



2022 Q1 GameFi Industry Report


April 30, 2022



Introduction

- This report summarizes and analyzes GameFi industry data from Q1 2022, including the performance of the GameFi industry as a whole and on each chain, as well as GameFi token liquidity and GameFi fundraising analysis. It also tracks key data of STEPN, the hot GameFi program this quarter.
- This report is jointly published by Footprint Analytics and Degame; Data source for this report: [DeGame & Footprint Q1 GameFi Report](#). For more GameFi data and analysis, please visit [footprint.network](#) and [DeGame.com](#)
- Contact us:
 - Footprint Analytics: [Website](#) [Twitter](#) [Discord](#) [Telegram](#)
 - DEGAME: [Website](#) [Twitter](#) [Discord](#) [Telegram](#)

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Footprint Analytics X



1. GameFi Market Performance Overall

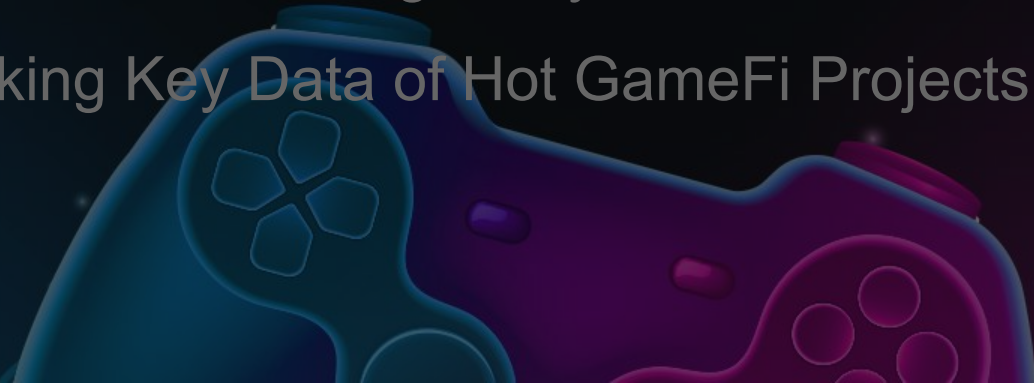
2. GameFi Performance by Chain

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4. GameFi Fundraising Analysis

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1. GameFi Market Performance Overall

Overall performance is relatively stable

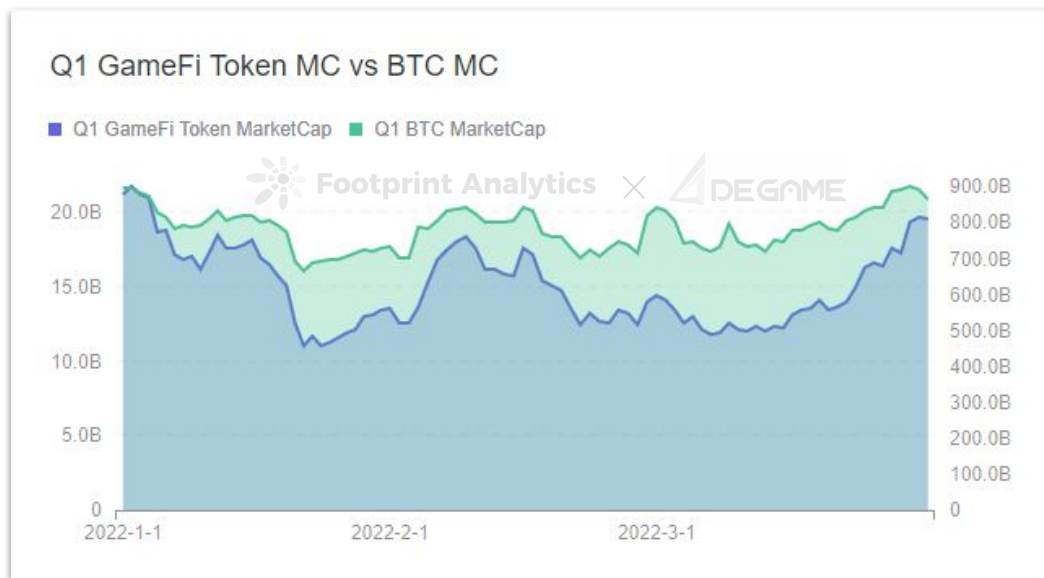
Summary: Up strongly at the beginning of January, down in February-March, and up slightly at the end of March

- Summary: Up strongly at the beginning of January, down in February-March, and up slightly at the end of March
- Trading volume: \$6.322B, of which Harmony 48.58%, Ronin 26.85%, BSC 14.25%
- Total number of players: maintained at 1.2M, no significant addition or loss
- Number of new games: 242, the largest number of games on ETH, but ETH's player share and transaction volume in the overall GameFi market share is not ideal
- Player distribution: The top three chains with the most players are WAX (28.83%), Hive (28.55%), and BSC (13.4%)
- Distribution of transaction volume: the top three chains with the most players are WAX (77.7%), Hive (11.99%), and BSC (2.01%), and the distribution of each chain is obviously different

1.1 GameFi Token Market Cap vs BTC Market Cap

Positive correlation between the two trends, with GameFi token down 15% in Q1

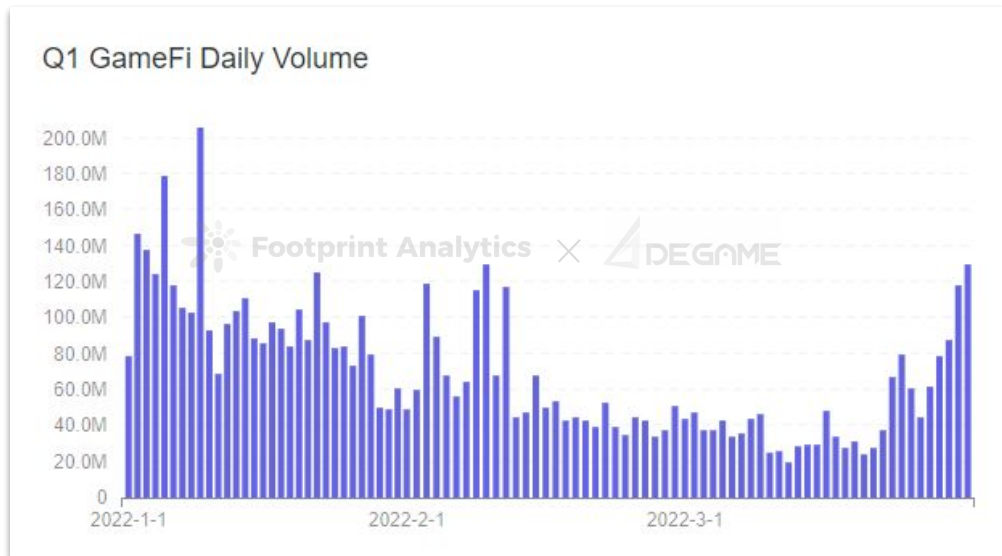
- The trend of GameFi Token market cap and BTC market cap in Q1 showed a positive correlation
 - Overall market cap declined from the beginning of January to February, followed by a rise and fall in mid-February, then a sharp rise in March
- Compared to the beginning of the quarter, the market cap of GameFi tokens and the market cap of BTC both fell at the end of Q1, and GameFi tokens fell more than BTC
 - The overall BTC market cap fell 4%, from \$899B to \$865B
 - GameFi tokens dropped about 15%, from \$21B to \$18B



1.2 Daily Trading Volume of GameFi Project

A decline that reversed at the end of March

- The highest trading volume (January 9, 2022) was over \$200M
- The average daily trading volume from mid-February to mid-March was less than \$40M, with a low of \$20.046M on March 12
- Until late March, with the overall recovery of the market, GameFi's daily trading volume increased, but did not reach the highs of early January



Q1 GameFi Daily Volume

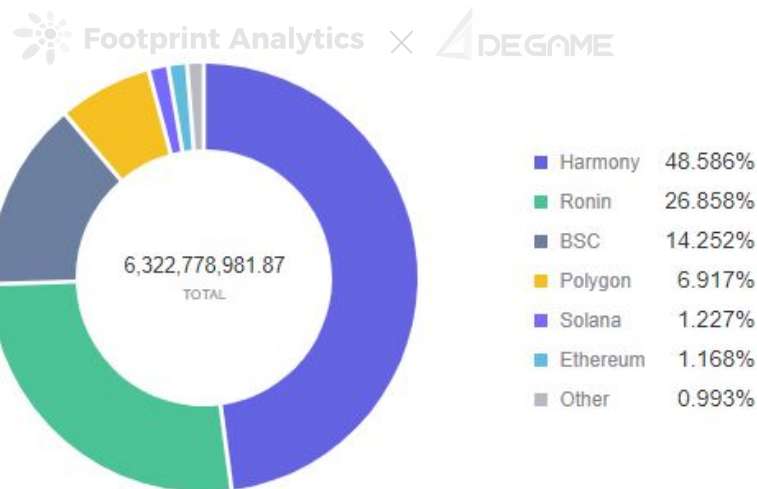
1.3 Total Trading Volume of GameFi by Chains

Total trading volume was \$6.322B, with Harmony, Ronin and BSC taking nearly 90%

Ranking of trading volume by chains

- No. 1: Harmony, \$3.07B (48.586%)
 - The explosion of DeFi Kingdoms brought a lot of transactions, and the game accounted for 80% of the total trading volume on Harmony
- No. 2: Ronin, \$1.69B (26.858%)
- No. 3: BSC, \$0.9B (14.252%)
- Ethereum trading volume was \$73.81 M (1.168%)
 - High gas fees and slow speeds are causing games to launch on other chains

Q1 Gaming Volume by Chain

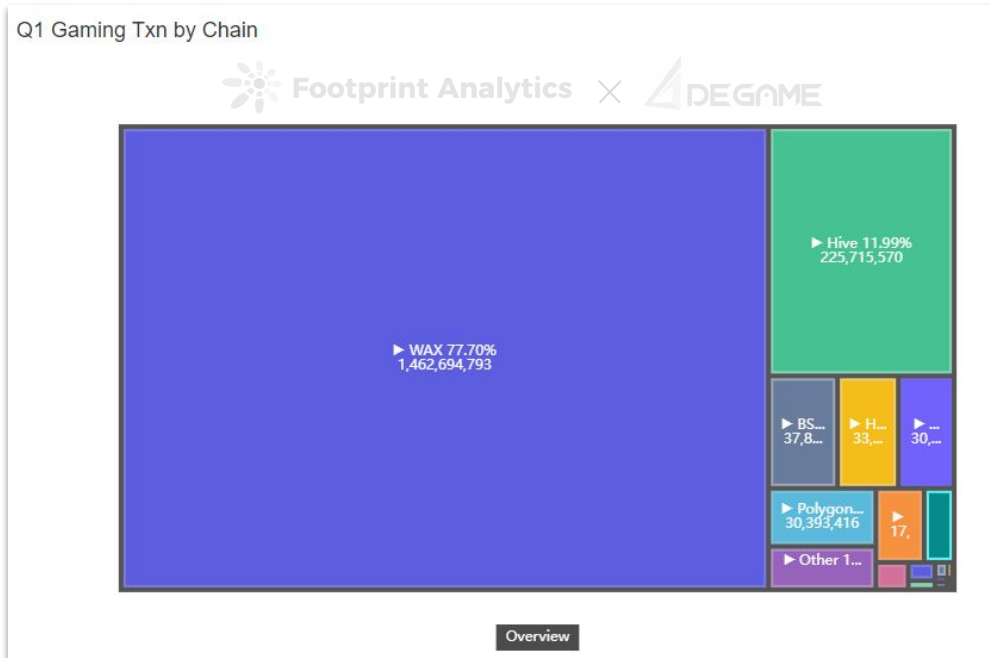


Q1 Gaming Volume by Chain

1.4 GameFi Transactions by Chain

The gap in the percentage of each chain is obvious, and WAX is in the absolute lead

