



RSOL

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RSOL WHITEPAPER

A PRODUCT-FIRST SOLANA ECOSYSTEM

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ABSTRACT

RSOL is a Solana-native token and ecosystem built around real product development. The token is already deployed with a fixed supply, revoked mint authority, and permanently locked liquidity via Raydium ForeverLock.

Development prioritizes building actual games and utility rather than speculative financial mechanisms. The first major product is **Infinite Ledgers** – a fully realized cyberpunk blockchain warfare universe, beginning with a Trading Card Game (TCG). RSOL serves as the unified utility token across all factions and gameplay systems, enabling players to earn and spend value through gameplay and the in-game card economy.

Staking and advanced on-chain incentives will be introduced only after the ecosystem generates consistent revenue.

1. INTRODUCTION

Most token projects launch staking and rewards before they have any real product or revenue. This leads to unsustainable economics and tokens with no actual utility.

RSOL takes a different approach. The token is already deployed with a fixed supply, revoked mint authority, and permanently locked liquidity. Rather than building financial mechanisms first, development is focused on shipping real products – starting with Infinite Ledgers.

Current Status:

- Token deployed and live on Solana
- Liquidity permanently locked via Raydium ForeverLock – irrevocable
- Genesis card set in active development
- Battlefield environment designed and visually complete
- Full game lore bible, faction system, and TCG ruleset finalized
- Book 1 of the Infinite Ledgers novel series in early development
- Website live at Redsolanahub.com

The goal is to deliver the first playable version of Infinite Ledgers with regular development updates along the way. RSOL serves as the single unified currency across all factions and gameplay systems. Players will earn and spend RSOL through gameplay, with cards holding real in-game value that can be sold back through the World Bank store.

Staking and advanced on-chain incentives will only be introduced after the ecosystem generates consistent revenue. By prioritizing actual products before financial mechanisms, RSOL aims to build sustainable long-term value grounded in real gameplay.

2. THE PROBLEM

Blockchain gaming and crypto tokens share the same fundamental failure pattern: financial mechanics come first, real products come never.

The broken model looks like this:

- Project launches a token with promises of a game, metaverse, or ecosystem
- Staking and rewards go live immediately to generate hype and inflate price
- Token price pumps on speculation with no actual product underneath
- Rewards dry up, holders lose confidence, liquidity exits
- The promised game either never ships or ships too late to matter

This cycle has repeated across hundreds of projects. The result is an industry where players are skeptical by default, holders have been burned repeatedly, and genuine builders are buried under the noise of speculation.

The TCG market has its own problem: Traditional card games like Magic: The Gathering and Pokémon generate billions in revenue annually – but players have zero true ownership of their cards. Cards can be banned, devalued overnight by new sets, or simply lost. The publisher controls everything. Players own nothing.

Blockchain TCGs have tried to fix this – and mostly failed: Most blockchain TCGs bolt a token onto an existing card game framework without building a real economy underneath. Cards become pure speculation. The game is secondary. When token prices fall, so does the player base.

RSOL and Infinite Ledgers exist to solve all of this:

- Token deployed first with permanent liquidity lock and revoked mint authority – no rug possible
- Product built before financial mechanisms – game first, staking later
- Cards with real sell-back value through the World Bank store – players own assets that mean something
- A single unified token across a fully realized universe – not a speculation wrapper on a hollow game

3. ECOSYSTEM & PRODUCT VISION

The RSOL ecosystem is built around real products. The first major product is **Infinite Ledgers** – a cyberpunk blockchain warfare universe set in the year 2200, where civilization runs entirely on TH/s infrastructure.

Players battle using Null Warriors, human combatants in TH/s combat suits, generators, Black Magic, and faction-specific strategies across five distinct factions. Each faction has its own identity, playstyle, and lore – but all transactions across the entire ecosystem are denominated in RSOL.

RSOL is the single unified currency across all factions. Regardless of faction allegiance, all card purchases, event entries, World Bank transactions, and player payouts flow through RSOL. This ensures all demand funnels into one token rather than fragmenting across multiple faction currencies.

