Liquidity	10%	100.000.000	0	60	2,00%	1,63%
Total	100%	1.000.000.000				





### OBLELIA



Mr. Ho Phat
Chief Technology Officer



Mr. Edward Tu Marketing Manager



Mr. Joseph Nguyen Chief Marketing Officer



Mr. Eden Trang Community Manager



Mr. Kevin Nguyen
Team Leader Design



Mr. Daniel Washer
Blockchain Expert



## PURILER























### ROLDILLP

Q2-2022

- **★** Business intro
- ★ Whitepaper
- **★** Website development
- ★ Press releases
- **★** Partnership
- **★** Tokenomics
- **★** Audit smart contracts
- **★** Security partners
- ★ Develop game
- ★ Social channel
- **★** Trailer release
- **★** Marketing strategy
- **★** Beta version release
- **★** Testing campaign









