GAMER NFT NETWORK

TURNING GAMERS INTO INVESTORS

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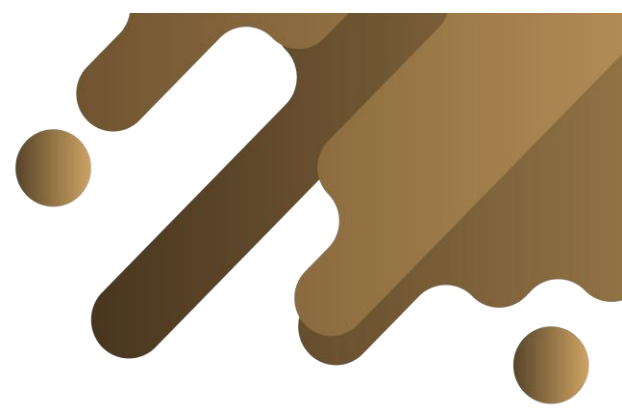
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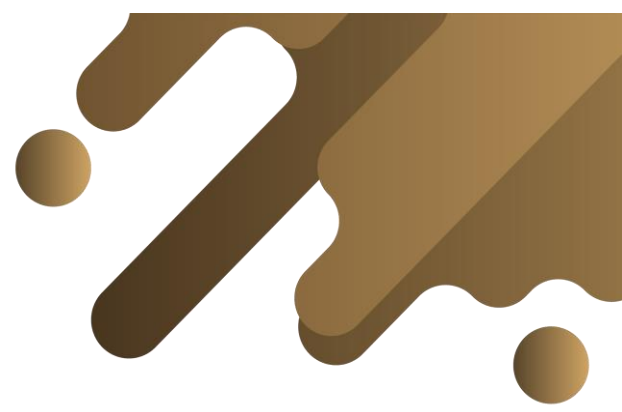
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ABSTRACT

"The video game industry is growing with new products and technology and could be worth nearly $200 billion by the end of 2021. As technology expands, so will video content, products, virtual reality, special events and video game tournaments. These are just some of the ways the industry is turning into a "recurring revenue model" and capitalizing on increased demand."

The initial purchase of a game is just the beginning of a game's monetization. Be it in-game purchases, merchandise, cosplay, pay to view online tournaments or third parties revenue from streaming services such as Twitch or YouTube, the ways of monetization are limited only by one's imagination. The increasing number of gamers worldwide enabled the organization of big events, conventions and the apparition of eSports (also known as electronic sports).

Bringing various monetization options and million dollars' revenue. The video game industry is expected to grow even further, thanks to its huge fan base and tools that encourage the emergence of influencers in the form of streamers.

Here is where GAMER NFT NETWORK comes into place by bringing together Three powerful industries: Esports, Blockchain and NFT. GAMER NFT NETWORK will develop tools that enable game publishers, game servers, and communities to manage virtual goods and in-game items across multiple platforms. Gaming using GAMER Network will be a key focus with robust features and toolsets provided, Great benefits will be gained by utilizing a decentralized platform and the supporting frameworks.

OVERVIEW

- Gaming Industry

A market research* shows that 2.2 billion gamers across the globe were expected to generate $175.8 billion in game revenues in 2021.

When contextualizing the games market in 2021, it is important to mention that 2020 was a unique growth year. COVID-19-related lockdown measures spurred enormous interest in gaming across all regions and platforms.

Delays in game releases are affecting development and publishing across the market. Still, the heavier impact is on games with high production values and large teams working together.

What Is the Outlook of the Global Games Market?
The games market will continue to grow in the following years, exceeding $200 billion at the end of 2023. By then, we forecast the games market to grow with a +7.2% CAGR between 2019 and 2023 to $204.6 billion.

To illustrate that 2021 is a mere speedbump in the continued growth of the games market, we revisited the games market revenue forecast we published in April 2020, when the effect of COVID-19 on the games market was just becoming clear.

While our outlook then was steady growth toward 2023, the impact of COVID-19 on the games market meant that a lot of that growth was frontloaded in 2020. This year will be a corrective year; even with a slight decline, our forecast for 2021 is still above what it was 12 months ago.
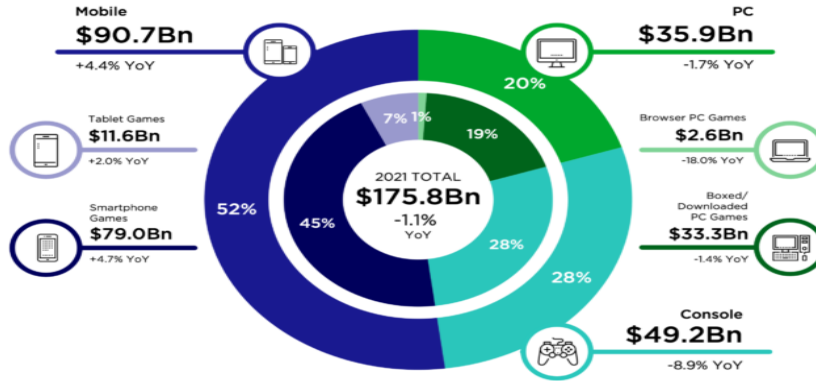
2021 Global Games Market
Per Device & Segment With Year-on-Year Growth Rates

Mobile
$90.7Bn
+4.4% YoY

Tablet Games
$11.6Bn
+2.0% YoY

Smartphone Games
$79.0Bn
+4.7% YoY

PC
$35.9Bn
-1.7% YoY

Browser PC Games
$2.6Bn
-18.0% YoY

Boxed/Downloaded PC Games
$33.3Bn
-1.4% YoY

Console
$49.2Bn
-8.9% YoY

20%
19%
7% 1%
52%
45%
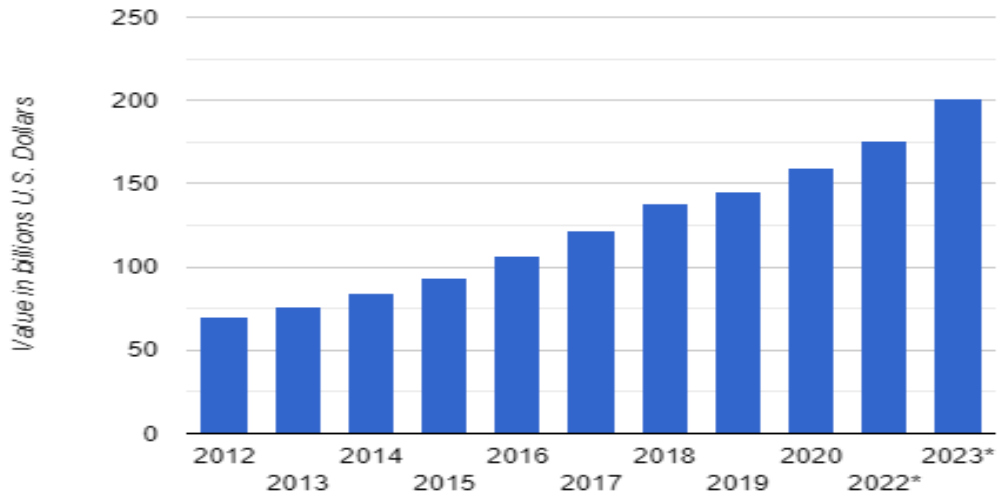28%
28%

2021 TOTAL
$175.8Bn
-1.1% YoY

$90.7Bn

Mobile game revenues in 2021 will account for 52% of the global market

Source: ©Newzoo | Global Games Market Report | April 2021
newzoo.com/globalgamesreport

Value of Video Games Industry

Value in billions U.S. Dollars — bar chart showing years 2012 through 2023* with values rising from about 70 in 2012 to 200 in 2023*.

*Newzoo market report.

- **BlockChain**

Blockchain, sometimes referred to as Distributed Ledger Technology (DLT), makes the history of any digital asset unalterable and transparent through the use of decentralization and cryptographic hashing.

Blockchain is an especially promising and revolutionary technology because it helps reduce risk, stamps out fraud and brings transparency in a scalable way for myriad uses.

Blockchain's revolutionary potential reaches far beyond the financial sector. The gaming industry, ever-hungry for change, is now embracing blockchain – and the new technology looks set to disrupt the USD 200bn dollar global industry.

Blockchain technology is impacting the gaming industry in various ways:

- Blockchain prevents frauds.
- Cryptocurrencies can make in-game purchases easier.
- Blockchain provides a safe and secure environment for game developers and entrepreneurs.
- Blockchain in gaming allows the buying and selling of in-game assets securely.
- Blockchain in gaming enables interoperability players' profiles.
- Blockchain in gaming enables the projection of value on intangible assets.
- Blockchain lets players securely store in-game assets.
- Blockchain-based games allow players to truly own their in-game assets.
- Blockchain allows players greater control over their favorite games.
- Blockchain in gaming opens new territory for developers.
- Blockchain allows players to collaborate with developers to improve a game.
- Blockchain enables the creation of rarer in-game assets.

- **Non-Fungible Token (NFT)**

NFT is a unit of data stored on a digital ledger, called a blockchain, that certifies a digital asset to be unique and therefore not interchangeable. NFTs can be used to represent items such as photos, videos, audio, and other types of digital files.

