The rise of Blockchain Gaming Merging Gaming and Finance

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Executive Summary

The key unique proposition of building games on blockchains is to enable players to invest in, own, and trade immutable in-game assets with more control and economic certainty. Blockchain gaming is rising and the evidence is clear based on user activity, overall revenue, and funding for the year.

User activity: Blockchain gaming user activity, trading volume, and unique active wallets has seen a huge increase in Q3 2021.

- According to [DappRadar](#), data compiled as of 23 November 2021, the largest jumps in on-chain user activity and trading volume were recorded in the months of July and September 2021, recording an increase of up to 398,000 users to 1.2 million users over the three-month period.

- In July, Unique Active Wallets (UAW) for gaming dapps reached 804,000, a 121% increase from June. UAW continued to grow to 1.19 million in October, representing 55% of a total 2.16 million wallets connected to dapps (including DeFi and NFTs).

Revenue & sales: Revenue from blockchain games more than tripled from 2020 to 2021, with most of the sales from in-game NFT collectibles.

- According to [TripleA](#), data compiled as of 23 November 2021, total revenue from blockchain games in 2020 was USD 321 million, with 49% from Asia-Pacific and 25% from North America. Data from [BITKRAFT](#) shows that this grew to $1.5 billion in 2021, of which 73% is from popular blockchain game Axie Infinity.

- In-game NFT collectibles represent a large portion of assets being traded by gamers. The trade volume of in-game NFTs generated $2.32 billion in sales in Q3 2021 alone (representing 22% of total NFT trading volume).

Investment funding: Total investment funding for blockchain games has increased by 50 times from 2020 to 2021.

- According to [Blockchain Gamer](#), data compiled as of 22 November 2021, investment funding for blockchain gaming amounted to 72 million in 2020. While as of November 2021, total funding to blockchain games has totalled
$3.6 billion, marking a 5000% increase from the previous year.

1. Introduction

If there was any skepticism that blockchain gaming would be nothing more than a niche phenomenon, these doubts have been quickly put to rest in 2021. The exponential growth of blockchain games like Axie Infinity and the play-to-earn opportunities it avails to average gamers has made blockchain gaming impossible to ignore.

The first section of this report provides a short history of video gaming innovation, the rise of blockchain gaming in the past two years, and what its key propositions are. To give readers an overview of the space, the second section covers 12 prominent blockchain gaming-related tokens that are listed on Crypto.com's exchange.

1.1 What Makes Blockchain Gaming Different?

Historically, gaming innovation has been driven by either technological or creative innovation.

Technological innovation refers to how smartphones and augmented reality technology enabled new styles of gaming (e.g. Pokemon Go), the way the internet allowed new 'freemium' business models with microtransactions (e.g. mobile gaming) and opened the doors for video game streaming (e.g. spectator sports on Twitch), or cloud computing delivering games-on-demand.

Creative innovation on the other hand, refers to artistic improvements. This can mean more realistic graphics, more expansive in-game worlds, more intuitive user interfaces and mechanics, richer storytelling, or soundtrack music.

Despite amazing video gaming innovations in the past two decades, however, one thing has remained unchanged. Video gaming as a product still adheres to a centralised business model where video gaming developers maintain the final say over the ongoing maintenance of the in-game world, the supply of in-game assets, and what players can do with these items.

For the first time, this is slowly changing. Unlike previous forms of video gaming innovation at the product layer or business model, public blockchain technology is enabling innovation at the infrastructural layer of video games by introducing immutability and transparency over generation of in-game assets.

Video gaming innovation, then and now

Product	Business Model	Infrastructure (blockchain)
• Original game play • Improved graphics and soundtrack music • Richer storytelling	• Freemium payments • Monthly subscriptions • Gaming-as-a-Service • Microtransactions • Video game streaming	• Change of asset ownership • Improved security and immutability • Transparency into production of in-game items

Source: Crypto.com Research

The significant implication of this is that users have higher digital property ownership and economic freedom over their assets. Gamers are empowered to better extract value from these assets and trade them as they wish. The immutable property of in-game assets means that players can more confidently invest in and trade items without worrying that game developers might arbitrarily modify or remove them in a future patch, or dilute their value through inflation.

In traditional gaming, the sale of in-game resources and items has been a long-standing practice. For example, Venezuelans have made a living by farming and selling RuneScape gold. There is a strong demand for such services, as well as a ready supply of gamers willing to spend time to

'farm' the in-game assets in exchange for money.

Such activities, however, are often against the terms of service of traditional games. Game developers claim that players driven by monetisation may ruin the fun of the gaming experience. Ironically, from a blockchain gaming perspective, this can be interpreted as video gaming developers' business strategy to monopolise all monetisation channels so that maximum revenue is accrued by the gaming studio.

What blockchain gaming offers is the legitimisation of such activity and to facilitate positive-sum transactions for in-game items for both buyers and sellers. The challenge is to do so while maintaining an attractive gameplay experience and a stable game economy.

Users also gain access to alternative modes of monetisation. Non-fungible tokens enable the sale of assets while allowing original owners to retain a percentage fee of future transactions, or open the door to leveraging these assets as equity on unofficial grey markets.

The current trend towards a multichain world would also enable users to trade assets and transfer user profiles across different gaming worlds. The possibilities are endless.

	Non-blockchain games	Blockchain games
Ownership	Copyright limited and items have no original owner or history of ownership	User retains copyright and immutable authorship of any assets they created
Interoperability	Digital assets siloed in one gaming universe	Digital assets can be transferred across different gaming ecosystems
Security	Security depends on centralised control of servers, higher chances of fraud when trading on unofficial markets	Increased security because of digital ledger technology, allowing secure trades in secondary markets
Revenue Share	Item values are subject to centralised supply and control of in-game economy	Smart contracts allow users to be a full residual claimant of their creations

Source: Crypto.com Research

In short, blockchain games introduce new economic incentives to users, thereby changing their behaviour of *why* they play games, *who* these players are, and *how* they interact in the game. We are witnessing a shift from a pay-to-play to a play-to-earn paradigm.

