



TRILLIONAIRE  
THUGS

# 11<sup>th</sup> SEPT 2022 – TTHUGS UPDATE

- 1) Quick overview about the collection
- 2) Free Airdrop **TTHUGS X JUMI** – Get ready!
- 3) NFTs weapons collection update
- 4) Game Update progress prototype
- 5) New mechanic feature in development



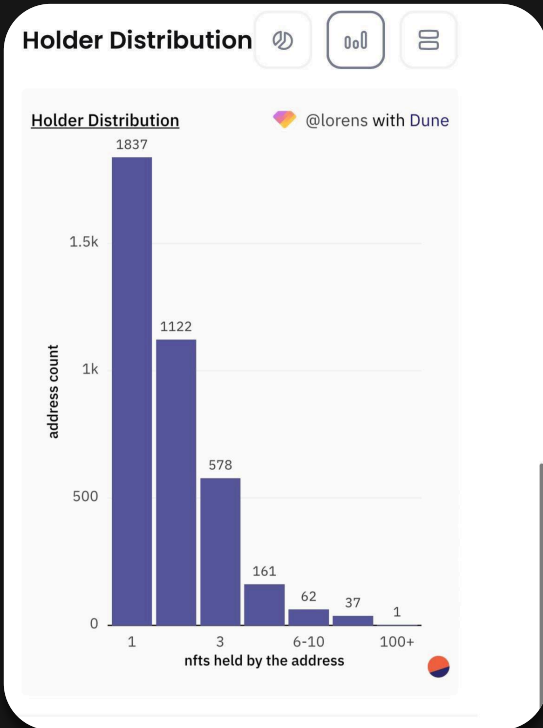
# TTHUGS COLLECTION OVERVIEW

# TTHUGS COLLECTION

- Collection of **7777 NFTs**
- **110 / 7777 Thugs** listed on Open Sea (**below 1.5%**)
- **2000+** OG Thug Holders
- **4200+** TThugs held since mint
- OG holders from **52 different countries**
- 85% of holders are from NZ & Australia



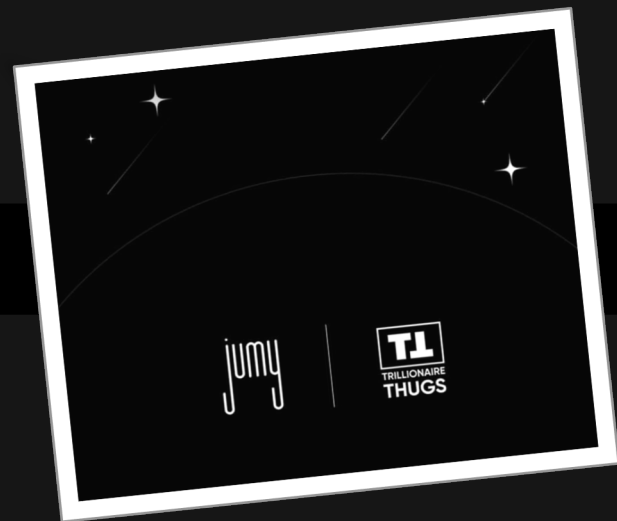
# TTHUGS COLLECTION



- Progressing well on our roadmap
  - Merchandising
  - Card collection airdrop
  - Video game progress
  - Partnerships/Airdrop

# BENEFITS FOR THE HOLDERS

- Exclusive community & Network
- Community events & game nights
- Flash giveaways + monthly rewards
- Partnership Airdrop / Free NFTs
- Token Airdrop / Staking
- Exclusive benefits for the game (more rewards/progress/avatar)
- Merchandising exclusivity
- Benefits inside the game (special skins/rewards)



# FREE AIR DROP TTHUGS X JUMY

# TTHUGS X JUMY – FREE AIR DROP



# TTHUGS X JUMY – FREE AIR DROP

- Free air drop for holders
- 3 different NFTs animations
- **SNAPSHOT HAPPENING SUNDAY 18<sup>th</sup> SEPTEMBER**  
*The only thing you need to get is your Thug on your wallet*



