WHAT IS

Xarcade?

arcade

The Xarcade platform distributes video games that are developed based on the NEM blockchain technology. These games are integrated into the NEM blockchain through the use of the Xarcade Software Developer Kit (SDK) which can be downloaded by game publishers from the platform.

In order to gain a clear understanding on how the Xarcade platform works, please find below an example of the user flow.

AN EXAMPLE OF THE XARCADE USER FLOW

Bill is a video game publisher and uploads his game called "Streets" onto Xarcade.

Bill then downloads the NEM Software Developer Kit (SDK) and the Xarcade Wallet from the Xarcade platform to "NEM blockchain" his game.

Bill sets his "Dosh" (the name of his game's in-game credits) exchange rate to for 50 Dosh equals 1 XAR (the name of Xarcade's token). He then submits this exchange rate to Xarcade for approval.

Xarcade approves this conversion rate.

Bill's game starts to become popular on Xarcade.

Streets' in-game currency Dosh expands in circulation.

A gamer of Streets called Frank now has 100,000 Dosh after playing Streets for so long.

Frank wants to exchange 100 Dosh for some XAR.

XAR is equal to 1 EUR in constant value. **XAR is pegged to EUR 1 and has a constant value.

Frank exchanges 100 Dosh for 2 XAR.

Now another gamer called Ned wants to get in on the action.

Ned wants to buy 5 XAR on the Xarcade e-commerce platform.

Ned exchanges 24 XEM for 5 XAR (24 XEM is EUR 5).

Ned gets his five XAR and chooses to sit on it for now for his thinking it will rise in value to the other currencies.

ADVANTAGES:

• Xarcade is the first video game company to integrate NEM blockchain technology with the widely used "Unity" game developer software.

• "Blockchaining" video games by introducing a cryptocurrency called "XEM" (similar to Bitcoin and from the NEM foundation) for gamers to exchange with one another.

• Creating a game distribution platform called "Xarcade" that runs on blockchain for both game publishers and gamers to use and is a more direct alternative to the other app stores.

• Gamers can now exchange in-game currencies (in-game credits) both ways, which they were unable to do before.

• No need for a linked credit card for in-app purchases, so one has faster transferring.

• Some countries do not have the Google Wallet or the Apple Pay feature available – blockchain allows for this.

• Google and Apple each take 30% of the revenue from the game publishers - this does not happen on Xarcade. Xarcade takes 0% revenue share from the game publishers. It also does not cost anything for the game publisher to go onto Xarcade. They only have to send an in-game credits to XAR conversion rate to Xarcade and await approval.

• Blockchaining video games disintermediate the established "middle men (the app stores)" and creates a direct relationship between the game publisher and gamer.

• It allows the game publishers to rely less on generating revenue from advertisements, which annoy the gamers usually and to make more revenue from in-app purchases since Xarcade would take far less than 30%.

• Xarcade allows the gamer to make income because the in-game currencies of various games can be converted into the cryptocurrency XEM, which in turn can be converted into real fiat money.

• The blockchain API's will allow games on the platform to interact directly with one another using "blockchain nodes," which in-turn will make any third party middleware irrelevant.

Please find below a video showing how the Xarcade team integrated a "NEM blockchain wallet" into a video game called "Send 'em to Hell," by the video games publisher known as Xhai Studios. Xarcade was one of the first to blockchain a Unity-based game:

https://drive.google.com/file/d/0B-2eli1i0bPIT1IOUmp3VWNsczg/view?usp=drivesdk

Below is a video of the CEO of Xarcade, Otto von Nostitz relaying the main points about Xarcade during an interview:

https://vimeo.com/228606508

Please find below various news articles that cover how Xarcade works:

http://www.thestar.com.my/tech/tech-news/2017/05/17/empowering-indie-game-developers-with-blockchain/

http://www.econotimes.com/Global-experts-to-come-together-for-Initial-Coin-Offering-Conference-on-May-29-712601

http://www.pressat.co.uk/releases/xhai-studios-adopts-blockchain-technology-for-video-games-3a416090f2cdcb88bf858d27db6c8e8c/

https://cointelegraph.com/news/xhai-studios-integrates-nem-blockchain-to-ditch-middlemen-payment-processor

http://abitco.in/xhai-studios-integrates-nem-blockchain-to-ditch-middlemen-payment-processor/

http://bitcoinschannel.com/malaysian-video-game-developer-xhai-studios-to-adopt-nem-blockchain/

http://insidebitcoins.com/news/xhai-studios-integrates-nem-blockchain-to-ditch-middlemen-payment-processor/38647

http://fintechnews.hk/855/blockchain/xhai-studios-adopts-blockchain-technology-video-games/

http://www.econotimes.com/Xhai-Studios-to-adopt-NEM-blockchain-technology-for-video-games-platform-586213

http://www.econotimes.com/Global-experts-to-come-together-for-Initial-Coin-Offering-Conference-on-May-29-712601

Also here are two YouTube videos about Xarcade:

Gamer Xarcade Flow:

https://www.youtube.com/watch?v=wLkK4jGYyUo

Game Publisher Xarcade Flow

https://www.youtube.com/watch?v=tVFHlRcIsBs

Here is the Xarcade website for more information:

http://www.xarcade.io/

SUMMARY

The Xarcade platform should be completed around January 2018 after our Discounted Sale Offer (DSO) where Xarcade's "XAR" will have a 20 percent discount is over for building the platform. The Xarcade team can however already NEM blockchain both mobile and desktop video games free of charge in preparation for that.

Simply put this is the process flow for a gamer:

Accumulate in-game credits --> convert those in-game credits into Xarcade's XAR --> the gamer is then free to convert his XAR into XEM --> then the gamer can convert his XEM into real money on an exchange.

Stay tuned for more updates from Xarcade's CEO, Otto von Nostitz.