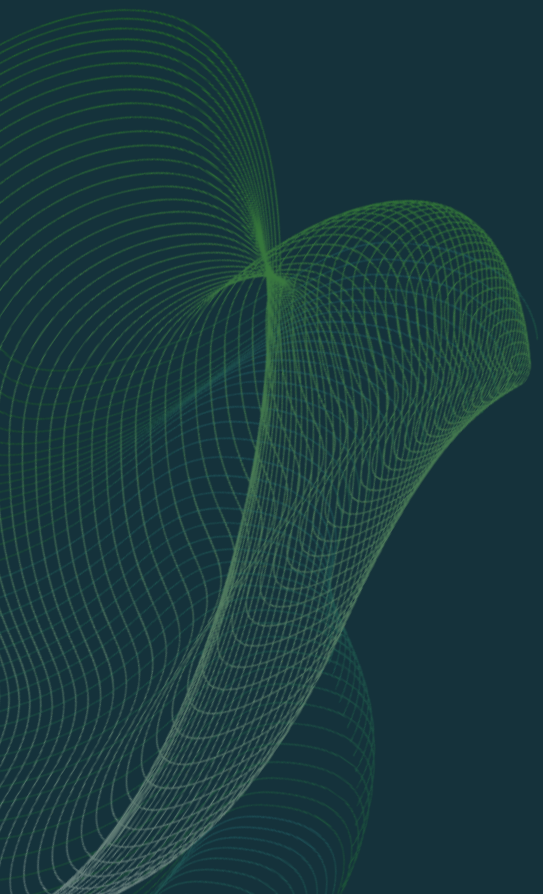
CALEA

Triumph Games

Tokenomics Design



Executive Summary

The $TRIUMPH token powers Triumph Games' unified economy across titles such as *BattleRise*, *ArmourX*, and *Legends of Elumia*. Designed for interoperability and sustainability, $TRIUMPH functions as the core utility and rewards token for gameplay, staking, and marketplace activity.

Token emissions follow a fixed annual cap and are distributed through a dynamic reward system tied to user behavior. Multipliers, staking tiers, and event-based boosts ensure incentives scale with platform activity while avoiding inflation.

Staking unlocks tier-based benefits, including boosted rewards, marketplace perks, and exclusive content. This structure also acts as a supply control mechanism, rewarding long-term alignment.

The referral program emphasizes quality by requiring referees to complete in-game challenges, while seasonal airdrops reward consistent engagement and cross-title activity. Airdrops are delivered in staked form with vesting to ensure retention.

Liquidity is bootstrapped via decentralized exchanges, with the long-term goal of protocol-owned liquidity. Buyback loops and gameplay-linked sinks support market depth and price stability.

Finally, a dual treasury model enables strategic flexibility—balancing growth-phase funding with long-term sustainability. Together, these systems ensure that $TRIUMPH is equipped to scale across games, incentivize real participation, and maintain economic resilience over time.

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Introduction

This document is designed to outline a qualitative and conceptual model of tokenomics, laying the groundwork for more advanced quantitative analyses and stress tests in the future. We will develop mechanisms, processes, and token allocation categories, avoiding the specification of exact numerical values. The use of this document is reserved for the client, with no intention for public disclosure.

The goals of this report are multiple:

- Explaining the fundamental principles governing the token's economy.
- Defining the categories of token allocation and explaining their role within the ecosystem.
- Analyzing how these components interact within the ecosystem qualitatively.

This document focuses on the qualitative aspects of tokenomics, avoiding delving into quantitative details. This approach allows for adaptability in the early phases of design and facilitates precise adjustments based on subsequent stress tests and analysis.

In the next phase, we will conduct stress tests to simulate different scenarios and assess the robustness of the tokenomics. These scenarios include, but are not limited to, changes in the demand for the token, variations in the token's price due to external factors, shifts in user behavior, or economic crises that could impact the stability of the ecosystem.

Through these stress tests, we aim to identify potential vulnerabilities and enhance the resilience of the tokenomics, ensuring its sustainability and the protection of its users' long-term interests.

Token Utilities

The $TRIUMPH token functions as a store of value within the Triumph Games ecosystem. And provides a way for players and investors to get exposure to the ecosystem's growth. And feel connected to it through the appreciation of the token’s value and by the percentage burn of its revenue.

