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WEB3 GAMING

ECHO



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ECHO MAGAZINE
#2 ISSUE, VOLUME 1
MARCH, 2024

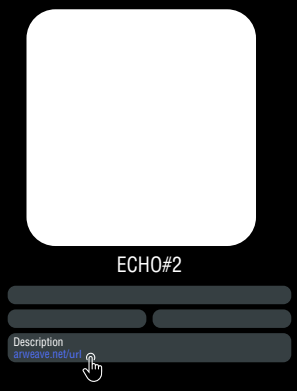
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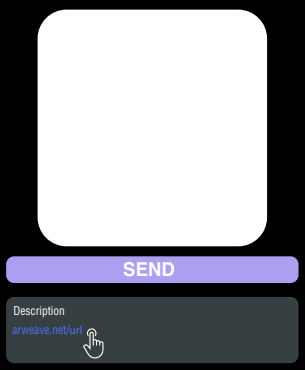


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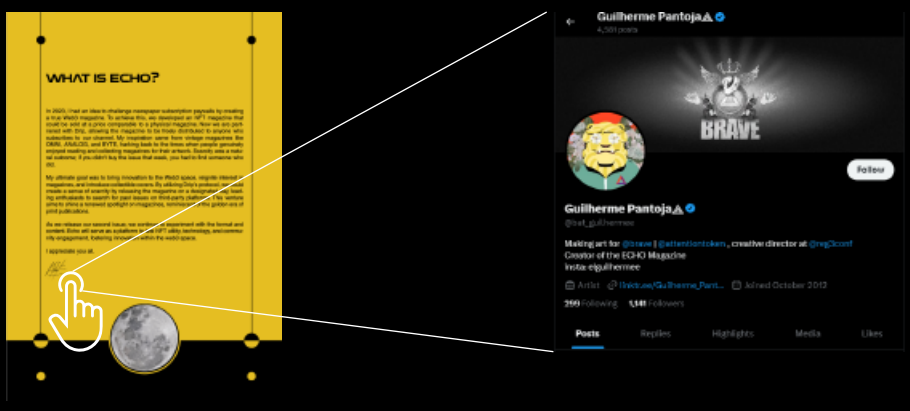
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Know the authors by clicking on the author's names and artworks!




ECHO

WHAT IS ECHO?

In 2023, I had an idea to challenge newspaper subscription paywalls by creating a true Web3 magazine. To achieve this, we developed an NFT magazine that could be sold at a price comparable to a physical magazine. Now we are partnered with Drip, allowing the magazine to be freely distributed to anyone who subscribes to our channel. My inspiration came from vintage magazines like OMNI, ANALOG, and BYTE, harking back to the times when people genuinely enjoyed reading and collecting magazines for their artwork. Scarcity was a natural outcome; if you didn't buy the issue that week, you had to find someone who did.

My ultimate goal was to bring innovation to the Web3 space, reignite interest in magazines, and introduce collectible covers. By utilizing Drip's protocol, we could create a sense of scarcity by releasing the magazine on a designated day, leading enthusiasts to search for past issues on third-party platforms. This venture aims to shine a renewed spotlight on magazines, reminiscent of the golden era of print publications.

As we release our second issue, we continue to experiment with the format and content. Echo will serve as a platform to test NFT utility, technology, and community engagement, fostering innovation within the web3 space.

I appreciate you all.





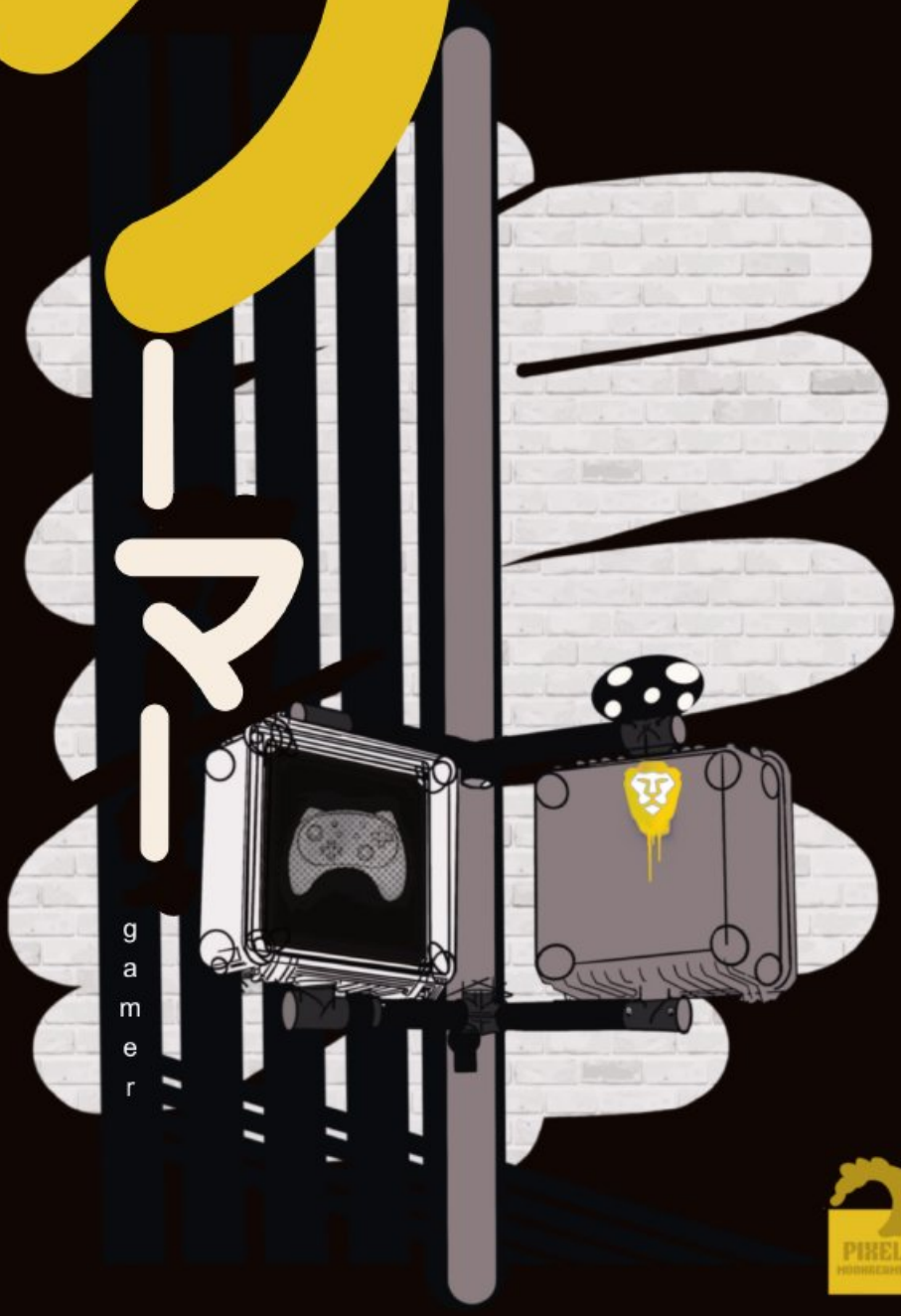
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ゲーマー

