

## RUBYPLAY

NETWORK

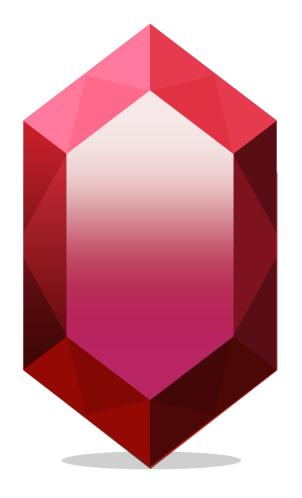
An Incentivised, Blockchain Enabled, Disruptive Gaming & **Gambling Ecosystem** 





The Ruby Play Token is a new kind of reward that can be earned for free, cashed like real money and can become more valuable as the network grows.

It's like Frequent Flyer Points if they could grow in value.







# The Ruby Play Token will bring together our unique online gaming and gambling ecosystem.



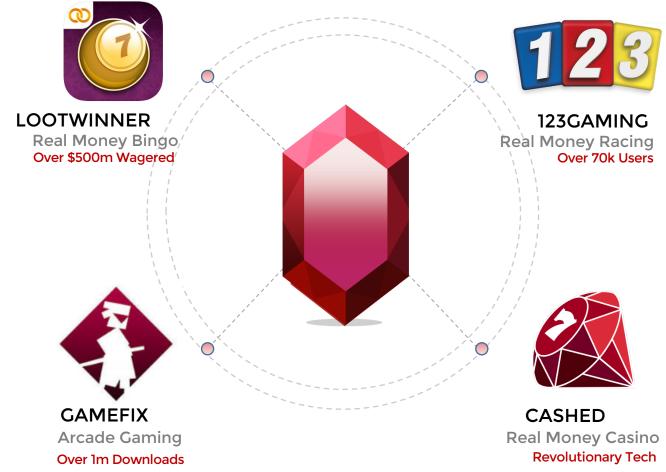






#### **Business Unit Ecosystem**

All Platforms offer disruptive industry busting gaming innovation, that will leverage Ruby Play rewards for millions of users.





#### **Ruby Token**

### CONSUMER BENEFITS

- Earned for free
- Cashed for gaming
- Useable in many games



### **BUSINESS UNIT BENEFITS**

- Attracts users
- Retains users
- Encourages spending



#### **Our Business Units**

The Ruby Play Network is made up of a group of strategic businesses, each addressing a specific audience. Combined they provide the foundation for a formidable gaming ecosystem that gives the Ruby Play Tokens use and value.







**NINJA TOBU** 



**WILD RUBY RACING** 











#### Ruby Play App & Wallet

Helps users to find other apps in the ecosystem

**Educates** mainstream populations about crypto currency and Binance

**Displays Ruby Token balances** 

**Tracks transactions** 

Tracks token price action

Will become the Ruby Play Wallet





#### Benefits to the **Binance** Ecosystem



Attract a mainstream population to Binance

Many, many transactions on the Binance Smart Chain

A suite of gaming product on the Binance action Smart Chain



#### **How it Works**

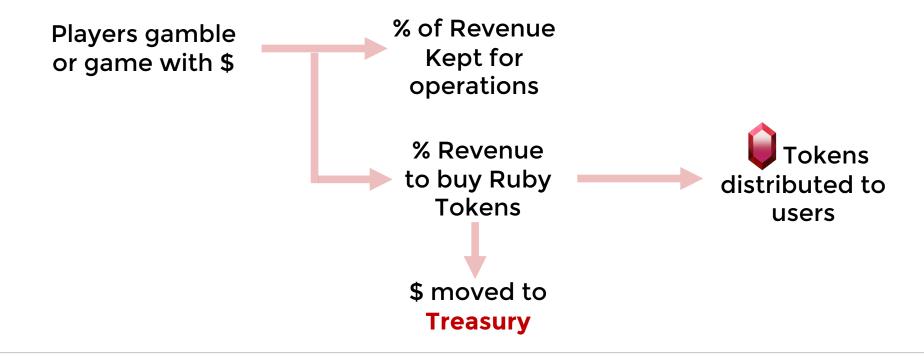
Our platform enables gamers to use Ruby Play Tokens to buy gaming or gambling at the target rate of \$0.01 per Ruby on any game in our Network.