Cross-Game & Cross-Platform Utility

$TRIUMPH is the unified token used across all current and future Triumph Games titles, including BattleRise, ArmourX, and Legends of Elumia. Unlike isolated game tokens, $TRIUMPH operates as a shared medium of exchange and in-game store of value across the entire game ecosystem and its distribution channels (mobile, PC, Telegram). This integration allows players to accumulate value through gameplay in one title and apply it meaningfully in another, reducing economic fragmentation and aligning user progression across experiences.

The utility is built into the game economy, marketplace logic, and staking infrastructure. Users interact with the token across platforms without switching assets, creating a circular, persistent loop of engagement. The system supports both crypto-native and traditional users through automatic wallet creation, fiat on/off ramps, and compatibility with platforms like Telegram via TON infrastructure.

1. Cross-Title Spending & Progression

Players can earn $TRIUMPH through gameplay in one title (e.g., completing dungeons in BattleRise) and spend it in another (e.g., unlocking VIP raids in ArmourX or gear upgrades in Elumia). This enables true value transfer between games and supports long-term player retention through shared progression mechanics. Thus, allowing grinding in one realm and forging gear in another.

2. Unified Token Economy

The ecosystem uses a single token across all games, avoiding the liquidity dilution and abandonment risks common in projects with separate game-specific tokens. This consolidation helps concentrate marketplace activity, simplifies tokenomics management, and increases $TRIUMPH’s depth and relevance. As noted in the SBA, this also supports capital-efficient reward emissions and ecosystem-level treasury management.

3. Platform-Agnostic Integration

$TRIUMPH can be used across all supported platforms, including mobile app stores, desktop clients, and Telegram. The Telegram distribution strategy uses TON-native payments and social virality to enable low-friction onboarding. This allows players to earn, spend, and transfer $TRIUMPH through multiple interfaces without switching wallets or tokens, and is a key part of Triumph's scaling model outlined in both the roadmap and Telegram deployment plan.

4. Ecosystem-Wide Staking Access

Staking $TRIUMPH provides benefits that apply across the full suite of games, including APR-based token rewards, content access rights, and marketplace fee reductions. The pitch deck details reward multipliers tied to staking duration, and lock-up incentives to stabilize token velocity. These mechanics are not isolated per title, but apply universally across Triumph's ecosystem, offering consistent utility to holders regardless of which game they engage with.

