



Web3 Games,

Why it Makes Sense & How it's been Done Before (sort of)

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Digital Assets, Ownership & Video Games

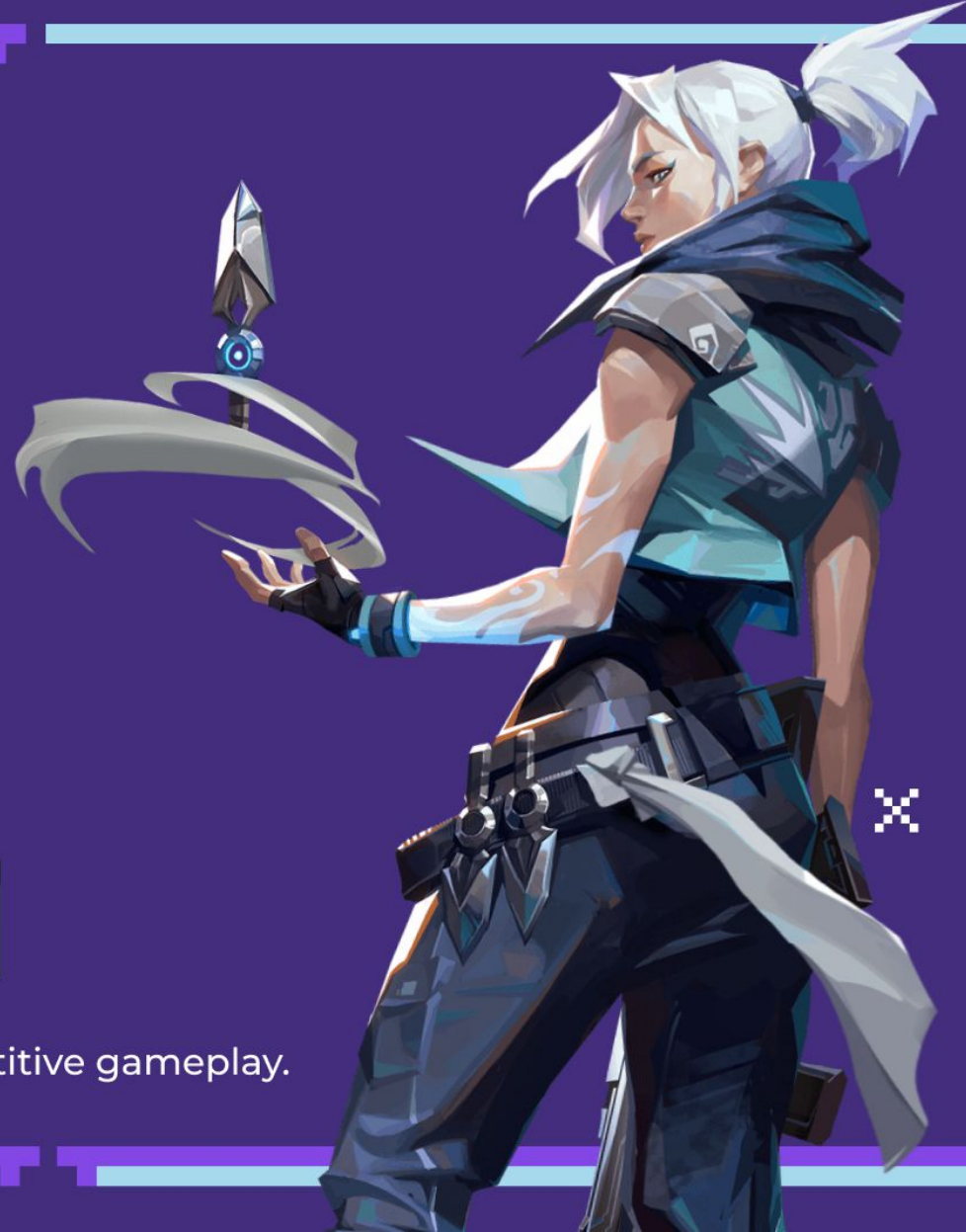
- CS:GO / Valorant
- Gun skin assets in web2 games
- A '**Case Hardened AK-47 (ST MW 661)**'

CS:GO skin sold for 150k\$ on 15th January, 2021

- Valorant Gun packs costs an average of 100\$



- Neither game's cosmetic (digital asset) affect the competitive gameplay.



Revenue For Web2 Games & How Ownership Doesn't Exist

- It is estimated 5% to 20% game communities take part in microtransactions
- None of these assets / currencies are tradable OR trackable
- Only legitimate secondary marketplace that exists is Steam
- Getting banned means losing all your investments. Cheating isn't the only reason one gets banned. Eg - Modding in GTA V, Frequent disconnections in Valorant competitive, etc.



CS:GO

A Case Study



- CS:GO 2018 revenue alone was \$400+ million
- Game is free-to-play & has 15\$ premium one time purchase. Majority revenue comes from game skins according to analysts.
- Assets inflated in value because of pure demand due to a good product, i.e. the game; and not because of volatile demand of crypto currencies attached to these assets.
- CS:GO gives us the perfect example of how a good game can drive up prices for assets even with fiat currency
- NFTs for web3 games could be traded for in stable coins with transaction fees, would keep the economy stable and price would entirely be dependent on how good the web3 game product is.

The Limitations Of A Centralized Secondary Marketplace

Steam is the **only legitimate secondary marketplace** in the entire gaming ecosystem.

- 30% fees
- Security & one point of attack / Have to rely on Steam's goodwill to not duplicate assets
- Game design limitations set by Valve
- Game becomes tied to Steam store & cannot exist outside of it
- Hard to maintain



Web3 Games The Starting Line

- The Indian gaming consumer industry is 5 odd years behind
- The Indian game development industry is 15-20 years behind
- For web3 games however, everyone is at the starting line.



The Opportunity Of A Lifetime, For India & Indians



- India has the opportunity to create a hub for web3 gaming, not just for gamers but also for game developers
- We at IndiGG provide incubation/funding for upcoming web3 games & studios
- Games that make the most sense with web3 elements - Multiplayer games and/or Games as a Service - GAAS
- Plans to grow the grassroots levels of Indian web3 game developers through simple strategy of yearly Game jams + Crypto hackathons in association with our ecosystem partners
- And we haven't even touched on what a metaverse or a creator economy would entail :)



Thank You



PS - We Are Hiring!

