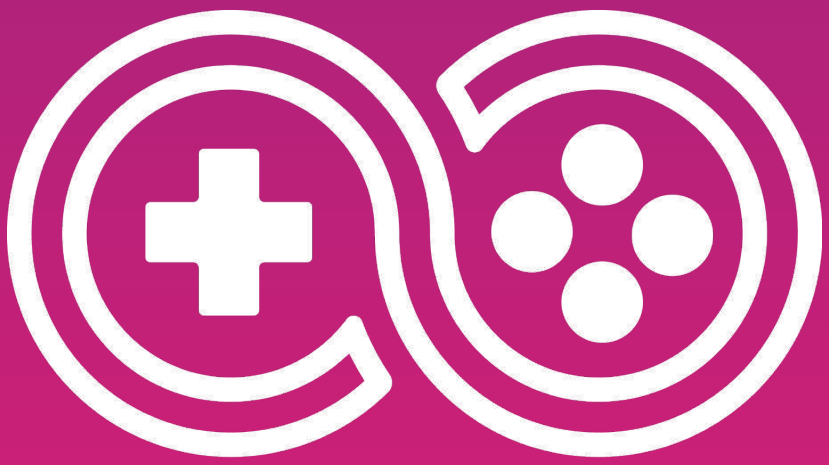

INFINITY GAMES

Web3 gaming ecosystem where games, creators, and players share interoperable assets and value

infinitygames.tech

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1. Abstract

Connecting games, creators, and players through shared on-chain assets and a unified economy.

Infinity Games is a Web3 gaming infrastructure built around the Interoperable Asset Store, a protocol that allows studios and creators to reuse, trade, and monetize digital assets across multiple games.

The ecosystem connects three core components:

Interoperable Asset Store: an open standard for asset interoperability that enables on-chain proposals, approvals, and minting of shared 3D models and NFTs under unified licensing.

Prometheus Marketplace: the native trading layer that provides liquidity, mint campaigns, and cross game distribution for all assets.

Games Layer: a collection of first party titles such as Infinity Heroes, together with third party games built by partner studios, all powered by the same asset protocol.

Infinity Games token serves as the core economic layer for transactions, incentives, and governance. Together, these components form a connected network where digital assets move between games while maintaining clear ownership rights. Original creators retain full intellectual property rights to their assets. Studios gain the right to use approved child assets within their own collections but cannot list or resell them independently. Players hold on-chain ownership of the assets they acquire in games.

2. The Problem

The missing layer of gaming: true interoperability between assets, studios, and players.

Web3 gaming has grown rapidly, yet most ecosystems remain closed and fragmented, much like traditional Web2 games. The difference is that Web3 already provides the fundamentals for interoperability through on-chain ownership and digital asset standards, but no one has built the infrastructure that truly connects games at the asset level.

In Web3 today, every studio still builds its own closed environment. Assets, models, and NFTs are locked inside individual contracts and cannot be reused or recognized by other games. Developers repeat the same work, creating unique but isolated economies that limit growth and innovation.

Players face the same isolation. Assets they own exist on-chain but have no function outside the game they came from. This leads to low engagement, poor retention, and limited cross game value.

Interoperability remains the missing layer. A unified system is needed where developers can build on shared standards, creators can license and monetize their models, and players can use their assets across multiple titles.

Infinity Games solves this by introducing the Interoperable Asset Store, a foundation for a connected gaming economy where ownership, utility, and creativity coexist.

3. The Infinity Games Ecosystem

Building a connected ecosystem where assets, players, and games share the same economy.

Infinity Games is built as a modular ecosystem designed to connect creators, studios, and players through shared digital assets. It combines infrastructure, marketplace, and gameplay into a single on-chain framework that enables asset interoperability across multiple titles.

