



Gamedex is a platform for digital collectible cards powered by blockchain. You can collect and trade these cards, and can also use them in their games.

It's like Steam, but for DCCGs (digital collectible card games). Gamedex tokens (ticker: GDx) are used to purchase and trade cards, and can be used in games. Booster packs and GDx tokens will be sold in brick & mortar stores, just like Steam cash is.

Why blockchain?

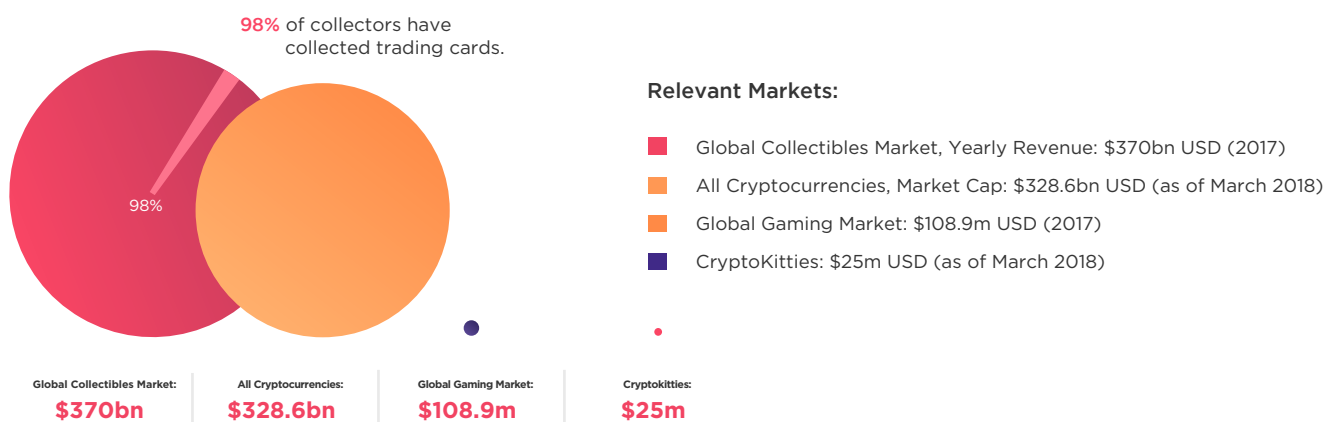
- 1 True ownership**
You can truly own these digital assets, as opposed to merely having an entry in someone else's database.
- 2 True scarcity**
Card issuers can't simply print more.
- 3 Trustless authenticity**
Counterfeiting is impossible.

How big is this market?

DCCGs are a multi-billion dollar market and growing. Popular games include Hearthstone, Clash Royale (\$1+ billion USD annually), Pokemon, and Fifa Ultimate Team (\$800+ million USD annually).¹²³⁴

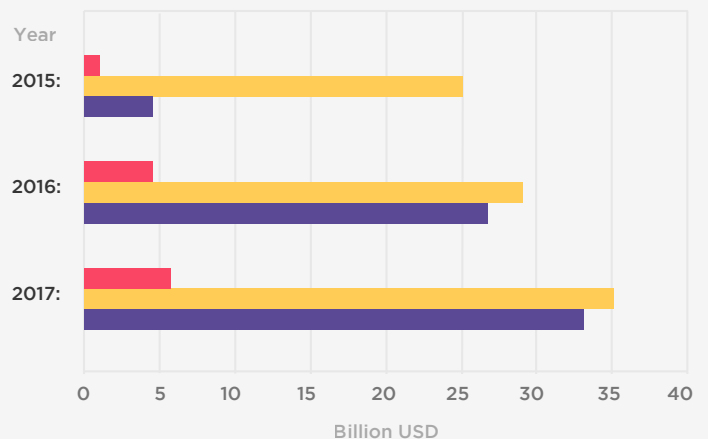
Collectors have spent more than \$25 million dollars in aggregate on CryptoKitties.⁵

Relevant to our pilot project, In the past 10 years, the popularity of fantasy sports has tripled in the US and Canada and the larger sports betting market is worth \$54.2bn and growing.⁶ Sports betting is also by far the largest single segment in the global online gambling market.



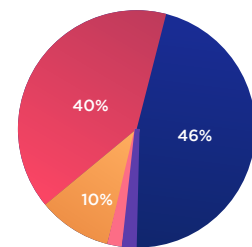
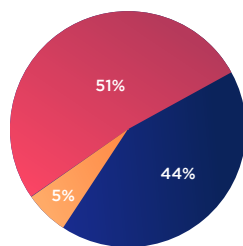
1 <https://www.superdataresearch.com/market-data/digital-card-games/>
 2 <https://venturebeat.com/2017/02/15/supercells-clash-royale-reaps-1-billion-in-its-first-year/>
 3 <https://www.gamesindustry.biz/articles/2017-03-01-eas-ultimate-team-now-worth-USD800-million-annually>
 4 <https://techcrunch.com/2017/02/01/report-pokemon-go-has-now-crossed-1-billion-in-revenue/>
 5 <https://kittysales.herokuapp.com/>
 6 <http://markets.businessinsider.com/news/stocks/global-sports-betting-market-2018-2022-digital-revolution-in-sports-industry-driving-market-growth-1013088012>

- 2015:**
- DCCGs: \$1 billion
 - Virtual Goods: \$25 billion
 - Fantasy Sports: \$4.5 billion (USA & Canada only)[1]
- 2016:**
- DCCGs: \$4.5 billion
 - Virtual Goods: \$29 billion
 - Fantasy Sports: \$26.7 billion (USA & Canada only)[1]
- 2017:**
- DCCGs: \$5.73 billion
 - Virtual Goods: \$35 billion
 - Fantasy Sports: \$33 billion (USA & Canada only)[1]



What is the money needed for?

Assuming the hard cap is reached, 44% of all tokens and 46% of all cash are dedicated to grants and bounties in order to incentivize third-parties to develop on the Gamedex platform. We are merely the custodian for these funds.



Our pilot project

Official digital collectible English Premier League (EPL) cards and a series of fantasy sports gambling games which use the cards and GDx tokens.

Gamedex Roadmap

