

WHITEPAPER

ROYALE GAMES

Unlock Limitless Gaming Possibilities

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INTRODUCTION:

The gaming industry has always been innovative, with technology being the driving force behind it. Mobile gaming is becoming increasingly popular, with millions of people worldwide using their smartphones to play games. It is growing rapidly, with more people engaging in online gaming than ever before. With the rise of blockchain technology and cryptocurrencies, gaming has taken a new turn. The gaming industry is leveraging these technologies to create a decentralized gaming ecosystem where players can enjoy with complete transparency.

Mobile game players' spending is set to reach \$419 billion by 2027, and in 2022 the mobile gaming market share was 50% according to data from **Statista**. The top three mobile markets in 2022 by the number of downloads were China, India, and the US. The mobile gaming industry is still booming. Mobile gaming is a vast category with many subgenres, all of which have unique audiences, mechanics and best practices that require different approaches to UX and monetization.

Royale Games aims to launch its own game platform for players. With multiple games to choose from multiple subgenres. And build a decentralized gaming ecosystem for gamers, creators, developers to leverage on. The project aims to initially launch games from subgenres like **casino, fantasy & match** and games from subgenres like **Strategy, MMORPG & RPG** in its later stage.

Eliminating centralization and giving power back to the community, Royale Games aims to achieve a unique revenue distribution model.

THE VISION

Royale games aims to create a web2/web3 ecosystem benefitting the gamers, developers, streamers, creators and the community. The project aims to penetrate into an ever increasing gaming market and achieve a unique revenue distribution model where every revenue earned on the platform will be shared between the community and the project.

The project aims to bridge the gaps between the gamers, creators, developers and the community with \$RCHIP token as a medium of exchange.

The Royale Games aims to build a marketplace connecting community, creators, gamers, developers & advertisers. Where all participants earn, spend, grow their audience and have a voice in decisions that impact the future of the community.

THE MISSION

The team behind Royale Games believes in **Ryoshi's** vision and decentralisation to an extent it benefits **teh many**. It is on the mission to create an unique ecosystem benefitting the community, the project and the participants like creators, gamers, developers and advertisers. A bold mission to penetrate & tap into the huge revenue generating industry for the benefit of the community.

STATISTICS:

Let's walk through an overview of the most popular mobile games and the different mobile game genres. Measuring downloads and revenue of apps helps to shed light on the most popular mobile game genres.

According to data.ai's State of Mobile 2022 report below subgenres accrued the most downloads worldwide in 2021:

Action (Hyper casual) – 4.01 billion downloads
Puzzle (Hyper casual) – 3.78 billion downloads
Simulation (Hyper casual) – 3.15 billion downloads
Kids (Other) – 2.57 billion downloads
Driving (Simulation) – 1.63 billion downloads

However, a high number of downloads doesn't always translate to a high revenue share. The same report reveals these to be the top subgenres by consumer spend:

Strategy - \$9.7 billion
MMORPG - \$8.43 billion
RPG - \$8.02 billion
Fantasy - \$6.45 billion
Casino - \$5.57 billion
Match - \$3.92 billion

The success of popular gaming platforms such as Zynga is a testament to the revenue potential of games, with the company generating an impressive \$2.8 billion in revenue in 2021 alone. The ever-popular Zynga casino games like Poker, slot, etc collectively contributed significantly to this success, generating over \$260.71 million, Empire & Puzzles: Match - 3 RPG contributed \$260 million & Merge Dragons contributed \$136 million in revenue in 2022.

The cricket and soccer fantasy gaming apps have shown impressive growth in recent years. Cricket fantasy app Dream11 generated a staggering \$470 million in revenue in 2022, a whopping 50% increase in its operating revenue. The global fantasy sports market is expected to reach USD 12.87 billion by 2028 from USD 6.45 billion in 2022, growing at a CAGR of 12.19%. Fantasy sports has witnessed considerable growth in user base over the last few years owing to the strong attraction towards the various sporting events. Changes across sporting formats, frequent tournaments, and booming sports players' popularity are some of the factors driving the market in recent years. The fantasy sports business has transformed significantly from a season-long game to a daily service provider. Also, the added feature that enables users to play, utilize their skill sets, and earn some money in the process further promotes the growth of the fantasy sports market. Currently, the fantasy sports market caters to sports categories such as Football, Baseball, Basketball, Hockey, Golf, Cricket, Soccer, and Nascar, among others. However, the industry varies regarding sport category offerings depending on regions and countries.

