

## Introduction

The gaming market volume is projected to reach USD 321 billion. by 2026, of which most revenue generated is derived from real-time multiplayer online games with a primary market-based business model. These game providers realize profits by selling in-game items to gamers with fiat currency. A vital limitation of such is the non-transferability of the in-game items purchased. The items are incapable of creating additional market value to corresponding ecosystems. Meanwhile, games incorporated the “play-to-earn” (P2E) mechanism and a transfer market have proven the great profitability from the secondary market with a high turnover ratio.

The paradigm shift of the gaming community to Web 3.0 is gaining momentum but lacks clear incentives and methodologies. The ongoing evolution of the well-established gaming industry introduces growing business risks and technical obstacles in decentralizing existing gaming experiences. Hence, the community needs a comprehensive transformation proposal for game providers.



## Proposed Tokenomics



- ✓ Act as a currency in trading in-game assets
- ✓ Transaction fees are collected and distributed to governance token holders

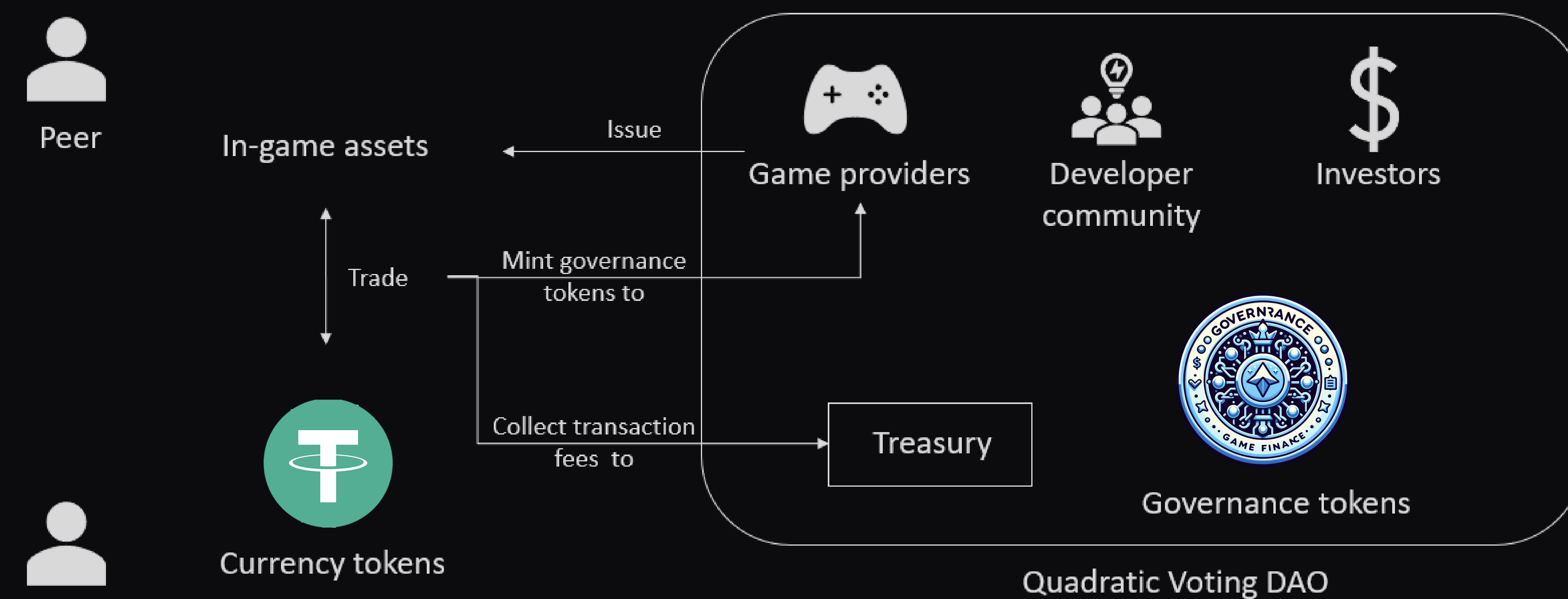


- ✓ Represent the governing power of the DAO
- ✓ Governance tokens of equivalent value to currency tokens collected in transactions as transaction fees are mint to the in-game asset issuers

USDT (currency token)

Governance Token

## Community Workflow



## Technology Stack

