Crypto Road Runner
(C2R)
Whitepaper V1

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Introduction

Crypto Road Runner (C2R) is a Play-To-Earn Game series powered by the Binance Smart Chain blockchain. Players can play, experience, and monetize C2R-Games for free. C2R provides complete control over the collected coins. The team started working on C2R in 2022. C2R has been developed as a proof of concept to collect coins in all of its versions. It features a player-owned economy where players have full ownership of their digital assets, which they can transfer and sell. The world of C2R is constantly expanding with new game releases and experiences, many of which offer high earnings. While C2R-Games are enjoyable, they also function as a social network and monetization platform.

C2R Target

The main goal of the C2R team is to create a platform to familiarize people with the world of crypto by introducing a form of a game, and also to create a strong and supportive community of users who are interested in digital currencies. The main difference between Crypto Road Runner (C2R) and other games is the special economic design of the game that allows players to earn income absolutely free without paying any money or making investments. We are here to create an amazing ecosystem for two categories of people. The first category includes those who want to experience earning money completely free just by playing, while the other category consists of those who earn significant profits every year simply by holding C2R tokens. The team actively engages with the community through social media channels and gathers feedback and suggestions to improve the platform.

Game Overview

The C2R-Games collection consists of limited runner mobile games that will be released in various versions and designed in different locations such as the jungle, mountains, and cities. These games will be available on Android and IOS platforms. In the game, players assume the role of young runners who navigate through a path. As they run, they collect five types of coins while avoiding collisions with obstacles and other objects. The game ends when the character crashes into an obstacle. To start the game, players tap the touchscreen, causing the starter character to begin running. Players can then swipe up, down, left, or right to avoid crashing into oncoming obstacles and barriers. By swiping rapidly as speed increases, players can earn more points. The C2R-Games collection is simple and does not have any age restrictions or payment requirements. Anyone can play and earn money for free. All game information is available on our website. We aim to create a game that is simple yet precise so that people from all over the world can enjoy it, rather than just a specific group of people.

Coins

Five types of coins are available in C2R games:

Mini-BTC: It is the most valuable coin in the game and is represented by the Bitcoin symbol.

Mini-ETH: It is the second most valuable coin in the game and is represented by the Ethereum symbol.

Mini-BNB: The third most valuable coin, marked with the BNB symbol in the game.

C2R-Burnt Token: This coin is available in limited quantity within the game and holds no monetary value. However, players are encouraged to collect it.

The last coin is DIAMOND C2R COIN (DCC). This highly valuable coin should be pursued by players. Further details can be found in the DIAMOND C2R COIN section.

C2R is developing a new platform that introduces an In-game Smart Token Burning system, which will be managed by players. In each version, players will collect the number of C2R-Burnt Tokens, which will then be displayed on the website. At the end of every game's version, these tokens will be burnt and removed from the circulating supply.

DIAMOND C2R COIN

According to the official whitepaper, the C2R focuses on facilitating a creative Play-To-Earn model, which allows users to be both coin collectors and gamers simultaneously. The C2R employs the powers of Play-To-Earn technology by introducing the DIAMOND C2R COIN as a creative outlet. Players should collect this coin in different versions of the C2R-Games due to its importance. The total supply of this coin is 62 million, and initially, it has no value. 50% of The number of these coins will be available on the first version of C2R-Games, and in the following versions, the number of available coins will be halved. This means we will have 25% of the total supply in the second version and 12.5% in the third version. Along with game coins, players also collect this coin. After finishing the second version of C2R-Games, this coin will be listed on a major centralized exchange through an ICO mechanism and will become valuable.

Pay attention:

1. The total supply of DCC is 62 million.
2. The total supply is locked until the ICO is completed.
3. The contract of DCC is available on BscScan.
4. The contract has been verified.
5. No liquidity will be available until the ICO is completed.
6. The importance of the three versions of C2R-Games lies in allowing players to collect a maximum amount of DCC completely free of charge.
7. Many future C2R players may monetize their DCC by selling it on exchanges, while other users can generate income by collecting and selling their coins on a centralized exchange (CEX).

Sign up

Players can register on the website by entering the following information:

- Twitter ID
- Email Address
- Binance Smart Chain Address

Once the verification process is complete, the Game-ID will be sent to the player's email, and they can play without paying any money. We want to emphasize that players can earn money without any cost, as the game is completely free. The game is online and all collected coins are managed by the players. At the end of each version, the collected coins will be calculated as their day-value in Tether and deposited into the players' addresses.