NFTs have already begun to make a splash in gaming, and it's no surprise. Thanks to the underlying immutable record of blockchain, players can claim actual ownership of in-game items. They can be resold on secondary markets, loaned out, taken off-platform, and even fractionalized. Nobody, not even the developers, can just take it back from the gamers, and therefore these items now represent a quasi "investment" — making them much more than just a one-way purchase.

while the global gaming industry continues to grow across all markets, it remains structured in a way that primarily benefits game developers and perpetuates a one-directional flow of value where players spend money to unlock access to in-game assets and gameplay configurations. In contrast, blockchain-built games and decentralized applications (dApps) enable players to capture the utility and value of in-game purchases and asset acquisitions more effectively. Some considerable benefits for using NFT in gaming are given below:

1. Ownership of in-Game assets: In NFT gaming, a player gets full control over his earned and acquired assets and he can earn cryptocurrencies instead of them. Physical ownership gives more incentives of playing on a blockchain-based game and can turn out to be a regular source of income.

2. Highly secure environment: An NFT based gaming solution provides a high level of security and reliability. A gamer can remain assured of the security of his digital assets as blockchain technology gives his wallet an impenetrable shield of highly sophisticated technology.

3. Transparency and Provable rarity: NFTs work on the principle of rarity or scarcity. Blockchain helps in maintaining the transparency of digital transactions. It also serves as a tool to prove the rarity of the asset which leads to good returns in exchange for the asset.

NFT for gaming industry is the future as we can see many gamers are taking it up not just as a hobby but more as a profession. With gamers joining "Play-to-Earn" models and earning, NFT game development has made its niche. Those who don't join the trial will later find themselves alienated.

Technology

- Cardano

- WHAT IS CARDANO?

Cardano is a groundbreaking proof-of-stake blockchain network, being developed into a decentralized application (DApp) development platform with a multi-asset ledger and verifiable smart contracts. Built with the rigor of high-assurance formal development methods, Cardano aims to achieve the scalability, interoperability, and sustainability needed for real-world applications. Cardano is designed to be the platform of choice for the large-scale, mission-critical DApps that will underpin the economy of the future.

Based on peer-reviewed academic research, Cardano has an ethos of openness and transparency. All of the research and technical specifications that underpin Cardano are publicly published, and all Cardano development activity is made available to the public. Cardano is designed by a global team of experts who are leaders in disciplines ranging from distributed systems to programming languages and game theory and is jointly developed by IOHK and partners. IOHK develops the technology, the Cardano Foundation is responsible for supervising development and promoting Cardano, while Emurgo drives commercial adoption. While we are building Cardano, we are merely custodians. When the network is fully decentralized it will belong to the community, and it will be the community who decide its future through advanced governance features.

- Making the World Work Better for All

Cardano is a blockchain platform for changemakers, innovators, and visionaries, with the tools and technologies required to create possibility for the many, as well as the few, and bring about positive global change.

- Why Cardano?
  - Proof-Of-Stake and Ouroboros: The Most Environmentally Sustainable Blockchain Protocol
  - The Highest Standards in Development, Rooted in Science
  - Unparalleled Security - And the Makings of a Trustless World
  - Open and Incentivized Participation
  - Extremely Scalable and Environmentally Sustainable

- Chainlink

- WHAT IS Chainlink?

Chainlink decentralized oracle networks provide tamper-proof inputs, outputs, and computations to support advanced smart contracts on any blockchain.
Chainlink Securely connect smart contracts with off-chain data and services.

-Why Chainlink?

Chainlink greatly expands the capabilities of smart contracts by enabling access to real-world data and off-chain computation while maintaining the security and reliability guarantees inherent to blockchain technology.

   - Reliable, tamper-proof network.
   - Seamless connection to any API.
   - Proven, ready-made solutions.
   - Secure off-chain computation.
   - Cross-Chain Interoperability Protocol (CCIP).
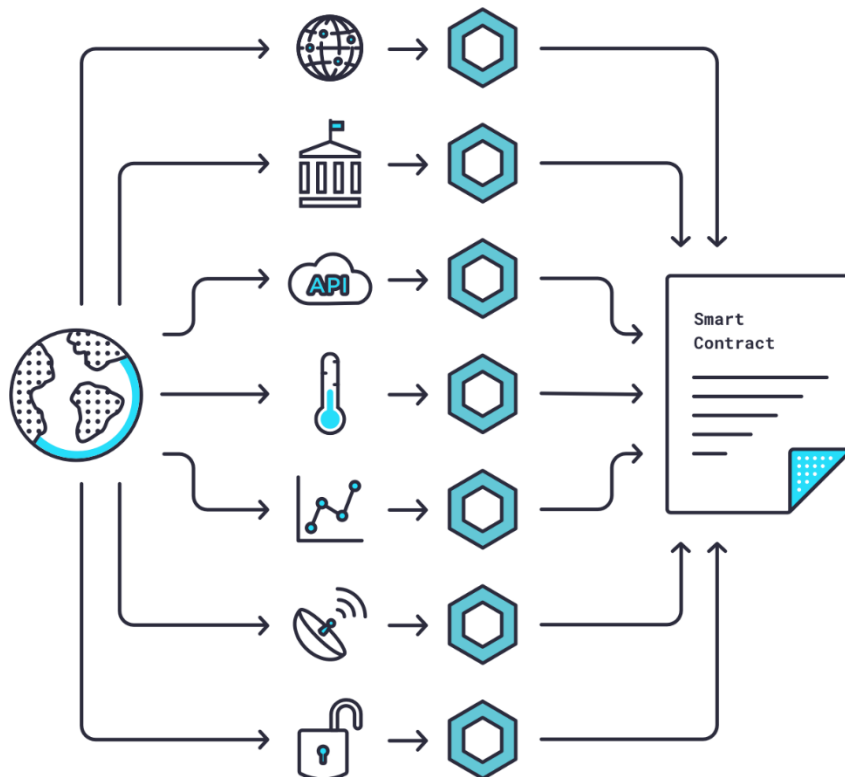
– Gaming-Engines

A game engine is a system designed for the creation and development of video games. The leading game engines provide a software framework that developers use to create games for video game consoles and personal computers. The core functionality typically provided by a game engine includes a rendering engine for 2D or 3D graphics, a physics engine or collision detection, sound, scripting, animation, artificial intelligence, networking, streaming, memory management, threading, localization support, and a scene graph. The process of game development is often economized, in large part, by reusing/adapting the same game engine to create different games, or to make it easier to "port" games to multiple platforms.

Game engine can also refer to the development software utilizing this framework, typically offering a suite of tools and features for developing games.

At the very least a Game Engine should have a rendering engine. This may sound redundant, but the rendering engine is what is responsible for handling memory management and buffering for images and 3D objects that are being displayed on screen. Some of the more robust engines, such as Unity will include many other components such as:

- Support for 2D and 3D rendering
- Physics and collision engines
- Built in game loop, with hooks for your game logic
- User interface key mapping and other UI components
- Animation engines
- Audio engines
- Multiplayer and networking tools
- Virtual reality tools
- Lighting, shaders, shadow, object materials and other visual components
- World editors
- Artificial Intelligence (AI)
- An IDE for custom scripting, typically in a standard programming language such as C or JavaScript

Each of these tools enable rapid development without requiring highly technical and specialized programming skills. It allows the game designers to focus on the game, and not always reinventing the wheel.

Why Use a Game Engine?

If you are setting out to start a development project, it might
seem obvious on the advantages of using a game engine. But there are still some scenarios you may not want to use one. Typically, these will be very specialized and more advanced project requirements, such as

leveraging an as of yet unsupported hardware device, or fine tuning some software components that are at the core of your design.

Typically for those starting out, it's a boon to learn to develop within a game engine. If you're still not sure whether you should be using a game engine in your project, here's some advantages to consider:

Prototyping will be far quicker. You'll be able to get a playable concept, within days.

Quickly learn the game development concepts, such as world lighting and animation, without getting stuck in a lot of the technical details.

Leverage advanced technology. The gaming industry is constantly changing, and new technology such as VR, eventually makes its way into the game engines.

Deploy to several gaming platforms with one build. Most game engines support exporting to multiple platforms, such as Windows, Mac, PlayStation, Android, iOS.

Problem & Solution

The esports industry is constantly growing but blockchain gaming market is currently relatively small.

The video game market is substantial. Valued at $175 billion in 2020, there are over 2.7 billion gamers globally. That's 1 in 3 people. At the same time, gamers can't take their money out of a game when they stop playing. So, if users are willing to spend that much in virtual worlds without any potential return on investment, what happens when their purchase becomes an asset that can be sold? This is part of the potential of blockchain gaming and why video games have the opportunity to drive wider blockchain adoption with Gamer Network.

we'll explore the opportunities and adoption barriers facing blockchain technologies making a major dent in video games as it has huge potential that is presently hampered by three key problems that are discussed below:

1. Market Fragmentation

Problem

Esports market participants have no single go-to platform, barriers to entry hindering the adoption of blockchain in gaming.