gamer



PIXEL

WHAT IS WEB3 GAMING?

by Aranyaka, $BAT Ambassador

Genesis of Web3 gaming can be traced 10 years back to February 2014 with the advent of Huntercoin. Their developers introduced a “play-to-earn” (P2E) model which allowed users to collect virtual coins in-game and have them distributed to their blockchain wallet. This served as a testing grounds for how blockchain technology can be incorporated into gaming. Since then, many new games expanded into the ecosystem, utilizing non-fungible tokens (NFTs) and novel gaming models to entice the Web3 community. NFTs in gaming have been seen as an advancement in choice over traditional gaming cosmetics because they contain code permanence within the blockchain; verifiable, traceable, and tradable even if the game goes offline*. Blockchain technology provides the capabilities needed to move from centralized in-game auctions and storefronts towards third-party ecosystems. Nonetheless, the extent of this shift will inevitably depend on Web3 game developers, their stakeholders, and market demand from users.

In Echo Vol. 2, we dabble into several popular web-client games: DefiLand, ev.io, Pixels, Immortal Games, and Smithonia’s Golden Harvest.

*Game images or digital art may be lost due to an NFT retrieving image data from a cloud service. If the cloud source goes offline, the NFT is unable to retrieve the image and may be lost forever. However, statistics incorporated within the NFT may still be obtainable. What data can be lost is ultimately up to how the game developers implement their NFTs.

**Readers should also note the terminology between Web3 gaming and blockchain gaming have been used interchangeably throughout the proliferation of this industry. However, for simplicity we opted to use Web3 gaming for our terminology in this article.



Gaming model excerpt

First, let's explore various types of gaming models. Web3 gaming models have integrated numerous types, often amalgamating multiple models. These models encompass, but are not limited to:

Collectible model, whereby users collect and trade unique cosmetic virtual items within a specified blockchain (e.g., Reddit's collectible avatars);

