

GENSO Re:birth PLAN

August 5, 2024

■ Challenges Faced by GensoKishi

1. High Play Continuation Barrier for New Players

Issue: To withdraw ROND, a minimum import of \$100 worth of MV is required.

Issue: The level design makes it difficult for free-to-play players to grow and progress in the game, leading to high dropout rates in the early stages.

2. Inability to Maintain the Value of cosplay Equipment (i.e., MV Demand)

Issue: Cosplay equipment is not considered essential for game progression.

3. The design fails to properly evaluate returns on investment activities.

Issue: There is no difference in the amount of ROND withdrawals between those who pay high running costs in mMV and those who do not.

We aim to solve these issues and present benefits for both the project and the players.

Proposed Solutions to Address these Challenges

1

Change in Export Method (Introduction of ROND Ore)

2

The Differences in Export Rules between mROND and ROND Ore

3

Expansion of Utility for Cosplay Equipment and Specification Change for CND Degradation Rules

4

Other Changes and Adjustments Necessary for Implementing This Plan

1

Change in Export Method (Introduction of ROND Ore)

Current Export Method

- **Requirement:** Meet the withdrawal condition of depositing at least \$100 in MV, and withdraw mROND deposited in the bank as ROND.
- **Limitations:** There are restrictions on the withdrawal cycle and withdrawal amount.

Issues with the Current Export Method

- **Lack of Return on Significant Investments:** Despite higher investment amounts ideally yielding greater returns, the current rank system with static returns fails to account for dynamic efforts and investments.

Introduction of "ROND Ore" to Evaluate Dynamic Efforts and Investments

- **ROND Ore is a New NFT Item Dropped by Monsters:**
 - As an NFT, it can be exported and exchanged for ROND at the ROND Ore Exchange in the marketplace.
 - The introduction of ROND Ore aims to address various issues.



Additional Information on ROND Ore

What is ROND Ore?

- **Multiple Grades:** There are multiple grades of ROND Ore, with stronger monsters dropping higher-grade ROND Ore.
- **Drop Conditions:** ROND Ore is subject to a drop check when a monster is defeated while it still has drop checks remaining.

ROND Ore Drop Rate Variation System with cosplay Equipment

- **Increased Drop Rate:** The drop rate of ROND Ore increases when cosplay equipment is equipped.
- **Higher Rarity:** The higher the rarity of the cosplay equipment, the greater the drop rate increase.
- **No Equipment:** ROND Ore will still drop without cosplay equipment, but the probability will be lower.

Issuance Limits of ROND Ore

- **Set Limits:** There are set issuance limits for each grade of ROND Ore.
- **Reaching Limits:** Once the issuance limit for a grade is reached, that grade of ROND Ore will no longer drop until the limit is replenished.
- **Automatic Replenishment:** ROND Ore will automatically be replenished over time.
- **Information NPC:** An information NPC will be available to check the issuance numbers for each ROND Ore (mROND is required for this service).
- **Replenishment Timing:** If replenishment cannot keep up at certain times, please wait for the next replenishment cycle.

Changes in the Earning Elements with the Introduction of ROND Ore

Reduction in ROND Export Amounts from mROND for All Ranks

- Due to the allocation of daily export quota ROND to the ROND Ore exchange, the withdrawal amounts for each rank in the traditional export rank system will be reduced. (Details will be provided in the withdrawal tables for each export rank system later.)

Increased Value of Fashion Equipment

- The higher the rarity and enhancement level of the fashion equipment, the more it will be evaluated for its ability to earn ROND Ore. Fashion equipment will gain unique utilities not available in base equipment, leading to the preservation and enhancement of its value.

System to Evaluate and Reward Players Who Actively Contribute to the Economy

- Players who use high-rarity fashion equipment while playing the game will incur higher repair costs in mMV compared to others. The previous export rank system failed to control the amount earned based on contributions beyond rank conditions. With the introduction of ROND Ore, this evaluation system will be adjusted to properly reward these contributions.