These numbers highlight the massive opportunities that lie ahead for the project looking to enter this burgeoning market.

PROJECT OVERVIEW:

The Royale Games project is a meticulously architected initiative aiming to achieve a long-term vision. The project's roadmap is divided into detailed phases, each featuring specific objectives and unique sub-projects within the broader activity map.

PHASE 1: (2024-Q1)

Community Building & Fundraising

The initial phase will emphasize community building to foster engagement, trust, and a sense of ownership among potential users. Fundraising events such as Initial Exchange Offering (IEO), Initial DEX Offering (IDO), Presales, and Private Sales will be initiated to secure the necessary capital for project development. The launch of the first version (V1) of the token contract will be standard token and will be listed on multiple exchanges to ensure its accessibility. Registering a legal entity in Dubai, a crypto-friendly jurisdiction, will further solidify the project's legitimacy.

PHASE 2: (2024-Q2)

Private Wallet Creation & Asset Management

This phase will focus on creating a private wallet designed to manage assets effectively. This wallet will have the capability to purchase Royale Chips tokens and will be integrated with the forthcoming game platform to execute transactions seamlessly. This strategic move will enhance user experience and confidence, ensuring secure and convenient asset management.

Platform & PvP Games Release

The project will release Platform and most popular PvP (player versus player) games from a variety of casino sub-genres such as Poker, Blackjack, Okey, etc. for public testing and feedback. User feedback is crucial for refining and customizing the games to appeal to a broader audience. Simultaneously, the project will launch its second version (V2) contract, designed to facilitate interaction with the platform's games.

PHASE 3: (2024-Q3&Q4)

Royale Games Consolidation & Transparency Enhancement

This phase involves consolidating Royale Games and implementing new platform features. These features will include games and transparency enhancements to allow players and contributors to visualize transaction activity within the Royale Games ecosystem. By making decision-making democratic, the games to be introduced will be decided through community opinion polls, strengthening community involvement.

Royale Blockchain Network & Stress Testing

The Royale Blockchain Network will first be launched as a Testnet. Various test phases of the smart contract will be provided in this network pool by the development team at Royale Games. The Royale Network will undergo thorough stress testing and vulnerability assessments to ensure robustness and security before launching the Royale Network Mainnet.

Migration to Royale Network

Royale Games will migrate from the Binance Smart Chain to the Royale Network. This process will include taking a snapshot of the holders and the pool of the \$RCHIP Token and migrating these holders to the new chain. To incentivize loyalty, holders will receive additional rewards or airdrops based on their holding duration and the amount of supply they own. Royale chain network will serve the purpose of offering gas fees in native token on every transaction which will reduce the dependency on maintaining BSC native token for gas fees.

PHASE 4: (2025-Q1)

Royale Public Network & Technical Optimization

The Royale Ecosystem will provide a public network where developers can deploy their implementations. Consensus protocols, code libraries, and pre-defined smart contracts for easy deployments will be finalized. This phase will also involve the rigorous testing and optimization of the network to ensure its stability and performance.

Royale Public Network Main Net & Stress Testing

Following the development of an abstract network for developers' benefits, the Royale Ecosystem will provide the Royale Public Main Network. Prior to its full launch, stress tests and contract operations will be scrutinized and validated to ensure the network's reliability and security.

PHASE 5: (2025-Q2)

Official Marketplace Integration

The integration of Royale Games marketplace with Royale public network will occur, creating an ecosystem for developers, creators, streamers and gamers. It will allow the trading of digital assets like gaming NFTs, gaming functionalities, collectibles etc. from different games and implementations under the Royale public network. This will allow all participants to earn, spend, and grow their audiences. It will enhance user convenience and expand the ecosystem.

The integration of an official marketplace will occur, allowing developers, advertisers, and players to sell/trade their assets. A native marketplace will be offered for the community to facilitate trade of assets between games, enhancing user convenience and expanding the ecosystem.

Royale Ecosystem Enhancement

The final phase will focus on refining and expanding the Royale ecosystem. This will include the addition of new games to Royale Games, the introduction of new abstract methods to the Royale Network, cross chain functionality and the implementation of fresh features on the Royale Marketplace, ensuring a dynamic, user-centered, and ever-evolving ecosystem.