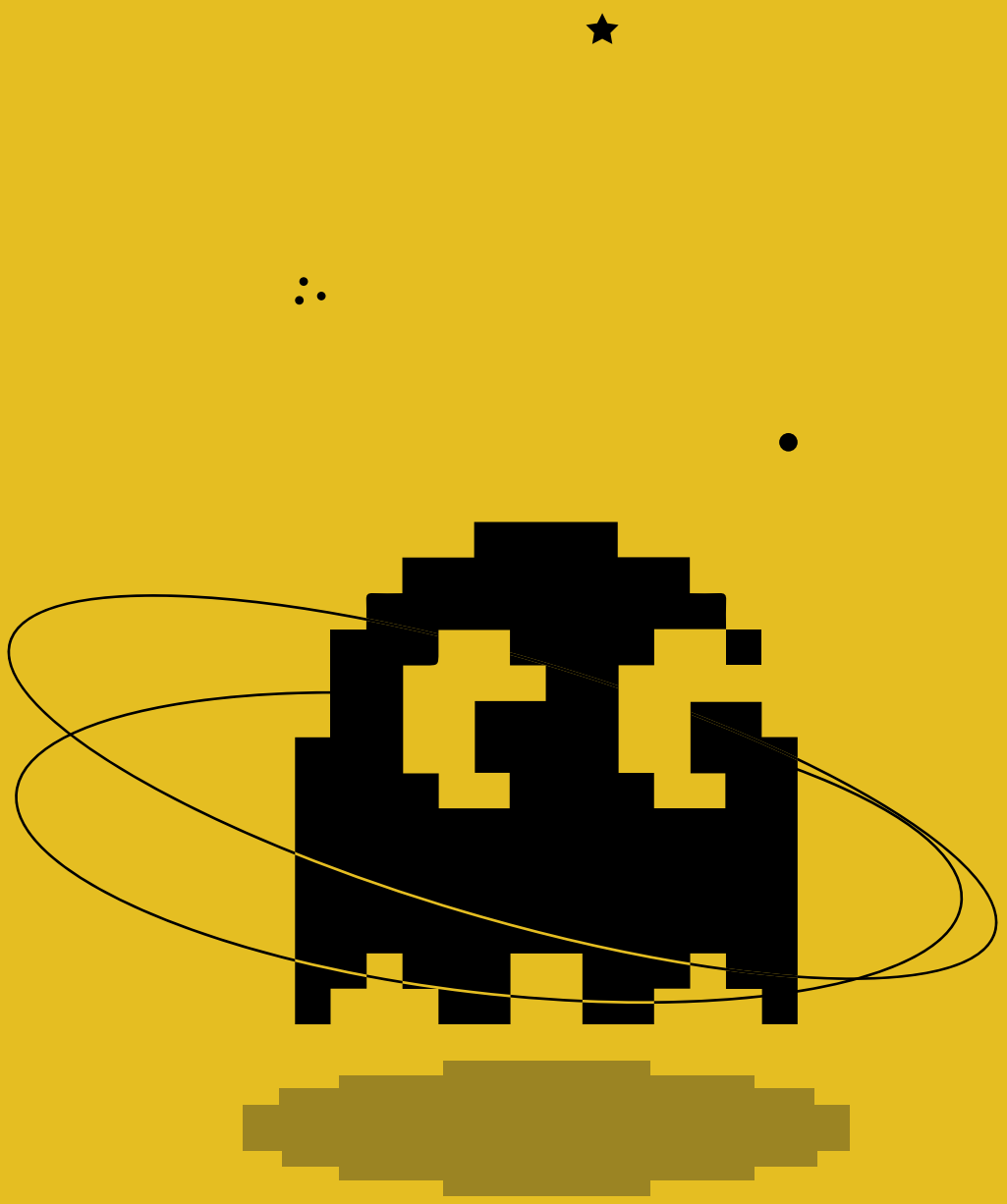
Free-to-play (F2P) model, whereby crypto rewards are deployed without an up-front initial investment into the game (e.g., ev.io);

Gambling models, placing bets to earn crypto.

Metaverse virtual world model, whereby avatars, virtual real estate, and other in-game fundamentals are incorporated within the blockchain gaming;
Centralized model, whereby a company remains in-charge of a game's trajectory (e.g., The Sandbox, parent company Animoca Brands). These centralized models may utilize a decentralized autonomous organization (DAO) for core generated suggestions.
Decentralized autonomous organization (DAO) models, whereby the entire game is governed by their DAO stakeholders and are utilized for core and entire future product improvements (e.g., Decentraland);

Pay-to-play (P2P) model, whereby the game is accessible only if the user possess a particular asset, typically in the form of an NFT (e.g., CryptoKitties); and

Pay-to-win (P2W) model, whereby users purchasing in-game assets receive noticeable in-game advantages over non-paying users (e.g., Axie Infinity). This may include experience boosts, item purchasing, limited edition items, and so forth. Games with this model may not advertise it as a "feature." This is due to P2W models generally having the negative connotation of being unfair associated with them.




XBORG

XBORG

by Connor Kirsten, Growth & Marketing Lead at Xborg

In a world where users are looking for more tailored experiences and to get rewarded for their time spent playing, contributing, and engaging online, organisations are also looking to reinvent how they connect with users in new, more immersive ways. With the emergence of Web3 and blockchain technology, a transformational shift has begun that could create a more fair and equitable digital world. Financial markets, data ownership and governance models are being reshaped by decentralisation and the gaming industry is next in line.

Currently, the gaming industry does not empower players. Players may purchase games and in-game assets online but do not truly own them as they cannot resell them or use them within other games or ecosystems. Nor do they own their data either. Their gaming achievements, statistics or even tournament history is siloed within the game or platform they use and cannot be transferred or utilised effectively. Furthermore, game studios and gaming applications don't offer their players access to ownership and governance opportunities. Without players, these games and platforms would not survive, yet players are still left out of the value chain.

At **XBorg**, we believe that players should not only own their gaming assets but their gaming data as well. As a combination of their gaming achievements, statistics and reputation, players should be able to carry their gaming identity with them wherever they go, enhancing their digital experiences based on who they are. We also believe that players have an immense amount of valuable insight to bring to a game, gaming application or even esports organisation. By aligning incentives through governance and ownership rights, players can assist with crowdfunding, gameplay tuning and organic marketing.



We are a technology company developing a gaming credential infrastructure and applications that empower players to build their on-chain gaming identity by participating in their gaming communities and playing their favourite games. Allowing players to enjoy unique experiences based on who they are within the applications they use and the games they love to play. We believe that the next generation of games and gaming applications should be owned and governed by players too. From an early stage, we have given our community opportunities to invest in our company through our Prometheus NFT collection and our XBG token. This has enabled them to get behind-the-scenes access to our development process, contribute to decision-making and get exposure to the long-term upside of the company. They have helped us immensely to get to where we are today.

