# TRONCRAFT

# Games Platform Whitepaper

First **Shareholder+Fomo** Double-Dividend

Blockchain Games Platform Based on Tron

12th December, 2018

V0.1

# Contents

## Part One

# Introduction to TRONCRAFT

With the prominent rise of blockchain technologies and digital currencies in recent years comes increasing attention to this cutting-edge technologies. Transformations are also happening in the game industry, the field that is closely related to this technological advancement.

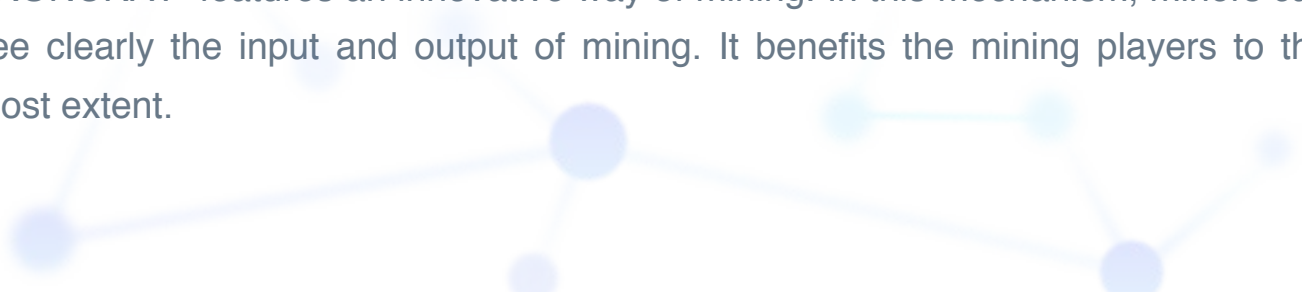### Games Platform Based on Tron's Underlying Technologies Technology

TRONCRAFT is a games platform built upon the TRON public chain. In the early stage, Dice and Car Racing are launched, and will be joined by games involving multiplayers like Fishing Joy and Monopoly. It aims to provide the players with a highly entertaining and profitable blockchain games platform.

### Shareholder+FOMO Double Dividends

TRONCRAFT is the first shareholder+FOMO double-dividend blockchain games platform built on the TRON public chain. Players gain dividends not only through pledging tokens but also buying FOMO KEY. This method achieves genuine double dividends, giving the players the greatest benefit the platform can offer.

### Innovative Mining

TRONCRAT  features an innovative way of mining. In this mechanism, miners can see clearly the input and output of mining. It benefits the mining players to the most extent.

# TRONCRAFT

## Part Two
# Market Background

## 2.1 Status of Traditional Games

Games have become an important part of our daily lives. The game industry has been growing at a rapid speed for the past two decades. Currently, there are 588 million games users, including 550 million users on mobile phones, 260 million on the web, and 160 million on apps. It is estimated that the global games market will make 137.9 billion US dollars this year with a year-on-year growth of 13.3%. In particular, the Chinese market now accounts for nearly two thirds of the global market with a year-on-year growth of 4.0%.
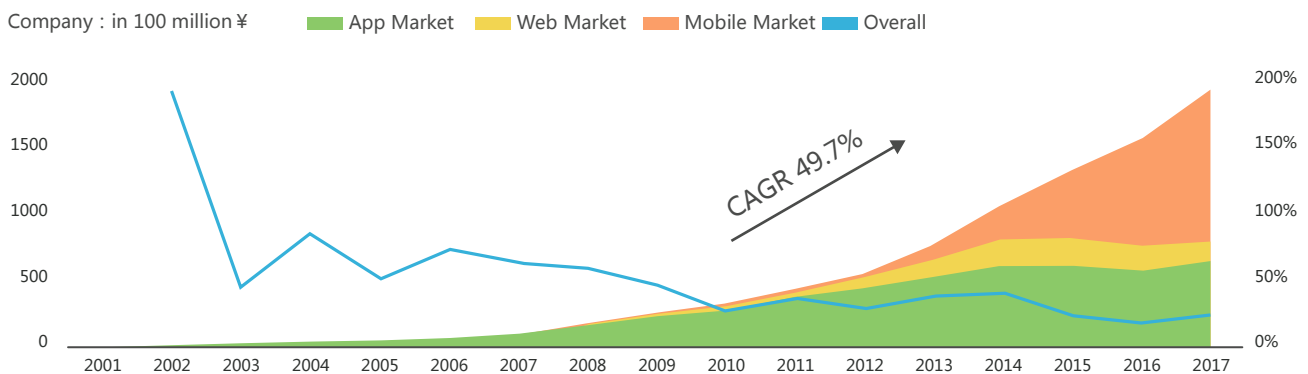


「Source : IDC、GPC、CNG」

Despite the fact that China has become the world's largest games market, the real sales revenue for Chinese games in the first half of this year grows merely at 5.2% year-on-year, falling far behind from the twenty-plus percentage growth in the last ten years. Analysts believe it has something to do with the fact that the demographic dividend is disappearing, new users come at a much slower pace, and the competition between games providers intensifies, resulting in higher cost to gain customers and accordingly, fewer profits.