Cards carry real in-game value and can be sold back to the World Bank store for RSOL. A portion of game revenue will be converted into stablecoins weekly to support the treasury and guarantee sustainability of the in-game economy.

Additional games and applications are planned for the future. Staking and advanced on-chain reward systems will be introduced only after the ecosystem generates consistent revenue.

4. INFINITE LEDGERS – THE UNIVERSE

Infinite Ledgers is not just a game. It is a fully realized universe – a world with its own history, factions, characters, economies, and conflicts. Built from the ground up around blockchain civilization and cyberpunk warfare, the Infinite Ledgers universe is designed to expand across multiple media formats over time.

The universe spans:

- **Trading Card Game** – the first flagship product
- **Animated Show / Anime** – in planning, bringing the universe to life visually
- Additional games and media planned for future phases

Every product is set within the same universe – sharing the same world, factions, and lore foundation – while each medium tells its own story within that world.

SETTING

Year 2200. Humanity no longer runs on traditional economies. The world runs on TH/s infrastructure – the universal measure of power, wealth, and military strength. Everything changed when Maxtec created a quantum blockchain system capable of bringing blockchain entities to life.

At first governments panicked, economies collapsed, and riots spread globally. But the technology became too useful to resist. Civilization rebuilt itself around generators, blockchain entities, and automated combat networks. The WorldBank gained emergency authority after the catastrophic TH/S Collapse and never surrendered that power.

COMBATANTS

The Infinite Ledgers universe features multiple types of combat entities:

- **Null Workers** – Non-combat blockchain entities used for labor, mining, repair, and logistics
- **Null Warriors** – Combat-grade blockchain entities built for warfare, championships, and enforcement

- **Human Combatants** – Elite fighters wearing TH/s combat suits that redirect raw TH/s directly into the body, enhancing strength, speed, durability, and battlefield awareness. The most elite humans fight directly alongside Null Warriors on the battlefield

FACTIONS

FACTION	IDENTITY	FANTASY
Bitcoin	Industrial fortress infrastructure	"I outscale the battlefield."
Maxtec	Military blockchain super-corporation	"I control the match itself."
Mistspire	Ancient hydro-mining abyss civilization	"I drown the battlefield."
REDSOL	Illegal rogue infrastructure rebellion	"I break the system itself."
WorldBank	Infrastructure monopoly authority	"The system already belongs to me."

CARD TYPES

- **Creature Cards** – Combat entities including Null Workers, Null Warriors, and human combatants
- **Generator Cards** – Produce TH/s each turn
- **Equipment Cards** – Buff and enhance creatures
- **Black Magic Cards** – Instant-speed battlefield manipulation
- **Quantum Cards** – Legendary battlefield modifiers (max 2 per deck)

RARITY SYSTEM

RARITY	FEATURES
Common	1 ability, standard frame
Rare	1 ability, enhanced frame
Epic	Up to 2 abilities, animated frame
Legendary	Borderless, multiple abilities, cinematic
Mythic Faction Rare	Borderless, faction-exclusive god-tier cards (1 per deck)

Special variants include Holo and Borderless premium cards. God Packs contain ultra-rare combinations of Legendaries and Mythics.

GENESIS SET

The Genesis Set consists of **301 cards** spanning all five factions across all rarity tiers. Genesis cards are the original first-edition cards of Infinite Ledgers. Future sets will expand the card pool over time, making Genesis cards historically significant collector items.

CORE RULES SUMMARY

- 100 card minimum deck

- 20,000 starting Liquidity (reduce opponent's to 0 to win)
 - 12 card starting hand, draw 2 per turn
 - Begin with 3 generators
 - Five phases per turn: Draw, Main, ATK, DEF, End
-

5. TOKEN UTILITY

RSOL serves as the primary utility token across the entire ecosystem.