Players are divided into two groups:

1.Those who have registered solely to earn free money.
2.Those who are C2R token holders.

C2R Holders will receive a significant profit according to the following formula:

M = The number of hold-tokens
N = The value of collected tokens in the game (Tether)
P = Number of C2R Token holding hours
T = Total amount (Tether):

$$T = N + \left(\sqrt{\frac{(M * N * P)}{BNB\ price}} \right)$$

For Example:

Bob and Emily play the first version of C2R-Games on August 30,2024, at 8 p.m., and each of them collects coins worth 140 Tethers. Emily is only a player and earns only 140 Tethers according to the game rules. However, Bob purchased 100 C2R-Tokens on January 29,2024, at 8 p.m., making him one of the C2R-Token holders.

Bob's income is calculated using this formula:

(BNB Price = 220)

M = 100

N = 140

P = (215*24)

$$T = 140 + \left(\sqrt{\frac{100*140*215*24}{220}} \right) = 713$$

At the end of the first version of C2R-Games, both Bob and Emily collected an equal number of coins. Emily earned only 140 Tethers as she is just a player, while Bob earned 713 Tethers as he is a holder of C2R tokens. As we can see, holders have higher income compared to non-holders.

Important Note: Holders not only earn money for free but also receive significant profits deposited for them.

Tokenomics

The total supply of C2R is 120 million, distributed as follows:

- Burnt-token wallets (85,000,000)

- Developing Wallets (5,920,000)

- Marketing wallets (6,080,000)

- Play-To-Earn warranty wallets (10,000,000)

- Defi warranty wallets (10,000,000)

- Team wallets (3,000,000)

Team wallets
2.5%

Developing wallets
4.93%

Defi warranty wallets
8.33%

Marketing wallets
5.07%

Play-To-Earn warranty wallets
8.33%

Burnt-token wallets
70.84%
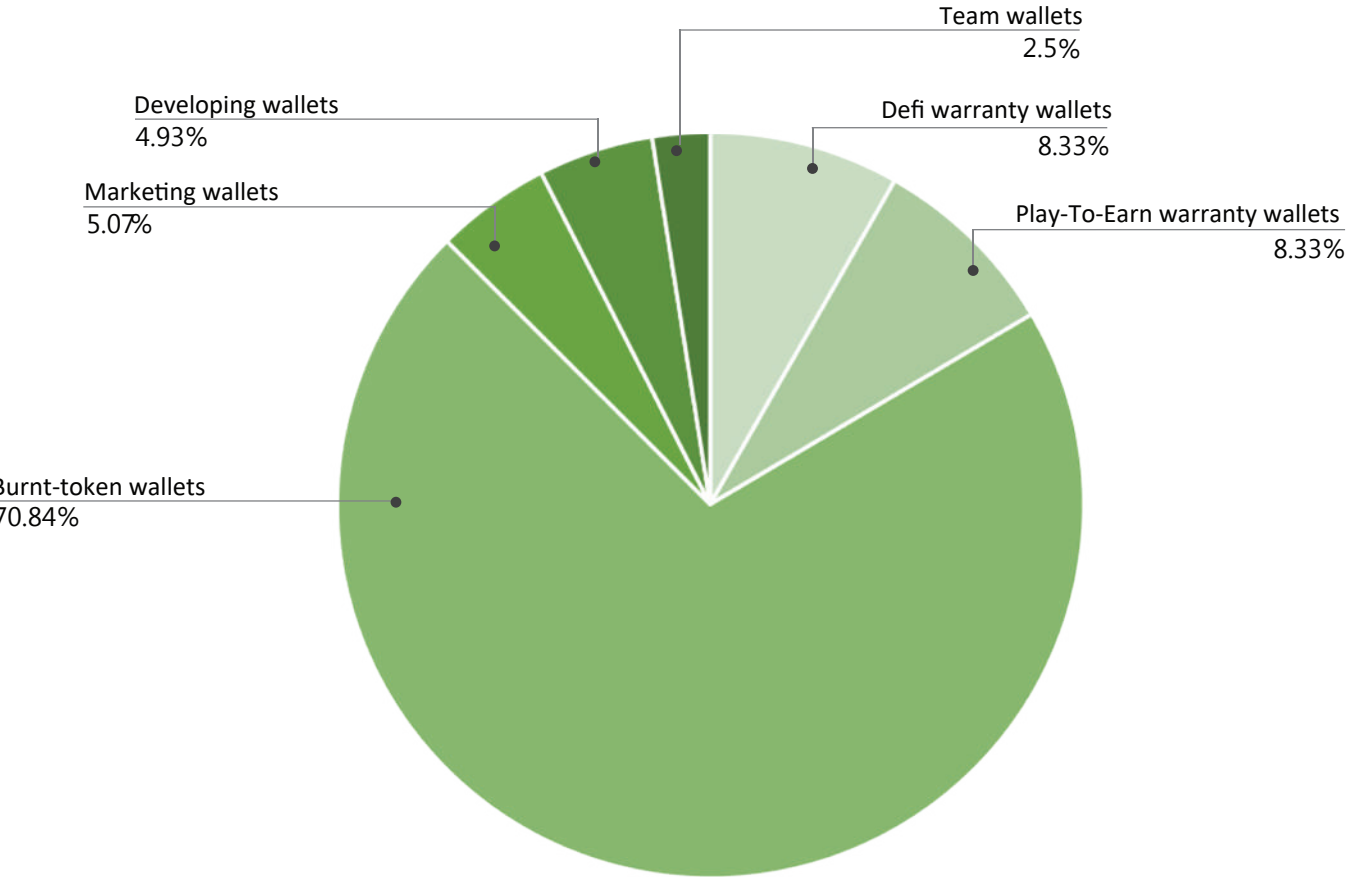
• Developing wallets: These wallets are used for the reward system, Telegram bot development, product scaling, game development, salary payments, possible licensing fees, studio and equipment rental expenses, liquidity provision, etc.