- Q1 GameFi transactions by chain have a clear gap
- WAX is the absolute leader in the transactions of GameFi in Q1, accounting for 77.7% of the total game transactions of all chains combined, totaling \$1,462.7 million
 - Its transactions were mainly generated by Alien Worlds (47.5%) and Farmers World (45%)
- No. 2 Hive with 11.99% and \$225 million
- No. 3 BSC with 2.01% and \$37.84 million

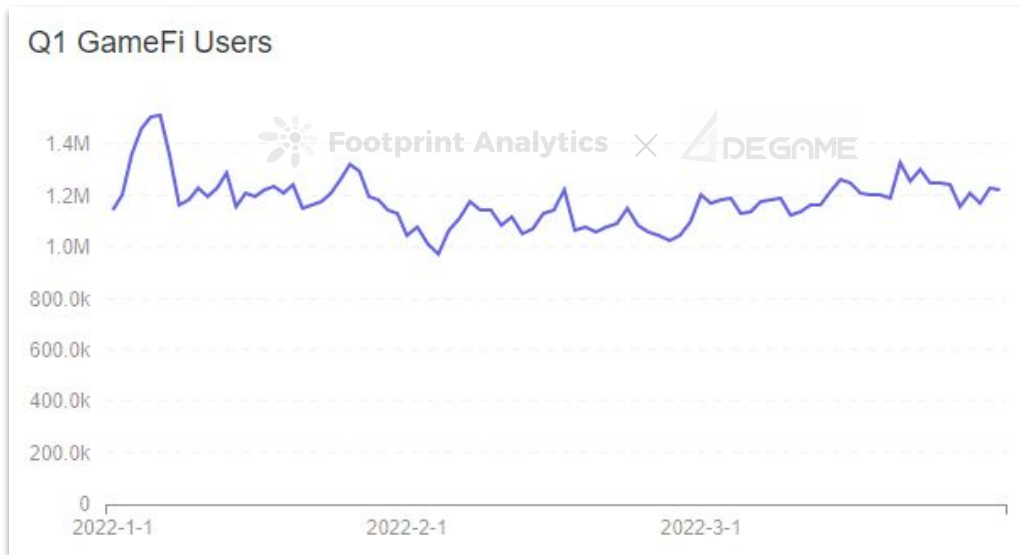


Q1 Gaming Txn by Chain

1.5 GameFi Player Numbers

Stable over 1 million

- Although GameFi tokens' market cap and daily trading volume declined, the player base was unaffected throughout Q1
- The overall number of players showed a significant increase in the beginning of January
 - The highest was around 1.51M players
 - The lowest point was 972,698 players on February 4
- The overall number of players in Q1 remained largely in the 1.2M range



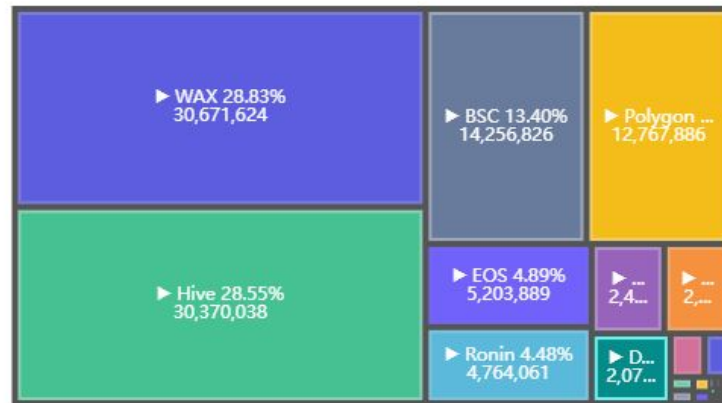
Q1 GameFi Users

1.5 GameFi Player Numbers

The top 4 chains with the largest number of players are WAX, Hive, BSC and Polygon

- The top 4 chains with the highest number of players accounted for 82.78%, namely: WAX (28.83%), Hive (28.55%), BSC (13.40%), Polygon (12%)
- Hive: Splinterlands is a dominant player
 - The game has a total of 30.34 million players, with 99.9% share
- WAX: Several popular games
 - Alien Worlds accounts for 57%, with 17 million users
 - Farmers World accounts for 27.44%, with 8.4 million users
- BSC: more head games, relatively balanced player distribution, the top 3 are MOBOX (18.39%), SecondLive (16.85%), Bomb Crypto (15.86%)
- Polygon: Crazy Defense Heroes accounts for 53.87% of players

Market Share of Gamers (Q1)



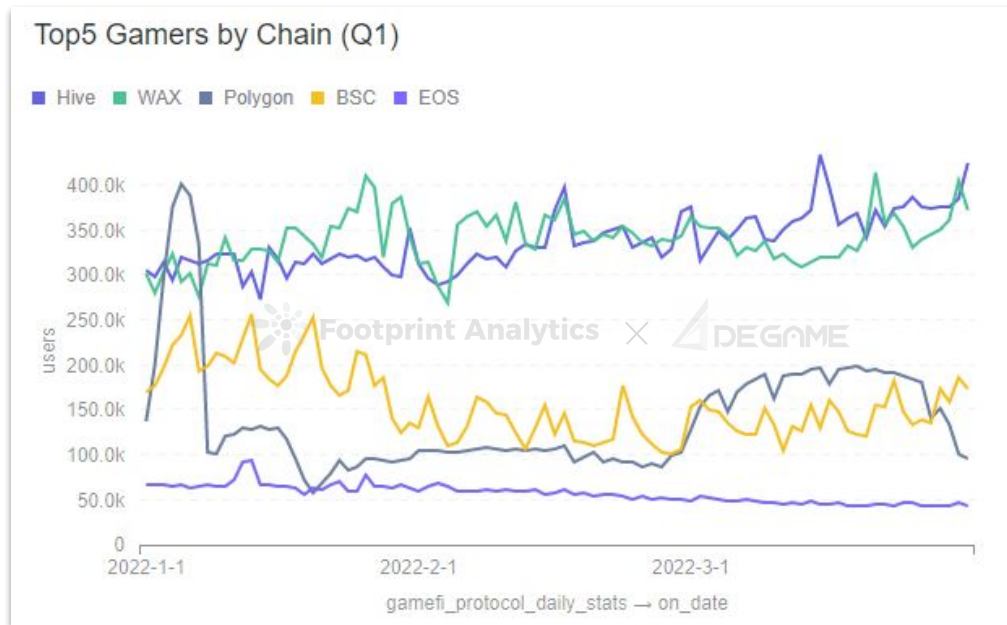
Overview

[Market Share of Gamers \(Q1\)](#)

1.5 GameFi Player Numbers

Hive and WAX are alternately leading in the comparison of the number of players, and are fluctuating upwards

- Hive's player base grew from 305.388k to 425.38k, with a Q1 growth rate of 39.29%.
- WAX's player count grew from 303.144k to 373.829k with a Q1 growth rate of 23.32%
- Polygon was in rapid decline after a strong start to Q1
- BSC and EOS remained stable in the third and fifth positions

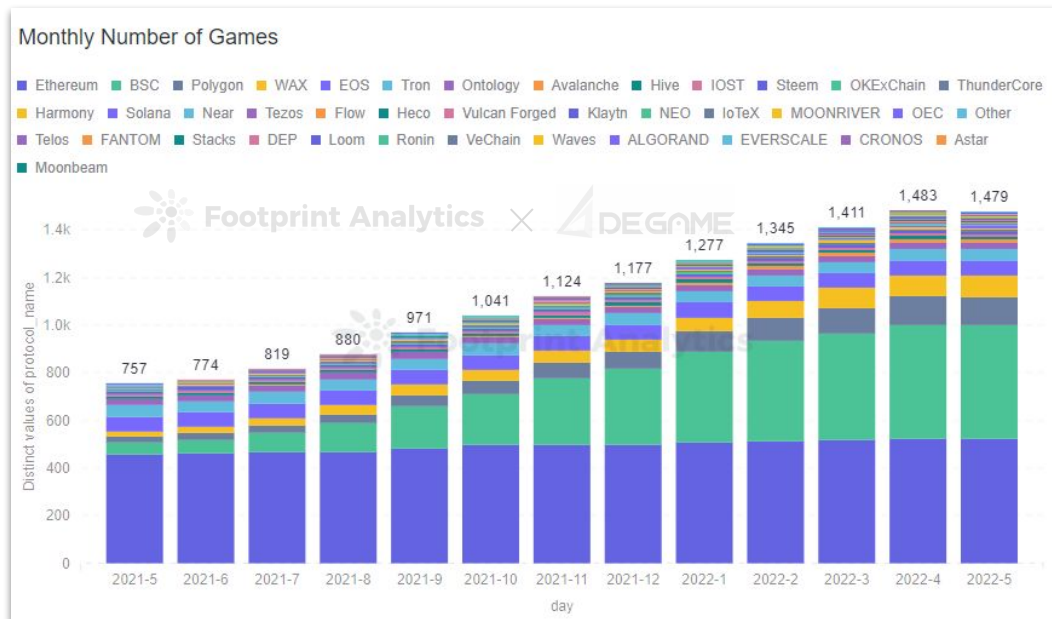


[Top5 Gamers by Chain \(Q1\)](#)

1.6 Game Number

The top 3 chains in terms of number of games are ETH, BSC and Polygon

- The number of GameFi games grew slowly in Q1, from 1,200 to 1,424, and the head clustering effect is obvious
 - ETH: 500 games, still the chain with the most games, but the growth rate is slow, with only 16 games added in Q1
 - BSC: The fastest growing number of games, from 332 to 448, basically the same as ETH
 - Polygon and WAX have also performed well



Monthly Number of Games

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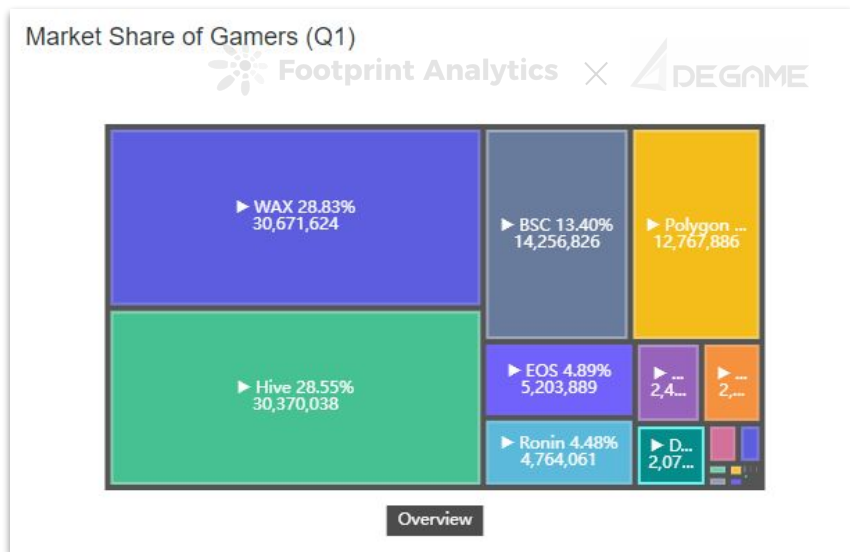
 4. GameFi Fundraising Analysis