Core Utilities:

- Purchase card packs, enter events, and access premium features
- Cards carry real in-game value and can be sold back to the World Bank store for RSOL
- A **0.01 RSOL burn fee** applies to every card sale back to the World Bank store, creating consistent deflationary pressure on total supply over time
- Unified currency across all five factions – no fragmentation

Revenue Allocation:

- 75% of game revenue directed to the treasury (stablecoin reserves + card buyback system)
- 25% allocated to operations, server maintenance, and ongoing development

Staking and additional on-chain incentives will be introduced later, once the ecosystem is generating consistent revenue.

6. ROADMAP

PHASE 1: CORE DEVELOPMENT (2026)

- Complete Genesis Set (301 cards)
- Build and finalize core gameplay loop for Infinite Ledgers
- Implement card economy and World Bank store mechanics
- Deploy battlefield UI and basic game client
- Launch official website
- Infinite Ledgers – Book 1 in early development
- Regular development updates via X and Discord

PHASE 2: LAUNCH & ITERATION (LATE 2026 - 2027)

- Public release of Infinite Ledgers TCG
- Ongoing balance updates, new cards, and features based on player feedback
- Expansion of RSOL utility within the game

- Treasury growth through game revenue
- Begin pre-production on Infinite Ledgers animated show / anime

PHASE 3: ECOSYSTEM EXPANSION (2027 AND BEYOND)

- Development of additional games and applications
- Introduction of staking and advanced on-chain incentives once consistent revenue is established
- Launch of Infinite Ledgers animated show / anime
- Further integration of RSOL across the entire universe

This roadmap is subject to change based on development progress and community feedback. Priority will always be given to shipping quality experiences.

7. TOKENOMICS

Total Supply: 1,500,000,000 RSOL Fixed supply – No inflation. Mint authority permanently revoked.

CATEGORY	AMOUNT	%	WALLET ADDRESS	NOTES
Public Circulation	626,747,316	41.78%	—	Seeded at launch via Raydium
Ecosystem Development	360,800,000	24.05%	4decpcF7rMLhVCKSSn8LJN6XzhqkyeyugzDvfHESVpT	Game & ecosystem building
Ecosystem Reserve	150,000,000	10.00%	3D7THCukYNJW9M4Z9H3DuZC8RaW68E5AMhQvfT6LwgP6	Long-term reserves
Staking Rewards	150,000,000	10.00%	7ndtZtdN6f8AJMGRRTEDz4EwHzzr1nG2uu1BkvapHeZa	Reserved for future staking
Founder	100,000,000	6.67%	9x72iDob1ynDHW4Lvnw1ZBJ5quyLR8Ghy6grn3DbqQue	Dormant unless required for critical network needs
Treasury Reserve	82,452,684	5.50%	At6ZZHnRpTR6WGRJazr9Zshwt7DqVZbs7Ak43VS64roN	Operational flexibility
Community Events	30,000,000	2.00%	EFJ5xJQBN1ESWdva61gppoHUuX7iwbEwDZzRgE2LG2ro	Campaigns & engagement
Total	1,500,000,000	100%		

Important note on the Founder wallet: The founder allocation will remain dormant unless required for critical network needs. It is not a personal payout or exit mechanism.

Liquidity: Permanently locked via Raydium ForeverLock. Irrevocable. **Lock Transaction:** [Verify on Solscan](#)

Burn Mechanism: A 0.01 RSOL burn fee is applied to every card sold back to the World Bank store, permanently removing tokens from circulation over time.

Live Trading Data: Current price, volume, and market cap are available on [DexScreener](#) and the official website at [Redsolanahub.com](#).

8. SECURITY & TRUST MODEL

RSOL security is built on two layers:

Solana Base Layer – The token and future on-chain features inherit Solana's cryptographic security, consensus, and runtime protections.

Protocol & Game Layer:

- Mint authority permanently revoked – no new tokens can ever be created
- Liquidity permanently locked via Raydium ForeverLock – irrevocable
- Founder wallet dormant by design – not an exit mechanism
- All major allocation wallets publicly disclosed and verifiable on-chain
- Future on-chain components deployed only after security reviews
- In-game economy kept off-chain to reduce attack surface and protect against fraud

The project prioritizes transparency and conservative development at every stage.

