

Title: Why the NFT Marketplace will change the Video Game Industry

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These are just some quick thoughts on why I believe the NFT marketplace is key to turning GME into the powerhouse we all know it's going to be. As GME increases revenue and proves that it is now a main (if not THE main) player in this emerging technology space, its valuation will naturally increase and we should begin seeing it valued at a higher multiple than how it is currently rated. If the NFT marketplace lives up to its potential, we will have a Tesla style squeeze on our hands regardless of MOASS. Either way, I'm in this for as long as it takes. In the meantime, I wrote this up to jack some tits with what I think might happen next.

The NFT marketplace resale ability has so much potential. As a thought experiment and example, my friend caught some twitch thot when she was just starting out, then her channel went to the moon shortly after. Imagine if she had issued nft weapon skins she had designed for Halo infinite to her simp bois. Now imagine she gains 5 million followers. Her simp bois who got in on the ground floor could sell an nft skin for 10,000 dollars say, and she would get happy to get a cut and GME would as well. Over time, the skin could get traded again and again, increasing in value over the years, with GME taking a percentage every time.

Next, imagine this on the scale of tens of thousands of creators, influencers, and celebrities. Everyone trying to get in on the ground floor because they believe that they are the ONE, or the person they choose to follow is the ONE. GME processing hundreds of thousands of transactions a day. That on top of NFT sold by big players like Nintendo or Microsoft.

People have asked, why would someone like Microsoft agree to allow their digital games to be resold? I have a simple answer. When I look at a game I want to buy in the microsoft store, something stops me often. I ask, do I REALLY want this game? The answer is usually no. But if I knew I could resell it later? Shit, that removes most of the chance for buyer's remorse and it's game on for me and impulse buying. That's why big publishers will get on board, I believe. Maybe as well it could be a part of the console war. Xbox offers resale of digital games but Playstation doesn't? Damn, that's competitive advantage at work, all powered by my boy GME. Eventually, every major publisher (except maybe Nintendo with their polices lol) will have to get on board too. Everyone wins. The video gaming market continues exploding, and GME takes its rightful place as king of industry. Overall, bullish af.