1. Increased ROND Rewards for High MV Users

- **Enhanced Returns:** Players who invest heavily in MV by upgrading and repairing cosplay equipment, especially those with higher rarity, will receive greater ROND rewards.
- **Recognition of Investment:** This system acknowledges and rewards the efforts and investments of players who maintain high-value cosplay equipment.

2. Enabling Withdrawal Experience for Beginners

Even players who have just started, do not possess fashion equipment, and do not meet the export rank criteria (thus unable to withdraw ROND) will have the opportunity to obtain ROND Ore, albeit at a low probability. Although the amounts may not be substantial, experiencing withdrawals as part of the blockchain game (BCG) can enhance their desire to continue using the service, motivate them to play, and increase their interest in purchasing NFTs.

3. Enhancing the Value of Fashion Equipment

By adding a new utility to fashion equipment, specifically "increased drop rate of ROND Ore," we expect to raise the floor price and the value of using these items within the game.

2

Review of Game Level Design for Early to Mid-Game Stages

Function and Roles	Exporting mROND	Exporting ROND Ore
Export Conditions	<p>A minimum import of \$100 worth of MV is required.</p> <p>For those importing less than \$1000 in mMV, eKYC is mandatory.</p>	<p>ROND Ore can be deposited in the Dimensional Warehouse for export.</p> <p>Considering fraud prevention, eKYC is being considered for converting ROND Ore to ROND.</p>
Daily Withdrawal Limits	Limits are set for each rank, determining the amount that can be exported.	The amount of ROND that can be exchanged is determined by the amount of collected ROND Ore.
Cooling Period	Once an export is made, withdrawals cannot be performed for a certain period.	ROND Ore can be exchanged for ROND at any time.
Drop Judgement	Upon the update of this proposal, the drop count will be limited to 500 monsters per day for all ranks.	

2

Changes Resulting from the Modification of the Export Rank System

1. Anyone Can Exchange ROND Ore for ROND at Any Time

- Regardless of the export rank system, anyone can exchange the ROND Ore they obtain for ROND at any time. This ensures that exchanges at the ROND Ore Exchange will always result in ROND, reducing the likelihood of issues with unredeemable exchanges.

2. Revision of Export Rules to Properly Evaluate Investment Amounts

- Previously, the export rules did not adequately reflect the scale of economic activities, returning larger amounts of ROND to those with significant economic activities. Under the old rules, once \$1000 worth of mMV was imported and the rank conditions were met, it was not possible to design a system that differentiated beyond that. With the introduction of this proposal, fashion equipment will increase drop rates, and stronger characters will be able to defeat monsters that drop higher-grade ROND Ore, allowing the amount of ROND acquired to be linearly evaluated based on each individual's economic activities.

3. Optimizing the Drop Count Limits Will Reduce Game Time Commitment and Strengthen ROND Import Demand

- The drop count limits of 1080-1620 monsters per day controlled the supply of material NFTs and the mROND supply from NPC sales of various crystals. However, it has been analyzed that there is currently an oversupply of mROND. Therefore, by reducing the daily drop count limit to 500 monsters, we will limit the supply of mROND. We will adjust the drop rates for items that are deemed to be in insufficient supply to avoid potential shortages.

3

Expansion of cosplay Equipment Utility and Changes to CND Degradation Rules

Expansion of cosplay Equipment Utility

1. **Enhanced Drop Rates:** cosplay equipment will now influence the drop rates of ROND Ore, with higher rarity items providing better drop rates.
2. **Additional Bonuses:** Introduce additional in-game bonuses for players using cosplay equipment, such as increased experience gain, better item drops, or improved battle stats.



Changes to CND Degradation Rules

1. **Balanced Degradation:** Implement a more balanced CND degradation system that ensures players who actively participate in battles see a fair rate of CND depletion.
2. **Preventing Exploitation:** Players who do not engage in battles and do not contribute to CND depletion will not benefit from drop rate increases or loot rights.
3. **Repair and Maintenance:** Provide easier and more cost-effective options for players to repair and maintain their cosplay equipment, encouraging continued use and investment in high-rarity items.