9. MARKET OPPORTUNITY

Infinite Ledgers sits at the intersection of two massive and rapidly growing markets – blockchain gaming and trading card games.

BLOCKCHAIN GAMING

The global blockchain gaming market was valued at approximately \$24 billion in 2025 and is projected to reach \$1.6 trillion by 2034, growing at a CAGR of nearly 60%. This explosive growth is driven by NFT-based digital ownership, play-to-earn economies, and accelerating entry from major studios into Web3.

Despite this growth, the market remains largely dominated by generic play-to-earn models with no sustainable product underneath. RSOL is built differently – product and gameplay come first, financial mechanics second.

TRADING CARD GAMES

The global TCG market was valued at approximately \$8.4 billion in 2025 and is projected to reach \$16.9 billion by 2035, growing at a CAGR of 6.9%. The TCG landscape is undergoing a transformation as blockchain technology introduces verifiable digital ownership and new monetization models for players and publishers.

The TCG industry is seeing blockchain and NFTs emerge as driving forces, introducing new ways to authenticate digital assets and confirm ownership history – bringing new opportunities and appealing to collector communities who value transparency and security.

Infinite Ledgers is positioned to capture both markets simultaneously – a blockchain-native TCG with deep lore, real gameplay, and genuine digital ownership – a combination that does not currently exist at scale.

10. COMPETITIVE ANALYSIS

WHY INFINITE LEDGERS IS DIFFERENT

Most blockchain gaming projects fall into one of two traps: they are either pure financial speculation with no real game, or they are traditional games with a token bolted on. Infinite Ledgers was designed from the ground up as a universe first, with the token as its economic backbone.

FEATURE	INFINITE LEDGERS	TYPICAL BLOCKCHAIN TCG	TRADITIONAL TCG
Deep original lore universe	✓	✗	Sometimes
Single unified token economy	✓	✗	N/A
Permanently locked liquidity	✓	Rarely	N/A
Revoked mint authority	✓	Rarely	N/A
Cards with real sell-back value	✓	Sometimes	✗
Built-in burn mechanism	✓	Rarely	N/A
Multi-media universe (TCG + anime)	✓	✗	Sometimes
Five distinct faction system	✓	Rarely	Sometimes
Product-first development	✓	✗	N/A

CLOSEST COMPETITORS

- **Gods Unchained** – Ethereum-based TCG with digital card ownership. No deep lore universe. High gas fees limit accessibility.
- **Star Atlas** – Solana-based space metaverse with strong lore. Not a TCG. Extremely complex scope with long development timeline.
- **Splinterlands** – Established blockchain TCG. Older engine, limited lore depth, token model has faced sustainability issues.

Infinite Ledgers' edge: A fully realized original universe with five unique factions, 301 genesis cards, a complete ruleset, and a sustainable token economy – built on Solana for speed and low cost – with anime and additional media planned.

11. WHY SOLANA

Solana was chosen as the foundation for RSOL and the Infinite Ledgers ecosystem for clear technical and strategic reasons.

SPEED & COST

Solana processes transactions significantly faster than Ethereum, with a theoretical throughput of 65,000 TPS and average transaction costs below one cent – compared to Ethereum gas fees that can reach \$5 or more during congestion. For a card game economy where players buy, sell, and trade regularly, transaction cost is everything. High fees kill player economies.

GAMING-NATIVE ECOSYSTEM

Solana is recognized as the ideal infrastructure for gaming projects. Its scalability enables smooth gameplay and NFT integrations, as demonstrated by projects like Star Atlas. The Solana ecosystem has become the home of blockchain gaming, with the best tooling, the most active players, and the lowest friction for onboarding new users.

