TRY HARDS

Abstract

TryHards is an NFT shooting metaverse driven by the community - for the community. The metaverse is a network of always-on virtual environments in which many people can interact with one another and digital objects while operating virtual representations -- or avatars -- of themselves. ... Metaverse is a portmanteau of meta, meaning transcendent, and verse, from universe. The game is a MOBA - inspired shooter where anyone can earn $TRY tokens through skill and their contribution to the platform by for example providing liquidity and stake their tokens.

The $TRY token is an ERC20 token which is a standard used for creating and issuing smart contracts on the Ethereum blockchain. Smart contracts can then be used to create smart property or tokenized assets that people can invest in. ERC stands for "Ethereum request for comment," and the ERC20 standard was implemented in 2015.

Gamers can collect and train their Fanatics (Champions) and weapons in order to make tactical decisions while they battle for honor in the arena on Planet X. Combining the best of DeFi and NFTs to create a truly unique and everlasting shooting metaverse.

As early adopters of the play-to-earn genre, TryHards can be seen as a platform where gamers can find and interact with like-minded pioneers.

Center of the tutorial map

Unlike the traditional gaming industry, blockchain gaming rewards gamers for participating in the metaverse. This offers an opportunity to everyone who is interested in playing games. Our philosophy is that everyone can participate and earn in the TryHards multiverse.

Gamers at TryHards have the opportunity to earn tokens in a number of ways:

Sell weapons, characters and crystals on the marketplace

Win games in PVP	**Win games in PVE**
Defeat epic monsters as a team	**Complete Missions/Quests**
Climb the leaderboard and earn rewards	**Stake their NFT's to earn $TRY tokens**
Contribute in the Guardians of the armory (DAO)	**Airdrops**

TryHards: the story

The Satoshi Massacre

Satoshi Nakamoto was Pandora for a new age. When he minted the genesis block, he unleashed a tidal wave of crypto-chaos that consumed the earth in an age of war. As humankind raced towards the singularity at an astonishing rate – they could not cope. Old Earth lay ruined under the carnage of factional warfare. This culminated in the Satoshi massacre; an event which not only left billions dead, but murdered the earth itself.

The remnants of humanity, still divided among factional lines, are trying to wrest control of this new destiny for themselves. In the deathlight of the Satoshi Massacre, they had to flee Old Earth, and set out on a voyage into the deep void of space and find solace by the light of distant stars. As they ventured out, their societies mutated into distinct forms, with different factions emerging within interstellar space. Now, the factions are ready to return to war.
Battlefield Opens on Planet X

Esperanza   Magma   Talosium   Simios   Planet X

Battlefield opens on Planet X

1337 years later, Mother nature has tended to the grove of Old Earth – now known only as Planet X – and it is once again habitable. The ancient tech that lies buried underneath the wreckage of the old war is still more powerful than any of the factions could fabricate on their travelling ships. The Factions who made their campsites in deep space are returning home, to finish the war that their great-great-grandfathers started, and unlock the future of humanity in their own image under the guiding light of the crypto-algorithmic future which turbocharges the powers of their society.

Try Hards is the battle for Planet X. The survivors of the Satoshi Massacre have been hardened by generations of space travel and arrive hungry to harness the technology of old earth and win the final victory. These warriors, called Fanatics, fight for their factions for supreme dominance. Through the NFT shooter, fanatics will refine and level up their abilities by accessing the Refineries – ancient technological marvels of their ancestors. By doing so, they will boost the power of their weapons and unlock new abilities so they can dominate the battlefield.

Planet X

Economic Outlook

Game market

The worldwide Covid 19 pandemic came out of nowhere and drastically impacted our social lives, where most countries went on several lockdowns for a longer period of time. Because of this sudden influx in time and through a wish to distract themselves from the pandemic people from all walks of life got attracted to gaming. This might also explain the steep revenue increase of 33,4 billion worldwide for the gaming industry, many new gamers to different platforms in 2020.

According to newzoo[1] the global gaming market was valued at 177.8 billion in 2020 and is predicted to surpass 200 billion by 2023, registering a CAGR (Compound Annual Growth Rate)of 7,2 % over the period of 2019 to 2023.

The mobile gaming industry accounts for more than 50% of the global games market   and consists of 2.2 billion mobile gamers worldwide.

