

# ArcadeNFT

## What is ArcadeNFT?

ArcadeNFT is a project based out of Sweden, with the aim of creating fully playable and interactive NFTs. The project started with their Genesis pinball machine NFT with a total minted amount of 500. The second NFT released is the Arcade Classic (pac-man) NFT that has a mint cap of 5,555 with less than 300 to be minted.

## Why does the project exist?

To tap into the gaming and crypto market by creating fully playable games as an NFT, and to eventually create a launchpad for retro/arcade games in the blockchain space.

## What are the pros of this project?

- High utility **[1]**
- Exclusivity, only 500 genesis machines were minted
- Attractive to investors, collectors, and competitive gamers **[3]**
- First fully playable NFT
- Experienced developers who have shown their expertise in developing a beautiful product

## What are the cons of this project?

- Currently a small community
- Lack of marketing
- Minting mishaps with the second drop (Arcade classics pac-man game) **[2]**

**[1] Utility:** The ArcadeNFT team has recently released their roadmap with their vision on the direction of the project, and the utility that they are introducing for genesis pinball holders is unmatched by any other project, see breakdown below or read the roadmap here [bit.ly/3zmv1Te](https://bit.ly/3zmv1Te)

- Genesis holders will receive a free airdrop on All future drops (next drop has a release date of October 1st, which is in collaboration with another NFT project that hasn't been disclosed, supply will be 3,500 with 1,000 being airdropped out)
  - Devs have mentioned that all future drops will be small quantities, less than 4,000 and it has also been brought up that there is a potential of a future drop that will only go to genesis holders
- New Arcade Arena smart contracts - contract currently going through a security audit, but this new contract would enable multiplayer functionality and reward carrying brackets. Revenue earned from the arcade arena contract are split with genesis holders (% not disclosed yet)
- Arcade Launchpad - expected release is in December, but think of this as Steam but for arcade/retro games built on the blockchain. Revenue from the earnings from all incubated game releases is shared with genesis holders (% not disclosed yet)
- Tournaments and events - revenue earned from future tournaments and events will be shared with genesis holders (% not disclosed yet). The current tournament going on is for the arcade classic pac-man NFT which ends on September 30th, with a winning prize of 5 eth down to 1eth for 5th place

- ArcadeDAO - a DAO is being created for genesis holders, in which major decisions and the direction of the project will be discussed and voted on by genesis holders.
- \$AGT - All genesis holders and arcade classic holders will receive \$AGT which is an ERC-20 token that can be used in the future Arcade Metaverse. Genesis holders will receive more \$AGT than normal ArcadeNFT holders. Tokens will be the base utility in the metaverse and all proxy contracts to come and will be used to join tournaments or events

**[2] - Minting mishaps** - I think the momentum of the project got stalled on their second release of 10,000 arcade classic pac-man NFTs. During the minting, there was an issue with the minting process in which people who tried to mint multiple to save on gas only received one NFT. (example: you try to mint 9 arcade classics and paid the high gas, but only received 1 NFT) This happened in the 1st hour of minting, so it stalled the progress dramatically. The team admitted their fault, and fixed the error within one hour. They have also begun compensating users affected by the glitch by compensating the eth spent on high gas. Since then, the arcade classic mint amount has been cut down to 5,555 and there are less than 300 left to mint. The way they handled this was a bullish sign to me, as they recognized their mistake and resolved it quickly and was transparent in the entire process

**[3] - Attractiveness** - There hasn't been any doubt that this is one of the coolest projects in the space right now, with the ability to play the actual NFT. In my opinion this project will be attractive to a variety of different people, such as investors, collectors, and competitive or casual gamers

- Investors: the utility is unmatched, I don't have any predictions on ROI but with all the utility recently introduced I don't see a problem recovering your initial investment within 6 months. Especially since the team has mentioned that they have 2 or 3 more projects dropping before the end of the year, you might make your money back with just the airdrops alone.
  - There is also a potential of sponsors/ads in the future tournaments as an additional revenue stream for the company
- Collectors - some of the people in the community are older and love the nostalgia factor. There are rarity traits on the outside and rarity traits on the inside while playing the game, so every collector has their own preference on what they like
- Gamers - while the game seems casual, the people on the leaderboard right now are COMPETITIVE. I think the current high score on the leaderboard for the pac-man tournament is 34M which I think takes close to 6 hours nonstop to achieve. Prize pool for 1st place through fifth place is 15eth

All in all, I think this project hits the 3 main criteria for me. It's attractive (physically and to different investor groups), it's exclusive (only 500 genesis NFTs out there), and it's high utility (see [1] above). I am bullish and I am heavily invested in the future of the project. Please let me know if you have any questions, feel free to DM on discord [Chorlie#1616](https://discord.gg/TdhYTsgB) or join the arcade NFT community to get a feel for yourself <https://discord.gg/TdhYTsgB>

Also see here for the links to their NFTs, and play it for yourself by hitting enter. (arrow keys for pinball, and WASD for pac-man to move) best to use chrome, as there are issues with firefox that the team is aware of

Pinball: <https://opensea.io/assets/0xa0c38108bbb0f5f2fb46a2019d7314c38f3f22/247>

Pacman: <https://opensea.io/assets/0xa0c38108bbb0f5f2fb46a2019d7314c38f3f22/1748>

## Cyberkongz Genesis vs. ArcadeNFT Genesis (Pinball)

### Cyberkongz Genesis (1,000 total)

- Entry Price (floor): **94 eth (\$282,000 @ \$3,000/eth as of 9/21/2021)**
- Utility – holding genesis cyberkongz yields 10 \$BANANA/day
  - $10 * 365 = 3,650$  bananas per year
  - $3,650 * 38.82 = \$141,693$ /year (price as of 9/21/2021 per coingecko.com)
  - \$BANANA used to breed cyberkongz and to spend in Banana shop

### ArcadeNFT Genesis Pinball Machine (500 total)

- Entry Price (floor): **1.3 eth (\$3,900 @ \$3,000/eth as of 9/21/2021)**
- Utility – holding genesis pinball machines
  - Free airdrop on ALL future drops (next drop scheduled for October 1st in collaboration with another NFT project, with a supply of 3,500)
  - Revenue share from fees collected from multiplayer functional Arcade Arena contract
  - Revenue share of tournaments and events
  - Revenue share from sales of ArcadeNFT launchpad's incubated game releases (think Steam but for arcade/retro gaming on the blockchain)
  - Genesis and Arcade Classic holders will receive \$AGT, which will be the base utility in the metaverse to enter tournaments and events (release December)

Overall, the entry point for the genesis pinball machines is much softer and manageable compared to genesis cyberkongz. With the new roadmap the team has released, I think the utility of the genesis pinball machines is unmatched. The team has been very product oriented from the start, and they have incredibly experienced builders that are pumping out products.