TIG Game Rules

Version 4.0 September 2025

The features, operation and functionality of The Innovation Game is defined by the source code and config (together the "**Specification**") which can be viewed at:

Code: https://github.com/tig-foundation/tig-monorepo
Latest Config: https://mainnet-api.tig.foundation/get-block

For the purposes of determining each party's benefits and obligations under the TIG Game Rules, in the event of any conflict or inconsistency between the TIG Game Rules and the Specification, the Specification shall prevail.

Definitions

"Challenge" means for a particular problem type, together; **(i)** a specification for an implementation that is sufficiently detailed that it would allow a reasonably skilled programmer to develop an implementation of the specification that would generate instances of that problem type that can be solved in the Innovation Game; and **(ii)** a code implementation of that specification that can generate instances of that problem type that can be solved in The Innovation Game.

"Proposer" means a person that proposes a Challenge for acceptance by the Innovation Game in accordance with The Innovation Game Terms.

"TCO" (An acronym for "*TIG Challenge Owner*") means the person or entity responsible for the development, maintenance, promotion and support of a Challenge.

"The Innovation Game Terms" means the prevailing terms for playing The Innovation Game which can be found at https://github.com/tig-foundation/tig monorepo/tree/main/docs/agreement/game_terms.pdf

Rules for Playing the Innovation Game

Rules for Innovators

- **Before participating in The Innovation Game as an Innovator you must read and accept The Innovation Game Terms:**
  https://github.com/tig-foundation/tig-monorepo/tree/main/docs/agreement/game_terms.pdf

- To submit an algorithmic method or code implementation to The Innovation Game you must first burn an appropriate fee ("Submission Fee"). The Submission Fee is determinable from the latest config:

- Except for code implementations which implement an algorithmic method in respect of which Advance Reward eligibility is being sought by the submitter of the respective code implementation, any code implementation submitted to the Innovation Game based on a code implementation licensed under the TIG Innovator Outbound game Licence **must** make a meaningful improvement to the performance of the code implementation from which it was derived.

- Code implementations submitted to the Innovation Game **must** be submitted in accordance with the TIG IP Policy: https://github.com/tig-foundation/tig-monorepo/tree/main/docs/agreement/ip_policy.pdf

Rules for Benchmarkers

- **Before participating in The Innovation Game as a Benchmarker you must read and accept The Innovation Game Terms:** https://github.com/tig-foundation/tig-monorepo/tree/main/docs/agreement/game_terms.pdf

- Only code implementations licensed under the TIG Benchmarker Outbound Game License may be used for benchmarking in The Innovation Game. Benchmarkers must generate and submit a runtime signature along with any solutions found.

- Solutions submitted by Benchmarkers will be random sampled and verified.

Rules for TCOs

- **Before participating in The Innovation Game as a TCO you must read and accept The Innovation Game Terms:** https://github.com/tig-foundation/tig-monorepo/tree/main/docs/agreement/game_terms.pdf

Rules for Proposers

- **Before participating in The Innovation Game as a Proposer you must read and accept The Innovation Game Terms:** https://github.com/tig-foundation/tig-monorepo/tree/main/docs/agreement/game_terms.pdf

The Innovation Game Obligations to You

"**Round**" means an elapsed period of time required for the creation of a specified, discrete number of blocks in The Innovation Game. The relevant elapsed period of time for the current round is estimable from the latest config:

Latest Config: https://mainnet-api.tig.foundation/get-block

Each Round of the Innovation Game will be assigned a consecutive number in sequence.

Rewards

For the current block, the number of TIG tokens available as rewards is determinable from the latest config.

Latest Config: https://mainnet-api.tig.foundation/get-block

Rewards for Innovators

For the current block, the percentage of rewards available for Innovators is determinable from the latest config.

Latest Config: https://mainnet-api.tig.foundation/get-block

For each challenge in The Innovation Game, there are two types of reward available for Innovators:

Code Rewards (in respect of the code implementation); and

Advance Rewards (in respect of the implemented algorithmic method).

The amount of each type of reward that an Innovator will receive will depend upon:

(i)   in the case of **Code Rewards**, the level of adoption of the code implementation (the level of adoption determining both the merge status and satisfaction of the relevant reward threshold for the code implementation per block); and

(ii)   in the case of **Advance Rewards**, the incorporation of an algorithmic method that is eligible for Advance Rewards and the level of adoption of that algorithmic method by all code implementations solving for the relevant challenge (the level of adoption determining both the merge status and satisfaction of the relevant reward threshold for the algorithmic method per block).

Rewards earned in each Round, will be minted within five (5) working days after the end of each such Round.