Also, the demographic of mainstream games users are changing. Smart phones are increasingly used among younger populations and mobile entertainment has become popular. People born in the 1990s and 2000s have emerged as the so-called "New Public". It is clear that the turning point for China's game industry has come and every participant in the market has to face up the challenge of survival once again.
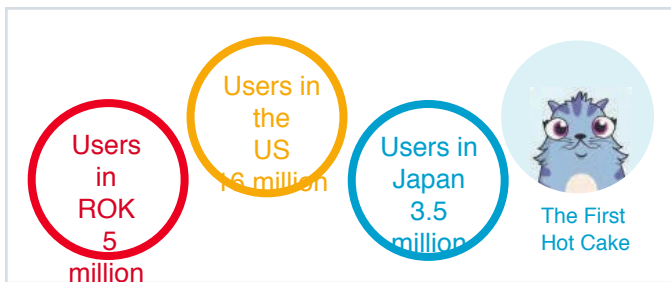
## 2.2 Rise of Blockchain Games

Heralded by Cryptokitties in late November last year, blockchain games mushroom at the beginning of this year, bringing more possibilities and opportunities to the whole game industry.

| | **Traditional games** | **Blockchain games** |
|---|---|---|
| Ownership | **Centralized**<br><br>Their biggest disadvantage is centralization. The games provider controls the code access and the server, capable to make the rules of the games and change the game's content at his will. The single ownership puts users at a default disadvantage. | **Decentralized**<br><br>Games powered by blockchain technologies are naturally decentralized. Codes and the server are based on the underlying public chain platform. Games provider cannot change or fake anything as he likes. At the same time, distributed storage protects user's information from leaking or loss. |
| Mechanisms | **Not Transparent**<br><br>While the rules of games are known to the users of traditional games, the underpinning logic is rarely released. Such non-transparent operation is hard to win the users' trust, and "black box" and "dark changes" often happens. There's no monitoring mechanism for the players' sake. | **Transparent**<br><br>Blockchain games achieve transparency as the underlying public chain broadcasts the game's contract to all the open nodes, making sure every operation is transparent. "Black box" or other unfair practice are impossible. |
| Value system | **Value-closed**<br><br>The competition between games providers makes it impossible for players of different games to transfer their props and credits. Stimuli go weak in such games of an entirely closed value system. | **Value-connected**<br><br>The token economy is a highlight in the blockchain games. Games providers use blockchain to build a new token system which breaks down the value barriers and connects assets across different games. Players can circulate or cash games value through tokens. |

**TRONCRAFT**
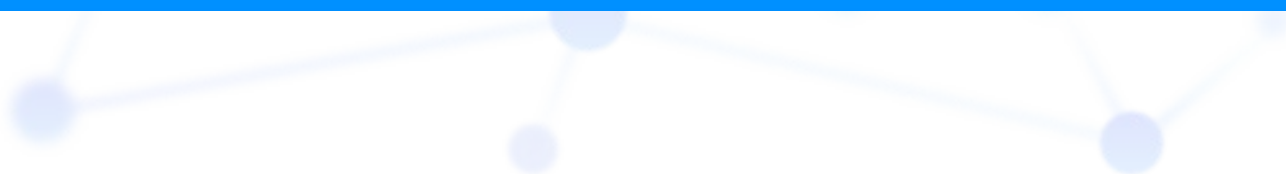
It is calculated that the current number of global blockchain users has exceeds 30 million and the user growth will continue to go up. Experts estimate that blockchain users will reach over 10 billion in ten years.