Our flagship application, **GamerBase**, is a gamified community management platform that revolutionises how communities interact with their players and fans. GamerBase provides a range of innovative functionalities for gaming communities, content creators and esports teams to generate additional revenue streams, grow their user base and boost engagement. Each community creates a “Base” on the app and customises it with various challenges, events and rewards to engage their players. Based on their subscription, communities can also offer customisable gaming cards that players can level up or a 3D character with unlockable digital items and various utilities. Thus, whilst a player is building their on-chain identity, they are also building an in-app representation of their identity that can unlock exclusive experiences within their community.

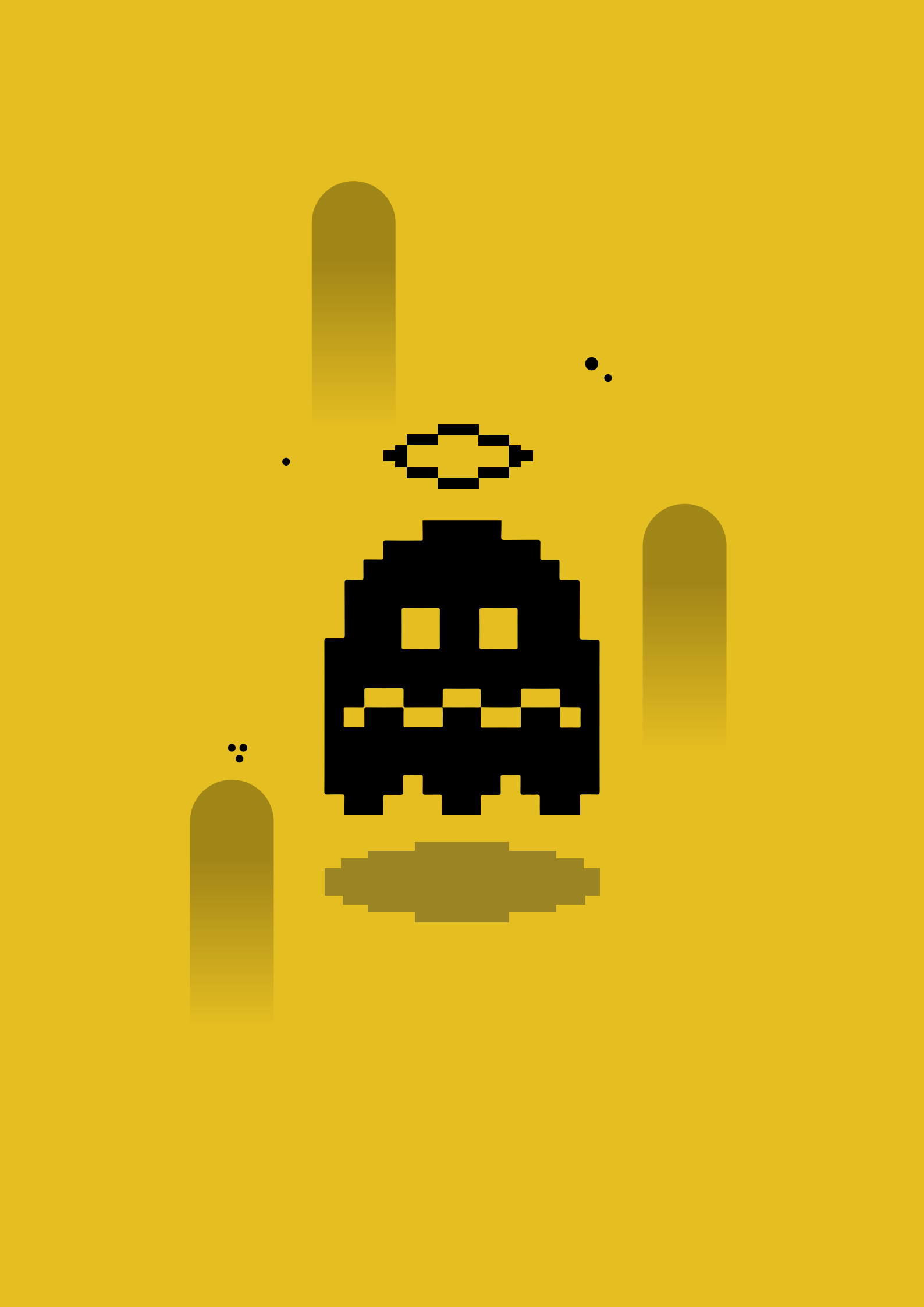
We’ve also partnered with leading esports teams and gaming brands to develop custom fan applications for them powered by the GamerBase tech stack. The first two apps are for **Team BDS**, the fastest-growing esports team in the world and former Rocket League World Champions and **Ninjas in Pyjamas**, one of the most iconic teams with 57 championships under their belt. Many more teams and gaming brands will be announced in early 2024. For our partners, the goal is to create immersive digital experiences, build the identity of their fans and further integrate them within their organisation. With our game-first, Web3-enabled technology, this is something we can offer.

We are focused on onboarding the leading esports teams, brands and gaming communities as the biggest growth drivers for our gaming credential infrastructure in the medium term.

