

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 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 athletes 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 competitions to gain ranking points. These lead onto further competitive events for a 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.). These tournaments form the first step of the qualification pathway.

Phygital Rivals: A tournament where all the Phygital Origins winners within a country then compete against each other.

The two clubs with the most ranking points globally directly qualify for the Games of the Future. Both the Phygital Origins and Phygital Rivals tournaments are overseen by the World Phygital Community.

Phygital Contenders: This is 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 best ranked clubs at the end of Phygital Contenders will qualify for the Games of the Future.

Games of the Future: The main event where the best go head-to-head. The top clubs will compete against each other to be crowned the ultimate champions. Phygital Contenders and the Games of the Future are overseen by Phygital International.

Key Stats and figures from the Games of the Future Abu Dhabi 2025 powered by ADNOC:

Held from 18 to 23 December at ADNEC Centre Abu Dhabi, the Games of the Future Abu Dhabi 2025 brought together more than 850 participants from 64 countries, competing in front of thousands of fans, with hundreds of millions more viewing broadcasts, social feeds and streams around the world.

- 850+ participants from 64 countries
- \$5M prize pool across 11 disciplines
- Launch of dedicated OTT broadcast platform, streaming live action from every discipline
- 27 broadcast partners around the world, delivering coverage in 13 languages.

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

2026: Astana, Kazakhstan, will host the Games of the Future 2026 in the summer of 2026.

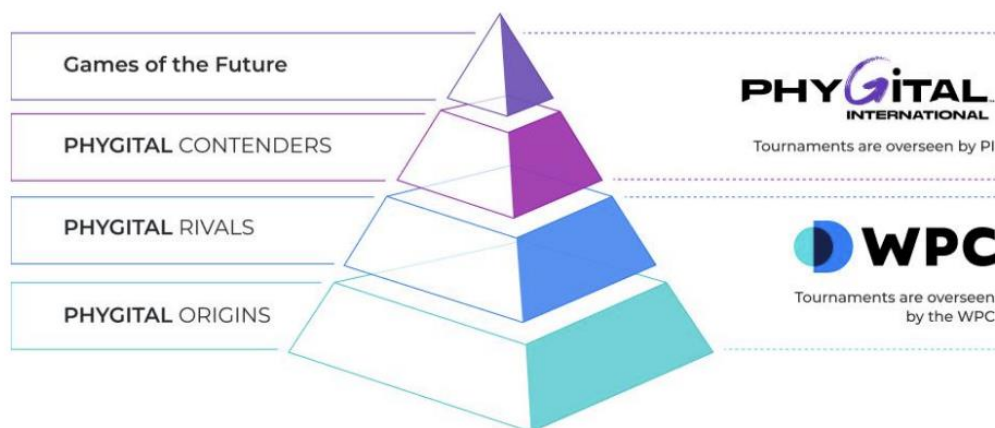
2027: Shortlisted bids from South Africa, Brazil and Serbia are now under review.

2028: Bidding is now open

2029: Bidding is now open

2030: Bidding is now open

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 clubs 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 host events, drive awareness, encourage participation, and integrate phygital sports into mainstream culture.

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 spectacle that appeals to a global broadcast audience.

Through its innovation hub, The PI Lab, the organization explores the latest technology and assesses new proposals across phygital competitions, technology, broadcasting, and communications.

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