



YIELD GUILD GAMES

Q2 2026 UPDATE

July 31, 2026

DISCLAIMER

This Community Update and the information contained herein (collectively, this “Update”) is for informational purposes only. It is not financial or legal advice. This Update is meant to describe the focus, plans, and general recent performance of the Yield Guild Games protocol (“YGG”) and its supporting entity, the Yield Guild Games Association (“Yield Guild”), to provide a more transparent picture of their operations.

THIS UPDATE HAS NOT BEEN AUDITED, AND IT SHOULD NOT BE RELIED UPON TO ENGAGE WITH YGG, PURCHASE OR SELL YGG TOKENS, OTHER TOKENS OR NFTS, OR TAKE ANY OTHER ACTION OR NON-ACTION WITH RESPECT TO YGG OR ANY OTHER ENTITY. IF YOU WISH TO ENGAGE WITH YIELD GUILD, YIELD GUILD ENCOURAGES YOU TO REACH OUT TO ITS REPRESENTATIVES. ALL INFORMATION CONTAINED HEREIN IS PRESENTED “AS IS,” WITH NO GUARANTEE AS TO ITS ACCURACY OR RELIABILITY.

This Update also does not constitute an offer for investment and should not be used to support any such claim. Moreover, this Update should not be used to support any claim or analysis stating that a person should purchase the YGG token or any other token or asset for investment purposes. The purpose of the YGG token is to facilitate access to the YGG community and resources.

This Update should not and may not be relied upon for any offer, purchase, or sale of securities or digital assets, and does not attempt to provide any conclusive information or recommendations about any other entity, token, or asset, whether in the metaverse, the crypto community as a whole, or in traditional markets.

This Update attempts to be an accurate summary of YGG’s activities between April 1, 2026, and July 31, 2026, but is neither guaranteed to be current as of the time the recipient reviews this Update nor contains all material information.

No future-looking statement, expression of hope or excitement, or similar verbiage should be construed as a promise or a guarantee but should only be taken as aspirational.

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FOUNDERS' UPDATE

On July 31, we sunsetted our publishing arm, YGG Play. It was the most difficult decision we've had to make since starting YGG five years ago.

We're proud of what we built and achieved over the last 14 months. In that time, we established the Casual Degen category, reached over \$9.6 million in revenue, and watched titles including LOL Land, GIGACHADBAT, Waifu Sweeper, and more reignite energy in the Web3 gaming community.

The team behind YGG Play shipped games, quests, game tokens, and events amid some of the hardest market conditions this industry has seen. Unfortunately, with the decision to wind down YGG Play, we had to part ways with some members of this team. We're deeply grateful for what each of them contributed here at YGG, and we're actively helping this incredibly talented group take the next step in their professional journeys.

Since announcing the sunset, we have seen a tremendous outpouring of support. Longtime players, guilds, partners, and friends have all reached out to share their encouragement and enthusiasm for YGG's next chapter. The response was a reminder of what YGG has always been about: we are a community seeking learning and growth through play. As we push forward, we remain committed to our original mission of helping people gain access to new technologies, opportunities, and ways to earn, wherever they are in the world.

That work begins with contributing data to AI labs that need a better insight into real human behavior in order to train their models. It builds on Future of Work, our earlier initiative connecting community members to paid AI tasks. Additionally, YGG Alerts, which has been rebranded to AI Alerts, is already helping people in the Philippines find remote AI work, fielding a whopping 27,000 applications in its first five days.

We've also launched vibecode.game, a new home for vibe-coded games, the creators who make them, and the communities that play them. Vibe coding has completely changed what it takes to be able to create a game, opening the door for more people to test more ideas faster. We saw an early example of this at Korea Build Week, where we co-hosted our first vibe-coded game jam with Verse8. Out of 120 teams' playable prototypes, a curated selection of the very best are featured on vibecode.game's front page today. To continue the momentum, our new game jam series at vibecode.game, VibeBlitz, was launched in partnership with Minds by Animoca Brands, with the first competition counting over 250 participants and 72 game submissions.

On vibecode.game, creators publish permissionlessly and the community decides what rises to the top. Everyone gets access to tutorials, guides, and game jams, giving people a real shot at building something and finding their community.

To everyone who played and stuck with us through this chapter, thank you. It started with blockchain, now we have AI too. The technology will keep evolving, and we're going to keep building alongside all of you.

#WeAreYGG

Gabby, Beryl, and Owl



MEDIA HIGHLIGHTS

AMAs, X Spaces & Community Content

YGG held numerous online events with partners and the YGG community throughout the quarter, including:

DATE	TOPIC	DATE	TOPIC
Apr 7	<u>Taco Tuesday: Who here is hungry to learn?</u>	May 13	<u>Global Hangout x Waifu Sweeper</u>
Apr 8	<u>Global Hangout x Legend of YMIR Episode 1</u>	May 19	<u>Taco Tuesday: What's cooking?</u>
Apr 15	<u>Global Hangout x YGG Community Questing</u>	May 20	<u>Global Hangout x Legend of YMIR Episode 4</u>
Apr 21	<u>Taco Tuesday: We're live right now and it's getting spicy</u>	May 26	<u>Taco Tuesday: We're live and the weekly rundown is fresh off the grill</u>
Apr 22	<u>Global Hangout x Legend of YMIR Episode 2</u>	Jun 02	<u>Taco Tuesday: Taco Tuesday is live</u>
Apr 28	<u>Taco Tuesday: Nacho average update</u>	Jun 04	<u>QUEUE UP: Episode 1 ft. Storming & Raiden</u>
Apr 29	<u>YGG Community Update Q1 2026</u>	Jun 09	<u>Taco Tuesday: Let's taco 'bout what's cooking</u>
May 05	<u>Taco Tuesday: Let's taco 'bout what matters</u>	Jun 11	<u>QUEUE UP: Episode 2 ft. Iceyyy, N1rvy, Gabby Dizon & JC Kim</u>
May 06	<u>Global Hangout x Legend of YMIR Episode 3</u>	Jun 18	<u>QUEUE UP: Episode 3 ft. YellowPanther & Marcello</u>
May 12	<u>Taco Tuesday: It's Taco Time!</u>	Jun 25	<u>QUEUE UP – Episode 4 ft. GMB & Pixek Games' Wabbs (Bank or Plank)</u>

Global Media Coverage

Below are some media highlights from April to June 2026. Refer to the [appendix](#) for the complete list.



