

## Forum:[Hack Forums](#)

Thread: [It Is 2025 & What Do You Think About NFT's Now?](#)

**Blockonome** - February 14, 2025, 3:49 pm

I remember the crazy hype over NFT's in the early 2020's and that many people including people on HF said it was going to be big.

It is now 2025 and I personally have still not seen a real life actual value case for NFT's.

I understand there has been some successes, but where are they today, is the question to ask now.

Let me know what you think about NFT's in 2025!

The most usable value I have seen have been wearable items such as armor and weapons in crypto games.

**Bastille** - February 14, 2025, 11:00 pm

I've never trusted NFT in the way it was "promoted" with expensive images etc.

I think there are a lot of interesting applications, like for traceability / authenticity, ...

Selling images to get rights/copyrights of it could be something interesting if the advent of metaverse, but it's not mature enough.

However, I have to say that I'm not an expert regarding this topic

**Bovril Coin** - February 15, 2025, 4:09 am

I think its coming back the NFT craze of 2025, people may say about no value etc etc, but look at meme coins

**vik** - February 15, 2025, 4:46 am

They are an extension of what crypto was - a form of currency (non-fungible token).

You can hold the token as a coin or put it into the crypto economy.

I think NFTs are awesome.

**Net** - February 15, 2025, 4:47 am

Same as I first heard about it. Pure garbage.

**vik** - February 15, 2025, 4:50 am

(Feb 15, 2025 05:09 AM)Bovril Coin Wrote: [\[CITE\]](#) I think its coming back the NFT craze of 2025, people may say about no value etc etc, but look at meme coins

Yeah, meme coins allow for anyone anywhere to obtain financial freedom, but the caveat is people haven't been into the crypto space so the fast money that can come from it becomes a vice / addiction, especially when you start to lose.

In my opinion, meme coins are just the same as Stock Trading, ultimately holding a currency that has real value is the long-term ticket to financial freedom.

**Bullup** - February 15, 2025, 9:33 am

What i think and back then also knew, NFTs was extremely, but really extremely overhyped and created into yet another useless crypto trend as we have had so many of them in the past, and still do.

People see "the future" in majority of coins, meanwhile they are all just useless solutions for problems that don't exist or problems created in their own lil eco system.

Store of value, transactions, investment opportunities, that is what crypto has been about and will always be about, there are maybe 3-5 projects to ever exist to become actually a lot more then what they are right now and will actually fall outside the usual VTI perspective, but trust me, the extreme high majority will not, and i know crypto people here, see a future in basically 20 of the top 100 coins because of fake innovation in little artificially created eco systems, but i strongly recommend you to visit other crypto forums as well so you can do proper research and see the difference from the 6 people here who frequently post their opinion about crypto, compared to specifically crypto focused communities where big discussions, and actually very informative threads are being made, and make your own opinion on tech such as NFTs and such as Gamecoins and what not.

But in short, NFT's where never going to be anywhere, it was just a hype, and many people seen it as such back then, just hype trains such as meme coins, and many people, like myself, threatened them as such, nobody that i know in the communities i'm active on actually seen NFTs as something long term.

NFTs is again a solution to an actificially created problem, for example the selling/buying of game items, this was possible before NFTs, and still is possible without NFTs.

**banonkiel** - February 15, 2025, 9:51 am

Few years ago, the NFT craze was too much that you could probably invest some money into some hyped projects and flip the tokens for some fast cash.

But as investment? hell no.

It's sad that as a technology, it's interesting and could have a lot of applications. but since it's linked to a lot of scams, it's unlikely that anyone will take it seriously.

Shame.

**Bullup** - February 15, 2025, 9:52 am

(Feb 15, 2025 10:51 AM)banonkiel Wrote: [\[CITE\]](#) could have a lot of applications. Such as?

**banonkiel** - February 15, 2025, 10:03 am

(Feb 15, 2025 10:52 AM)Smilo Ren Wrote: [\[CITE\]](#) Such as?

Ease of Identification, top of my head sounds like the only reasonable thing that one can rely on it for really.

Another, bad, example would be lets say an event but instead of just offering tickets to be bought up online at a specific release date, which will most likely be bottd.