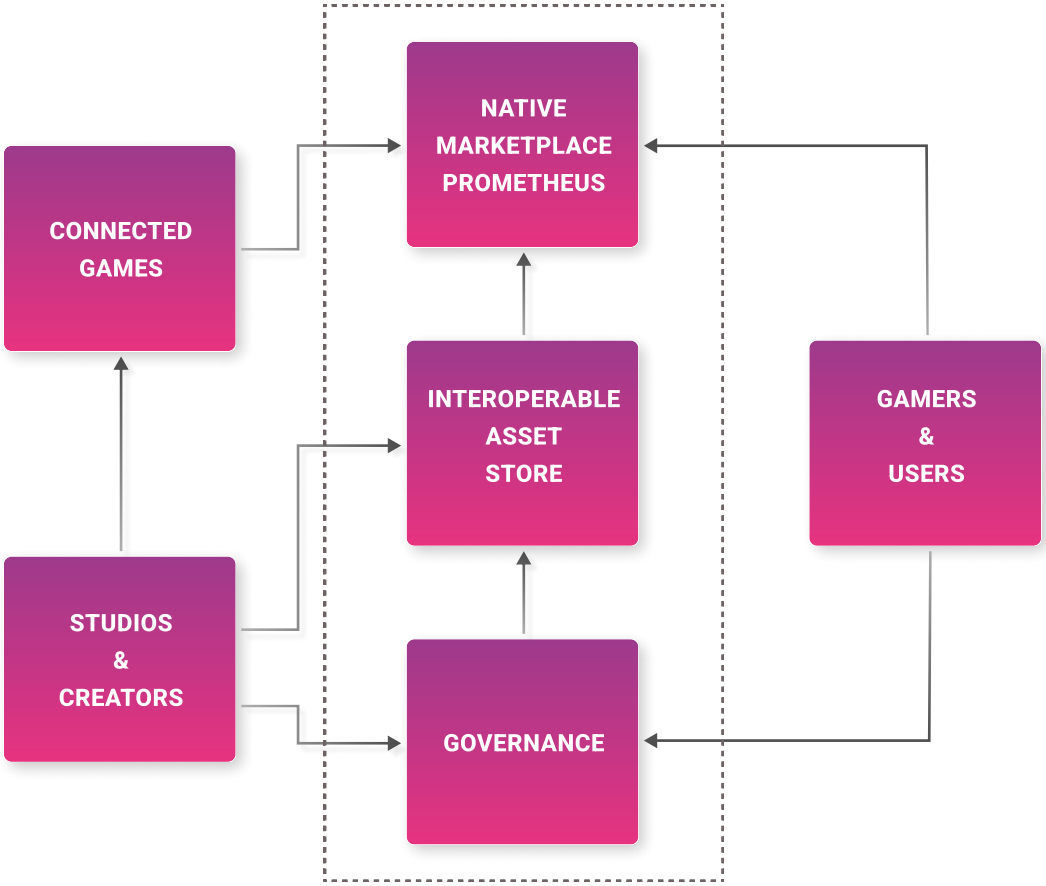
The ecosystem is composed of three core layers:

Interoperable Asset Store: the foundation of the ecosystem and the protocol layer that allows studios to list, propose, approve, and mint shared 3D models and NFTs under unified licensing. It defines the standards, logic, and permissions that make cross game interoperability possible.

Prometheus Marketplace: the trading and distribution layer where assets are minted, listed, and exchanged. It connects all games within the ecosystem.

Games Layer: a growing network of games powered by the same infrastructure. It includes first party titles such as Infinity Heroes as proofs of concept, as well as third party games developed by partner studios that integrate through the Interoperable Asset Store.

Together, these layers create a connected system where **digital assets retain their identity, value, and function across multiple games**, forming the foundation of the Infinity Games economy.



Infinity Games ecosystem architecture showing the relationship between creators, studios, games, core protocol components, and players.

4. Interoperable Asset Store

The protocol that powers asset interoperability, licensing, and verified creator ownership.

The Interoperable Asset Store is the foundation of the Infinity Games ecosystem. It is a protocol that allows creators and game studios to register, license, and reuse tokenized gaming assets across multiple games. Each interaction within the Asset Store, from collection import to reuse approval, is recorded on-chain, ensuring transparency and verified ownership.

4.1 Core entities

Studio: An account that creates or imports collections, uploads tokenized gaming assets, and integrates approved assets into its own games. Studios can mint child tokens after receiving reuse approval.

Creator: An individual or freelancer who creates or imports collections and uploads tokenized gaming assets, but does not operate games. Creators cannot integrate assets or mint child tokens. They only approve reuse proposals for assets they own.

Collection: A namespace on the blockchain that groups tokenized gaming assets created by a studio or creator. Collections can be linked to the Interoperable Asset Store by importing an existing on-chain collection or by creating a new one directly through the protocol.

Parent token: A blockchain token that represents an original gaming asset created by a studio or creator. It contains on-chain metadata and a reference to the encrypted IPFS files that store the asset's source files.

Child token: A blockchain token minted by a studio after receiving reuse approval. It references a parent token and represents the authorized use of that original asset inside another game, inheriting its licensing and royalty rules.

4.2 Core functions

Import collections: link an existing on-chain collection owned by the user to make it visible within the Asset Store.
Create collections: deploy a new on-chain collection directly through the protocol.
Tokenize assets: upload encrypted IPFS files and link them to parent tokens referenced by the protocol.
License and rights: assign a standard license template and royalty schema to define how the asset can be used.
Propose reuse: allow studios to request permission to integrate specific assets into their games.
Approve or reject: asset owners review proposals and decide whether to grant reuse rights.

Mint child tokens: after approval, studios mint child tokens referencing the parent assets. These tokens inherit licensing and royalty logic automatically, which is immutable.
Track lineage and royalties: the protocol records connections between parent and child tokens and distributes royalties as defined by the license.