RETAIL ACCESSIBILITY

Solana thrives on fast retail activity driven by gaming and constant low-fee transactions, making it the preferred chain for consumer-facing applications. RSOL is built for players, not institutions – Solana's retail-first positioning aligns perfectly with that goal.

RELIABILITY

After facing stability issues in earlier years, Solana achieved 99.9% uptime in 2024-2025, with improved incident response and evolving security tooling. The network is production-ready for a live gaming ecosystem.

12. PLAYER ECONOMY – HOW IT WORKS

Here is a concrete example of how a player earns and spends RSOL within Infinite Ledgers:

Step 1 – Enter the ecosystem A new player purchases a Genesis Card Pack using RSOL on Raydium. Their pack contains a mix of Common, Rare, and potentially Epic or Legendary cards across one or more factions.

Step 2 – Build a deck The player builds a 100-card deck around their chosen faction – for example, REDSOL, the illegal rogue rebellion. They use their cards to construct combo-based strategies around keywords like Fork, Override, and Exploit.

Step 3 – Play and compete The player enters matches and events, paying a small RSOL entry fee. Winning events earns RSOL rewards drawn from the event prize pool.

Step 4 – Trade and sell Cards the player no longer needs can be sold back to the World Bank store for RSOL. A 0.01 RSOL burn fee is applied to each sale, permanently removing tokens from circulation.

Step 5 – Reinvest or withdraw The player can use their earned RSOL to buy more card packs, enter larger events, or trade it on Raydium for other assets.

This creates a self-sustaining loop: players spend RSOL to play, earn RSOL from competing, and burn RSOL when selling cards – generating consistent deflationary pressure on supply as the ecosystem grows.

13. LIMITATIONS & RISKS

Product Development Risk – Infinite Ledgers is in active development. There is no guarantee the first playable version will ship within the target timeframe or that future products will launch successfully.

Economic Model Risk – The card economy and buyback system depend on game revenue. Lower-than-expected revenue may limit the treasury's ability to support buybacks. The 75/25 revenue split may be adjusted based on operational needs.

Token Adoption Risk – Adoption depends on the quality and success of Infinite Ledgers and future products. There is no guarantee of significant external demand or liquidity growth.

Regulatory & Compliance Risk – Blockchain gaming and token models may face evolving regulations. The project will adapt as needed.

Smart Contract & Technical Risk – Future on-chain features will undergo security reviews before deployment.

General Crypto Risks – RSOL carries standard risks including market volatility and potential loss of funds. Never invest more than you can afford to lose.

14. FREQUENTLY ASKED QUESTIONS

Is RSOL a security? No. RSOL is a utility token designed for use within the Infinite Ledgers ecosystem. It is not intended to represent ownership, equity, or a claim to profits.

Can more RSOL ever be minted? No. Mint authority has been permanently revoked. The total supply of 1,500,000,000 RSOL is fixed forever.

Is the liquidity safe? Yes. Liquidity is permanently locked via Raydium ForeverLock and is irrevocable. It cannot be withdrawn by anyone.

Will the founder sell their tokens? The founder wallet is dormant by design and will only be accessed if critical network needs require it. It is not intended as a personal payout.

When will Infinite Ledgers be playable? The target is to ship the first playable version within 2026. Regular updates will be shared on X and Discord throughout development.

What happens to tokens from the burn fee? Every 0.01 RSOL burn fee collected from World Bank card sales is permanently removed from circulation, reducing total supply over time.

Where can I buy RSOL? RSOL is available on Raydium on the Solana network. Token Mint:

`J41G8GPKPCrgt1kLTdt51c7z8zRrWT1nRcY7jdej5X7L`

Who is behind this project? RSOL is currently a solo build by an anonymous founder. The founder may choose to reveal their identity and expand the team in the future. All wallet addresses are publicly disclosed and verifiable on-chain.

15. TEAM

RSOL is currently a solo build. Every element of the project – the token, the lore bible, the card system, the TCG ruleset, the faction design, and the battlefield – has been built by a single anonymous founder.

