

THE GAMES OF THE FUTURE

What are the Games of the Future?

The Games of the Future (GOTF) is an annual international sporting event where physical sports meet the digital gaming world in a new format called 'phygital sports'. Top athletes and elite gamers from around the world compete across various sporting disciplines, aiming for glory and a multimillion-dollar prize fund.

This international tournament celebrates inclusivity and innovation, offering a unique and open arena for competitors and audiences alike. The Games of the Future is redefining the sports and gaming landscape, blending physical excellence and cutting-edge technology on a global stage.

What are the disciplines?

There are several categories of competitions that are included in the Games of the Future:

- **Phygital Sports** - Digital meets physical in the ultimate crossover. Clubs first compete in a video game and then transition to its real-world counterpart.
- **Esports** - Gaming at its most competitive. These match-ups demand next-level skills and nerves of steel as players battle for supremacy in front of a live crowd in the arena and thousands watching around the world.
- **Tech Sports** - Perfect for tech enthusiasts and adrenaline seekers, this is where innovation and excitement collide. From high-speed drones to epic robot battles, these state-of-the-art disciplines push the boundaries of what sport can be.

How do clubs reach the Games of the Future?

Qualifying tournaments, called Phygital Origins and Phygital Rivals, occur where clubs participate in country-specific events to win ranking points. These lead onto further competitions for the chance to compete at the Games of the Future.

Phygital Origins: A series of tournaments, each of which is held in a certain territory within a country (city, province, district, region, etc.).

Phygital Rivals: All the Phygital Origins winners within a country then compete against each other at a national level. The two clubs with the most ranking points globally directly qualify for the Games of the Future. Phygital Origins and Phygital Rivals are overseen by the World Phygital Community (see below).

Phygital Contenders: This the tournament where the 3rd to 26th best-ranked Phygital Rivals clubs compete against each other to qualify for a place at the Games of the Future. The top 4 clubs go through.

Games of the Future: The main event where the best meets the best. The top clubs will compete against each other to be crowned ultimate champions. Both the Phygital Rivals and the Games of the Future are overseen by Phygital International (see below).

Key Stats and figures from the Games of the Future 2024

The inaugural Games of the Future event attracted over 300,000 visitors and reached a staggering 3.2 billion IPSOS verified cross-platform views. The prize pool for the competition stood at an impressive \$10 million. These numbers emphasize the global scale and increasing popularity of phygital sports.

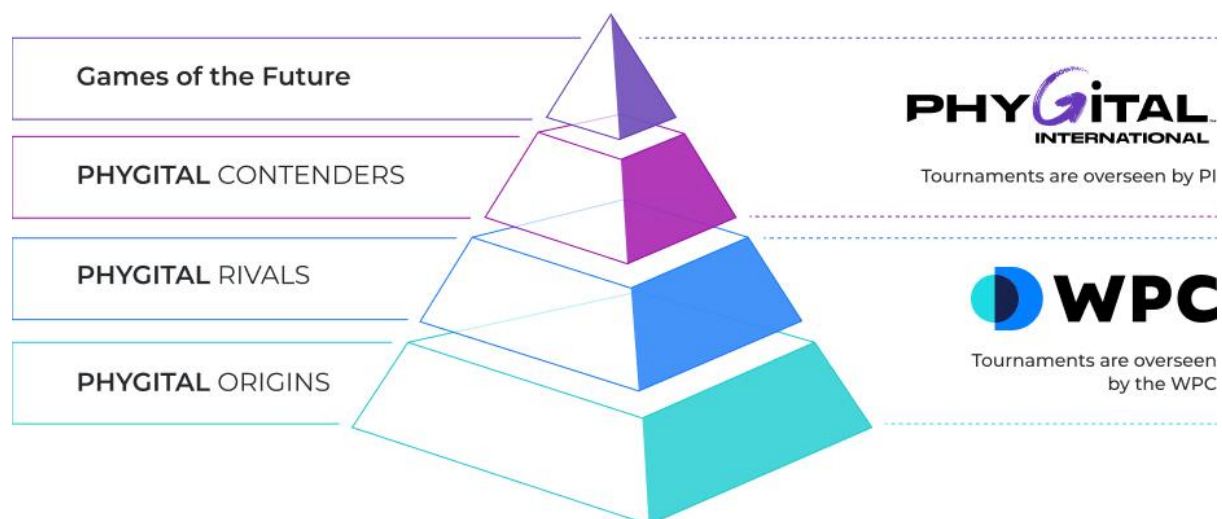
- 3.2 billion IPSOS verified cross-platform views
- 300 000+ Visitors
- 850,00+ Website users
- 800+ Hours of live broadcast
- 280+ Broadcast channels
- Audience: 61% under the age of 34 & 82% under 44.
- 2000+ Volunteers from 20 countries
- 2000+ Participants from 116 Nations
- \$10M Prize money

When and where are the next Games of the Future taking place?

2025: The next Games of the Future will be in the end of 2025, in the United Arab Emirates.

2026: Looking ahead, the Games of the Future 2026 has been announced and will be hosted in Kazakhstan.

The phygital ecosystem



World Phygital Community

Established in 2023 and based in Hong Kong, the **World Phygital Community (WPC)** is a non-profit organization whose members are dedicated to developing and promoting phygital sports within their respective regions. WPC members oversee the Phygital Origins and Phygital Rivals tournaments, through which teams can qualify to take part in the Games of the Future. WPC members also spearhead phygital tournaments in schools, universities, and local communities, creating new opportunities for the next generation of athletes. They not only host events but also drive awareness, encourage participation, and integrate phygital sports into mainstream culture, ensuring its continued growth.

To learn more about the WPC, go to <https://worldphygital.org/>

Phygital International

Phygital International (PI) is the governing body of the phygital sports movement and the official custodian and rights holder of the annual Games of the Future tournament. It manages the bidding process for GOTF host cities and works with hosts to deliver a sporting spectacular that attracts thousands of fans and competitors and appeals to a global broadcast audience.

Through its innovation hub **The PI Lab**, the organization explores the latest technology and assesses new proposals in multiple areas including phygital competitions, technology, broadcasting, and communications.

PI's team of experts combines decades of experience in sports, technology, and event management.

To learn more about PI, go to <https://phygitalinternational.com/>