2021 Total
$177.8Bn
-1.1% YoY

$90,7Bn
-1.1% YoY

PC
$35.9Bn
-1.7% YoY

20%

Mobile
$90.7Bn
+4.4% YoY

7%
19%
1%

Tablet Games
11.6Bn
+2.0% YoY

52%
45%
28%

Browser PC Games
$2.6Bn
-18.0% YoY

Smartphone Games
79.0Bn
+4.7% YoY

28%

Boxed/Downloaded PC Games
$33.3Bn
-1.4% YoY

Console
$49.2Bn
-8.9% YoY
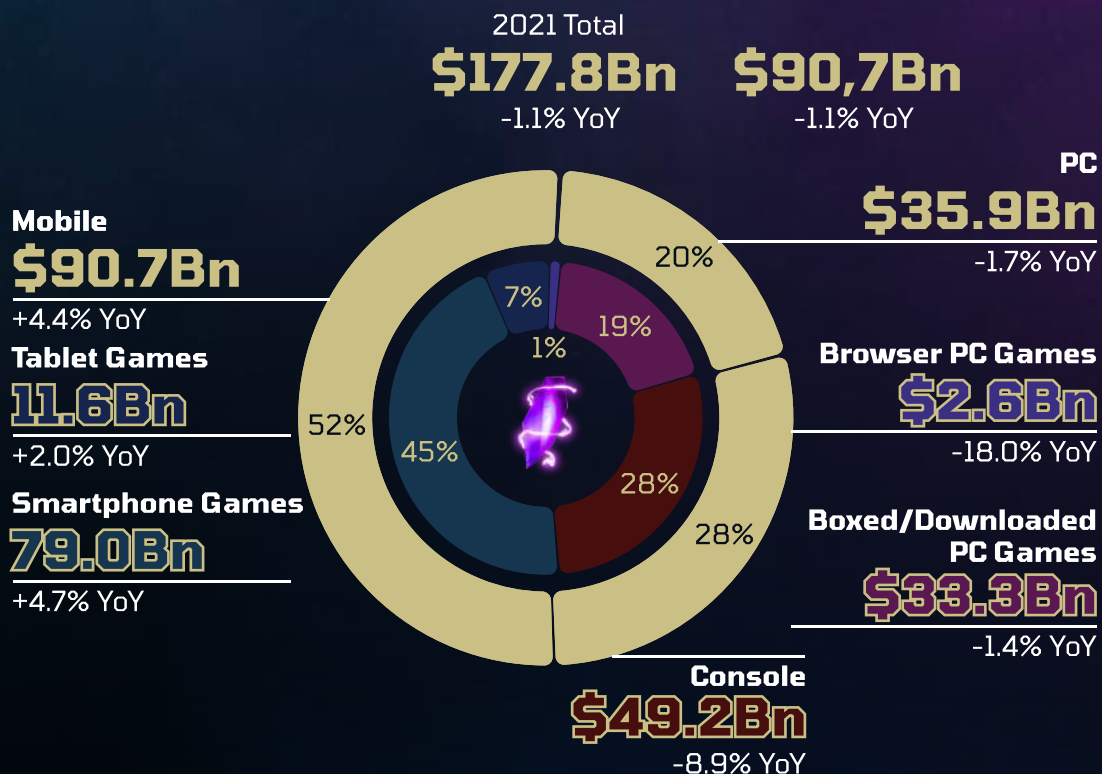
Traditional game companies like Activision-Blizzard, Riot, Ubisoft and Electronic Arts shifted the revenue stream to video game microtransaction monetization methods in the early 2000s. Microtransactions do not necessarily mean low transaction volumes but rather additional content purchases. This trend has emerged in nearly every contemporary game developing company and has shifted the business models to a "free" to play business model. Instead of a one time purchase, companies could generate recurring revenue streams by adding new features and content to their games.

A popular way to monetize these in-game purchases are the so-called "battlepasses" which give the gamers additional content pieces over a certain period of time. These battle passes award the user with these assets when playing the game. This ensures that the player will keep playing the game to earn in game rewards such as skins, champions or mods.

There are many well known titles in the gaming industry like "FIFA", "League of Legends", "Clash of Clans" and"Fortnite" that address different platforms and genres. All these games utilize this "new" income stream method of microtransactions and shift their status from being 'just' a game production company to becoming a gaming-as-a-service company.

Global Games Market Forecast
Forecast Toward 2023

newzoo

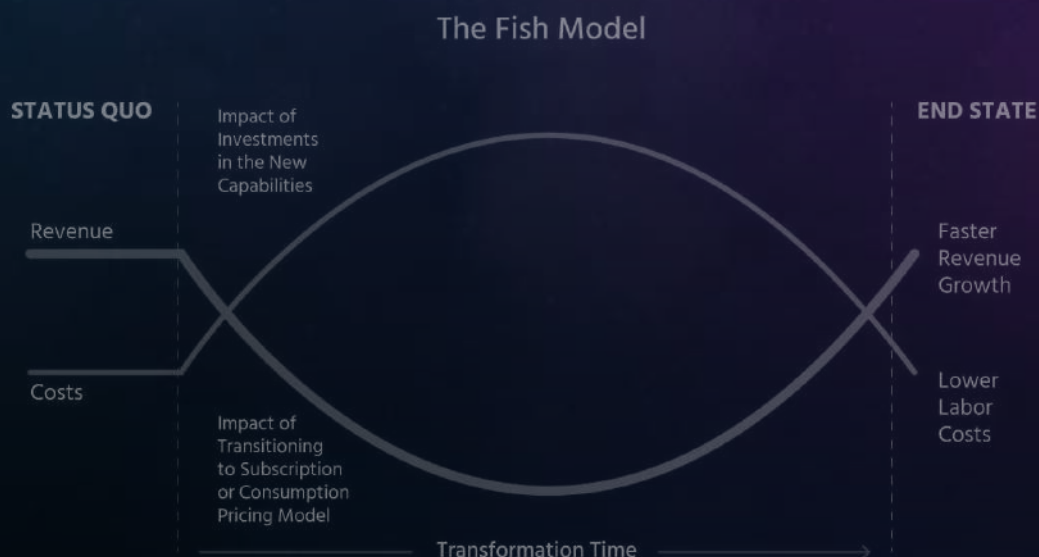$144.4Bn — 2019
$177.8Bn — 2020
$175.8Bn — 2021 (April 2020 Forecast $174.2Bn)
$204.6Bn — 2023 (April 2020 Forecast $200.8Bn)

+7.2%
Total Market CAGR
2019-2023

Source: ©Newzoo | Global Games Market Report | April 2021
newzoo.com/globalgamesreport

One famous example for this is Adobe, which used to sell their updated software products once a year. They recently shifted their revenue model to a monthly subscription base. The advantage for the user is that they constantly get updates for the software and do not have the problem of buying new software licenses every other year. The benefits for Adobe were that they could lower the barrier for people who just want to try out the software for a specific period of time to see if they like the functionalities of the software, and a monthly revenue stream generated by their customers. In terms of revenue streams and costs it is a big task for companies. In the graph below you see the cost and revenue stream of companies switching to SAAS.