**Quality User Communities**

**A Globalized Market**

**Fair Starting Opportunities**

Users in ROK 5 million

Users in the US 16 million

Users in Japan 3.5 million

The First Hot Cake

| | | |
|---|---|---|
| App-game Era | 盛大游戏 | 巨人网络 GIANT NETWORK |
| Web-game Era | YOOZOO 游族网络 | 恺英网络 |
| Mobile-game Era | CMGE 中手游 | 掌趣 OURPALM |

Source：IDC、GPC、CNG

Many blockchain games based on the EOS underlying systems are launched in October this year, offering a variety of games, including BlackJack, Ground Zero, Fruit Machine and other gambling games. BetDice makes 8 billion RMB in that month, with a maximum of 150 million daily.
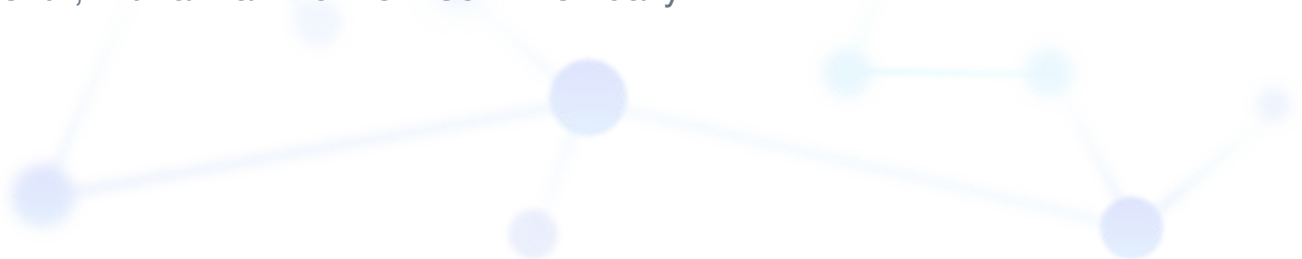
According to statistics, as of 29th November, there are 1,436 blockchain DApps in the DappRadar list:

| Public chains | DApps total | Games (including lotteries) |
|---|---|---|
| ETH | 1242 | 649 |
| EOS | 179 | 120 |
| TRON | 15 | 14 |

As is shown by the table above, more games are based on ETH blockchains. But due to its low scalability, ETH's TPS is only capable to process 10 to 15 transactions per second. Crowding is also prone to occur, making it difficult to meet the demands of increasingly fierce competition.

DApps on EOS function well, but players experience less fun playing games and mining, since they often have to to make more pledges in exchange for CPU and other resources, which are already tight due to increasing consumption by the growing number of games. In addition, potential players might find it tiresome to go through a long process to open an EOS account — required by DApps using the EOS underlying technologies — and start a game.

Faced with a lucrative market, games providers have been developing all kinds of games and mechanisms, but only games with easy entrance, smooth experience, and real fun can stand out.

# TRONCRAFT

## Part Three
# Innovations of TRONCRAFT

### 3.1 Introduction to the Rules of the Game

● Dice

Dice has been the most popular blockchain games so far. Odds are decided by the dice numbers.

The game is classic and easy to play. Select the bet amount and number, and get the result in no time.
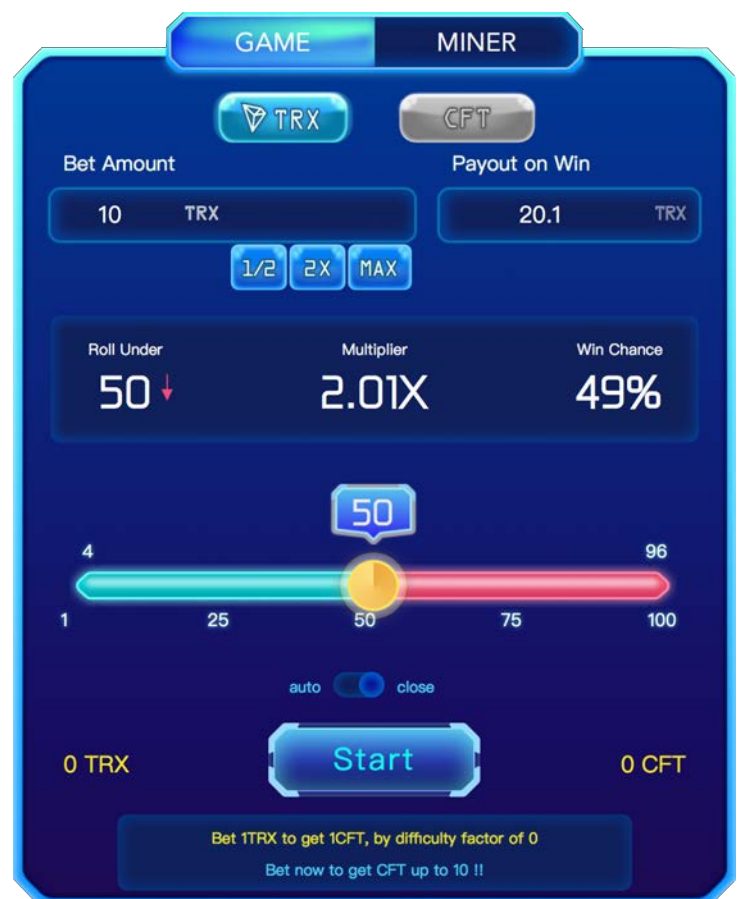


(The Gaming Interface)

## ● Car Racing

Car Racing is also a popular arcade racing game.

