

# CHIPS

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Whitepaper

V3.0

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## 1 Executive Summary

CHIPS is a utility token and profit sharing platform intended for usage within decentralized gaming applications running on the Tron Network. The first program scheduled for integration will be the highly anticipated TRXas HODL'em poker platform with a scheduled launch date of **Q3 2020**.

The CHIPS token will enable seamless utilization between various gaming platforms. Owners of CHIPS tokens shall benefit by receiving TRX and CHIPS deposits through automated profit sharing mechanisms tailored to each respective gaming platform. This will take place in the form of daily deposits to registered Tron wallets. All funds will be viewable in real-time within transparent smart contracts and holding wallets. Additionally, funds can be transferred to the account of your choice instantly, versus traditional systems requiring days.

## 2 CHIPS Distribution

CHIPS are available now for direct purchase through [NoleX](#) and [PoloniDex](#) to registered wallet holders. The initial value of each CHIPS token was .04 TRX, the markets shall dictate future pricing.

Total Supply	100 Billion CHIPS
Initial Launch Exchange Rate	.04 TRX

[Table 1]

In terms of available supply, CHIPS shall be distributed as follows:

Tron Community Sale	10 Billion CHIPS
Airdrops and Community Rewards	2 Billion CHIPS
CHIPS Token Burn	TDB*
Frozen	87 Billion CHIPS
Founders Rewards	1 Billion CHIPS

[Table 2]

\* = Community driven decision

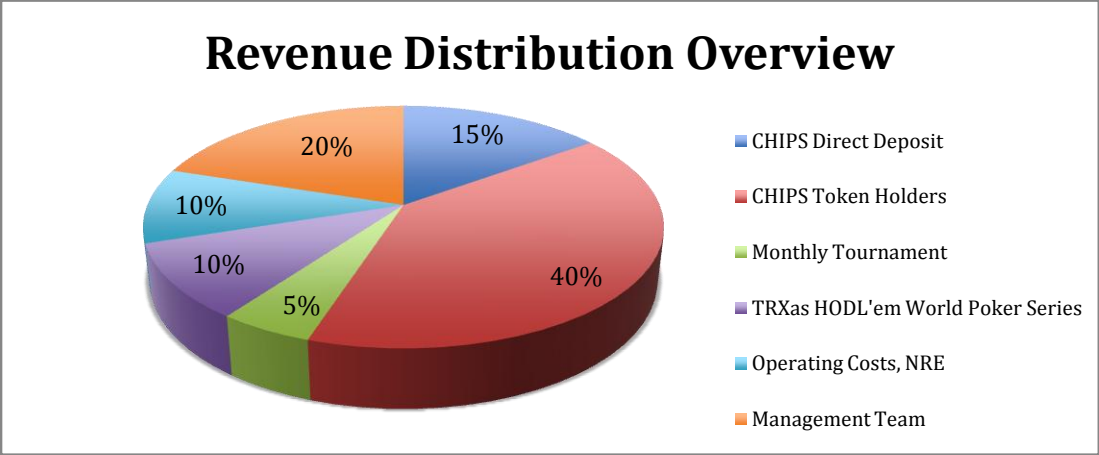
### 3 Revenue Distribution

#### 3.1 Overview

There will be various channels for distribution for revenue generated through CHIPS gaming platforms. These payments shall come in the form of TRX, and be automatically distributed to various smart contracts and holding wallets.

##### 3.1.1 Profit Sharing Model

From generated profits, 70% shall be directly distributed to gaming platform adopters as well as CHIPS shareholders. These funds will be distributed as follows:



Item	Profits Percentage	Distributed Currency	Payout Regularity
CHIPS Direct Deposit	15%	TRX	Daily
CHIPS Token Holders	40%	TRX	Daily
Monthly Tournament Pool	5%	TRX	Daily
TRXas HODL'em World Poker Series	10%	TRX	Daily

[Table 3]

\*\*\* Managing partners are disqualified from participating in any airdrops or revenue sharing activities.

Remaining revenues shall be allocated to support operating costs, non-recoverable expenditures, and compensate managing partners.

To help raise CHIPS value, an initial coin burning will commence **2020 Q2**. This coin burn will increase scarcity and be community driven.

### 3.2 Chips Token Holder

Dividends representing 40% of monthly revenue shall be paid to CHIPS token holders in the form of TRX. This payment shall be made automatically everyday and scaled according to the quantity of CHIPS held.