4.3 Workflows

Collection import

Users can import existing on-chain collections by proving ownership. Once imported, all assets within that collection become manageable through the Asset Store.

Collection creation

If no collection exists, users can deploy a new one directly through the protocol. The new collection is immediately compatible with Asset Store standards and can host parent tokens.

Asset tokenization

Creators upload their game assets, encrypt the files, and store them on IPFS. The protocol ledger records each asset's encrypted file manifest, license, and ownership reference. This step makes the asset discoverable and available for reuse proposals.

Reuse proposal

When a studio wants to integrate an existing asset, it submits a proposal outlining how and where the asset will be used. The proposal is stored on-chain and sent to the creator for review.

Approval

Creators review the proposal and either approve or reject it. Once approved, the license terms become permanent and immutable. The studio gains the right to mint child tokens referencing that asset.

Child minting

The studio mints a child asset that references the parent token. The child inherits all license terms and royalty rules, creating a verifiable and immutable connection across games.

4.4 Licensing and rights

Every asset connected through the Interoperable Asset Store includes a standard on-chain license that defines how the asset can be reused, shared, or modified inside other games. These licenses remove the need for custom agreements between studios and creators by providing a predictable, consistent and immutable framework for asset interoperability. They specify the rights granted to integrating studios and the royalty distribution rules tied to every child asset created from the parent.

The licensing layer is designed to evolve over time. Upcoming protocol features will introduce more granular modification controls, allowing creators to decide which parts of an asset are modifiable by external studios. Future updates will also support license amendments, conflict resolution, and additional enforcement rules, creating a fully transparent rights management system for shared game assets.

4.5 Fees and royalties

All value transfers related to asset reuse within the Interoperable Asset Store will be settled using the Infinity Games token. The protocol charges a 5 percent platform fee on every reuse of a child asset that produces economic activity, including paid mints and secondary sales involving that asset. After the platform fee is deducted, the remaining amount is distributed automatically between the original creator and the integrating studio based on the royalty schema defined within the asset's license.

Royalties do not rely on any manual input. Smart contracts manage the entire process, ensuring that all parties receive the correct share instantly and without intermediaries. This automated mechanism provides consistent revenue distribution, strengthens creator protection, and creates a sustainable economic loop that rewards both asset creation and reuse across the ecosystem.

4.6 Indexing and integration services

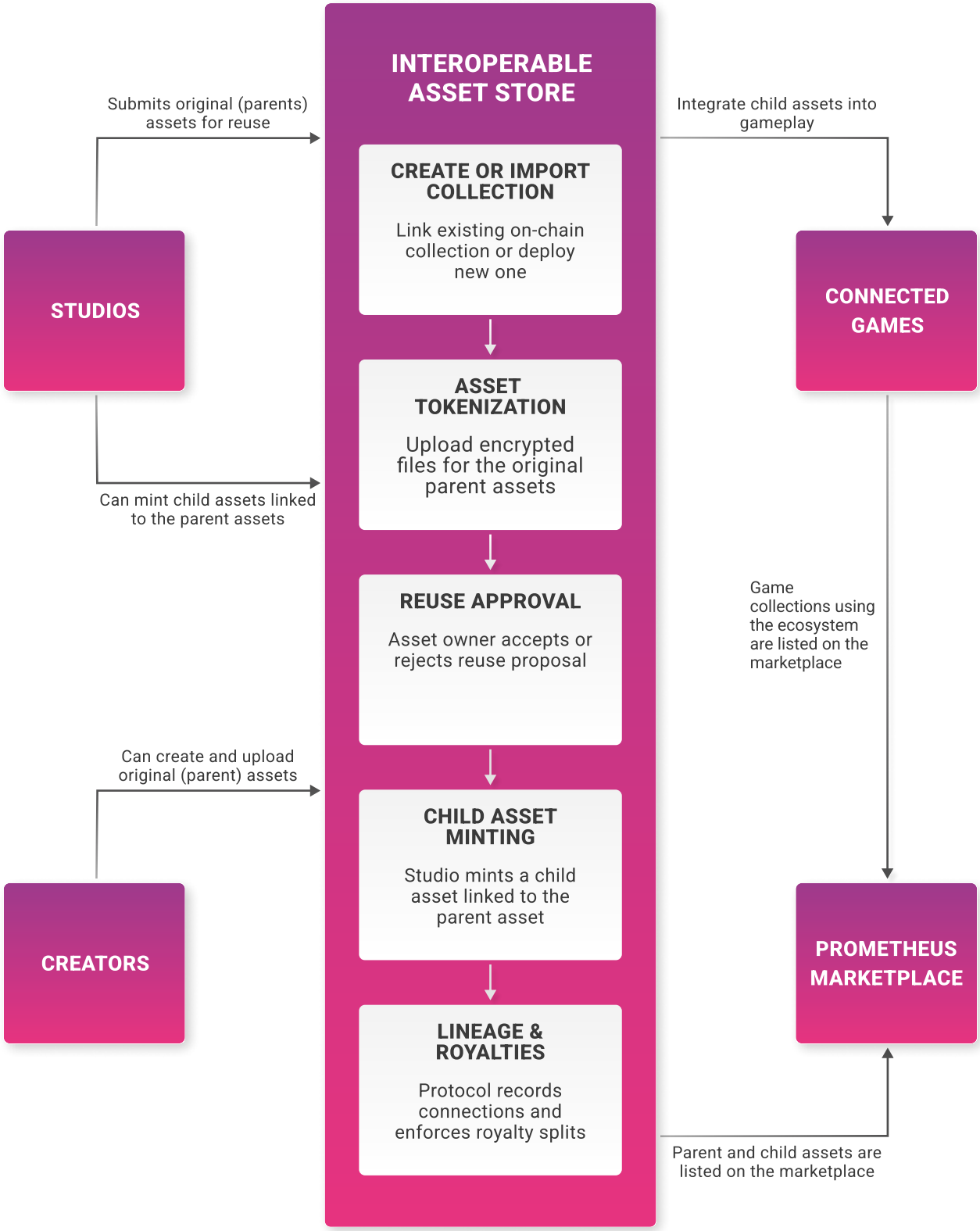
To support seamless integration of on-chain assets into live games, the Interoperable Asset Store provides indexing tools that monitor and surface relevant blockchain data in real time. These indexing services allow studios to track asset approvals, royalty conditions, lineage connections, and ownership changes through a unified interface. This prevents studios from needing to run their own infrastructure to observe on-chain activity.

