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ht that led to significant holes on the company's balance sheet. One of the biggest reasons was that Celsius had a synthetic short, which occurs when a company's assets and liabilities don't correspond. Celsius users with crypto wallets; The company also lacked, until February 2024, any system to track its assets and liabilities, according to the complaint. The

Fidelity's trading -investing ; o

As of 2024, it is estimated that the United States ranks first among the biggest gaming markets worldwide, with a revenue of 54.9 billion U.S. dollars.

Leading gaming markets worldwide 2024, by revenue - Statista

: forecasts : gaming-revenue-countries

Top public video game companies | By revenue - Newzoo

: resources : rankings : top-25-companies-game-revenues

newzoo : resources : rankings : top-25-companies-game-revenues