

Terra Tritium Token - TRIT

The Official Token of Terra Tritium MMO web3 strategy game

Lead your civilization through galaxies, explore and earn real crypto assets.



Nov, 14th, 2023

Table of Contents

Table of Contents	2
Introduction	3
Proof of Game (POG)	3
The Tritium Token (TRIT Token)	3
What is the TRIT Token?	3
Why use the TRIT Token?	3
Tokenomics	5
Distribution	5
Burn Mechanism	5
Treasure	6
TRIT Usage	6
Tritium Challenge (Ingame Mining)	6
Conclusion	8
Disclaimer	8



Introduction

Tritium is a WEB3 blockchain game, in the style of Massively Multiplayer Online Real-Time Strategy (MMO RTS). It encompasses a science fiction theme with strong exploration aspects based on Proof of Game (POG). The main objective of the game is mining and accumulating a rare resource called Tritium.

Proof of Game (POG)

Based on the Proof-of-Game (POG) concept, it is designed to encourage player participation in the blockchain network while providing a new opportunity to earn tokens while playing.

The game explores the utility of on-chain tokens which will be used within the TRITIUM Challenges (in-game challenges), it will be the object to be contested and conquered by the winner of the challenge in each round, allowing players to retain ownership of their time spent and assets earned in-game.

The Tritium Token (TRIT Token)

The Terra Tritium MMORTS will utilize a token based economic model, designed within the Terra Luna Classic platform, called Terra Tritium Token (TRIT), which will allow players to acquire unique resources and items within the game.

What is the TRIT Token?

The Terra Tritium Token is a digital cryptocurrency that will be used within the game allowing players to purchase exclusive resources and items. It can be acquired through various means, including winning as a prize with in-game challenges and also direct purchases. The Token is stored in a digital wallet integrated into the game, which can be easily accessed by the players.

Why use the TRIT Token?

Players can use TRIT to purchase resources, exclusive items, and even access exclusive areas of the game. To acquire Tokens, players can either buy them directly through exchange platforms (DEX or CEX) where the token is listed, by swapping on the Game Official WebSite (when available) or even earn or buy them through the in-game market.

Deflationary token

To encourage supporters, investors and lovers of next generation strategy games, a highly **deflationary** system was designed to encourage different user profiles, seeking relevant rewards and earnings while playing.

How does the Token system work?

The token system offers several advantages over traditional payment systems. Firstly, it enables players to buy resources and items quickly and easily without having to leave the game for external transactions. Additionally, the use of the Token is secured by smart contract operations, recording all transactions on the blockchain, ensuring security, transparency and reliability for players and their wallets.

Pre Sales

The purchase of the TRIT token in the pre-sale will be exclusively through the official game website using the swap mechanism between \$LUNC or \$USTC to \$TRIT. The pre-sale will have a referral incentive, where, if provided, the **referrer** will receive a **bonus of 3%** of the purchase value in \$TRIT, \$USTC or \$LUNC (depending on the currency used in the purchase). The pre-sale phase will be conducted in 3 stages, detailed below:

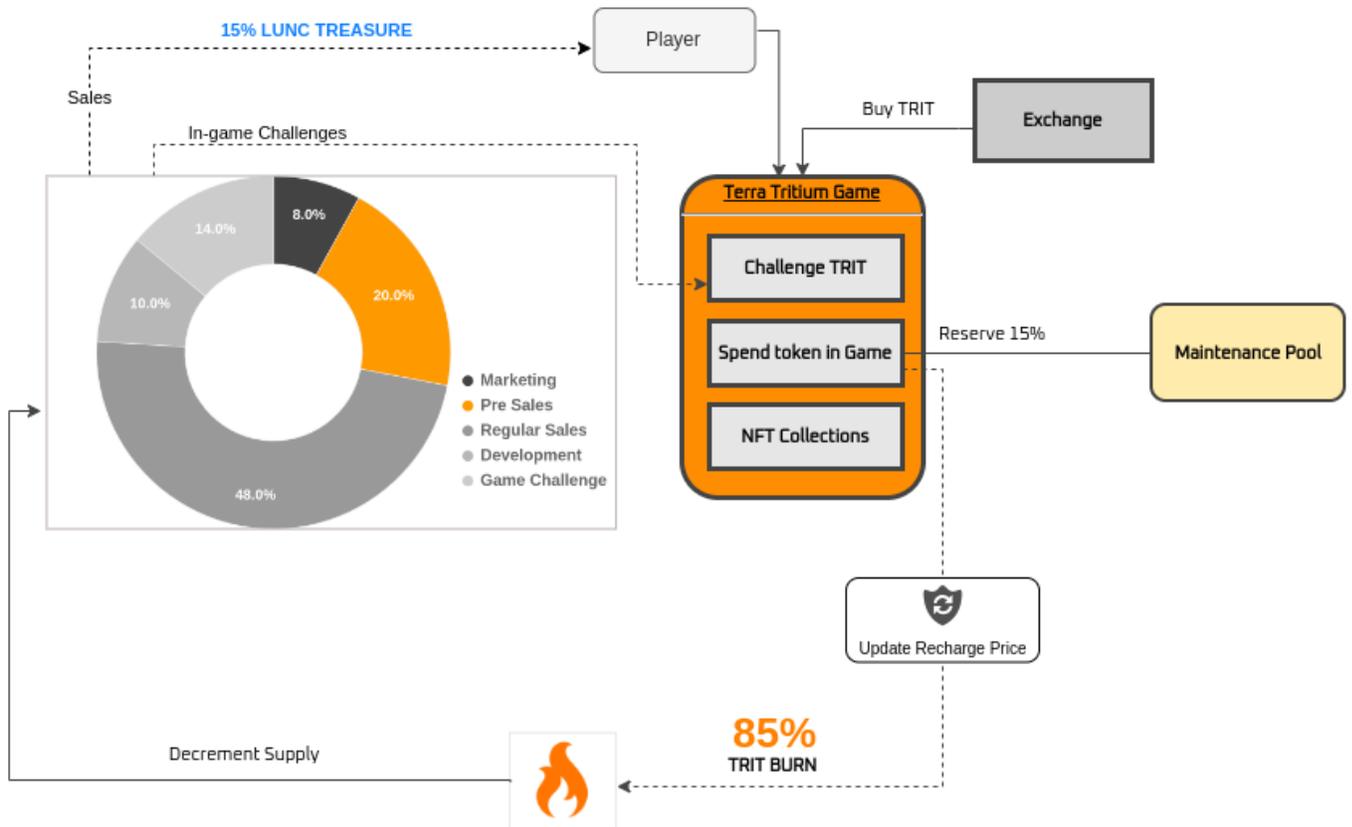
- 05% - Phase 1 Pre-sales: 0,001 USD (Exclusive sales)
- 05% - Phase 2 Pre-sales: 0,002 USD
- 10% - Phase 3 Pre-sales: 0,003 USD

Tokenomics

Supply: 495,000,000 TRIT

Distribution

- Pre-Sales (20%)
- Regular Sales (48%)
 - initial price: 0,005 USD (Minimum price for in-game purchases)
- Marketing & Advertising (08%)
- Development (10%)
- In-Game Prizes/Earns (14%)



Burn Mechanism

The Terra Tritium Deflationary or Burn Mechanism is to be applied with the tokens usage in-game, it will work to greatly reduce the supply of \$TRIT in circulation over time, performing burns of a large percentage of the \$TRIT used in-game. 85% of all tokens used in-game will be burned,

directly reducing the supply. Since there will be no new coin minting, the tendency for token scarcity will be significant, depending on the interest and usage of the game. The current architecture is:

- Maintenance Pool (15%)
- Deflationary mechanism, **TRIT BURN (85%)**

This system was designed to encourage supporters and players at the same time, the more the game expands the smaller the Supply, making the token face up to the market. The mining system directly encouraging players in a challenge proposal in-game bringing a mix of P2E and Double Mining where the player can receive rewards in both \$TRIT and \$LUNC

Treasure

All tokens (\$TRIT) should be acquired with LUNC or USTC, and 15% of all purchases will be sent to a treasury wallet.