APR 2026 | BLOCKMEDIA

YGG Play & Verse8 to Host Casual Degen Game Track at Seoul's "BuidlHack 2026"



APR 2026 | IT Times

AI has broken down barriers to game creation... Verse8: Non-developer creator wins at YGG Play Hackathon



APR 2026 | eGamers.io

YGG Play Surpasses \$9 Million in Lifetime Revenue with \$20.6 Million Treasury Reported in Q1 Update



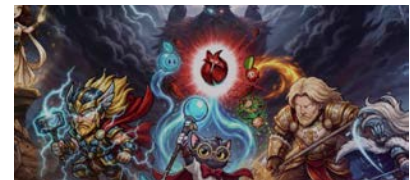
MAY 2026 | Geek Metaverse

YGG Play Lets Ruyui Scale "Roots of Embervault" While Retaining IP



MAY 2026 | BitPinas

Casual Degen Web3 Gaming Category Gets New Title in Ragnarok Breaker



MAY 2026 | BlockchainGamer.biz

YGG Play releases Planetarium's AI-developed Ragnarok Breaker

Interviews and Podcast Appearances

The following highlights some of YGG's most notable interviews and virtual appearances in Q2 2026.



APR 2026 | Chinsanity Show

Lessons from 20 Years in Game Development

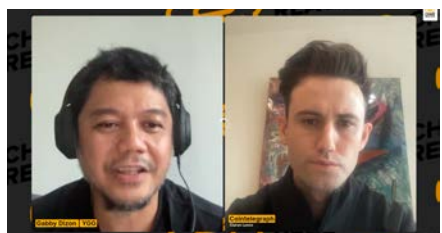
Gabby sat down with host Nathan Chin to talk about building through the bear, YGG's evolution from Axie-era guilds to game publisher, and what real product-market fit looks like in crypto gaming.



MAY 2026 | Doug Hype Show

Doug Hype Show with Gabby YGG

Gabby joined Doug Hype to chat about YGG's early push to support builders of vibe-coded games to reach their audience, starting with the winner of BuidlHack 2026 at Korea Buidl Week.



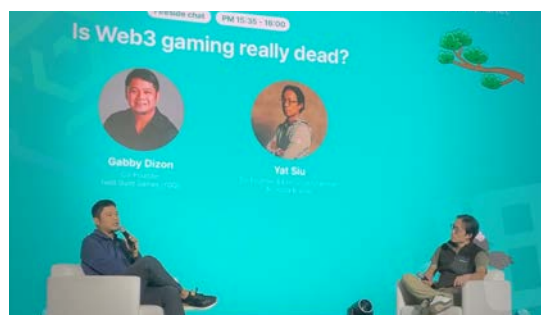
MAY 2026 | Chain Reaction by Cointelegraph

Will Web3 Gaming Boom In 2027?

Gabby spoke with Cointelegraph's Ciaran Lyons about the state of Web3 gaming, the mix of casual and competitive titles published under YGG Play, and vibe-coded games' path to commercial viability.

Events

On April 17, YGG co-founder Gabby Dizon joined Animoca Brands co-founder and executive chairman Yat Siu for a fireside chat at Korea Buidl Week's BUIDL Asia stage. They discussed the shift in game development amid the rise of vibe-coded games, where Gabby noted that while traditional gaming contends with AI-driven downsizing, independent creators are seizing the moment to build without the constraints of legacy pipelines.



The theme carried into the following month, with YGG joining Fenris Creations and APAC DAO for an AI-native modding and game-building workshop in Ho Chi Minh City on May 26. A select group of about 30 builders participated in the event. Hilmar Veigar Pétursson, CEO of Fenris Creations (formerly CCP Games), the studio behind EVE Online and EVE Frontier, shared lessons from two decades building one of gaming's most enduring virtual worlds, alongside Fenris' newly announced AI partnership with Google DeepMind.



Gabby joined Hilmar in a fireside chat titled "The Little Iceland That Could," which drew a parallel between Iceland's economic history and Southeast Asia's present trajectory, both showing how small economies expand when digital connectivity bypasses geographic barriers to unlock global opportunities, even ahead of policy reform. They discussed how a well-built game economy removes the gate entirely, letting participants "download their economic agency" through modding, trading, and building in virtual worlds – the same shift that vibe coding is bringing about for creators.

YGG PLAY

Despite strong revenue performance and Community Questing onboarding more than 24,000 users since its August 2025 launch, YGG sunset its publishing arm, YGG Play, effective July 31, 2026, due to market conditions.

LOL Land and Waifu Sweeper, the two titles that were managed directly by YGG Play, stopped accepting purchases on July 9 and ceased operating after July 31. Remaining in-game balances were snapshotted for conversion to \$YGG tokens and distribution to associated wallets.

GIGACHADBAT launched Degen Mode in April, giving \$CHAD stakers access to a special stadium with boosted odds, alongside CHAD Raids with LOL Party and Ragnarok Breaker and leaderboard events like Training Season and Heavy Hitters. Ragnarok Breaker also launched their own version of Degen Mode, allowing players to earn in-game points redeemable for token rewards soon.