The next steps will be designed in alignment with these improvements and community feedback.

INTRODUCTION TO V1 CONTRACT

As we embark on the Royale Ecosystem journey, the V1 contract serves as the cornerstone, providing the initial framework for our venture. This contract is a critical component in fostering connections with our community and in creating a mechanism to share the benefits among all token holders.

The V1 contract will remain operational as the primary contract until the official launch of the Royale Games platform. Upon this pivotal launch, the contract will undergo key modifications to optimize the revenue reflection systems. This continual refinement process will enhance our platform's adaptability and efficiency, ensuring the Royale Ecosystem remains robust, responsive, and community-centered.

INTRODUCTION TO V2 CONTRACT

Transitioning to the V2 contract marks a pivotal moment in our project. This contract aims to rendering the project more profitable to the community and positioning it to function as the primary transactional token within the Royale Ecosystem.

With V2 contract the passive income will stem from platform-specific transactions, such as room creations and tournament executions. This shift aligns the project's income more closely with its user activity, creating a sustainable and scalable revenue model.

The revenue from the platform will be shared with the community at an 80:20 ratio, demonstrating our commitment to community rewards while still allowing for project growth and development.

Looking forward, we aim to offer 'on ramping' and 'off ramping' of tokens in partnership with third party service providers in order to provide ease for non crypto users to acquire \$RCHIP tokens without the hassle of going through exchanges and swaps.

Further to ease the cost of transaction fee on acquiring the \$RCHIP token, the project will develop an innovative solution to provide 'on ramping' and 'off ramping' on its own. This will help users to easily move between fiat & crypto.

ROYALE WALLET

The **Royale Wallet** will be a key component within the architecture/infrastructure of the growth of **Royale Network** and the utilization of **Royale Games**, offering a unique and appealing differentiator.

This powerful native wallet will serve as the central tool for managing assets within the platform, as well as facilitating token purchases and sales within the **Royale Network**.

With its focus on cutting-edge security, the **Royale Wallet** ensures the protection of users' assets through advanced encryption and secure storage technologies. Furthermore, its intuitive and user-friendly interface makes it easy for anyone, including those without prior cryptocurrency experience, to manage their tokens in a simple and convenient manner.

But that's not all. The seamless integration with **Royale Games** makes the **Royale Wallet** the perfect companion for gaming enthusiasts, allowing them to buy and sell game-related tokens quickly and effortlessly.

Based on the legal registration in different jurisdictions, the addition of credit card, debit card and other modes of payments is also planned in the near future. This will enable an even easier way to acquire tokens and manage them directly through the **Royale Wallet**.

By utilizing the **Royale Wallet**, users will also enjoy exclusive rewards within the reflections pool and bonus programs designed to recognize those who are integral to the **Royale Network** ecosystem. Additionally, the **Royale Wallet** will be continuously developed and expanded, meaning users can expect future updates and exciting enhancements that will further enrich their experience.

ROYALE NETWORK FEATURES

As a future phase for the implementation of the platform Royale Games, we intend to build and release the Royale Network, which provides gamers, developers, creators, streamers and more, a place to meet and work collaboratively on crypto gaming adventures.

The "Royale Network" has two main phases, which are detailed below:

Phase 1

Creation and preparation of the Network, where a private network will be designed and implemented for the implementation and launch of the Royale Games platform after migration from the **Binance Smart Chain**.

In this first phase, the migration of the **Royale Games platform** will take place, along with the execution of migration plans for the community.

During this phase, public access to the **Royale Network** engine will not be allowed due to the need to perform tests on its massive performance utilization.

The first benefit is to reduce the cost of GAS fee used in transactions on the Binance Smart Chain network and **utilize this GAS fee within the profit-sharing scheme** with the community, thus further involving the community in the benefits of network development.

Phase 2

Creation of a public network for users to utilize and publish third-party smart contracts for the deployment of their personal projects, similar to other existing networks in the market, but with some differentiators that were created with the intention of forming a community that can support and push the boundaries of the crypto adventure we are all experiencing.