3

Changes from Expanding cosplay Equipment Utility and Modifying CND Rules

1. Increased Value of cosplay Equipment NFTs

- Equipping cosplay equipment will become advantageous for earning ROND.
- Higher rarity cosplay equipment will enhance earning potential, positively impacting their market value.

2. Greater Versatility in Equipment Use

- Previously, cosplay equipment for weapon slots was less used due to high durability loss and repair costs.
- Changes to CND reduction rules will eliminate repair cost differences between slots, making it easier to choose and combine cosplay equipment.

3. Balanced Setup and Single-Slot cosplay Equipment

- There was a disparity in CND reduction rates, with setups experiencing higher degradation than single-slot cosplay equipment.
- The revised CND reduction rules will equalize this, balancing the use of setups and single-slot items.

4 Other Changes and Adjustments Necessary for Implementing This Plan

Changes to the Fees for Depositing Items into the Dimensional Warehouse

- To maintain the floor price of NFTs and stabilize or increase the price of ROND, we will be updating the rules for the fees associated with depositing items into the Dimensional Warehouse at the time of this proposal's update.
- The deposit fee for ROND Ore will be free of charge.
- Conversely, the deposit of other items and equipment will only be possible with paid mROND.
- Additionally, the current deposit fees are too high to be paid with mROND, so we will also proceed with revising the deposit fee prices.

Increasing Bag and Warehouse Slot Capacity

- Since ROND Ore is a new item that must be carried back, we will expand the capacity of bags, warehouses, and the Dimensional Warehouse by approximately 10 slots when this proposal update is applied.

Changes to cosplay Equipment Repair Costs

In order to ensure that durability decreases for any equipped item, whether weapon or armor, during actions that reduce durability such as attacking, being attacked, or using skills, the durability values of armor, which were previously lower than those of weapons, will be adjusted to match the durability values of weapons.

Before Change: Durability of Cosplay Equipment

Rarity	N	R	SR	LR
Weapon	764,700	787,300	827,600	1,080,000
Armor	465,500	465,500	465,500	465,500
Setup	-	-	3,920,600	-

After Change: Durability of Cosplay Equipment

Rarity	N	R	SR	LR
Weapon	764,700	787,300	827,600	1,080,000
Armor	764,700	787,300	827,600	1,080,000
Setup	-	-	3,920,600	-

Before Change Repair Costs/Durability for Cosplay Equipment

Rarity	N	R	SR	LR
Weapon	0.007	0.017	0.035	0.055
Armor	0.012	0.028	0.061	0.127
Setup	-	-	0.035	-

After Change: Repair Costs/Durability for Cosplay Equipment

Rarity	N	R	SR	LR
Weapon	0.007	0.017	0.035	0.055
Armor	0.007	0.017	0.035	0.055
Setup	-	-	0.035	-

Before Change: Repair Costs for 1% Durability (mMV)

Rarity	N	R	SR	LR
Weapon	57	132	286	592
Armor	57	132	286	592
Setup	-	-	1,353	-

After Change: Repair Costs for 1% Durability (mMV)

Rarity	N	R	SR	LR
Weapon	57	132	286	592
Armor	57	132	286	592
Setup	-	-	1,353	-

Changes to Base Equipment Repair Costs

The same durability reduction rules applied to cosplay equipment will also apply to base equipment, so the durability of armor will be increased. Since the durability of base equipment varies by item, the following example is based on the most common patterns.