Players can choose one or more icons to make the bet. The red light moves as the game begins and where it stops shows the result.



(The Gaming Interface)

# 3.2 Ecology Based on TRON

TRONCRAFT is the first shareholder+FOMO double-dividend blockchain games platform based on TRON. It makes the best of TRON's ecological advantages by making it easy to open accounts and inexpensive to play. It offers secure and smoothly-running games which are also fun and entertaining.

TRON is one of the world's largest protocols for blockchain DApps. It supports DApps with blockchain platforms featuring high throughput, scalability, and trustworthiness. It has many advantages, including:

- A Large User Base: Capable to cover global users with 84 online exchanges and over 1 million addresses.
- A TPS Peaking at 2000: A stable system supported by a high-throughput and high-scalability underlying systems.
- Easy Account-opening: It is easy and fast to open a user account and it's for free.
- Low Cost to Use: Cost for transferring or using contract fees is low. Freezing TRX offers energy and the process doesn't consume TRX.
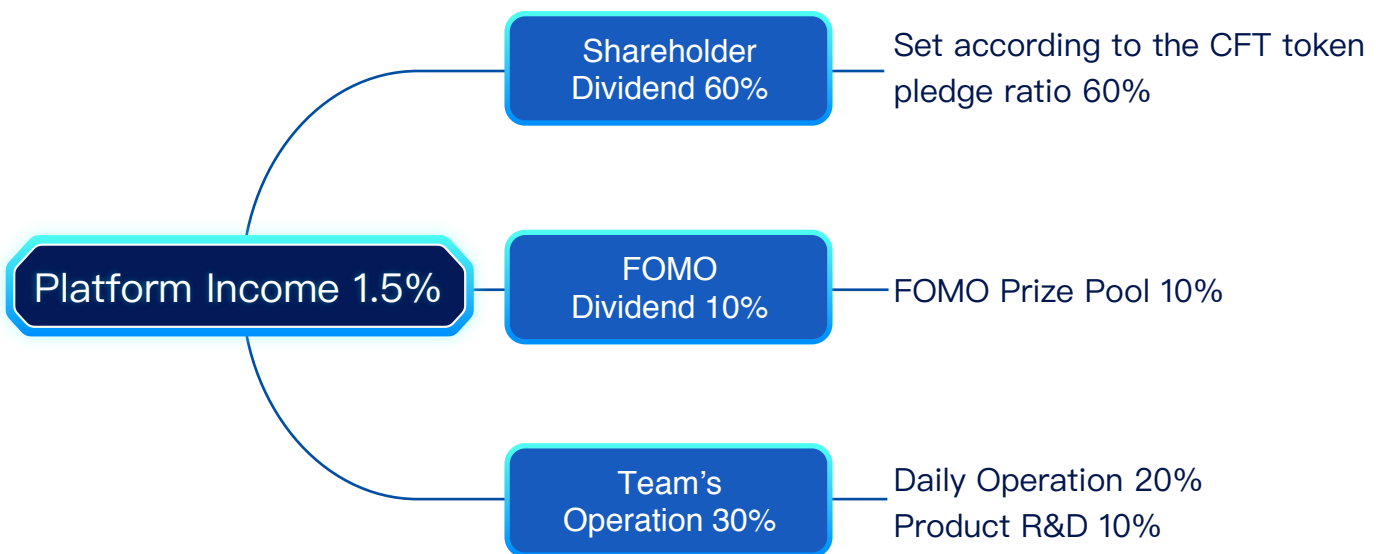
DApps ecology becomes richer after the launch of TRON's major network. The low cost to open accounts and the convenience to use have helped TRON to draw great attention from a large number of developers and users of blockchain games. On 29th November, TRON announces an investment of 100 million US dollars to develop blockchain games.

# TRONCRAFT

## 3.3 Shareholder+FOMO Double Dividends

In the TRON Dice, the game sets 1.5% aside for the platform to profit. The platform divides its total income as 60% for shareholders' dividend, 10% for FOMO dividend, and 30% for the team's R&D, daily expense, ranking awards, and regular lotteries.

```
                         ┌──────────────────┐      Set according to the CFT token
                         │  Shareholder     │      pledge ratio 60%
                         │  Dividend 60%    │
                         └──────────────────┘
┌──────────────────────┐ ┌──────────────────┐
│ Platform Income 1.5% │ │  FOMO            │      FOMO Prize Pool 10%
└──────────────────────┘ │  Dividend 10%    │
                         └──────────────────┘
                         ┌──────────────────┐      Daily Operation 20%
                         │  Team's          │      Product R&D 10%
                         │  Operation 30%   │
                         └──────────────────┘
```

● Shareholder Dividend

All games on the TRONCRAFT platform share a shareholder dividend pool. The platform's token CFT is used as the proof of equity. Pledging CFT can get shareholder dividend. The system distributes its income to users according to the number of tokens pledged .

