



# ROYALCOIN

Whitepaper

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## EXECUTIVE SUMMARY

According to the Global Games Market Report, in 2020, the global gaming business made \$177.8 billion worldwide, which is expected to surpass \$200 billion this year. The substantial increase of mobile phone users in recent years has been one of the prominent factors for such a stretch of growth in the gaming industry. However, despite recording significant growth over the last two decades, the gaming market sector still faces many issues such as the overly centralized nature of its business operations, expensive and inefficient payment processing, security and piracy issues, payment frauds, and un-fair revenue distribution models.

The RLC Platform aims to resolve all such issues by utilizing the power of blockchain technology and tokenization. It offers a cryptographically secured crypto token deployed on the RLC native blockchain, enabling users to make in-game purchases without paying any extra charges. The platform would cater to the needs of the global gaming industry and act as a one-stop-shop for gamers, developers, and investors to transact, purchase, and trade items and invest in games projects.

This white paper gives a detailed description of our research, market analysis, planning and aims to demonstrate the current status and plans of Royalcoin, its associated products and solutions, and ecosystem, which serve as a medium of account for enabling in-app purchases. The document strives to inform our readers how we are using our teams' expertise to facilitate the gaming industry by providing enabling in-game purchasing at minimal costs with higher speed, efficiency, and maximum security while at the same time incentivizing users for using our products.



## INTRODUCTION

Royalcoin is a modern-age gaming platform established with the vision to resolve the issues faced by the modern-day gaming industry. It offers a dedicated gaming token with inherent value that allows users to make in-game purchases without paying any extra charges on a gaming transaction. The platform would cater to the needs of the global gaming industry and act as a one-stop solution for gamers, developers, and investors to transact and perform in-app purchases seamlessly and securely.

Royalcoin would support the development of community-driven solid gaming applications and strive to address some of the major issues faced by the gaming industry, including but not limited to In-Game Payment, Developer and Player Data Protection, Anti-Piracy, and Payment processing. The idea is to create a strong gaming community-driven network that introduces completely new revenues models that everyone will benefit from, not just developers.

The role of the tokens here will be to represent the value individuals are placing on the interactions, the trading, the honoring, and rewarding each other. It will act simply as the asset that drives the network interactions across the community. Also, it will allow the introduction of the revenue models that both developers and players will benefit from. So, with the transaction fee, player to player trading, and honoring, everyone will have an opportunity to make additional revenue — potentially even overtaking existing models.

Royalcoin implements innovative blockchain technology and integrates the world of gaming with the potential of cryptocurrency. We are committed to making Royalcoin the leading token for the gaming industry and providing a seamless, secure, and cost-effective payment solution within the gaming market sector. Our dedicated team of developers, marketing specialists, business specialists, designers, and developers have constantly been working on the platform, making it free of all the drawbacks and loopholes, with the core objective of making it the native token of not just the gaming world but also across the travel & tourism, Event management, and media & entertainment industry as well.

## WHAT ARE THE PROBLEMS THAT WE SOLVE?

Despite recording significant growth over the last two decades, the video gaming industry has many dilemmas it has to deal with. The industry still uses conventional methods such as banks for payment processing — even for microtransactions, which often result in a hefty transactional fee for the consumers, and sometimes even failing the transaction to execute. In the section below, we discuss some of the major issues consumers and the gaming industry face, which are to be followed by how the Royalcoin platform aims to solve them.

### High Cost & Slower Transactions

Game publishers and communities rely on third-party platforms to process virtual goods transactions. Gamers encounter slowness, opaque fund flow, and high transaction fees.

### Centralization

Because of the centralized nature of gaming platforms and their payment methods, both users and developers face security vulnerabilities and are prone to fraud and cyber-attacks. Moreover, such platforms offer a single point of failure; online games are at the risk of hacking.

### Unfair Revenue Sharing Model

All revenue generated from mega gaming is taken by companies, and the user is given no share. While in the case of smaller or mid-level companies that rely on a third party such as Steam to publicize their products, a major share of the developer's earnings is taken as a commission while the remaining is withheld for a lengthy period of time by these middlemen.

### Payment Fraud

Research suggests that for every legitimate virtual purchase made, there are 7.5 virtual items lost to fraud. Assets stored and managed online can be open to manipulation or chargebacks. Merchants have to deal with extra burdens, and scammers damage the game's reputation.

