

Subject: Emerging Gaming Trend: Digital Collectable Games

Hi there,

The emergence of mobile and digital game platforms are currently trending among the top names in card collecting. Among them, Stone Blade Entertainment pioneered the first of its kind, [SolForge](#), a digital collectible game (DCG), featuring traditional card trading through a digital platform.

With games announcing like Blizzard's *Hearthstone: Heroes of Warcraft* and Wizards of the Coast's *Magic: The Gathering Online* are among the major gaming companies to enter this new market for digital collecting games.

As the first strategic DCG designed for the digital space, and mobile gaming in particular, *SolForge* allows players to develop their cards to unlock achievements and card evolutions, while competing against thousands of other players.

Let me know if you'd be interested in exploring this trend further. I'd love to set up an interview with Stone Blade Entertainment CEO, founder, Justin Gary, who sparked the digital collectable trend.

Thanks so much,
Max

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Additionally, SolForge features a single-player campaign mode directing the outcome of the story from each action taken. These new developments will allow players to develop decks and strategies in a more fun, convenient and easier way than ever before.

The new digital platform of gaming will allow players using almost any digital device to connect and play this new DCG. Stone Blade Entertainment is currently collaborating with Magic the Gathering creator, Dr. Richard Garfield, to develop SolForge. This partnership was endorsed by a successful Kickstarter campaign, which yielded 175 percent of its original goal.