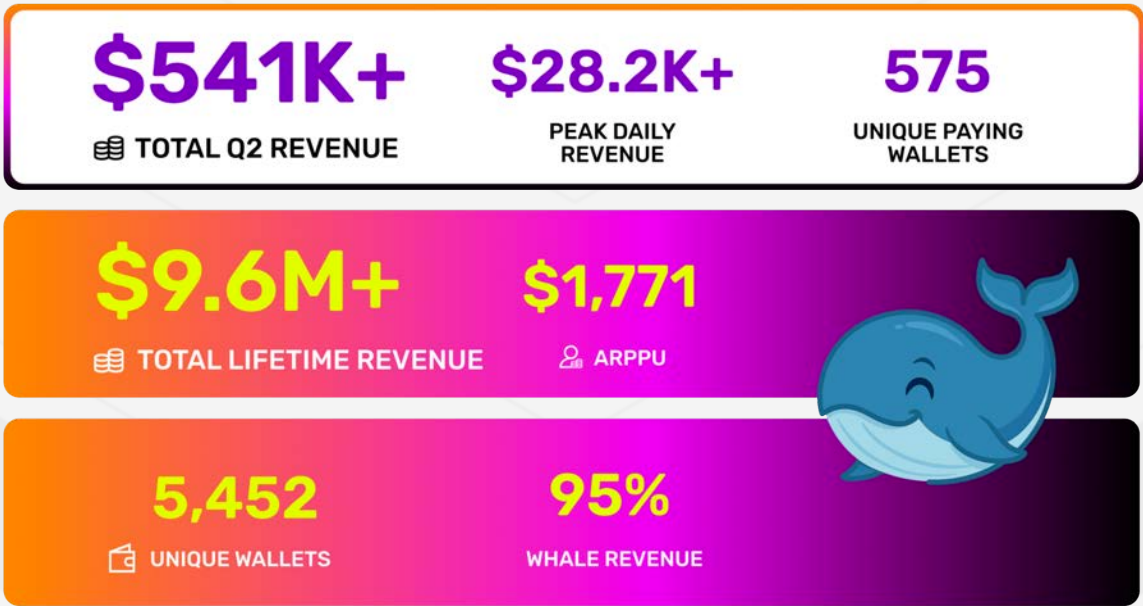
GIGACHADBAT and Ragnarok Breaker will continue to operate past the sunset period under their original development partners, Delabs Games and Planetarium Labs respectively, with a new redemption flow for in-game rewards. Bank or Plank also remains playable on Verse8.

The YGG Play platform, Launchpad, and Community Questing site were retired on July 31. Additionally, it was confirmed that the YGG Play Summit would not be going ahead in 2026.



YGG Play Results

The figures below reflect usage from April to June 2026, YGG Play’s last full quarter of operations, with the exception of total lifetime revenue, which covers the platform’s entire run from its May 2025 launch through its final live week ending on July 31, 2026. As of that date, LOL Land had generated \$8,845,040 in lifetime revenue, including \$255,442 in Q2 2026. GIGACHADBAT garnered \$509,440 in lifetime revenue. Waifu Sweeper recorded \$302,996 in lifetime revenue, with \$265,938 of that coming in Q2 2026.



YGG'S NEXT CHAPTER

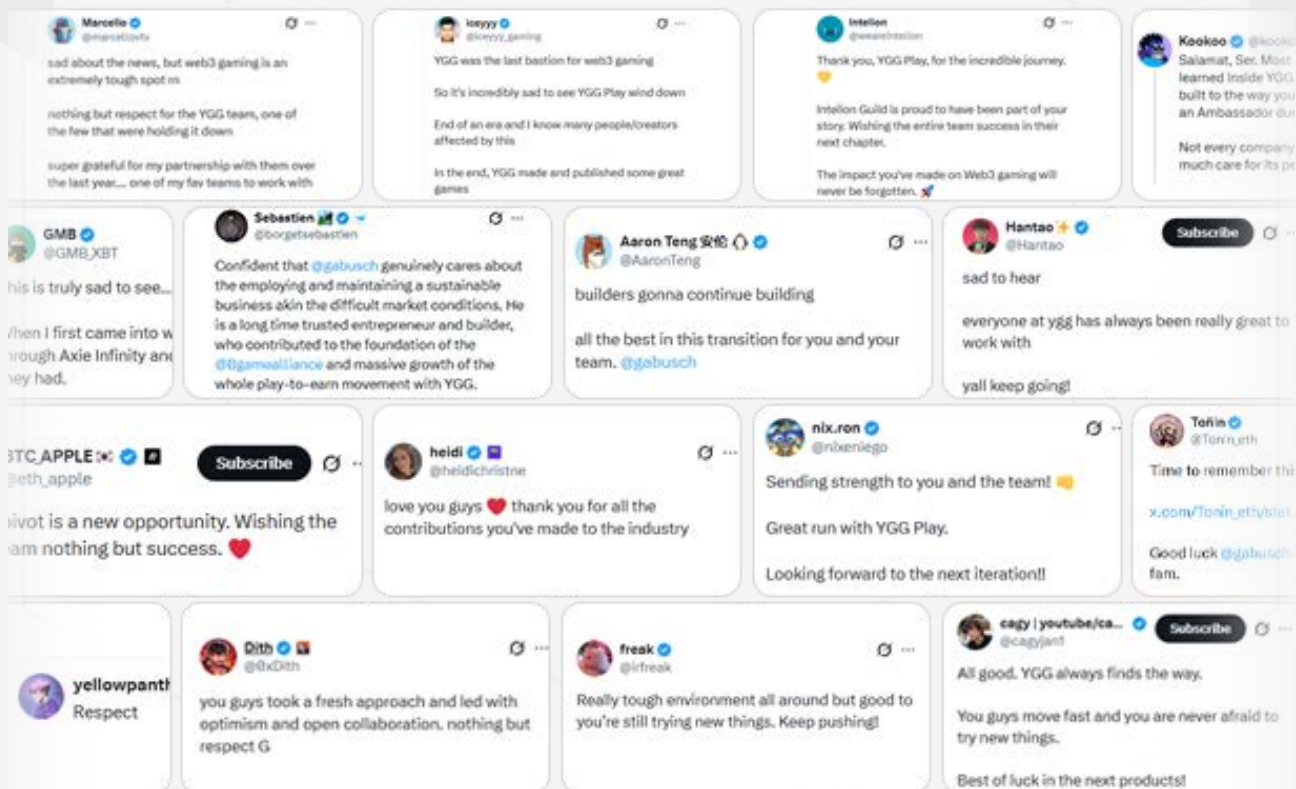


On July 6, YGG co-founder Gabby Dizon joined BlockchainGamer.biz Editor-at-Large Jon Jordan on Blockchain Gaming World to shed light on the wind down of YGG Play amid a broader market shift.

They discussed how YGG is now steering its million-strong community in the Philippines to explore earning opportunities in AI, extending YGG's founding mission through this fast-evolving technology.