CFT is locked after being pledged, and cannot be transacted or used. But users can unlock it any time. The unlocking process usually takes 24 hours, during which time the user will not get the dividend.

● FOMO Dividend

FOMO dividend is also popular. Users can get the FOMO dividend by buying KEY.
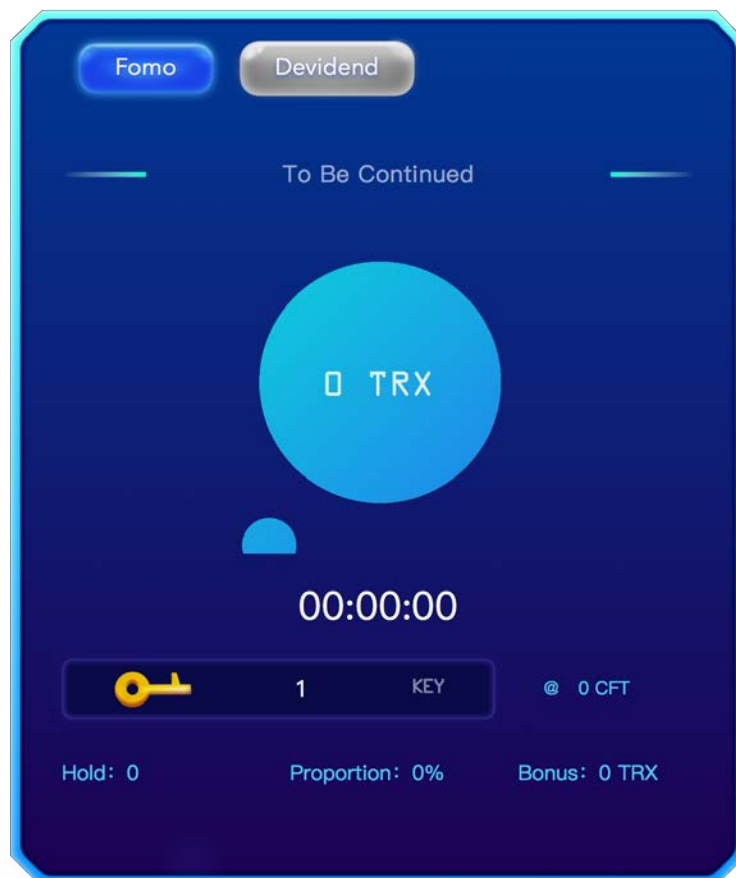


(The Gaming Interface)

On the TRONCRAFT platform, users use CFT to buy KEY and get FOMO dividend. As the number of gamblers increases, the price of the KEY will rise too.

TRONCRAFT put 10% of its total income in FOMO dividend. That will continue to increase the total prize amount of the FOMO Prize Pool.

30%

Disposed

Total Income
from New KEY
Purchases

70%

Current KEY-holders
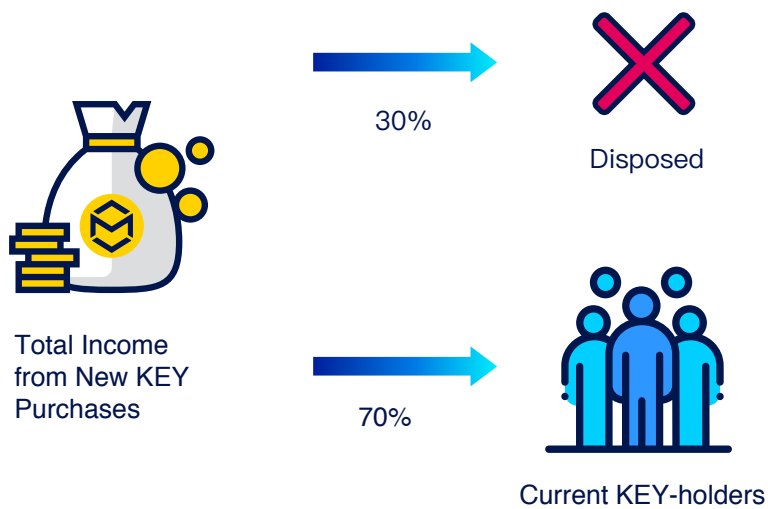
As for the income from new KEY purchases, 70% goes to the current KEY-holders and the other 30% is disposed.