5. Tracking Key Data of Hot GameFi Projects

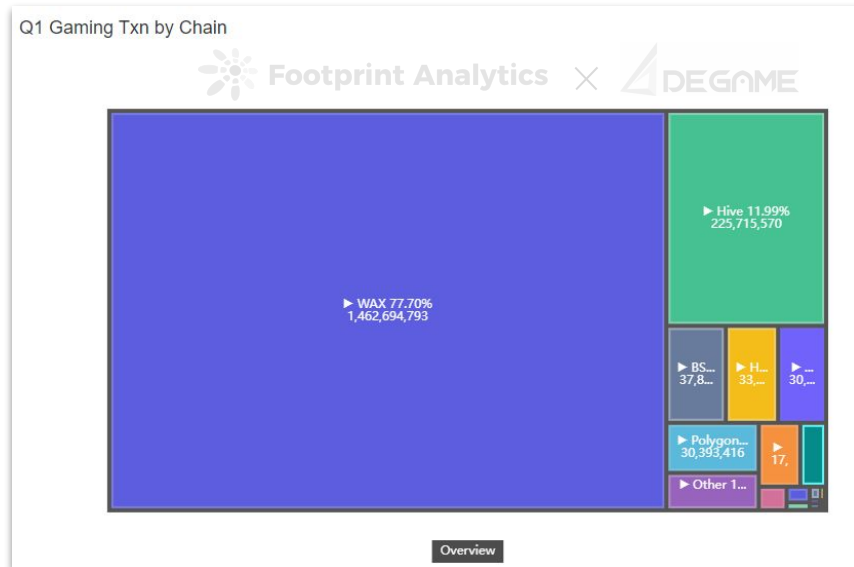
2.1 GameFi Performance by Chain

WAX: Alien Worlds and Farmers World account for the majority of player market share and transactions

- Proportion of players
 - Alien Worlds 57.14%, Farmers World 27.44%, PROSPECTORS 3.04%, Dragons Valley 1.51%
- Proportion of transactions
 - Alien Worlds 47.55%, Farmers World 44.97%, Farming Tales 1.54%, PROSPECTORS 0.99%



Market Share of Gamers (Q1)



Market Share of Gamers (Q1)

2.2 GameFi Performance by Chain

Hive: Splinterlands accounts for 99.90% of the market share of players and 99.55% of the transactions

Market Share of Gamers (Q1)



Overview > Hive

Q1 Gaming Txn by Chain



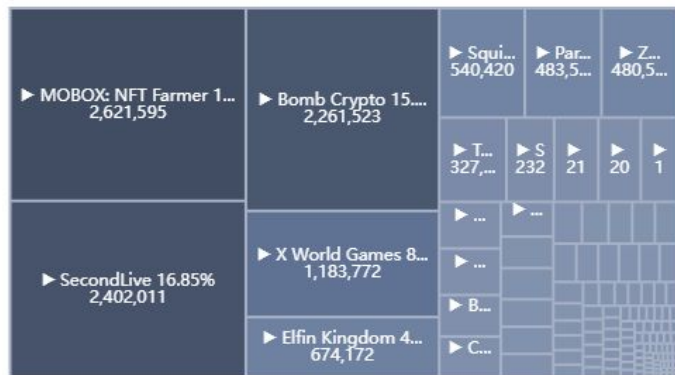
Overview > Hive

2.3 GameFi Performance by Chain

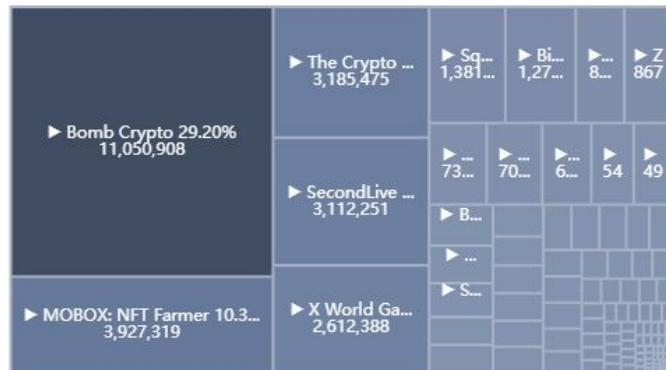
BSC: There are more head games on BSC, so the market share of each game is relatively evenly distributed

- Proportion of players
 - MOBOX: NFT Farmer 18.39%, Second Live 16.85%, Bomb Crypto 15.86%, X World Games 8.30%, Elfin Kingdom 4.73%
- Proportion of transactions
 - Bomb Crypto 29.20%, MOBOX: NFT Farmer 10.38%, The Crypto You 8.42%, Second Live 8.22%, X World Games 6.90%

Market Share of Gamers (Q1)



Q1 Gaming Txn by Chain

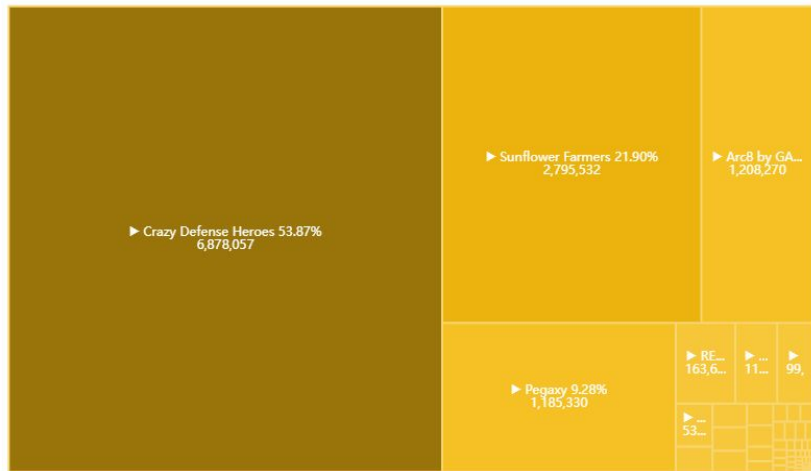


2.4 GameFi Performance by Chain

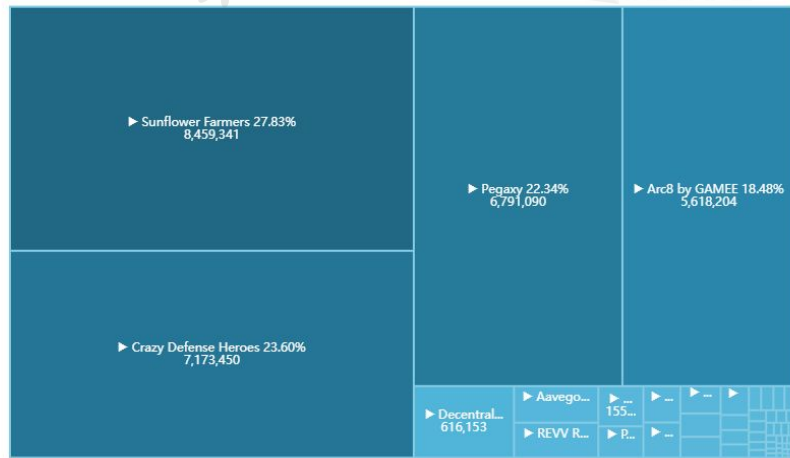
Polygon: Over half the players are at Crazy Defense Heroes, but the top 4 in terms of Txn do not show a clear gap

- Proportion of players
 - Crazy Defense Heroes 53.87%, Sunflower Farmers 21.90%, Arc8 by GAMEE 9.46%, Pegaxy 9.28%
- Proportion of transactions
 - Sunflower Farmers 27.83%, Crazy Defense Heroes 23.60%, Pegaxy 22.34%, Arc8 by GAMEE 18.48%

Market Share of Gamers (Q1)



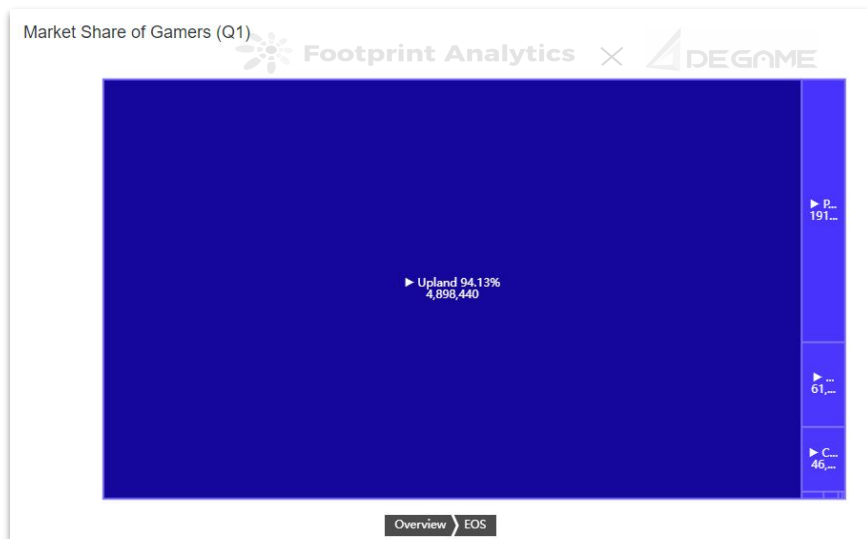
Q1 Gaming Txn by Chain



2.5 GameFi Performance by Chain

EOS: Upland account for most of the players and transactions on EOS

- Proportion of players
 - Upland 94.13%, PROSPECTORS 3.68%, Wombat Dungeon Master 1.18%, PROSPECTORS 3.68%
- Proportion of transactions
 - Upland 85.06%, PROSPECTORS 7.38%, Wombat Dungeon Master 4.07%, PROSPECTORS 7.38%



2.6 GameFi Performance by Chain

Ronin: Axie Infinity takes up the entire chain

Market Share of Gamers (Q1)



Overview > Ronin

Q1 Gaming Txn by Chain



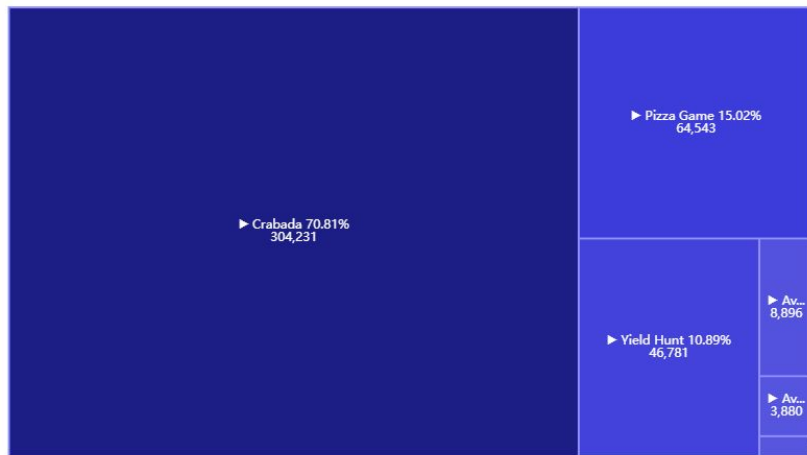
Overview > Ronin

2.7 GameFi Performance by Chain

Avalanche: Crabada is in the absolute lead

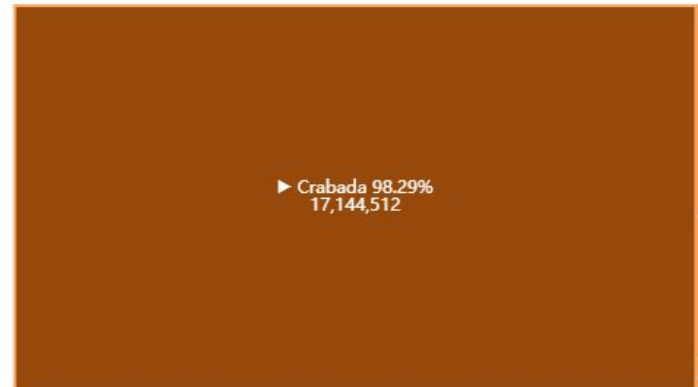
- Crabada accounts for 70.81% of the number of players and 98.29% of the transactions
- Proportion of the number of players of the other games: Pizza Game 15.02%, Yield Hunt 10.89%, Avaxtars 2.07%, Avax Wolf Game 0.90%

Market Share of Gamers (Q1)