# NFTS WEAPON SNEAK PEEK

# #Machine Gun

Uncommon



#Machine Gun

Rare



#Crossbow

Rare



# #Assault Rifle

Epic



# #Assault Rifle

Legendary



#Fusion Rifle

Legendary



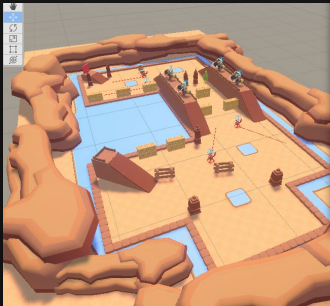


GAME UPDATE  
**PROTOTYPE**

# PRE PRODUCTION HISTORY

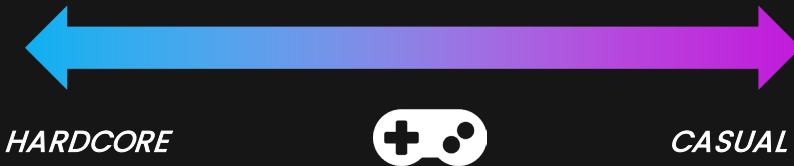
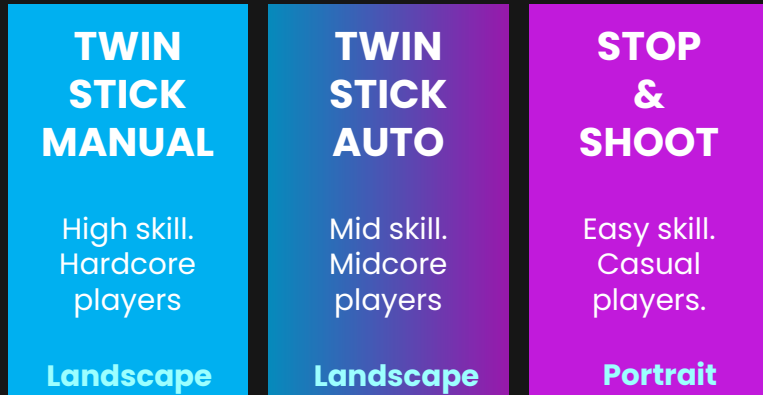
When the team took on the project, there were **many unknowns** so an R&D pre-production phase was mandatory:

- Market research & competitive analysis
- Art direction + Art type exploration (Realistic vs Casual)
- Game type (Midcore vs Casual) Controls. Orientation.
- Game direction and vision
- CPI trends and optimization



# EVOLUTION OF GAMEPLAY DESIGNS

We built and designed prototypes for 3 major gameplay designs:



# CURRENT STATUS



- Top down shooter
- Portrait mode
- One hand gameplay
- Casual Art Direction
- Weapon & Equipment progression
- WEB3 – Blockchain NFT with Polygon

**A flexible platform** with *remote configuration, flexible map system, tunable gameplay*



# UTILITY TOKEN FOR THE GAME



- Economy of the game linked to the token
- Progression & Evolution of the weapons
- Mint new NFT weapons/Trade secondary market
- Participate to events ingame
- Acquisition of special Items
- Battlepass
- **Staking & Tokenomics will be the subject of the next AMA**



