



Buy, sell and trade in-game items on the blockchain

Market Review

Market for the exchange of
in-game items Dota 2 and
CS: GO

Skin is an in-game file that changes the appearance of a character or object. Such items only have a cosmetic effect. They do not make the player stronger, faster, more secure, or other advantages. However, they look pretty damn cool! More importantly, they look different. The world of online video games, due to its massiveness, is rather monotonous. When creating their characters, players often have to choose from a relatively small set of similar options. As a result, everyone looks almost the same.

In addition to the strictly cosmetic effect, skins are distinguished from standard in-game items by another important feature. They are unique. These items are exclusive and sell for large sums because they are one of a kind. Skins offer players a fun way to show off their wealth in-game. With a prestigious item, even users with poor stats can earn respect and admiration from other players. For hardcore gamers, recognition in the virtual world is just as important as it is in real life.

As a result, the video game skin industry is booming. Today it is valued at \$ 50 billion and continues to grow. Digital items are regularly sold for huge amounts. The highest so far is \$ 6 million per virtual planet in Entropia Universe.



Swine of the sunken
galley from **Dota 2**

The price of this item on
the Steam trading
platform starts at **1350
rubles**. On our site - **from
1100!**

how it works?



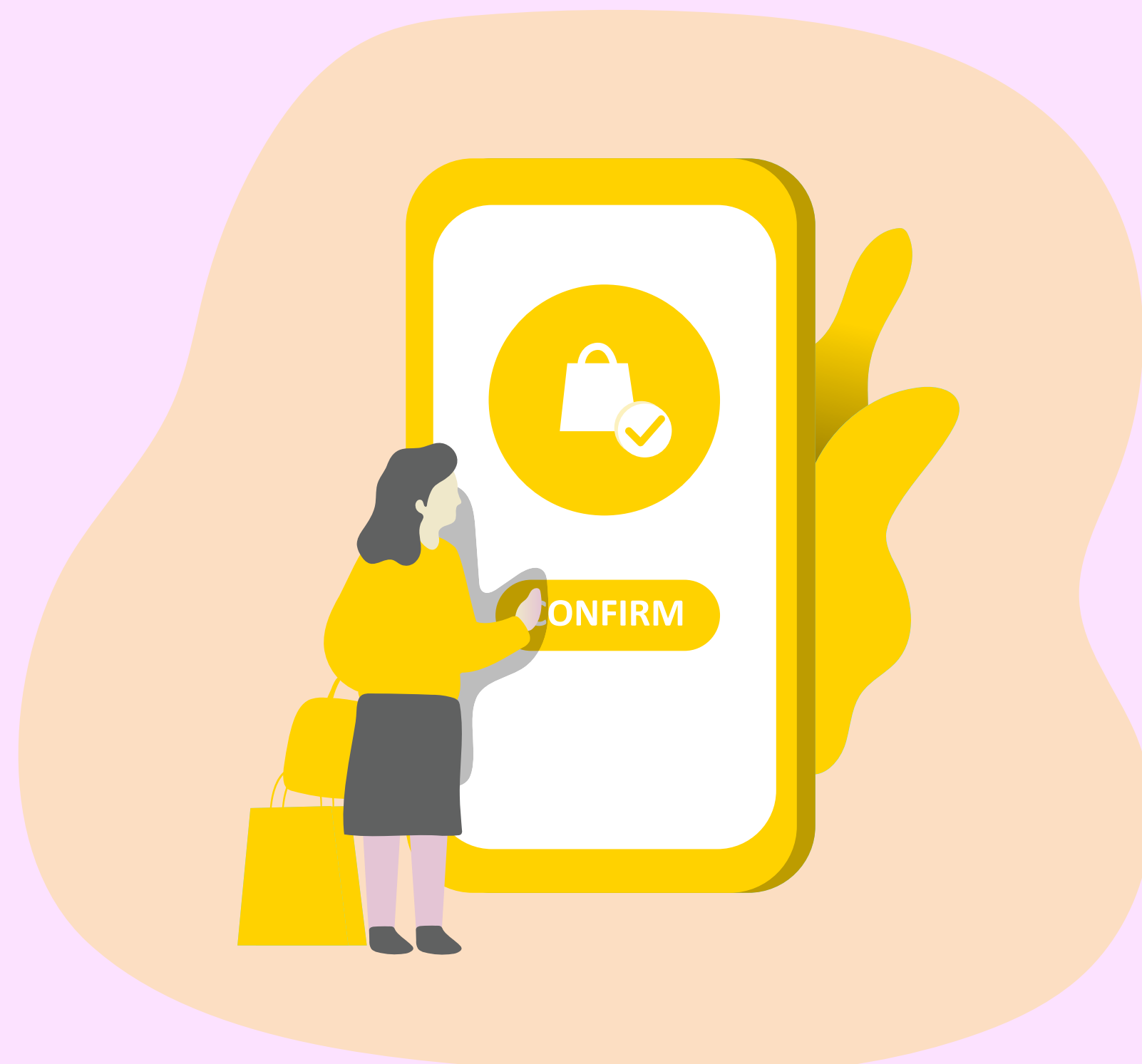
- 1 The seller selects an item from his inventory and sets a price for it, at which he is ready to sell it.
- 2 The buyer finds the item on the site and creates a purchase order by clicking the "Buy" button
- 3 The market immediately gives a command to the bot to create a trade offer for the purchased item and expects its transfer from the seller within 1 hour
- 4 If the seller transfers the item to the bot, the system credits him with money to the account, and the purchased item becomes available for output to the buyer's inventory
- 5 After that, the buyer should withdraw things to his account as soon as possible. Every item bought on the market gets a 4-hour warranty. The guarantee is needed in order to fully reimburse you the cost of the purchased item, in case the bot, which has the purchased item, is banned (in rare cases).
- 6 If the seller does not transfer the item within an hour, then the transaction is canceled, the buyer receives the money spent on the account, and the seller receives penalty points. (For more information on penalties, see the full guide about the market)

Project status:

At the moment, we have a fully functioning product that has established itself in the market, is profitable and is actively used by enthusiasts and traders.

Receiving a profit:

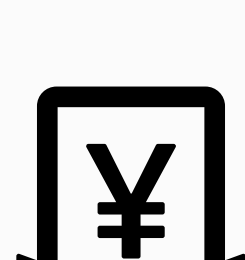
All transactions are subject to a 10 percent commission. Nevertheless, even with such a commission, prices on our site are lower than on the official markets



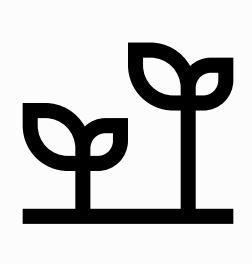
Pros of switching to FreeTon blockchain



Reduced load
and high speed



Reduced system
maintenance costs



Project support
and development



Transparency and
security of transactions

Our team

Our team employs more than 10 people who have proven their competence by working on the product for over 2 years.

Ilya Avzin

**Principal Blockchain
Developer**

Pavel Dmitriev

**Principal backend
Developer**

Ivan Plotnikov

Marketer

Alexander
Paramonov

**Principal frontend
Developer**

Dmitry Somov

Technical Director

Egor Upolovnev

UI/UX Designer

Contact us

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**Co-founder of
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