Listening to the managing partner of Ubisoft this is exactly what is happening right now in the gaming sphere.

Ubisoft boss Yves Guillemot, speaking during a financial call in 2017:
"We are transforming our games from standalone offline products into service-based platforms where we can continually interact with and entertain our players."

The Fish Model

STATUS QUO   Impact of Investments in the New Capabilities   END STATE

Revenue

Faster Revenue Growth

Costs

Lower Labor Costs

Impact of Transitioning to Subscription or Consumption Pricing Model

Transformation Time

Crypto market

Similar to the gaming market, the crypto market also saw a steep rise in users, attracting lots of new investors in this space in 2019. The Bitcoin price rose from ~ $7,000 to more than ~$47,000 in that year, a phenomenal 540% price increase. In 2021 we saw the new all time high of ~$65,000 along with a cohort of alt coins gaining in value, creating tremendous value to people worldwide.

Although, it is very possible that the Covid 19 pandemic was one of the reasons that the price surged in the last couple of years, there is no scientific evidence yet for this phenomenon. This upward trend is not necessarily obvious from a theoretical standpoint, as there are several forces that might drive demand up or down in response to a crisis.

Not only cryptocurrencies had a steep increase in 2021 but also non-fungible tokens (NFT's) had an enormous growth. NFT's are a way of proving ownership of digital goods. Garry Vaynerchuck for example released VeeFriends in 2021, rewarding owners with different activities such as: a one to one business meeting, the entry to his conferences and many more. Furthermore, he is about to open the first NFT restaurant in New York, which allows use of the restaurant exclusively to NFT holders. This is a famous example of implementing digital ownership into the real world and we believe that it is just the beginning of a new era.

The Fusion

Both markets showed their first potential in 2017 when Crypto Kitties debuted on the Ethereum Blockchain. CryptoKitties is a game centered around breedable, collectible, creatures they call CryptoKitties! Each cat is one-of-a-kind and 100% owned by the player; it cannot be replicated, taken away, or destroyed but you can sell it to other Crypto Kitties enthusiasts.

Crypto Kitties set the stage for the market when heavyweights like Axie Infinity, Crypto Blades or Mobox entered the market.
However we believe that the blockchain gaming market is still in the pioneer phase and small in size compared to the global gaming industry. The key issue is that the above mentioned titles do not offer the possibility to earn a revenue stream just by playing the game.

The emerging blockchain technology, however, offers a way for people to get direct ownership of game assets through NFT's, creating a secondary market which offers a revenue stream for players spending hours in-game.

Furthermore, by earning tokens while playing games it is possible to create an active and passive income stream since those tokens can be traded on exchanges for real Dollar value and be accumulated by staking and providing liquidity.

There is no better way to spend your days at home than to make money through playing the latest and greatest crypto gaming has to offer. Unlike traditional games where all your effort and achievement are at risk of going to waste once you get bored and decide to move to another game, with crypto gaming you can easily exchange all your NTF minted characters and gear for tokens with actual market value. This revolution in gaming has already changed a lot of lives and people might not go back to their normal jobs once this pandemic is completely over.

The main problems

Poor accessibility
Although major banking institutions such as PayPal and Mastercard and retailers like Tesla accepting bitcoin has opened the doors for new people to enter this space, a lot of applications and software are still not easy to access. Especially dApp's (Decentralized APPs) are not developed with easy UX/UI (Userexperience/Userinterface) to attract a lot of users. A shift might take place in the near future since the current market is interested in gaming and yield farming solutions. This will also enable an easier entry for people which have not been in the crypto space for long or just started their journey.

Sustainable DEFI Solutions
Inflation rates are increasing world wide at the moment, leaving people with less buying power they had before the pandemic. Financial institutions excellerate this trend, having lowered interest rates on money stored on bank accounts over the last 2 years. In Germany, for example, you have to pay negative interest fees if you have more than 100.000 Euros in your bank account.

This high inflation rate and the moderate interest rates of banks lead to a diminishing currency value in a lot of countries worldwide. This explains the rise of DeFi products offering yield farming and APY's that generate a new source of income for a lot of people. Nevertheless, most of these projects are not sustainable in the long term, since they have no intrinsic token value.

The True Value of NFTs
As mentioned above, 2021 was the year when NFT showed its first potential with exploding prices and high volumes being traded. A couple of retail companies adapted the technology and try tried to implement the tokenized assets in the real world.

We believe that the true value of NFT's is still to be revealed when in the right hands; of developers rewarded for their time and effort.

Community Driven
At the moment of writing this dApps have an high entry barrier for people around the globe making it accessible only for a minority of people. Either they did not have the opportunity to get some crypto themselves or they are scared by the high gas fees (blockchain transaction fees) which have been seen in the last years.

Our goal is to create a product that is built upon the values from the community. Minimizing entry barriers and ensuring that developers are communicating openly about the process supports the expansion of a valuable community.

Play to earn

The hyped business model "play to earn" reveals new possibilities to the gaming industry. Crypto Kitties was one of the first projects which revolutionized the crypto space and embraced an open economy by implementing a breeding mechanism which offers the owner to sell the baby cats. Players are able now to monetize their effort spent playing games whilst also adding value to the Metaverse through their contribution.