When players use GamerBase or one of the fan applications we have built for our partners, they are actively building their on-chain gaming identity, which we call the “XBorg ID”. They can use their XBorg ID within any game or application that integrates with our technology, to enjoy a tailored experience based on their gaming history, reputation and statistics. In the future, we will implement a grant program to support developers who build applications and games that integrate with the XBorg ID. This will create endless ways for players to utilise their gaming identity within the apps and games they love in the future.

One of the main challenges we currently face today is the negative perception of Web3 within the traditional gaming community. Due to the rise and fall of NFTs and Play-To-Earn, Web3 gaming left a sour taste in the mouth of the average player and it has led to increased weariness from traditional publishers. As a result, the barriers to entry for Web3-enabled technology remain high with some industry leaders restricting Web3-related companies from integrating with their games and applications in the short-term. That sentiment has now begun to shift. Although winning back the trust and curiosity of traditional players may prove to be a difficult task, with the right usage of Web3 technology within exceptional products and strong partnerships, this can most certainly be achieved.

We envision a future where players not only have ownership over their gaming assets but also their gaming identity and the applications and games they enjoy. We also believe that allowing players to experience, govern and own the next generation of gaming is the key to building a better gaming future for all. We’re on a mission to empower players and we will continue to build innovative technology, at the forefront of the gaming industry, that does just that.





DEGEN ROYALE

A brand new candy gun NFT with exclusive perks.

Get the exclusive Cash Gun NFT, it shoots cash.

Find Degen Royale on Twitter for game updates.

DESIGNED BY GUILHERME PANTOJA



DEGEN ROYALE

by Kevin and Nick, Founders of Degen Royale

Degen Royale was built with one goal in mind, to bring the fun wacky characters of degen communities' PFP/NFTs to life - apes, monkeys, chimps, bears, foxes, pirates, aliens... you name it, it's all there.

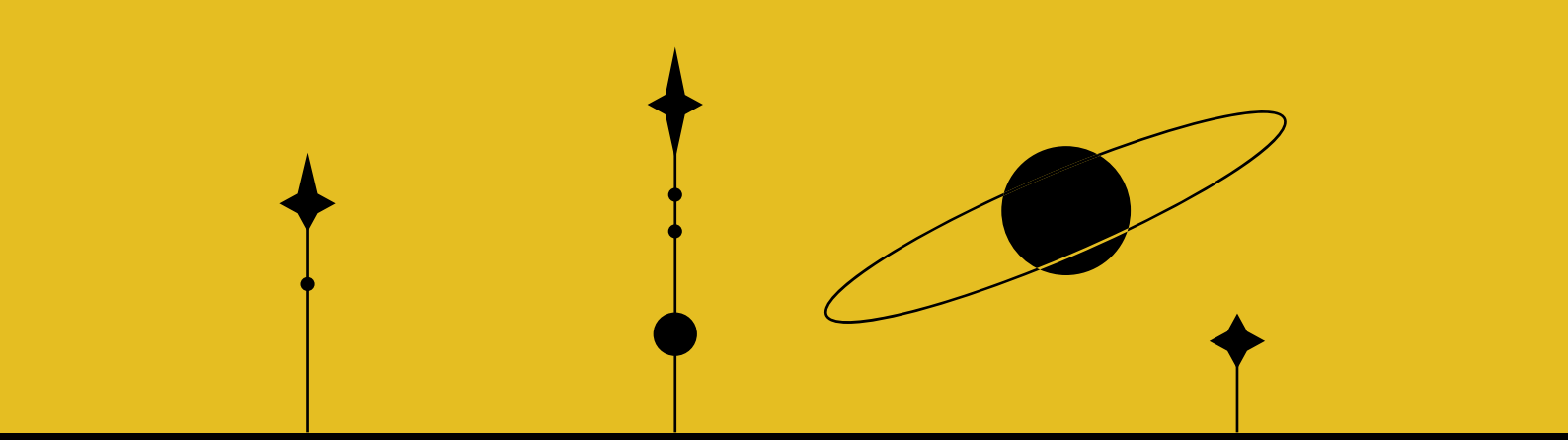
Imagine a virtual universe where degens from all over the world can come together to roam, grow, and live out their second life. Wouldn't it be much more fun and much more "new generation" than kid's cartoon characters? Or flying heroes.

With that ambitious vision in mind, we started to test things… We developed several alpha apps, for example, one app allowed users to talk and converse with their Ape powered by AI voice tech that our startup has developed over the years, while another enabled meme generation. The breakthrough came when an impromptu 6 seconds video of dancing Philly Pfahmer (an ape from Degen Ape Academy) took off on twitter.

Every week, we had a blast producing new videos and incorporated more apes as holders DM'd us wanting to have their apes in the videos. Through this process, we discovered that keeping it simple and fun are the ingredients for success.

In just a few weeks, our efforts resulted in the creation of 69 intricately sculpted 3D apes, showcasing their dance moves. This accomplishment not only earned us significant street credibility but also served as a testament to our hard work – establishing us as true builders who consistently deliver.