It's an NFT, people who mint get a token which is then used at the event to verify that you purchased one and can attend.

Problem?

People will prefer normal ticketing system everyday, because why reinvent the wheel?

Edit: it will still be bottd btw lmao.

As I said, it was a cool concept, to an extent, but got too much bad reputation to be realistically considered anywhere.

**Bullup** - February 15, 2025, 10:06 am

(Feb 15, 2025 11:03 AM)banonkiel Wrote: [\[CITE\]](#) Ease of Identification, top of my head sounds like the only reasonable thing that one can rely on it for really.

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As I said, it was a cool concept, to an extent, but got too much bad reputation to be realistically considered anywhere.

There isn't a single thing i can think off, that NFT's really really solve in the real world.

Every reason they were created for, is already a system for in place that works solid, or is complete nonsense to begin with.

Solutions created for problems that don't exist, solutions created for things that don't need improvement or can easily be improved without NFTs.

NFT should stand for New Fake Tech

It was fun to make profits on NFT's tho i gotta admit, it was just too easy lol

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Exactly what I said.

Quote:because why reinvent the wheel?

Also yes on the profit part, some people still do quick buck off of minting and selling crap NFTs because of FOMO.

I was in a small group that did that and they expanded to Cryptos as well, since meme coins is a thing now, sadly.

**Marvelous** - February 15, 2025, 11:57 am

What do I think about NFT's? I dont wanna fuckin talk about it.

**Omniscient** - February 15, 2025, 1:26 pm

Too much of the NFT market is people hyping something new as a way to get rich quick. It's the same with the meme market.

NFT's will have value going forward but not as they currently exist. I think Ownership Titles like Mortgages and Vehicles would make perfect NFT's. But just some image on the blockchain by itself is going to need an awful lot of hype to maintain long-term value.

I have yet to see solid NFT integration into a popular game. That's going to be an explosive moment.

**Fresku** - February 15, 2025, 4:45 pm

(Feb 15, 2025 02:26 PM)Omniscient Wrote: [\[CITE\]](#) ....

I have yet to see solid NFT integration into a popular game. That's going to be an explosive moment.

What would be a solid NFT integration in a game in your opinion?

What about OSRS but instead of using in-game gold, using a crypto currency to drive the economics of the game. Ownership of items could be done using NFTs, it would be cool to see that my big bones were dropped by a hill giant at a certain date, then collected by a player and sold on the GE for a certain amount of ETH/SOL, whatever it might be.

**Omniscient** - February 16, 2025, 7:51 pm

(Feb 15, 2025 05:45 PM)Fresku Wrote: [\[CITE\]](#) What would be a solid NFT integration in a game in your opinion?

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A solid integration would either be from very new popular game or even better from an existing company that blockchains gaming assets. Someone like Sony or Epic having game items as NFT for example Fortnite. That would immediately make a huge splash. Could be done through Web3 wallet integrations in browser or console.

The game company could initially sell these items from their account (custom token maybe on Polygon, Tron Sand, or some NFT friendly token) but ownership is blockchain based. Oh even better if it could be done on Sui which could handle the volume.

**LSD** - February 16, 2025, 9:38 pm

in the way that they're used to promote shitty art projects? they're worthless. but in the case of actually using it to tokenize assets online they're still a great concept.

(Feb 16, 2025 08:51 PM)Omniscient Wrote: [\[CITE\]](#) A solid integration would either be from very new popular game or even better from an existing company that blockchains gaming assets. Someone like Sony or Epic having game items as NFT for example Fortnite. That would immediately make a huge splash. Could be done through Web3 wallet integrations in browser or console.

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would never happen, cuts into their sales if theyre not earning atleast transaction fees from p2p

trading but i had this thought when nfts first came out

**Bullup** - February 17, 2025, 7:32 am

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You might not know this, but NFTs have an extremely but really extremely to the max, bad reputation in the gaming industry, anyone involved into gaming news and communities, just a little bit, will confirm this without thinking about it.

There's not a single real gaming company in the world that will touch that subject anymore after all negative fiasco's.

