

Title: NFT potential for Gamestop?

Author: StipeK122

Created 2021-12-28 11:33:50 UTC

Permalink: /r/GME/comments/rqdvfm/nft_potential_for_gamestop/

Url: https://www.reddit.com/r/GME/comments/rqdvfm/nft_potential_for_gamestop/

if I consider the potential as a pure NFT market place, comparable unicorns are evaluated with maybe 1,5bn market cap...that's just 20\$ per share on GME

The value add of NFT and Metaverse for RC to invest so much must be somewhere else...also in context of the turnaround

When an NFT can be literally everything, a computergame can be an NFT and no one needs to buy a physical copy of the game anymore.

Example:

The new FIFA 23 is released on Gamestop NFT platform with 10Mio copies per quarter for 100\$, and 10\$ of reselling value goes to EA.

This 100\$ includes 2% commission for Gamestop as the platform, and for every further sale this will be same

There are 100Mio+x players..some of the initial players will buy the copy in an auction to have their FUT team built up asap and gain some advantage without pay2win

After 6months, they can sell their game to an still undersupplied market and get the same or a higher price for the game...if the game is good!

And to prevent that all the achievements are de-centralized, it must be in the metaverse

Everyone receives an incentive

\-> the publisher has to create only one game and keeps updating it to keep the cash cow alive- world of warcraft? pokemon? billion dollars in circulation

\-> the players have an incentive to buy the original game as early as possible (at higher price), add play time (to keep/increase the value), or even pay2win

\-> Gamestop transfers the brick and mortar= physical copies into the downloading age, adding value...you can still collect your metal box version on your shelf, but your shelf will be in the metaverse and you can buy a copy/collectible from Gamestop if you want it...

The operation itself becomes more profitable and more sustainable for everyone in this universe, and gamestop becomes the brick and mortar of this new world

The gaming industry is more than 200bn per year and growing...catching a 10% share in total of that creates 10bn turnover= 2x of Gamestop's revenue today...with way less costs, and this business will feed the related products (consoles, collectibles, periphery and so on)

Gamestop having 15bn turnover in 5 years, being profitable and growing, having a share price/sales ratio of 1:3 (similar like now) alone will make GME 600\$ per share...if they can make it profitable, just driven by the fundamentals GME will head into the thousands

Hold strong, hold long...if somebody would give me an opportunity to make 1000% within 5 years and the entry fee is just 150\$ per ticket, I will go all in...I would already do that if just 100% is on the menu...

medium XXX holder from Euro Disneyland (50% DRS'ed so far)