Those NFT's can be sold on the secondary market in exchange for other cryptocurrencies. All the data is stored on the blockchain for transparency.
Ways to earn money in TryHards

Options to earn money with Tryhards

Sell weapons, characters and crystals on the marketplace

Win games in PVP	Win games in PVE
Defeat epic monsters as a team	Complete Missions/Quests
Climb the leaderboard and earn rewards	Stake their NFT's to earn $TRY tokens
Contribute in the Guardians of the armory (DAO)	Airdrops

Gamer audience

We want to become a major player in the blockchain gaming space. So far, we are one of the first companies that work on an NFT blockchain based shooter. Our targeted audience is everyone who is interested in blockchain gaming, loves shooting games and people that want to start staking, yield farming and collecting NFT's. The game is intended to attract people from different social statuses, interests, age or gender.
Our intention is to bring blockchain gaming and farming to as many cultures as possible.
As a DAO, we hope that we can shape the emerging crypto gaing space together with our community.

Marketplace - TryHards plaza
The TryHards plaza is an in-game marketplace where gamers can exchange in-game items by using the $TRY token. We will also support other marketplaces such as opensea.io to give a broader reach to our community.

The following items can be traded on TryHards plaza:

- Fanatics
- Weapons
- Crystals
- Many more to come

In order to provide the best experience and the least fees, we have optimized smart contracts specifically for Fanatics & Weapons NFT Farmer in the following ways.

- Fanatics & Weapons can be exchanged directly within the smart contract. Therefore users do not have to unstake their Fanatics & Weapons for them to be traded in the NFT Marketplace. This also minimizes gas fees to provide a low cost experience when trading NFT assets.

- When a user lists their Fanatics & Weapons for sale, the global universe power of these Fanatics & Weapons is automatically subtracted from the user's total universe power. This means the user does not have to unstake, saving on gas fees.

- When a user purchases a Fanatics & Weapons NFT from the marketplace, the Fanatics & Weapons hash rate is added to the user's Total Hash Rate. Meaning the user does not have to stake, saving on gas fees.

- The marketplace has a Bundle System giving users the option to sell or buy multiple Fanatics & Weapons NFT's at a time.

- The TryHards platform takes a 5% exchange fee that goes to the Buyback and Burn pool.

The Game

Tryhards is an NFT shooter which offers the players several opportunities to earn tokens while playing the game:

In order to get started in TryHards you need your very Weapon and Fanatic first. We will offer two different NFT's which can be bought on our platform with the opportunity to get Fanatics or weapons. In order to start a PVP or PVE game the player is required to have at least one champion and one weapon. These NFT's can be also purchased on our in-house market place or on every third party marketplace offering our unique NFTs.

Sell weapons, characters and crystals on the marketplace

Win games in PVP

Win games in PVE

Defeat epic monsters as a team

Complete Missions/Quests

Climb the leaderboard and earn rewards

Stake their NFT's to earn $TRY tokens

Contribute in the Guardians of the armory (DAO)

Airdrops

How to start the game

In order to get started in TryHards you need your very Weapon and Fanatic first. We will offer two2 different NFT's which can be bought on our platform with the opportunity to get Fanatics champions or weapons. In order to start a PVP or PVE game the player is required to have at least one champion and one weapon. These NFT's can be also purchased on our in-house market place or on every third party marketplace offering our unique NFTs.

NFTs in Tryhards

NFTs are used in TryHards because we believe that NFTs in gaming create much more value for the players than traditional games. The value lies in the real ownership rights given to users over their acquired in-game components. Within TryHards, each NFT character has its own quality , rarity, and advantages. These components are considered as valuable digital assets and are tradable within the cryptocurrency market NFT marketplaces.

Tryhards will start with three NFT categories in its game. Those categories are Fanatics (Champions), Weapons and Crystals.

Fanatics & Weapons

Fanatics are champions that belong to the universe's different Factions. At the moment of writing this paper the game features four factions (Apes, Robots, Undeads, Survivors). Each faction has five different fanatics totaling up to 20 Fanatics in the game upon release. In the future other factions and champions will be added to the metaverse. Weapons are also part of the Tryhards universe. The game will start with 10 different weapons having several attributes and their own in-game mechanics.

Fanatics attributes:
Name (example: APIN)
Faction (example: Apes)
Base universe power (example: 25)
Rarity (example: super)
Level (example:1)
Health
Armour
Movement Speed

Weapons attributes
Name (skullcrusher)
Category (smg)
Base universe power (25)
Quality (elite)
Level (1)
Damage
Bullet speed
Range
Reload speed
Movement speed

All NFT's bought from Tryhards start from LvL 1 and cannot be upgraded to another rarity (e.g. from normal to unique), but are automatically staked. Only the LvL of your Fanatics and Weapons can be upgraded. To do so you need to collect and use crystals of the same rarity. In order to get crystals from the same rarity you can compose or decompose crystals in the refinery.

By upgrading your Fanatics you receive more Universe power which determines your staking rewards. The rarer the fanatic or weapon is, the more universe power they have and also receive when upgrading their LvL. Fanatics and weapons which you buy from the secondary market can already have a higher level since the previous owner might have already upgraded it. The higher the LvL of your Fanatics and Weapons the more crystals it costs to upgrade them.

Fanatics and Weapons come in 6 different rarities ranging from normal to legendary with specific drop rates. You can get Fanatics and Weapons on our website for 100 $TRY tokens.

Rarity	Normal	Refined	Unique	Elite	Super	Legendary
Max Supply	Infinite	Infinite	Infinite	2500	1500	500
Chances	48%	32%	12,25%	6%	1,5%	0,25%

*Drop table is subject to change

The drop chances vary from 48% for normals to 0,25% for Legendarys. Their attribute (Base power) can vary within a certain field. So to say Normal Fanatics can have a Basepower between 6-10, which will be determined by the VRF function of the Fanatics.