**10%**

10% of the Platform's
Total Revenue Goes to
FOMO Prize Pool

FOMO
Prize Pool

70% of the Prize
Pool Goes to the
Last Buyer as a Reward

30% Enter the Next
Round

FOMO prize pool makes a one-hour countdown. Every time a players buys a KEY, five minutes is cut. When it hits zero, the last KEY buyer is rewarded with 70% of the pool while the other 30% goes to the next round as the initial reward. FOMO games start every five minutes.

## 3.4 Innovative Mining

TRONCRAFT's innovative mining is a highlight though other games also have gaming and mining mode.

The gaming mode has an interface that is simple, easy, caters to the game players' habits. What's more, the mining mode is specially designed for the miners to see the current mining cost and real-time price so as to compare their input and output, helping them to make optimal strategies. It benefits the miners to the largest extent while making sure games are fun.

# TRONCRAFT

The later the miners come, the more difficult the mining will be.

The earlier the miners take part, the greater the profit will be.

| Stages | Amounts of token | Ratios | Costs |
|---|---|---|---|
| Genesis Mining | 500 million | 1TRX for 1.2CFT | 0.01317TRX/CFT |
| Mining Stage 1 | 600 million | 1TRX for 1CFT | 0.0158TRX/CFT |
| Mining Stages 2 | 600 million | 1TRX for 0.8CFT | 0.01975TRX/CFT |
| Mining Stages 3 | 600 million | 1TRX for 0.4CFT | 0.0395TRX/CFT |
| Mining Stages 4 | 600 million | 1TRX for 0.2CFT | 0.079TRX/CFT |
| Mining Stages 5 | 600 million | 1TRX for 0.1CFT | 0.158TRX/CFT |
| Mining Stages 6 | 600 million | 1TRX for 0.05CFT | 0.316TRX/CFT |
| Mining Stages 7 | 600 million | 1TRX for 0.025CFT | 0.632TRX/CFT |
| Mining Stages 8 | 600 million | 1TRX for 0.0125CFT | 1.264TRX/CFT |
| Mining Stages 9 | 800 million | 1TRX for 0.00625CFT | 2.528TRX/CFT |
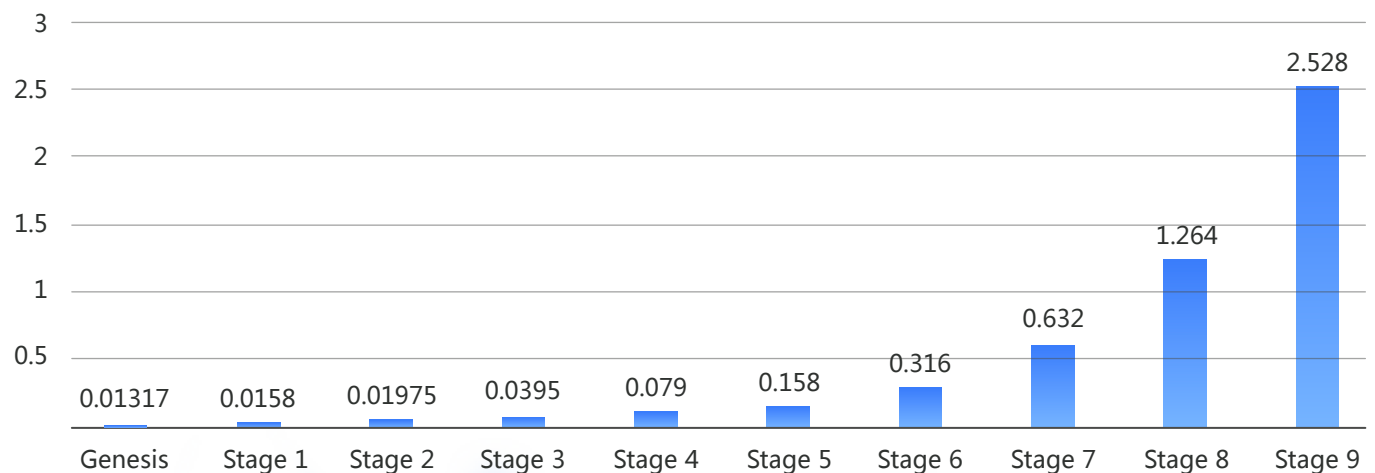


「The degree of difficulty to mine goes up as time goes by」

PS：

① Invitation rebates, pledge dividend, FOMO will not be included in Creation Mining;