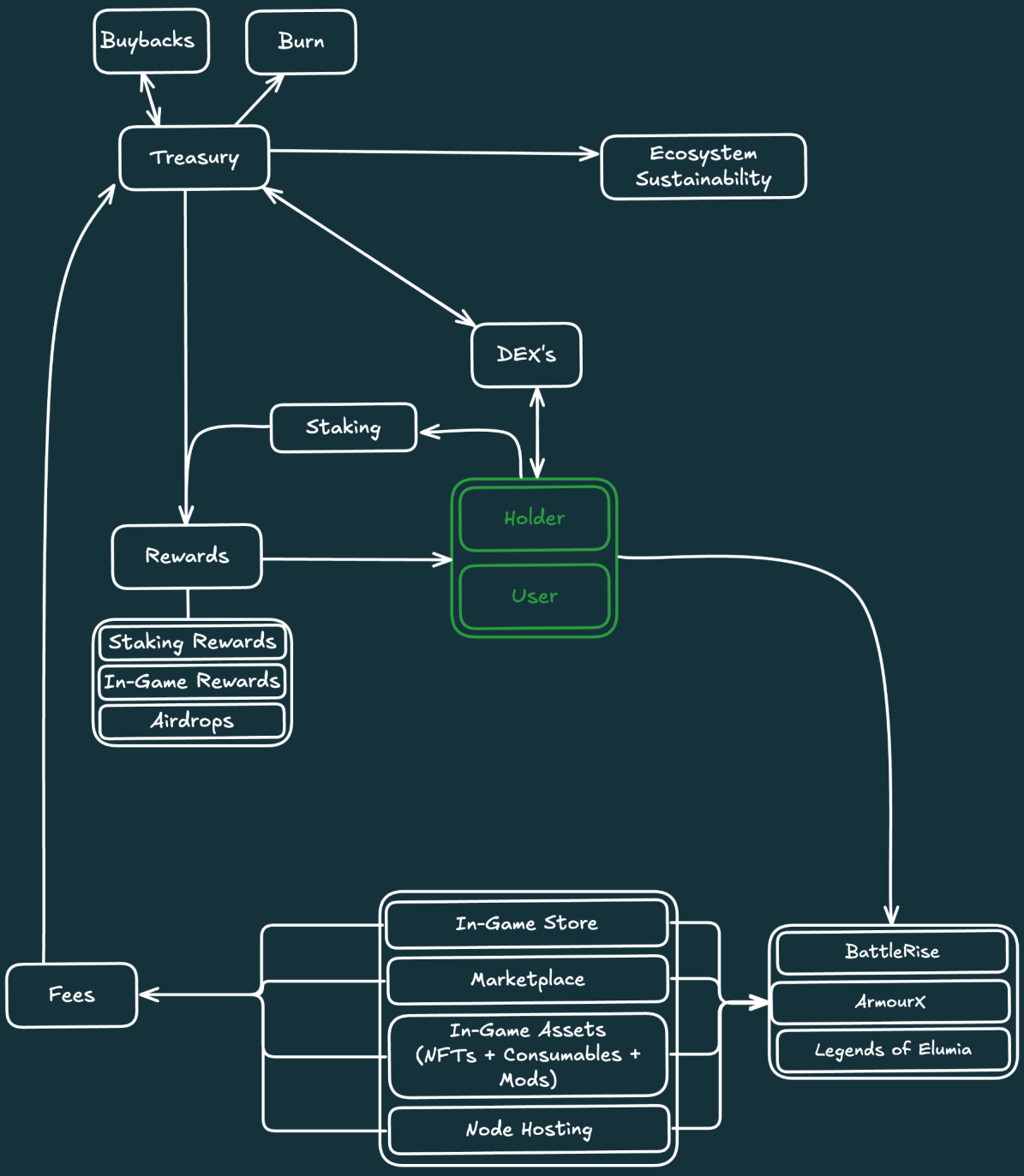
5. Staking Utility

Staking is a foundational utility of the $TRIUMPH token, designed to align long-term player behavior with ecosystem sustainability. Users who lock their tokens receive dynamic rewards based on total ecosystem participation and the duration of their commitment.

Beyond yield, staking unlocks meaningful platform benefits. Stakers gain access to exclusive in-game content, NFT whitelists, and reduced marketplace fees—making it a gateway to premium experiences across Triumph titles. These benefits are consistent across platforms (mobile, PC, Telegram), reinforcing staking as a cross-ecosystem mechanism.

Staking also functions as a supply control tool. By reducing circulating token velocity, it supports price stability and ensures that reward emissions remain sustainable over time. Importantly, staking contributes to a circular incentive loop: players stake to earn, spend those tokens in the ecosystem, and indirectly replenish the treasury that funds future rewards. This feedback structure ties token utility directly to gameplay, participation, and long-term economic alignment.

Protocol Flow Diagram



Tokenomics

The native utility token of the Triumph ecosystem, $TRIUMPH, is designed to power the platform's incentive mechanisms and reward structures. With a fixed maximum supply of 1,000,000,000 tokens, $TRIUMPH is a versatile digital asset that supports a wide range of ecosystem functionalities. It serves as the primary medium for rewarding users who contribute genuine gaming activities and participate across Triumph Games titles. The token's fixed supply ensures scarcity, promoting long-term value sustainability while maintaining a balanced economic model that aligns user incentives with the growth and success of the Triumph's ecosystem.

Allocation & Distribution

Section	Distribution (%)	Tokens	Lockup (M)	Vesting (M)	Release at TGE (%)	Price (USD)

**Community Rewards don't have a lockup or vesting as it's regulated by its own mechanism. Please refer to Emissions Mechanism.*

Emissions & Inflation

Fixed Annual Emissions Mechanism

Triumph Games implements a structured token emission policy anchored to an annual inflation rate. The purpose of this mechanism is to reward ecosystem participants in proportion to their player activity and progression across Triumph games. The emissions are deterministic in volume but dynamic in distribution, governed by player in game performance.

Emissions are distributed evenly across the year, yielding a constant daily emission rate per game:

$$E_{annual} = S \times I$$

E_{annual}: total tokens emitted per year.

I: fixed annual inflation rate (as a % — e.g. 5).