Over 14 months, YGG Play carved out a new category of games and crossed \$9.6 million in lifetime revenue while giving players a platform to discover, play, and be rewarded for their participation.

The announcement was met with an overwhelmingly positive response from the community.



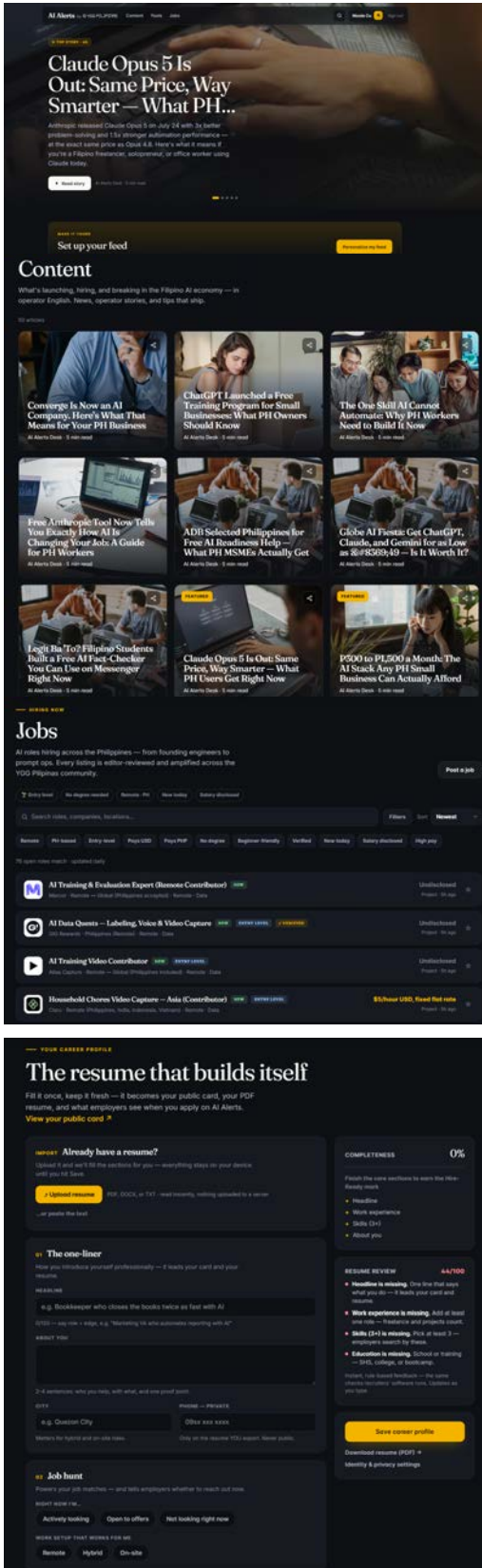
Thank you to everyone who played, built, and showed up during this chapter of YGG.

The value we created together will carry forward into what comes next.



THANK YOU!





The AI economy is now central to where YGG is headed, an evolution built on groundwork already laid through its earlier Future of Work program, which mobilized the community around AI data labeling and training, with partners including Sapien, Navigate, and FrodoBots. The initiative gave thousands of community members hands-on, paid experience in AI work, positioning them ahead of the shift that would come to define YGG's next chapter.

Going forward, YGG will channel its resources into the AI data economy, starting with the development of a B2B pipeline around gaming datasets. This direction places YGG directly inside the global AI training dataset market, a \$3.9 billion industry according to Grand View Research, where demand for specialized data types is just beginning to scale.

To solve real-world strategic problems, AI neural networks cannot rely on sterile logic alone. They must understand human irrationality and emergent behavior. This makes human data indispensable for training these models, and video games act as ideal testing grounds because players constantly make complex, split-second decisions.

Sourcing that data at scale means reaching the people who generate it, a task now carried out by AI Alerts, formerly known as YGG Alerts, the Web3 gaming, events and media channel established by YGG Pilipinas. The platform has been rebranded to help Filipinos find real income opportunities in AI, drawing more than 27,000 job applications in its first five days.

Philippine companies are adopting AI faster than the local labor market can supply the specialized skills it requires. AI Alerts found that 72% of Philippine companies are already using AI, while only 17% report being able to find enough workers equipped for it, leaving significant room for local talent to build the right skills today.

The platform addresses that gap on two fronts: by publishing regular explainers on how AI is changing specific industries and roles, and by maintaining a live jobs board spanning engineering, operations, and data roles.

For YGG, this is both a media channel and a hub where community reach built over years of Web3 gaming turns into viable opportunities in the AI economy, linking that same community directly to the training and data work behind YGG's AI data business.





In June 2026, YGG launched vibecode.game as the editorial destination for discovering, ranking, and understanding vibe-coded games.

The site debuted alongside a game jam in partnership with Minds by Animoca Brands, kicking off the VibeBlitz series of competitive game jams hosted by vibecode.game.

Permissionless Launchpad for Vibe-Coded Games

Vibe coding has unlocked an era of frictionless creation, enabling anyone to build games with no coding skills required and with agents assisting in critical decision-making.



However, a 2026 Naavik Digest study found that despite agentic AI driving a 77% surge in mobile game releases, commercial success rates remained flat. While agentic AI reduces the cost, time, and skill required to build a game, discoverability, player attention, and customer acquisition continue to be major challenges for creators.

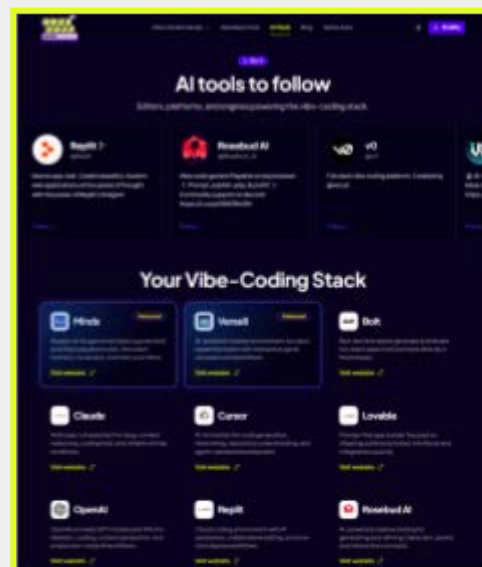
vibecode.game addresses these challenges. Built to be the content engine for the fastest-growing category in browser gaming, it serves as a permissionless launchpad for publishing vibe-coded games, finding an audience, and building a community.