At the moment, the primary motivation of many blockchain gamers has been to engage in the play-to-earn model rather than play games as a form of a leisurely hobby in itself. This financialisation of the game world has been referred to as GameFi, short for Game Finance.

1.2 A Snapshot of Blockchain Gaming's Rise

GameFi is still relatively nascent, but its rise is impossible to ignore. Large gaming companies have been split on the decision to venture into blockchain gaming, with companies like Epic being 'open to games that support cryptocurrency or blockchain-based assets', Ubisoft embarking on plans to develop blockchain games, while Valve has openly banned distribution of blockchain games on Steam.

At present, the mass majority of blockchain games are primarily low budget indie browser or mobile games created by small development teams. Although some major game titles (classified as AAA games) that are developed by major publishers are in the works (e.g. Illuvium, Star Atlas), none have yet launched at the time of writing.

In the following section, we look at on-chain user activity, revenue, and investor funding for blockchain games.

On-chain User Activity

How popular are blockchain games when we look at on-chain data? Unsurprisingly, Ethereum does not reign in crypto gaming. This is due to its network congestion which makes it costly in transaction costs for in-game NFT minting of items. This is evidenced by many games like Axie Infinity and Decentraland who have off-ramped blockchain transactions onto Layer-2 sidechains (Ronin and Polygon respectively).

In July, Binance Smart Chain (BSC) was the most used protocol for gaming at 658,000 users, thanks to its wildly popular CryptoBlades that attracts up to 350,000 daily users. This is followed by WAX at 336,000 users and Ethereum at 105,000.

In the same month, Unique Active Wallets (UAW) for gaming dapps reached as high as 804,000, a 121% increase from the previous month of

June. UAW

continued to grow to 1.19 million in October, representing 55% of a total 2.16 million wallets.
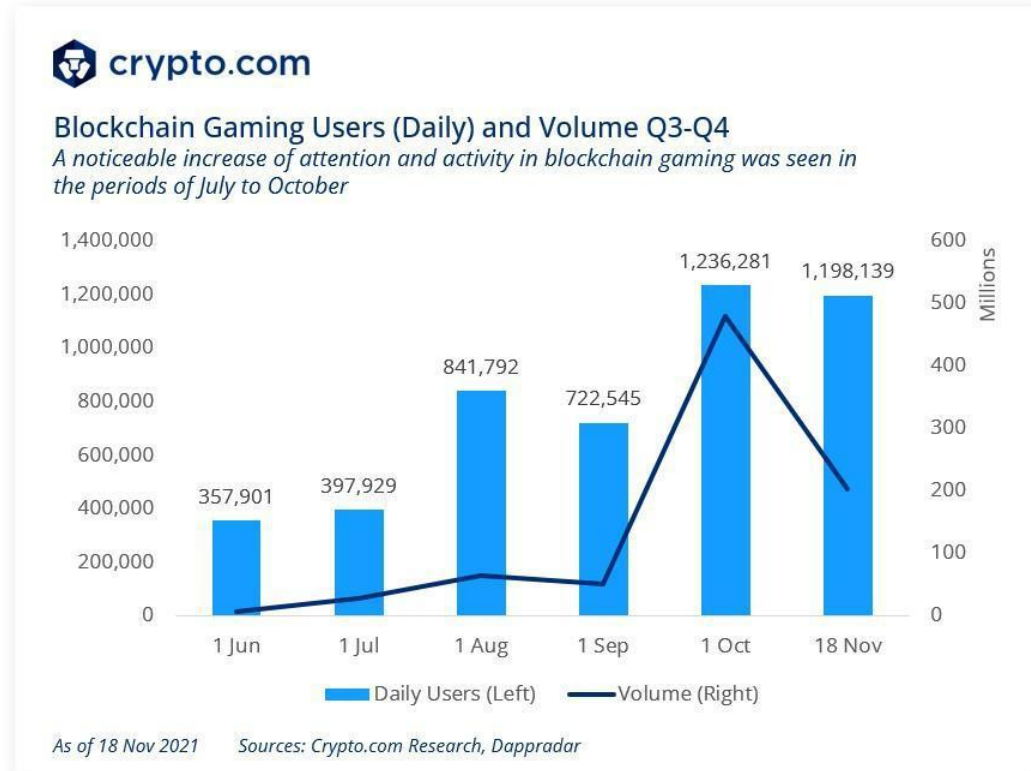
As a whole, comprehensive data from Dappradar shows that blockchain gaming gained its largest jumps in activity in the months of July and September 2021. Taken together, all of these data points indicate the start of blockchain gaming's ascendancy into mainstream usage.

Revenue Activity

Total revenue from blockchain gaming in 2020 was $321 million according to Triple-A, with 49% of it from Asia-Pacific and 25% from North America. How have these numbers changed in 2021?

One estimate by gaming venture capital firm BITKRAFT finds that the size of the blockchain gaming market in 2021 has ballooned to $1.5 billion, with 73% of this total from the soaring popularity of Axie Infinity.