Kicking off with a shooter was a straightforward decision due to its popularity as the most played game genre. The appeal lies in its accessibility, providing enjoyment for everyone. Instead of replicating classics such as CS or COD, we envisioned a more laid-back and stress-free experience. This translated into a vibrant palette, cheerful island settings, and unlimited respawn options for stress-free enjoyment. The inclusion of whimsical characters from NFT PFPs seamlessly integrated into this concept. To complement the overall atmosphere, wacky weapons like the Banana Blaster were created which has also become a



signature of our creativity. It was only later, after receiving interest from brands, that we realized we had inadvertently developed a non-violent shooter—a game aligning with four-quadrant-friendly entertainment, making it highly suitable for brand collaboration.

The 1st ever Degen Royale game came to life at Breakpoint Lisbon 2022, evoking the nostalgic LAN party ambiance, 50 of our OG gaming enthusiasts gathered - we played, chilled, and had a really really good time.

After 15 months and multiple updates, including partner NFT characters, game maps, and modes, we are entering the next phase. This marks the beginning of a vibrant virtual world where diverse characters come to life, aligning with our ambitious vision.

Degen Royale Tournaments & Challenges is a platform for grassroots battles, allowing users to host independent tournaments with a ticketing system and in-game spectator cameras. This platform is part of the broader gaming landscape called Paradise Brawl, which aims to cater to a user-friendly audience. Exciting upcoming chapters, like Benfica Islands, are on the horizon.

DRiP Adventures by Degen Royale, a weekly storytelling drop on DRiP Haus, unravels the tales of the degen world. This serves as a creative outlet, granting us the freedom to shape and develop stories. It also pays tribute to our origins, tracing back to how we found that lucky break - simple fun videos

Gizmos is coming to mobile devices, introducing a novel real-time strategy (RTS) game inspired by SimCity and Settlers. In this dynamic world, players have the opportunity to create thriving civilizations, and grow their island empires. The inclusion of PFP NFT characters and the adorable Gizmos little fellas engaged in farming, fishing, and crafting adds an extra layer of charm to the gameplay.



Interverse Gaming Infrastructure where our experienced startup team comes full force into action building pioneering tech that powers the adventures, and providing a platform for fellow builders and game developers to create upon.

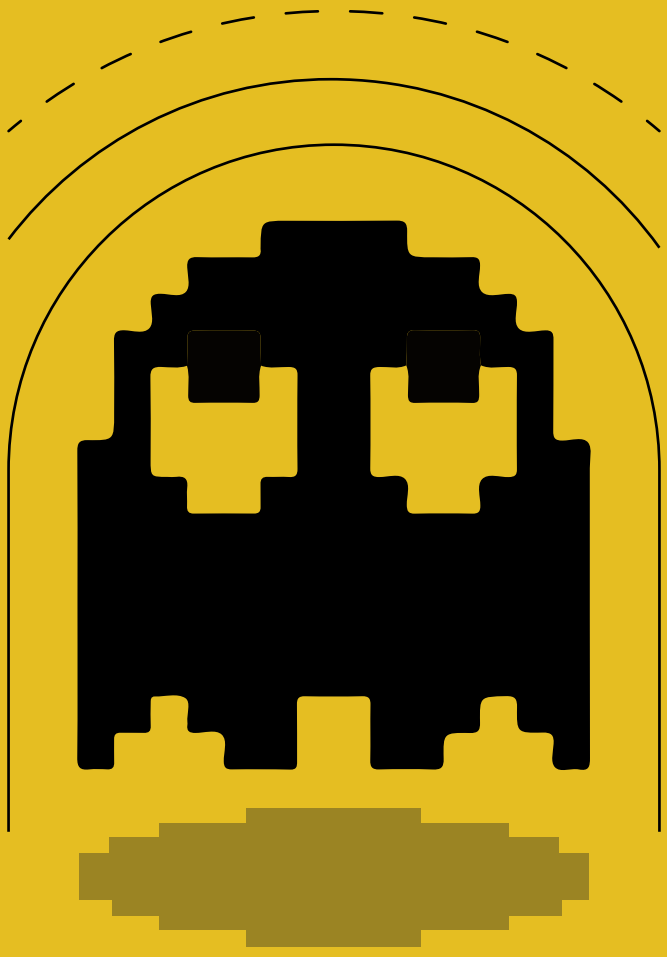
The origin of our journey, sparked by a spontaneous 6-second video, adds an incredible sense of adventure. The cliché of 99% hard work and 1% luck holds true for us, as that stroke of luck was crucial for our breakthrough. As game builders and startup founders, it is our responsibility to persistently pioneer, build, and test until we find success. This is particularly important in the web3 gaming space, where there is no guaranteed formula. Despite facing ignorance and prejudice from non-web3 individuals who associate us with Play 2 Earn games, our persistence and conviction drive us forward.

They seem to forget that Fun & Rewards has always been a major part of games, esp. massively online games, crafting, loot boxes, buying/selling skins. The fun and adrenaline kick of winning something is part and parcel of all gaming.
The hype around Play-to-Earn (P2E) created a negative version of that concept, transforming rewards into an extreme focus on "earning" that is not sustainable. That really needs to go away. As builders, we have the opportunity to join forces and restore the gaming roots of fun and rewards together.

Embracing a guiding north star amid our continuous experimentation serves as a crucial anchor, ensuring that we stay on course and avoid losing our way.

Despite detractors, we stay focused and driven by our grand vision. This vision includes a universe where whimsical characters and heroes come to life, alongside a diverse and decentralized community. Our commitment contributes to the movement towards user-generated content, new media, and a transformative gaming landscape.

