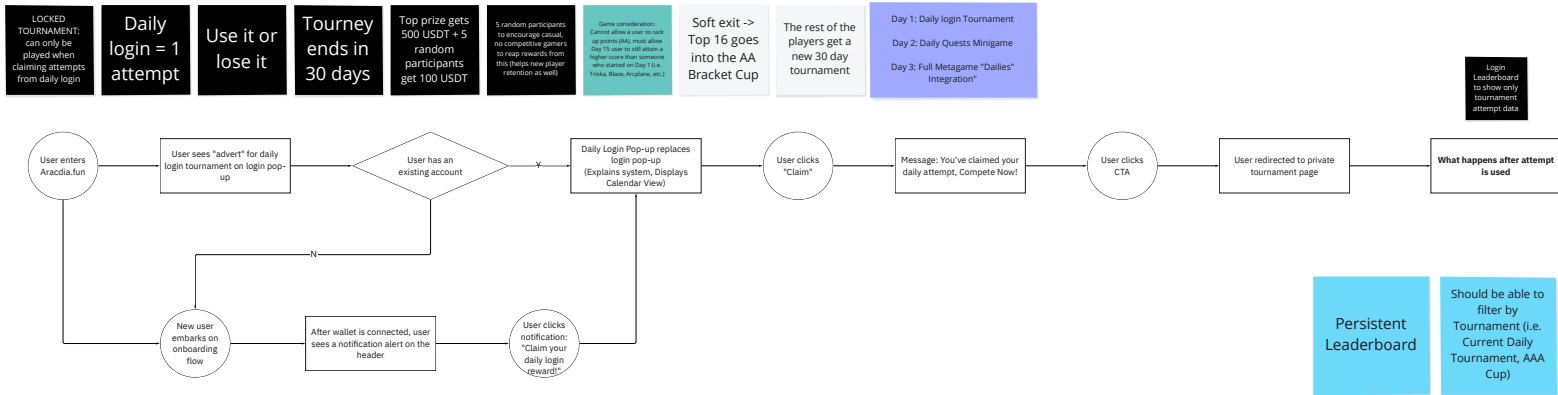


30 Day Daily Login Tournament



LOCKED TOURNAMENT: can only be played when claiming attempts from daily login

Daily login = 1 attempt

Use it or lose it

Tourney ends in 30 days

Top prize gets 500 USDT + 5 random participants get 100 USDT

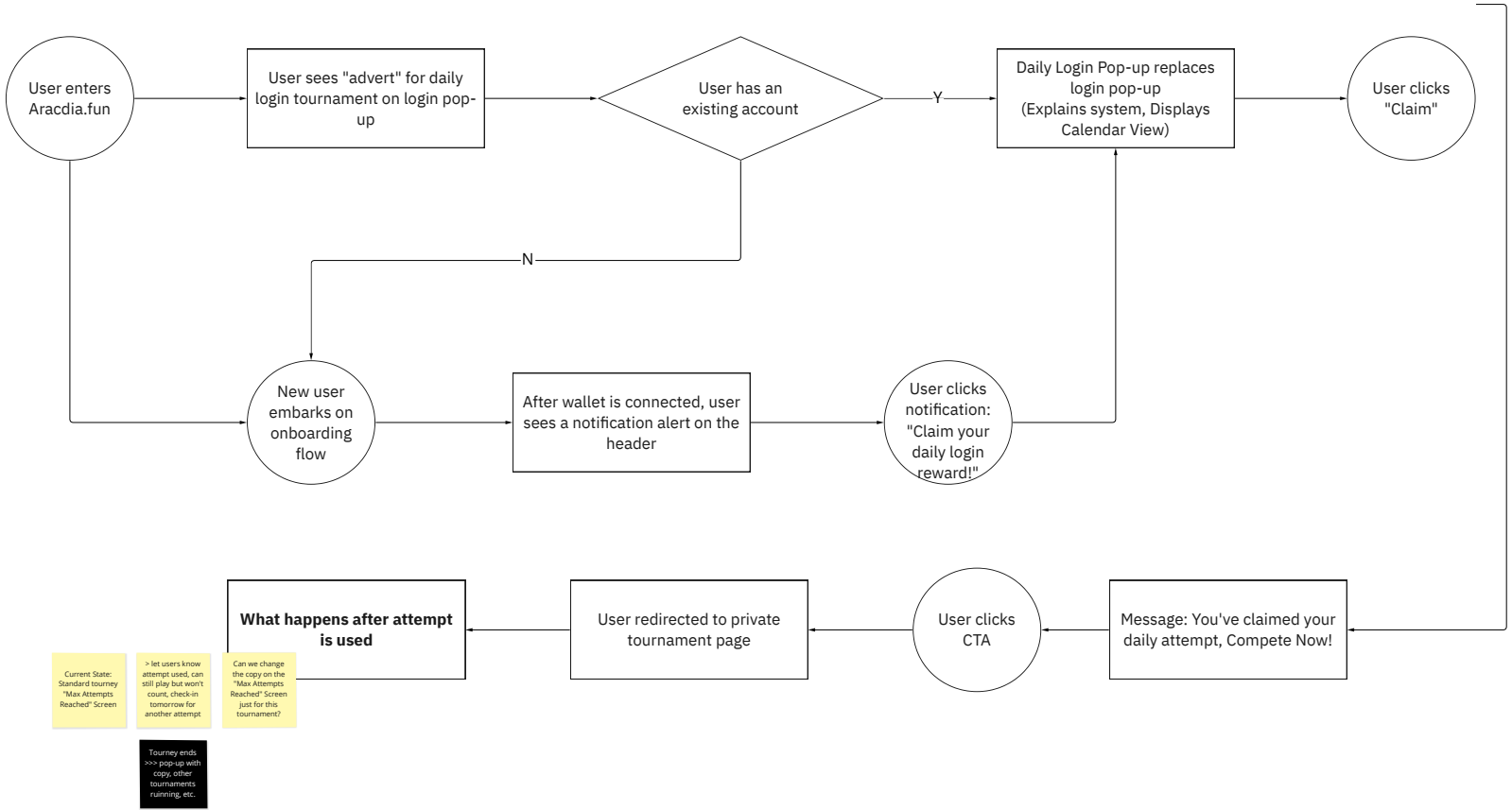
5 random participants (20 percentage chance, no competitive gamers to help awarded from this) (this is new player retention as well)