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Total Blockchain Gaming Revenue 2020 Versus 2021
Revenue in 2021 ballooned to $1.5 billion, with 73% ($1.1 billion) of this total from the soaring popularity of Axie Infinity

1.1 billion

321 million

400 million

2020
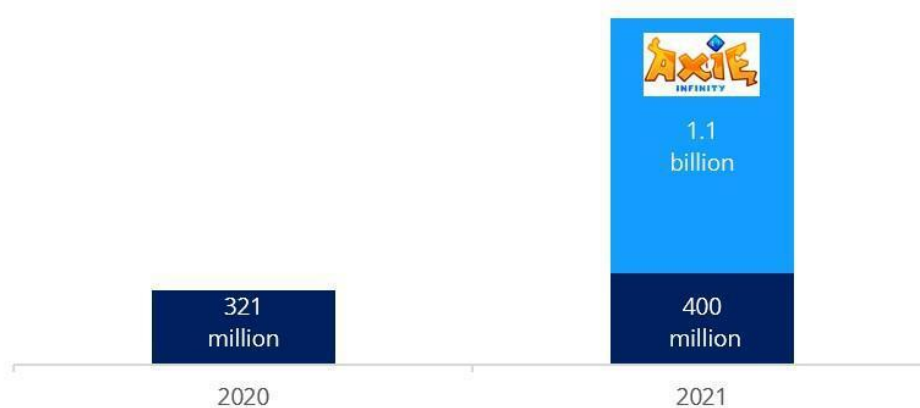
2021

As of 15 Nov 2021   Sources: BITKRAFT, Crypto.com Research, Token Terminal

Axie Infinity generated up to an astounding [$485 million](#) in July, and has reached [$1.1 billion](#) as of 15 November 2021 according to Token Terminal. While Axie Infinity is not representative of most crypto games, its present achievements are a promising sign for the future of blockchain gaming.

Another monetary measurement of how financially lucrative blockchain games are for players is to look at secondary NFT market sales of its in-game assets. To take one example, popular WAX blockchain game Farmer's World generated [$45 million](#) in secondary sales volumes across a total of 189,000 transactions for the month of October alone.

Sales Volume of In-game NFT Collectibles
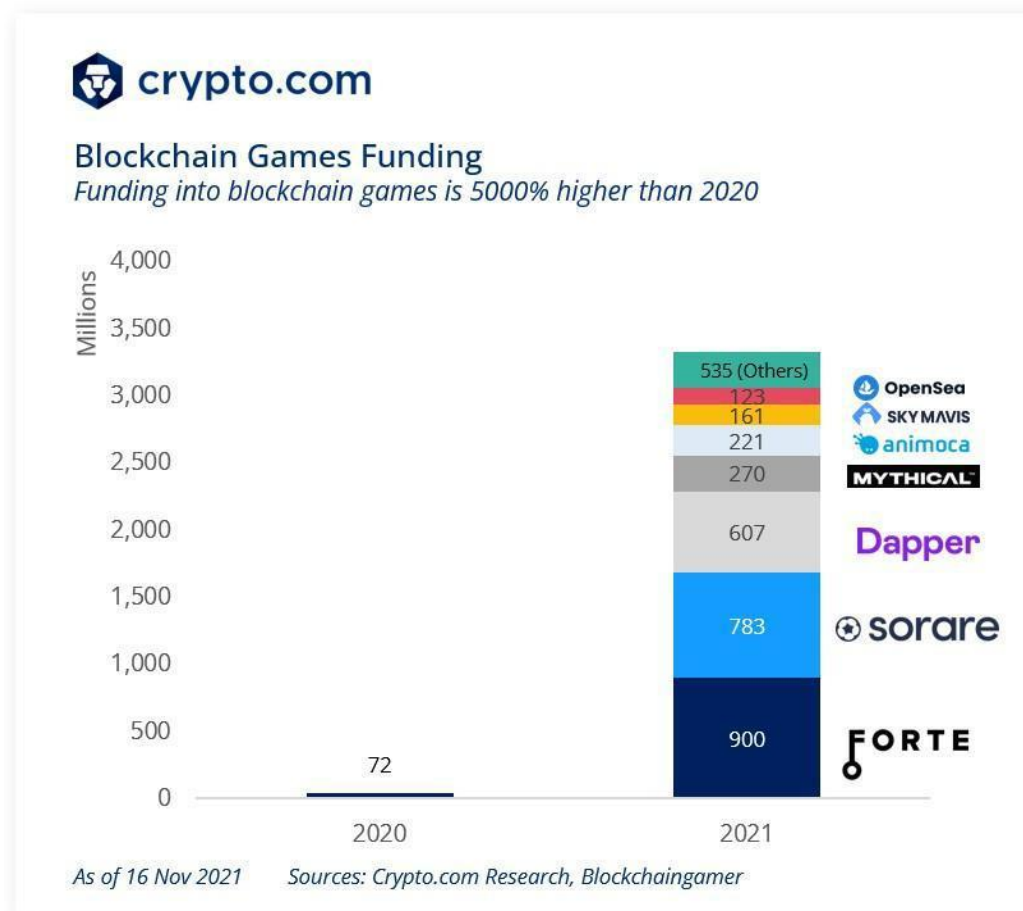A snapshot of sales volumes for three prominent blockchain games in October: The Sandbox, Farmer's World, Axie Infinity
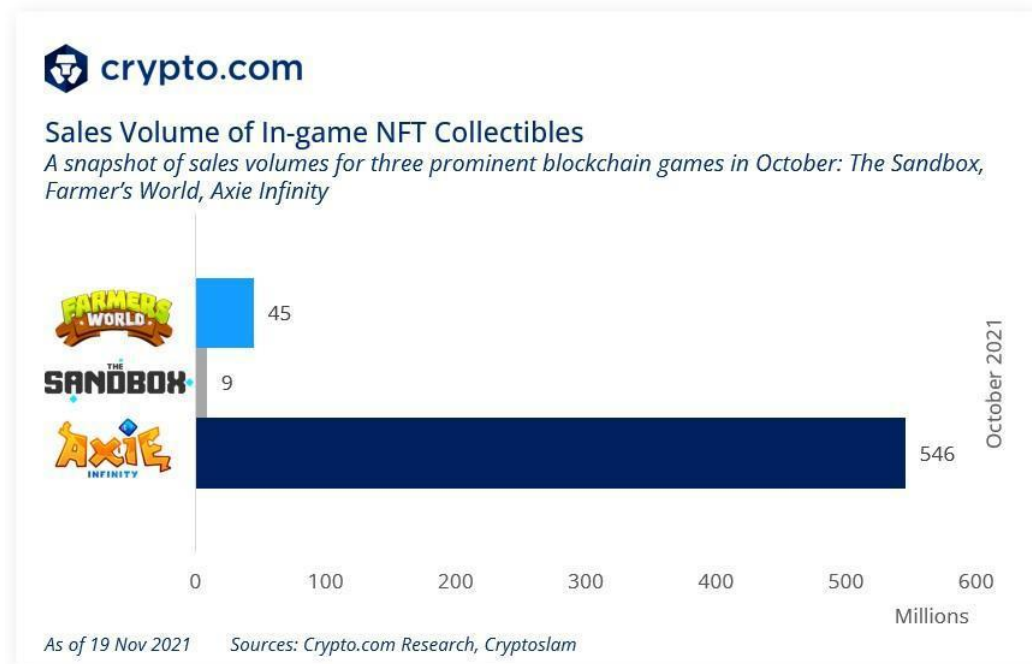
One estimate from Dappradar finds that total trade volume of in-game NFT collectibles generated $2.32 billion in sales in Q3 2021 alone, which represents 22% of total NFT trading volume.