Gaming industry consist of advertising, sponsorship deals, trading items, or search for tournaments. And everything has to be done manually; an all-in-one database is absent.

Gamers tend to focus on gaming, current blockchain gaming making it hard on them with so many confusing steps to enter play2earn module, from opening wallets to buying crypto, to finding space to sell items/NFT from multi games.

Solution

GAMER is connecting all of the market players under one roof and acting as an entry-point for esports and competitive gaming, look at it as Coinbase or binance platforms but for Gaming.

From professionals (players, coaches, analysts' managers, etc.) to teams, tournaments, and businesses (sponsors, platforms, and advertisers) Gamer Network will give the all-in-one solution.

With easy to use platform gamers familiar with, Gamer Network platform will cut the hassle of entering the play2earn world.

From one dashboard gamers can.
- Trade items from multi games.
- Create and sell gaming NFTs.
- Signup for tournaments.
- Convert crypto to real money and vice-versa.
- Purchase in-game items.
- Stream Videos.

2. Limited Universe and Possibilities

Problem
Let's face it, being able to buy a sun hat in order to improve your staking yield by 0.1% is not the killer entertainment experience which will take blockchain gaming mainstream. no one is suggesting that these projects are bad or that there isn't a place for them, it's just that they don't seem to be particularly exciting for your regular gamer.

Gamers want to play great games. If they can get additional benefits out of playing, great, but it needs to be a great game first and foremost. Play-to-Earn will always feel more like work-to-earn as long as the game is boring compared to distractions available in real gaming industry.

Now, existing game companies are not going to blockchinify their famous games, Centralized control of these commodities works for their business model. So what?

Solution
GAMER provides every possible tool for esports mass adoption and unlocks a $200Bn market for hundreds of millions of gamers, thousands of advertisers and sponsors, and AAA Gaming publishers.

Using Gamer Network as middle hybrid solution between blockchain and Gaming industry, Gamer Network will open limitless skies of integrating popular games into blockchain without the hassle of blockchinify existing games.

In a hybridized model, the game itself still runs from a central server but its assets/items/rewards/NFTs are traded via Gamer Platform.

3. Insecurity and fraud

Problem

Not receiving compensation for your success isn't fair by any standard. But that's exactly what's happening in esports world, where teams, tournaments, and sponsors are guilty of multiple accounts of non-payments and fraud. When players risk their hard work for nothing in return, esports as a business suffers.

We're already seeing this being applied in the world of gaming and NFTs. Where there had been no truly safe spaces for gamers to trade and conduct transactions on their collectibles, users have been forced to place their trust in shady forums acting as makeshift marketplaces to facilitate demand - opening themselves up to cyber-attacks and scammers...

This has so far amounted to millions of dollars in losses to gamers, publishers, sponsors and advertisers.

Solution

GAMER addresses this problem by providing a fast and secure payment system, it's like a Blockchain PayPal, and with the esports industry being digital, it is a perfect place to apply the blockchain and smart contracts technology.

This way we can ensure the payout of all prize-money, players' salaries and transfers, sponsorship and advertising deals.

The same is true for tournaments, where teams sign a smart contract with tournaments' organizers. GAMER can track match IDs and provide prize money payouts immediately after the tournament ends. We will also offer advanced two-factor authentication to ensure zero fraud by double-checking stats of top esports sites. GAMER also uses the Chainlink Oracle network to secure smart contracts and guarantee the fairness of results.

Online gaming has many positive aspects. It has become a major source of entertainment, developed new industries and sources of revenue, and introduced new uses of the human imagination to millions of people. However, it is important to know and guard against the risks associated with the internet gaming world to keep it safe and enjoyable for all.

Innovation

Turning Gamers into Investors 2.6 billion people play video games, and 1000s of studios have digital assets. The integration of blockchain technology is decentralizing gaming, whereby items won or purchased in one game can be transferable and used in another, is putting real-world value on digital in-game assets.

The current centralized nature of video gaming also means players don't actually own the in-game items they've earned; if they stop playing a particular game, or if a game's servers are compromised or shuttered by its developers, anything they've collected while playing is lost forever.

"People spend a lot of money in games. When they quit a game, that money is gone. Your investment is gone. It doesn't mean anything," said Gabe Leydon, the former CEO of Machine Zone. "So if people are willing to spend that kind of money in something where if they stopped logging in, it has no value. What happens when, if they stop logging in, they sell what they bought. It will change the whole nature of video games. It won't be spending anymore. It will be investing. So it totally changes everything."

What makes this experience unique is that almost all items in the games can be converted to NFTs, using the power of innovative blockchain technology. That means players truly own their game assets as they can freely trade them with other players, sell them for real-world value.
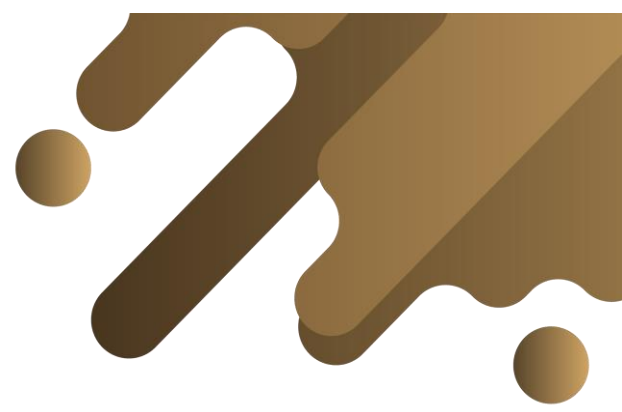
So how we will turn gamers into investors?
Using our ecosystem and innovative products, any gamer will have the chance to:
- Trade/Buy/Sell in game items with other players
- Turn Items/Best Plays/Lands/ titles...etc., into NFTs and sell for real money.
- Join games tournaments and win $Gamer
- Stream Tutorials/ Scenarios/ Ideas /Best Moments to Followers.

With our ecosystem no more gaming time without profit, every moment gamers spend, gamers earn money, and guess what you they do it while playing their favorite games!
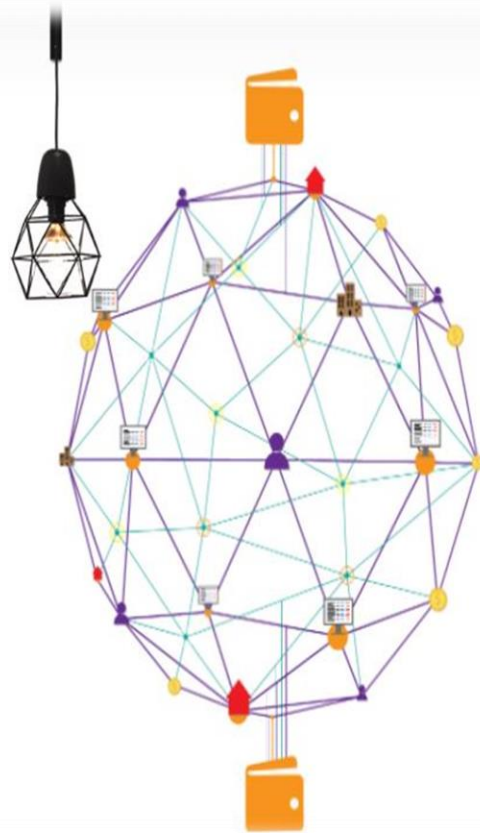
Blockchain Gaming Ecosystem

Heart of the project
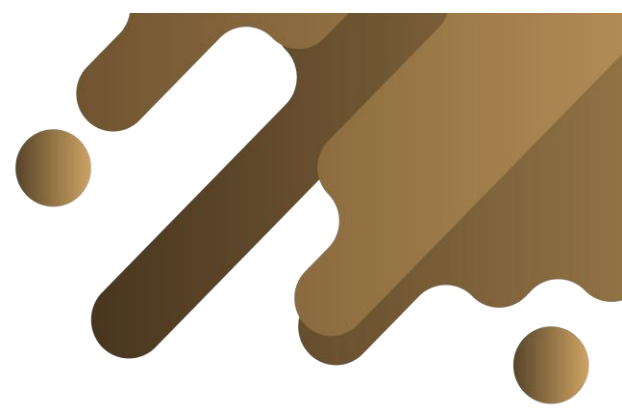Evolving future of gaming industry.

Powered By

CARDANO

GAMER NFT NETWORK
TURNING GAMERS INTO INVESTORS

Games Launchpad Gaming Blockchain Engine

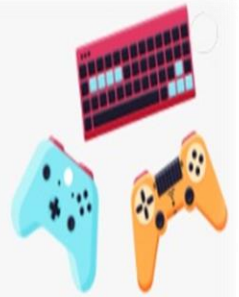Set of tools to guarantee successful game integration launch into the blockchain world.

Gaming NFT Marketplace

Creative playground for gamers to create sell, purchase, collect world premium NFT's.

Tournaments Manager

All in one tournament management application for deeper fan interaction.

Streaming Board

First of a kind blockchain Streaming platform Think about it as blockchain YouTube.