Through rankings, reviews, game jams, vibe coding resources, and game discovery organized by genre, AI tool, game engine, and more, the platform caters to both players looking for the best vibe-coded games and creators looking for their first real audience.

Capturing the Vibe-Coded Games Category

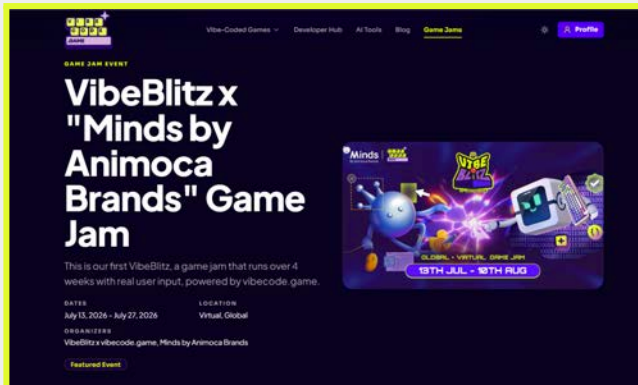
vibecode.game's early catalog reflects the breadth of what agentic game development makes possible. During Korea Buidl Week, YGG co-hosted the BuidlHack 2026 game jam with Verse8. The competition culminated on April 18, with judges awarding \$5,000 and Verse8 credits to five winners, with tactical pirate game Bank or Plank by Pixek Games taking first place. vibecode.game's debut collection highlights the winners alongside other standout titles spanning wave defense, arcade, crypto-culture brawler, and more.

Vibe coding is turning a new generation of players into builders who instinctively understand what makes games worth playing. Together, vibecode.game and YGG's community-driven infrastructure own the vibe-coded games category, from a creator's first build to a player's discovery.





x Minds by Animoca Brands Game Jam



Building on the success of the Casual Degen game jam at the 2026 BuidlHack during Korea Buidl Week, a series of game jams for vibe-coded games, called VibeBlitz, was launched under vibecode.game.

The first VibeBlitz installment, the vibecode.game X Minds by Animoca Brands Game Jam, began on July 13.

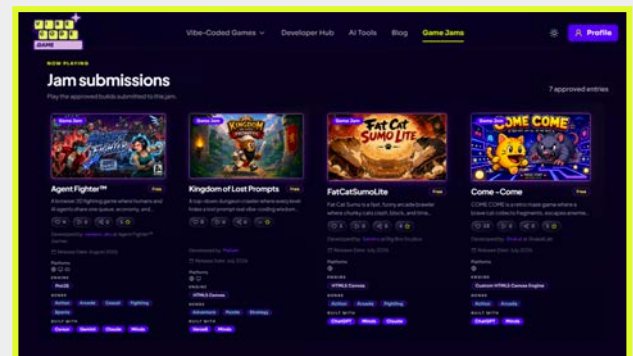
The competition doubles as the public release of the Game Designer Mind, a one-click persistent AI agent that acts as a co-creator, turning a one-line prompt into a fully designed, balanced game concept. The Game

Designer Mind is accessible via Google sign-in and can be used across email, Telegram, a CLI, or by plugging into a builder's existing agentic workflow, such as Claude Code or Codex.

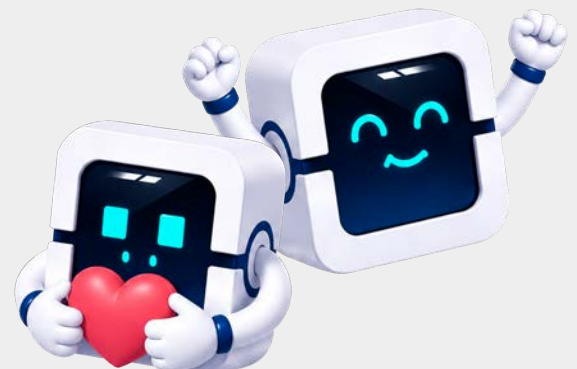
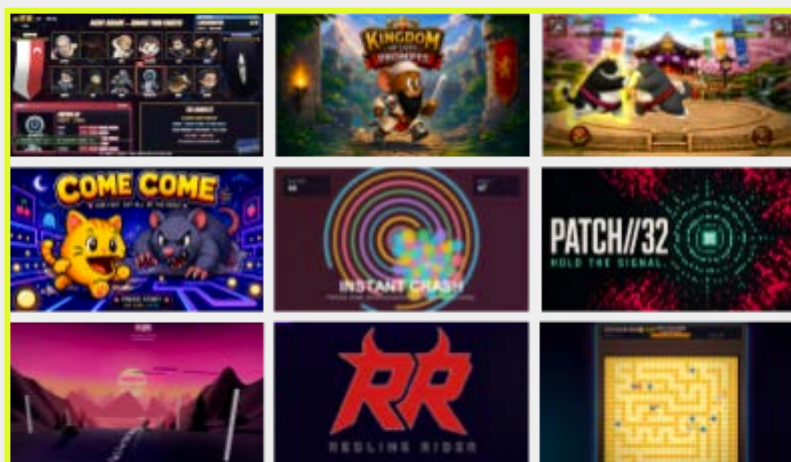
Game Jam Format

Participants were invited to build a game using the Game Designer Mind AI agent from Minds by Animoca Brands, with a share of \$2,500 in Minds platform credits and \$2,500 in \$YGG tokens going to the top 5 winners.

Beyond the prize pool, top-performing projects gain access to the Minds Investment Programme, which backs early-stage teams building on Minds as a core product layer and provides distribution, developer relations support, and introductions across Animoca Brands' over 600 portfolio companies.



Entries were constrained to fit inside a 32x32 plot of land, with each plot representing a piece of the game jam's shared thematic world, tying into Animoca Brands' broader "metaverse for agents" thesis that agent-to-agent interaction is what will solidify the metaverse concept.



