Vision Paper

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Prologue: The Spark

> ## ✅ TLDR: From Friction to Fire
>
> Game asset trading is massive but broken. It is dominated by fragmented platforms, high fees, and unsafe peer to peer deals.
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> Players who create value should own it. Ownership must be verifiable, transferable, and secure.
>
> OVERTAKE introduces a smart contract based marketplace built for trustless trading, real ownership, and scalable player economies.

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In the vast digital underground of global gaming, a parallel economy has quietly flourished. Millions of players have bought and sold in-game accounts, currencies, and items, not through official channels but through shadowed forums, disconnected marketplaces, and informal peer-to-peer deals. These trades fueled real-world value but operated in environments plagued by risk, inefficiency, and a lack of accountability.

Legacy platforms tried to bring order with basic escrow models, but these remained centralized, expensive, and inherently limited. Intermediaries extracted up to 20% in fees. Disputes were resolved, if at all, through slow and opaque processes. For players, the reality was simple. They created value, but they didn’t truly own it.

OVERTAKE was born from this gap.

Founded by veterans of ItemBay, ItemMania, and other early pioneers of digital asset trading, OVERTAKE is not just another marketplace. It is an effort to rewrite the foundation of how game assets are exchanged, built on transparency, autonomy, and real digital ownership.

We believe that if players generate value, they should be able to capture it. If they own an item, it should be verifiable, transferable, and secure. And if digital economies are going to define the next decade of culture and commerce, they should be built on open, programmable systems, not closed and extractive ones.

OVERTAKE marks the beginning of that shift. It introduces a new infrastructure where trust is encoded in smart contracts, identity is owned by the user, and every trade contributes to a more open and sustainable digital economy.

The spark wasn't a sudden idea. It was the result of years spent witnessing the limitations of existing systems and deciding to build something better.

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Chapter I: The Dream We Share

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