Items Trading Platform

Multi games trading Where gamers can Buy/Sell game items from all games from one dashboard

Mobile

Wherever gamers are gaming Profit is with them Mobile apps with simple interface While retaining the power of the platform.
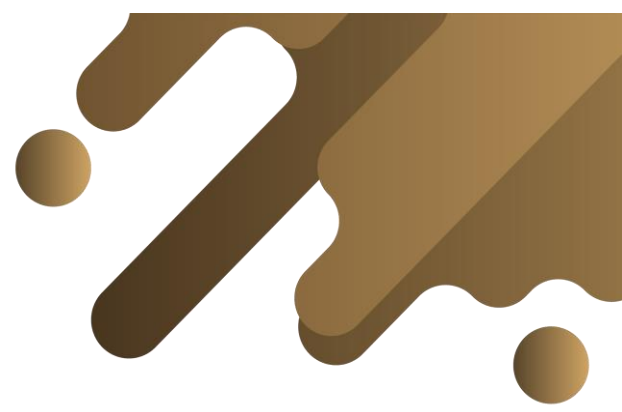
GAMER NFT NETWORK
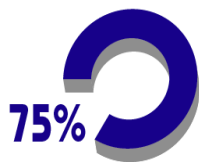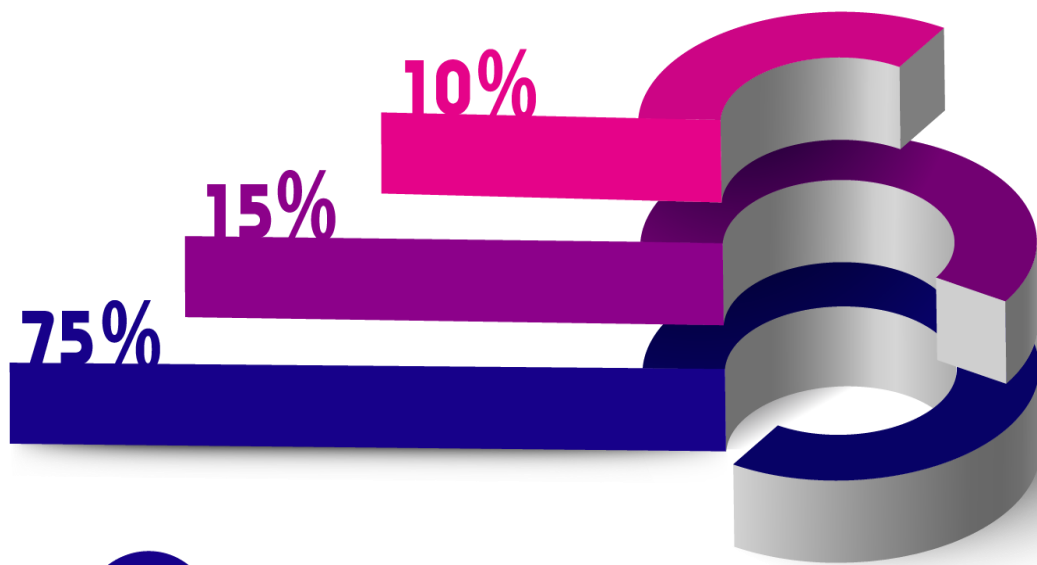TURNING GAMERS INTO INVESTORS

ROAD MAP
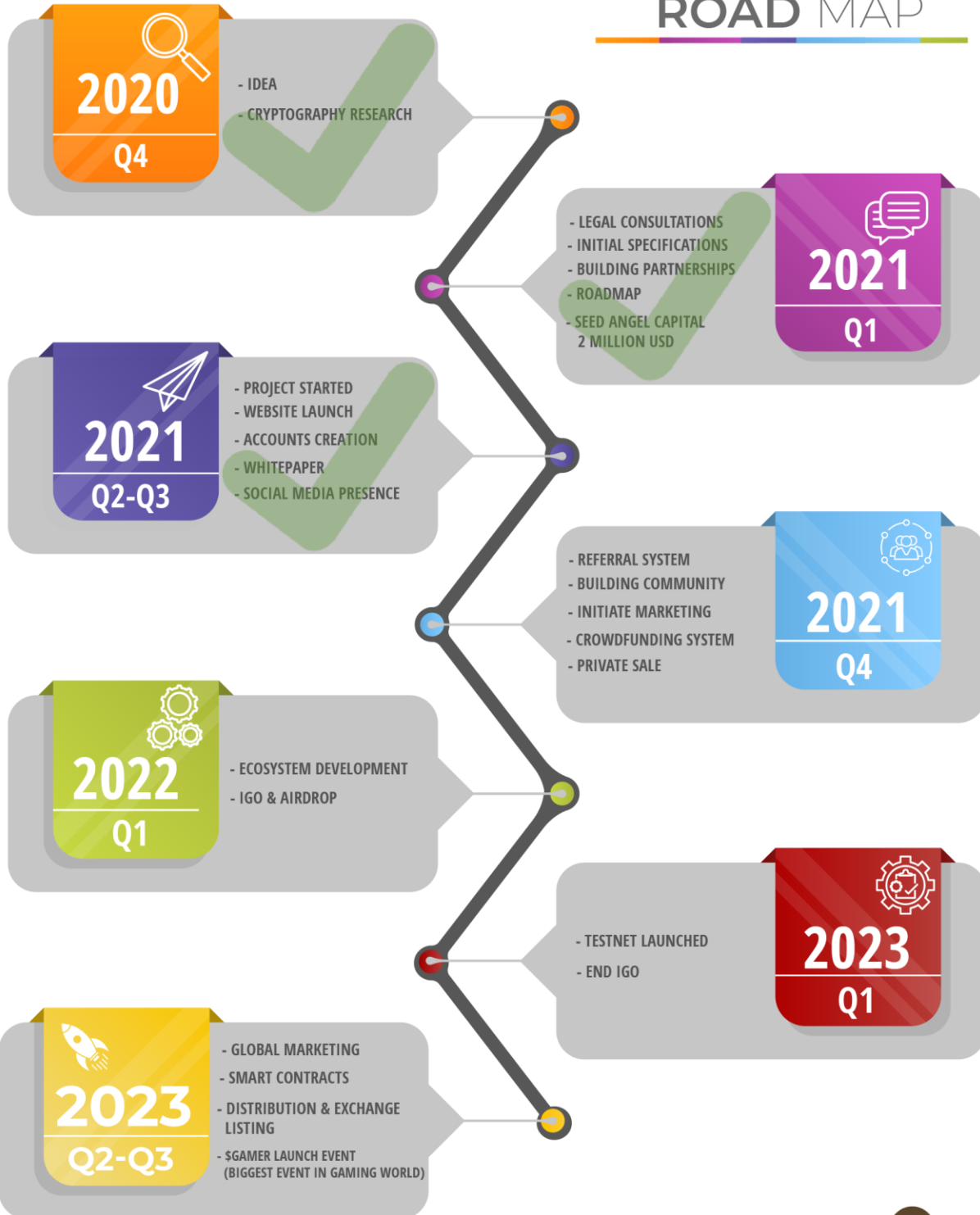
2020 Q4
- IDEA
- CRYPTOGRAPHY RESEARCH

2021 Q1
- LEGAL CONSULTATIONS
- INITIAL SPECIFICATIONS
- BUILDING PARTNERSHIPS
- ROADMAP
- SEED ANGEL CAPITAL 2 MILLION USD

2021 Q2-Q3
- PROJECT STARTED
- WEBSITE LAUNCH
- ACCOUNTS CREATION
- WHITEPAPER
- SOCIAL MEDIA PRESENCE

2021 Q4
- REFERRAL SYSTEM
- BUILDING COMMUNITY
- INITIATE MARKETING
- CROWDFUNDING SYSTEM
- PRIVATE SALE

2022 Q1
- ECOSYSTEM DEVELOPMENT
- IGO & AIRDROP

2023 Q1
- TESTNET LAUNCHED
- END IGO

2023 Q2-Q3
- GLOBAL MARKETING
- SMART CONTRACTS
- DISTRIBUTION & EXCHANGE LISTING
- $GAMER LAUNCH EVENT (BIGGEST EVENT IN GAMING WORLD)

Use of funds

10%

15%

75%

75%
Ecosystem Development

15%
Marketing

10%
Operations

Token Distribution

Circuling Supply   544,500,000 GAMER (%55)

