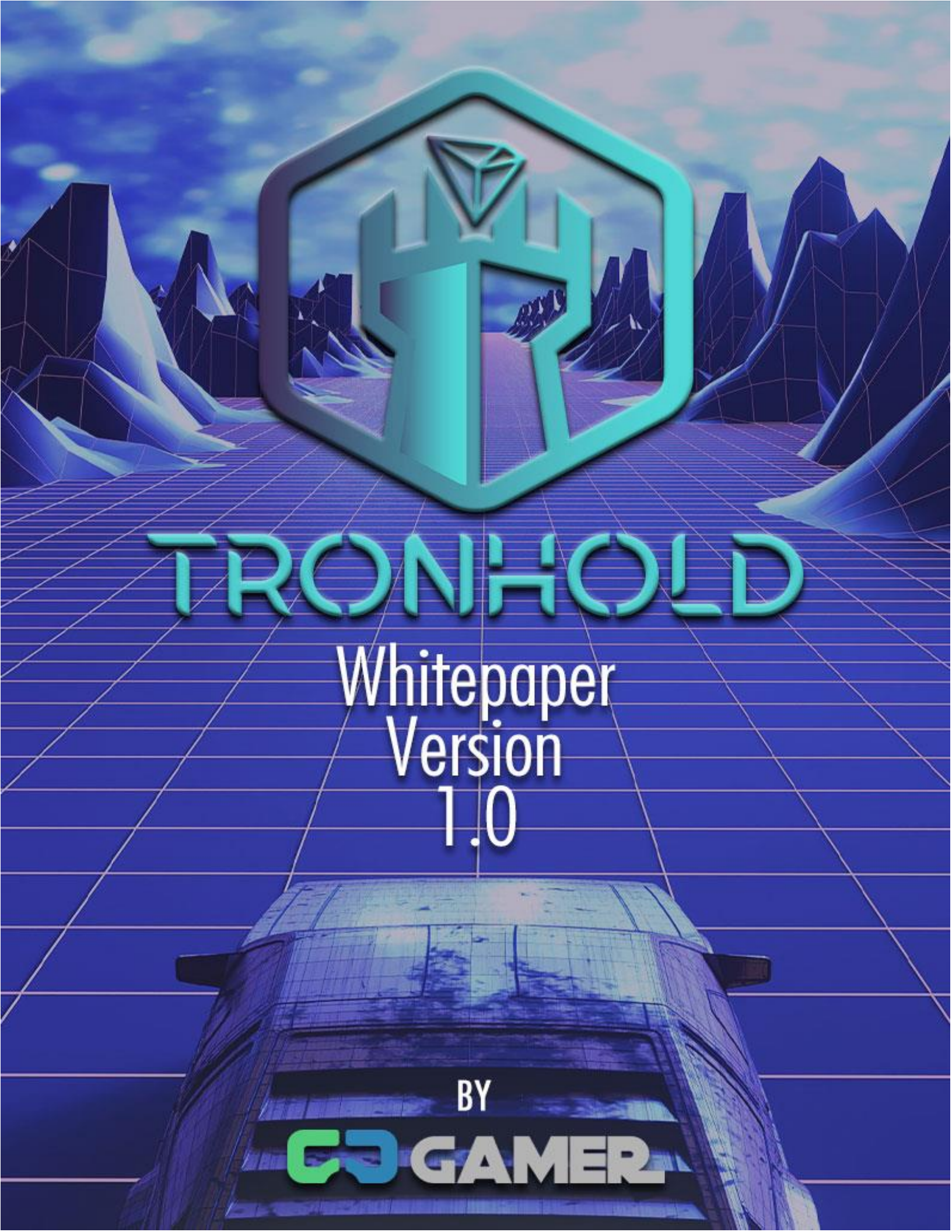
TRONHOLD
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Disclaimer

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Abstract

Tronhold aims to provide a platform where users are able to buy, own top notch video games, anytime, anywhere. Inspired by Garena, Steam and Epic Games, and other popular global games in the market, such as Animal Crossing. Animal Crossing is a game that combines two worlds together- it provides a fun narrative for regular players who want to enjoy a gameplay experience with an ecosystem and allow players to collect and trade NFT's, without prior experience or knowledge on games.