Overview > Avalanche

Q1 Gaming Txn by Chain



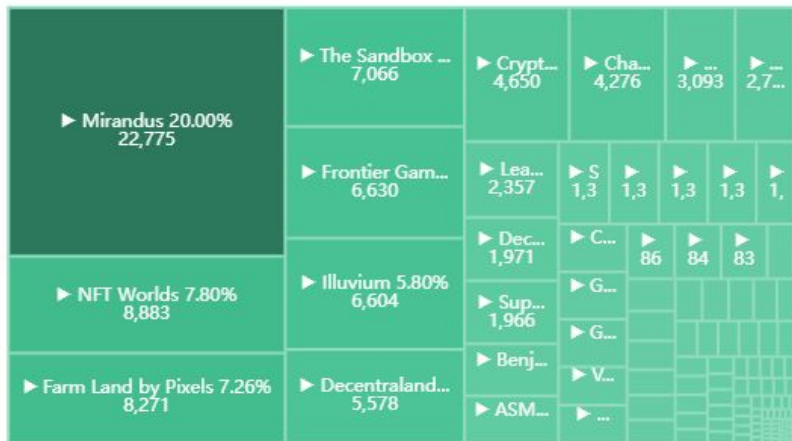
Overview > Avalanche

2.8 GameFi Performance by Chain

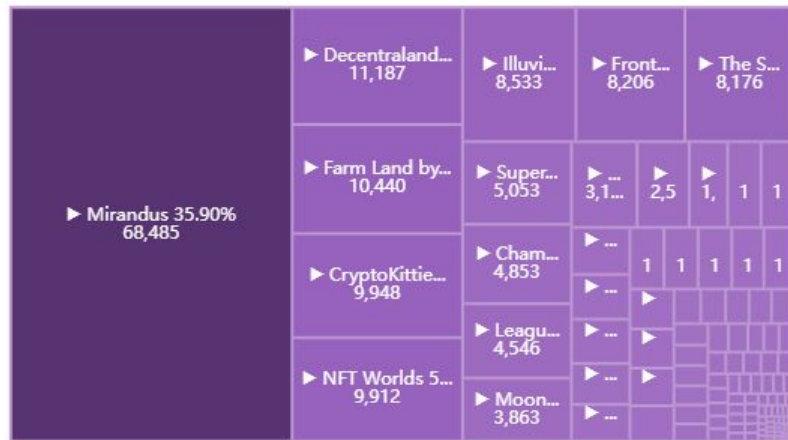
ETH: The overall distribution of game is relatively even

- Proportion of players
 - Mirandus 20.00%, NFT Worlds 7.80%, Farm Land by Pixels 7.26%
- Proportion of transactions
 - Mirandus 35.90%, Decentraland 5.86%, Farm Land by Pixels 5.47%

Market Share of Gamers (Q1)



Q1 Gaming Txn by Chain



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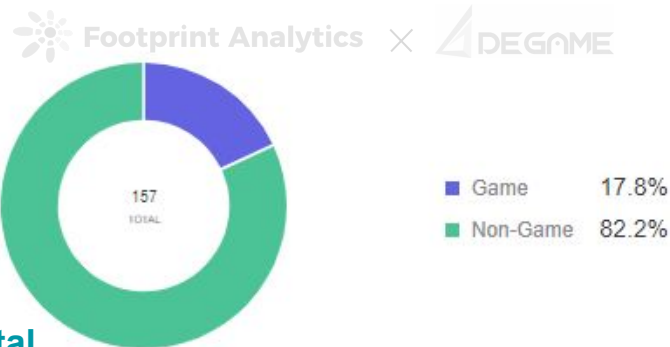
3.1 Game Token Liquidity Analysis

On most CEXs, 20-30% of newly listed tokens are from GameFi projects.

- Among the centralized exchanges we track, a total of 157 tokens were listed in Q1 2022, 28 of which were GameFi tokens, accounting for 17.8% of the total
- Statistics of GameFi tokens on exchanges:
 - The highest exchange is Bitglobal (Bithumb), accounting for 30% of the total coin offerings
 - Kraken was the centralized exchanges with the least GameFi tokens as a percentage of its total
 - The rest of the exchanges have around 20% of GameFi tokens on board

	Binance	OKX	Huobi Global	KuCoin	FTX	Kraken	Bithumb/ Bitglobal
22 Q1 token listed	11	18	49	30	20	19	10
Number of GameFi Tokens	2	4	10	6	3	0	3
Percentage	18.18%	22.22%	20.41%	20.00%	15.00%	0.00%	30.00%

Exchange - Total

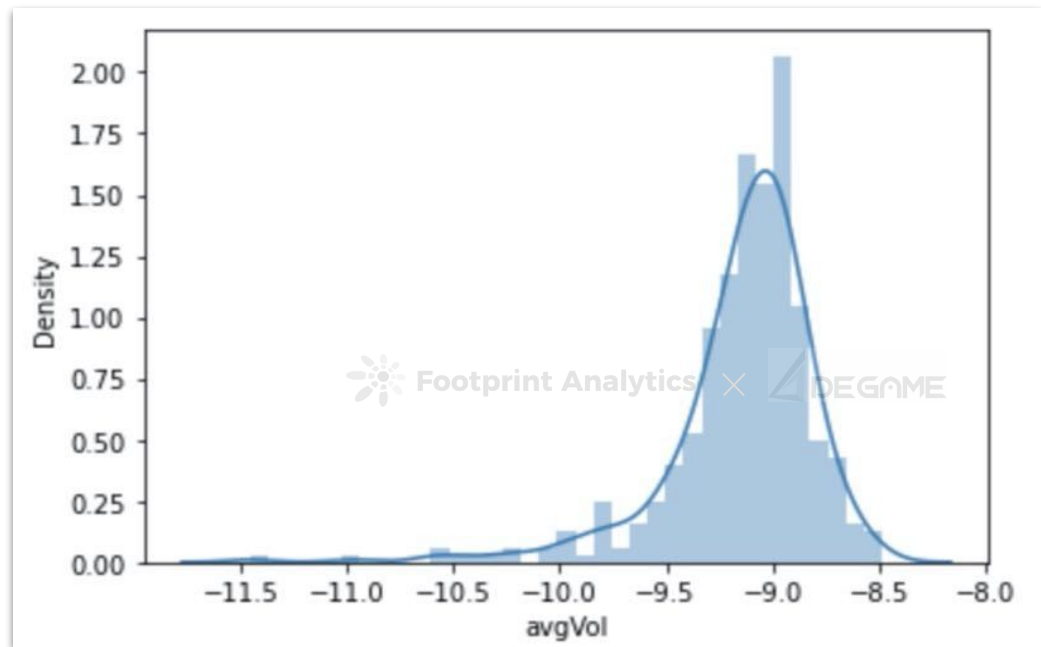


Exchange - Total

3.2 Game Token Liquidity Analysis

GameFi tokens' average daily trading volume is normally distributed , with a concentration of \$100,000 per day

- By tracking the daily trading volume of nearly 1,000 GameFi tokens, we found that the performance of GameFi tokens is extremely uneven, with a large gap between the performance of head and tail GameFi tokens. The head GameFi tokens have extremely high trading volume and occupy most of the market share.

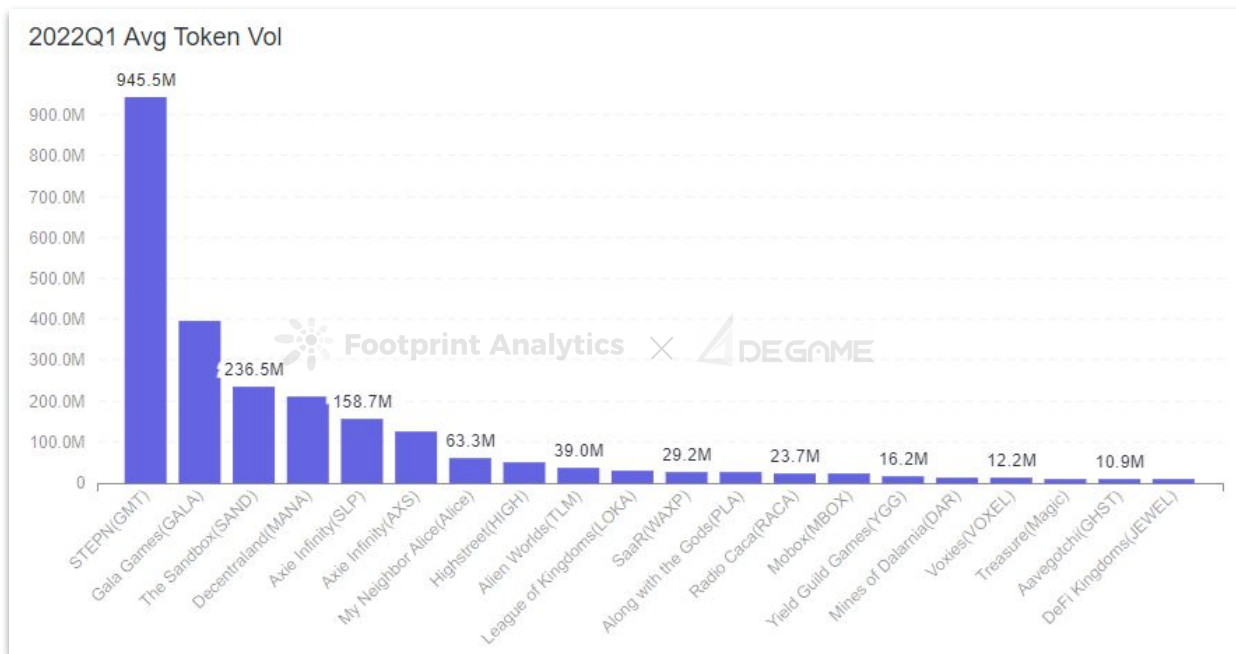


count	385.000000
mean	68.437527
std	556.894157
min	0.000000
25%	0.126913
50%	0.871641
75%	4.784046
max	9455.165392
Name: avgVol, dtype: float64	

3.3 Game Token Liquidity Analysis

The highest daily trading volume of GameFi Token is GMT

- GMT is the governance token for STEPN, with an average daily trading volume of nearly \$100M. STEPN is currently the best performing GameFi project in terms of token liquidity. It is followed by Gala Games, The Sandbox and Decentraland



2022Q1 Avg Token Vol



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4. GameFi Fundraising Analysis

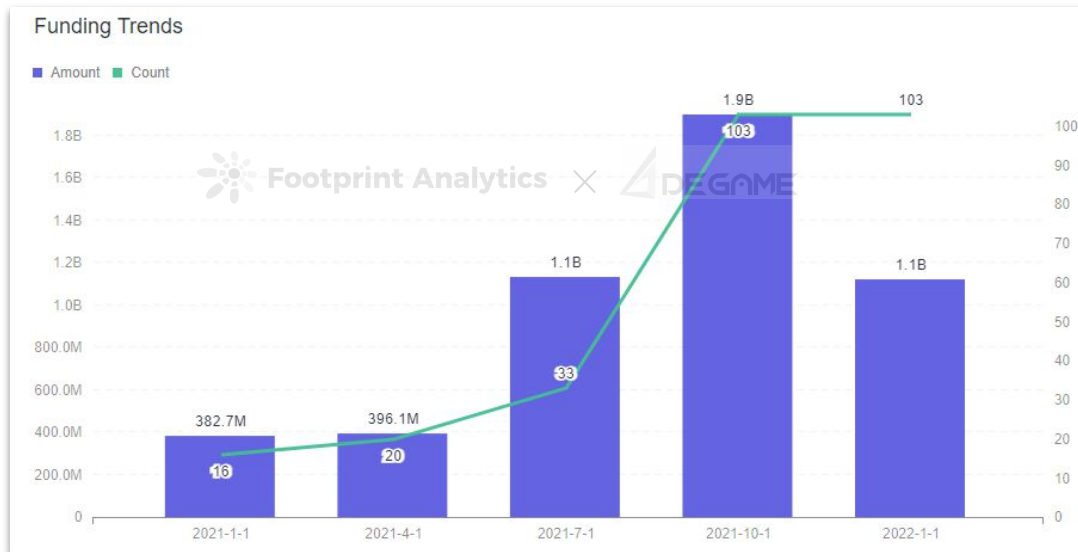
Summary: GameFi funding increased 194.19% year-over-year and decreased 40.78% season-over-season. Independent games got the most rounds, followed by game platforms (i.e. guilds) that were funded, mainly in the seed round; Polygon is the chain with the highest number of independent game projects with fundraising and the highest amount of fundraising; Animoca Brands was the most active investment institution this quarter

- GameFi sector overall funding: \$1.126 billion, up 194.19% year-over-year, down 40.78% sequentially
- By number of fundraisings: The top 3 types by funding are independent games, game platforms and metaverse games, of which independent game financing accounts for the largest proportion, a total of 63, accounting for 61.17% of the total financing events. The other 2 types accounted for 26.21% and 4.85%, respectively.
- By GameFi type: Platform projects have the highest funding amount of \$551 million, accounting for 48.93% of the total funding of the GameFi sector; independent games have the second highest funding amount of \$287 million, accounting for 25.5%.
- By fundraising round: The largest number of Seed rounds and the largest amount of strategic rounds
- By Investment Institution: Animoca Brands is the most active among investment institutions

4.1 GameFi Fundraising Analysis

GameFi funding increased 194.19% year-over-year and decreased 40.78% season-over-season.

