



# Play to Earn Vs. Play and Earn How Are We Different?

Gamers are all too aware of the disapproving looks they get from others because “they are wasting their time and energy on an unproductive activity”. This is based on a common notion that you cannot earn a livelihood through games unless you are a part of the gaming industry.

Lately, however, this idea is changing, thanks to play-to-earn games!

## **What is Play-to-Earn?**

In play-to-earn, the players earn game rewards with real-time value by completing challenges, progressing through different levels, and battling other players.

The rise of blockchain technology has allowed gamers to earn money whilst carrying out their favourite activity. The popularity of blockchain games like Axie Infinity and Decentraland has made people believe in the promising future of play-to-earn.

However, it does pose a set of problems, and that is why Medieval Empires supports the play-and-earn economy.

## **Issues with Play-to-Earn Gaming**

The surge in fame of P2E games has also caused an influx of opportunists looking to make a quick buck. The gamers are being replaced by those who have no interest in reinvesting their earnings in the game.

Another dilemma faced by the players is that of choice! With very few high-quality play-to-earn games, the players must choose between games either with good moneymaking opportunities or exciting gameplay.

Forbes says that P2E games are generating billions of dollars through NFT transactions. However, the integration of these tokens is just a replacement for old money-making

paradigms. The gameplay revolves around earning rewards and NFTs instead of being genuinely intriguing.

These problems are hindering the progress of play-to-earn games. Therefore, they need to be addressed soon enough if we don't want gamers to lose interest in the phenomenon.

## **Play-and-Earn – The Solution**

Many confuse the two terms and use them interchangeably, but play-to-earn and play-and-earn are pretty different. In the latter, the in-game NFTs and tokens are a nice bonus instead of the game's objective.

Following the success of early P2E games, similar games have flooded the market. However, all these replicas are losing the core motivators of the games – fun and playability. The play-and-earn model is necessary to bring blockchain gaming to the masses!

Game producers should not give in to the thirst for lucrative new monetisation methods. The focus should be to prioritise the gamer without compromising on the delightful and compelling gaming experience.

In play-to-earn games, the playability standard is not high enough to retain the attention of the gamers. The hype and interest hold only until the profits do. Contrarily, play-and-earn games give the players exactly what they want – exciting gameplay and profitable earning opportunities.

## **Medieval Empires Endorsing Play-and-Earn**

Our team believes that gaming shouldn't feel like a job or reward scheme. We are building out a model in which earning is an additive game strength and not the sole purpose behind the game.

P2E is just another job – you do something and earn rewards. On the other hand, play-and-earn is about owning, playing, sharing, and socialising. It combines the best of gaming and crypto and creates impactful communities.

Medieval Empires is not about making money through gameplay – we are inclined to give a superior gaming experience to our players as they enjoy the earning opportunities.