By offering synchronized and structured data, the indexing layer helps games respond to blockchain events without interruption. Studios can build gameplay systems that react to licensing approvals, newly minted child assets, or updates to collections, enabling smooth interoperability between game logic and the on-chain protocol. This infrastructure reduces development overhead and ensures that assets behave consistently across all connected titles.

4.7 Security and compliance

Security is embedded into every part of the Interoperable Asset Store. All asset files are encrypted before being uploaded to IPFS, ensuring that raw game data cannot be accessed without permission. Only the owner of an asset can approve reuse proposals for that asset, ensuring that integrations cannot occur without explicit permission from the rightful creator or studio. When a proposal is approved, the corresponding studio's wallet receives the ability to decrypt the files, allowing them to use the asset during development while maintaining the creator's control over distribution.

Because every proposal, approval, and royalty transaction is recorded on-chain, the system operates with complete transparency. All interactions can be audited publicly, establishing trust between studios and creators even when they have never collaborated before. This model protects intellectual property, enforces licensing terms, and supports a secure environment for cross game asset sharing.



Workflow of the Interoperable Asset Store, showing how creators and studios tokenize assets, approve reuse, mint child assets, and distribute them into games and the marketplace.

5. Prometheus Marketplace

The native marketplace powering liquidity and discovery for interoperable game assets.

Prometheus is the native marketplace of the Infinity Games ecosystem. It lists all collections and assets from games that use or interact with the Interoperable Asset Store protocol. Prometheus serves as the main trading hub where players, studios, and creators can mint, buy, and sell assets connected to the Infinity Games infrastructure.

5.1 Core purpose

Prometheus connects creators, studios, and players through a unified trading interface. It lists all game collections that interact with the Interoperable Asset Store. This creates a transparent marketplace that bridges protocol-level infrastructure with user-level activity.

5.2 Key features

Ecosystem listings

All collections that interact with the Interoperable Asset Store will be listed on Prometheus. Each collection displays its assets, activity, and ownership data, creating a single access point for exploring the Infinity Games ecosystem.

User profiles

Every user trading on Prometheus has a public profile showing owned assets, trading history, and activity. This creates a community layer where ownership and participation are visible and traceable.

Free and paid mints

Prometheus supports both free and paid minting campaigns. Free mints attract new users and support early community growth, while paid drops generate revenue for studios and creators building on the protocol.

Asset transparency

Future updates will include detailed asset information such as linked parent tokens, licensing data, and royalty conditions. This feature will expand visibility of how assets are reused across multiple games in the ecosystem.

Cross game collections

By listing all collections connected to the Interoperable Asset Store, Prometheus allows users to view how assets from different games coexist in the same marketplace. It represents the economic layer of the Infinity Games protocol.

5.3 Fees and economic flow

Prometheus charges a 2.5 percent platform fee on all secondary trades and a 7 percent fee on paid mints. Settlement uses the native token of the chain where the collection exists, with optional support for the Infinity Games token.

Royalties for creators and studios are handled directly by the Interoperable Asset Store smart contracts, ensuring transparent and automated distribution independent of marketplace operations.