• Marketing wallets: These wallets are used for liquidity pool management, CEX listing expenses, promotion activities, partnerships opportunities for growth and more.

• Play-To-Earn warranty wallets: These wallets are used to ensure the payment of income earned in the game.

• DeFi warranty wallets: These wallets are used to ensure the payment of DeFi-related activities.

DeFi

DeFi Staking Rewards and Earnings:
One of C2R's strategic visions is to provide monetary incentives for the most committed and motivated holders. This staking yield process will be implemented in collaboration with a major CEX. Further information regarding this collaboration will be communicated through social networks and the CEX platform.

Road map

Phase 1

Game Design Structure

Website Launch

Game Wireframe Started

Contract Release

Set up Marketing Automation-
Platform

C2R is Born!

DCC Plan Design

Game Programming

Phase 2

Community Development

Increase Holders

Listing On CMC & CG

Social Media Activity

Increase Marketing

Game Design Development

Listing On CEX

Website Re-Design

Phase 3

Game Level Creation

Game Art Production

Game Audio Production

Influencer Marketing Push

Listings On CEX Continued

100,000 Holders

Trade Show Demo

Monetization Strategy-
Development Model

Phase 4

Game First Playable

Mobile Game Testing

Large Influencer Marketing Push

Listing On Major CEX

250,000 Holders

Increase Marketing

Defi Plan Establishment (CEX)

C2R-Games Version 1-
will be Released on August 2024

To Be Continued.....

Road map

About us

Cre8tive2r is a Turkish studio that serves as a platform for crypto game enthusiasts. We also provide valuable information on designing and developing crypto games. Our team consists of expert software engineers specializing in game development. They conduct research on various games available in the market. Welcome to Cre8tive2r, where we aim to enhance your gaming experience. We are passionate about ensuring everyone has access to quality games, so we will address your needs here. Additionally, we offer guidance on getting started and building your future in the world of crypto games. The Cre8tive2r studio is responsible for creating the C2R-Games collection, making it superior and significant.

Community members can reach out to the team through the following contact details:

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Social Media:

People can also provide feedback and suggestions through the provided link to help us improve the game further. Periodically, we share progress reports on the project through virtual networks. Our support team is available to respond to your emails and queries. For marketing, promotional, and partnership proposals, please contact us via email.

Support@cryptoroadrunner.com

https»//twitter.com/C2R2023   https»//t.me/CryptoRoadRunner_Official

Team

www.cryptoroadrunner.com