



TRIFORCE
T O K E N S

Project Vision

TriForce Tokens will become the industry standard on multiple gaming platforms offering player-to-player trading, anti-piracy strategies and a unique first to market honorary system that rewards collaborative game play.

Our project will give developers leverage of player behavioural analysis, attracting and retaining players, and giving gamers a new gaming experience where they can build their own digital asset empire.

Industry Challenges

Game Companies & Indie Developers

01

Developers are paying 30% of their revenues to game platforms

02

It takes several weeks to receive revenue payouts

03

Development costs and finding the right talent is highly competitive and makes a massive difference to ROI for companies

04

High player attrition rates is a detrimental factor for profitability

05

Developers seem to have accepted that piracy is part and parcel of their industry and are losing revenues

Players

01

Building digital asset wealth that only exists within a single game

02

Players spend a lot of money to progress in games but have very few opportunities to profit themselves

03

Toxic and negative attitudes within some communities creates a negative experience

04

Hackers and scammers target vulnerable players and can cause financial loss as well as a negative experience

05

Players join together in games but can't easily continue this across different platforms once they leave



Our Solutions



Player-to-Player

Exchange digital assets with each other
Honour system that rewards healthy game play
Collaborate in teams outside of games



Developers

Earn additional revenues on top of existing through
trade rakes
Game promotion through player quest rewards
Near instant revenue payouts



Protection & Research

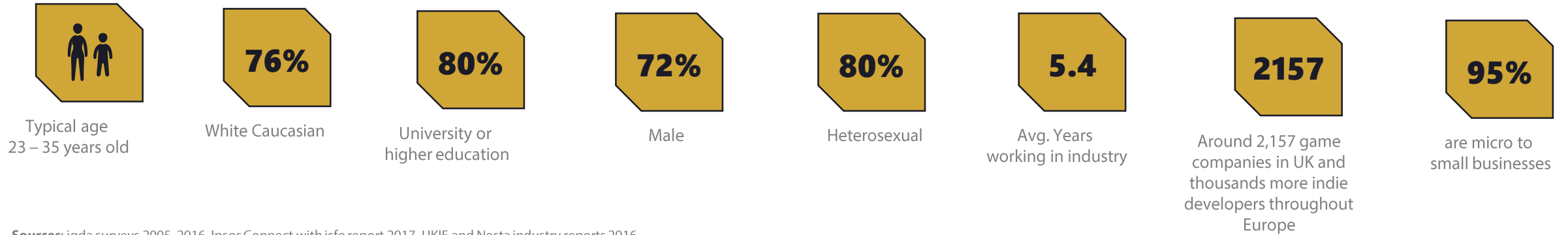
Anti-piracy measures to protect developer revenues
Player behavioural analytics
Players build trusted profiles to counter scammers



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Audience Demographics

Game Developers & Companies Workforce Demographics (Europe & America)



Sources: igda surveys 2005, 2016, Ipsos Connect with isfe report 2017, UKIE and Nesta industry reports 2016

Game & Player Demographics



Opportunity



- Early mover advantage in this space with unique propositions
- UK No. 5 in the world of game revenues \$4,128M
- Global games market of \$99.6Bn
- Market growing on avg. 6.6% every year
- No crypto-currency is dominating the gaming market
- The crypto industry is experiencing exponential growth and being adopted by large corporations
- Blockchain technology is becoming more mainstream and adopted by big companies like Microsoft, PayPal, Subway, IBM, HSBC, Deutsche Bank etc..

Competition



Tap Project

Most similar to what we offer except
honorary, anti-piracy and anti-fraud tech
Smaller team, poor execution
Consistently delaying their crowdfund and
still not live
Website is down
Lack a strong credible team and advisers
Will cash out entire funding at end of
crowdfund, rather than milestones



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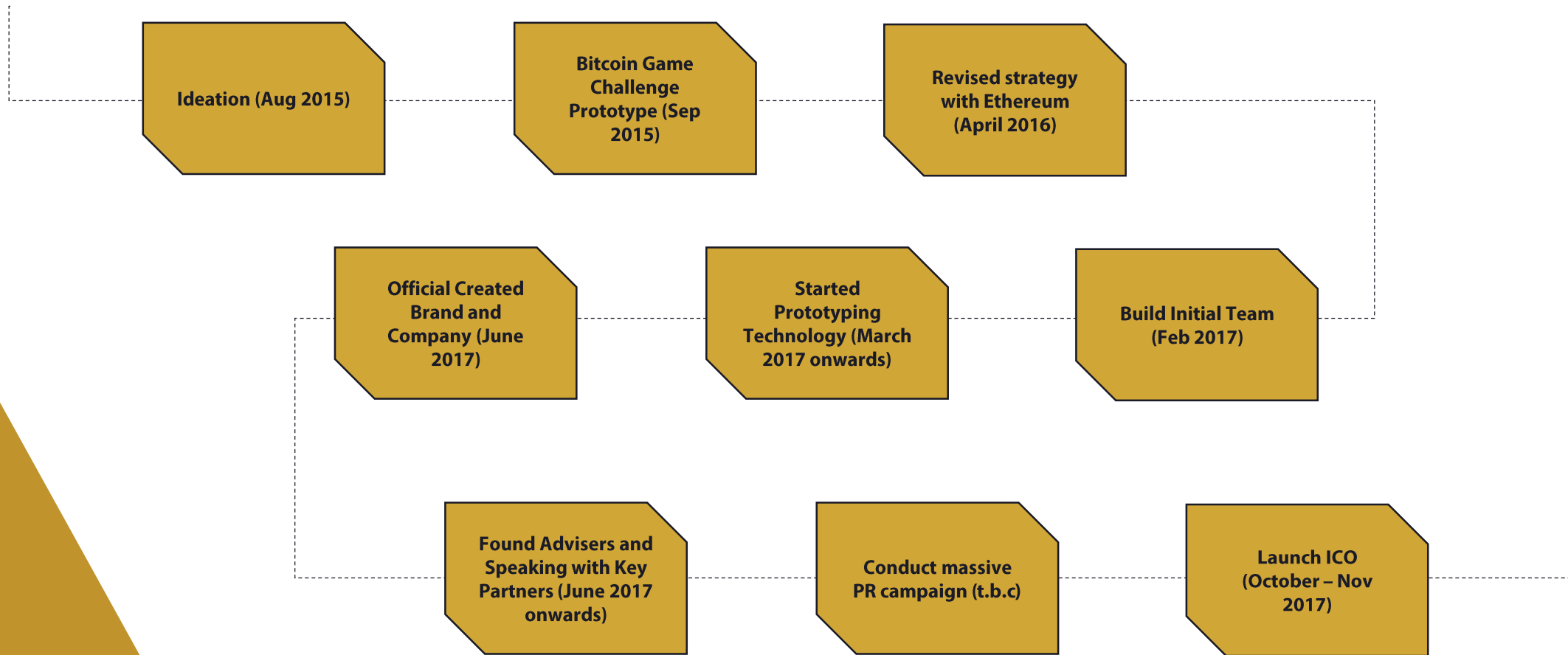