- In terms of trend, both the number of GameFi funding rounds and the amount of funding raised in each quarter of 2021 have increased significantly compared to the previous quarter.
- Number of rounds raised: 103 in Q1 2022, up 139.54% from the quarterly average of 43 rounds raised in 2021
- Funding volume: Q1 2022 was \$1.126 billion, up 18.01% from the quarterly average funding volume of \$954 million in 2021, and down 40.78% from Q4 last year, which was the highest funding volume.



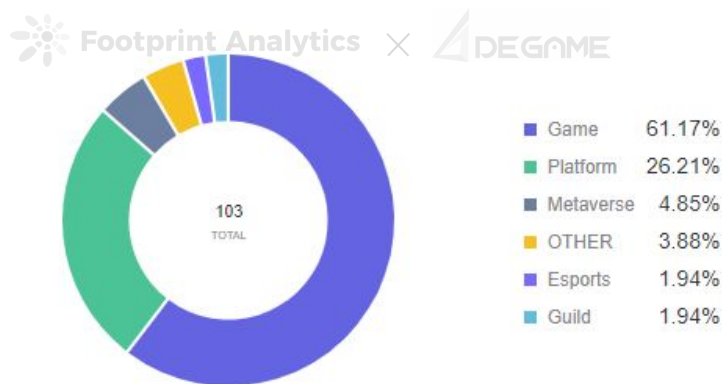
Funding Trends

4.2 GameFi Fundraising Analysis

By project type: Independent games got the most rounds, followed by game platforms that were funded

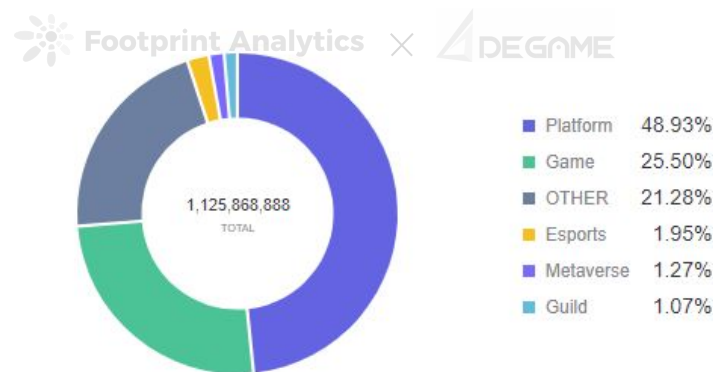
- Number of funding: The top 3 types of funding were 63 for independent games (61.17%), game platforms (26.21%) and metaverse (4.85%)
- Funding amount: The top 2 types of projects are game platforms \$551 million (48.93%) and independent games \$287 million (25.5%)
- Average funding amount of independent games: game platforms \$20.40M > independent games \$4.55M
- Metaverse, guild and e-sports projects still account for a smaller share in terms of both the number of financing and the amount of financing

Project Type Distribution (Count)



Project Type Distribution (Count)

Project Type Distribution (Amount)



Project Type Distribution (Amount)

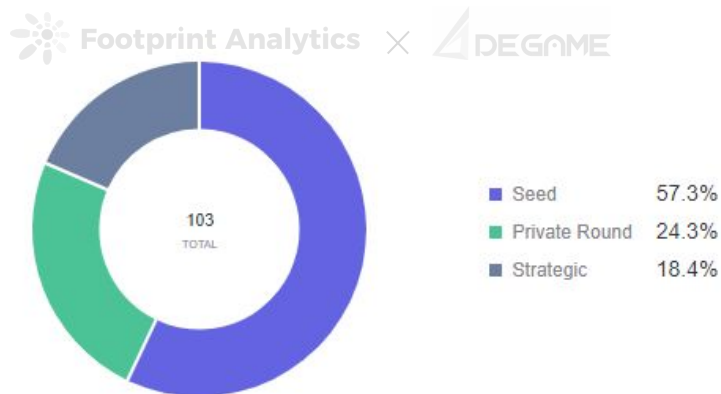
Note: Other categories include Immutable, BreederDao, GameFam and TeaDAO, where Layer2 project Immutable closed \$200 million in the quarter, accounting for 83.47% of the funding in other categories

4.3 GameFi Fundraising Analysis

By funding round: Most rounds are seed rounds but strategic rounds raise more money in total

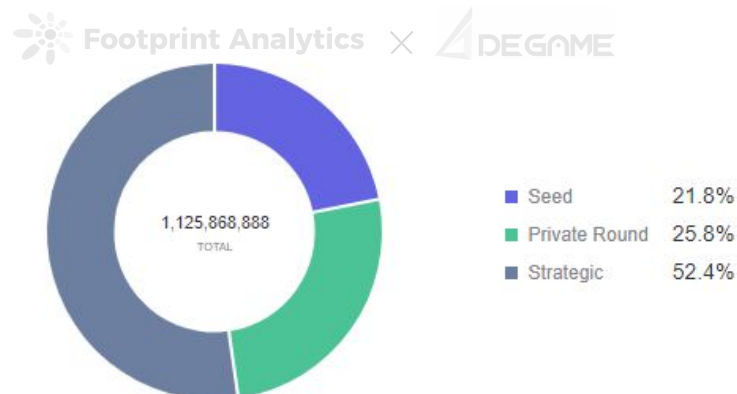
- Number of rounds: Seed rounds accounted for the largest number of rounds at 59, or 57.3% of the total
- Amount of funding: 52.4% were strategic rounds, including from Animoca Brands (\$358M) and Immutable (\$200M), followed by seed rounds, accounting for 20.76% of the total amount of funding
- Average Seed round funding per project: \$4.91M

Fundraising Rounds Count Distribution



Fundraising Rounds Count Distribution

Fundraising Rounds Amount Distribution

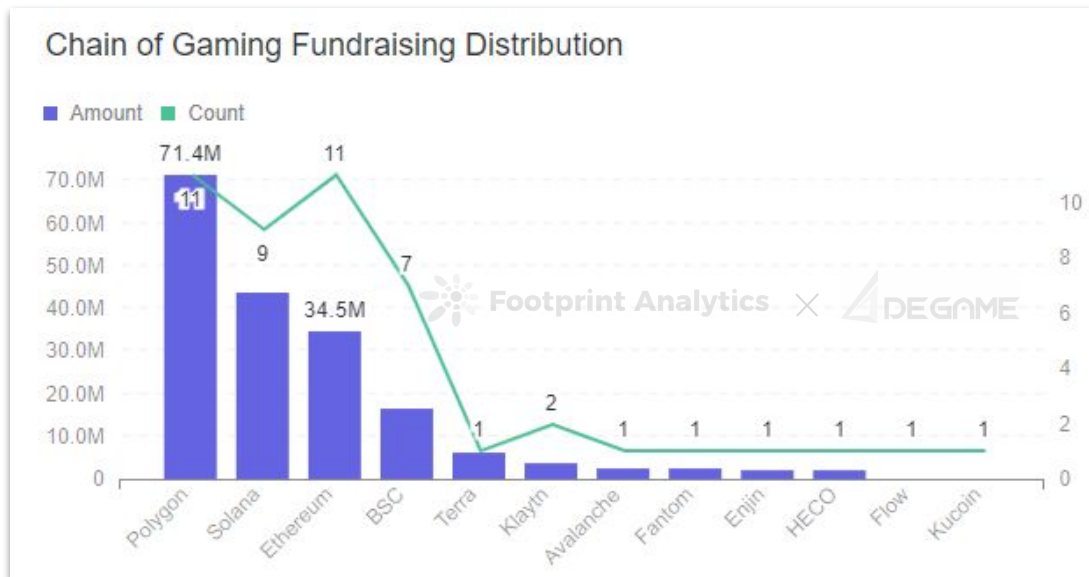


Fundraising Rounds Amount Distribution

4.4 GameFi Fundraising Analysis

By chain: Polygon had the most independent game with fundraising and the highest amount of fundraising

- Top 4 blockchains by funding amount:
 - Polygon: \$71.4 million
 - Solana: \$43.6 million
 - Ethereum: \$34.5 million
 - BSC: \$16.3 million
- By number of rounds:
 - Polygon: 11 rounds
 - Ethereum: 11 rounds
 - Solana: 9 rounds
 - BSC: 7 rounds
- By average project funding: Games on Polygon have the highest average funding at \$6.49M per project



[Chain of Gaming Fundraising Distribution](#)

4.5 GameFi Fundraising Analysis

By number of investments: Animoca Brands was the most active investor

- Animoca Brands: 27 investments, 18 lead investments
 - Animoca received the largest funding of the quarter in the sector at \$358 million
- Binance Labs: 6 investments, 5 lead investments
- A16z: 3 investments, all lead investments
- OKX, Coinbase Ventures, Paradigm, Three Arrows Capital all made investments, all with follow-on investments









Investment by Leading Investment Institutions

4.6 GameFi Fundraising Analysis

By fundraising amount: Animoca received the largest funding of the quarter in the sector at \$358 million

- 9 projects with over \$15 million in funding
 - 3 are independent games, with the highest being FCF, which received \$40 million in funding
 - 4 platform projects, the largest of which was Animoca Brands, which received \$358 million in funding, the largest funding round in the GameFi circuit this quarter

Logo	Project	Category	Amount	Lead Investment
	Animoca Brands	platform	\$358,888,888	Liberty City Ventures
	Immutable	other	\$200,000,000	Temasek
	Loco	platform	\$42,000,000	Hashed
	Fan Controlled Football(FCF)	game	\$40,000,000	Animoca Brands and Delphi Digital
	Crypto Unicorns	game	\$26,000,000	TCG, Backed VC
	Gamefam	other	\$25,000,000	Konvoy and Play Ventures
	C2X	platform	\$25,000,000	FTX Ventures, Jump Crypto and Animoca Brands
	Carry1st	platform	\$20,000,000	a16z, Google
	MetalCore	game	\$15,000,000	BITKRAFT Ventures and Delphi Digital



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Star of the Season - STEP N

- STEPN is a move-to-earn GameFi project built on Solana. Users can buy running shoes in the game and earn through running; its core gameplay also includes making and trading shoes and gems, and STEPN is still expanding new gameplay and token usage scenarios