Rarity	Normal	Refined	Unique	Elite	Super	Legendary
Drop chance	48,00%	32,00%	12,25%	6,00%	1,50%	0,25%
Base Power	6 - 10	20 - 25	30 - 40	60 - 75	90 - 110	125 - 150
min. Base Power	6	20	30	60	90	125
max. Base Power	10	25	40	75	110	150
avg. Base Power	8	22,5	35	67,5	100	137,5

We implemented a Bad luck protection, which means in case a user buys a lootbox and draws a normal Fanatic he gets also awarded with 100 Crystals of random rarity.

(UP)						
Bad Luck Protection						
Dropped Crystals	100	75	50	25	0	0

Crystals

Crystals are used to upgrade the levels of your Fanatics and Weapons. Like Fanatics and Weapons crystals come in different varieties with the same drop rates as Fanatics and Weapons. Crystals can be obtained by purchasing loot boxes or providing liquidity to the TryHards metaverse or by buying them on the secondary market.

A liquidity provider, also known as a market maker, is someone who provides their crypto assets to a platform to help with decentralization of trading. In return they are rewarded with fees generated by trades on that platform, which can be thought of as a form of passive income. We do not sell crystals to our community but can be obtained by providing liquidity and with the bad luck incentive.

There is a decreasing drop rate mechanism in place which is dependent on the provided liquidity. This means early adopters have a higher chance to obtain crystals. The more people start providing to the project, the lower the chances get at obtaining crystals.

Specials

Partnership NFTs

We at TryHards believe that partnerships are crucial for the game's success. Partnerships are strategic alliances with other protocols and projects or influencers that help promote the game to a broader audience. Therefore we want to implement special NFT sets that reflect those partnerships.

The partners can give their community the opportunity to win airdrops of these NFTs and sell a limited amount to their community. But we do not want it to just be a collectible. We integrate these NFT's into our staking mechanism to boost your overall base power. This mechanism has a win - win effect because the partners have a giveaway for their community and TryHards is able to get onboard more game enthusiasts into our multiverse.

Like all the other sets, a complete set gives bonus universe power.

Game mechanics

Tryhards is a top down shooter.

In-engine Gameplay

Game modes
Training mode
1 vs 1 (Players can stake a certain amount of ingame currency and winner takes all)
PVE (Waves of monsters will spawn into the map, rewards depend on how many waves of monsters you defeat.)
Many more to come (We will pitch ideas to the community and they can decide through The Guardians of the Armory (DAO) what game mode they want.

Skills

Jump

Heal

Teleport

Stealth

Stun

Block

Reflect

Scatter

Dash

Armor

Refinery

The refinery is the place to go to compose and decompose crystals. Crystals are being used to upgrade and downgrade characters and weapons. The crystals are dropped on a specific rate based on the liquidity provided. Since these crystals come with different rarity drops, they can be used to compose or decompose them to the user's needs. Furthermore, they can be bought from other players on the in-house marketplace or third party marketplaces.

Example

You draw a Unique Fanatic and want to upgrade them to level 2. To do so you would need 19 Unique crystals to upgrade the corresponding Fanatic. You could use 19 Unique crystals you already own or you can merge 4028 normal crystals into 19 Unique crystals.

→ so basically it is the place where you can up/downgrade crystals.

Yield farming

Every TryHards user can supply stablecoins (i.e. USDC or USDT) or liquidity-pool tokens from pools indicated by the TryHards team. By locking these tokens into the platform, users earn crystals this way. Users need these crystals to upgrade their characters.
Based on the locked value crystals will be dropped amongst the users.

Threshold (<) in $	Dropped | Crystals
500.000	5.000
1.000.000	9.000
2.000.000	16.000
5.000.000	35.000
10.000.000	60.000
30.000.000	80.000

Staking

We create a staking that puts your fanatics and weapons to work. Your NFT's are automatically staked and you are eligible for earning $TRY tokens.

Base universe power

Introducing NFT Mining through Proof-of-Stake (POS); where you can put your NFT to work to earn rewards. At TryHards, we were one amongst the first projects to introduce NFT Mining, where popular and rare NFTs can be automatically deployed to mine $TRY:

The base universe power determines the staking rewards you receive of the $TRY staking pool. The rarer a character is, the more base power the Fanatic has. By leveling up those characters the base universe power of that NFT increases.

Fanatics with a higher level can be bought on the marketplace from other players or you could simply upgrade them yourself. Leveling up can be done in the refinery using crystals.

Furthermore, once you obtain a complete set of fanatics (for example apes) you will receive a surplus of extra universe power.

The same mechanism goes for the weapons and our special NFTs

The total base universe power is calculated by adding up all the base universe power of all your fanatics and weapons. The amount of Try tokens released per day is also dependent on the total base universe power across the platform.

At the moment there are 4 different Factions. Robots, Undeads, Apes and Survivors. Each Faction has 5 Fanatics. Once you complete a set of Factions (you have for example all 5 apes [it does not matter in which quality] you will receive extra universe power. The extra universe power is a number of 70 for each faction you complete.

Below you see the release schedule for TRY tokens per day amongst all users owning weapons and Fanatics. That means if the overall Basepower of the game is below 400.000 we distribute 1500 TRY tokens per Day splitted according to their share of universe power.

Once we reach the next Threshold of 1 Mio universe power 3500 $TRY tokens will be distributed.