Also Rockstar, Microsoft and even Steam (who usually allows everything) officially banned the usage of NFTs all together on any game linked to any of their platforms, even custom community servers of any game linked to any of their platforms.

And not to forget that there simply is no need for NFTs in the gaming space anyways, if they want to support a market economy, they can do that and have been doing so without NFTs and all the negative attention around the subject, in a way they can still have control as well.

And no fee profits would not be reason enough, as they charge fees in their current marketplace as well and earn on it.

Again yet another showcase of a "purpose" for the existence of NFTs, while there's already a better system in place, and NFT integration would bring nothing extra to the table besides countless negatives.

**Blockonome** - February 17, 2025, 7:47 am

(Feb 16, 2025 10:38 PM)LSD Wrote: [\[CITE\]](#) in the way that they're used to promote shitty art projects? they're worthless. but in the case of actually using it to tokenize assets online they're still a great concept.

would never happen, cuts into their sales if theyre not earning atleast transaction fees from p2p trading but i had this thought when nfts first came out

This is how I thought that NFT's would be used in the beginning, but oh boy was I wrong.

**SIM-2501407** - February 17, 2025, 8:39 am

they are still stupid in the sense people only care for it for profit.

actual use-case for NFTs havent reached their potential.

**Omniscient** - February 17, 2025, 10:27 am

Quote:You might not know this, but NFTs have an extremely but really extremely to the max, bad reputation in the gaming industry, anyone involved into gaming news and communities, just a little bit, will confirm this without thinking about it.

There's not a single real gaming company in the world that will touch that subject anymore after all negative fiasco's.

I suspect as much. I think it's more about not willing to take the chance. Part of it might actually be BlackRock.

Microsoft 7.3%

TakeTwo 7.5%

Valve (steam) is not a public company but that doesn't mean BlackRock doesn't fund them, just that it's not available in public filings.

Quote:And not to forget that there simply is no need for NFTs in the gaming space anyways

Oh that's not true at all. Not your keys...basically if you own gaming items and get banned in the game you're fucked. There is also an entire underground economy around selling stolen gaming items.

Quote:And no fee profits would not be reason enough, as they charge fees in their current marketplace as well and earn on it.

In a smart contract they could potentially still charge a transfer fee every single time an item moves through wallets.

NFT's in gaming would bring a better sense of ownership and decentralization.

Also another concept, imagine you're playing a Microsoft game and have an NFT, well some other game developers make a game that's cross compatible and you can actually use your NFT's in their game too. How awesome would that be?

**Bullup** - February 17, 2025, 10:53 am

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True, could be one of the reasons indeed i wouldn't be surprised, but we can't ignore the fiasco's, boycotts and negative publicity that comes with it anyways either.

(Feb 17, 2025 11:27 AM)Omniscient Wrote: [\[CITE\]](#) Oh that's not true at all. Not your keys...basically if you own gaming items and get banned in the game you're fucked. There is also an entire underground economy around selling stolen gaming items.

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NFT's in gaming would bring a better sense of ownership and decentralization.

I think you missed my point, i personally would rather have my game items as an NFT yes, for the exact reasons you just mentioned.

My point was more focused towards the game company side.

They lose control over the items, and they already have a system in place, where they can charge fees already, and still have full control, without the negative publicity that comes along with it, which is a lot.

Hence there's pretty much no reason for companies to implement NFTs and only reasons not to do

so.

Also you took fortnite as example, if they wanted people to swap skins with each other, they would already have allowed that, but the fact is that they'll lose money, and sure they'll make money on fees from swapping skins, but not as much as everyone just directly buying the skins from them, and this counts for a lot of games.

NFTs would make sense in MMORPG's tho, but those already have marketplaces, which they earn fees on, also from premium currencies that have to be bought with money, and now they still have full control over that marketplace/auction house inside the game, without negative publicity.

(Feb 17, 2025 11:27 AM)Omniscient Wrote: [\[CITE\]](#) Also another concept, imagine you're playing a Microsoft game and have an NFT, well some other game developers make a game that's cross compatible and you can actually use your NFT's in their game too. How awesome would that be? Fortnite, Rocketleague, Genshin impact, Runescape, and many many other games are these days fully cross compatible, and sync with your account directly meaning that if you buy a skin on PC, that skin is also available on your phone as the account is synced.