Funding Activity

Another tangible sign of blockchain gaming on the rise can be seen in fundraising movements. According to an Investgame report, blockchain gaming raised a total of $476 million from 24 companies from January to July 2021. 75% of this total sum came from just three prominent investing companies: Mythical Games ($75 million), Animoca Brands ($89 million), and Forte ($185 million).

In the second half of 2021, funding has only continued to increase with significant funding rounds from investors Sorare ($783 million), Dapper ($607 million), and SkyMavis ($127 million) after July. An estimate from Blockchaingamer finds that total funding in 2021 totalled $3.6 billion to date.

Blockchain Games Funding
Funding into blockchain games is 5000% higher than 2020

Millions

Company	2021 funding (millions)
535 (Others)	535
OpenSea	123
SKY MAVIS	161
animoca	221
MYTHICAL	270
Dapper	607
sorare	783
FORTE	900

2020: 72

As of 16 Nov 2021   Sources: Crypto.com Research, Blockchaingamer

While $3.6 billion is still a relatively small sum compared to total funding in the video gaming industry, it marks a significant 5000% increase from 2020 in blockchain gaming alone, signalling big things to come for this space in the years to come.

2. An Overview of Blockchain Gaming Tokens

The second section of this report covers 13 blockchain gaming-related tokens that are supported on the Crypto.com Exchange. We take a closer look at the unique projects that these tokens are built on and provide a broad overview of the blockchain gaming ecosystem. The 13 tokens are split into two groups: Tokens that are directly GameFi-related and tokens used for blockchain game development purpose

2.1 GameFi Tokens

Token comparative analysis

Protocol (Launch date)	Blockchains Used	Twitter Followers	Fungible Token	Use-case	Circulating of Total Supply	Initial Coin Offering	Circulating Market Cap (USD)	Total Unique Addresses Holding Tokens (As of 19 Nov 2021)
Axie Infinity (Mar 2018)	Ethereum, Ronin	711 K	AXS SLP	Governance Currency	61K/270M 3.1B/∞	Nov 2020 -	7.7B 197M	41K -
Decentraland (Feb 2020)	Ethereum, Polygon	317 K	MANA	Currency, Governance	1.8B/2.2B	Aug 2017	8B	143K
The Sandbox (2022)	Ethereum, Polygon	271 K	SAND	Staking, Currency, Governa	892M/3B	Aug 2020	3.9B	47K

				nce				
Illuvium (2022)	Ethereum, Immutable X	157 K	ILV	Staking, Governance	640K/10M	Apr 2021	643M	14K
DeRace (2022)	Ethereum	142 K	DERC	Currency, Governance	34M/120M	Jul 2021	161M	7.4K
My Neighbor Alice (2022)	Ethereum, Chromia	136 K	ALICE	Staking, Currency, Governance	31M/100M	Feb 2021	485M	4.4K
Aavegotchi (Mar 2021)	Ethereum, Polygon	69 K	GHST	Staking, Currency, Governance	72M/∞	Oct 2020	156M	6.7K

From 3 Aug 2021 As of 19 Nov 2021   Sources: Crypto.com Research, CoinGecko, Coinmarketcap, Twitter

Axie Infinity (AXS)

As of Oct 2021   Source: YouTube

Inspired by Pokemon, Axie Infinity is an Ethereum-powered monster breeding and battling game that was created by Sky Mavis in 2018. It shot into mainstream attention in July 2021 and quickly established itself as the de facto 'blue chip' blockchain game. Token Terminal data shows that the game has generated at least $1.1 billion in revenue for 2021 at the time of writing.

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Axie Infinity Revenue Growth Versus AXS Token Price
Highest recorded daily revenue was on 6th August 2021 at USD 17.5 million

As of 15 Nov 2021   Sources: Crypto.com Research, Token Terminal
Note: Revenue is the sum of all breeding, pre-sale and marketplace fees paid by players