Total Supply   990,000,000 GAMER

Launchpad
(Gate.io – Binance)**

10%

Partners
(Gaming Publishers & Teams)*

10%

Rewards & Tournaments
System

5%

Early Investors
Seed* & Private

5%

20%

50%

Ecosystem Growth
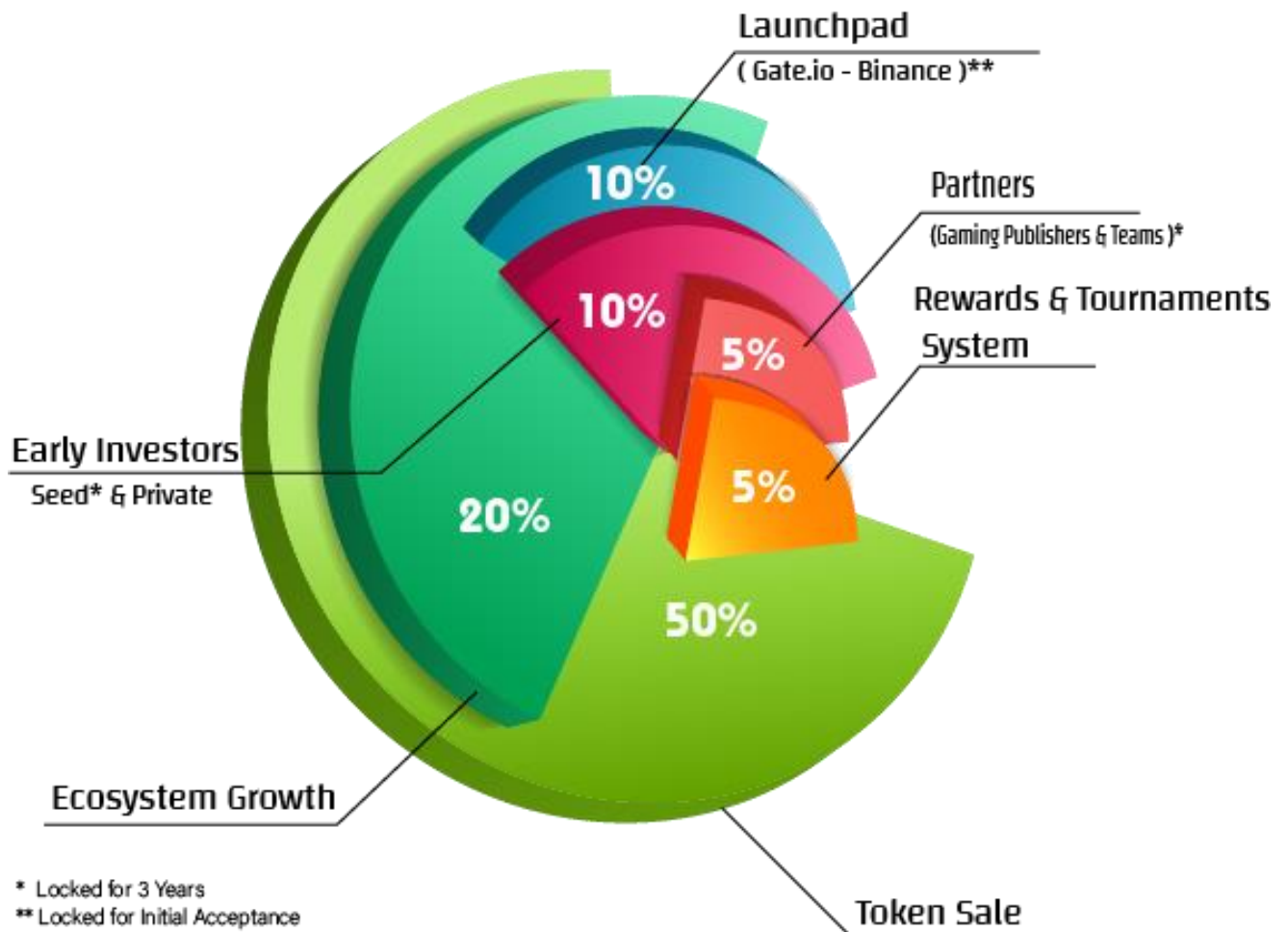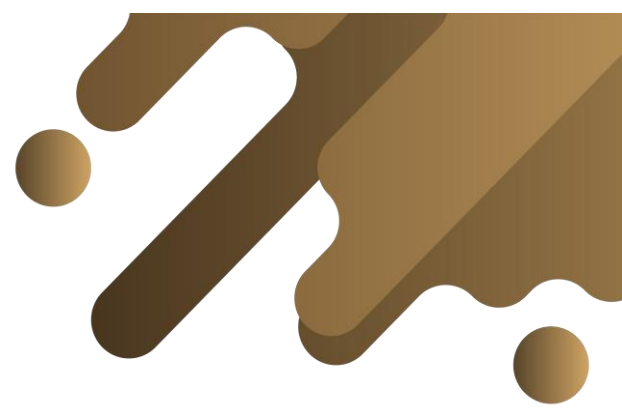
* Locked for 3 Years
** Locked for Initial Acceptance

Token Sale

*1 Month Cliff after listing and 12 Months linear vesting period with a 5% weekly token release with reversal 1 week gap per stage .

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Payment / Technology / Gaming

PayPal · G Pay · Pay · coinbase · VISA · MasterCard

CARDANO · Chainlink · IBM · aws · unity · UNREAL ENGINE

BLIZZARD ENTERTAINMENT · TRAVIAN GAMES · KRAFTON GAME UNION · EPIC GAMES · KONAMI · STEAM
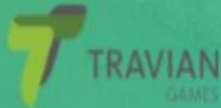
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- ## INITIAL TARGET AUDIENCE

strategy

LEAGUE OF LEGENDS

Team-based strategy game where two teams of five powerful champions face off to destroy the other's base.

Strategy

Dota 2

Multiplayer online battle arena video game developed and published by Valve. The game is a sequel to Defense of the Ancients

Strategy

World of Warcraft

Massively multiplayer online role-playing game released by Blizzard Entertainment.

Survival

FORTNITE

available in three distinct game mode versions that otherwise share the same general gameplay and game engine.
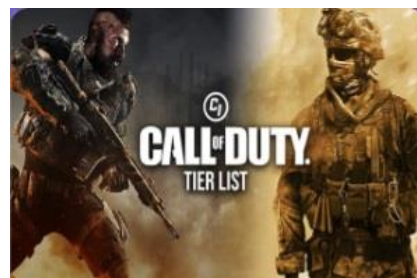
Survival

Call of Duty

First-person shooter video game franchise published by Activision. Starting out in 2003.

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Survival

PUBG

Online multiplayer battle royale game developed and published by PUBG Corporation.

Simulator

GOALUNITED

Leagues ahead of other online soccer manager games, thanks to its unique gaming depth.

Strategy

Travian: Legends

Persistent, browser-based, massively multiplayer, online real-time strategy game Travian Games.

Simulator

Rail Nation

Construct your rail empire. Develop, together with other players to become the most influential tycoon of all time.

Sandbox

MINECRAFT

Explore infinite worlds and build everything from the simplest homes to grandest of castles. Play in creative mode .

Sandbox

ROBLOX

Allows users to program games and play games created by other users developed by Roblox Corporation.

Card

Yu-Gi-Oh!

Trading Card Game is a Japanese collectible card game developed and published by Konami.

Platform

Steam

Largest digital distribution platform for PC gaming, holding around 75% of the market share.

- League of Legends (LoL):

League of Legends commonly referred to as League, is a 2009 multiplayer online battle arena video game developed and published by Riot Games. Inspired by Defense of the Ancients, a custom map for Warcraft III, Riot's founders sought to develop a stand-alone game in the same genre. Since its release in October 2009, the game has been free-to-play and is monetized through purchasable character customization. The game is available for Microsoft Windows and macOS.

In the game, two teams of five players battle in player versus player combat, each team occupying and defending their half of the map. Each of the ten players controls a character, known as a "champion", with unique abilities and differing styles of play.

During a match, champions become more powerful by collecting experience points, earning gold, and purchasing items to defeat the opposing team. In the game's main mode, Summoner's Rift, a team wins by pushing through to the enemy base and destroying their "Nexus", a large structure located within. League of Legends received generally positive reviews; critics highlighted its accessibility, character designs, and production value.

The game's long lifespan has resulted in a critical reappraisal, with reviews trending positively. The negative and abusive in-game behavior of its players, criticized since early in the game's lifetime, persists despite attempts by Riot to fix the problem. In 2019, the game regularly peaked at eight million concurrent players, and its popularity has led to tie-ins such as music videos, comic books, short stories, and an upcoming animated series. Its success has also spawned several spin-off videos games, including a mobile version and a digital collectible card game.

A massively multiplayer online role-playing game based on the property is in development.

The game is often cited as the world's largest esport, with an international competitive scene composed of 12 leagues. The domestic leagues culminate in the annual League of Legends World Championship. The 2019 championship had over 100 million unique viewers, peaking at a concurrent viewership of 44 million. Domestic and international events have been broadcast on livestreaming websites such as Twitch, YouTube, Bilibili, as well as cable television sports channel ESPN.

- DOTA 2

Dota 2 is a multiplayer online battle arena (MOBA) video game developed and published by Valve. The game is a sequel to Defense of the Ancients (DotA), which was a community-created mod for Blizzard Entertainment's Warcraft III: Reign of Chaos.

Dota 2 is played in matches between two teams of five players, with each team occupying and defending their own separate base on the map. Each of the ten players independently controls a powerful character, known as a "hero", who all have unique abilities and differing styles of play.