S: circulating or total token supply at the start of the year.

$$w_i^t = \frac{\frac{1}{\left(1+age_i^t\right)}}{\Sigma\frac{1}{\left(1+age_i^t\right)}}$$

age_i^t: Number of years (or months) since the game's launch

This approach prioritizes newly launched games by allocating a greater share of emissions to them based on how recently they were released. Each game's weight is calculated as the inverse of its age (in years or months), normalized against the total inverse ages of all active games. This ensures that as new games are added to the ecosystem, they automatically receive a larger portion of the emission pie, while older games gradually receive less unless other criteria (like engagement) are introduced. This method encourages innovation and player migration to newer titles within the Triumph ecosystem.

Limited Time Multiplier Mechanism **Play-to-Earn**

To strategically incentivize player activity and direct traffic toward new game updates and launches, Triumph Games introduces a multiplier-based reward mechanism activated during specific event windows. This system grants players enhanced $TRIUMPH rewards on top of a fixed base reward, with the bonus determined by two core factors: the number of days a player is active during the event, and the amount of $TRIUMPH they have staked. Staking contributes to the bonus weight but is not mandatory to receive rewards, ensuring that new players remain eligible through gameplay activity alone.

The mechanism serves two key purposes: first, to drive immediate traction and sustained engagement during critical game moments; and second, to encourage greater staking participation by linking it directly to gameplay rewards. Rewards distributed through this system are drawn from a dedicated share of each game's annual $TRIUMPH emissions budget, ensuring emissions remain within controlled and sustainable limits.

To unlock the full staking-based bonus, players must meet clearly defined staking tier thresholds partial staking results in proportionally reduced rewards. This ensures that $TRIUMPH tokens are not simply handed out, but must be earned through active participation and meaningful commitment, reinforcing a genuine Play-to-Earn model. The formula ensures that only those players who consistently engage with new content and contribute to ecosystem growth are fully rewarded, aligning short-term promotional goals with long-term tokenomics integrity.

$$Reward = Base\ Reward \times \left[1 + B \bullet \left(\alpha \bullet \frac{d}{D} + \beta \bullet s\right)\right]$$

$$s = \frac{Player's\ Staked\ Amount}{Maximum\ Tiered\ Cap}$$

$$\alpha + \beta = 1$$

$Base\ Reward$: The default token amount earned per in-game action before any bonuses.

B: The maximum additional bonus multiplier allowed (e.g., +70% boost).

α: The percentage of the bonus allocated to player activity (e.g., days played)

β: The percentage of the bonus allocated to token staking.

d: The number of days the player participated during the event.

D: The number of days the player participated during the event.

s: The player's staking ratio, normalized to their eligible tier cap.

$$Final\ Reward_i = \frac{R_i}{\sum R} \bullet E_{d,g}$$

$\sum R$: The total raw rewards of all eligible players that day in the game.

$E_{d,g}$: The maximum number of $TRIUMPH tokens that can be emitted for game ggg on day ddd, derived from that game's annual emissions allocation.

R_i : The unnormalized reward value assigned to player iii, calculated based on their individual activity level and staking commitment before any emissions cap is applied.

Earning Through Gameplay

Across all Triumph Games titles, BattleRise, ArmourX, and Legends of Elumia players can earn $TRIUMPH by progressing through game-specific activities. These include dungeon completions, ranked PVP victories, co-op raids, and campaign quests. For instance, BattleRise features turn-based, repeatable dungeon content ideal for token grinding, while ArmourX focuses on gear progression through arena battles. Triumph's token design enables all player achievements to feed into a unified reward system, reinforcing consistent incentives across its growing ecosystem and providing a reliable and desirable store of value.

Using $TRIUMPH in In-Game Stores

$TRIUMPH serves as the primary transaction currency across all Triumph Games in-game stores. Players can either earn tokens through gameplay or purchase them directly via fiat or crypto payment rails embedded in each game. Once acquired, $TRIUMPH can be spent to unlock a wide range of premium content, including legendary gear, limited-time cosmetics, crafting boosts, character upgrades, dungeon passes, and battle perks. In each title—whether BattleRise, ArmourX, or Elumia the in-game store is designed around $TRIUMPH as the gateway to progression shortcuts, competitive advantages, or customization features. This design gives the token real transactional value and ensures players have multiple frictionless on-ramps to spend or top up, strengthening engagement and cross-title liquidity.