So that also already exists without the need to implement NFTs and accept the tons of negative publicity and losing revenue on skin sales, and control on the marketplace that is sometimes, already in place.

**Omniscient** - February 17, 2025, 10:56 am

I still think it's just gonna take one brave developer and one popular game to change it all.

**Bullup** - February 17, 2025, 11:03 am

(Feb 17, 2025 11:56 AM)Omniscient Wrote: [\[CITE\]](#) I still think it's just gonna take one brave developer and one popular game to change it all.

You might be that developer, but for HF, put Awards and LEET/Uber memberships behind NFTs, but before you decide to do so read this:

If a user on HF currently gets banned, his account and therefor LEET is gone, his awards as well.

But now imagine all those things were NFTs, he could just sell his memberships and awards to someone else, you miss out on all that cash as owner of the platform, but you do get 10 cents on the dollar on the fees.

Now imagine this user is stupid enough and decided to ban evade, he can just transfer his membership and awards, you get ten cents on the dollar again, meanwhile this ban evador doesn't have to spend \$100s on awards/memberships again.

Sure the users win from this, but does the platform owner/game company win as well? Or will this not only cost him revenue, but also helps the users that got banned for a reason in the first place.

Same counts in-games.

Now if a user in an MMORPG gets banned, someone who spent \$1,000s on his account throughout the last few years.

That user needs to spend that same amount again, to gain back what he had, meaning that is his punishment.

If he could just transfer all over to a new account, what would be the point of banning then.

In short, NFTs help the user, but not the platform/company owner, and it also helps Russian botting mafia's to earn even more money which they currently do on black markets, botting problems will become huge in games. Hackers will become huge in games.

There would be no point in banning people no more as they can just transfer all over to new

accounts.

And also hurts the company's reputation on top of it all. But that company will also lose profits aswell on other sales.. and therefor their stocks will most likely go down the drain fast.

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It would not take a brave developer to implement NFTs, it would take a dumb (or scam) developer to implement them.

The developer either is stupid, or he is setting up a scam project to begin with.

No developer on earth would want to lose the power of being able to ban/punish hackers and botters, there's no punishment nor reason to ban if all can just be transfered over through NFTs

**Omniscient** - February 17, 2025, 11:12 am

(Feb 17, 2025 12:03 PM)Smilo Ren Wrote: [\[CITE\]](#) You might be that developer, but for HF, put Awards and LEET/Uber memberships behind NFTs, but before you decide to do so read this:  
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And also hurts the company's reputation on top of it all. But that company will also lose profits aswell on other sales..

I actually think doing that is a good idea except that I don't really have the expertise for the integration. Mainly because it would be a draw to members how unique the system would be on HF. For them to sell their HF NFT off-site, they'd have to make a post somewhere like another forum or a streaming channel. Basically free promotion of the site and how our NFT's have value.

Companies fight bots (as I do too) but they are also a sign of your popularity. And hackers are already pretty big in gaming.

**Bullup** - February 17, 2025, 11:18 am

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Yeah but now they try to evade anti cheats, there would be no point anymore for an anti-cheat if you can just transfer your skins and items over to a new account, meaning you care 0 about being banned, meaning that the company will lose the only punishment they have against botters and hackers, making the games unplayable.

Take the russian botting mafia for example, they earns millions every month (literally, look it up) just by botting the popular games, but they lose stock every month as well as accounts with items and gold get banned, then that gold and those items are gone.

If that gold and those items were NFTs, then you give the botting mafia free play, they'll be stacking up and stacking up without any form of punishment against them and players who buy from them also don't care about being banned anymore meaning lesser profits for the company (they won't sell as much premium currencies and tokens no more), more profits for the botting mafia as all business will go to them.

And sure there are hackers in FPS games too, try to find a SAFE aimbot/esp hack for Faceit or Vanguard that doesn't cost \$2,000 for an invite fee + \$500-\$1500 a month subscription, because those are actually good anti-cheats that get people banned frequently, even DMAs and Arduino's/Pico hardware cheats. Which keeps the games playable.