Threshold (<) in UP	Dropped TRY/DAY
400.000	1.500
1.000.000	3.500
2.000.000	7.000
5.000.000	15.000
10.000.000	20.000
20.000.000	29.223

Buyback mechanism
70% of all profits from the marketplace are directed into an "buyback and burn" pool consisting of the token $USDC. Smart contracts will constantly check the average $TRY price in the past 72 hours. Whenever the price falls below the 72 hour average price a smart contract will be triggered to swap the funds in the pool for TRY tokens at a random time.

Tokenomics

$TRY token is an ERC-20 Matic token

$TRY token is the native currency in the TryHards metaverse. There is a max total supply of 200M $TRY tokens. Players and investors need $TRY to interact with TryHards Metaverse.

$TRY utilities:

- Game currency that is used for opening loot boxes .
- Hold $TRY through yield farming and receive rewards for the game
- Users will need $TRY to participate in the Governance structure of TryHards in the decentralized organisation (DAO) of TryHards. Voters will also receive rewards for their contribution to the development of TryHards.

The $HNR token:

- $HNR token is a ERC-20 Matic token.
- It has an unlimited token supply

Mint $HNR Tokens		Burn $HNR Tokens	
Battle on PlanetX	Complete missions	Upgrade NFT's	Composing crystals
Fight against epic monster	Participate in voting	Early withdrawl	Decompose crystals
….	….	…	…
….	….	…	…
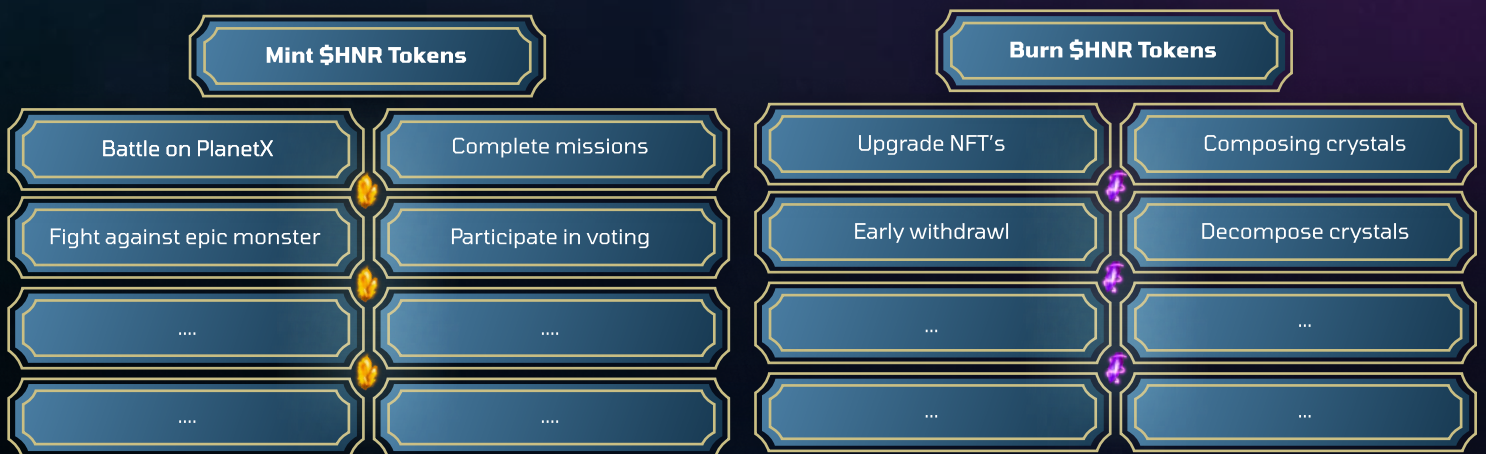
Tokenomics

200,000,000 $TRY

TOKEN DISTRIBUTION	%	PRICE	TOKENS ($TRY)	TOTAL RAISE ($)	VALUATION ($)
Seed	9.00%	0.040 $	18,000,000	$720,000	$8,000,000
Strategic	11.00%	0.060 $	22,000,000	$1,320,000	$12,000,000
Private Sale	11.00%	0.070 $	22,000,000	$1,540,000	$14,000,000
IDO	5.00%	0.090 $	10,000,000	$900,000	$18,000,000
Team	7.50%		15,000,000		
Community / Airdrop	1.00%		2,000,000		
Advisors	4.50%		9,000,000		
Early advisors	1.50%		3,000,000		
Initial Dex Liquidity	1.50%		3,000,000		
Play to earn	17.50%		35,000,000		
Staking	16.00%		32,000,000		
Treasury	7.00%		14,000,000		
Developement	7.50%		15,000,000		
			TOTAL RAISE	$4,480,000	

IDO:	Tokens allocated for public sale
Advisors:	Tokens reserved for strategic partners that support building the TryHards metaverse
Initial Dex Liquidity	Tokens for the initial supply on the dex
Play to earn	Tokens distributed amongst the players of TryHards
Staking rewards	Tokens allocated for gamers using and enjoying the TryHards game
Treasury	Tokens that being used for the community, marketing, events, public awareness, and other community building and marketing activities.
Development	Tokens that are being used for development, ecosystem growth, other platform deployment and operational expenses.

Vesting Schedule

TOKEN DISTRIBUTION	2021		2022				2023			
	TGE	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Seed	5%	Daily vesting 95%								
Strategic	10%	Daily vesting 90%								
Private Sale	10%	Daily vesting 90%								
IDO*	33%	33%	34%							
Team						Daily vesting 100%				→
Community / Airdrop		Airdrop								
Advisors			5.56% Daily vesting 94.44%							
Early advisors**	24h cliff		8.33% Daily vesting 91.67%							
Initial Dex Liquidity	Strategic release as per market demand									
Play to earn		Strategic release as per game plan								→
Staking		Strategic release as per game plan								→
Treasury			Daily vesting 100%							
Developement						100%				→

* provisonally

** 24h full lock, then 8.33% monthly. All Advisory tokens are contractually locked during first 90 days and managed selling only on request within 24 hours.