## Online Piracy

A major concern for developers and developing companies is that which hasn't been curbed regardless of the different measures implemented by the creators and distributors. Conventional methods of protecting the purchased content, such as CD-keys, have been far from successfully controlling the illegitimate use of games. Online DRM systems require users to be logged in and stay online constantly, which has led to gamers' dissatisfaction, making it a suboptimal solution. These systems have had limited success in controlling the usage of a single licensed product by multiple individuals.

## Security Issues

Much like their capability for online privacy, traditional gaming platforms are also prone to severe hacking and fraudulent attacks. User data is at stake, especially their debit and credit card data that has been used for previous transactions.

## Asset Ownership

Most modern online games include in-game assets that the players can purchase, trade, and sell for real money. Sometimes, players invest more in in-game purchases than purchasing the actual game, making in-game sales a major share of the overall revenue of the game industry. Statista projects in-game consumer spending to reach USD42 billion by 2022. Since in-game assets are nothing more than lines of code, they can be easily manipulated and duplicated, creating losses for players who invest real money in them.



## ROYALCOIN SOLUTIONS

### Decentralization

In the blockchain, decentralization refers to transferring control and decision-making from a centralized entity (individual, organization, or group) to a distributed network. Decentralized networks strive to reduce the level of trust that participants must place in one another and deter their ability to exert authority or control over one another in ways that degrade the functionality of the network.

Decentralization is not a new concept. When building a technology solution, three primary network architectures are typically considered: centralized, distributed, and decentralized. While blockchain technologies often make use of decentralized networks, a blockchain application itself cannot be categorized simply as being decentralized or not. Instead, decentralization is a sliding scale and should be applied to all aspects of a blockchain application. By decentralizing the management of and access to resources in an application, greater and fairer service can be achieved. Decentralization typically has some tradeoffs, such as lower transaction throughput, but ideally, the tradeoffs are worth the improved stability and service levels they produce.

The Royalcoin Platform decentralizes the gaming industry by enabling decentralized payments where the capital is not operated and owned by banks or financial institutions but by the community. Royalcoin allows the deployment of gaming applications on decentralized blockchain networks, where the back-end of the application lies on the blockchain, and the front end would be reserved with the developers while the payment process would be integrated into the RLC ecosystem whereby the Royalcoin would serve as the native token.

Moreover, the Royalcoin will act as a native token enabling in-app purchases at nominal transactional costs even for traditional gaming applications. Also, by offering a tokenized fundraising process, it distributes the acquisition of gaming ownership to the masses. Anyone owning a token would be entitled to hold equity in the specific game and reserve the right to liquidate at any time by selling their holdings on a listed crypto trading exchange.

We believe that, through the deployment of gaming applications and their payment system on the blockchain, Royalcoin ensures that no single point

failure is possible and thus keeps the security of both the user application and the developers intact.

#### **Fair and Automated Revenue Sharing Model**

All revenue generated from gaming activities as the small transaction fee is captured and distributed by trustless Smart Contracts, which works like traditional contracts but offers automation and is not prone to bureaucratic manipulation. Unlike traditional third-party platforms like Steam, revenue generated by games is transparent and available for the public, developers, and companies to review on an easily accessible blockchain.

#### **Piracy Eliminated**

All licensing and key data from manufacturers and distributors are recorded and confirmed through blockchain, ensuring that no piracy is possible. This is achieved by storing the user license on the blockchain, which lists the product ID and the corresponding user ID. The transparent and immutable nature of the blockchain ensures that another individual cannot use a product registered to a customer.

#### **Security Issues Resolved**

Decentralization of the applications and end-to-end security offered by cryptography ensures that all data, apps, games associated with the Royalcoin platform are foolproof. Confirmation of all transactions within the ecosystem is done in a trustless manner through the combination of proof of work and proof of stake consensus mechanism, which eliminates the dependency on third-party or middlemen.

#### **Secured Asset Ownership and Liquidity**

As traditional games are nothing more than lines of code, they tend to be manipulated and duplicated, creating losses for players who invest real money in them. Royalcoin, through the deployment of these codes on the blockchain network and tokenization of asset ownership, not only eradicates the possibility of manipulation and enables easy and quick trading of these assets between users.

### Technical Assistance

The Royalcoin Platform would provide technical assistance for individual developers, startups, and early-stage companies. It will help them provide technical infrastructure, provision of which otherwise would have cost them millions. This way, startups would use such funds and resources to develop further and enhance their products and deliver an overall better-quality gaming product.

### Transparency

Transparency, as used in science, engineering, business, the humanities, and other social contexts, is operating so that it is easy for others to see what actions are performed. Transparency implies openness, communication, and accountability.