Game consideration: Game allows a user to rank up points (AA), must allow Day 1 to see to get above a higher score than someone who started on Day 1 (e.g. Prodig, Blank, Arpad, etc.)

Soft exit -> Top 16 goes into the AA Bracket Cup

The rest of the players get a new 30 day tournament

Day 1: Daily Login Tournament
Day 2: Daily Quests Mini-game
Day 3: Full Metagame "Dailies" Integration"

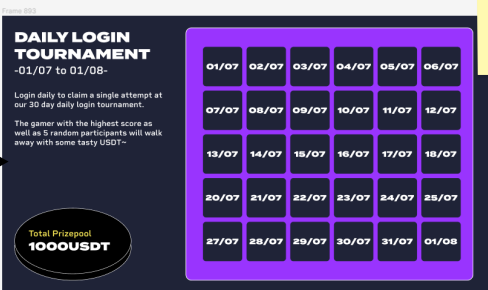
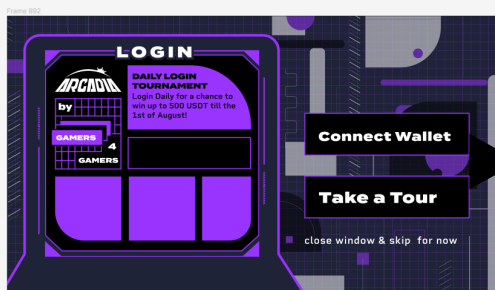


Current State: Standard tourney "Max Attempts Reached" Screen

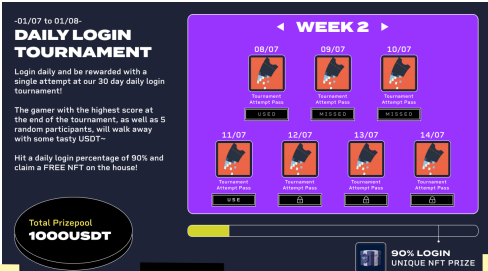
> let users know attempt used, can still play but won't count, check on tomorrow for another attempt

Can we change the copy on the "Max Attempts Reached" Screen just for this tournament?

Tourney ends >>> pop-up with copy, other tournaments running, etc.



prev ver.



DRAFT 20/06

Another prize is entry into AA bracket tournament, flex tournament prizes

Not an Arcadian but something Custom? NFT Claiming flow

21 claims to go

Add copy "Tries reset 8pm UTC" or whatever

Streak rewards - Badges

Works with User Profile screens

Milestone rewards: Day 7 / 30

Daily Login Tournament Leaderboard Fields:

Attempts Used

Score