#### **Under the Hood**

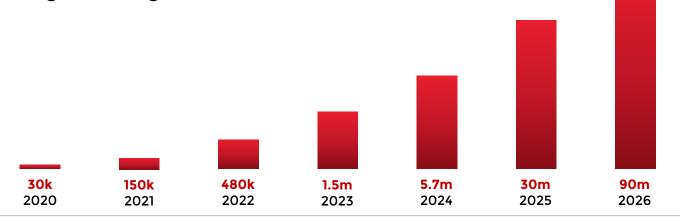
We use a portion of revenue generated from users to buy and distribute Ruby Play Tokens back to users.





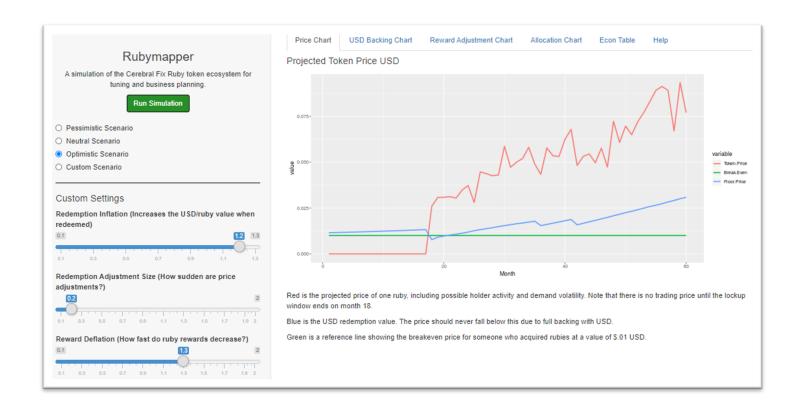
#### **Our Treasury**

The money used to buy and sell Ruby Play Tokens is held in the Ruby Treasury account. Over time this holding increases as continual revenue form the network feeds it. This Treasury represents the true backing of the Ruby Play Token value.





#### **Our Tokenomics**

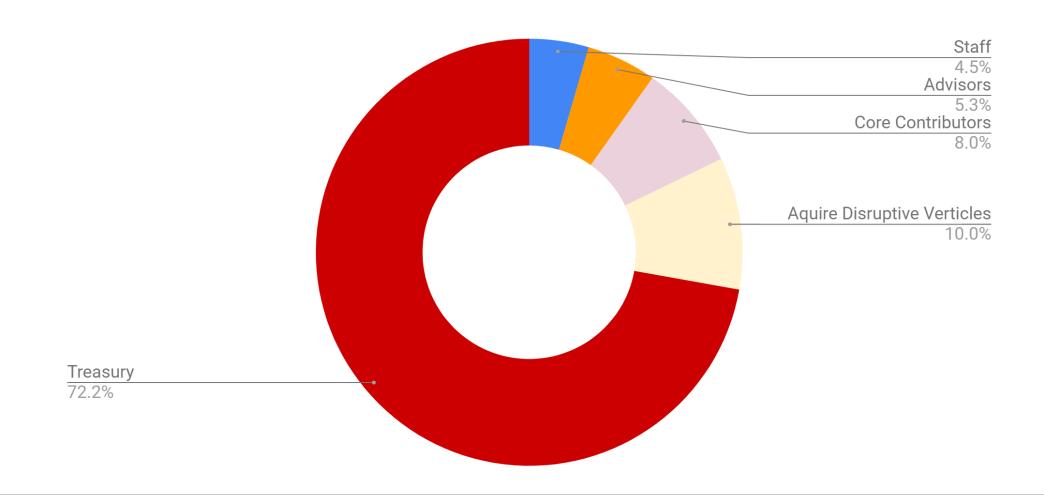


We have a number of different systems that oversee how players are gifted back rubies. These systems form a macro economy with a high level of complexity to it.

To help us better understand this economy we have constructed a working model that can be easily and quickly flexed according to the different complexities we imagine we will face in growing our network.