Tronhold is not just a game for players. It is a game that could introduce blockchain to millions of players.

The game is aimed at a diverse gaming community, who can get onboard easily on regular gaming platforms. Our main comparison lies within the traditional gaming market with the traditional gaming players being our target audience. We are currenting innovating a new unobtrusive way of connecting an exciting game narrative with blockchain features. Tronhold has the potential to attract millions of gamers, with a greater opportunity for more revenue.

The game is designed in a way to allow players to "own the game" by exercising empowerment through the platform. Players would also enjoy the democratic governance model based on a liquid democracy and real-world inspiration rules over a DAO (Decentralized Autonomous Organization).

Tronhold is the brainchild of Gamer Interactive, an interactive game studio known for itsgaming innovations. Striving as a pioneer in blockchain gaming, our studio is constantly experimenting to bring blockchain gaming to a new qualitative level. Tronhold leverages on the TRC platform, enabling advanced blockchain and in-game DeFi features.

The main goal now is to raise funds for a new company that has established ties with a non-profit foundation to develop Tronhold's platform to a higher level, thereby making it commercially successful.

Introducing Tronhold

Game Overview

Welcome to Tronhold - an interactive blockchain game that enable members to take part in a decentralized distribution gaming network. Game rounds start when 20 players enter into a match and randomly 1 of the players will be declared as a grand winner, the grand winner will receive their total payout of 150% by the gaming algorithm Winner's Payout = Game Round * 2. The remaining players would receive their participating payout immediately after the game round ends.

Tronhold comes in 5 different stages:		
Stage	**No. of Rounds**	**Limit of days**
Stage 1 – 100 USDT	8,000 rounds	45days
Stage 2 – 500 USDT	10,000 rounds	60days
Stage 3 – 2,000 USDT	12,000 rounds	75days
Stage 4 – 3,000 USDT	12,000 rounds	75days
Stage 5 – 5,000 USDT	12,000 rounds	75days

Following the table above, based on stage 1 as an example, Tronhold rounds will run for either 8,000 rounds or a maximum of 45 days based on whichever comes first. After each stage end, Tronhold would then proceed to the next stage. Once stage 5 ends, Tronhold Token would officially be launch on our partnering exchanges such as, Huobi Global, Binance, Kraken, Coinbase, Bittrex and other exchanges.

Business Objectives, Market and Target audience

Tronhold is a game not to be missed for blockchain players. Tronhold's concept is first of its kind in the global gaming industry. In general, players need not have prior knowledge about cryptocurrencies. Tronhold is designed for all palyers, our main target are the traditional gaming players and introduce the blockchain concept via Tronhold. By merging traditional gaming with blockchain technology we are created a combination of both, which allows players to efficiently understand, enjoy the perks and joy that Tronhold brings.

Market

Target audience

We have made an analysis of the target market of Tronhold . The conclusions are summarized in the table below. What is interesting is that we are competing in an underserved market.

Age	Tronhold has a wide appeal, generally from players as young as 18 years old to 70 years old.
Geography	Tronhold aims to gather players from all around the world with it's easy to operate user interface.
Gender	Non-Specific
Gamer Type	Casual 100% / Core 0% / Hardcore 0%
Social Class	Tronhold appeals to a wide range of social classes, althoughprobably upper and middle class because of the in-game monetizationand economy system you need to contribute to.
Lifestyle	Adults who spend a lot of time indoors on technology such as games consoles, computers or phones.
Taste	Different stages on Tronhold mean that it can appeal to a lot of tastes,
Ethnicity and Religion	Ethnicity and religion have no bearing on Tronhold appeal.
Age Rating	The game is rated[1:] PEGI12 as for gambling and the use of crypto.

Inspiration

By looking at what inspires the game, as well as what similar games are out there, we can see the commercial opportunities.

[1] https://pegi.info/what-do-the-labels-mean

Creative inspiration

Here is what the creative designer mentions as inspiration for future game development.

<Game> Animal Crossing
The game takes inspiration from animal crossing island ownership. The ability to socialize with friends and express creative freedom. Also, daily tasks and activities such as fishing and farming.

<Game> Minecraft
Inspiration from building mechanics, farming and other activities within the game.