Staking and Passive Participation

Beyond active play, players can also participate by staking their tokens to earn passive returns and unlock additional benefits. Longer commitments may offer multipliers to increase yield. These figures are indicative and will need to be stress-tested under live ecosystem conditions to determine their sustainability and optimize emissions pacing. Staking further aligns user incentives by reducing token velocity and rewarding long-term holders.

Treasury

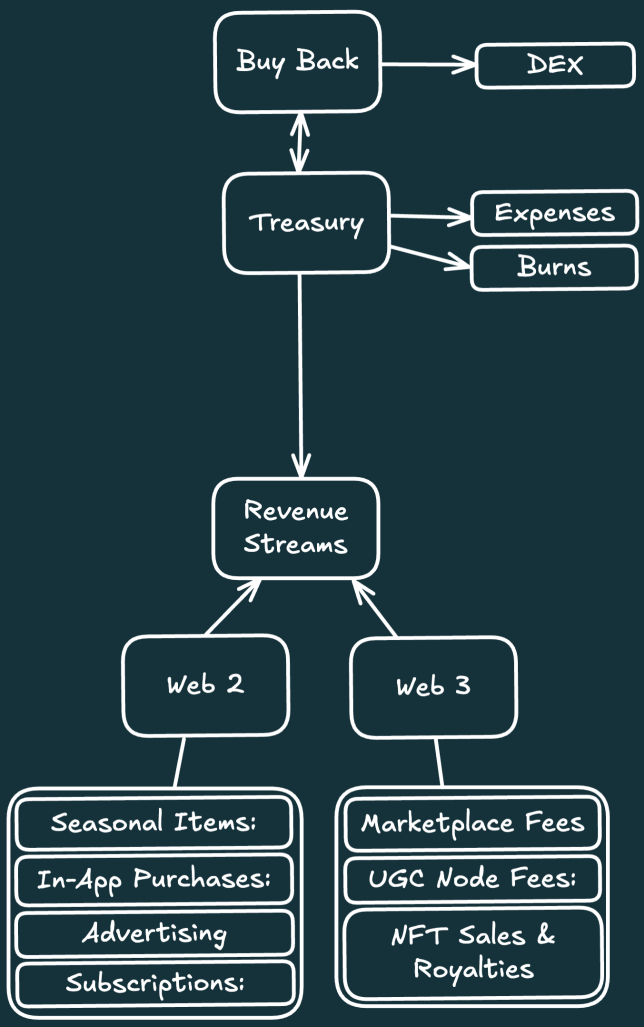
The Triumph Treasury is structured to manage the protocol's long-term financial sustainability, emissions governance, and capital allocation strategy. It plays a critical role in maintaining platform stability by overseeing internal reserves, controlling token velocity, and executing buyback or burn operations. While Triumph may deploy separate mechanisms to incentivize early gameplay adoption or creator onboarding, these are managed independently of the Treasury and not funded from it.

The Treasury accumulates assets through protocol-level revenues, including marketplace fees, token transaction charges, staking lockups, and inter-game service flows. It may also hold external strategic assets such as $APE, $SUPER, or other ecosystem-aligned tokens to diversify reserves and increase resilience. These holdings support Triumph's ability to absorb volatility, rebalance liquidity, and maintain flexibility across live game titles and upcoming product launches.

Internally, Treasury-controlled resources are allocated toward platform infrastructure, emissions budgets, economic stress protection, and future upgrades. All spending is constrained by protocol-defined emission policies and reserve thresholds, ensuring that token outflows remain within sustainable and forecastable ranges.

In addition, the Treasury can execute discretionary $TRIUMPH buybacks or burns using internal or cross-asset revenues. These actions are used to support price stability, modulate liquidity depth, and reinforce deflationary pressure when appropriate. All Treasury mechanisms are directed by the core team, in line with Triumph's broader economic governance framework and long-term roadmap for scalable, cross-title value creation.

Treasury Flow Diagram



Buyback Mechanism

Triumph's buyback mechanism adjusts in real time based on the company's financial performance, using a 3-month rolling average of revenue. If revenue is trending upward, the buyback percentage increases toward a predefined maximum (e.g., 20%), allowing the protocol to reinvest surplus capital into the token's value. Conversely, if revenue declines, the buyback percentage is gradually reduced toward a minimum threshold (e.g., 5%) to preserve resources. This dynamic adjustment ensures capital efficiency, aligns with market conditions, and reinforces sustainable token value appreciation over time.