Let’s go, together, the adventure awaits us!




ゲーマー
BRAVE
GAMER

DEFILAND

Gamified decentralized finance platform with an agriculture-simulation game. Players can earn rewards, trade, and interact with pets and farm animals while learning about Web3 DeFi.



“With a Farm setting, art depicting Barns, Fields and such, can be decorated players, this Platform offers an all-in-one solution for novice Liquidity Pool investors and Farms.
Offers an easy introduction into Web3 DeFi and adds 3 browser-mini-games offer additional entertainment.
Taking care of 2 Pets (Cat/Dog), send them on adventures, Farm Animals to feed and earn XP. New players will get them for free. At their own NFT Market Place, players can take their first steps into obtaining better yielding Animals and Pets.
Their Native Token "DFL" (@SOL) held in-game, can be traded and Staked.”

-DragenDave

PLAY

EV.IO

Web3 FPS game with fast-paced gameplay, real rewards, and tactical level designs. Play solo or in teams, no downloads required



“ It’s a nice third first person shooter that fills in quick 15 minute break when I feel like playing a quick game. It’s a rather simple game that reminds me of Halo on it’s first years or even Quake. I like the fast pace, gun variety and there’re alwats multiple players on server to play with! I’d say it doesn’t take long until you’re on killing sprees, it doesn’t benefit players who like to camp but rather the ones who run around the map engaging fihgts. ”

-Guilherme

PLAY

SMITHYDAO

Web3 NFT game that is building the world of Smithonia, which serves as the home of Smithonian Weapons and acts as a hub for an interoperable crafting layer within the metaverse.



“ Enter Smithonia’s Golden Harvest, where you can fight against waves of enemies in a dungeon while leveling up and fighting for your life, in a setting reminiscent of “Vampire Survivor". Or try your hand at Smithonia’s Card Crawler, playing a card game to test your intellect and foreshadowing abilities. The game features sweet, simple, and nostalgic pixel graphics that are fun to look around at, to search for the little details within it. While equipped with two interesting game modes, there’s a gameplay loop that I could see myself getting addicted to in my spare time as more content becomes added. I’ve got to admit, I'm a fan of mystical and magical games, so I may be biased. Though with some polish on current and future features, as well as optimization to run more smoothly, I believe Smithy Dao has great potential. Hopefully we will get to see more additions from them soon! ”

-BATNicolas

PLAY

MIGHTY ACTION HEROES

Web3 battle royale game with iconic NFT heroes, intense gameplay, and rewarding competitions. Unleash mayhem in a war-torn arena and earn rewards for your skill.



“ Fun action hero cartoon style shooter game, played with Keyboard and Mouse, featuring 20 player pvp battle royal and 1vs1 showdowns.
Frequent events and a Leaderboard keep the excitement up high. Fighters are NFT Based, can be obtained, bought and sold on a steam like Web3 Platform called Treasure (https://app.treasure.lol/) that also has questing.
Based on ETH Layer 2 Arbitrum One.
It looks kids friendly due to the financial aspect it's rated +18.
Featuring Loot, Crafting, Seasonal rewards and buffs customization, there is plenty to achieve and do. ”

-DragenDave

PLAY

BRAVE: The best browser for web3 gaming

Upgrade to a faster browser for improved speed.

Brave is up to 3x faster than Chrome and other Big Tech browsers, thanks to its built-in ad and tracker blocking capabilities.

other browsers

Brave: Privacy protected, data stays private.

Brave fights against the surveillance-based economy, where Big Tech companies track, analyze, and resell your browsing data to advertisers. With Brave, your data stays private.