<Medium> Stardew Valley
The freedom of choice, and open-ended gameplay, where the player chooses what they want todo. Optional side quests.

<Game & Television> Pettson Och Findus
The playful art and music from Pettson and Findus, as well as some of the “mini-games” presented in the game. Pettson and Findus is a series of children's books written and illustrated by Swedish author Sven Nordqvist, portraying a countryside. The books have worldwide book sales of over 15 million and have been translated into 55 languages.

<Medium> Townscraper by Oskar Stålberg

The technicalities of procedural island building and the minimalistic graphical style.

Animal Crossing	Creative Inspiration, by Nintendo	Animal Crossing: New Horizons: 26 million copies[4]. The whole saga sold more than 56 million copies[5]
Minecraft	The biggest game ever, by our Swedish neighbors Mojang	200 million copies. 126 million monthly average users[6]
Stardew valley	Creative Inspiration	Stardew Valley has sold over 10 million copies across all platforms.[7]
Roblox	Game builder, social games	164 million monthly average users , thousands of games developed on the platform.[8]
Hay Day	Successful farming game in the Farmville tradition, by our Finnish neighbor Supercell	$400 million yearly revenues in 2013, assuming HayDay is 50% of the revenues mentioned in this article[9].

Take some time to look at the benchmark numbers in the right column.

What sets this project apart?

- We are in a very interesting time period where blockchain technology is up and coming.
- There are very few interesting games that incorporate blockchain technology.
- The blockchain infrastructure is “hidden” for players who are not interested in the underlying technology. They will use it without seeing complex wallets or long sequences of meaningless text. We want to attract regular players who want to enjoy the gameplay experience. But for those interested, there is a space for blockchain enthusiasts as well.
- Rich NFT DeFi functionalities.
- The governance model and the DAO aspects are interesting not only to players and investors, but can also be interesting to mainstream media.

https://www.nintendo.co.jp/ir/en/finance/software/index.html

[5] https://en.wikipedia.org/wiki/Animal_Crossing

[6] https://www.theverge.com/2020/5/18/21262045/minecraft-sales-monthly-players-statistics-youtube

[7] https://www.vg247.com/2020/01/23/stardew-valley-sold-10-million-copies-worldwide/

[8] https://blog.rtrack.live/index.php/2020/08/02/roblox-continues-upward-ascent-with-164-million-monthly-act ive-users/

[9] https://www.ibtimes.co.uk/supercell-earns-30m-month-clash-clans-hay-day-1436122

Current Status: Game Ready

Tronhold been developed during 2020, and now has several key components done. What we have: a multiplayer, blockchain enabled game. The game is fully functional and ready to be launched.

Competition

Tronhold is a game with several dimensions:

Blockchain, Multiplayer & Social

Blockchain: Tronhold utilizes the Tron Network, which has proved to be a relatively flexible blockchain, focussing on decentralized games, with the peculiarity of abstracting the blockchain complexity from the gameplay and the user experience.

Multiplayer & Social: Tronhold aims to develop Gamer Platform. Our interactive gamer's platform where players from all around the world would be able to interact and team up in creating a strong positive environment for all our players.

Key game features

Gamer Platform Development

One of the game's main features is a paving the way for Gamer platform, Gamer would be the up-and-coming platform that would be able to compete against Garena, Steam and Epic games. Every round that players participate, 2.3% of funds would be used as research and development fees for Gamer platform, so that we will be able to bring even more amazing games for our players.

On-chain forum for discussion

Tronhold will also enable a decentralized forum, where users will be able to interact and vote on future game developments developed by the Gamer platform.

Blockchain Features

Game currency, The TRONHOLD token

TRONHOLD token is the native currency in the game, and mirrored as an TRC20 token. It allows token holders to play, invest and also be part of the game. There is a fixed supply of TRONHOLD tokens.

The token can be utilized in several ways:

- Payment for the games.
- Users can invest Tronhold tokens and gain rewards
- Future development for the Tronhold Token.