If those banned hackers could just transfer all over, lol they would just buy \$10 a month cheats, and every day just transfer all over to a new account cuz it wouldn't matter, they re-rank up fast with that cheat anyways and have fun at doing so.

And the FPS games would be ruined, nobody would play them anymore besides hackers.

Realistically, these NFT integrations are not possible. Not in FPS games, not in MMORPG games, for the above mentioned reasons.

Habbo hotel was actually the only game where it did make sense as aimbots and bots were useless there, and so they implemented NFTs regardless of how the community felt about it, and that game is dead now.

Meanwhile it didn't do anything for the NFT community either in terms of popularity or adoption.

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Literally NFT's are public blockchain and the game devs can still ban any accounts associated with the NFT's just like how exchanges ban accounts with stolen crypto or even illegal activity related.

It's not the loss of control that you're describing.

**Bullup** - February 17, 2025, 11:44 am

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It's not the loss of control that you're describing.

I wasn't aware of this, if a game company can essentially ban the nft items one way or another, then a lot of points i mentioned become entirely irrelevant, but then we go back to the fact that even out of users perspective, they still don't really own the item, as that item can just get banned and become useless. So what would be the difference then between in-game marketplaces, and out-game nft marketplaces, if the items can still get banned and lose it's entire value. Sure you own the item then, but do you really tho?

Or does this means that users with banned items, can scam unaware users now and get innocent people banned as they are attached to the banned account (or item)?

And wouldn't that be considered as an exploit to get anyone banned that you want banned, all you have to do is get an alt account of yourself banned with some NFTs attached, and sell the NFT towards the victim for very cheap for an offer they can't refuse.

**Omniscient** - February 17, 2025, 11:49 am

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Or does this means that users with banned items, can scam unaware users now and get innocent people banned?

Because for one the item still exists on the blockchain. And going forward let's say that NFT can be used across different platforms or independent games, then it potentially can still have value.

NFT gamification is coming, only a matter of time. And I suspect once that barrier is broken any company that doesn't NFT items will lose players.

And the game companies still control accounts, their game, and account access, this is about the gaming items only.

A really crazy game company would blockchain their game currency so imagine Runescape Gold on the blockchain. Actual decentralized value would be wild.

But this thread is about NFT's and I still firmly believe it's on the way to something big one day.

**Bullup** - February 17, 2025, 12:01 pm

(Feb 17, 2025 12:49 PM)Omniscient Wrote: [\[CITE\]](#) Because for one the item still exists on the blockchain. And going forward let's say that NFT can be used across different platforms or independent games, then it potentially can still have value.

But this thread is about NFT's and I still firmly believe it's on the way to something big one day. Currently developer teams get fired because they want to add non-gender characters in their games and the investors don't want that due to bad publicity such as Dragon Age for example recently went through, so entire teams get fired, or developers specifically who brought up the ideas and keep pushing on it (facts).

Let alone a developer bringing up NFTs for whatever reason, to the investors ?

Investors: Alright barry how much this NFT thing gonna cost us.

Barry: Well it's gonna take that amount of people, this amount of time, it will give us bad publicity, and we will lose those revenue streams.

Investors: Get out barry.

Barry: Yes that makes sense, sorry.

But hey, it would be cool to say the least for sure!

**Omniscient** - February 17, 2025, 12:10 pm

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But hey, it would be cool to say the least for sure!

I don't believe it's going to be a top tier gaming company that breaks the mold. Anyone can grab a gaming engine like Unreal Engine and go for it. Currently a lot of money is thrown at crypto companies. Briefly there was a glimmer of hope with Sand, not sure how much you've looked into it.

<https://www.sandbox.game/en/>

Sandbox actually is pretty close to what I'm describing except the fact that it's not a popular or even a good game. Back in the day Second Life got big and I believe has lost popularity but I wonder if they were to NFT integrate if that might change.

Some big possibilities are there, just going to take the right imagination and genius to push it through.

Also, why do you keep saying "bad publicity"...?