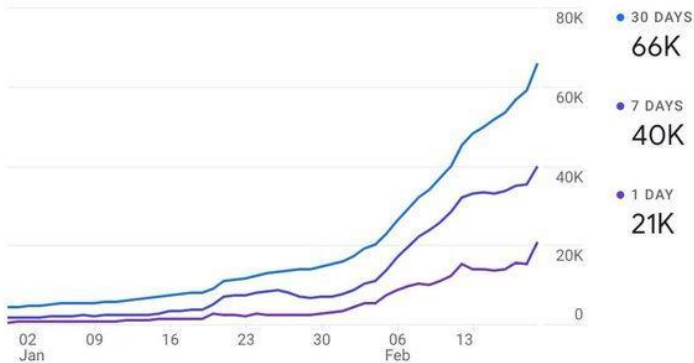


5.1 Tracking Key Data of Hot GameFi Projects

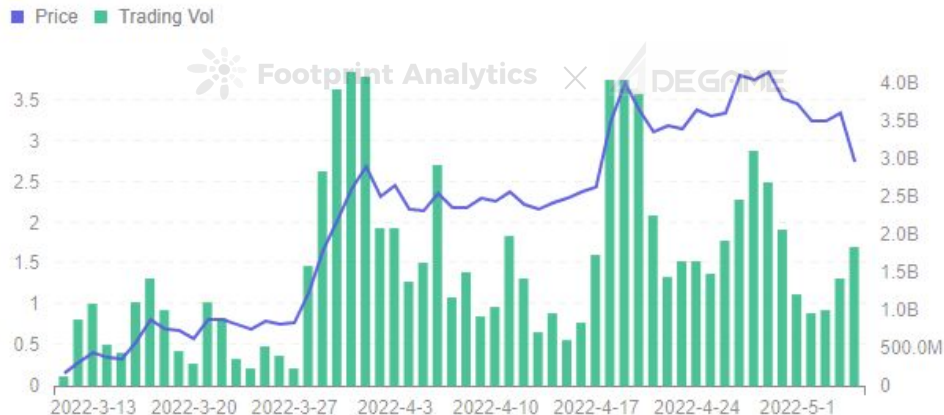
Strong Rise of STEPN

- STEPN was officially launched in January and reached 21K daily active users and 66K monthly active users in February. According to recent announcements, STEPN's total downloads have exceeded 1 million, daily active users have exceeded 200,000, the daily NFT transaction volume exceeded \$10 million, and the profit was \$26 million in Q1 of 2022. The daily trading volume of its token GMT once exceeded Bitcoin.

User activity over time



StepN GMT Price & Trading Vol



STEPN GMT Price & Trading Vol

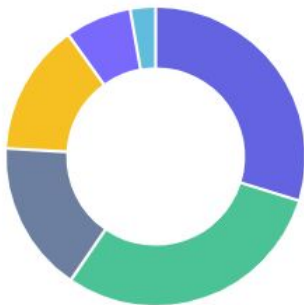
5.2 Tracking Key Data of Hot GameFi Projects

Tokenomics Model

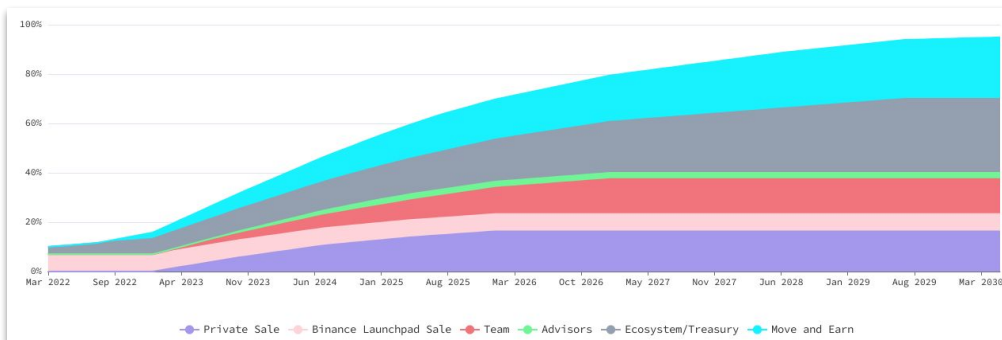
- STEPN is a tokenomics model with 2 tokens
 - Game Token GST, comes with an unlimited supply
 - Governance tokens GMT, with a token supply of 6 billion. 33% of these are allocated to the team, private sales, and advisors and will be released starting in March 2023.

Stepn Token Allocations

Footprint Analytics × DEGAME



Ecosystem/Treasury	30.0%
Move and Earn	30.0%
Private Sale	16.3%
Team	14.2%
Binance Launchpad Sale	7.0%
Advisors	2.5%



5.2 Tracking Key Data of Hot GameFi Projects

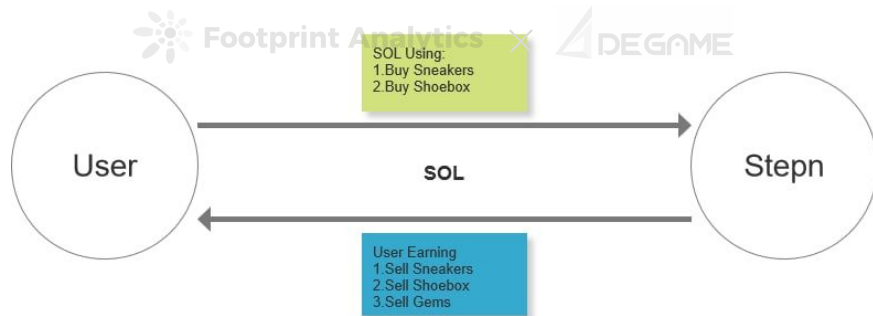
Tokenomics Model

- GST and GMT can be exchanged directly into USDC in app's native wallet
- DEX Raydium and Orca also support trading of GST and USDC

GST Supply and Earning



SOL Earning and Using

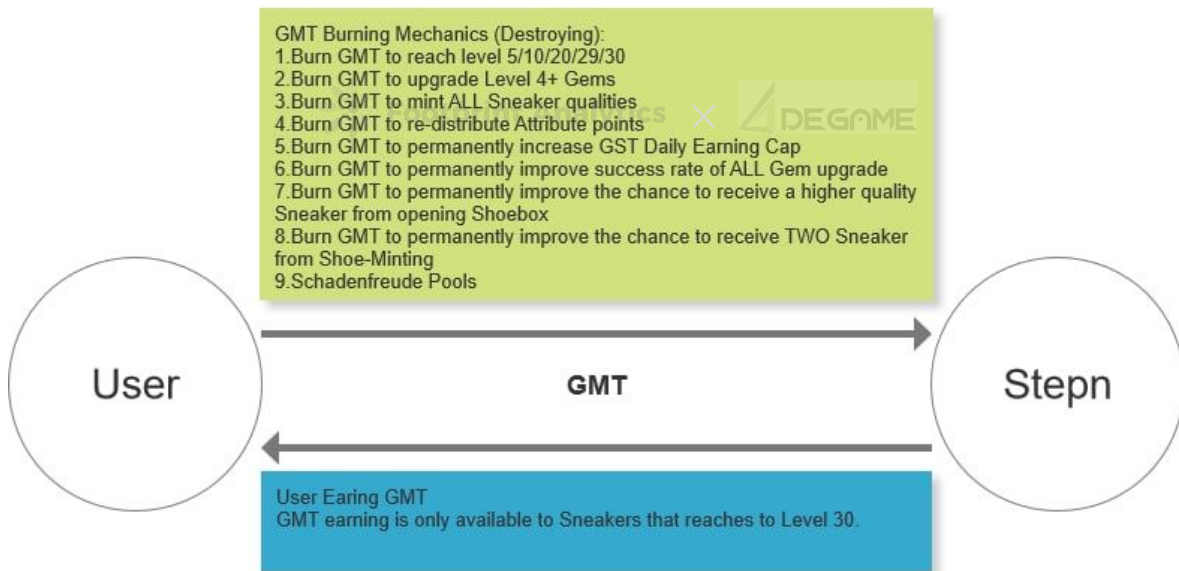


5.2 Tracking Key Data of Hot GameFi Projects

Tokenomics Model

- Solana's token, SOL, is also used in the circulation of STEPN
 - SOL is mainly used in transactions of shoes and gems

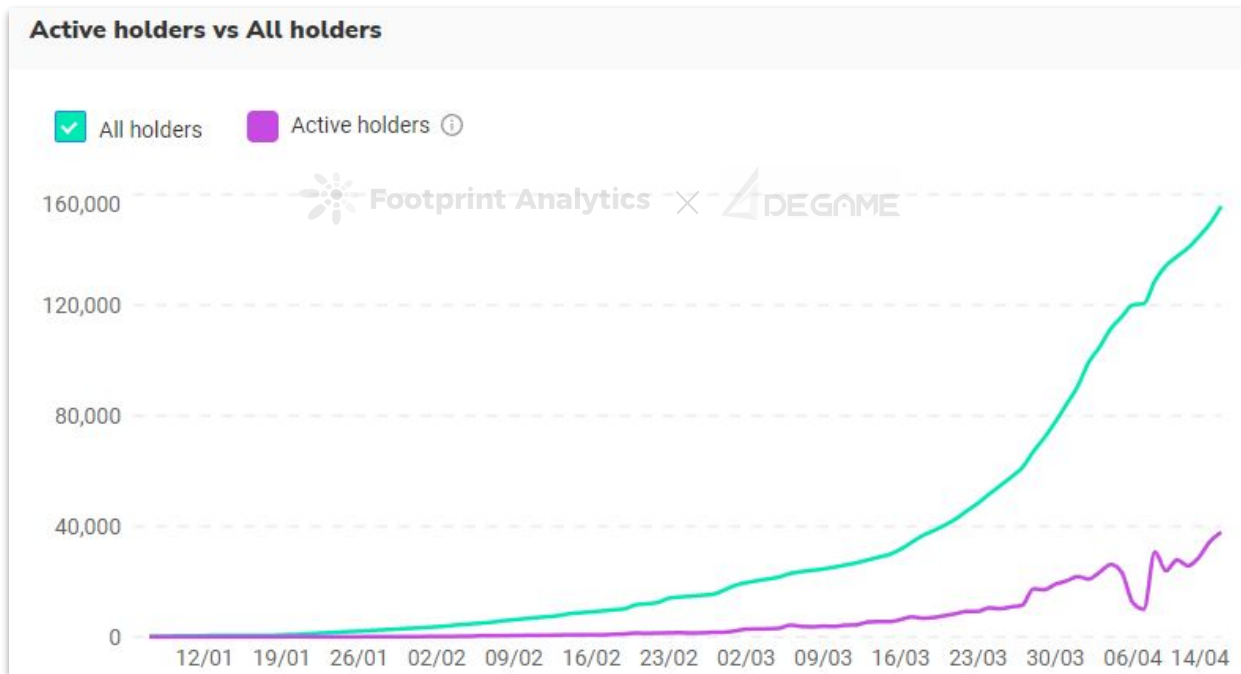
GMT Burning and Earning



5.3 Tracking Key Data of Hot GameFi Projects

The number of User

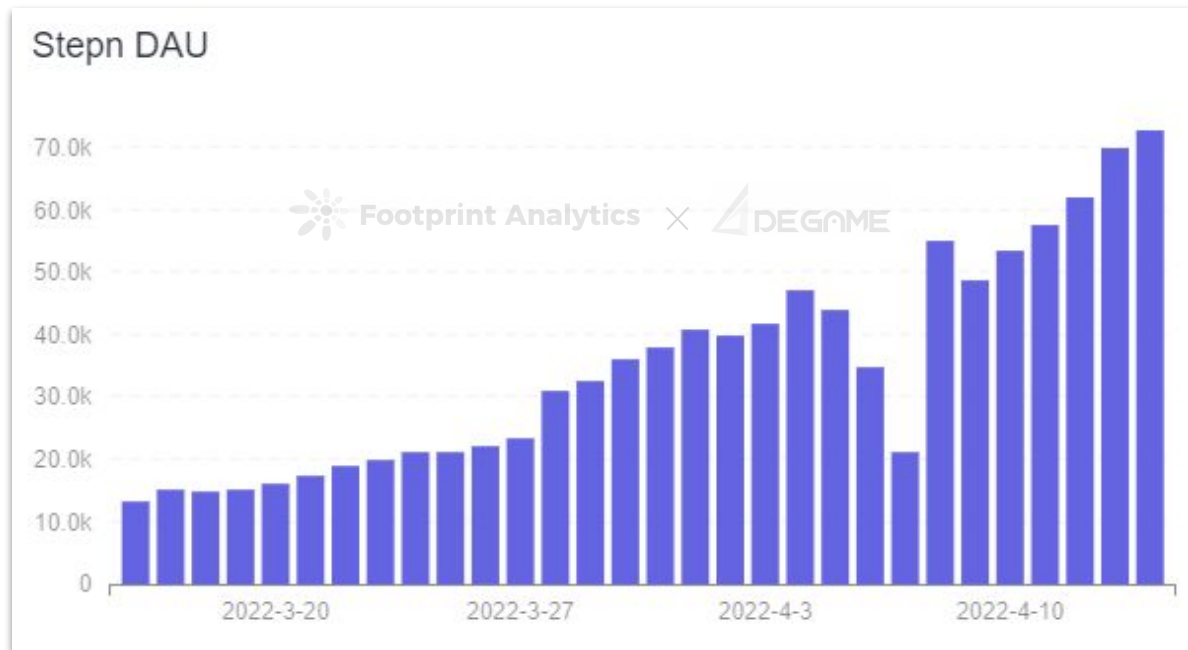
- Since the game launched in January, the number of users in Q1 has been growing exponentially and gaining momentum, and the number of GST addresses on chain is close to 160K