TRIT Usage



All the items and improvements within the game will be sold in Tritium (\$TRIT). To acquire it, the player will have three options:

- Buy \$TRIT directly in-game, using the Market building. The price considered for sales, will follow the average price in DEXs for \$TRIT/\$LUNC, except when the price of \$TRIT is below 0.005 USD. In this case, the minimum price will be applied in the game market at 0.005 USD for each \$TRIT.
- Buy \$TRIT on the Official Game Website through the Swap mechanism.
- Buy \$TRIT on any DEXs where \$TRIT is available.

Tritium Challenge (Ingame Mining)

Tritium Mining Mechanics: Exploring Unknown Asteroids seeking and mining Tritium.

In Terra Tritium, players can send exploration missions to asteroids in search of Tritium, a valuable resource. Not all asteroids contain Tritium, so it is necessary to explore them to find out if they are rich in this resource.

Upon finding an asteroid with Tritium, players can start mining. However, other players may try to intercept your ships and take control of the asteroid.

After the mining period(block), players who mined Tritium will receive the mined amounts in their account. This Tritium can be used to improve technologies, expand colonies and trade with other factions and several other possibilities within the game.

The Tritium mining mechanic adds strategy and competition to the game as players explore unknown asteroids in search of this precious resource, this exploration can be done solo with just one player or in an alliance simulating pool mining styles.

The challenges will last approximately 2 weeks and only at the end of the period, the current player who is dominating the area of the asteroid will be the winner, and at this moment will be eligible to withdraw the amount mined. This winner can be a single player or an alliance.

Rewards: After the end of the block a new one will start and the total reward of (\$TRIT), these values will be firmly embedded into the system's code, making them immutable. The first four blocks will be especially rewarding, serving as an incentivizing mechanism to encourage initial participation and adoption. Subsequently, there will be a gradual reduction in the rewards allocated per block. However, it's important to note that the rewards never reach zero, maintaining a continuous and smooth curve of incentives throughout the system's operation. This thoughtful design aims to strike a balance between motivating early miners and sustaining ongoing participation in a fair and sustainable manner.

The prize for each challenge will be the amount of \$TRIT corresponding to the current event plus the amount obtained from 2-weeks accumulation of the treasury.

Lost Zone: Until an asteroid is discovered and tritium mining starts, there may be a certain amount left that has not been exploited, these leftovers through a catalysis event will be taken to a lost zone in space, but some holders of a special key (**NFT KEY**) will be able to access this zone to carry out a parallel mining in a private zone where competition will only be between players who manage to enter this lost space, in this specific region of difficult access it is not possible to compete with an alliance.

	<p style="text-align: center;">NFT KEY in Origins Collection</p> <p style="text-align: center;">Allows access to the lost zone and can mine Tritium lost in previous challenges, tip: in addition to parallel mining, the lost zone still holds mysteries not yet explored until today.</p>
---	--

Conclusion

The Token system is an exciting addition to our MMO game, allowing players to acquire unique resources and items quickly and securely. We are confident that players will love the new gameplay experience that the Token will bring to the game and we hope you will join us on this thrilling adventure.

Disclaimer

Terra Tritium makes no representation or warranty that the use of this dApp is appropriate in every country or jurisdiction, and access to this Site from countries or jurisdictions where its content is illegal is prohibited. Users who choose to access the dApp are responsible for compliance with their applicable local laws, rules and regulations concerning tort, lotteries, giveaways, raffles and/or gambling. The User shall hold the Author harmless of all costs and/or damages, including (but not limited to), any interest, damages, penalties and legal expenses and fees that the User may incur as a result of non-compliance with any laws or acts that may arise from using the dApp. This site may contain links to third party content, which Terra Tritium do not warrant, endorse, or assume liability for.