During a match player collect experience points and items for their heroes to successfully defeat the opposing team's heroes in player versus player combat. A team wins by being the first to destroy the other team's "Ancient", a large structure located within their base.
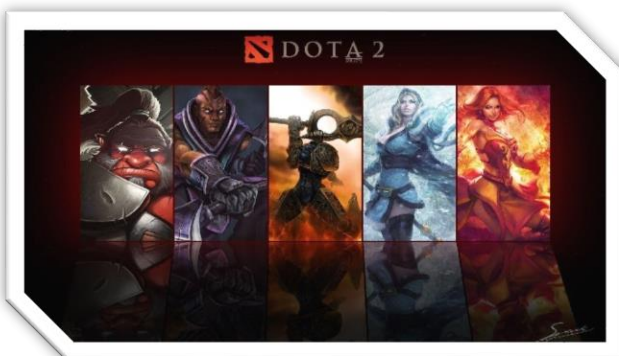
Development of Dota 2 began in 2009 when Ice Frog, lead designer of Defense of the Ancients, was hired by Valve to create a modernized remake for them in the Source game engine. It was released for Microsoft Windows, OS X, and Linux via the digital distribution platform Steam in July 2013, following a Windows-only open beta phase that began two years prior. The game is fully free-to-play with no heroes or any other gameplay element needing to be bought or otherwise unlocked. To maintain it, Valve supports the game as a service, selling loot boxes and a battle pass subscription system called Dota Plus that offer non-gameplay altering virtual goods in return, such as hero cosmetics and audio replacement packs. The game has also been updated with various other features since release, such as a port to the Source 2 engine and support for virtual reality.

Dota 2 has a large esports scene, with teams from around the world playing in various professional leagues and tournaments. Valve manages an event format known as the Dota Pro Circuit, which are a series of tournaments that award qualification points for earning direct invitations to The International, the game's premier annual tournament. Internationals feature a crowdfunded prize money system that has seen amounts in

upwards of US$30 million, making Dota 2 the most lucrative esports game.

Media coverage of most tournaments is done by a selection of on-site staff who provide commentary and analysis for the ongoing matches, similar to traditional sporting events. In addition to playing live to audiences in arenas and stadiums, broadcasts of them are also streamed over the internet, and sometimes simulcast on television networks, with peak viewership numbers in the millions.

Despite some criticism going towards its steep earning curve and overall complexity, Dota 2 was praised for its rewarding gameplay, production quality, and faithfulness to its predecessor, with many considering it to be one of the greatest video games of all time. It has been one of the most played games on Steam since its release, with over a million concurrent players at its peak.

The popularity of the game has led to official merchandise and media adaptations for it being produced, including comic books and an anime series, as well as promotional tie-ins to other games and media.

The game also allows for the community to create their own game modes, maps, and cosmetics, which are uploaded to the Steam Workshop.

Two spinoff games, Artifact and Dota Under lords, were also released by Valve. Dota 2 has also been used in machine learning experiments, with a team of bots known as the OpenAI Five showing the capability to defeat professional players.

World of Warcraft

World of Warcraft (WoW) is a massively multiplayer online role-playing game (MMORPG) released in 2004 by Blizzard Entertainment. Set in the Warcraft fantasy universe, World of Warcraft takes place within the world of Azeroth, approximately four years after the events of the previous game in the series, Warcraft III: The Frozen Throne. The game was announced in 2001, and was released for the 10th anniversary of the Warcraft franchise on November 23, 2004. Since launch, World of Warcraft has had eight major expansion packs: The Burning Crusade (2007), Wrath of the Lich King (2008), Cataclysm (2010), Mists of Pandaria (2012), Warlords of Draenor (2014), Legion (2016), Battle for Azeroth (2018), and Shadowlands (2020).
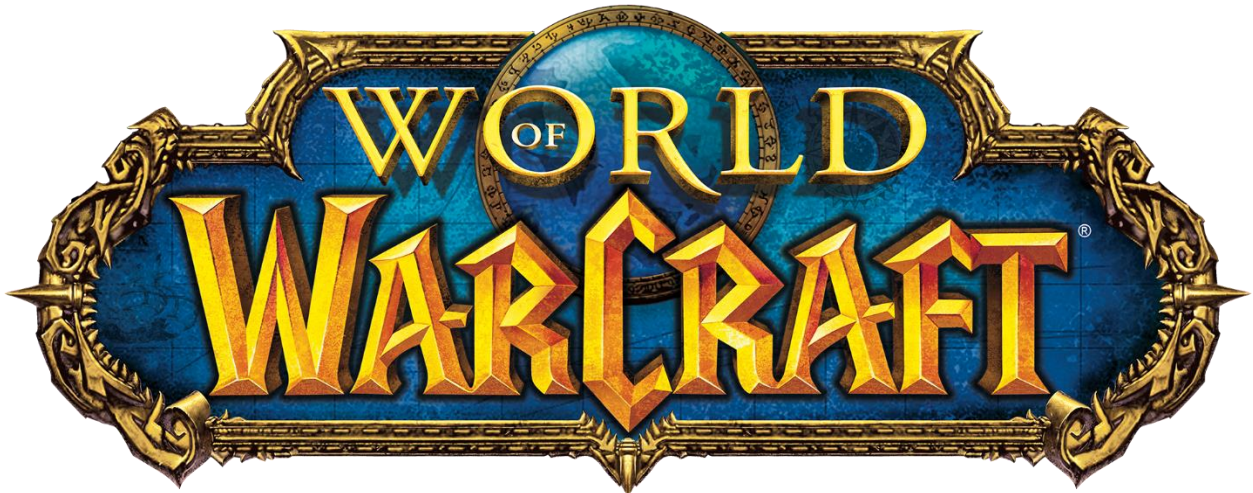
Similar to other MMORPGs, the game allows players to create a character avatar and explore an open game world in third- or first-person view, exploring the landscape, fighting various monsters, completing quests, and interacting with non-player characters (NPCs) or other players.

The game encourages players to work together to complete quests, enter dungeons and engage in player versus player (PvP) combat, however the game can also be played solo without interacting with others. The game primarily focuses on character progression, in which players earn experience points to level up their character to make them more powerful and buy and sell items using in-game currency to acquire better equipment, among other game systems.

World of Warcraft was a major critical and commercial success upon its original release in 2004 and quickly became the most popular MMORPG of all-time, reaching a peak of 12 million subscribers in 2010. The game had over one hundred million registered accounts by 2014 and by 2017, had grossed over $9.23 billion in revenue, making it one of the highest-grossing video game franchises of all time.

The game has been cited by gaming journalists as the greatest MMORPG of all-time and one of the greatest video games of all time and has also been noted for its long lifespan, continuing to receive developer support and expansion packs over 15 years since its initial release.

In 2019, a vanilla version of the game titled World of Warcraft Classic was launched, allowing players to experience the base game before any of its expansions launched.

- Fortnite

Fortnite is an online video game developed by Epic Games and released in 2017. It is available in three distinct game mode versions that otherwise share the same general gameplay and game engine: Fortnite:

Save the World, a cooperative hybrid-tower defense-shooter-survival game for up to four players to fight off zombie-like creatures and defend objects with traps and fortifications they can build; Fortnite Battle Royale, a free-to-play battle royal game in which up to 100 players fight to be the last person standing; and Fortnite Creative, in which players are given complete freedom to create worlds and battle arenas.

Save the World and Battle Royale were released in 2017 as early access titles, while Creative was released on December 6, 2018.

While the Save the World and Creative versions have been successful for Epic Games, Fortnite Battle Royale in particular became an overwhelming success and a cultural phenomenon, drawing more than 125 million players in less than a year, earning hundreds of millions of dollars per month, and $9 billion in revenue in its first two years.

Save the World is available only for Windows, macOS, PlayStation 4, and Xbox One, while Battle Royale and Creative were released for all those platforms, and also for Nintendo Switch, iOS,[b] and Android devices.[b] The game is expected to also launch with the release of the next-generation PlayStation 5 and Xbox Series X/S consoles.

- Call of Duty

Call of Duty is a first-person shooter video game franchise published by Activision. Starting out in 2003, it first focused on games set in World War II. Over time, the series has seen games set in the midst of the Cold War, futuristic worlds, and outer space. The games were first developed by Infinity Ward, then also by Treyarch and Sledgehammer Games. Several spin-off and handheld games were made by other developers. The most recent title, Call of Duty: Black Ops Cold War, was released on November 13, 2020.

The series originally focused on the World War II setting, with Infinity Ward developing the first (2003) and second (2005) titles in the series and Treyarch developing the third (2006). Call of Duty 4: Modern Warfare (2007) introduced a new, modern setting, and proved to be the breakthrough title for the series, creating the Modern Warfare sub-series.

The game's legacy also influenced the creation of a remastered version, released in 2016. Two other entries, Modern Warfare 2 (2009) and 3 (2011), were made.

The sub-series received a reboot with Modern Warfare in 2019. Infinity Ward have also developed two games outside of the Modern Warfare sub-series, Ghosts (2013) and Infinite Warfare (2016). Treyarch made one last World War II-based game, World at War (2008), before releasing Black Ops (2010) and subsequently creating the Black Ops sub-series.

Four other entries, Black Ops II (2012), III (2015), 4 (2018), and Cold War (2020) were made, the latter in conjunction with Raven Software. Sledgehammer Games, who were co-developers for Modern Warfare 3, have also developed two titles, Advanced Warfare (2014) and WWII (2017).