5.4 Tracking Key Data of Hot GameFi Projects

Number of daily active addresses

- Since its launch in January, the number of daily active addresses between Wallet and Spending has been rising and surpassed 60K in April

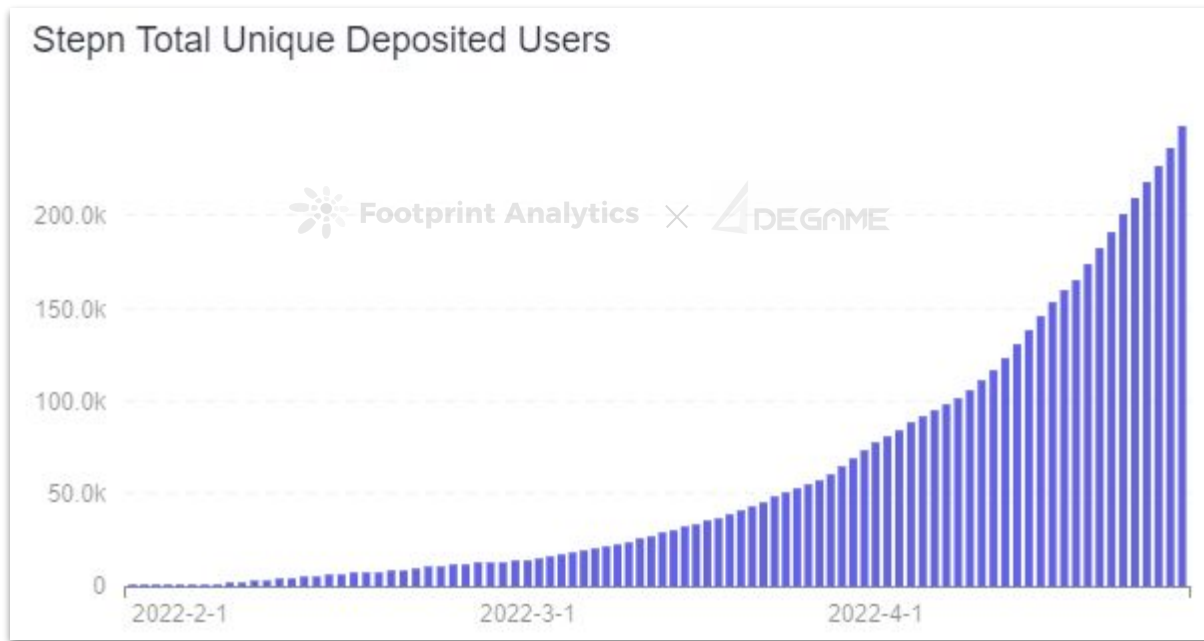


STEPN DAU

5.5 Tracking Key Data of Hot GameFi Projects

Cumulative number of independent wallets recharged

- The cumulative number of independent wallets topped 100K at the beginning of April, and also by the number of new top-up users and daily active addresses, we can see that STEPN is still gaining momentum and is continue growing

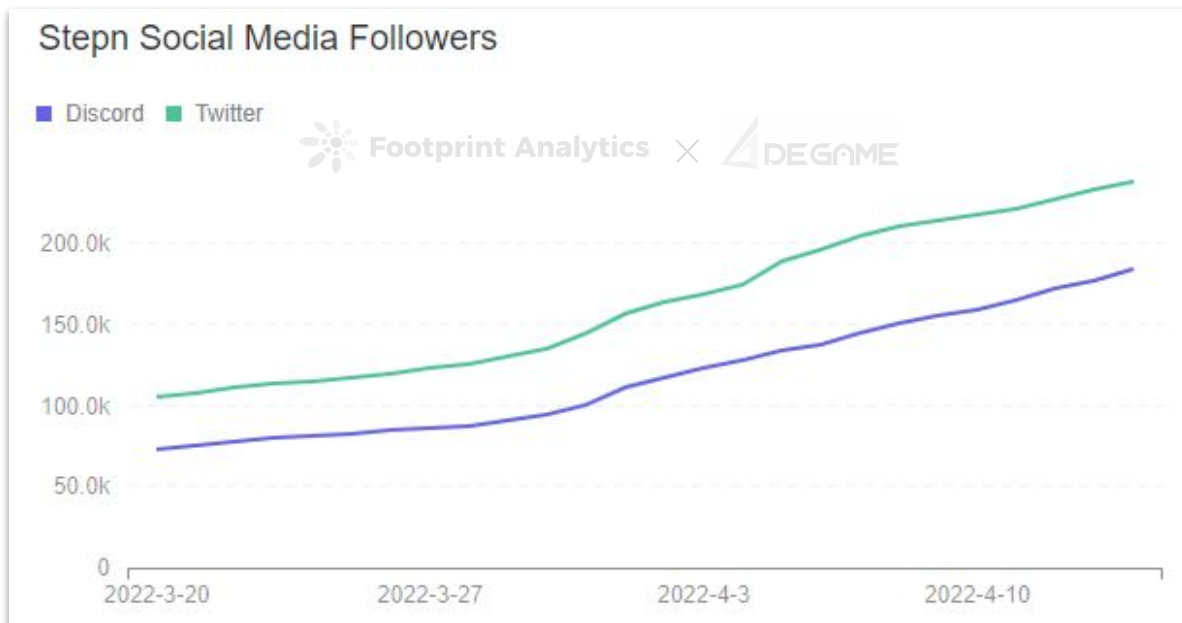


[STEPN Total Unique Deposited Users](#)

5.6 Tracking Key Data of Hot GameFi Projects

Number of community member

- STEPN's follower base has been growing since its launch, in terms of both the main community Twitter and Discord
 - Twitter followers are close to 250K
 - Discord is also close to 200K followers and has a relatively active community

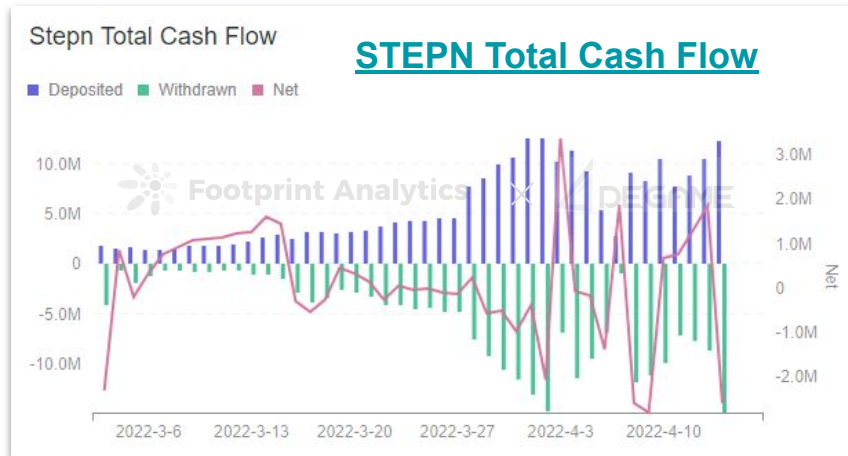
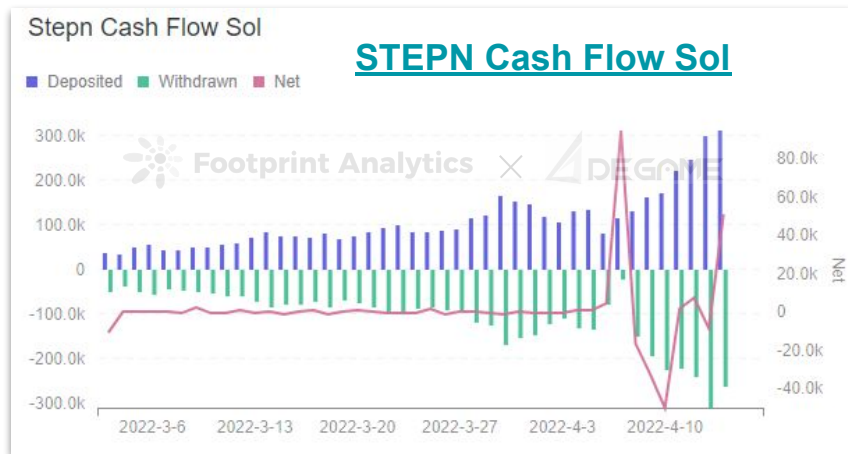
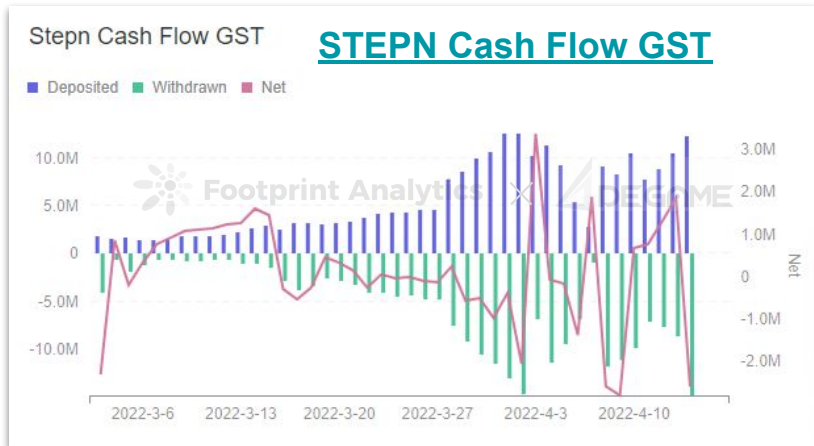