Fully decentralized assets

In most blockchain games, NFTs consists of a small amount of binary data that representsownership of an asset. However, there are many more factors to take note in order to control an asset:

- Aesthetic Elements
- Non-physical characteristics (strength of a sword, speed of a car)
- Game logic implementing the asset: Swinging a sword, driving a car

So far, in most blockchain games, this information is often stored elsewhere, controlled by the management company, instead of the players.
In future Gamer developments, we strive to improve on this factor, whilst working on the aesthetics of such games, bringing about more stunning visual graphics and effects.

Marketplaces and trading

One advantage of decentralized ownership is that they can be traded on marketplaces outside of the game companies' influence. This can increase financial incentives for gamers to purchaseand create items in the game. Naturally, this feature will be available with Gamer platform.

External marketplaces on Gamer’s Platform

Items can also be traded by using Tronhold Token via our Gamer’s platform marketplace. TRC trading is almost instant as TRON Network would be able to support 2,000 transaction within a single second. This greatly improves the confidence of all our users.

Marketplaces on other blockchains

The TRONHOLD token is interchangeable with an TRC-20 TRON token, but also items and item ownership might be transferred to other blockchains (eg. Binance smart chain).

In Gamer, we strive to make items and item ownership interchangeable with other relevant blockchains. This greatly increases interest levels and potentially increases liquidity, it can also be used for marketing purposes. The main target group for Tronhold is not blockchain gamers, so this feature would not be a main priority for the company. The Gamer project, supporting the Tronhold token, will fund and evolve this development as part of the Gamer trust fund. Gamer's platform has more substantial data as compared to normal NFT's, and the scope of interoperability will focus on ownership rather than the asset data.

Marketplace on Steam, Garena and Epic games

Gamer platform future development will use existing game platforms, such as Steam, Garena and Epic games, to sell items, such as first-hand items collections as well as in-game currencies. It is an important factor for onboarding of non-cryptocurrency users. The strategy implemented will allow this to comply with the terms of service.

A game controlled by players

Imagine a game that will never be decommissioned, where the players dictate the outcome of the project. This is a fresh new way towards game implementation, which brings about new challenges as compared to old business models.

The Gamer platform will push the boundaries of blockchain gaming by letting the users control the entire development of the game. It will be a public democratic application, with formal player control and other stakeholders such as investors.

Gamer Community Council, or Gammunity Council

Gamer will be implementing a decentralized organization known as the Gamer Community Council (Gammunity Council) , a digital democracy and mini-universe whereby players will be able to decide the future developments of new and existing games. Players can vote for updates that they would expect in the game that they are participating in, which would not be possible without utlizing the blockchain. This is an embodiment of Gamer's vision of all future Gamer applications.

Free and open source

The source code will have an open-source license where users can control and ultimately fork the application. This is dependent on Unity, which is a chargeable platform.

Logic on chain

The game will be available on the blockchain, so as to avoid a single entity controlling the server as much as possible.

