Chain Changed Game

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Purple Paper

Mobile Gaming

Global Gaming Revenue
Year-by-Year Breakdown

Today, the future of gaming is shifting from a model where players pay to play to one where they can earn while they play. Blockchain technology is at the heart of this change, offering new ways for players to own in-game assets, trade rewards, and participate in economies that reward skill and time. The global gaming market is worth over $200 billion, and blockchain gaming is one of the fastest-growing parts of it. Chain Changed Game is a blockchain-based game that combines strategy, collection, and community. The goal is simple: build a game people want to play, and let the community own and shape it.

Contribution Level

Contribution Level determines how much you can earn from your activity. Higher levels unlock better rewards, faster progression, and more ways to participate in the game economy.

Decisions, Decisions

Where should Chain Changed Game launch first?

Mobile Gaming Revenue
Year-by-Year Breakdown

The big mobile market of the world's largest gaming market, with over 3.5 billion players. Most people already have a phone. The barrier to entry is low. Mobile gaming revenue has grown every year for the last five years and is projected to reach $276 billion by 2030. The tradeoff: App Store and Google Play take 30% of every transaction, and blockchain apps face ongoing scrutiny from both platforms. Console gaming is smaller but more stable, with a dedicated audience willing to pay for quality. Console ecosystems are harder to enter and slower to change, but the revenue per user is higher and the community is more loyal. PC gaming is the most open platform, with the most flexibility for blockchain integration and the smallest audience. Discovery is hard, and most players are not looking for blockchain games. Chain Changed Game is built on Ethereum and Polygon, with a mobile-first design. The game is accessible through browser wallets and does not require a native app to start playing. The goal is to meet players where they are, not force them into a new ecosystem.

Mobile Gaming

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Global Gaming Revenue
Year-by-Year Breakdown

Mobile gaming is the largest and fastest-growing segment of the global gaming market. It reaches billions of people, requires no hardware beyond a phone, and has the lowest barrier to entry of any gaming platform. The tradeoff: App Store and Google Play take 30% of every transaction, and blockchain apps face ongoing scrutiny from both platforms. Console gaming is smaller but more stable, with a dedicated audience willing to pay for quality. Console ecosystems are harder to enter and slower to change, but the revenue per user is higher and the community is more loyal. PC gaming is the most open platform, with the most flexibility for blockchain integration and the smallest audience. Discovery is hard, and most players are not looking for blockchain games. Chain Changed Game is built on Ethereum and Polygon, with a mobile-first design. The game is accessible through browser wallets and does not require a native app to start playing. The goal is to meet players where they are, not force them into a new ecosystem.

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Framework

What Makes a Game Worth Playing?

Before we get into the rest of the paper, we need to define what a game must do to be worth playing. Most blockchain projects skip this step and start with tokens. We start with the game. If players don't want to play, no token will save the project.

- Clear to Play
- Hard to Master
- Social Interaction
- Content Variety
- Fair Economy
- Meaningful Progression
- Sustainable Economy
- Instance 0 — Prototype
- Instance 1 — Alpha
- Instance 2 — Beta
- Instance 3 — Mainnet
- Instance 4 — Expansion
- Instance 5 — Maintenance
- Instance 6 — Sunset
- Instance 7 — Relaunch
- Instance 8 — Expansion
- Instance 9 — Maintenance
- Instance 10 — Sunset

Instance 0 — Prototype

Instance 1 — Alpha

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