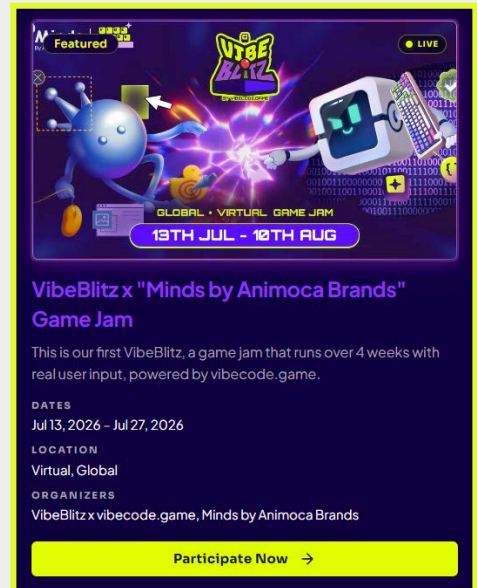


Participation

Over 250 creators registered for the game jam, with 72 completed games submitted by the July 27 deadline. Entries spanned puzzle games to idle RPGs and city builder formats, and more, with community voting running through to August 2.

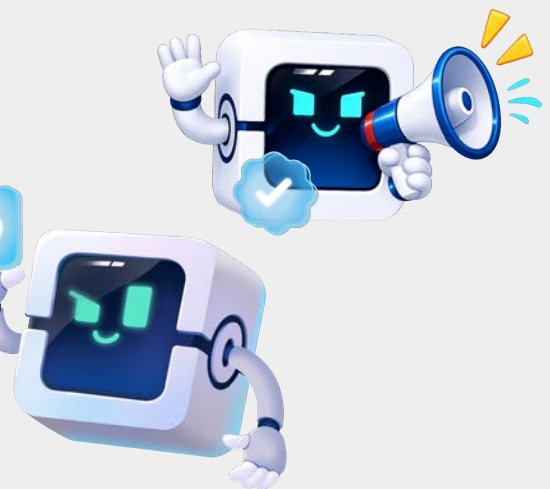
Judges Gabby Dizon and Mohamed AbdelKhalek selected the winners from the finalist pool: [Idle Tactics: Ascension](#) claimed first place with a browser-based pixel-art idle auto-battler where players manage gear and time boss fights while their hero battles autonomously. [Tiny Realm](#) placed second with a pixel-art real-time strategy game where players gather resources to defend their kingdom against waves of insect invaders.

Every submission remains listed on vibecode.game, which is positioned as the authoritative source that search engines and LLMs cite for the fast-growing vibe-coded games category.



Media Coverage

vibecode.game's first VibeBlitz drew coverage from key publications. Refer to the [appendix for the full list](#).



GamesBeat

[Yield Guild Games launches vibecode.game and launches game jam](#)

GAMES.GG

[Yield Guild Games Launches vibecode.game](#)

Productive Investors AU

[Yield Guild Games and Animoca Brands launch vibecode.game push to tackle AI-built game discovery gap](#)

BlockchainGamer.biz

[YGG and Animoca launch \\$5,000 VibeBlitz Game Jam](#)

Crypto News Australia

[YGG Launches vibecode.game, Teams Up With Minds by Animoca Brands for Debut Game Jam](#)

BitPinas

[Your Dead NFTs Aren't Useless Anymore: The Vibe-Coded Game "Agent Fighter" is Bringing Them Back to Life.](#)

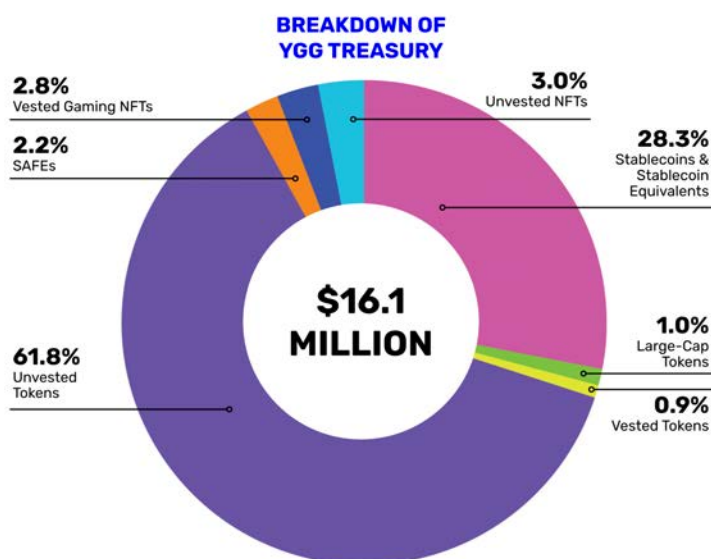
FINANCIAL UPDATE

Treasury Overview

As of June 30, 2026, Yield Guild's treasury stood at US\$16.1 million, with over US\$4.7 million held in stablecoins, T-bills, and large-cap tokens including ETH, BTC, and SOL.

Token buybacks to date remain at 24.1 million \$YGG tokens, representing 3.84% of the circulating supply.

Following the operational decision to sunset YGG Play, the monthly burn rate has decreased significantly, providing YGG sufficient runway to maintain operations well into 2028.



Vested Stablecoins and Large-Cap Tokens

Table 1: Stablecoin, Stablecoin Equivalents, and Large-Cap Tokens

TOKEN	VALUE (USD)
USDC & Stablecoin Equivalents	\$3,909,474
ETH	\$372,585
BTC	\$270,640
SOL	\$164,897
Total Stablecoin, Stablecoin Equivalents, and Large-Cap Tokens	\$4,717,596

Vested Gaming, Guild, and Infrastructure Tokens

Table 2: Vested Gaming, Guild, and Infrastructure Tokens

PROJECT	VALUE (USD)
Sky Mavis (AXS & RON)	\$45,141
Sovrun Genesis (SOVRN)	\$21,342
Oasys (OAS)	\$17,604
Parallel (PRIME)	\$17,148
My Pet Hooligan (KARRAT)	\$7,914
Public AI (PUBLIC)	\$6,813
Pudgy Penguins (PENGU)	\$6,728
GG Capital (GGC)	\$5,700
Pixels (PIXEL)	\$4,792
XPLA (XPLA)	\$3,298
BLOCKLORDS (LRDS)	\$2,421
Sanko GameCorp (DMT)	\$1,251
Super Champs (CHAMP)	\$953



PROJECT	VALUE (USD)
Guild of Guardians (GOG)	\$816
Star Atlas (POLIS)	\$688
Arena of Faith (ACP)	\$525
Gunzilla (GUN)	\$379
Iskra (ISK)	\$377
Metacene (MAK)	\$248
Total Vested Gaming, Gaming, Infrastructure Tokens	\$144,138

* The balances shown for Oasys, Ronin, and XPLA may include a portion of tokens held as principal in the network validator.

