Project Overview

Tagline

N3MUS is the go-to gamer acquisition platform, powering high-performing on-chain tournaments that drive real engagement. We help studios reach thousands of real players with a plug-and-play solution that delivers measurable impact fast.

Description

N3MUS is a Web3-native tournament platform designed to integrate directly with Polkadot-native and ecosystem games. It enables studios to launch interactive, reward-based tournaments where players complete in-game and social tasks to climb leaderboards and earn rewards.
By leveraging Polkadot's infrastructure, N3MUS offers an interoperable, scalable, and secure environment to execute and verify tournament results on-chain.

🔥 Traction (as of April 2025)

- 255,000+ Gameplays (116% MoM Growth)
- 53 Tournaments | 7,600+ Players
- Responsible for 21,249+ Gameplay Hours
- Partnered with Flamengo (48M fans) | launching on-chain CS2 tournaments
- Expanding to pro esports teams & top Web2 titles

Reached

Socials:

- Twitter: https://x.com/n3musfdn
- LinkedIn: https://www.linkedin.com/company/n3mus
- Telegram: https://t.me/n3muschat

Relation to Polkadot/Substrate

N3MUS is already live on Moonbeam, where the platform and its games account for 15%-20% of Moonbeam's daily network traffic, with 116% MoM growth.

As we expand into the Polkadot ecosystem, we'll leverage XCM and parachain integrations to manage tournament creation, reward distribution, and result publishing, transparently and verifiably.

Our mission is to support both Polkadot-native and ecosystem games by offering cross-parachain interoperability. Studios can integrate N3MUS into their game in under 4 hours using our SDK or ready-made scripts.

With the expected functionality expansions on Polkadot AH, we expect more studios and volume will go there, and we will expand our platform alongside.

What Studios on Moonbeam Are Saying

Studios describe it as "**the N3MUS effect**":

- "Our game crashed from the number of gameplays—it was wild."
- "Integration was super easy. We were live in under an hour."

We've helped games go from 0 to 10,000+ gameplays in a single week.
Live integrations include: **Pinkdrop, The Great Escape, WeGainst, Data2073, Zoombies and Olderfall**.
Upcoming: **FlappyWud, Chess on Chain, Nitro Nation**, **Outline, Evrloot** and several external games.

Funding Purpose

We're applying for a **25.000 DOT Grant**, of which **75% will be allocated directly to community incentives** (tournament prize pools).
 This will:

- Boost player engagement
- Support game studios
- Increase on-chain activity and wallet usage
- Act as a powerful marketing engine **(entertainment is the best marketing)**
- Fully aligning with gaming incentives already live on Polkadot (e.g. DotPlay, but also leveraging and extending the Heroic partnership).

Why Polkadot?

We chose Polkadot for its modular architecture, fast finality, and vibrant gaming ecosystem. We're aligning with partners like **Distractive**, DotPlay, and others to maximize campaign visibility and user acquisition.

Polkadot's upcoming **PolkaVM** and Solidity compatibility on **AssetHub** opens the door for us to deploy fully open-sourced contracts, Unity/Unreal SDKs, and supporting scripts under **Apache 2.0 license**.

Documentation

- https://n3mus.gitbook.io/docs
- https://github.com/N3mus/ScoreToChain_Unity/tree/Scoresv2
- Live product: https://hub.n3mus.com

Ecosystem Fit

Current Collaborations

- Moonbeam
- DotPlay
- Distractive
- Additional Polkadot-native studios

Current Games Running Tournaments

- Data2073
- Olderfall
- Pinkdrop
- WeGainst
- Zoombies
- The Great Escape

Upcoming Integrations

- Nitro Nation World Tour
- FlappyWud
- Chess on Chain
- Outmine

Target Audience

- Studios building on Polkadot
- Web2 & Web3 gamers
- DAO-based game projects
- Game-focused dApps
- Parachains

Problems Solved

- Lack of cross-ecosystem tournament tooling
- Lack of on-chain verified results
- Airdrop/bot farming abuse
- Low retention in traditional quest systems

Team

- **Neal Peters** – Founder & CEO
  https://www.linkedin.com/in/nealpeters
- **Marco Colaco** – Co-founder & COO
  https://www.linkedin.com/in/marco-colaco
- +3 Full-Time Developers

Legal Entity: JR-Studio Inc. (BVI)
Registered Address: Sea Meadow House PO Box 116 Road Town Tortola VG1110

Grant Request Summary

- **Total Requested**: 25.000 DOT
- **Duration**: 6-12 months (depending on the numbers of games, tournaments and rewardpools)
- **Full-Time Equivalent (FTE)**: 2–3
- **Community Incentives Allocation**: 75% of total funding

Milestones Overview

This grant is requested to **supercharge gamer onboarding, reward infrastructure, and tournament scaling** across the Polkadot ecosystem.

We will **allocate 75% of the grant directly to community incentives** (tournament prize pools), and the remaining 25% to infrastructure, staffing, marketing and ecosystem-specific event execution.

With this grant, N3MUS will deliver:

🛠️ **Technical Deliverables**

- **Open-source smart contracts and Docker-based integration stack** (Apache 2.0 license)
- **SDKs & guides** for Unity, Unreal, and Web2 onboarding
- **Full integration with Polkadot AssetHub**, once smart contract support is enabled
- **Cross-parachain support** for game studios using XCM
- **API and backend tools** for score verification and reward distribution
- **Comprehensive unit tests, documentation, and tutorials**

🎮 **Ecosystem Engagement**

- **Onboard 15+ games** from within and outside the Polkadot ecosystem
- **Host 150+ on-chain tournaments**, with prize pools ranging from 60 DOT to 300 DOT
- **3 flagship tournaments** with professional esports orgs & web2 games (but then actually USE blockchain as tech) (with e.g., Flamengo, HEROIC)
- **Run 500K+ verified gameplay sessions**, all on-chain
- **Execute 100+ Polkadot-themed missions** (on-chain + social) to drive ecosystem awareness

📢 **Community Growth**

- **Polkadot-focused articles and event coverage** in collaboration with ecosystem BD teams (DotPlay, Distractive, etc.)
- **Gaming nights, ecosystem showcases**, and developer roundtables to share learnings
- **Mid- and final reports** with gameplay metrics, user feedback, and developer insights

Future Plans & Sustainability

- **Post-grant monetization** through premium studio tools (analytics, custom scoring, etc.)
- **DAO-based tournament models** and multi-chain syncing through Polkadot bridges
- **Long-term goal**: Position Polkadot as the **leading ecosystem for competitive Web3 gaming**, with N3MUS as its tournament and engagement layer.