STEPN Social Media Followers

5.7 Tracking Key Data of Hot GameFi Projects

Financial flows

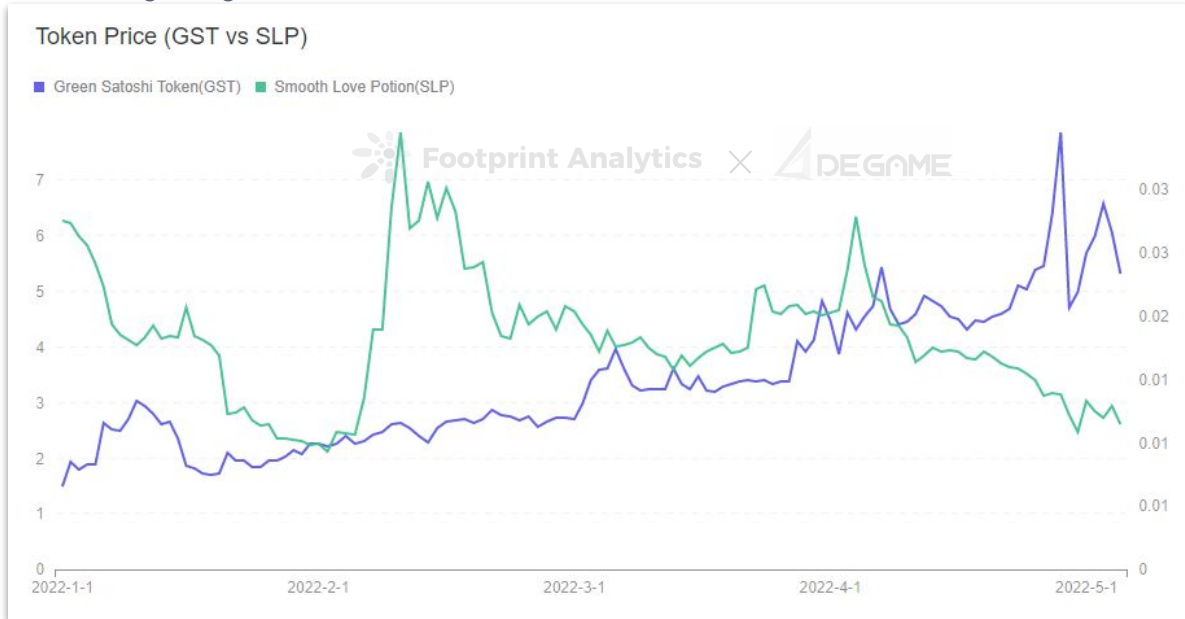
- Official wallet GST daily incoming and outgoing amounts reached the level of \$10M, with daily withdrawals and deposits showing a stepped increase at the end of March, but net inflows and outflows have basically been achieved a dynamic balance
- Official wallet SOL daily flows exceeded 300K and did not show significant net outflows
- Overall net flows from SOL and GST combined look healthy, but have been fluctuating more since April



5.8 Tracking Key Data of Hot GameFi Projects

Comparison with Axie in the same period: STEPN is trending positive

- SLP prices showed a 3-peak wave in Q1, with one peak lower than the other; at the end of the quarter, SLP prices largely returned to the prices at the beginning of the quarter
- GST price performance in Q1 was volatile and increased, with GST price showing a significant increase at the end of Q1 compared to the beginning of Q1



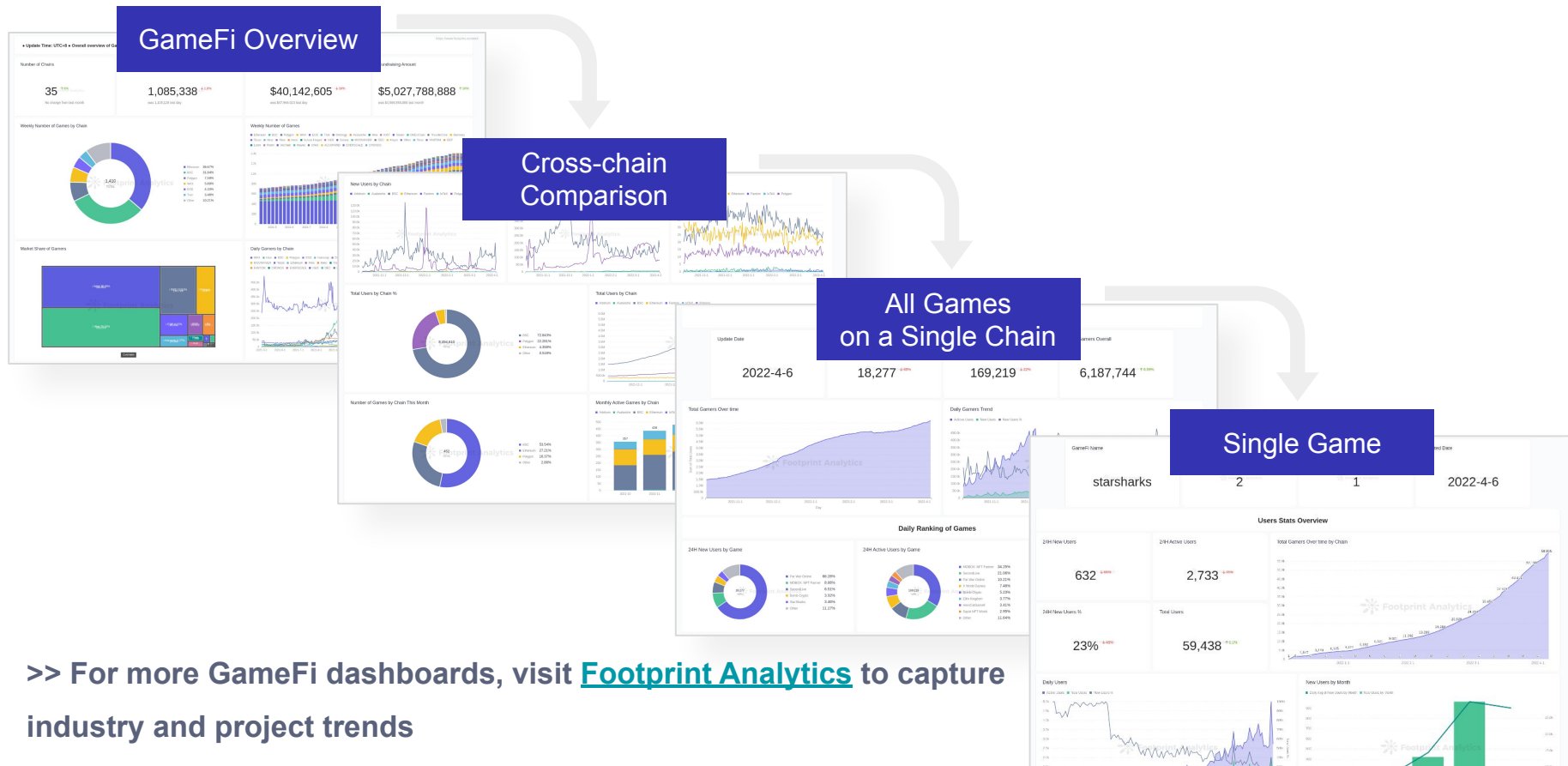
Token Price (GST vs SLP)

5.9 Tracking Key Data of Hot GameFi Projects

STEPN future plan

- **STEPN will be on SocialFi, dedicated to promoting carbon neutrality to combat global warming.**
 - STEPN is committed to creating a community of walkers, joggers and runners to help fight the epidemic of loneliness
 - Daily exercise, such as walking and getting outside, has proven to be a powerful and useful tool in the fight against depression
 - Leveraging SocialFi and building on Web3 to drive millions of people to lead healthier lifestyles while fighting global warming
- **Strengthening anti-cheating**
 - Continuously iterating anti-cheating rules. Recently, the app the team claimed to make STEPN's GPS 70 times more accurate than before
- **Token empowerment:** In Q1, \$26 million of all profits were used to buy back GMT and destroy it, with the intent of controlling GMT market circulation and thus beginning the empowerment of GMT
 - Balance of dual coin system: Allow most users to earn two coins at the same time, forming a balance between "user awareness, token price, NFT, and market".
 - Expand token usage scenarios as soon as possible
 - Meet more user needs: slowly not matching the needs of new users, but constantly exploring new application scenarios, such as establishing the relationship between GMT and NFT upgrades, account permanent attribute upgrades; creating a "Schadenfreude Pool" that allows users to rely on other people's "misfortune" to get some rewards.
- **Collaborating with brands**
 - Virtual sneaker co-branded with global brand ASICS at Binance IGO
 - Possible cooperation with Adidas and Nike

Most Comprehensive GameFi Analytics



>> For more GameFi dashboards, visit [Footprint Analytics](#) to capture industry and project trends

DeGame.com — Web 3.0 NFT game infrastructure platform



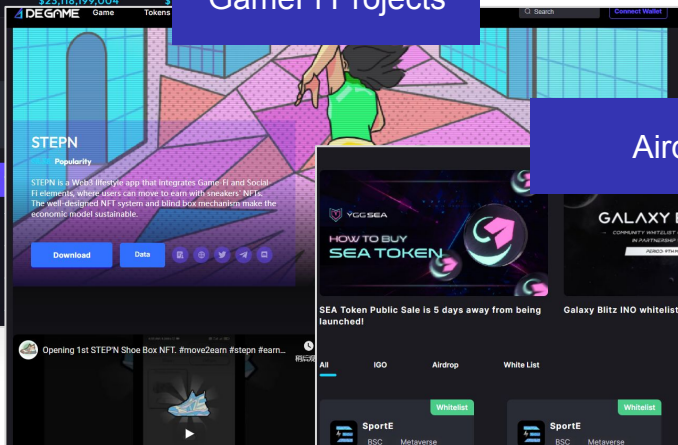
GameFi Tokens

The screenshot shows the DeGame.com interface with a focus on GameFi Tokens. A table lists various tokens with columns for Game, Guild, Chain, Token, and Volume (24 H). Below this, there's a section for 'Token' and 'NFT' with filters for Type, All, Game, Guild, and Chain. A table of token prices is also visible.

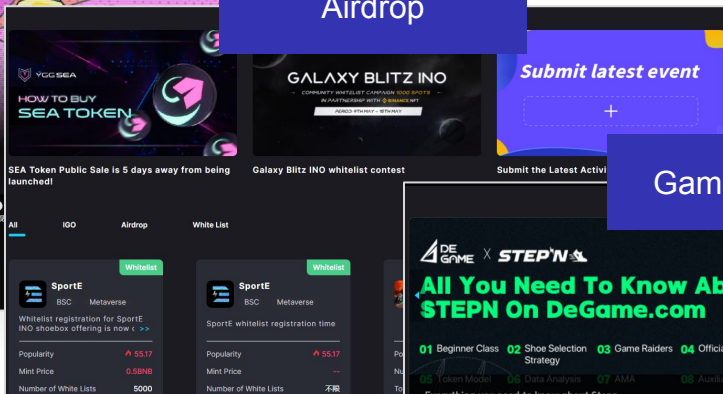
Game	Guild	Chain	Token	Volume (24 H)
1084	50	57	432	\$5,721,083,128

Token	Project	Price	24h
1	API	The Offside	\$12.41
2	SAND	The Sandbox	\$2.00
3	AXS	Axis Infinity	\$27.91
4	MANA	Decentraland	\$1.41

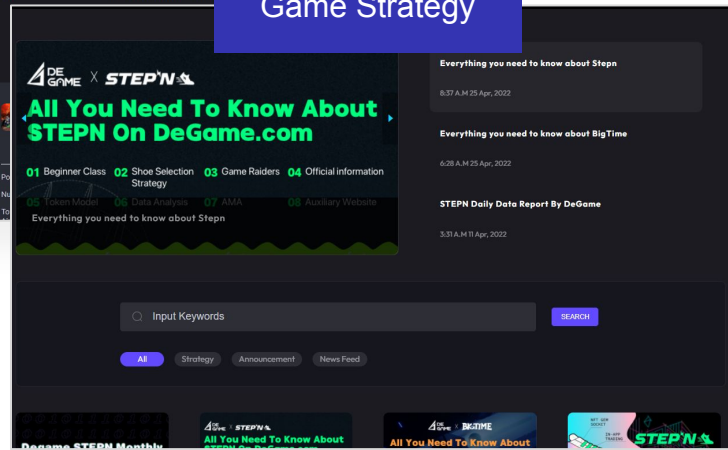
GameFi Projects



Airdrop



Game Strategy



>> Aggregate game discovery, query, strategy, download, data tracking and professional analysis functions, over 1000 NFT game projects, at DeGame.com



Thanks

April 30, 2022