② Invitation rebates, pledge dividend, FOMO, and ranking will be on in other mining stages.
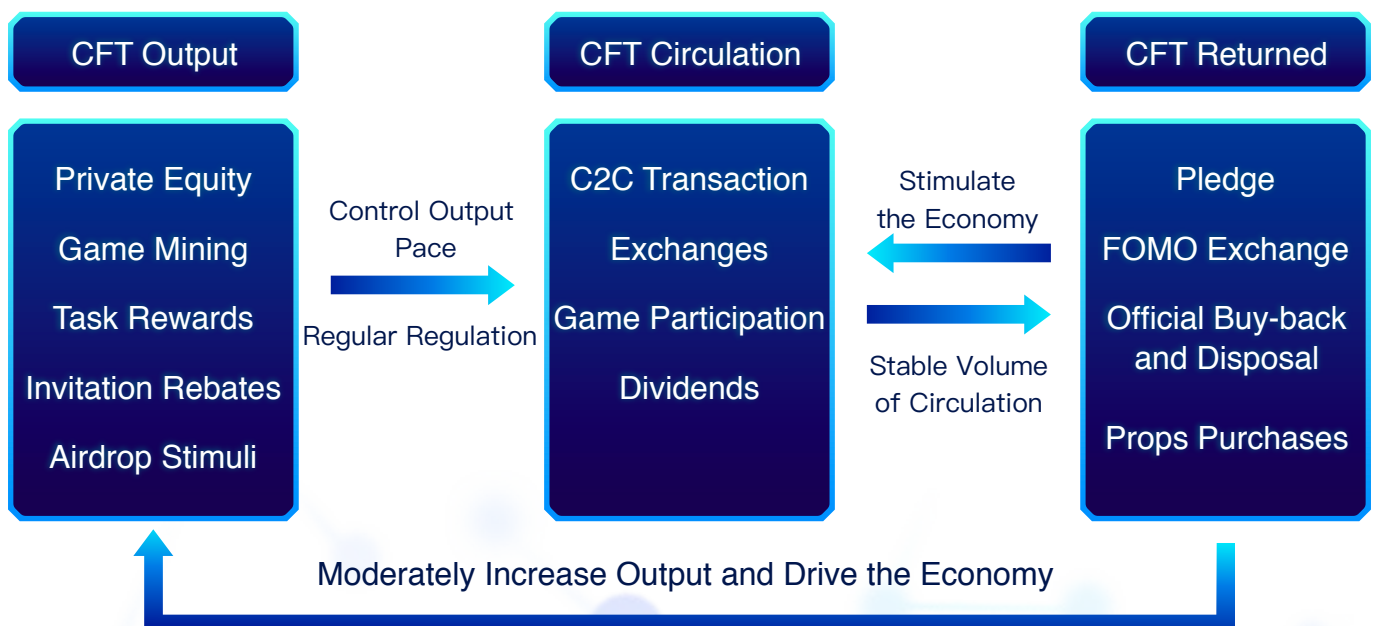
# TRONCRAFT

## Part Four
# Economic Model of TRONCRAFT

## 4.1 CFT Value and Circulation

● Usage of CFT

① Bets: Use CFT to play games.

② Shareholder dividend: Gain the shareholder dividend by pledging CFT.

③ FOMO dividend: Gain the FOMO dividend by using CFT to buy FOMO KEY while getting the chance to win the prize pool award.

As the TRONCRAT games platform is expanding, TRONCRAFT plans to endow more functions to CFT, such as the right of event participation, the right of vote, etc.

● CFT Economic Model

| CFT Output | | CFT Circulation | | CFT Returned |
|---|---|---|---|---|
| Private Equity | | C2C Transaction | Stimulate the Economy | Pledge |
| Game Mining | Control Output Pace | Exchanges | | FOMO Exchange |
| Task Rewards | Regular Regulation | Game Participation | | Official Buy-back and Disposal |
| Invitation Rebates | | Dividends | Stable Volume of Circulation | Props Purchases |
| Airdrop Stimuli | | | | |

Moderately Increase Output and Drive the Economy

# TRONCRAFT

- **Ways to Get CFT**

| | |
|---|---|
| ① **Playing Games and Mining** | ② **Private Sale** |
| ③ **Purchases in the Secondary Market** | ④ **Rewards for Doing Official Tasks** |
| ⑤ **Rewards for Contribution to the Community** | |

## 4.2 CFT Distribution Mechanism

10 billion CFT will be issued and no addition is planned. Distribution solution is as such:



**Game as Mining**
Playing games is mining. Players make bets to win CFT.

**Marketing &Operation**
Including community events, game competitions, and others

**Founders and Early Contributors**
Encourage early contributors to improve the cohesiveness of the early–stage team

**Private Sale**
Initial funding for the team and product R&D

**Strategic Cooperation**
Games ecological cooperation, market resource replacements, etc

61%

14%

10%

10%

5%

# TRONCRAFT

● **Private sale details:**

Exchange rate: 1TRX=100CFT

Private sale limit: 500 million CFT

Soft cap: 200 million CFT

Rewards for early buyers:

- 2% extra bonus for the earliest 20% buyers
- 1% extra bonus for the earliest 20% to 50% buyers
- 10% extra bonus for those who buy over 400, 000 TRX

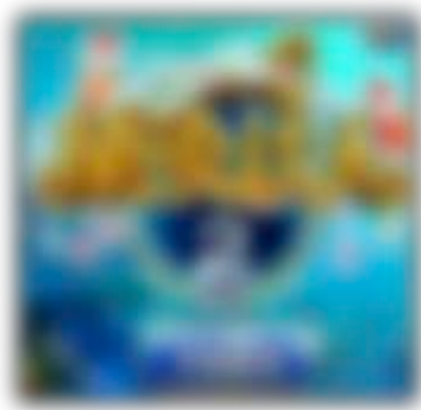P.S. Unfinished Private sale will be included into Creation Mining.
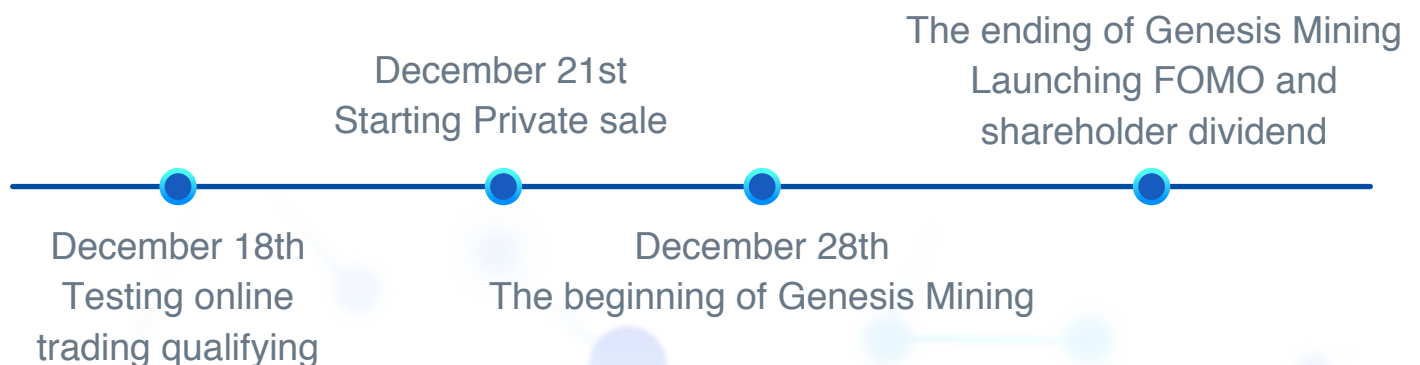
# Part Five

# Project Planning

## 5.1 Our Vision

As the first double-dividend blockchain games platform based on TRON, TRONCRAFT provides users with entertaining games and has made a strategic layout on its whole game ecology. Multi-player games like Monopoly and Fishing Joy will be launched soon. We aim to build a one-stop open games platform that features online games launching, marketing, and developer communities.





More Games to Come...

## 5.2 Roadmap

December 21st
Starting Private sale

The ending of Genesis Mining
Launching FOMO and
shareholder dividend

December 18th
Testing online
trading qualifying

December 28th
The beginning of Genesis Mining

To be continued with more projects…

# TRONCRAFT

## Part Six

# Legal Statement

TRONCRAFT aims to provide players with a secure and fair games platform, where no illegal method shall be used to solicit users to play games and anyone under the age of 18 are banned from playing games.

TRONCRAFT cannot ensure the appreciation space of our platform token CFT, and shall make no promise in any form. Players must take sufficient consideration of the risk of the token's price and take the risk on their own. CFT does not represent the real stock equity or the ownership of TRONCRAFT.

Without any official written authorization by TRONCRAFT, no one is allowed to change, send, broadcast, reprint, copy-paste, reproduce, edit, spread, or use any part of TRONCRAFT's contents or services. Any violation will be regarded as infringement and pursued with legal actions.

Last but not least, players must take full consideration of their national and regional rules and laws to make sure their participation in games is not against the law.