Unvested Gaming, Guild, Infrastructure Tokens, and SAFTs

Table 3: Unvested Games, Guilds, Infrastructure Tokens, and SAFTs

PROJECT	VALUE (USD)
Kratos Gaming Network (KGeN)	\$6,964,835
YGG Japan (YAIBA)	\$1,000,000
OlaGG	\$500,000
My Pet Hooligan (LITRON & KARRAT)	\$255,379
Avalon	\$250,000
Strider	\$175,000
EVE Online	\$150,000
Civitas	\$150,000
Spacebar	\$100,000
Unannounced Investment	\$100,000
Pixion (POWER)	\$97,670
The Machines Arena	\$50,000
Party Icons	\$50,000
Public AI (PUBLIC)	\$35,766
Pixels (PIXEL)	\$26,653
Mon Studios	\$25,000
Jambo (J)	\$6,105
Heroes of Mavia (MAVIA)	\$2,885
BLOCKLORDS (LRDS)	\$1,320
Nifty Island (ISLAND)	\$423
Arena of Faith (ACP)	\$319
Sub-Total Unvested Partner Game And Guild Tokens	\$9,941,355

SAFE Agreements

Table 4: SAFE Agreements

PROJECT	VALUE (USD)
Cryptoys	\$250,000
Trial Xtreme	\$50,000
Stems Lab	\$50,000
Total SAFE Agreements	\$350,000



NFT Overview

Table 5: Vested NFT Gaming Assets

PROJECT	VALUE (USD)
Gunzilla	\$125,000
Sky Mavis	\$70,453
Star Atlas	\$45,500
Pudgy Penguins	\$28,900
DigiDaigaku	\$26,126
Parallel	\$19,529
Petopia	\$18,492
Mighty Action Heroes	\$16,854
Riftstorm	\$15,825
My Pet Hooligan	\$12,197
Sandbox	\$10,800
Synesis	\$10,296
Guild of Guardians	\$8,520
Ragnarok Landverse	\$4,300
Civitas	\$4,017
Skytopia	\$4,000
Delabs	\$3,762
Wildcard	\$3,645
Otherside	\$3,212
Uncharted	\$2,836
Heroes of Mavia	\$2,560
MapleStory	\$1,771
Storyverse	\$1,650
Pixels	\$1,400
Aavegotchi	\$805
Influence	\$339
Zed Run	\$198
Subtotal Vested Gaming NFTs	\$442,987

Table 6: Unvested NFT Gaming Assets

PROJECT	VALUE (USD)
Keystone Foundation	\$200,000
Sending Labs	\$128,410
Unannounced Investment	\$100,000
Life Beyond	\$50,000
Unvested NFTs (Not yet vested/received)	\$478,410



APPENDIX

Global Media Coverage

The table below lists YGG's global media coverage from April to June 2026.

DATE	PUBLICATION	ARTICLE LINK
4/1/2026	GamesTX	#1009 AI game-making with web3 rewards
4/2/2026	Blockmedia	YGG Play•Verse8 Hosts Casual Degen Game Track at Seoul 'BuidlHack 2026'
4/9/2026	BitPinas	Over 90 Games Submitted for YGG Play and Verse8 'Casual Degen' Hackathon Track
4/17/2026	Tekkie Pinas	News Update: 120 Games Submitted to YGG Play X VERSE8 Hackathon Before Saturday Finals
4/21/2026	Chinsanity Show	From Axie Infinity to YGG: Lessons From 20 Years in Game Development Gabby Dizon
4/21/2026	IT Times	AI Breaks Down Barriers to Game Creation... Non-Developer Creator Wins at 'Verse8 & YGG Play' Hackathon
4/23/2026	Crypto News Australia	AI-Built Web3 Games Take Off as BuidlHack Seoul Crowns 'Bank or Plank' Champion
4/26/2026	Financial News	Web3 Gaming's Pivot – Why Play-to-Earn Died and What's Quietly Replacing It
4/28/2026	eGamers.io	YGG Play Surpasses \$9 Million in Lifetime Revenue with \$20.6 Million Treasury Reported in Q1 Update
4/28/2026	PlayToEarn	YGG Play Crosses \$9 Million in Lifetime Revenue as SCHAD Launch Hits 182 Percent of Target in Q1 2026
4/29/2026	iGaming.org	YGG Play Revenue Passes \$9M
5/1/2026	BlockchainGamer.biz	YGG boasts 2026 Q1 revenue of \$876,000
5/6/2026	Doug Hype Show	Doug Hype Show with Gabby YGG
5/7/2026	eGamers.io	LOL Land Debuts First Boss Raid with NFT Risks and Prizes
5/14/2026	Geek Metaverse	YGG Play Publishing Deal Lets Ruyui Scale "Roots of Embervault" While Retaining IP Ownership
5/14/2026	GamingNews24	YGG Play adds Roots of Embervault to its casual degen platform
5/15/2026	IT Times	YGG Play Signs Publishing Agreement for Soulslike Pixel RPG 'Roots of Embervault'
5/15/2026	JWave	Roots of Embervault is betting on global expansion without abandoning its own identity.
5/15/2026	Naver Blog Premium	YGG Play Signs Publishing Agreement for Pixel RPG 'Roots of Embervault'
5/19/2026	BitPinas	YGG Play, Ruyui to Feature 'Roots of Embervault' on Launchpad
5/19/2026	Cointelegraph	Will Web3 Gaming Boom in 2027? [ft. Gabby Dizon] #CHAINREACTION
5/25/2026	eGamers.io	YGG's Gabby Dizon Bets Against Crypto in GTA 6. Bets Big on AI-Built Games
5/28/2026	e27	Southeast Asia should take note: Bitcoin mining is no longer an industrial game
6/5/2026	BitPinas	Casual Degen Web3 Gaming Category Gets New Title in Ragnarok Breaker
6/11/2026	BlockchainGamer.biz	YGG Play releases Planetarium's AI-developed Ragnarok Breaker
6/11/2026	JWave	Ragnarok Breaker expands the Nine Chronicles universe with roguelike action and competitive battles.
6/12/2026	Crypto News Australia	YGG Play Unleashes Ragnarok Breaker: Web3's Newest Roguelike Powerhouse Enters the Nine Chronicles Universe
6/12/2026	PlayToEarn	LOL Land Launches Fun House Club Feature with PvP Leaderboard and Referral System
6/15/2026	BitPinas	YGG Play's Latest Title Ragnarok Breaker Secures Over 3K Registration
6/17/2026	P2E Game	YGG Play releases Planetarium's AI-developed Ragnarok Breaker
6/23/2026	CryptoGames.GG	120 Teams Built Playable Games at YGG Play x Verse8 Hackathon Using Vibe Coding. Most With no Programming Background