Buyback Formula

$$Buyback_t = clamp\left(B_{base} + k \bullet \Delta R_t, B_{min}, B_{max}\right)$$

B_{base}: $Base\ buyback\ \%$
k: $Sensitivity\ factor,\ higher\ K\ makes\ it\ more\ reactive$
$Clamp$: $Restricts\ the\ value\ between\ B_{min}\ and\ B_{max}$
ΔR_t: $3\ month\ EMA\ to\ revenue$

Burn Mechanism

To complement the dynamic buyback system, Triumph's burn mechanism operates inversely, adjusting its intensity based on financial performance. When revenues are strong and buybacks are high, the burn percentage is reduced toward a minimum threshold (e.g., 2%), prioritizing reinvestment in the ecosystem. In contrast, during downturns when buybacks decrease, the burn rate increases toward a higher limit (e.g., 15%), applying deflationary pressure on the token supply. This counter-cyclical design helps stabilize token value and aligns long-term incentives with the project's financial health.

The mechanism complements the emissions and buyback systems by acting as a safeguard during periods of rapid user growth, platform expansion, or elevated unlocks. It is designed to counteract temporary oversupply while maintaining gameplay incentives. All key parameters, including the base burn rate, inflation sensitivity, and burn rate cap, are governed by the protocol team.

Burn Formula

$$Burn_t = Burn_{min} + (1 - U_t) \bullet (Burn_{max} - Burn_{min})$$

$Burn_t$: Dynamic buyback percentage at time t

$Burn_{max}$, $Burn_{min}$: Min and max buyback %

$U_t = \frac{B_t - B_{min}}{B_{max} - B_{min}}$: Normalized buyback level (between 0 and 1)

Staking

Staking in Triumph Games is a core mechanism for aligning players with the long-term health of the ecosystem while unlocking meaningful in-game and economic benefits. By locking $TRIUMPH, players gain access to tiered reward multipliers, exclusive content drops, and elevated status across games. The system is designed to reward sustained support over quick speculation, only those who reach and maintain higher staking tiers receive the full utility of the ecosystem, including boosted emissions, premium content access, and enhanced game performance benefits. Unlike traditional staking models, Triumph's system is directly embedded into gameplay loops, making staking a core part of progression, event access, and scarcity control. This reinforces token velocity discipline and ensures that value flows back to the most engaged participants.

Staking Formula

$$veZPHD = \sqrt{\left(Tokens \bullet \left(\frac{1}{max\ time}\right) \bullet time\right)}$$

$veZPHD$: Receipt token from staking.

$max\ time$: Max staking time in days.

$time$: Actual time staked in day.

Triumph Staking Tier Structure

The Triumph staking tier system is designed to allocate ecosystem benefits based on users' staking commitment and time-locked behavior. This mechanism incentivizes long-term alignment, reduces token velocity, and provides a structured way to distribute emissions, access perks, and in-game advantages.

The final tier thresholds (including staked amounts, lock durations, and APRs) remain to be determined and will be calibrated during the stress testing phase. This will allow us to optimize for sustainability, reward efficiency, and economic fairness across different user segments.

Tier	Staked Amount	Lock Duration	Reward Multiplier	Access Benefits
0	TBD	TBD	TBD	TBD
1	TBD	TBD	TBD	TBD
2	TBD	TBD	TBD	TBD
3	TBD	TBD	TBD	TBD
4	TBD	TBD	TBD	TBD
5	TBD	TBD	TBD	TBD

Referrals

The Triumph Referral Score system is designed to reward users for high-quality, gameplay-driven invites across the Triumph ecosystem. Rather than granting points for passive signups, each referral requires the new player (referee) to complete a Duel Referral Challenge, such as winning a PvP match in *ArmourX*, completing a dungeon in *BattleRise*, or crafting a rare item in *Legends of Elumia*. Only once this challenge is completed does the referral count toward the referrer's score. Additional points may be earned if the referee remains active in the days following.

These scores accumulate over time and determine the referrer's eligibility for specific reward thresholds. Depending on the score tier achieved, users may unlock non-transferable rewards such as exclusive cosmetics, seasonal badges, platform access privileges, or vested $TRIUMPH token drops. The exact reward schedule will remain flexible and modular.