AUGMENTING CORE GAMEPLAY WITH  
**NEW MECHANICS**

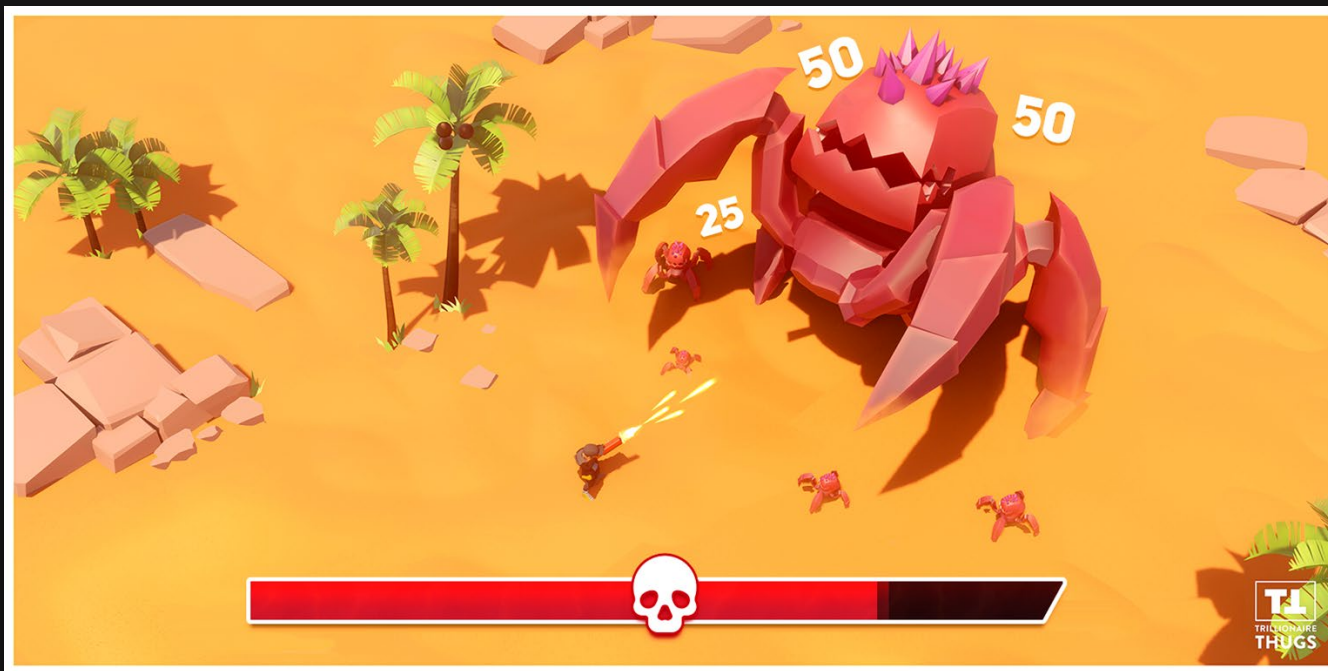
# STEALTH IN THE GRASS

- Invisibility in the grass and access to different parts of the level without being seen
- Kill enemies by surprise without alerting everyone



# BOSS FIGHT

- One big boss experience per world
- Challenging fight experience with specific gameplay



# SOCIAL ASSIST

- Request help from an AI player existing on the server (later could be from the clan)
- The character may help the player only for one level



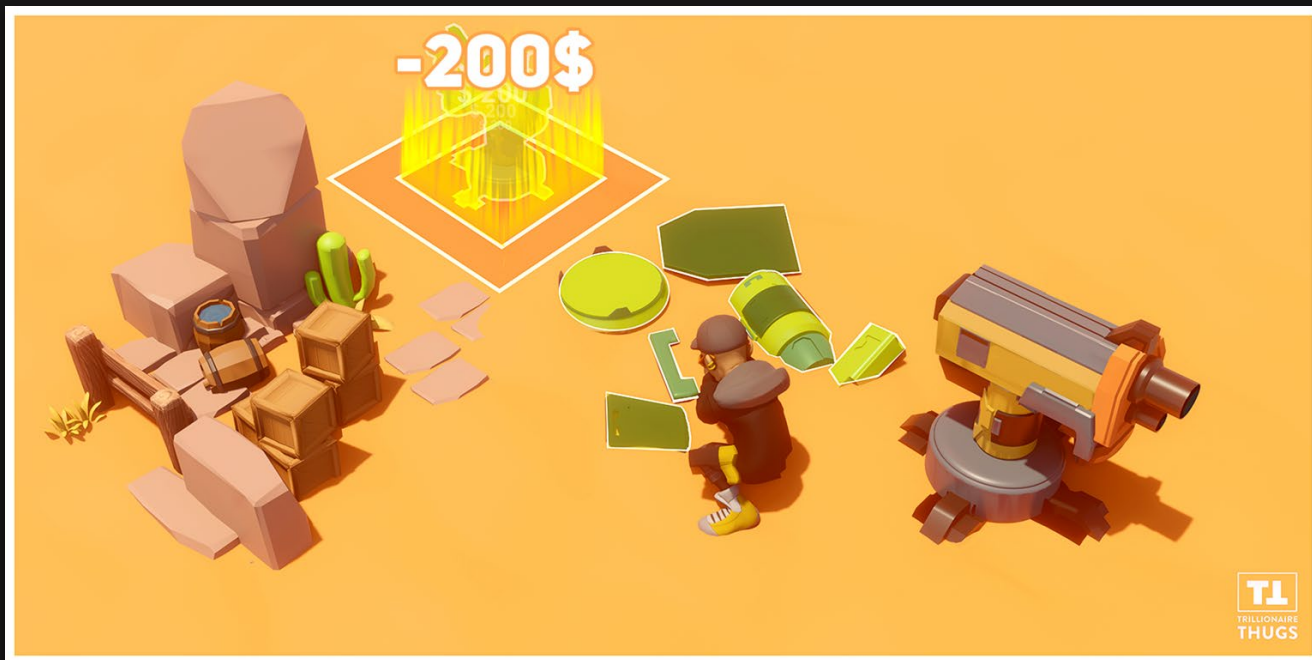
# INTERACTIVE ENVIRONMENTS

- Shoot and activate specific objects by tapping them
- Enemy bullets can also activate them (barrels/crates/destructible walls...)



# BUILDING MODE

- Building turrets and obstacles on the level that will provide help
- Replacing power up mechanics and providing diversity



# ACROBATIC MANEUVERS

- Possibility to trigger special actions with Quick time event to one shot enemies around
- Player can walk on walls, jumping above obstacle etc.



**THANK YOU**

## NEXT BIG STEPS

- Tokenomics/Staking focus on next AMA
  - *Testnet for holders to test the staking*
  - *More information related to Tokenomics*
  - *Detail explanation of the utility for the game*
- New content progress from the game
- Free Air drop Jumy