Compilation Notes

YGG takes transparency very seriously, as we are accountable to our community of players, YGG token holders, and those who have backed YGG since its inception. All efforts have been made to ensure the accuracy of the data in this update; however, it should not be relied upon for any action.

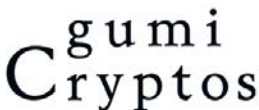
For a full analysis of Yield Guild token holdings, Yield Guild provides the public wallet addresses below:

YGG WALLET	EXPLORER	DEFI	NFTS
0xe30ED74c6633a1B0D34a71c50889f9F0fDb7D68A	Etherscan	Zerion	OpenSea
0xF0103243F4d22B5696588646b2131d85916A16A	Etherscan	Zerion	OpenSea
0x16b281438C5984A46D94acc6C4b31e252A03DFCf	Etherscan	Zerion	OpenSea
0x2662A2d03695C80ca3C5645cbC2E7547842dA6bC	Etherscan	Zerion	OpenSea
0x1af5478e25BC877d27f79496269621eac474FcE	N/A	N/A	OpenSea
8RwS6mrw5wmN4VuQfDYL8iZGxyJD9TavVcWgmUeqoFq	SolanaFM	N/A	OpenSea
0xcafeacdadd29f55ce935492e20f1f982df3fb51d	Etherscan	Ronin	OpenSea
4b18cebeb9797ea594b5977109cc07b21c37e8c3	N/A	Ronin	N/A
0x6e7f09aa3d151b932de2e7846e8341902d0fbeeef	N/A	N/A	OpenSea
0xf6dcc7aed1efecee267542e26be742b7f8f095ff	Polyscan	N/A	OpenSea
0x23eb4e02c29e69452718cd5caf2255488bc7ce3a	Polyscan	Zerion	OpenSea
0xdae36002431aa9394be363d3d43fbd6de6af7cc	Polyscan	N/A	N/A
0xB981290d9d804075986482F0302c03A3Cd2aFf32	Etherscan	Zerion	OpenSea
0x21653E2f0472aFAF64eC85f585f0DB4ab83a83F0	Etherscan	Zerion	N/A
GvAm8xG5BSWxy286jWXWzYpN2xzPADQEoK9U8dQCDtzt	Solscan	N/A	N/A
0x8E8D8015a7ffa49c83ee7A8773b0f69380cc6552	Etherscan	N/A	N/A
0x21653E2f0472aFAF64eC85f585f0DB4ab83a83F0	Etherscan	N/A	N/A
0x54fC1dB259B674A7C53eADD67253bD865c5a7FD1	EnjinX	N/A	N/A
0x5bC98513EB8972d03C99B30eB94D81051B035519	Etherscan	N/A	N/A
GvAm8xG5BSWxy286jWXWzYpN2xzPADQEoK9U8dQCDtzt	SolanaFM	N/A	OpenSea
0x755c62ca4d1A5A8da128dd629cFA810679fc2fD2	Etherscan	N/A	OpenSea
3fGSv3VdKvf7KSmt1o9Lb3dZ4YK9ScUTWktcrC4JJBTq	SolanaFM	N/A	N/A
627aae36f9adda117e39f95bd396c28283a3b851	Roninchain	N/A	Ronin Explorer
0x4b18cebeb9797ea594b5977109cc07b21c37e8c3	Roninchain	N/A	N/A
0xE5F8bFA63f5A99619D42Bb93b8f4450F61A3651C	Polyscan	N/A	N/A
0x406cD49f4D94d5dB84BACf8eBa691409850f01A1	Roninchain	N/A	N/A
0x627aae36f9adda117e39f95bd396c28283a3b851	Roninchain	N/A	N/A
2TvKaRE6TrEPcbqBtkxkVTGWmUKPZHXYEXicPMQnRy9j	Solscan	N/A	N/A
0x20376ebced1b13a484b9723b31b16bac268d22a0	N/A	N/A	OpenSea
xpla1f3j8tmjzsxt4lut235s4gnsjqgxlxtx5nfey7	XPLA Explorer	N/A	N/A
0x2baa368C63cB75E53593603e36Fdb8eBD03475Dc	GunzScan	N/A	N/A
0x629759CBFFdc5850f070aDD31aF3e2b4c53F684c	Roninchain	N/A	N/A
0x01Cc048C757638cBdE7D398df2705C2757f67D5c	Abscan	N/A	N/A
0x3aC2E3EF24C93896c0A61968888121BE6e56bEb2	Abscan	N/A	N/A
0x24EbEd9C44ecfCA47321037c3041FBBbe984094a	Abscan	N/A	N/A



YGG Supporters

Yield Guild Games would not have been possible without the support of our partners and initial investors, such as Sebastien Borget, Jeffrey “Jihoz” Zirlin, Aleksander Larsen, David Cunio, Gabriel Leydon, Carlos Pereira, Arianna Simpson, Shi Khai Wei, FD of Gam3Girl Ventures, and others.

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