5.4 Role in the ecosystem

Prometheus functions as the marketplace layer of the Infinity Games

ecosystem. It provides liquidity, discovery, and asset distribution for all collections that interact with the interoperable protocol. While the protocol governs licensing and parent child logic, Prometheus focuses on user activity, minting, and trade execution.

Prometheus operates independently from the Interoperable Asset Store. The Asset Store manages approvals and licensing, while Prometheus lists assets for trading and user engagement.

6. Games Layer

Connecting independent and first party games through shared assets, standards, and players.

The Games Layer represents the practical implementation of the Interoperable Asset Store, an open protocol that any studio can integrate to enable asset connection and interoperability. The main focus is on third party games built by partner and external studios, while Infinity Games also develops its own titles to demonstrate and refine the protocol in live environments.

Each game in this layer follows shared standards for assets, licensing, and royalties. This creates a network of titles where players can use connected digital assets across different experiences. Each connected asset maintains a verified connection to its original version, preserving creator attribution and value across the ecosystem.

6.1 Purpose of the Games Layer

The Games Layer demonstrates the functionality of the Interoperable Asset Store in real gaming environments. It transforms the protocol into playable examples that validate interoperability, ownership, and asset connection.

For studios, it provides access to shared infrastructure, modular development, and common tools. It enables them to reuse existing assets, benefit from shared resources, and build on top of verified interoperable collections. The ecosystem opens isolated games to new audiences through a shared player base that connects all games using the protocol. Through Prometheus, the native marketplace of Infinity Games, studios also gain additional exposure to players and visibility for their collections.

For players, it introduces the practical value of digital ownership, where connected assets have purpose and continuity across multiple gaming worlds. Games integrating the protocol gain visibility through the marketplace and the shared player network.

6.2 First party games

Infinity Heroes

Infinity Heroes is a player versus player strategy game that showcases how the Interoperable Asset Store protocol functions within a live game environment. Players collect heroes and units, each represented as tokenized assets, and use them to form decks for tactical auto battles.

The core mechanics combine card collection, unit positioning, and automated combat. Each match is structured as a best of three round battle, where players must strategically arrange their units before the round begins. Once combat starts, units act automatically based on their abilities, creating a balance between strategy and execution.

Infinity Heroes features daily quests and monthly leaderboards that encourage consistent engagement. Players complete quests and compete for leaderboard positions, earning Infinity Games token rewards based on performance. This creates a transparent play and earn system fully integrated with the Infinity Games economy.

6.3 Third party games

Partner and independent studios integrate the interoperable protocol through the Infinity Games Interoperable Asset Store infrastructure, enabling their games to support interoperable assets and cross game asset reuse.

By building on the Infinity Games infrastructure, third party studios gain:

- access to verified interoperable assets and collections
- modular development and shorter production cycles
- a shared player base across all games connected to the ecosystem
- visibility and liquidity for their assets through Prometheus

This model allows studios to create independent games while remaining connected to the same asset economy and player community.

7. Business and Revenue Model

A sustainable model where the Infinity Games token connects creators, studios, and players through shared growth.

The Infinity Games ecosystem generates value through the activity of creators, studios, and players interacting across the Interoperable Asset Store, Prometheus Marketplace and first party games. Its model sustains both infrastructure development and community growth while rewarding participants throughout the ecosystem.

7.1 Core revenue sources

Interoperable Asset Store platform fees

A 5 percent platform fee applies to every reuse of a child asset that results in a value transfer. This includes paid mints and any commercial reuse of connected assets.

These fees support the maintenance and scaling of the Interoperable Asset Store and fund the continuous development of the Infinity Games ecosystem.

Marketplace fees

Prometheus collects a 2.5 percent fee on all secondary trades and a 7 percent fee on paid mints. As the native marketplace of the Infinity Games ecosystem, Prometheus lists all collections using or interacting with the Interoperable Asset Store and serves as the main liquidity and discovery layer for ecosystem assets.

First party game revenue

Infinity Games develops its own title, Infinity Heroes, to demonstrate and refine the Interoperable Asset Store protocol. The game generates revenue through in-game purchases and marketplace activity connected to its collection.

7.2 Ecosystem value flow

All economic activity within the ecosystem, such as minting, trading, or reuse of assets, interacts directly with the Interoperable Asset Store smart contracts.

The system automatically distributes fees and royalties according to predefined rules, ensuring transparency and consistent behavior across all connected games.

The flow can be summarized as:

1. Creator or studio mints or registers an asset.
2. Studio submits a reuse proposal and gains approval.
3. Child asset generates activity through use, drop, or trade.
4. Platform and marketplace fees are routed through the protocol.

7.3 Sustainability

The business model is based on recurring ecosystem participation rather than speculative growth. As more studios adopt the Interoperable Asset Store protocol, activity expands through new collections, connected assets, and active players.

Revenue from platform and marketplace fees provides a stable foundation for the ongoing development of the Infinity Games infrastructure and its open, creator-driven ecosystem.