To reward early supporters and adopters, starting **2019 Q3** 1:1 CHIPS airdrop shall be conducted over a 12 month period based on registered holdings held on **2019\_15Jun**. These payouts will be made on the 15th of each month to every registered account holding > 1000 CHIPS for the duration of each respective month. An example of this payout:

Item	Date	CHIPS
Holdings	2019_15Jun	X
Airdrop 1 of 12	2019_15Jul	(1/12) X or 0.083X

[Table 4]

### 3.3 CHIPS Direct Deposit

To drive CHIPS token value, 15% of all profits shall be placed back into CHIPS on a monthly basis through concurrent TRX buy and proportional CHIPS burn. This will be automated every month.

## 4 TRXas HODL'em (Pilot Program)



The concept for a poker gaming client on the blockchain was born from the inherent benefits when compared to traditional online gaming platforms. Specifically:

- Faster Deposits and Withdrawals
- Ultra-low transfer fees
- Automated community incentives

- Transparency and accountability
- Table and chip customization
- Integration of unconventional currencies

## 4.1 Gaming Platforms

TRXas HODL'em shall be available to play initially through Tronlink.

There will be six different game types:

- Cash Games (TRX and CHIPS)
- Sit and Go (TRX and CHIPS)
- Tournaments (TRX and CHIPS)
- Sponsored Tables (TRX, CHIPS, or TRX based token)
- Monthly Tournaments (TRX and CHIPS)
- Annual Tournament (TRX and CHIPS)

All game types will have various player/table setups. The number of games for each game type will be scaled based on individual interest.

### 4.1.1 Cash Games

Cash games in TRXas HODL'em will not use cash but instead CHIPS or TRX. There will be tiered buy-in levels for all games based on associated small and big blinds. All minimum and maximum buy-ins will be multiples of 40 and 100 in relation to the small and big blinds, respectively. Upcoming tiered buy-ins:

Blinds	Minimum Buy-in	Maximum Buy-in	Bet	Rake
5/10	200 TRX	1000 TRX	NL	5% max 50 TRX
25/50	1000 TRX	5000 TRX	NL	5% max 150 TRX
50/100	2000 TRX	10000 TRX	NL	5% max 300 TRX
100/200	4000 TRX	20000 TRX	NL	5% max 600 TRX
250/500	10000 TRX	50000 TRX	NL	5% max 1000 TRX
500/1000	20000 TRX	100000 TRX	NL	5% max 1000 TRX
1000/2000	40000 TRX	200000 TRX	NL	5% max 1000 TRX

[Table 5]

#### 4.1.2 Sit and Go

Sit and Go games shall mirror small tournament play. There will be different buy-in levels for both TRX and CHIPS tokens. A Sit and Go game will consist of no less than one full table and no more than five full tables. To play, participants will be required to buy in for a pre-set amount of CHIPS or TRX. Once the minimum participant threshold has been achieved, each player shall receive 10,000 "vCHIPS" (temporary virtual game currency) at the start of game. A standard rake of 10% will allocated to all buy-ins.

Please See Appendix section 7.1 for charts relating to specific payout structures.

#### 4.1.3 Tournaments

There shall be various buy-in level tournaments for both CHIPS and TRX running hourly. Each tournament will have at minimum 50 players. All tournaments shall payout the top 12%. In addition to CHIPS and TRX payouts, supplemental rewards and comps will be available. Some examples of this are free buy-in to the monthly tournament, special token rewards, and free CHIPS and TRXas HODL'em SWAG. All tournament participants shall receive 10,000 vCHIPS at the start of game.. A standard rake of 10% will allocated to all buy-ins.

#### 4.1.4 Sponsored Tournaments

More information to be provided within next whitepaper revision.





#### 4.1.5 Monthly Tournaments

TRXas HODL'em game related profits shall be shared with all CHIPS token holders. From daily profits, 5%(+10% from Direct Deposit) shall be automatically transferred every day to a publicly viewable account for distribution into the monthly tournament rewards pool. This single monthly tournament will be held on the 25th of every month, with the exemption of December (revenue from this month shall be reallocated to the annual tournament). This buy-in for this tournament series shall be 500,000 CHIPS. The tournament structure will pay out the top 12% in CHIPS, and the final table will split the monthly accruing TRX funds derived from game related profits. Each months winner will receive CHIPS and TRXas HODL'em SWAG! In the event that a monthly tournament participant wins 2 or more tournaments within a calendar year, they will be compensated with free entry within the TRXas HODL'em World Poker Series tournament. A standard rake of 5% will be allocated to all buy-ins.

#### 4.1.6 TRXas HODL'em World Poker Series Annual Tournament

TRXas HODL'em game related profits shall be shared with all CHIPS token holders. From daily profits, 10% shall be automatically transferred every day into a publicly viewable wallet for distribution into the annual tournament rewards pool. The "TRXas HODL'em" World Poker Series annual tournament will be held on 28th of December every year. The buy-in for this tournament shall be 1,000,000 CHIPS. The tournament structure will pay out the top 12% in CHIPS and the final table will split the annually accruing TRX funds derived from game related profits. The winner will be crowned "TRXas HODL'em World Poker Series Champion," with full honors. For every year that more than 500 participants register in the TRXas HODL'em World Poker Series annual tournament, that years winner will be additionally rewarded with a free entry into the World Series of Poker main event hosted in Las Vegas as an official CHIPS and TRXas HODL'em representative. A standard rake of 5% will be allocated to all buy-ins.

