Overwolf makes it Easier to Earn Money from your Game Server

Overwolf has announced the acquisition of Tebex (previously known as Buycraft) which is an end-to end solution for game studios and creators looking to make money from private servers, which spans from managing the creation of web stores to game servers receiving payments. Already well-established in some of the biggest games for PC, Tebex has helped gamers earn more than $500 million USD in games such as Minecraft, ARK: Survival Evolved, Garry's Mod, Rust, and CS:GO. Rust. In the month of December 2021 alone, Tebex paid out over $10.5m to creators of the games.

Overwolf is at the forefront of the development of user-generated content, so the move is pretty natural. The company was founded to share user-created apps for competitive games such as League of Legends or Dota 2. It has since expanded its reach to include mod-makers and server hosts. The company is now described as the one-stop platform to build, share and profit from games and mods.

It's a fantastic move by Overwolf and a great move to make for players. As private servers become more prominent and sought-after gaming spaces their value in the market has also risen. From 2018 to 2019 Minecraft reports aftermarket sales of $50m with an average value of $18.39. It is easy to see how this has grown with the rise of social media due to the pandemic.

And with Overwolf and Tebex joining forces, it'll now be much easier than ever to set up and manage a private server. A number of highly successful servers make use of Tebex technology, including Cosmic PVP, Hypixel, Cubecraft and many more. With Overwolf's tools, you can create beautiful web stores that can be used alongside your private server, using the editor for customizing themes to apply your personal branding to the site. Their stable infrastructure means that you won't have to worry about connectivity issues either.
Monetise Your Server

With games that are based on user input like Minecraft and Roblox growing in popularity every day, the potential for monetising in-game communities is immense. Private servers are used to host Minecraft players, from casual gamers to competitive multiplayer gamers to social roleplayers.

How to monetise the profits of a Minecraft server

Are you looking to set up your own server? It's easy to do so. Mojang and Xbox Game Studios understand the appeal of private servers and have made it fairly simple to create your own, and from there, you'll only need a few more steps to get it monetized.

In the beginning, you'll need to have Java installed on your computer and up-to-date. After Java is installed, you can go to the official Minecraft help page for instructions on how to configure your server according to your requirements. When setting up your server, you'll have the ability to specify specifics such as difficulty, max players, and game mode.

Once your server is running, you can easily start monetising it using the Tebex payment plug. The Starter plan is completely free and you will receive 5% of the revenue generated by Tebex. This will allow you access to worldwide payment processing including fraud and chargeback security, detailed statistics, web stores and more. Gaming blog You can even start monetizing Discord servers. Monetise Your Server

The Plus plan is designed for those who are more advanced. It includes all the features of the Starter plan, but also includes additional features like a web store HTML editor abandoned basket recovery, follow ups with custom domain names and more. All accounts receive the opportunity to try a 14-day trial of Tebex Plus and you've got nothing to lose by giving it a trial.