The Infinity Games token ensures long-term economic alignment between creators, studios, and players, reinforcing the growth and stability of the entire ecosystem.

8. Governance and DAO

Empowering the community to shape the ecosystem through the Infinity Games token and structured governance.

The Infinity Games ecosystem introduces a transparent and scalable governance framework that allows all holders of the Infinity Games token to participate in decision-making and ecosystem growth.

Governance operates directly on the same blockchain as the Interoperable Asset Store, ensuring on-chain transparency and accountability.

8.1 Governance model

Governance in Infinity Games is open to all holders of the Infinity Games token. Users can stake tokens, vote on active proposals, and earn staking rewards without requiring any additional permissions. Proposal creation is limited to verified contributors who hold specific **Governance NFTs**, ensuring that only engaged ecosystem participants can initiate changes.

Two types of Governance NFTs define participation privileges. **Infinity Contributors NFTs** allow studios, creators, and partners to propose integrations, partnerships, and improvements. **Infinity Council NFTs** enable early adopters and long term contributors to propose ecosystem level changes, treasury decisions, and strategic upgrades.

Governance focuses on decisions that influence the entire ecosystem, including onboarding new studios, licensing refinements, and long term protocol direction. This structure ensures that infrastructure development remains community aligned while preventing governance overload. The supply and distribution schedule for Governance NFTs will be defined closer to launch to reflect the needs and scale of the ecosystem.

8.2 Proposal and voting process

Governance proposals define the evolution of the ecosystem. They can include new studio integrations, protocol updates, funding allocations, ecosystem upgrades, and third party studio proposals initiated by the community.

When a third party game proposal is accepted, participants who voted on it receive a slightly reduced staking reward for that cycle, while the studio that accepts and implements the proposal receives a governance incentive.

This system encourages collaboration between players, creators, and studios while aligning incentives across all sides of the ecosystem.

Each governance cycle (epoch) follows a structured process:

1. Proposal creation by holders of the Infinity Contributors or Infinity Council NFTs.
2. Community review and discussion period.
3. Voting by all stakers of the Infinity Games token.
4. Result execution through on-chain governance contracts.
5. Distribution of rewards to voters, proposers, and participating studios.

8.3 Reward structure and allocation

A total of **19% of the Infinity Games token supply** is reserved for governance rewards and long-term ecosystem participation. Rewards are distributed to holders who stake, vote, or contribute through proposals.

Key reward parameters:

- Annual reward rate begins at a base yield defined by network participation.
- Rewards decrease by **7.5% per year**, ensuring sustainable long-term emission.
- The staking reward rate will never drop below **7% per annum**.
- When the governance pool balance drops below **30% of its original allocation, it is refilled using a 10 percent share of accumulated protocol and marketplace fees** from the Interoperable Asset Store and Prometheus Marketplace.

Both Infinity Contributors NFTs and Infinity Council NFTs provide reward multipliers for staking and governance participation.

Multipliers reflect verified engagement and responsibility in the system and apply to the holder's eligible governance rewards during each cycle.

9. Tokenomics

The Infinity Games token connects the entire ecosystem through shared value, governance, and utility.

The Infinity Games token is the native utility asset of the Infinity Games ecosystem. It serves as the foundation for economic and governance activity across the Interoperable Asset Store, Prometheus Marketplace, and connected games.

The token enables utility functions across the ecosystem, including ownership, interoperability, and value transfer between players, creators, and studios, supporting both gameplay rewards and ecosystem operations.

9.1 Token overview

Parameter	Value
Token name	Infinity Games
Ticker	INFY
Total supply	10,000,000,000 INFY
Network	SEI EVM
Decimals	18
TGE	Q4 2025

The Infinity Games token connects all ecosystem participants and ensures that value flows consistently between creation, trade, and governance.

9.2 Token utility

The Infinity Games token serves multiple purposes within the ecosystem:

- **Governance:** used for staking, voting, and participation in ecosystem decisions.
- **Royalties distribution:** all royalty settlements between creators and studios in the Interoperable Asset Store will be executed in the Infinity Games token.
- **Marketplace activity:** can be used for trading and minting assets on the native marketplace.
- **Ecosystem rewards:** distributed to players through first party and potentially third party games for gameplay achievements, quests, or leaderboard rewards.
- **Staking rewards:** holders who stake the Infinity Games token receive annual rewards for participation in governance and ecosystem support.

The token functions as the unified medium of value across the Infinity Games infrastructure, maintaining interoperability between protocol, marketplace, and gaming layers.