As of October 2021, the game sees 2 million daily active users (DAU) across 2.4 million unique addresses. To manage its explosive user growth, Sky Mavis quickly rolled out a Layer-2 Ronin sidechain in July 2021. This allowed the game to scale and bypass Ethereum's network congestion and high gas fees.
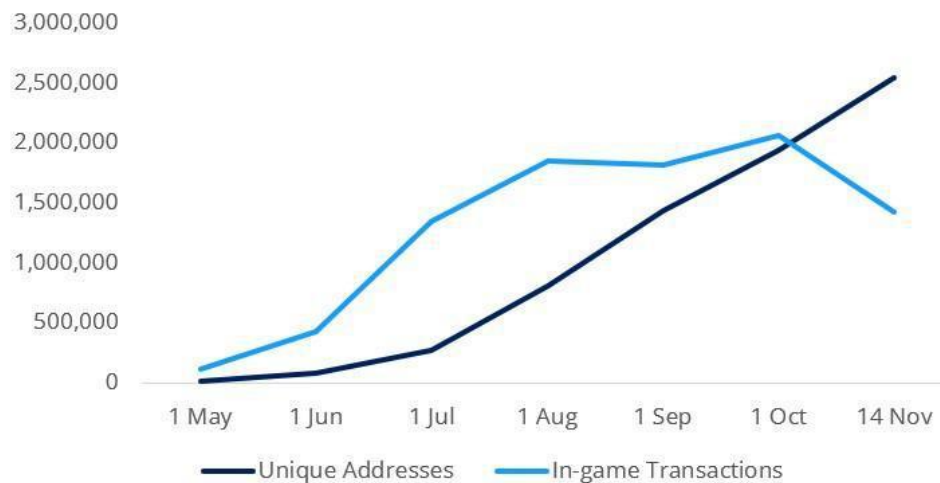
Axie Infinity's NFT marketplace saw a surge of activity at the mid-year mark, around the same time the game went viral across Asia-Pacific. From May to November, there was an average of ~1.3 million transactions and ~236,000 unique buyers per month.

Illuvium (ILV)

As of Nov 2021   Source: [Cogconnected](#)

Illuvium is an upcoming open-world fantasy battle game built on the Ethereum blockchain by a development team of 75 people. Although still unreleased, Illuvium has gained wide attention due to its big-budget scope and venture capital funding from big-name investors like [Delphi Digital](#) and LD Capital. This might make it blockchain gaming's first AAA-rated contender. Like many Ethereum-based games, Illuvium is leveraging Immutable X, a layer-2 scaling solution Immutable X that allows gamers to trade their NFTs on its Illuvium Exchange without exorbitant gas fees.

The game's primary token is ILV, which is earned by defeating opponents. ILV is used to govern the protocol via the Illuvinati Council, an election-based mechanism where holders can vote on future changes. After a sudden burst from $65 in July to $526 in August, ILV's price action has since seen an unusually steady upward trend in the second half of 2021, plateauing at
$1,203 at the time of writing.

Decentraland (MANA)

As of Oct 2021   Source: YouTube

Decentraland is one of the leading Metaverse games in the blockchain gaming world. It is a browser-based simulation game on Ethereum where players can purchase plots of land, build and furnish houses, and live in an interactive virtual reality experience. The game was launched in February 2020 following a successful $24 million ICO in 2017. Like Axie Infinity, Decentraland developers announced in April 2021 that it would integrate its game with Polygon's Layer-2 network in order to avoid Ethereum's network congestion and high transaction fees.

Its primary token, MANA, is an ERC-20 token used to purchase items in the Decentraland marketplace or burned to acquire the ERC-721 non-fungible tokens LAND. As a DAO, MANA also serves as the governance token that players use to vote on the project's changes.

MANA's price action was relatively stagnant at $0.71 until Facebook's announcement of its company's plans to build into the Metaverse in early November. This brought MANA's price up to its current all-time-high of $3.56.

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MANA Circulating Supply Versus Supply in Smart Contracts
Total MANA locked in smart contracts is slowly reducing despite increasing circulating supply, suggesting more speculative use of MANA

Circulating Supply — Supply in Smart Contracts

As of 15 Nov 2021   Sources: Crypto.com Research, Glassnode

According to Glassnode data, the total supply of MANA locked into smart contracts has decreased since mid-2020 from an approximate 49% to 38%. This is despite a slow increase of circulating supply, suggesting that MANA is seeing more use as a speculative asset as the project grows in popularity.

My Neighbour Alice (ALICE)

As of Nov 2021   Source: My Neighbour Alice

Developed by Swedish gaming studio Antler Interactive, My Neighbour Alice is an Animal-Crossing-inspired farming simulation game built on the layer-2 Chromia blockchain, also home to other popular gaming hits like Mines of Dalarnia. Players can live, build, and trade non-fungible items on My Neighbour Alice's virtual marketplace.

Its native currency ALICE is an ERC20-compatible token that is made use of to trade in-game items. ALICE has a fixed supply and can be staked to earn rewards in platform revenue or to participate in its DAO governance processes. After launching staking capabilities on Binance Smart Chain Launchpad in November 2021, ALICE is trading at a $313 million valuation.

Aavegotchi (GHST)

Launched in September 2020 by Singapore-based Pixelcraft Studios, Aavegotchi is an Ethereum-powered pet-breeding collectible game inspired directly by the Japanese handheld toy hit Tamagotchi from the late 1990s. The game is built on top of the popular blue-chip DeFi lending protocol Aave.

Its native token GHST is used by players to trade wearables, consumables, and, most importantly, to grow and train non-fungible Aavegotchis. The rarity of each Aavegotchi is determined by its unique traits and attributes. Additionally, GHST is also stakable to earn REALM, which is used to purchase land in Aavegotchi's 2D metaverse.

Unlike other blockchain games, Aavegotchi is more DeFi-centric. Each Aavegotchi is an appreciating asset that runs on Aave's LendingPool, generating yield for users just by holding them. Trading the Aavegotchi with another user transfers the staked collateral. Alternatively, players can choose to liquidate and withdraw the collateral at any time by burning the NFT.