Before Change: Durability of Base Equipment

Rarity	N	R	SR	LR
Weapon	747,800	753,900	786,200	918,000
Armor	465,500	465,500	465,500	465,500

After Change: Durability of Base Equipment

Rarity	N	R	SR	LR
Weapon	747,800	753,900	786,200	918,000
Armor	747,800	753,900	786,200	918,000

Before Change Repair Costs/Durability for Base Equipment

Rarity	N	R	SR	LR
Weapon	0.004	0.018	0.033	0.044
Armor	0.006	0.030	0.056	0.087

After Change: Repair Costs/Durability for Base Equipment

Rarity	N	R	SR	LR
Weapon	0.004	0.018	0.033	0.044
Armor	0.004	0.018	0.033	0.044

Before Change: Repair Costs for 1% Durability (mROND)

Rarity	N	R	SR	LR
Weapon	29	138	260	406
Armor	29	138	260	406

After Change: Repair Costs for 1% Durability (mROND)

Rarity	N	R	SR	LR
Weapon	29	138	260	406
Armor	29	138	260	406

Changes to cosplay Equipment Based on Rarity and Enhancement Level

New Effect: cosplay equipment will now have the ability to make monsters drop ROND Ore.

- If the daily drop check limit (500 monsters) is exceeded, ROND Ore will no longer drop regardless of the equipment.
- Except for marketplace transactions, any improper methods of earning ROND Ore (such as lending cosplay equipment) that are deemed inappropriate by the management will be strictly prohibited. Please be aware of this.

	Drop Rate per Item	Drop Rate Increase for Enhancement Lv1	Number of Equip Slots	Rate for Unenhanced & All Slots Equipped	Drop Rate for Maximum Enhancement & All Slots Equipped
N	+0.1%	0.003%	4	0.40%	0.60%
R	+0.3%	0.005%	5	1.50%	2.25%
SR	+1.0%	0.011%	7	7.00%	10.50%
SR(setup)	+7.0%	0.078%	1	7.00%	10.50%
LR	+5.0%	0.031%	7	35.00%	52.50%

Changes to ROND Ore Drop Settings

Each monster will be set to drop one type of ROND Ore, with more valuable ores assigned to stronger monsters. The allocation of ROND Ore to monsters will be replenished several times a day. If a specific type of ROND Ore is depleted from the pool, please move to a different hunting ground or wait for the pool to be replenished.

	Rank	Exchange Rate	Daily Allocation	Reference Hunting Maps
ROND Ore	1	1	140	Outset Plains~Ateria Plains (N)
ROND Ore	2	2	210	Outset Plains~Ateria Plains (N)
ROND Ore	3	3	210	Ateria Submaze~Colkia Plains
ROND Ore	4	4	385	Ateria Submaze~Colkia Plains
ROND Ore	5	7	1260	Dragon's Jowl~Colkia Hole
ROND Ore	6	10	1260	Dragon's Jowl~Colkia Hole
ROND Ore	7	20	1260	Bolgona Island~Colkia Hole
ROND Ore	8	30	1260	Rummel Temple~Floating Palace Schalan
ROND Ore	9	40	1260	Rummel Temple~Floating Palace Schalan
ROND Ore	10	45	1190	Rummel Temple~Floating Palace Schalan
ROND Ore	11	55	1400	Darkness Hole~Zeth Forest (W)
ROND Ore	12	60	1715	Darkness Hole~Zeth Altar
ROND Ore	13	65	2100	Darkness Hole~Castellum Aurora Entrance
ROND Ore	14	70	2100	Fool's Wasteland (N)~Castellum Aurora Entrance
ROND Ore	15	75	2100	Castellum Aurora Entrance~Paladiaz Islands
ROND Ore	16	80	2100	Castellum Aurora Hall~Bandit Rock
ROND Ore	17	90	1400	Castellum Aurora Hall~Bandit Rock
ROND Ore	18	100	940	Bandit Rock

The diagram on the left represents the current planning.

The total allocation amount when exchanging ROND Ore for ROND will maintain the current levels.

Along with the expansion of the economic zone, we plan to adjust the following variables as needed:

- Types of ROND Ore
- Exchange rates
- Daily allocation numbers
- Maps scheduled for allocation

We will continue to use data to determine if the diagram on the left is optimal.

■ 変更箇所 RONDエクスポートランクの調整点について

- **Reduction in ROND for mROND Export Pool:**

The daily replenishment of ROND to the mROND export pool will be reduced, and instead allocated to the ROND Ore Exchange pool. Withdrawal limits for ROND under the export rank system will be adjusted accordingly.