Programmer interface and scripting

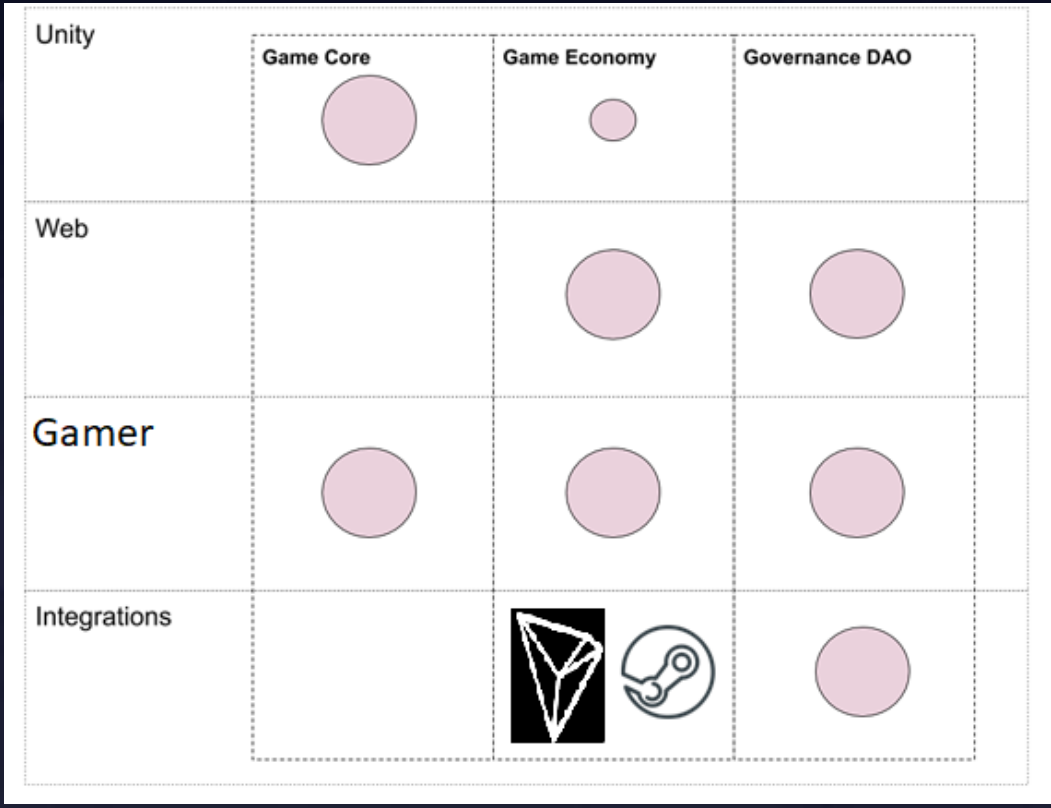
We are exploring ways to make the game extensible by exposing APIs to developers and integrating scripting languages. This can bring creativity to players and developers in the Gamer platform. By building an easy-to-use development platform, Roblox, which implements the same technology, now has 345.000 developers on its platform.

A super simple programming language that focuses on ease of use and an in-game development environment using familiar graphics. We hope to go further than Roblox to simplify the experience.

We believe it can be a fantastic introduction to programming for millions of people.

We believe this is a great introduction to programming for millions of people.

Technology



System architecture

Game Core

Backend: Gamer

The first layer to this project is the game backend infrastructure. The project was created on the fundamental idea that it will operate exclusively on the gamer platform, with a few exceptions mentioned in this document.

The backend is a player relational blockchain database, which can be used in conjunction with Unity to operate accounts, token transfers, relational data and user progress, etc. Its purpose is to follow the development of cross-chain playability and interaction with NFTs. The unique database aspect of game players enables them to execute complex back-end logic directly on the blockchain without spending a lot of development time.

Frontend: Unity

The second layer of the project is the client, which is developed uniformly. The biggest part is the program construction system. It is essential that it is fun, feels great and keeps pace with other construction games on the market.

The second important point is to consider player retention when considering gameplay loops and daily activities. We are also committed to connecting the back-end and front-end, log-in and registration edge cases, and the scalability and stability of multiplayer games.

Game Economy

The third area in the project is the economic infrastructure.
“Property/Plot” auctioning, asset trading, token transactions.

Backend: Gamer

Gaming, marketplace and auction logic is done on the TRC blockchain

Frontend: Web and Unity

The frontend to marketplaces and auctions can be done as a web application embedded into the game. Parts of the UX might also be done directly in Unity.

Integrations: TRC20 and Steam

The TRONHOLD token will be transferable between TRC20 and native TRONHOLD token. This bridge is developed by Gamer outside of this project.

The Steam marketplace and sales there will have an integration code connecting to Gamer.

Governance DAO

This project not only created a game, but also created a decentralized autonomous organization called Gammunity Council.

Backend: Gamer

Voting and governance rules can be implemented in the Gamer platform. As a relational database, this is much easier than other blockchains.

Frontend: Web

The DAO interface will be a web application outside of the Tronhold game.

Integrations: Gammunity

The Gammunity project completed by Gamer is a forum with review and voting functions. Gammunity is also used by other projects, such as the Hedget[11] DeFI application. By integrating the Gammunity open source code, the development of Gamer Community Council (DAO) will become easier.