The decision to remain anonymous is intentional at this stage. The project's credibility rests on verifiable on-chain facts, not identities.

All key trust indicators are publicly verifiable:

- Revoked mint authority
- Permanently locked liquidity via Raydium ForeverLock
- All allocation wallets publicly disclosed

The founder may choose to reveal their identity and expand the team publicly in the future as the project grows. No outside investors, no VC allocations, no hidden wallets. If and when a team is brought on, it will be announced through official channels.

16. COMMUNITY & SOCIALS

- **Website:** Redsolanahub.com
- **X (Twitter):** x.com/redsolanadev
- **Discord:** discord.gg/ycrPMtJeBM

Regular development updates, card reveals, lore drops, and progress reports will be shared across all platforms.

17. THE INFINITE LEDGERS UNIVERSE – LONG TERM VISION

Infinite Ledgers is not a single product. It is a universe designed to expand indefinitely across every major entertainment and commerce category – built on a foundation of deep lore, five distinct factions, and a fully realized world that can support any format.

The vision is simple: build the universe first, then let it grow into everything.

GAMES – EVERY GENRE

The TCG is the first entry point, but the Infinite Ledgers universe is designed to support games across every genre and format:

- **Trading Card Game** – the Genesis product
- **Strategy & RTS** – faction warfare at scale
- **RPG** – follow the MC through the Nullyards and into the Championship
- **Fighting Game** – direct Blockfighter combat
- **Mobile Games** – accessible entry points for new players
- **MMO** – a persistent online world running on TH/s infrastructure
- And any genre the universe can support as it grows

Every game shares the same lore, the same factions, and the same RSOL economy.

MEDIA – ANIME & BEYOND

The Infinite Ledgers animated show is already in planning. The universe is rich enough to support:

- **Novel – Book 1** – currently in early development, expanding the lore of the Infinite Ledgers universe
- **Anime / Animated Series** – the main story arc of the MC, the Championship, and the WorldBank conspiracy – in planning
- **Short films and lore drops** – faction origin stories, character backstories
- **Comics and graphic novels** – expanding the lore between major releases

MERCHANDISE

A universe with five iconic factions, unique visual identities, and a devoted community naturally expands into physical products:

- **Apparel** – faction-branded clothing, streetwear, limited drops
- **Collectibles** – physical card sets, figures, limited edition items
- **Accessories** – faction gear, lifestyle products
- **Art prints and posters** – lore-driven visual art

CASINO & GAMING

The Infinite Ledgers universe extends naturally into skill-based and chance-based gaming:

- **TH/s gambling within the game** – already part of the lore
- **RSOL-powered casino mechanics** – faction-themed games of chance
- **Tournament betting** – wagering on Championship outcomes

- **Skill-based competitive events** – ranked play with real RSOL stakes

AND BEYOND

The Infinite Ledgers universe will expand into any category where the brand, the lore, and the community create value. Every category feeds back into RSOL demand – more products, more utility, more reasons to hold.

This is the long game. Not a token. Not a single game. A universe.

18. CONCLUSION

RSOL is a Solana-native token and ecosystem built around real product development. With the token already deployed under a fixed supply model, permanently locked liquidity, and revoked mint authority, the foundation is secure.

Infinite Ledgers is not a promise – it is an active build. The lore bible, faction system, TCG ruleset, battlefield, and Genesis card set are in active development with real assets completed. The universe is designed to grow beyond the TCG into animation, games across every genre, merchandise, and additional media over time.

By prioritizing quality gameplay, a revenue-backed card economy, a built-in burn mechanism, and transparent treasury management, RSOL aims to create long-term value through actual usage. Staking and advanced on-chain incentives will be introduced only after consistent revenue is established.

The long game is a universe. Not a token. Not a single game. Everything.

19. VERSION HISTORY

VERSION	DATE	CHANGES
v1.0	June 2026	Initial public release

RSOL Whitepaper v1.0 – June 2026

This document will be updated as the project evolves. Always refer to the latest version on the official website.