9.3 Token distribution and vesting

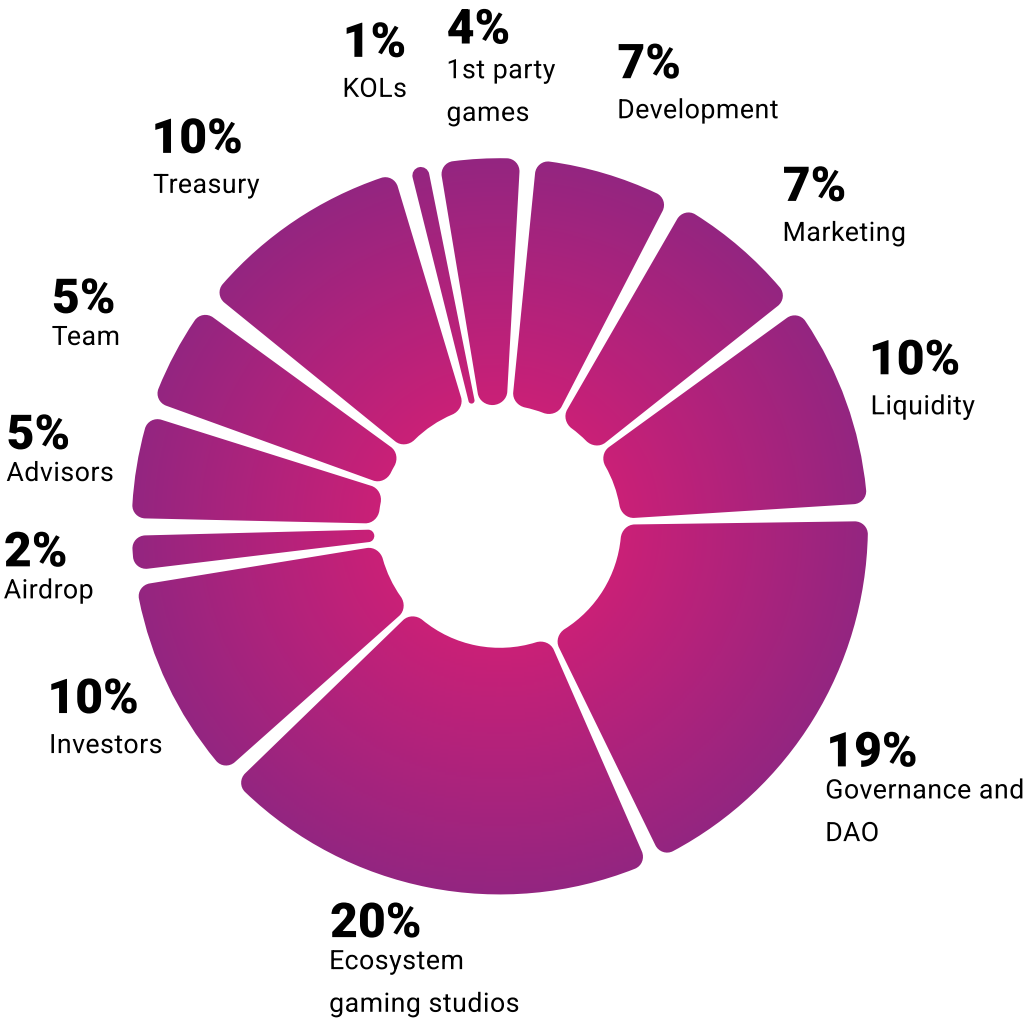
The Infinity Games token follows a controlled release schedule designed to align long-term incentives across contributors, studios, investors, and the community. Vesting ensures gradual distribution based on participation, development needs, and ecosystem growth.

Vesting schedules:

- **Investors:** 5% TGE, 5 month cliff, 11 month linear vesting
- **KOL Round:** 5% TGE, 6 month cliff, 12 month linear vesting
- **Ecosystem Gaming Studios:** 0% TGE, 6 month cliff, 15 month linear vesting
- **Governance and DAO:** unlocked dynamically based on activity
- **1st Party Games:** unlocked dynamically based on activity
- **Team:** 0% TGE, 12 month cliff, 36 month linear vesting
- **Advisors:** 0% TGE, 12 month cliff, 36 month linear vesting
- **Treasury:** 0% TGE, 9 month cliff, 39 month linear vesting
- **Development:** 1% TGE, no cliff, 48 month linear vesting
- **Marketing:** 2.5% TGE, no cliff, 48 month linear vesting

- **Airdrop:** 5% TGE, 2 month cliff, 5 month linear vesting
- **Liquidity:** released according to exchange and ecosystem requirements

Address (SEI): 0x76D469a747327EE2de4FbdF50d59DdD1145683e6



Infinity Games token allocation and distribution

9.4 Value flow

The Infinity Games token circulates across all layers of the ecosystem, creating a continuous loop of value creation, usage, and redistribution.

How the token is earned:

- Players earn tokens through gameplay rewards, leaderboard achievements, and daily quests.
- Studios and creators receive tokens through royalties, licensing, and approved asset reuse.
- Governance participants earn rewards for staking, voting, and submitting proposals.
- Partner studios and ecosystem contributors receive incentives based on activity and protocol usage.