Newly submitted code implementations are kept private for a certain number of Rounds before being pushed to a branch in the tig-monorepo repository. A code implementation

submitted in round n will be pushed to the tig-monorepo repository at the start of round n+x, where x is determinable from the latest config.

Newly submitted algorithmic methods are kept private for a certain number of Rounds before being pushed to a branch in the tig-monorepo repository. An algorithmic method submitted in round n will be pushed to the tig-monorepo repository at the start of round n+x, where x is determinable from the latest config.

Code Rewards

With respect to code implementations, each code implementation will receive a single "merge point" for each block in which it exceeds a certain threshold of "adoption" by Benchmarkers, where the threshold is determinable from the latest config.

At the end of a Round, for each challenge, a code implementation which has accumulated in excess of a certain number of merge points will be merged to the main branch of the tig-monorepo repository, where the relevant number of merge points is determinable from the latest config.

If there are multiple eligible code implementations, the one with the most merge points is selected.

For the current block, the rewards allocated for Innovators are divided amongst challenges before being awarded to code implementations with a sufficient level of adoption, pro-rata with their level of adoption by Benchmarkers.

For the current block, to the extent that a code implementation would earn Code rewards if it was merged, does not earn Code Rewards because it is not merged, those Code Rewards will be deposited as Orphaned Rewards (see below).

Advance Rewards

With respect to algorithmic methods which are eligible for Advance Rewards, each algorithmic method will receive a single "merge point" for each block in which it exceeds a certain threshold of "adoption" by Benchmarkers, where the threshold is determinable from the latest config.

At the end of a Round, for each challenge, an algorithmic method that is eligible for Advance Rewards which has exceeded a certain number of merge points will be merged to the main branch of the tig-monorepo repository, where the relevant number of merge points is determinable from the latest config.

Latest Config: https://mainnet-api.tig.foundation/get-block

If there are multiple eligible algorithmic methods, the one with the most merge points is selected.

For the current block, the Advance Rewards allocated for Innovators are divided amongst challenges before being awarded to algorithmic methods with a sufficient level of adoption, pro-rata with their level of adoption by Benchmarkers.

For the current Round, to the extent that an algorithmic method would earn Advance rewards if it was merged, does not earn Advance Rewards because it is not merged, those Advance Rewards will be deposited as Orphaned Rewards (see below).

Latest Config: https://mainnet-api.tig.foundation/get-block

Orphaned Rewards

Where a code implementation has been merged, it will always earn Code Rewards in proportion to its level of adoption by Benchmarkers notwithstanding that the level of actual adoption for each block is lower than the relevant threshold for an unmerged code implementation.

Where a code implementation has not been merged but nevertheless reaches sufficient adoption for the current block then it will earn Code Rewards for that block.

Where a code implementation has not been merged and does not reach sufficient adoption for the current block, then its Code Rewards will, by default, be deposited in the TIG treasury.

Where for a challenge, there are no eligible code implementations to earn Code Rewards, then the allocation of Code Rewards for that challenge will, by default, be deposited in the TIG treasury.

Where an algorithmic method has been merged, it will always earn Advance Rewards in proportion to its level of adoption by Benchmarkers notwithstanding that the level of actual adoption for each block is lower than the relevant threshold for an unmerged algorithmic method.

Where an algorithmic method has not been merged but nevertheless reaches sufficient adoption for the current block then it will earn Advance Rewards for that block.

Where an algorithmic method has not been merged and does not reach sufficient adoption for the current block, then its Advance Rewards will, by default, be deposited in the TIG treasury.

Where for a challenge, there are no eligible algorithmic methods to earn Advance Rewards, then the allocation of Advance Rewards for that challenge will, by default, be deposited in the TIG treasury.

(these rewards that are deposited in the Treasury are referred to in the Game as "**Orphaned Rewards**").

Rewards for Benchmarkers

For the current block, the percentage of rewards available for Benchmarkers is determinable from the latest config.

Latest Config: https://mainnet-api.tig.foundation/get-block

The Innovation Game rewards Benchmarkers based on their average percentage of qualifiers across challenges. If a Benchmarker has different percentages of qualifiers across challenges an imbalance penalty based on standard deviation of a Benchmarker's percentage of qualifiers across challenges will be applied.

Rewards earned in each Round, will be minted subject to vesting within five (5) working days after the end of each such Round.

Rewards for TCOs

For the current block, the percentage of rewards available for TCOs is determinable from the latest config.

Latest Config: https://mainnet-api.tig.foundation/get-block

Rewards earned in each Round, will be minted subject to vesting within five (5) working days after the end of each such Round.