The cryptographic technology whereby consensus for the blockchain-based transaction is done through our native hybrid algorithm makes the Royalcoin highly decentralized, secured, and fully transparent. Every transaction happening with the ecosystem is public, immutable, and can be tracked at any stage just by pasting the transaction id or the wallet address into our hybrid blockchain public explorer.



## ROYALCOIN FEATURES

### In-Game Purchases Simplified

The RLC Platform allows its token holders to use the Royalcoin as a payment mode for in-game purchases across multiple gaming platforms. We have established collaborations with several gaming platforms and prominent gaming developers who accept our token as a payment method. This way, we ensure that our token offers utility and hold value across all such gaming marketplaces while their users won't have to pay hefty transactional fee or fear of transaction cancellation, because of the rejection by payment processors and banks.

### Mobile Cloud Staking

To incentivize participation within the Royalcoin ecosystem and reward our users for holding the Royalcoin, the RLC platform allows mobile cloud staking. It works in a simple way where users hold their tokens in their crypto wallets, which helps develop blocks and return users get rewarded with tokens which they can use to make further purchases.

### Gamification and Rewards

The Royalcoin platform truly gamifies user participation in game playing as it provides users with the opportunity to earn Royalcoin as they play games. As a result, while users enjoy playing games, they also create an earning opportunity for themselves by earning Royalcoin.

### Complete Authority

At the RLC platform, users have complete control over their accounts and every transaction they carry out on the platform. Also, all the transactions happen on a real-time basis.



## INDUSTRY OVERVIEW AND MARKET OPPORTUNITY

The global games market will generate \$175.8 billion in 2021, representing a slight -1.1% year-on-year decline. The following section highlights how we split these revenues per segment and region and their growth up until 2024.

- While COVID-19 resulted in spiked engagement and spending in 2020, the pandemic's negative second-order effects became more apparent in 2021. More specifically, remote working and disrupted supply lines continued to cause challenges, especially for consoles and PC.
- We forecast that mobile games will generate \$90.7 billion in 2021, up +4.4% year on year and finally accounting for more than half of the global games market.
- Compared to console and PC, mobile is less impacted by the second-order effects of the pandemic. Echoing prior years, growing regions and markets such as Asia-Pacific, the Middle East, and Africa will drive much of mobile's increase.
- Mobile's revenue growth will continue to outperform console and PC toward 2024, driven by growth regions, continued innovations in mobile monetization, and big console and PC publishers bringing their IP to mobile devices.
- Apple's removal of IDFA is undoubtedly disrupting the mobile marketing space and mobile games monetized through advertisement (advertising revenues are not included in Newzoo's methodology) and titles that rely on precise user targeting, but it won't stop consumer spend.
- The ongoing growth of mobile means PC's market share will decrease slightly in the coming years. However, content from the maturing new console generation will catalyze change for console's share of global games revenues toward 2024. Many titles originally slated for 2021 will launch in 2022 and beyond.
- We forecast the console market to decline -8.9% to \$49.2 billion in 2021, significantly impacted by COVID-19 and its influence on AAA console development, which features considerable cross-team

collaborations and high production values. This impact will also be felt on PC, albeit to a lesser extent.

- PC games will generate \$35.9 billion in 2021, a decline of -2.8% from the previous year. The vast majority of this number (\$33.3 billion) will come from boxed/digital PC games, with browser games accounting for the remaining \$2.6 billion. As browser players shift to mobile, revenues from PC browser games will continue to dwindle toward 2024.
- Asia-Pacific and North America will account for around 50% and 24% of game revenues in 2021, respectively. These shares will shrink marginally until 2024 as markets in Latin America, the Middle East, and Africa continue along their growth trajectories.

## Key Stats

### Mobile Gaming

Mobile gaming (smartphone and tablet) remains the largest segment in 2020, producing revenues of \$68.5 billion—45% of the global games market. Of all mobile game revenues, 80%, or \$54.9 billion, will come from smartphone games, with tablet gaming accounting for the remaining \$13.6 billion.

Growth in mobile game revenues will continue to outpace growth on PC in the coming years, resulting in a shrinking PC market share toward 2022. Mobile will also outpace console's revenue growth; still, console's market share will remain relatively static.

### PC and Console Gaming

On PC, browser game revenues will continue to decrease as more gamers switch to mobile games. In 2020, revenues will decrease by -15.1% year on year. Competitive play will continue to drive downloaded/boxed PC games, which will generate \$32.2 billion in 2021.

The current console generation is coming to an end, meaning the installed base for the Xbox One and PlayStation 4 is at its highest. The Nintendo Switch also continues to be successful, which will be bolstered by the upcoming new models. These factors, coupled with the continued shift toward the games-as-a-service business model, will drive 2019's console games revenues to \$47.9 billion, growing at +13.4% year on year.