MOBILEGO

Mobile Go

Most established with games and platform
in beta phase
Raised \$59M in ICO campaign
Has established gaming partnerships
Focussed on helping developers and
taking away from existing platforms
Is not implementing anti-piracy, honorary
system, anti-piracy or anti-fraud
Poor branding/design at time of launch

Our Journey So Far



Platform Prototype

Player Dashboard

Both developer and player dashboards will have a similar look and feel to the designs shown.

Players will have, Dashboard of activities, team profiles and friends. Wallet function to send/receive TriForce Tokens. Quests to earn TriForce Tokens for games. Search/inspect all trades, rewards, games played etc



Marketing and PR

We are working closely with the leading PR company within the crypto-currency space, Bitcoin PR Buzz, who have the widest network in the community.
We plan to engage on relevant channels such as bitcointalk forum, reddit, social media and conduct PPC campaigns.



Our Team



Raza Ahmed

CTO

Qualified Blockchain developer,
MSc Software Development



Pete Mardell

CEO

Former head of development for
leading UK Recruitment software



Sorina Rusu

Systems Developer
MCA Computer Science



Jakub Kafarski

Front-end engineer
CycloMedia Technology, Ericsson



Simona Patrut

Marketing

Oracle, Ingram Micro



Mihai Bratoi

Brand Designer

Platinum designer 99designs



Nazaraf Shah

Advisor

Senior Lecturer in Ethical Hacking
and Computer Security at
Coventry University



Kate Breed

Advisor

Former molecular biologist,
Senior Consultant in Systems
Engineering, Councillor



Owen Ashby

Advisor

Business Analytics, Market
Intelligence and Corporate
Strategy

Auditing, Assurance and Governance

We will provide industry level assurances on our technology and processes by working with global leaders in governance, assurance, auditing and legal.



Why join our project?



Demonstrate your appetite and influence in this fast emerging industry



Join a project that bridges a gap between the FinTech industry, blockchain and gaming



Become a more recognisable leader in this space through a mutually beneficial network



Connect with and attract students who have a passion for gaming and technology



Opportunities to raise research capital and enter into this emerging industry



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Crowd Funding Overview



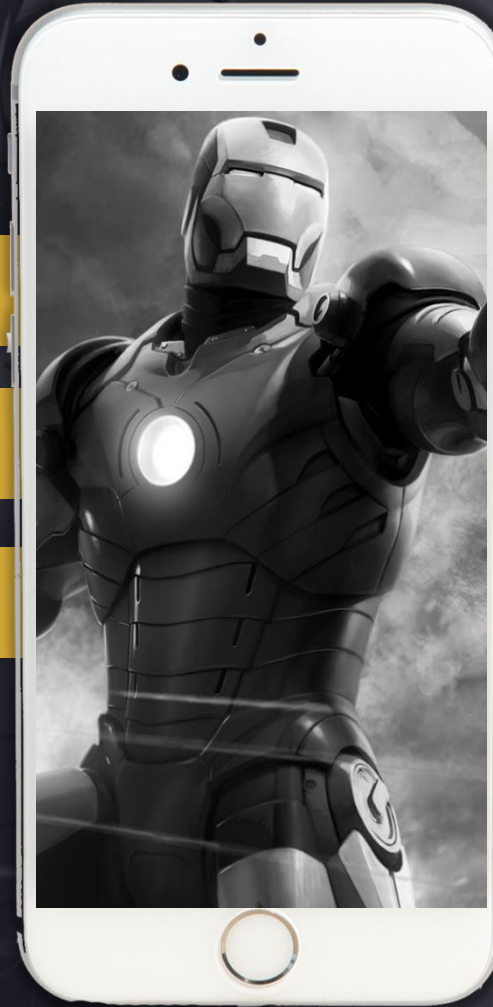
Raise of funds through an ICO



October 1st 2017 – December 16th 2017



Looking for between \$5m - \$20m



Minimum launch capital \$500,000



50,000,000 TFT supply



Bounties, Bonuses and Dividends



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Thanks!



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