### 4.2 Table Rentals

Upon launch of the TRXas HODL'em platform, table rental options shall become available. There will be opportunities for customization of gaming token artwork, visual environment including background and table settings, and rewards. More details to be provided in upcoming whitepaper revisions.

## 5 Timeline

See Table Six for timeline with items and implementation dates. This timeline runs from **2018 Q4** to **2021**.

#	Item	Implementation Date
1	Official Crowd Sale	2018 Q4
2	First 1:1 Airdrop	2019 Q3
3	DEX Listing	2020 Q2
4	Initial CHIPS Burn	2020 Q2
5	Dapp Launch	2020 Q3
6	First Monthly Tournament	2020 Q4
7	First THWPS	2020 Q4
8	Mobile Version	2021
9	Additional Platforms	2021

[Table 6]

## 6 Conclusion

This whitepaper is a release of information, to the public, concerning CHIPS and the pilot program TRXas HODL'em. An executive summary reports what CHIPS is and what TRXas HODL'em is anticipated to be. Subsequent information is provided regarding CHIPS distribution and profit sharing mechanisms. Additionally, TRXas HODL'em is explained through an overview section as well as deeper looks into its' probable structure with attention given to its' monthly and annual tournaments and table rental option. All appropriations are subject to change.

## 7 Appendix

## 7.1 Sit and Go Payment Structure

### 7.1.1 Single Table (6 Player)

Buy-In	Winner (%)	2nd Place (%)	Max Rake (TRX)
10	70	30	1
25	70	30	2.5
50	70	30	5
100	70	30	10
250	70	30	25
500	70	30	50
1,000	70	30	100
5,000	70	30	500
10,000	70	30	1,000

### 7.1.2 Single Table (9 Player)

Buy-In	Winner (%)	2nd Place (%)	3rd Place (%)	Max Rake (TRX)
10	50	30	20	1
25	50	30	20	2.5
50	50	30	20	5
100	50	30	20	10
250	50	30	20	25
500	50	30	20	50
1,000	50	30	20	100
5,000	50	30	20	500
10,000	50	30	20	1,000

### 7.1.3 Multi Table (12 Player)

Buy-In	Winner (%)	2nd Place (%)	3rd Place (%)	Max Rake (TRX)
10	50	30	20	1
25	50	30	20	2.5
50	50	30	20	5
100	50	30	20	10
250	50	30	20	25
500	50	30	20	50
1,000	50	30	20	100
5,000	50	30	20	500
10,000	50	30	20	1,000

#### 7.1.4 Multi Table (18 Player)

Buy-In	Winner (%)	2nd Place (%)	3rd Place (%)	4th Place (%)	Max Rake (TRX)
10	46	26	16	12	1
25	46	26	16	12	2.5
50	46	26	16	12	5
100	46	26	16	12	10
250	46	26	16	12	25
500	46	26	16	12	50
1,000	46	26	16	12	100
5,000	46	26	16	12	500
10,000	46	26	16	12	1,000

**7.1.5 Multi Table (30 Player)**

Buy-In (TRX)	Winner (%)	2nd Place (%)	3rd Place (%)	4th Place (%)	5th Place (%)	6th Place (%)	Max Rake (TRX)
10	38	23	14	11	8	6	1
25	38	23	14	11	8	6	2.5
50	38	23	14	11	8	6	5
100	38	23	14	11	8	6	10
250	38	23	14	11	8	6	25
500	38	23	14	11	8	6	50
1,000	38	23	14	11	8	6	100
5,000	38	23	14	11	8	6	500
10,000	38	23	14	11	8	6	1,000

### 7.1.6 Multi Table (45 Player)

Buy-In (TRX)	Winner (%)	2nd Place (%)	3rd Place (%)	4th Place (%)	5th Place (%)	6th Place (%)	7th Place (%)	8th Place (%)	Max Rake (TRX)
10	34	20	12	11	8	6	5	4	1
25	34	20	12	11	8	6	5	4	2.5
50	34	20	12	11	8	6	5	4	5
100	34	20	12	11	8	6	5	4	10
250	34	20	12	11	8	6	5	4	25
500	34	20	12	11	8	6	5	4	50
1,000	34	20	12	11	8	6	5	4	100
5,000	34	20	12	11	8	6	5	4	500
10,000	34	20	12	11	8	6	5	4	1,000