Token model

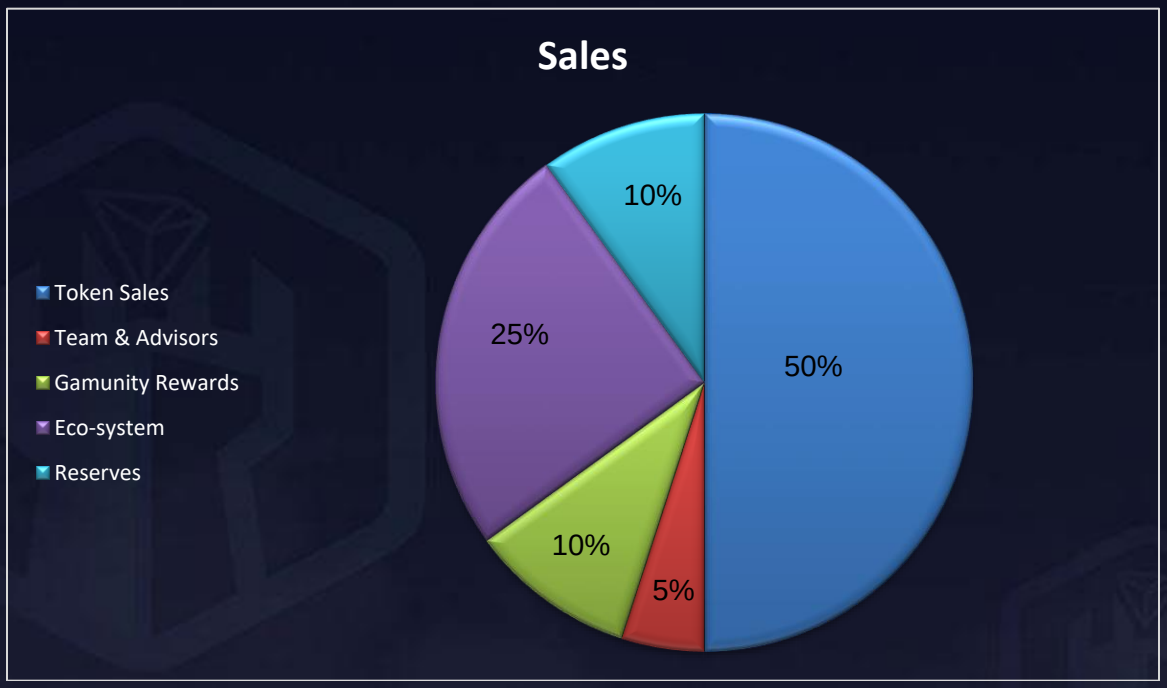
TRONHOLD Token

TRONHOLD token is the native currency in the game. It allows token holders to play, invest and participate in games. There is a fixed supply of TRONHOLD tokens.

Token utilities

Payments	TRONHOLD is the game currency that players use to purchase assets and land inthe game.
DeFi	Staking is a way to lend a currency, and receive interest in return. Token holders could participate in staking and earn rewards as a certain percentageof platform revenues will be given out as staking rewards. For instance, the gaming platform would have revenues from item sales, asset sales, transaction fees etc. and that a fixed proportion would be distributed to the staking pool. NFT's will also have DeFi features such as collateralization and buybacks (as described in this document)
Governance	Owning Tronhold enables the player to participate in the governance process through a decentralized organization, with proposals and voting structures. There are issues related to the platform operations and development that could be decided based on the preference of the token holders. In order to encourage users to participate in the voting process, there will also be rewards for voters
Play to earn	There are a proportion of the tokens reserved for user incentives. By completing quests in the game, players could earn TRONHOLD tokens. This designis to encourage user participation in the game and to maintain traction.

Allocation



Allocation type	Token amount
Token sale	5,000,000
Eco-system	2,500,000
Gammunity Rewards	1,000,000
Reserve	1,000,000
Team and Advisor	500,000
Total	10,000,000

- **Team and Advisors:** These tokens are allocated to founding and non-founding members of Gamer.
- **Reserve:** These tokens will be used for staking rewards. Any network participant can stake tokens to earn rewards and reduce the supply in the ecosystem.
- **Platform rewards:** These tokens will be used to incentivize those players who earn tokens by participating in competitions and other activities in the game. This design is to encourage user participation in the game and to maintain traction.
- **Gammunity Rewards**: These tokens will be used for various ecosystem-building initiatives, including marketing, bounties, incentive programs, and more.
- **Ecosystem:** Game development.
- **Token sale:** These tokens will be reserved for a private sale.