- **Drop Count Limit Change:**

To control in-game mROND circulation, the drop count limit will be set to 500.

RANK	Once Withdrawal Limit	Drop Judgements	Cumulative Investment	Other Requirement	Cooling Period
0	0	1080⇒500	0		4days in between
1	1000⇒300	1080⇒500	Less than 1,000,000mMV	After completing eKYC.	4days in between
2	2000⇒600	1080⇒500	Less than 2,000,000mMV	After completing eKYC.	4days in between
3	3000⇒900	1080⇒500	Less than 3,000,000mMV	After completing eKYC.	4days in between
4	5000⇒1500	1080⇒500	Less than 7,000,000mMV	After completing eKYC.	4days in between
5	10000⇒3000	1080⇒500	Less than 10,000,000mMV		3days in between
6	13000⇒3900	1620⇒500	10,000,000mMV or more	Import 1 LRS	3days in between
7	16000⇒4800	1620⇒500	10,000,000mMV or more	Import 2 LRS	3days in between
8	19000⇒5700	1620⇒500	10,000,000mMV or more	Import 3 LRS	3days in between
9	22000⇒6600	1620⇒500	10,000,000mMV or more	Import 4 LRS	3days in between
10	25000⇒7500	1620⇒500	10,000,000mMV or more	Import 5 LRS	3days in between
11	28000⇒8400	1620⇒500	10,000,000mMV or more	Import 6 LRS	3days in between
12	30000⇒9000	1620⇒500	10,000,000mMV or more	Import 7 LRS	3days in between

ROND Ore Drop Determination Method for Parties



Player A

LR 7 Slots $5\% \times 7 \text{ slots} = 35.1\%$



Calculating the Average Drop Rate for the Party:

Sum of individual drop rates:
42.4%

Average drop rate:
 $42.4\% \div 4 = 10.6\%$

This average represents the party's overall chance of receiving ROND Ore drops, calculated by averaging the individual drop rates of all party members.



ROND Ore Drops:

10.6% chance is met, and ROND Ore drops.

Recipient Determination:

The chance of each player receiving the ROND Ore is proportional to their drop rates.

Player A: $35.1 / 42.4 \approx 82.8\%$

Player B: $7.1 / 42.4 \approx 16.7\%$

Player C: $0.1 / 42.4 \approx 0.2\%$

Player D: $0.1 / 42.4 \approx 0.2\%$

Result

When a ROND Ore drops for the party, it will be distributed to the players based on the above probabilities, reflecting their individual contributions to the drop rate.



Player B

SR 7 Slots $1\% \times 7 \text{ slots} = 7.1\%$



Player C

No Equip **0.1%**



Player D

No Equip **0.1%**



NOTE

1. The drop rates shown above are based on our current considerations. We will continue to test and optimize these values to ensure they are appropriate.
2. Even if a player has cosplay equipment equipped, if they do not participate in the battle and do not deplete CND (Condition), they will be considered as non-contributing. Their drop rate will not be taken into account, and they will not have loot rights.
3. The number of drop checks is divided equally among the players who have contributed to the drop, with the total number of checks increasing accordingly.

Scheduled Timeline

September - October 2024: CS Environment Update

- Allocation of ROND Ore drops
- Changes to CND degradation rules
- Revision of durability values for cosplay equipment and base equipment
- Adjustment of drop check limits
- Implementation of a system where cosplay equipment enhances the drop rate of ROND Ore

October - November 2024: Official Service Update

- Apply the adjustments and implementations tested in the CS environment to the official service
- Revise the item withdrawal costs for the Dimensional Warehouse, changing the usable currency to paid mROND
- Install an NPC for checking the pool count of ROND Ore (requires free mROND for use)
- Open the exchange for converting ROND Ore to ROND



GensoKishi will continue to aim for a sustainable, long-term metaverse operation.

<https://genso.game/>