As of April 2021, the series has sold over 400 million copies. With new games in the series released annually to blockbuster-level sales, the series is verified by the Guinness World Records as the best-selling first-person shooter game series.

It is also the most successful video game franchise created in the United States and the third best-selling video game franchise of all time. Other products in the franchise include a line of action figures designed by Plan B Toys, a card game created by Upper Deck Company, Mega Blok's sets by Mega Brands, and a comic book miniseries published by WildStorm Productions.

- PUBG

Player Unknown's Battlegrounds (PUBG, also known as PUBG: Battlegrounds) is an online multiplayer battle royale game developed and published by PUBG Corporation, a subsidiary of South Korean video game company Bluehole. The game is based on previous mods that were created by Brendan "Player Unknown" Greene for other games, inspired by the 2000 Japanese film Battle Royale, and expanded into a standalone game under Greene's creative direction. In the game, up to one hundred players parachute onto an island and scavenge for weapons and equipment to kill others while avoiding getting killed themselves. The available safe area of the game's map decreases in size over time, directing surviving players into tighter areas to force encounters. The last player or team standing wins the round.

PUBG was first released for Microsoft Windows via Steam's early access beta program in March 2017, with a full release in December 2017. The game was also released by Microsoft Studios for the Xbox One via its Xbox Game Preview program that same month, and officially released in September 2018. PUBG Mobile, a free-to-play mobile game version for Android and iOS, was released in 2018, in addition to a port for the PlayStation 4. A version for the Stadia streaming platform was released in April 2020. PUBG is one of the best-selling, highest-grossing and most-played video games of all time. The game has sold over 70 million copies on personal computers and game consoles as of 2020, in addition to PUBG Mobile accumulating 1 billion downloads as of March 2021 and grossing over $4.3 billion on mobile devices as of December 2020.

PUBG received positive reviews from critics, who found that while the game had some technical flaws, it presented new types of gameplay that could be easily approached by players of any skill level and was highly replayable. The game was attributed to popularizing the battle royale genre, with a number of unofficial Chinese clones also being produced following its success. The game also received several Game of the Year nominations, among other accolades.

PUBG Corporation has run several small tournaments and introduced in-game tools to help with broadcasting the game to spectators, as they wish for it to become a popular esport. PUBG Mobile has been banned in some countries for allegedly being harmful and addictive to younger players.

Battlegrounds is a player versus player shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last man standing deathmatch where players fight to remain the last alive. Players can choose to enter the match solo, duo, or with a small team of up to four people. The last person or team alive wins the match.

Each match starts with players parachuting from a plane onto one of the four maps, with areas of approximately 8 × 8 kilometers (5.0 × 5.0 mi), 6 × 6 kilometers (3.7 × 3.7 mi), and 4 ×

4 kilometers (2.5 × 2.5 mi) in size.
The plane's flight path across the map varies with each round, requiring players to quickly determine the best time to eject and parachute to the ground. Players start with no gear beyond customized clothing selections which do not affect gameplay. Once they land, players can search buildings, ghost towns, and other sites to find weapons, vehicles, armor, and other equipment.

These items are procedurally distributed throughout the map at the start of a match, with certain high-risk zones typically having better equipment. Killed players can be looted to acquire their gear as well. Players can opt to play either from the first-person or third-person perspective, each having its own advantages and disadvantages in combat and situational awareness; though server-specific settings can be used to force all players into one perspective to eliminate some advantages.

Every few minutes, the playable area of the map begins to shrink down towards a random location, with any player caught outside the safe area taking damage incrementally, and eventually being eliminated if the safe zone is not entered in time; in-game, the players see the boundary as a shimmering blue wall that contracts over time. This results in a more confined map, which in turn, increases the chances of encounters. During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area. In both cases, players are warned a few minutes before these events, giving them time to relocate to safety. A plane will fly over various parts of the playable map occasionally at random, or wherever a player uses a flare gun, and drop a loot package, containing items that are typically unobtainable during normal gameplay. These packages emit highly visible red smoke, drawing interested players near it and creating further confrontations. On average, a full round takes no more than 30 minutes.

At the completion of each round, players gain in-game currency based on their performance.

The currency is used to purchase crates that contain cosmetic items for character or weapon customization.
A rotating "event mode" was added to the game in March 2018. These events change up the normal game rules, such as establishing larger teams or squads or altering the distribution of weapons and armor across the game map.

-   **Goalunited LEGENDS**

Goalunited LEGENDS is the soccer manager simulator. It's leagues ahead of other online soccer manager games, thanks to its unique gaming depth providing lasting fun for players.

- **Travian: Legends**

Travian: Legends is a persistent, browser-based, massively multiplayer, online real-time strategy game developed by the German software company Travian Games. It was originally written and released in June 2004 as "Travian" by Gerhard Müller. Set in classical antiquity, Travian: Legends is a predominantly militaristic real-time strategy game.

Travian has been translated into over 40 languages from the original German version, and at one time boasted over 5 million players on over 300 game servers worldwide. In 2006, it won the Super browser game Award, in the large games category.

Travian: Legends is programmed in PHP and runs in most modern browsers. Its creators may have drawn from an earlier German board game, The Settlers of Catan, for layout and the resource development theme.

Rail Nation

Rail Nation - The railway strategy game
Railway attraction - Millions of fans worldwide devote their spare time to the fascination and enjoyment of tracks, locomotives, and routing. The browser game Rail Nation provides all interested strategy gamers with the chance to start their own railway company.

Supply and demand are calculated in real-time based on the deliveries of all participating players and determine the price of goods. The profits earned from shipping goods can be used to upgrade the buildings in the station area or can be invested in new engines. Research plays a crucial role here. Only those who can keep up with time and deploy the most modern steam, diesel, or electrical engines will be able to compete for victory.
Through the option to form associations, Rail Nation emphasizes teamwork between friends, fellow players, and possibly even rivals, allowing thousands of players to compete with and against each other on each server.

The online game Rail Nation is suitable for both, beginners and experienced players, and a game round will last between 3 - 4 months.

One round consists of the simulation of six railway eras, each lasting for two weeks, and a final endgame in which players once again have to deliver goods to the most advanced cities. Rail Nation can be played for free in all common browsers.

Discover the rail and transport simulation game where
you optimize your routes, explore trains, and build your station.

Play together with or against other players in multiplayer and generate the highest profit.
Master of Transports.
Train routes and goods prices are all calculated in real-time. The more efficiently you plan
your routes and schedules, the faster you will be able to climb to the top of the leader board.
Strategic skills are needed here.

- **Minecraft:**

Minecraft is a sandbox video game developed by the Swedish video game developer Mojang Studios.

The game was created by Markus "Notch" Persson in the Java programming language. Following several early private testing versions, it was first made public in May 2009 before fully releasing in November 2011, with Jens Bergensten then taking over development. Minecraft has since been ported to several other platforms and is the best-selling video game of all time, with over 200 million copies sold and over 140 million monthly active users as of 2021.

In Minecraft, players explore a blocky, procedurally-generated 3D world with virtually infinite terrain, and may discover and extract raw materials, craft tools and items, and build structures or earthworks. Depending on game mode, players can fight computer-controlled mobs, as well as cooperate with or compete against other players in the same world. Game modes include a survival mode, in which players must acquire resources to build the world and maintain health, and a creative mode, where players have unlimited resources and access to flight. Players can modify the game to create new gameplay mechanics, items, and assets.

Minecraft has been critically acclaimed, winning several awards and being cited as one of the greatest video games of all time. Social media, parodies, adaptations, merchandise, and the annual MineCon conventions played large roles in popularizing the game. The game has also been used in educational environments to teach chemistry, computer-aided design, and computer science. In 2014, Mojang and the Minecraft intellectual property were purchased by Microsoft for US$2.5 billion. A number of spin-off games have also been produced, such as Minecraft: Story Mode, Minecraft Dungeons, and Minecraft Earth.

Minecraft is a 3D sandbox game that has no specific goals to accomplish, allowing players a large amount of freedom in choosing how to play the game. However, there is an achievement system.

known as "advancements" in the Java Edition of the game, and "trophies" on the PlayStation ports.

Gameplay is in the first-person perspective by default, but players have the option for third-person perspective. The game world is composed of rough 3D objects— mainly cubes and fluids, and commonly called "blocks"— representing various materials, such as dirt, stone, ores, tree trunks, water, and lava. The core gameplay revolves around picking up and placing these objects.

These blocks are arranged in a 3D grid, while players can move freely around the world.

Players can "mine" blocks and then place them elsewhere, enabling them to build things. Many commentators have described the game's physics system as unrealistic.