- 1) In an initial sub-stage, the public network will be introduced, allowing developers to execute their smart contracts and take advantage of the benefits of the Royale Games network.
 - a) This stage will have significant milestones, which are as follows:

- i) Publication of the test network, where developers can validate the different methods of their contracts without incurring GAS costs and thus validate integrations.
 - ii) Validation of the test network's functionality under stress and conditions raised by the community in the open beta stage.
 - iii) Publication of the main Royale Network.
 - iv) Quality and feedback phase
- 2) In the second substage, the aim is to add value to the network by generating libraries, toolsets, and others for ecosystem and community development, which are defined as:

Innovative Code Libraries

We recognize that game development can be a complex process, particularly in the context of blockchain technology. To address this, we'll curate a comprehensive collection of predefined code libraries. These libraries can serve as the building blocks for game development on our platform, providing functions, methods, and routines that simplify tasks like cryptographic operations, token transfers, or asset handling. By offering these tools, we aim to shorten development time and make it easier for developers to focus on creating engaging and unique game experiences.

Advanced Smart Contracts

Our network will offer a suite of predefined smart contracts. These contracts are essentially programmable scripts stored on the blockchain, executing predefined rules for token management, asset transactions, and reward systems. For instance, there could be a contract for managing in-game purchases, where the contract automatically transfers the purchased asset to the buyer and the corresponding tokens to the seller. These predefined contracts will help standardize common operations, enhance security by reducing the risk of coding errors, and save developers' time and resources.

Customized Development Kits

Recognizing the unique needs of blockchain game development, we're crafting comprehensive development kits. These will include extensive libraries, sample codes to illustrate typical game mechanics, thorough technical documentation to help understand the network's ins and outs, and integration guides to demonstrate how to incorporate various network features into the games. This well-rounded support system is designed to assist both seasoned and novice developers in creating games on the Royale network.

Proof of Stake (PoS) Consensus

The choice to use PoS as our consensus algorithm was driven by its clear benefits. Unlike Proof of Work, PoS doesn't require massive computational power, resulting in lower energy consumption - an essential factor in today's environmentally conscious landscape. PoS also provides better scalability, accommodating a larger number of transactions, crucial for a smooth gaming experience. Plus, it promotes network security by incentivizing validators to act honestly, as their stake in the network is at risk should they validate fraudulent transactions.

Passive Rewards

To further reward network participation and token holding, we plan to distribute a portion of the network's gas fees back to the users as passive rewards. This would be a unique and exciting way to share the network's success with its users. The more transactions users execute, the more gas is generated, and the higher the rewards. This approach not only encourages active participation but also strengthens the network's communal spirit, as everyone benefits from its growth.

The Royale Network is about more than just blockchain gaming. It's a dynamic, community-driven ecosystem that leverages the latest technology to redefine gaming while rewarding its participants. We're committed to constantly innovating and enriching our platform to ensure we offer the best gaming experience possible.

Certainly, within the critical operations of Royale Network, we will provide robust transaction support for users within the Network.

As part of Phase 2, we are developing a cutting-edge transaction viewer that will be a game-changer. This remarkable tool will offer unparalleled traceability, meticulous tracking, and unwavering support for transactions within the sensational **Royale Network**.

ROYALE MARKETPLACE

Once all the various components are seamlessly integrated and working within a synchronized ecosystem, **Royale Network** will introduce a marketplace, empowering individuals to easily manage their own assets through the user-friendly **Royale Wallet** application.

The marketplace will facilitate the trading of various game assets, including collectibles, rewards, and other NFT/crypto-based incentives obtained within this vibrant ecosystem. It has been purposefully designed to cater to the community's demand for efficient asset trading within the network.

One of the key advantages of the network lies in its **Customized Development Toolkits** and **Advanced Smart Contracts**. This allows assets from one game to be imported and utilized in different games, based on their interactions. The ultimate objective is to foster asset trading, specifically NFTs, across various games, enabling users to utilize these assets as avatars across different platform ecosystems within the expansive **Royale Network** and many more.

ROYALE GAMES ECOSYSTEM:

The Royale Games ecosystem will connect creators, gamers, publishers, developers, advertisers and the community.

Creators:

Marketplace will provide a platform for creators to sell or trade gaming and digital assets. \$RCHIP will be the medium of exchange on the platform.