Aavegotchi Users and Transactions

Asides from a brief surge of activity in March to April, activity has been relatively constant

As of 15 Nov 2021   Sources: Crypto.com Research, Dappradar

On-chain data shows a burst in transactional activity during the months of March to April. For the rest of the year, Aavegotchi has seen relatively constant user and transaction activity.
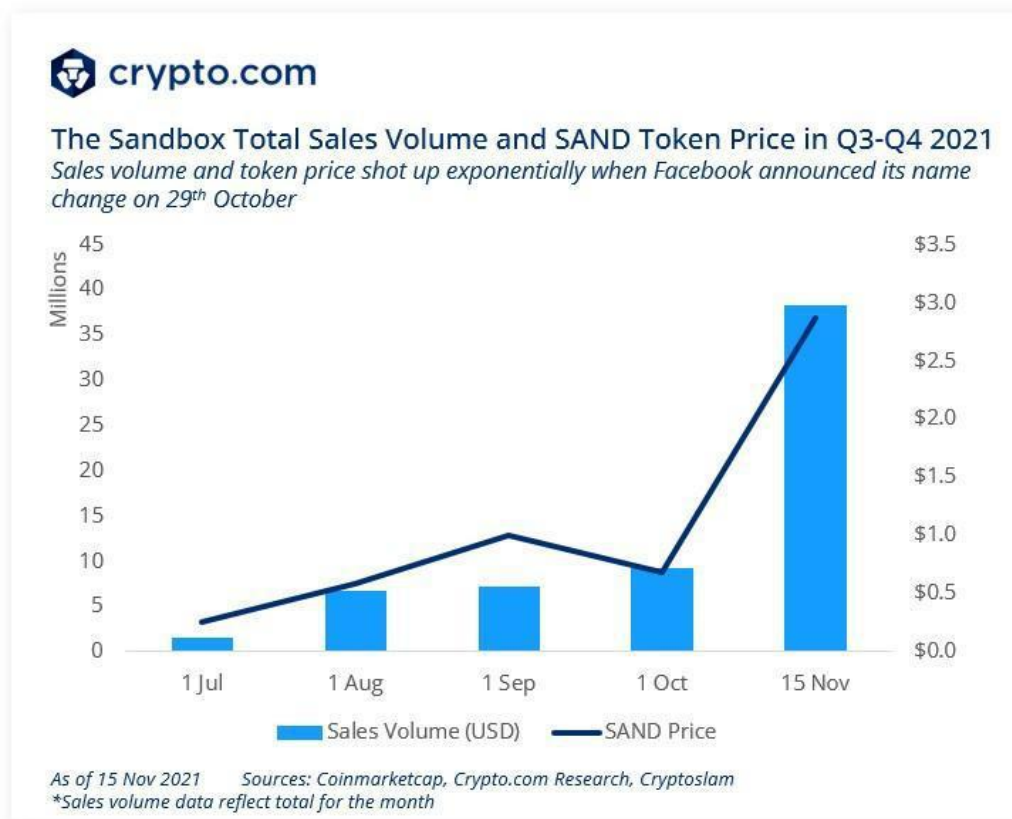
The Sandbox (SAND)

As of Nov 2021   Source: Forbes

Released by developers Pixowl in 2012, the Sandbox was a wildly successful Minecraft-like mobile game with more than 40 million downloads across iOS and Android. In 2018, blockchain gaming venture capital company Animoca Brands acquired the game and marked the beginning of the game's transition into the Ethereum blockchain.

Similar to Decentraland, The Sandbox is a metaverse-themed game where players have the freedom to build, explore, and create customised models and objects with the game's tool VoxEdit that can be ported into the game as non-fungible assets. The Sandbox's main utility token is SAND, which players use to trade in-game assets and vote in its DAO's governance structure.

The Sandbox NFT sales volume has surpassed $5.9 million as of 19 November 2021. It has also registered at least 500,000 users, and partnered with over 165 partners, including mainstream entertainment acts like Snoop Dog, Deadmau5, and The Walking Dead.

The Sandbox Total Sales Volume and SAND Token Price in Q3-Q4 2021

Sales volume and token price shot up exponentially when Facebook announced its name change on 29th October

As of 15 Nov 2021   Sources: Coinmarketcap, Crypto.com Research, Cryptoslam
*Sales volume data reflect total for the month

After four years of development, its metaverse will finally launch in alpha for selected players on 29 November 2021.

DeRace (DERC)

INTRODUCING

DeRace

DeRace is a play-to-earn NFT horse racing metaverse where you can participate in horse races, breed NFT horses with unique characteristics, build your own NFT hippodrome and make profit while doing it.
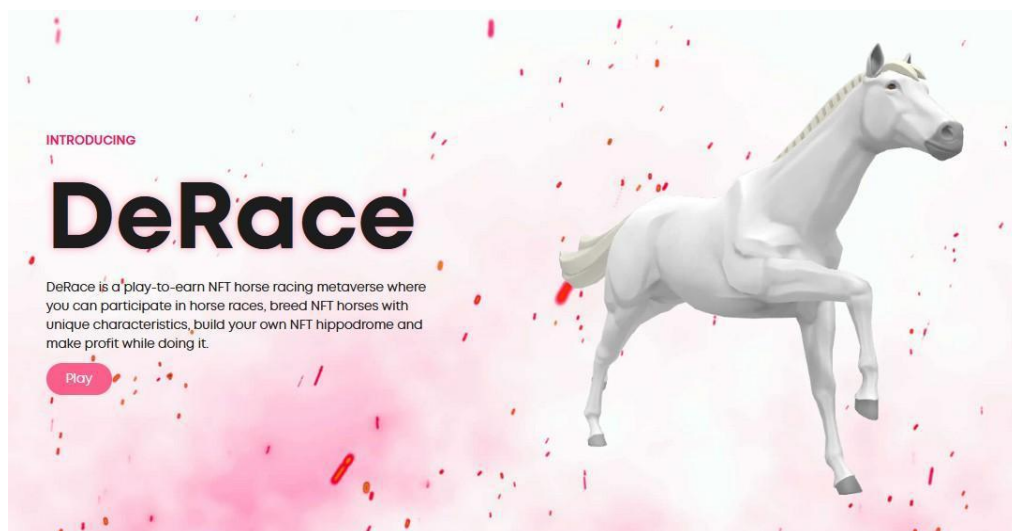
Play

As of Nov 2021   Source: DeRace

Set to fully launch in Q1-2 2022, DeRace is a racehorse gaming platform on the Ethereum blockchain and Polygon that lets players create their own bets and odds in a virtual horse racing universe without relying on centralised bookmakers. Its close competitor is ZED RUN, who runs a similar service on Ethereum. Players will control full ownership of unique NFT horses that come in various, unique traits such as color, breed, body type, as well as the race tracks on which horses will race.