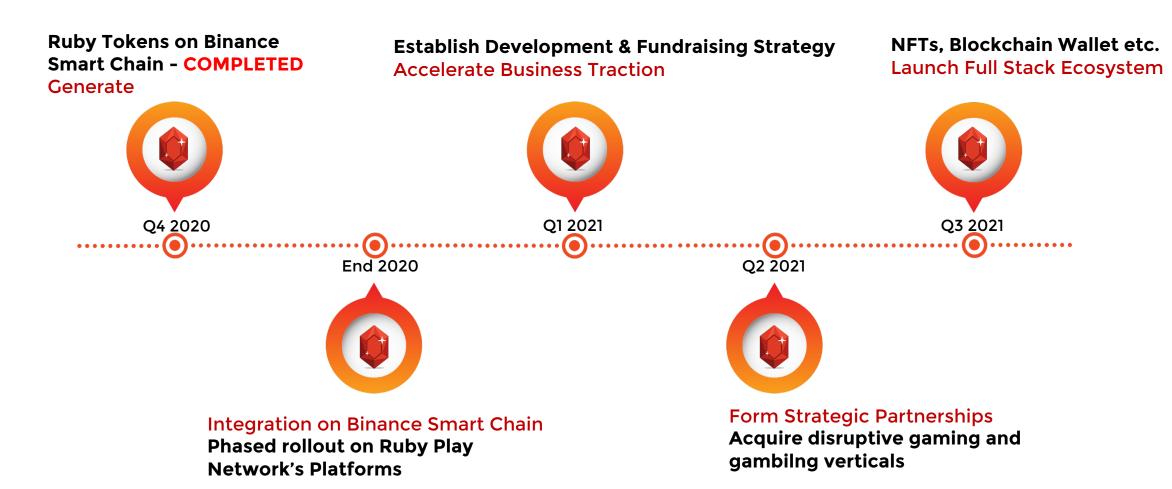


#### **Token Distribution**





#### The Road Ahead





#### Use of Funding

(USD)

	Q4 2020	Q1 2021	Q2 2021	Q3 2021
Project Management	14,238	14,238	14,238	14,238
Primary Developer	15,075	15,075	15,075	15,075
Integration Developer	0	13,400	13,400	13,400
QA/Art/Sound	0	8,933	8,933	8,933
Operating Costs	6,407	6,407	6,407	6,407
Sub Totals	35,719	58,053	58,053	5,8053

Total \$209,878

We will fund the additional \$109,878 ourselves from core business funds



#### Use of Funding

Snapshot			
Stage I Current to Q1 2021	Phase 1	Create Ruby Play Tokens and establish infrastructure on Binance Smart Chain - COMPLETED	
Use of initial funds: ~ US\$200,000	Phase 2a	Interim Technology Testing and Integration with First Platform	
	Phase 2b	Ecosystem Development and Fundraising Strategy	
Stage II Q2 2021 onwards Fundraising target: ~ US\$5,000,000	Phase 3	List on Binance.com and Accelerate Business Traction	
	Phase 4	Form Strategic Partnerships and Acquire Disruptive Gaming & Gambling Verticals	
	Phase 5	Launch Full Stack Ecosystem (NFTs, DEFI, blockchain Wallet)	
Stage III	Exit	IPO Listing or become Acquisition Target	

See full
Breakdown
and detailed
Use of
Funding
here:

http://bit.ly/RPNonBSC



#### **Binance Investment**

We are asking Binance to invest **US\$100,000** 

In return we offer 10,000,000





#### Current Binance Smart Chain Deployment

1. BSC Testnet Token (Ruby)

2. BSC Mainnet Token to be use for our live User Testing environment (RBY)

3. BSC Mainnet Token to be use in our actual system (RUBY)



#### **Leadership Team**



Benjamin Dellaca CEO

World class mobile, social & casino gaming executive team Ben and Jeremy have built several world class gaming companies, over the last 15 years of working together.

The team have delivered hundreds of millions of downloads, building for billion-dollar brands and companies such as Disney, Lionsgate & BBC. They have massive mainstream experience delivering games such as "Where's My Water 2" for Disney, generating over 80million downloads in two weeks flat.

Games delivered include Wheel of Fortune, Lion King, Transformers, Madagascar, Toy Story, The BBC's Jane Austen and many, many more.

Co-Founders of CerebralFix, the largest outsource partner for Digital gaming products to the Walt Disney Group and LootWinner, the world's most innovative real money gaming company



Jeremy Cadillac COO



#### **Leadership Team**

Jason Lee was the Vice President forthr NEM Foundation, serving as Board Director, Executive Committee and Council Member. As an advocate for emerging technologies, he was recognised as a Forbes 30 Under 30 Asia 2018 listmaker and had represented NEM Foundation in 30 cities over the past year as an advocate in his past role as the partnerships & strategic alliances director.

Jason is an advisory board member for the Blockchain Philanthropy Foundation and had co-founded multiple startups in Asia, including a Smart City Accelerator programme and PolicyStreet, a financial inclusion-focused Insurance Technology startup and LIFE School. He is a founding member of the FinTech Association of Malaysia and the ASEAN FinTech Network. He has been a mentor, judge, speaker and thought leader and his views have been featured in Bloomberg TV and Skynews.



Jason Lee CMO



#### **Powerful Partners**

### CallaghanInnovation

**New Zealand's Innovation Agency** 