Gamers:

Royale Games will allow all gamers to earn and spend within the Royale Games ecosystem. Gamers can earn tokens through referral programs, quest completion, tournament winning and other promotional activities that provide value to the platform. Gamers will be able to purchase and sell their digital assets in the marketplace and can also use the token to purchase in-app /game functionalities.

Developers:

The ecosystem will provide all capabilities for developers to build, deploy and monetize their games including Code Libraries, Predefined Smart Contracts & blockchain-Specific Development Kits, etc.

Streamers:

The Royale Games ecosystem will be providing tools to gaming streamers and artists for earning income while growing their presence and brand.

ROYALE GAMES TOKEN:

Token Allocation

Team – 5%	(Locked for 1 year)
Development – 10%	
Token Marketing – 6%	
Platform Marketing – 7%	(Reserved for platform advertising – Locked for 6 mont)
Airdrops – 3%	
Platform Bonus – 10%	(Welcome bonus for members - Locked for 6 months)
Exchange Listing – 12%	
Liquidity – 17%	
Presale – 30%	

Token Use Case:

The project token is called \$RCHIP which stands for Royale Chips. The project token will be a primary medium to participate and transact on the platform. Winner prize pools, revenue distribution, spending, earning and trading will take place in project token. The \$RCHIP token will be made available to purchase in-app, over exchanges and swaps.

Self on ramping process:

In order to facilitate token purchase for non crypto users without the hassle of going through exchanges and swaps the project will partner with third party gateways like moonpay, etc.

Project aims to set up an innovative mechanism in place to save the user from the hassle of going through the exchanges and swaps by maintaining a pool of \$RCHIP tokens, called facility pool. Users will be facilitated with various payment options through payment gateways. For every transaction on payment gateway, token worth of transaction amount will be deposited into the user wallet at the prevailing price. Accumulated payments after reaching a threshold amount swapped with \$RCHIP token to maintain a fixed supply into the facility pool.

TRANSPARENCY:

In order to maintain transparency and trust with the community. The project will release a dashboard providing daily and periodic revenue generated over the platform and marketplace with graphical representations. The community members will be able to access the read only dashboard by connecting their wallets with the project dashboard dApp.

The dashboard will reflect real-time information on the revenue earned from various games, marketplace, advertisements in \$RCHIP and revenue earned through in-app purchases by the users in fiat. Also it will provide information on the revenue distribution with the community and the payments received in fiat to be used in the next swap event.

GAME FORMATS

The Royale Games aims to offer an impressive collection of games. These games will provide a highly engaging experience, where players can compete against each other and test their skills to emerge victorious. The thrill of competing with real people in real-time adds an extra layer of excitement to the gaming experience. With a wide range of games to choose from, players can enjoy a variety of competitive formats, ranging from classic card games to modern-day fantasy games. The Royale Games is committed to delivering a thrilling and immersive gaming experience, where players can put their skills to the test and enjoy endless hours of entertainment. Whether it is a seasoned pro or a beginner, there is always a multiplayer gaming format that will challenge and entertain the players.

Casino and Fantasy games are huge revenue generating games. Royale Games aims to initially launch games from these subgenres.

In case of Casino games, it will have 2 formats.

Single Game Format

Tournament Format

Single Game Format: In this format, multiple players will enter into the game. The winners and losers will be concluded in a single game. Equal amount contributed by all members minus the table fee % levied by the platform will form the prize pool. It will be shared between the 1st and 2nd winner depending on the games.

Tournament Format: In this format, multiple players will enter into the game. Players will go through multiple elimination rounds to enter into the semi finals and final round to share the prize pool. Prize pool is formed by the equal amount contributed by all the participants.

In Fantasy Games, it will have multiple rooms depending on prize pools on the days of cricket matches or soccer matches worldwide. Bigger the prize pool, bigger the number of participants. Participant with the highest score in the game wins the prize pool or shares with other participants.

The project will observe the market trends, user demand and competitor offering to design additional and latest game formats to be competitive and upfront in the competition.

REVENUE MODEL:

The project will earn revenue from the fees collected from the various games and transactions taking place on the marketplace. The earned revenue will be distributed in an 80:20 ratio between the community token holders and the project. This will incentivize the community member by generating an income and the revenue for the project’s sustainability.

Illustrative Revenue Generation Based on Single Game Format:

Below illustration on revenue generation with 5% fee on every single game format. Single games formats are the games where winners and losers are concluded in one round of the game.

