

You can read more about it [here](#):

Choice quote:

"Wreck League is a hybrid Web3 and Web2 project," explained Taehoon Kim, CEO of nWay. "Our aim is to unite the communities and players, leveraging the creative potential of the Web3 community to continuously enhance the game's content

."

This is precisely what I am talking about in my game [AIP idea](#)

Unless Web3 games can find a way to bridge and on-board Web2 games, every single Web3 game is either going to struggle or fail right out the gate. That cash-grab nonsense is basically over.