GAME INFRASTRUCTURE / OUTCOME MARKETS

Your game.
A market experience.

Connect play, prediction and verifiable outcomes.
Give creators a venue—and partners a reusable integration layer.

THE PROBLEM

Too much repeated plumbing.

Every game needs source data, outcome rules, player interfaces, account records and operational evidence to agree. Rebuilding these connections slows evaluation and makes failures difficult to trace.

THE ADVANTAGE

One path from game to recorded result.

Arena combines a game SDK, market and position interfaces, evidence inspection and creator distribution. Integrate a versioned game once, then evaluate the full experience on Testnet.

01 / GAME	02 / MARKET	03 / EVIDENCE
Your server or an Arena blueprint	**Rules, orders and positions**	**Recorded outcomes and Testnet proofs**

THE DISTRIBUTION OPPORTUNITY

Creators can bring the next audience.

Developers launch games, promote their pages and learn from players. Shared discovery, practice markets and evidence tools reduce repeated integration work. Community feedback and votes inform review; independent adoption remains a pilot objective.

Watch. Predict. Play.

Participant-enabled games let eligible players also join the action. Game admission and market permissions remain separate; each market needs disclosed, enforceable participation rules.

ONE GAME / ONE MARKET TYPE

Prove the journey. Then scope production.

A four-week planning outline, subject to joint agreement.
Clear deliverables, acceptance evidence and a go/no-go decision.

01 / Week 1

Define the pilot

One game, one market type, participant policy, integration owner and acceptance checklist.

02 / Week 2

Connect and demonstrate

Exact game release, scoped source connection and a complete non-value player journey.

03 / Week 3

Verify and recover

Documented terminal, cancellation, response-loss and restart exercises in isolation.

04 / Week 4

Evaluate and decide

Joint acceptance report, measured integration effort and a scoped production proposal.

AVAILABLE TO EVALUATE

Game-source SDK and Studio. Four reviewed managed blueprints. Creator test-unit contracts, partial exits and recorded settlement. Published reference evidence on the operated Testnet.

SEPARATE PRODUCTION SCOPE

Tenant isolation, embedded customer access, delegated trading, operational roles and deployment responsibilities. Wallet funding, real-value execution and Mainnet applications remain disabled.

COMMERCIAL DISCUSSION

An integration and operating model that fits.

Fixed-scope implementation fee quoted after discovery. Hosting and support based on measured usage and agreed responsibilities. Optional usage or revenue-sharing terms negotiated separately; no published rate or earnings promise.

Acceptance must be measurable.

Complete player journeys. Original-request recovery without duplicate fills or credits. Conserved balances. Inspectable outcome records. Actual partner feedback, with synthetic tests labeled.

Current native proofs use a single-operator, single-host non-value Testnet. A committed event does not independently certify game honesty or authorize a wallet payment. No license or jurisdictional permission is conveyed by this brief.

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