Revenue

Before beginning the DAO, all funds will go to a special account, funds in this special account will be locked. The DAO will manage revenue and use it for game growth and development. Through this model, the DAO will be able to hire more developers to expand the market. It will also control how much funds will be locked. Initially, at least 75% of net income (revenue minus transaction and platform service fees) will be locked in additional reserves of land and NFT. Therefore, we expect that when we have more land, NFT and other game assets, TLV (Total lock-in value) will increase purchases.

DeFi component

Staking Yield and Earnings

One of our strategic visions in Gamer Platform is to create monetary incentives for our most loyal and motivated players.

Staking yield

Based on our stakes and reward predictions, we will allocate a considerable amount of tokens in the stakes reward. This will incentivize our stakeholders to hold their tokens in the early stages of game development, while some important game features are still under development.
With the release of new features, stakeout will gradually decrease.

NFT collateral

When a user purchases NFT from the system, a part of the purchase price may enter a special collateral account related to the NFT. The user can then choose to sell it back to the system (ie destroy the NFT) at a price equal to the locked collateral (or percentage of collateral). This ensures that the value of NFT will not be lower than a certain threshold.

Renting In-game items

Items in the game can be rented to other players. The smart contract will ensure that the borrower cannot resell or destroy the item, and will ensure that the item is returned to the owner at the end of the lease period.

Governance by the Players – Gammunity Council

Introduction

Our goal is to become a real user-owned game and have our own decentralized organization called Gammunity Council managed by the community. Therefore, we have also integrated the concept of DAO. As time goes by, DAO can take over most of the decision-making power in the game. The Gammunity Council will be an important part of the game ecosystem. It will solve problems in the game and proposals related to game development and future funding.

Membership

In principle, every Tronhold token holder can become a member of a decentralized organization and have the right to vote on proposals. At the same time, we understand that a certain number of players will be mainly interested in the game and only enjoy the game, therefore, the qualification to join the Gammunity Council will be optional.

Gammunity Council principles

The organization is designed as a consumer and platform cooperative, following these general principles:

- Voluntary membership, that is, the membership of the community council is optional and depends entirely on the player
- Control of democratic members, that is, community committees adopt mobile democracy as a mode of participation
- Autonomy and independence, that is, the community committee is expected to surpass most of the decision-making power in the game, and is not subject to the intervention and control of a third party
- Education and information, that is, one of our main goals in the game is to educate our players about political and economic models inspired by the real world
- Community cooperation, that is, many activities in the game require joint efforts, cooperation and communication, which makes the bond between players stronger

More information about community committees is provided in the appendix.

Risk Warning

Regulatory Risks

Each individual participant should be aware that the government's regulatory policies on blockchain projects and financial methodologies are controlled by government factors. Participants should be aware that there are risks involved in the investment. Should there be any overestimation of the abovementioned digital asset, the increase in risks is justified.

Digital Assets have high volatility as per in the case of traditional financial instruments. Volatility in the value of any digital assets is expected, the possibility of surges and certain actions due to market fluctuations and participants should conduct their own due diligence prior to participating. The Global Blockchain Community has made steady progress in regulatory protection and policies. Individual participants should also check with various institutions to their own jurisdiction.

Operational Risks

In the traditional capital markets, there are not much decentralized platform projects that infuse traditional financial instruments with blockchain technologies. And the firm has recognized this potential. The Group's vision, mission, strategic planning, operational planning and execution are not only reactive to market conditions but premediated in an attempt to counteract market volatility and fluctuations. In line with the overall development of the Group's investment product, there are various operational risks involved. The adjustment of the products business models and overall planning may not be aligned to market requirements and will be adjusted and updated from time to time. This is an attempt to achieve maximum profitability for its participants and it may or may not be disclosed to the public. This asymmetric information may occur to the public, and affect its future developments.

With rapid and continuous development in blockchain technologies and the pairing of the volatility of capital markets, TRONHOLD may face unexpected risks that participants should be aware of. The framework of the project is deemed stable, and the Group seeks to rectify any errors and adjustments in the profitability of the project. Tronhold also expects all participants to be fully aware of the risks involved.