Guardians of the armory (DAO)

The Guardians
TryHards aims to be a true user-owned game with its own decentralized organization called Guardians of the armory which will be managed by the community. Therefore, we have also integrated a concept of a DAO (Decentralized Autonomous Organization), which over time can take over much of the decision-making power in the game. The Guardians of the armory will be an important element of the game ecosystem, which will address both in-game issues as well as proposals regarding future game development and funding.

Our concept of Decentralized Autonomous Organization (DAO)

TryHards aims to be a gamer-owned community game without centralized leadership. The team sets up the intentions and the first milestones before transitioning it more and more to the community. This will be done after the release of the game, so that the community has the opportunity to experience the game and be fully integrated within the metaverse. Basically every $TRY token holder is a member of our Decentralized Autonomous Organisations (DAO). In order to participate in the governance process, DAO members will have to stake their $TRY token. Only staked $TRY can be counted for the votes. By participating in the voting process, $TRY holders directly contribute and build the future of TryHards together.

Blockchain

Polygon

There are a lot of Layer 2 scaling solutions on the market right now, but we chose Matic as the leading scaling solution and adapted our TryHards concept to their solution.
Although there are a wide range of Layer 2 scaling solutions on the market, Matic is the leading scaling solution by far in terms of adoption (with 60+ DApps building on our infrastructure already and 60+ more in the process of integrating/exploring integration). This makes Matic one of the top 10-20 blockchain platforms in the industry in terms of adoption.

NFTS / Assets
Traditionally, NFT started off using what became the ERC1155 NFT Standard. Many of the prior NFT games are required to deploy a new contract for every collection of items or resources in the game.. Thus, we will utilize the ERC1155 Multi Token Standard, to make it possible to store a vast array of multi-asset NFT items using only one smart contract.

IPFS Assets
The ERC1155 smart contract utilizes an immutable URI that points to a link that stores the JSON file. Decentralisation is achieved through storage of data files in IPFS systems, which delivers content with a peer-to-peer distributed method of storage. Consequently, files stored on a public domain are subject to garbage collection, which deletes the file after a period of inactivity. IPFS pinning services allow content to be marked available even with a period of inactivity, by redistributing the file.

Scalability
Compared to ERC1155 contracts, ERC1155 allows the storage of TryHards and item attributes in JSON format. This means that we can freely expand upon new additions and game features with much greater creativity. With this, we are one step closer to achieving the open world we envisioned.

Chainlink VRF
As a reward-generating gamified ecosystem, powered by NFTs, where users can own virtual in-game assets in our DeFi metaverse, add their elements as they want, and reap rewards. TryHards can leverage Chainlink to bring the best of DeFi to create a unique, engaging experience for each user on the platform.

In order to create a better, fun-filled experience for our users, we need access to a secure random number generator (RNG) that any user could independently audit. However, RNG solutions for smart contracts require several security considerations to prevent manipulation and ensure system integrity. For instance, RNG solutions using on-chain data like block hashes can be exploited by blockchain miners, while off-chain RNG solutions like traditional data providers are opaque and don't provide users with definitive proof about the integrity of the process.
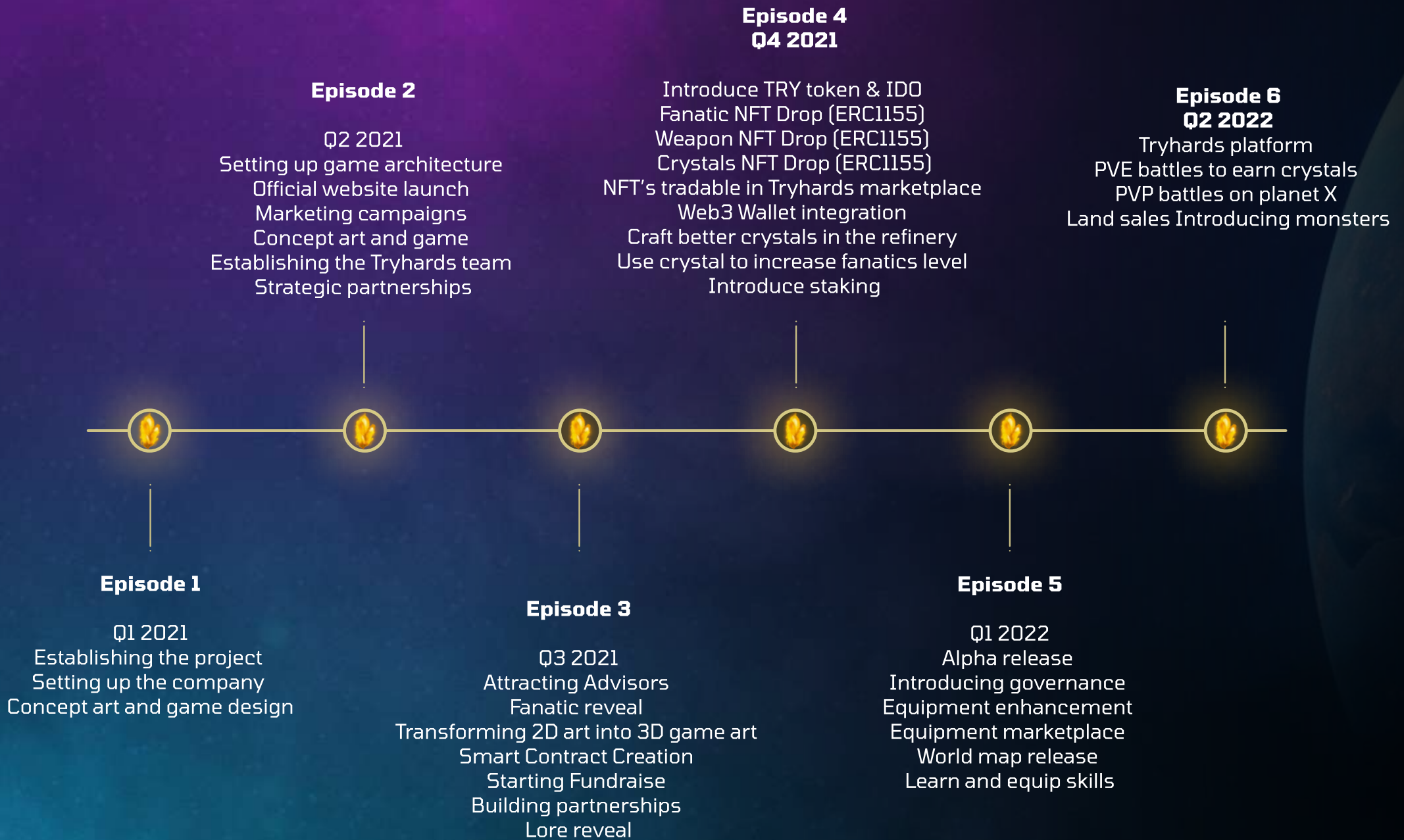
After reviewing various solutions, we selected Chainlink VRF because it's based on cutting-edge academic research, supported by Chainlink's time-tested oracle infrastructure, and secured through the generation and on-chain verification of cryptographic proofs that guarantee the integrity of each random number supplied to smart contracts.

