

TIG Game Rules

Version 3.0 June 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 algorithm to The Innovation Game you must first burn a fee (“**Submission Fee**”). The Submission Fee is determinable from the **latest config**:

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

- Innovators **must** make a meaningful improvement to the performance of an algorithm licensed under the TIG Innovator Outbound Game License before submitting the modified version of it to The Innovation Game.
- Algorithms 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 algorithms 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 by AWS lambdas.

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>

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

Newly submitted algorithms are kept private for a certain number of Rounds before being pushed to a branch in the tig-monorepo repository. An algorithm 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.

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

Standard Rewards

With respect to algorithm implementations, each algorithm 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.

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

At the end of a Round, for each challenge, an algorithm implementation 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 algorithms, the one with the most merge points is selected.

For the current block, the percentage of rewards available for Innovators is divided amongst challenges before being rewarded to algorithms with sufficient level of adoption, pro-rata with their level of adoption by Benchmarkers.

If for a given challenge, the total adoption by Benchmarkers of algorithms with sufficient level of adoption is under a certain threshold, all Standard rewards for that challenge will be divided evenly between the Innovator rewards for other challenges. The threshold is determinable from the latest config.

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

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.

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

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 algorithms, the one with the most merge points is selected.

For the current block, the percentage of Advance Rewards available for Innovators is divided amongst challenges before being rewarded to algorithms with sufficient level of adoption, pro-rata with their level of adoption by Benchmarkers.

If for a given challenge, the total adoption by Benchmarkers of algorithms with sufficient level of adoption is under a certain threshold, all Innovator rewards for that challenge will be allocated to the Orphaned Rewards (see below). The threshold is determinable from the latest config.

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

Orphaned Rewards

An algorithm implementation which does not embody an algorithmic method which is eligible for Advance Rewards, may only reward the innovator that submitted the algorithm implementation with Standard rewards (subject to satisfaction of adoption thresholds). Because of the absence of a of an algorithmic method that is eligible for Advance Rewards,

those rewards will instead be allocated to the TIG treasury and used to bootstrap algorithmic methods development (these 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.