According to its white paper, DeRace's goal is to disrupt the incumbent horse racing industry that is rife with fraud, corruption, and high transaction costs. Its key competitive advantage are its significantly lower fees at 1% (compared to the average of 5% on centralised online betting platforms) and the ability for users to conduct races in a transparent and open way thanks to blockchain technology.

DeRace also implements Genetic Algorithm and RNG (Random Number Generator) technology with smart contracts to create randomized possibilities of horse breeding and racing results. Its native token DERC is used to execute all transactions such as purchasing horses, collecting race winnings, and other item trades. DERC is currently trading at an impressive pre-launch market cap valuation of $139 millio

2.3 Blockchain Gaming Development Tokens

Token comparative analysis

Protocol (Launch date)	Blockchains Used	Twitter Followers	Fungible Token	Use-case	Circulating of Total Supply	Initial Coin Offering	Circulating Market Cap (USD)	Total Unique Addresses Holding Tokens (As of 19 Nov 2021)
Enjin (2017)	Ethereum, Efinity	365 K	ENJ EFI	Currency, Governance Currency, Staking	835M/1B 170M/2B	Nov 2017 -	2.6B 260M	149K 14K
REVV (Sep 2020)	Ethereum, Polygon	130 K	REVV	Currency, Staking	278M/3B	Sep 2020	69M	8K
Yield Guild Games (2020)	Ethereum	117 K	YGG	Currency, Governance	68M/1B	Jul 2020	552M	12K
Flow (	Flow	116 K	FLOW	Currency	312M/1.4B	Oct 2020	3.9B -	

2020)				, Staking				
Play Dapp (Aug 2019)	Ethereum, Polygon	15K	PLA	Currency, Staking	242M /700M	-	600M	1K

*From 4 Aug 2021
As of 19 Nov 2021   Sources: Crypto.com Research, Coinmarketcap, CoinGecko

Flow (FLOW)

Flow is a decentralised blockchain designed by Dapper Labs for the development of games and applications. Dapper Labs is most popularly known for hosting some of the most popular blockchain games and apps such as CryptoKitties and NFT marketplace NBA Top Shot. According to Cryptoslam, NBA Top Shot has generated a total of $773 million of sales across a total of 11.3 million transactions from July 2020 to November 2021.

Flow's technological infrastructure uses a proof-of-stake consensus mechanism that allows higher scalability and low transaction costs than Ethereum. Smart contracts on Flow are written in the programming language Cadence. The project's developer-friendly ethos provides a host of open source tools such as Flow Go SDK and Flow Javascript SDK that allows developers to quickly and easily build on top of it.

With a high-performance blockchain as its selling point, it pursues an aggressive business development strategy to integrate with major brands. Dapper Lab enjoys wide support across the crypto venture capital ecosystem, with many partnerships with major sports leagues such as the Ultimate Fighting Championship (UFC), National Football League (NFL), Women's National Basketball Association (WNBA) and Spain's premier football league La Liga. Recently in November 2021, Flow made headlines with plans to launch smart tickets in collaboration with football club Real Madrid as NFTs on its blockchain.

The FLOW token is used for node validation and as a payment method by users to perform transactions within the network. At the time of writing, FLOW is listed 48th on Coinmarketcap and valued at $13.16 after fluctuations between $6.6 to $38.59 in the past year-to-date.

Enjin (ENJ)

Enjin was first launched in 2018 on the Ethereum mainnet. Enjin is an end-to-end 'Platform-as-a-Service' blockchain solution that provides developers with the tools to easily integrate or launch NFT projects without having to code their way from the ground up.

To incentivise blockchain games onto their platform, Enjin provides gaming developers with software development kits (SDKs), easily integratable wallets, game plugins, and payment gateways. According to its official website,

Enjin has a total of 1.7 million wallet installs and has created $1.16 billion worth of digital assets.

The ENJ token is an ERC20 token used for minting and backing the value of NFTs created in the Enjin network. It also has the Efinity Token (EFI), which is the native token of Efinity, a separately built blockchain for NFTs.

Given its relation to metaverse-related projects, ENJ's price soared upon news of Facebook's rebrand to $3.44 near its all-time-high of $4 in April 2021. Soonafter, Enjin themselves announced a $100 million Efinity Metaverse fund to support its own developers.

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ENJ Circulating Supply Versus Supply in Smart Contracts
Over 2020-2021, total ENJ in smart contracts range at 3-8% despite an increasing supply

Circulating Supply ——— Supply in Smart Contracts

As of 15 Nov 2021   Sources: Crypto.com Research, Glassnode

In the past year-to-date, Glassnode data shows that not more than 8% of its total circulating supply of 834 million has been locked into smart contracts, suggesting that the bulk of ENJ might be held as a speculative asset.

REVV (REVV)

REVV is an ERC-20 currency token built around an ecosystem of play-to-earn motorsports-themed blockchain games. Developed by

prominent crypto-gaming investor Animoca Brands on the Ethereum blockchain,

the token is currently supported across multiple games with a licensing agreement under big sport brand names such as F1 Delta Time (Formula One) and MotoGP.

REVV is primarily used for purchase of in-game race car NFTs and entry fees into games. Owners of NFTs can stake their cars to earn REVV, and vice versa. Player rewards for winning races are also paid in REVV.