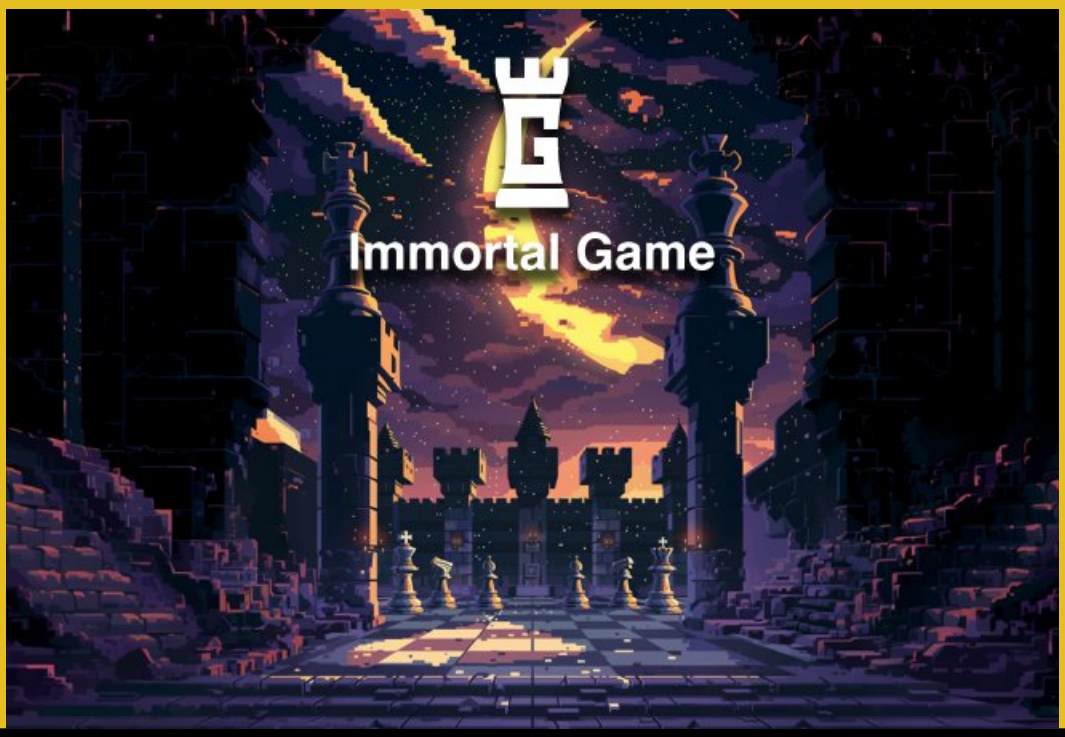
Secure and Open-Source

The Brave Browser is built on the open-source Chromium Web core and our own client code is released under the Mozilla Public License 2.0. Brave features built-in IPFS integration, onion routing with Tor, custom filter lists, and more security features.



IMMORTAL

Web3 chess platform that merges traditional chess gameplay with blockchain technology for global matches and rewarding experiences.



"The Immortal Web3 Chess game in a futurist setting that is perfect to start my mornings. It features an engaging interface with diverse range of pieces, and a bustling community of players, it offers a great morning exercise. It rewards proactive and strategic tips, challenges and puzzles to help new players understand strategies. If you're seeking a web3 alternative to chess, give Immortal a try."

-Guilherme

PLAY

PANZERDOGS

Web3 multiplayer tank battle game set in a dystopian world. Command, upgrade, and dominate the battlefield for victory and rewards.



“ The game's mechanics are well-designed and intuitive, making it easy to pick up and play. The balance between strategy and skill is nice, providing a challenging and rewarding experience for players of all levels. The game's storyline is captivating, drawing me in and keeping me engaged.
The community is active and welcoming, making it easy to find people to play with. Overall, I highly recommend this game to anyone ”

-Stan

PLAY

PIXELS

Web3 multiplayer tank battle game set in a dystopian world. Command, upgrade, and dominate the battlefield for victory and rewards.

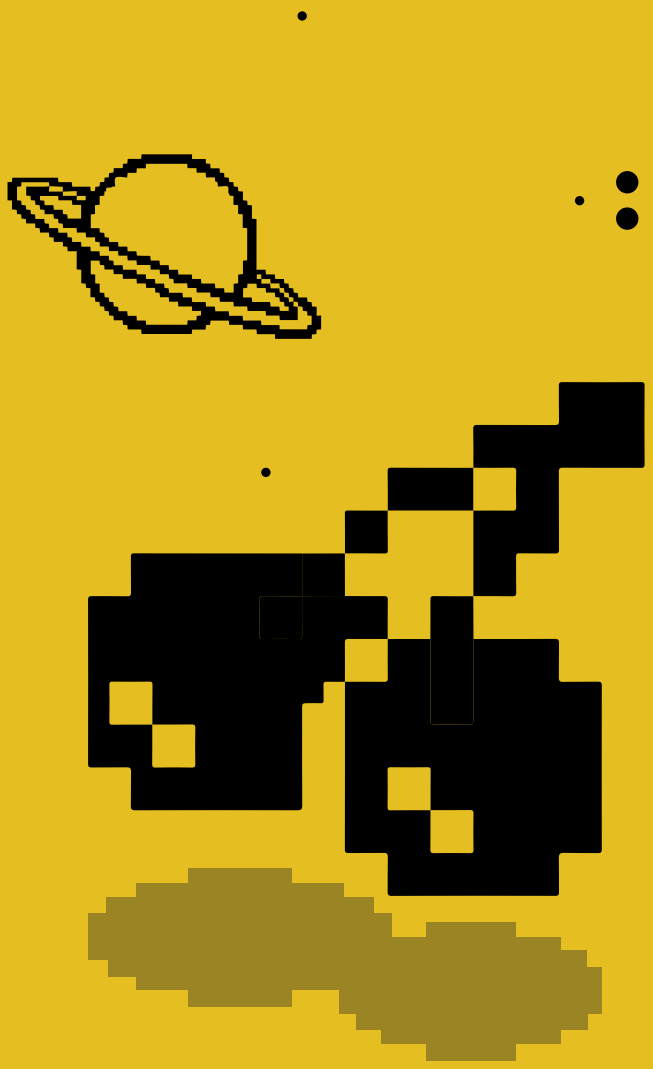


“ All in all, this game is fantastic and it will make you want to keep playing. But if you don’t have enough space for your items and your inventory cannot neither be expanded or used for trade on the market, it will sooner or later take the wind out of the sails. Unless you decide to invest and unlock most if not all aspects of the game and enjoy it to the fullest.

Play Time: approximately 20 hours
Pixel Art Concept: 8/10 ”

-Revision2089

PLAY



COME WRITE FOR ECHO

Interested in sharing your writings and articles on Echo? Would you like to see your work featured in an upcoming publication? Stay informed about our upcoming topics and submit your writing to join us.

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