Table no: 1

SINGLE GAME REWARDS AND TABLE FEES							
Room Size	PLAYER	AMOUNT	FEE %	FEE	WINNER	2ND	3RD & 4TH
\$5.00	4	\$20.00	5%	\$1.00	\$16.00	\$3.00	NONE
\$10.00	4	\$40.00	5%	\$2.00	\$32.00	\$6.00	NONE
\$25.00	4	\$100.00	5%	\$5.00	\$80.00	\$15.00	NONE
\$50.00	4	\$200.00	5%	\$10.00	\$160.00	\$30.00	NONE
\$100.00	4	\$400.00	5%	\$20.00	\$320.00	\$60.00	NONE
\$250.00	4	\$1,000.00	5%	\$50.00	\$800.00	\$150.00	NONE

Illustrative Revenue Generation Based on Tournaments Format:

Below illustration on revenue generation with 5% fee on every tournament games. Tournament games are where participants undergo multiple elimination rounds to win the prize money. Prize money formed by room size paid by each participant at the entry into the tournament.

Table no. 2:

TOURNAMENT SYSTEMS							
Room Size	PLAYER	AMOUNT	1ST	2ND	3RD	4TH	FEE
\$10.00	256	\$2,560.00	\$1,536.00	\$512.00	\$256.00	\$128.00	\$128.00
\$25.00	256	\$6,400.00	\$3,840.00	\$1,280.00	\$640.00	\$320.00	\$320.00
\$50.00	256	\$12,800.00	\$7,680.00	\$2,560.00	\$1,280.00	\$640.00	\$640.00
\$100.00	128	\$12,800.00	\$7,680.00	\$2,560.00	\$1,280.00	\$640.00	\$640.00
\$250.00	128	\$32,000.00	\$19,200.00	\$6,400.00	\$3,200.00	\$1,600.00	\$1,600.00

Below is the illustrative example of revenue generation for the community and the project with bare minimum active players, a lower side estimation, on the platform. The values in the below table are obtained from table no 1 and 2 from the illustrations above.

Table no. 4:

EARNINGS DISTRIBUTION			
	FOR PROJECT	FOR COMMUNITY	
INCOME	20%	80%	DISTRIBUTION FREQUENCY
DAILY	\$ 16,618	\$ 66,470	DAILY
WEEKLY	\$ 116,323	\$ 465,293	WEEKLY
MONTHLY	\$ 498,528	\$ 1,994,112	MONTHLY
YEARLY	\$ 6,065,424	\$ 24,261,696	YEARLY

ORGANIZATIONAL STRUCTURE:

The project's visionary approach to establishing its entity in the tax-free and crypto-friendly Dubai jurisdiction is a testament to its commitment to innovation and forward-thinking. By taking advantage of the unique regulatory environment in Dubai, the project can operate with minimal tax burdens while leveraging the benefits of a crypto-friendly ecosystem. Additionally, the project's strategy to register entities in other geographic jurisdictions demonstrates a keen understanding of the diverse needs of its users. By facilitating onboarding for non-crypto users and ensuring compliance with legal requirements in such jurisdictions, the project is poised to become a leader in the crypto space and a true pioneer in the field of decentralized gaming.

SUMMARY:

The project aims to create a decentralized and transparent platform for mobile gaming, powered by blockchain technology. The platform's native token will be used as the primary currency on the platform, and users can participate in the network's governance through voting. The platform's revenue will be split between the community and the project in an 80:20 ratio, creating an incentive for users to hold the native token and participate in the platform's governance. With its fair and transparent gaming experience and community-driven governance model, the project has the potential to revolutionize the mobile gaming industry. The project will enable developers to create games that leverage the benefits of blockchain technology, such as transparency, immutability, and security. The project token will be used for in-game transactions, and smart contracts will be used to facilitate transactions on the blockchain.

The funds collected from the sale of tokens will be used to fund the development of the project, and the project will be open source. The blockchain will also have a smart contract layer, making it easy for developers to integrate the blockchain into their games. The blockchain will enable game developers to create, deploy, and monetize games without intermediaries. Revenue generated from the games will be shared among developers, the project, and the community. The blockchain will provide a level playing field for developers, while also providing players with a seamless gaming experience.