Animoca Brands also owns the popular metaverse game The Sandbox, having acquired them in August 2018. Hence, it is possible to see some interactions between the two games in the future. In January 2021 there was a REVV-SAND Liquidity Mining Event, in which players were able to earn exclusive REVV-branded NFTs by providing liquidity for the REVV-SAND pair and then staking the pair's Liquidity Provider (LP) token.
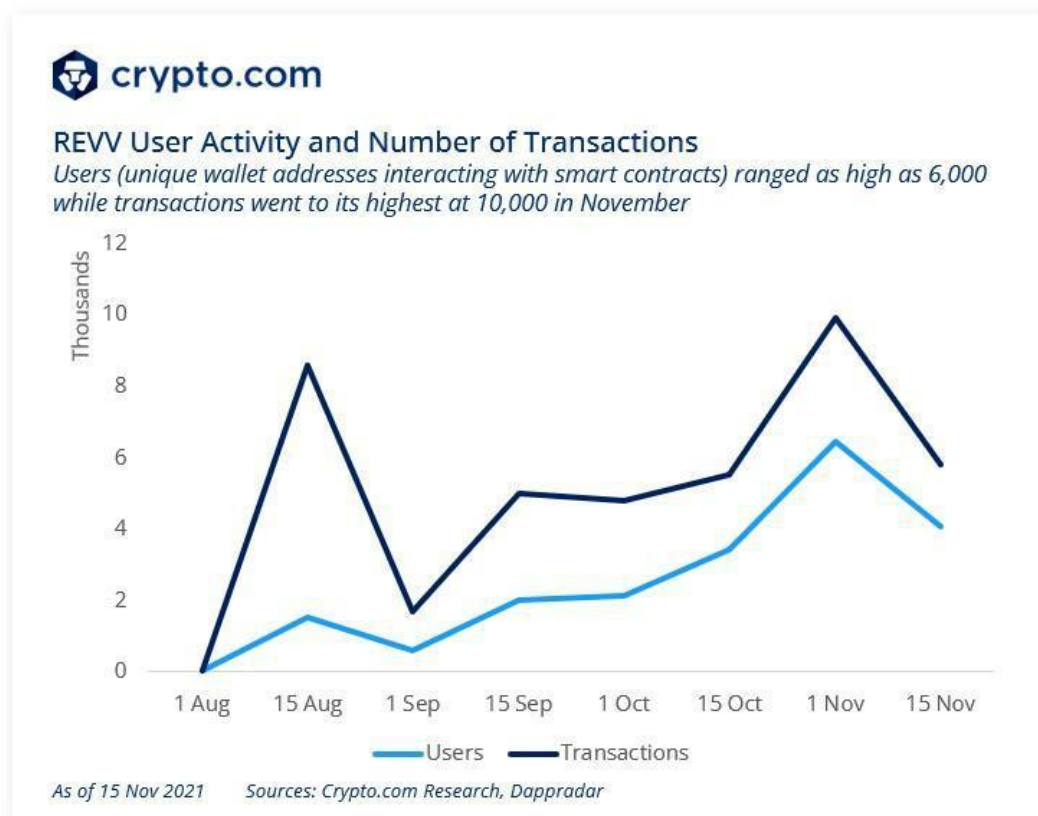
As of November 2021, REVV's price is at $0.19, 3.3 times down from its all-time-high of $0.64 in March 2021, and trading at a market capitalisation value of $54.2 million. Based on Dappradar data, REVV's highest activity was in the months after August 2021, with transaction counts ranging up to 11,000 and user count up to 6,430 users.

PlayDapp (PLA)

PlayDapp is a blockchain gaming 'Platform-as-a-service' company that seeks to provide a one-stop gaming portal and C2C marketplace. As of November 2021, it has racked up an impressive list of big brand name partners like Facebook, Samsung, Polygon, Klatyn, Chainlink, and more.

PlayDapp's strategy is to leverage on the play-to-earn model by building a walled garden of games, where users can enjoy the interoperable use of NFT-assets within an ecosystem. There is an existing portfolio of games that are available to play, such as CryptoDozer, DozerBird, Dozer Treasures, and its flagship game Along with the Gods, which was recently integrated into the blockchain and updated with a play-to-earn model. The PlayDapp SDK serves as a springboard for game developers to easily build and integrate their games into the blockchain. In PlayDapp's marketplace, developers can customise their unique storefront experience and decide their own sales fees.

The PLA token follows the ERC20 standard, which is used to process transactions, and is given out to players as rewards for NFT staking and to game developers with each in-game purchase or trade. As of 12 November 2021, PLA is currently trading at $1.53.

Yield Guild Games (YGG)

Yield Guild Games is a DAO most popularly known for sponsoring 'play-to-earn' gamers into popular blockchain game Axie Infinity. In March 2021, Yield Guild Games announced that it secured $1.325 million in a seed round by high-profile crypto investors and another $4 million in June 2021 in a Series A funding round.

The DAO's primary source of revenue is derived from a profit-sharing business model where DAO-owned NFT assets are rented to a community of players (guild members), allowing them to farm/earn in-game tokens in the respective games. As such, the DAO's main targets are games with a play-to-earn yield component where players can earn and own a stake of its in-game economy, such as Axie Infinity, The Sandbox, or League of Kingdoms.

Its native token YGG can be staked for token rewards, pay services in its network, and used to participate in DAO governance. As of 12 November 2021, YGG's price is $5.93, 1.8 times down from its all-time-high of $10.83 on the 27 of August 2021.

3. Conclusion

This report has provided a broad overview of the blockchain gaming space. In the first section, we covered blockchain gaming's key propositions and how it promises to change video gaming. Next, we looked at some empirical trends of blockchain gaming's rise in the last year, such as revenue, funding, and on-chain user activity.

The second section of this report features a look at 12 tokens that are supported on Crypto.com's exchange, split into tokens for direct GameFi-use and tokens that facilitate the development of blockchain games.

To be sure, there are other significant gaming-related tokens that have not been covered such as Splinterlands (SPS), Alien Worlds (TLM), and WAX (WAXP).

Blockchain gaming is still in a nascent stage of development. However, blockchains are well-poised to compete in and disrupt the video gaming market on a different level. The introduction of economic incentives into video games – allowing players to create, invest, and trade – will redefine the traditional reason of why we play games, leisure, into something m

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e.sales@solulab.com