How the token is spent or returned to the ecosystem:

- A 5 percent protocol fee applies to every reuse of a child asset through the Interoperable Asset Store.
- Marketplace fees apply to asset activity on Prometheus, including a 7 percent fee on all new paid mints and a 2.5 percent fee on all secondary trades.
- Players spend tokens when trading assets on the marketplace or acquiring new assets through paid drops, creating continuous circulation and activity within the ecosystem.
- Players also use tokens for in game purchases in first party titles and potentially third party titles, such as cosmetic items, upgrades, or additional content, returning value to the ecosystem through gameplay activity.
- A share of both protocol and marketplace fees is redirected to governance pool, supporting long term sustainability.
- Tokens used for governance staking remain locked for defined periods, reducing circulating supply and stabilizing liquidity.

10. Technical Infrastructure

The smart-contract and storage architecture behind the Infinity Games ecosystem.

The Infinity Games ecosystem operates on an architecture that connects on-chain smart contracts with decentralized storage. This provides transparency, scalability, and reliable performance across all components, from the Interoperable Asset Store and Prometheus Marketplace to individual game integrations.

10.1 Overview

All operations within the ecosystem are recorded on SEI EVM, while data assets such as 3D models, textures, and animations are stored securely on IPFS.

SEI EVM handles verification, licensing, and economic logic, while IPFS ensures decentralized and persistent file storage.

10.2 Architecture layers

Protocol layer

Smart contracts deployed on SEI EVM manage core ecosystem logic, including asset registration, licensing approvals, asset trading, and royalty distribution.

Original creators retain full intellectual-property rights, while trading and reuse are executed through verifiable blockchain transactions that record usage activity.

Storage layer

Asset files are stored on IPFS in encrypted form. Each asset contains a manifest describing its structure, including textures, meshes, and animation data. This manifest is linked to token metadata, creating a permanent connection between the tokenized gaming asset and its stored files.

Application layer

The Interoperable Asset Store, Prometheus Marketplace, and connected games form the application layer of the ecosystem. These applications interact directly with SEI EVM smart contracts and use indexing services provided by Infinity Games to enable seamless integration of on-chain assets into external games.

10.3 Smart contract framework

Infinity Games smart contracts are modular and interconnected, forming the core infrastructure that supports asset creation, licensing, interoperability, marketplace activity, and economic flow.

10.3.4 Asset Store contracts

Address (SEI): 0x165F79d307CbB9861bB5a080DA757B368CE57395

AssetStoreUpgradeable

Key functions:

- Registry and verification of studios, creators, and collections
- Management of asset licensing and linkage between parent and connected assets
- Automated distribution of royalties in the Infinity Games token between creators, studios, and the ecosystem treasury

NFTCollectionUpgradable

Default collection contract for all collections created through the Asset Store.

Key functions:

- Creation of assets
- Management of royalty distribution

AbstractGamingStudioAsset

Standard used for integrating external assets into a collection with correct attribution.

Key functions:

- Mint function for integrating assets from another collection
- Setting royalty percentages and recipients
- Validation checks confirming the origin of assets

10.3.5.Prometheus Marketplace contracts

NFTPrometheusMarket

Address (SEI): 0xe0D36d41c89442283253D11b40118E13A880E908

Key functions:

- Creation of NFT collections and assets
- Listing and editing listings
- Asset purchases
- Making, editing, and accepting offers
- Collection drops
- Daily free mint feature

NFTCollection

Address (SEI): 0xb72c7b57C61D3bD6B5112Bf2E9eB2A57613872aa
Helper smart contract that separates collection management from core marketplace functions.

Key functions:

- Creation of collections and assets
- Retrieving collections owned by a specific address

CollectionHelper

Address (SEI): 0x346Fb472D32376Dc9DeF5aB491b91Bc71EDec921
Marketplace storage contract.

Key functions:

- Storing created collections and creator addresses
- Retrieving collections created by a specific user

10.4 Data security and encryption

All uploaded asset files are encrypted before being stored on IPFS. Decryption keys are managed through wallet-based permissions, ensuring that only approved studios and partners can access the files after a reuse proposal is approved.

This protects creator assets while maintaining an open, transparent, and verifiable interoperability framework.

11. Roadmap

Q2 2022	Foundation of Infinity Games
Q3 2022	Start of development for Prometheus Marketplace and Infinity Heroes
Q4 2023	First version of Infinity Heroes released on Immutable
Q1 2024	Infinity Heroes Beta release
Q3 2024	Migration of the ecosystem to SEI Network
Q4 2024	Launch of the native marketplace Prometheus
Q2 2025	Interoperable Asset Store Alpha release
Q4 2025	Infinity Games token TGE
Q1 2026	Interoperable Asset Store update with improved developer tools
Q2 2026	Release of the Infinity Games governance layer