The game also contains a material known as Redstone, which can be used to make primitive mechanical devices, electrical circuits, and logic gates, allowing for the construction of many complex systems.
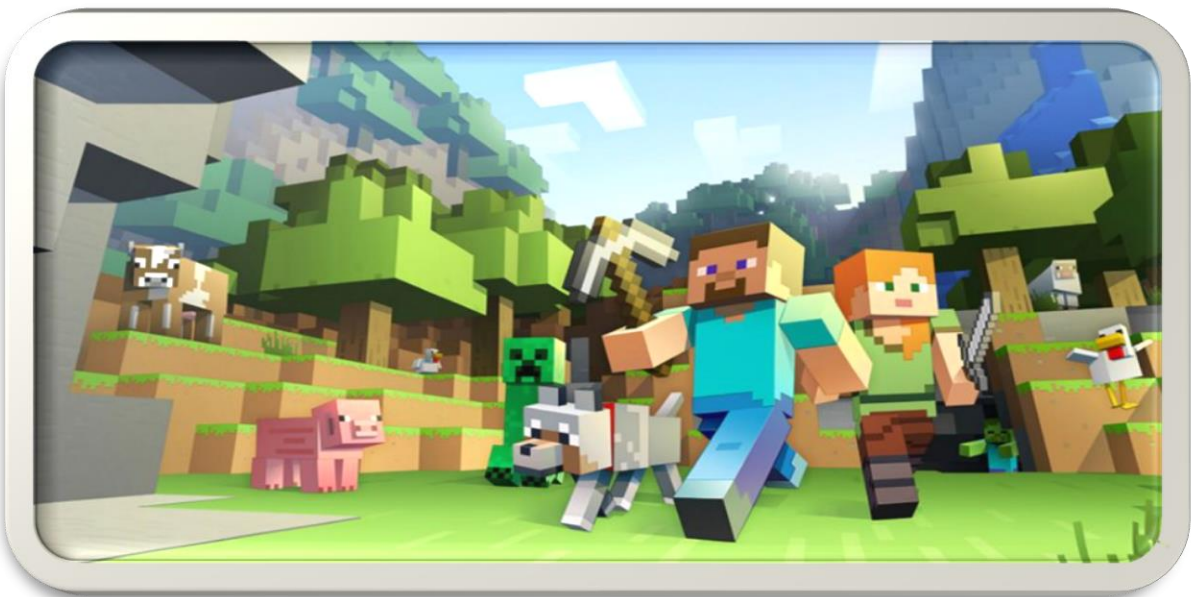
The default player skin, Steve, stands on a cliffside overlooking a village in a forest. In the distance, there is a small mountain range. The sun is setting to the right, making the sky turn pink and blue. An example of Minecraft's procedurally-generated terrain, including a village and the default skin Steve.

The game world is virtually infinite and procedurally generated as players explore it, using a map seed that is obtained from the system clock at the time of world creation (or manually specified by the player).
There are limits on vertical movement, but Minecraft allows an infinitely large game world to be generated on the horizontal plane. Due to technical problems when extremely distant locations are reached, however, there is a barrier preventing players from traversing to locations beyond 30,000,000 blocks from the center.

The game achieves this by splitting the world data into smaller sections called "chunks" that are only created or loaded when players are nearby. The world is divided into biomes ranging from deserts to jungles to snowfields the terrain includes plains, mountains, forests, caves, and various lava/water bodies. The in-game time system follows a day and night cycle, and one full cycle lasts 20 real-time minutes.

When starting a new world, players must choose one of five game modes, as well as one of four difficulties, ranging from peaceful to hard.

Increasing the difficulty of the game causes the player to take more damage from mobs, as well as having other difficulty-specific effects.
For example, the peaceful difficulty prevents hostile mobs from spawning, and the hard difficulty allows players to starve to death if their hunger bar is depleted.
Once selected, the difficulty can be changed, but the game mode is locked and can only be changed with cheats.

- Roblox

Roblox is an online game platform and game creation system developed by Roblox Corporation. It allows users to program games and play games created by other users. Created by David Baszucki and Erik Cassel in 2004 and released in 2006, the platform hosts user-created games of multiple genres coded in the programming language Lua. For most of Roblox's history, it was relatively small, both as a platform and a company, due to both co-founder Baszucki's lack of interest in press coverage and it being "lost among the crowd" in a large number of platforms released around the same time. Roblox began to grow rapidly in the second half of the 2010s, and this growth has been accelerated by the COVID-19 pandemic.

Roblox is free-to-play, with in-game purchases available through a virtual currency called "Robux".
As of August 2020, Roblox had over 164 million monthly active users, with it being played by over half of all children aged under 16 in the United States.

Although Roblox has generally received positive reviews from critics, it has faced criticism for its content, chat filtration system, and microtransactions.

Roblox allows players to create their own games using its proprietary engine, Roblox Studio, which can then be played by other users. Games are coded under an object-oriented programming system utilizing a dialect of the programming language Lua to manipulate the environment of the game.

Users are able to create purchasable content through one-time purchases, known as "game passes", as well as microtransactions which can be purchased more than once, known as "developer products" or "products".
Revenue from purchases is split between the developer and the Roblox Corporation 30–70, in favor of Roblox Corp.
 The majority of games produced using Roblox Studio are developed by minors, and a total of 20 million games a year are produced using it.

- Yu-Gi-Oh! Trading Card Game

The Yu-Gi-Oh! Trading Card Game is a Japanese collectible card game developed and published by Konami. It is based on the fictional game of Duel Monsters created by manga artist Kazuki Takahashi, which appears in portions of the manga franchise Yu-Gi-Oh! (under the name of "Magic and Wizards"), and is the central plot device throughout its various anime adaptations and spinoff series.

The trading card game was launched by Konami in 1999 in Japan and March 2002 in North America. It was named the top selling trading card game in the world by Guinness World Records on July 7, 2009, having sold over 22 billion cards worldwide. As of March 31, 2011, Konami Digital Entertainment Co., Ltd. Japan sold 25.2 billion cards globally since 1999. As of January 2021, the game is estimated to have sold about 35 billion cards worldwide and grossed over ¥1 trillion ($9.64 billion). Yu-Gi-Oh! Speed Duel, a faster and simplified version of the game, was launched worldwide in January 2019. Another faster-paced variation, Yu-Gi-Oh! Rush Duel, launched in Japan in April 2020.

In the trading card game, players draw cards from their respective decks and take turns playing cards onto "the field". Each player uses a deck containing forty to sixty cards, and an optional "Extra Deck" of up to fifteen cards.

There is also an optional fifteen card side deck, which allows players to swap cards from their main deck and/or extra deck between games.

Players are restricted to three of each card per deck and must follow the Forbidden/Limited card list, which restricts selected cards by Konami to be limited to two, one, or zero. Each player starts with 8,000 "Life Points", with the main aim of the game to use monster attacks and spells to reduce the opponent's Life Points.
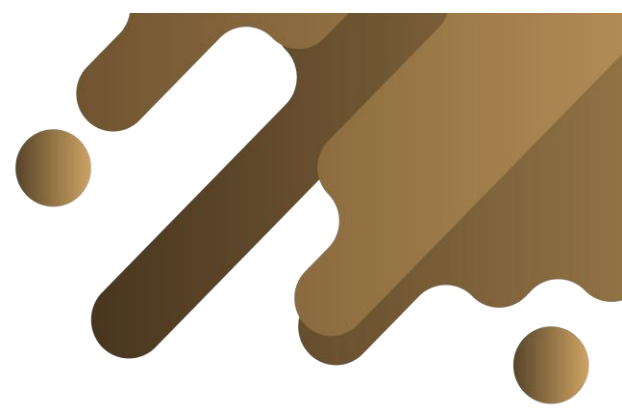
- The game ends upon reaching one of the following conditions:

  - A player loses if their Life Points reaches zero. If both players reach zero Life Points at the same time, the game ends in a draw.
  - A player loses if they are required to draw a card, but has no more cards to draw in the Main Deck.
  - Certain cards have special conditions which trigger an automatic win or loss when its conditions are met (e.g. having all five cards of Exodia the Forbidden One in the hand or all five letters of the Destiny Board on the field).
  - A player can forfeit at any time.

- Steam (video game digital distribution service) :

Steam is a video game digital distribution service by Valve. It was launched as a standalone software client in September 2003 as a way for Valve to provide automatic updates for their games, and expanded to include games from third-party publishers. Steam has also expanded into an online web-based and mobile digital storefront.

Steam offers digital rights management (DRM), server hosting, video streaming, and social networking services. It also provides the user with installation and automatic updating of games, and community features such as friends lists and groups, cloud storage, and in-game voice and chat functionality.

The software provides a freely available application programming interface (API) called Steam works, which developers can use to integrate many of Steam's functions into their products, including in-game achievements, microtransactions, and support for user-created content through Steam Workshop. Though initially developed for use on Microsoft Windows operating systems, versions for macOS and Linux were later released.

Mobile apps were also released for iOS, Android, and Windows Phone in the 2010s. The platform also offers a small selection of other content, including design software, hardware, game soundtracks, anime, and films.

The Steam platform is the largest digital distribution platform for PC gaming, holding around 75% of the market share in 2013. By 2017, users purchasing games through Steam totaled roughly US$4.3 billion, representing at least 18% of global PC game sales. By 2019, the service had over 34,000 games with over 95 million monthly active users. The success of Steam has led to the development of a line of Steam Machine micro consoles, which include the SteamOS operating system and Steam Controllers, Steam Link devices for local game streaming, and the upcoming Steam Deck, a handheld personal computer system tailored for running Steam games.

GAMER NFT NETWORK

TURNING GAMERS INTO INVESTORS