

Title: This tweet and comment made me realize why the NFT platform can blow up while being genuinely attractive to gamers ■

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[Post on SS](<https://i.imgur.com/W3PuHRa.jpg>)

We've all seen how negatively NFTs are viewed by gamers / gaming media outlets — which is also justified given the lack of actual value provided to gamers in any of the existing examples.

However, this has the potential of being huge: ****NFT credits for gaming, working across games and platforms****.

Effectively, you could

1. Play a game (e.g. Habbo)
2. Collect some sweet loot
3. Sell it on an in-game marketplace, receiving "NFT credits" (GameStop/Immutable solution)
4. You open another game, e.g. a shooter
5. You buy a sweet skin for your weapon using "NFT credits" as your "wallet" exists outside of the game itself (****THIS IS THE COOL PART****)

To me, this is HUGE, because if this works as above, your in-game cosmetics/items would carry value you can utilize in another game. It also counters the argument that "nobody would actually transfer a Fortnite skin to Call of Duty", which is an argument often heard against the utility of NFT cosmetics across games.

Thoughts?

Obligatory rockets ■■■