

#### **TWOPU Tokenomics**

Treasury + Burn Model Driving Value Through Gameplay

September 14, 2025

### **Problem**

 Most meme/game tokens fail because supply floods the market → no scarcity → no longterm value.

 Players and investors ask: What gives this token staying power?

## Solution

- TWOPU will use a Treasury + Burn model tied directly to iOS game activity:
- Treasury holds large portion of tokens
- Tokens released only via gameplay
- Tokens gradually burned

→ More play = more burn = less supply

# Why It Matters

- 1. Controlled Supply reduces dump risk
- 2. Deflationary Utility gameplay fuels scarcity
- 3. Longevity sustainable slow drip + slow burn
- 4. Confidence Signal transparent, locked treasury

## **Investor Analogy**

- Stock Buybacks → fewer shares, more value per share
- Loyalty Programs → redeemed points disappear, value rises
- Game Monetization → engagement fuels scarcity

#### The LOOP: Play -> Burn -> Scarcity -> Value -> More Play