Quote:Barry: Well it's gonna take that amount of people, this amount of time, it will give us bad publicity, and we will lose those revenue streams that currently bring us about \$1,900,000 per month in neutral months and \$9,000,000 during peak releases.

But the gamers will like it because now they own the item on the blockchain not just in-game anymore and we will earn 3% fees which gives us 80k revenue per month!

That's not true though, because all the NFT's originate from the game company. It's their job to continually come up with new items for sale, they do that now. You're kind of being dense about this. Like you can't imagine anything but failure and bad publicity. Weird.

**Bullup** - February 17, 2025, 12:18 pm

(Feb 17, 2025 01:10 PM)Omniscient Wrote: [\[CITE\]](#) That's not true though, because all the NFT's originate from the game company. It's their job to continually come up with new items for sale, they do that now. You're kind of being dense about this. Like you can't imagine anything but failure and bad publicity. Weird.

It is true tho, take fortnite for example, they release a new skin, everyone has to buy that skin, and people hype buy it because the skins rotate weekly and are gone for ever or for months/years so people buy them right away.

Same counts for valorant and tons of other games, pretty much all of them.

The math is quiet simple:

User 1 buys a \$30 skin

User 2 buys a \$30 skin

= \$60 total profit

NFT calculation:

User 1 buys a skin \$30

User 2 decides to wait until user 1 is bored of it and sells it on the NFT market = \$0.90 cents profit (3%)

= \$30,90 total profit

It's quiet simple math here, they gotta give up on a lot of revenue streams, it's common sense.

Barry will get fired.

Honestly, i don't get how you dont see this.

As for sandbox game, just yet another NFT game with lots of innovation in the hope people invest and buy the NFTs as many of them are already on the epic games store and on crypto forums, and are complete fails.

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Quote:Also, why do you keep saying "bad publicity"...?

Game communities, streamers and youtubers HATE NFTs.

That question confirms, that you are not involved in game communities and don't watch any game related streamer or youtuber either.

NFTs are considered to be a joke where people laugh about in the gaming space, we make memes out of the concept and then say, lets make this nft meme into a real nft just imagine xD

Huge streamers meme about NFTs in games aswell, everyone does...

There's nobody in the gaming space that takes NFTs seriously in any way shape or form. And all communities of every single game, both fps and rpg HATES the concept of NFTs.

Players don't want them, company's don't want them either, do your research.

Goodluck with sandbox... crypto people will play it and quit it fast cuz they aint gamers. Actual gamers won't take it seriously.

**Omniscient** - February 17, 2025, 12:38 pm

(Feb 17, 2025 01:18 PM)Smilo Ren Wrote: [\[CITE\]](#) It is true tho, take fortnite for example, they release a new skin, everyone has to buy that skin, and people hype buy it because the skins rotate weekly and are gone for ever or for months/years so people buy them right away.

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Barry will get fired.

Wow, are you not in business at all?

Very likely NFT's would sell for WAY WAY MORE because they are NFT's. They could even regularly auction them off to highest bidder. You have like zero imagination about this. You assume nothing gets changed in the marketplace.

NFT markets when they are hot were worth BILLIONS and that was just for non-gaming images and art. Something from a popular game like a one-time skins would sell for hundreds of thousands.

**Bullup** - February 17, 2025, 12:43 pm

(Feb 17, 2025 01:38 PM)Omniscient Wrote: [\[CITE\]](#) Wow, are you not in business at all?

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NFT markets when they are hot were worth BILLIONS and that was just for non-gaming images and art. Something from a popular game like a one-time skins would sell for hundreds of thousands. 80% of gamers are not investors, let alone crypto specific investors, let alone NFT investors and they don't have funds to spend more than \$30 on a skin, just cuz it's an NFT.

Gamers and streamers absolutely HATE NFTs and that billions market was back then built in investors trying to win on the hype, and so they did, the NFT market is today down 97%, it's dead.

And they were worth that for non gaming images and art? that's not true, gaming items were huge back then. One NFT game scam project released after the other, it was basically 70% of NFT market and non are alive today.

Even Logan Paul (the youtuber) made an NFT game scam lol, that is how big the concept was of NFT games, even he got involved at one point.