Separately, Triumph may introduce a fixed bonus system tied to the referrer's staking tier. Users who maintain a defined minimum stake in $TRIUMPH could receive an additional token reward alongside their score-based earnings. These token rewards, whether unlocked through score or

staking, would be delivered in vested or locked formats to ensure alignment with emissions controls and long-term ecosystem health.

$$Referral\ Score\ =\ \sum_{i=1}^{N}\left[1\ +\ A_i\right]\bullet\ V_i$$

N: The total number of referred users connected to a given referrer.

V_i: A binary value that equals 1 if the referred user completes the designated in-game challenge (e.g., dungeon, PvP win, crafting task), and 0 otherwise.

A_i: A binary value that equals 1 if the referred user remains active for a minimum number of days after completing the challenge (e.g., logs in 3 out of 7 days), and 0 if they do not.

Base Score 1: Every referred user who completes the challenge automatically grants the referrer 1 point as a baseline, even if no further actions are taken.

Airdrops

Seasonal Airdrops
Distributed at regular intervals based on player behavior during defined snapshot periods.

(Needs to be an OP reward which players grind to get all season long so that they are more competitive for the next season.)

Tiered Participation Brackets
Users are grouped into tiers based on configurable criteria such as:

- Active days
- Gameplay across multiple Triumph titles
- Staking behavior

- Quest or streak milestones

Performance-Based Allocation
Higher tiers receive larger airdrop shares, with rewards aligned to ecosystem contribution.

Staked Delivery with Vesting
Airdrops are issued in staked form and unlocked over time to prevent immediate selling.

Reactivation Requirements
Users may need to log in or complete simple tasks post-airdrop to unlock rewards.

Airdrops Formula

$$R_{engagement} = B_{engage} \cdot \left(E_{consistency} + M_{milestones} \right)$$

$R_{engagement}$: Engagement airdrop reward.

B_{engage} : Base reward for ongoing activity.

$E_{consistency}$: Consistency factor based on the frequency of activity (e.g., daily streaks).

$M_{milestones}$: Represents Bonuses for achieving specific milestones.

Liquidity

The liquidity architecture for $TRIUMPH is structured to ensure consistent market depth, user accessibility, and sustainable capital deployment across Triumph's multi-game ecosystem. As $TRIUMPH serves as a unified currency and reward asset across titles like *BattleRise*, *ArmourX*, and *Legends of Elumia*, liquidity must support cross-title utility, staking flows, and gameplay-linked sinks without relying solely on short-term, extractive LP incentives.

Initial liquidity will be deployed on a decentralized exchange (DEX), with Triumph selecting a launch partner and pairing $TRIUMPH with a stable asset (e.g., ETH or USDC) to ensure low-slippage and accessible trading. The protocol may adopt a Liquidity Bootstrapping Pool (LBP) or auction-based mechanism to facilitate transparent price discovery and reduce volatility at launch. Strategic contributors, professional market makers, and the protocol treasury may all participate in this initial liquidity phase to ensure adequate depth and price stability across venues.

Post-launch, Triumph will transition to a dual-track liquidity model involving both market maker partnerships and protocol-owned liquidity (POL). Market makers will help manage liquidity on DEX and CEX venues, while Triumph will gradually accumulate POL through emissions redirects, bonding mechanisms, and performance-based incentives (e.g., NFT drops tied to LP activity). This hybrid model reduces reliance on mercenary liquidity, ensures that swap fees accrue to the protocol, and preserves long-term autonomy.

To engage retail participants, Triumph may selectively introduce capped LP reward programs on DEXs during specific timeframes (e.g., launch events or seasonal peaks). If activated, LP rewards would be distributed via time-locked staking mechanisms with decaying rates, ensuring capital efficiency and emission control. Additionally, Triumph may implement buyback-and-recycle loops that route a share of marketplace revenue or in-game burns into open-market purchases, reinforcing liquidity pools while reabsorbing supply.

Liquidity modeling will account for gameplay-linked sinks (e.g., PvP burns, crafting fees, and tournament staking), and volatility will be monitored during key unlock or referral reward windows. The protocol may define internal depth thresholds and slippage controls to trigger corrective actions such as temporary emissions boosts or strategic POL injections to preempt liquidity gaps.