### Location Based Overview

Markets in the Asia-Pacific region will generate \$72.2 billion in 2021, up +7.6% year on year, accounting for 47% of total global game revenues.

For the first time since 2015, the U.S. will be the largest gaming market by revenues globally with \$36.9 billion this year. Driven by growth in console game revenues, it will overtake China for the #1 position.

By 2022, the global games market will grow to \$196.0 billion with a CAGR (2018-2022) of +9.0%. Owing to the licensing freeze that heavily impacted China, Asia-Pacific is no longer the fastest-growing region. Driven by improving infrastructure and an increased appetite for games and esports, Latin America is now the fastest growing games market in the world (based on the four regions illustrated on the right), boasting a CAGR of +10.4%.

Mobile gaming (smartphone and tablet combined) will produce revenues of \$95.4 billion in 2022, growing with a CAGR of +11.3% to account for almost half (49%) of the entire games market. Revenues and growth will be driven predominantly by smartphones, with revenues of \$79.7 billion by 2022 (a CAGR of +12.8%). Tablet will account for the remaining \$15.7 billion. Emerging markets will contribute most to the segment's growth. However, a range of other factors will also contribute, including more cross-platform titles, more smartphone users, and improvements in hardware and infrastructure.

Revenues generated by the console segment will reach \$61.1 billion in 2022, increasing with a healthy CAGR of +9.7%. Revenues will be boosted both by the imminent release of the next-generation Xbox and PlayStation consoles, the upcoming new Switch model(s), as well as the massive installed base of the previous (now current) console generation.

Game revenues for PC will grow at a slower pace than mobile and console revenues. Nevertheless, the overall PC gaming market will grow with a CAGR of +3.5% to total \$39.5 billion by 2022. The ongoing consumer shift from browser PC games to downloaded/boxed PC games will reduce the browser segment's revenues by almost half from 2018 to 2022. Downloaded/boxed PC games will grow with a CAGR of +5.4%, generating \$37.3 billion by 2022.

This year, the Asia-Pacific (APAC) region will produce game revenues of \$72.2 billion, accounting for 47% of total global game revenues. This represents year-on-year growth of +7.6%. China's licensing freeze has had a huge impact on the region's revenue growth.

Measures aiming to reduce the screen time of those under the age of 16 will also affect revenues in China. The licensing freeze impacts the mobile games market, APAC's largest segment by far, more than other segments, as it is more dependent on a steady stream of new titles.

North America will, once more, be the second-largest region (by game revenues), taking more than a quarter (26%) of 2019's total global games market with \$39.6 billion. This represents a +11.7% increase from last year, the fastest year-on-year growth rate of any region. Game revenue growth in the Europe, Middle East, and Africa region (EMEA) will be slightly lower than North America's. With a year-on-year growth of +11.5%, EMEA will generate revenues of \$34.7 billion this year, representing 23% of the total global games market. Meanwhile, Latin America will make up 4% of the games market, growing +11.1% year on year to \$5.6 billion.

Looking ahead, the global number of players will pass the 3-billion milestone next year in 2022. This number will grow at a +5.6% CAGR (2015–2024) to 3.3 billion by 2024. Player growth is slowing down as more and more of the world gain access to the (mobile) internet. By 2024, the growth rate for players will be reduced to +3.2%. By segment, most players play on mobile. In 2021, 2.8 billion out of nearly 3.0 billion players play on mobile. By 2024, we forecast there will be 3.1 billion mobile players, surpassing the 3-billion milestone the year before.

The console will be played by 871 million people in 2021. In comparison, there will be 1.4 billion PC players in 2021, which includes browser players that are slowly migrating to mobile. The number of console players will continue to increase toward 2024, particularly as console gaming gains ground in markets like China and South Korea, where console gaming traditionally did not thrive.

In games, merger & acquisition (M & M&A) activity has seen a significant boost as of late, as some of the market's most prominent players, including **Tencent**, **Embracer Group**, **Microsoft**, and **Sony**, continue down the consolidation paths. Concerns around anti-competitiveness aside, acquisitions also benefit the acquired parties, who gain access to capital and funding previously unattainable.

Some of the biggest tech companies in the world have struggled to enter the games market alone, and it's often difficult and risky for publishers to venture into new genres with non-established IP. To that end, M&A and investment is a more efficient and less risky way for publishers to bolster

their content offerings, enter new genres and markets, and facilitate growth. For many game publishers, brand identity is at the core of their M&A strategy.



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