**Omniscient** - February 17, 2025, 12:51 pm

Quote: 80% of gamers are not investors, let alone crypto specific investors, let alone NFT investors and they don't have funds to spend more than \$30 on a skin, just cuz it's an NFT.

Do you know that my professional background was video games before HF? I used to have guys from Wall Street come speak to me to get my advice on gaming company investing.

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Correct, that only proves a market exists with hungry investors.

I did not invest into NFT's, I don't advise people to invest in NFT's. But I recognize the potential of what NFT's could potentially be under the correct circumstance.

**Bullup** - February 17, 2025, 12:58 pm

(Feb 17, 2025 01:51 PM) Omniscient Wrote: [\[CITE\]](#) Do you know that my professional background was video games before HF? I used to have guys from Wall Street come speak to me to get my advice on gaming company investing.

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Before HF is a very long time ago when it comes to the gaming space, in those years a lot has changed in the gaming space. Back then Games like WoW were booming and played by everyone, and the investors were happy enough with the subscription and expansions sales.

These days, WoW has microtransactions added for skins, gold tokens, toys, mounts, pets, level upgrades, race changes, gender changes, name changes, server transfers.

And the 40 other MMORPGs also make money on the same microtransactions and premium currencies and what not.

Back then you could mod FPS games to make your guns look cool, legally, it was client sided but still, it was free, now they ban you if you do that, because you didn't buy their skin.

FPS games these days sell battlepasses, skins for the guns, attachment skins to hang on the guns, skins for the agents, skins for the scopes, skins on death effects, they sell emotes, they even sell guns you can't get without buying, games are bombarded with microtransactions.

Honestly the gaming industry you were big in back then, was golden compared to these days, every game is about maximizing profits and that was back then the case as well, but within limits, those limits are gone now, they even design their gameplay to nearly force people to spend money to progress further. So if they can't hook them on skins, emotes etc.. they'll get them hooked on the premium currency to progress.

Back then streamers also didn't exist, now they are influential people who decide which game succeeds and which does not. And they hate NFTs.

Same counts for youtubers, back then youtube was so small, today youtubers are influential people who hold the power to make and break companies.

Get one big tech youtuber (such as Linus Tech Tips) on board with HF, give the place some touch ups with a more modern theme, pay him to advertise HF in a couple videos, and you'll see an insane raid of new people joining you can't even imagine right now. Only cuz he mentioned you in a couple videos, that is how influential youtubers and streamers are.

**Omniscient** - February 17, 2025, 1:19 pm

(Feb 17, 2025 01:58 PM)Smilo Ren Wrote: [\[CITE\]](#) Before HF is a very long time ago when it comes to the gaming space, in those years a lot has changed in the gaming space. Back then Games like WoW were booming and played by everyone, and the investors were happy enough with the subscription and expansions sales.

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Not one thing you stated is new information to me.

**Braco22** - February 18, 2025, 11:00 am

(Feb 14, 2025 04:49 PM)Blockonome Wrote: [\[CITE\]](#) I remember the crazy hype over NFT's in the early 2020's and that many people including people on HF said it was going to be big.

It is now 2025 and I personally have still not seen a real life actual value case for NFT's.

I understand there has been some successes, but where are they today, is the question to ask now.

Let me know what you think about NFT's in 2025!

The most usable value I have seen have been wearable items such as armor and weapons in crypto games. NFT's are probably a thing of the past only, and A LOT of people lost millions of dollars buying BAYC and the bunch. No use case, no nothing. Just money laundering at it's finest.

**bevc** - February 18, 2025, 11:24 am

What I think about NFTs is that I remember back in 2021 or whenever the balls it was, watching a video on youtube of some herbert who was describing how you scoop up cheap NFTs and then sell them at the whatever price, and I had what Samuel L Jackson refers to as a 'moment of clarity', where I just thought, what the fuck is the world coming to? Then I thought, what the fuck am I doing, watching this video? Then I'm pretty sure I closed my laptop and went and fed some ducks (oats, not bread).

NFTs also makes me think about how some of those bored ape guys got some kind of infrared germ killing device installed in their toilet, and it made them all go blind.