Elo System
We use the Elo rating system method to calculate the relative skill levels of players to ensure fair matchmaking. Elo is known from the well known strategic game "chess" and is used by national chess federations, online chess websites to determine the leaderboard of the worldwide chess players.

The system is also used in other games as well, like board games or big video game titles like League of Legends, Overwatch or PUBG. We want to utilize this method in order to ensure fair match making. The player thus has a higher chance to win and earn tokens.

Episode 2

Q2 2021
Setting up game architecture
Official website launch
Marketing campaigns
Concept art and game
Establishing the Tryhards team
Strategic partnerships

Episode 4
Q4 2021

Introduce TRY token & IDO
Fanatic NFT Drop (ERC1155)
Weapon NFT Drop (ERC1155)
Crystals NFT Drop (ERC1155)
NFT's tradable in Tryhards marketplace
Web3 Wallet integration
Craft better crystals in the refinery
Use crystal to increase fanatics level
Introduce staking

Episode 6
Q2 2022
Tryhards platform
PVE battles to earn crystals
PVP battles on planet X
Land sales Introducing monsters

Episode 1

Q1 2021
Establishing the project
Setting up the company
Concept art and game design

Episode 3

Q3 2021
Attracting Advisors
Fanatic reveal
Transforming 2D art into 3D game art
Smart Contract Creation
Starting Fundraise
Building partnerships
Lore reveal

Episode 5

Q1 2022
Alpha release
Introducing governance
Equipment enhancement
Equipment marketplace
World map release
Learn and equip skills

Core Team

Thomas - CEO

With a passion for gaming, Thomas has worked for several years in the web and game development industries. It is now time for the next step. The idea for Tryhards was born in 2020, when he saw the immense potential of NFT's.

Francis - CTO

After many years working in a wide range of disruptive sectors, Francis recognized the potential of blockchain technology in 2013. Since then, he has been building smart contracts and leading teams. With a passion for NFT's and his knowledge on the blockchain he will bring Tryhards to the next level

Mia - CMO

Thriving for innovation let Mia resign from the traditional markets with an excellent experience in the corporate world. With her creative and performance-driven mindset she entered the blockchain space 5 years ago, performing all marketing activities. Excels at developing new digital promotional campaigns and coordinating creative teams.

Team

Max
Lead Designer

Chakhu
Head Project Manager

Chris
Blockchain Developer

Marc
Investors Relations

Irakli
Blockchain Developer

Gaga
Game Developer

Kobaa
Web Developer

Baloo
Concept Artist / 3D Artist

Otar
Game Developer

Akaki
Game Developer

Pata
Project Manager
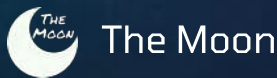
Marina
2D Artist

Mako
3D Artist

Sharif
UI/UX Design

TRY HARDS

Partners

Advisors

DuckDAO

MM₵RYPTO

The Moon

KEVIN ABDULRAHMAN
THE MAN INSPIRING MILLIONS

Tech integration

SOLANA

polygon

Chainlink

Moralis

Early supporters

BRILLIANCE VENTURES

M 6

Nabais Capital

LucidBlue Ventures

BASICS CAPITAL

Metaverse Alliance

Bondly

Seedify.fund

DUTCH CRYPTO INVESTORS

KANGAROO CAPITAL

A2DAO

Socials

Medium

https://bit.ly/3iOwdWY

Community

https://bit.ly/3kEJF4c

Announcement

https://bit.ly/39yCtjR

Facebook

https://bit.ly/3CHxeuH

Twitter

https://bit.ly/3o8jAgb

Instagram

https://bit.ly/3zEmqeQ

Website

http://tryhards.io/