



GENSOKISHI ONLINE

META WORLD

**Our plans for the future,
and what to expect**

Overview – where we are now

- As of May 2023, out of the total 1 billion ROND held by GENSO management, 300 million ROND had been exported out of the game. That means, that within six months of our official release, almost a third of our ROND supply had left us. At this rate, we anticipate massive ramifications - a negative impact on the ROND economy.
- To address this situation, a measure was implemented where ROND exports could not exceed ROND imports of the previous day. That meant that no additional ROND could be exported. As a result, it became a race to withdraw ROND, a first come first serve – which became an unfair situation as well.
- Furthermore, since there was a substantial amount of ROND exports by bot operators, we decided to implement eKYC for withdrawals with MV investment amounts below \$1000. This significantly reduced withdrawals from illegal players. Even for accounts with \$1000 or more, the daily withdrawal limit was set at 10,000 ROND to enable as many exports as possible.
- The issues here is as follows:
 - 1) Users with large investment amounts cannot expect to continue recouping their funds with a daily limit of 10,000 ROND.
 - 2) If the daily import quantity is low and the withdrawal limit remains the same for everyone at 10,000 ROND, it ultimately leads to a competition for withdrawals. Furthermore, with the future introduction of eKYC and an increase in withdrawal applicants, the competition for withdrawals may further escalate, creating an unfavorable situation for everyone involved.

Why we came up with the Withdrawal Rank System 2.0.0

To resolve the challenges posed in withdrawing, we aimed to equalize the time required for investment recovery for all users, regardless of the number of individuals making withdrawals. Our intention was to dynamically adjust the withdrawal limits for users with different investment amounts based on the total daily import quantity.

Therefore, the system we came up with was the recently announced Withdrawal Rank System 2.0.0. However, we received feedback that led us to halt the implementation of this update for the following reasons:

1. Existing game balance: There were concerns regarding certain ranks (investment thresholds) that would result in a definite deficit based on the current game balance, primarily due to the repair costs of Cosplay Equipment and various running costs incurred daily.
2. Ambiguity in investment criteria: There was much feedback regarding the criteria used to determine what qualifies as an investment. For example, dissatisfaction arose regarding why certain items such as MV, ROND, Cosplay Equipment, or base equipment were considered investments while others were not. The lack of clarity regarding these criteria generated a significant amount of feedback.

Considering that releasing the Withdrawal Rank System 2.0.0 in its current form would ultimately yield unfavorable results for our players, we made the decision to halt this update.

The Future

As it stands however, the challenges mentioned in the "Overview" page remain unresolved. It is important to note that

- withdrawal competitions may happen again at anytime, and that
- there is a significant number of potential users who are currently waiting to make withdrawals.

The implementation of the eKYC system is progressing smoothly and is expected to be ready for release by end of July or early August. However, if we proceed with eKYC, the number of individuals unable to export their funds will only increase, leading to further confusion and turmoil within the game.

Therefore, we, the development team believe it is necessary to reassess the update plan and make the following changes:

1. Prioritize the development of services that encourage users to import more ROND.
2. Create a relatively stable situation where a certain amount of ROND is consistently allocated to the export pool.
3. Start eKYC implementation once the aforementioned stability is achieved and gradually increase the number of individuals eligible for export.

Increasing the import volume of ROND is our immediate priority. At this stage, even if eKYC is completed, the situation would still prevent withdrawals from being processed. We kindly ask for your understanding as this decision is made in consideration of the overall situation.

How we will increase ROND imports 1

Our priority now is to increase ROND imports. Here is our proposed plan:

1. Adjustment of repair costs for Cosplay Equipment and base equipment:

- We will reevaluate the repair costs for Cosplay Equipment, with a planned increase in repair fees for N and R rarity items and a decrease for SR and LR rarity items.
- Upward revisions of repair fees for base equipment, which currently are too cost efficient.

2. Parameter reselection features for reinforcing:

- We will focus on implementing the parameter reselection feature for base equipment.
- Users will have the option to pay a certain amount of mROND based on the equipment's level, to reselect the assigned parameters.

3. Limited edition NFTs in our Dragon Tower:

- Limited edition NFTs in the Dragon Tower to create a continuous demand for mROND.

4. Events and competitive contents with participation fees:

- We will introduce events and competitive content that require participation fees, generating new demand for mROND.

By implementing these plans, the aim is to incentivize users to import more ROND into the game. The adjustment of repair costs, the parameter reselection feature, the regular revamping of NFTs, and the introduction of fee-based events and content will create new opportunities for users to engage with ROND and increase their import activities.

How we will increase ROND imports 2

GensoKishi is a Blockchain Game that requires literacy. Players need to understand wallet addresses, GAS fees, and buying MV and ROND through DEX/CEX. It is not as accessible for everyone compared to traditional social games. We believe that the level design of the game itself becomes a significant obstacle. We recognize the need to address these challenges to increase in ROND import volume.

1. Enable the purchase of mROND and mMV through in-app payments:

- As there is a 30% fee imposed by Google Play and App Store, it is not possible to offer 100% of the selling price, but we will grant 70% of the amount paid.
- Through this method, there will be no need for wallet integration, and users will be able to buy mROND and mMV through familiar methods.
- The 70% of revenue obtained through this method will be used to purchase ROND, thus replenishing the export pool.
- By expanding the economic ecosystem in this way, we expect an increase in the import volume, by welcoming users not familiar with crypto.

2. Improve the balance in the early stages of the game:

- To foster user engagement in the game, it is necessary for them to experience a considerable amount of playtime.
- To eliminate stumbling blocks in the early stages, we plan to implement measures such as "relaxing penalties in low-level ranges" and "waiving the cost of healing fountains until level 10 (excluding post-transition levels)."
- We also prioritize providing beginner-friendly equipment for early-stage players as book quest rewards, which cannot be enhanced or converted into NFTs, and distributing equipment that can be used after transitioning as rewards for job changes.

There still needs to be more updates aimed at improving the game retention rate for newcomers and they will be implemented gradually.

Upcoming game related updates

July 13, 2023:

- Update with improvement measures for beginners (first, confirm if the retention rate of new users improves).
- New limited-edition Cosplay Equipment in the Dragon Tower.

July 27, 2023:

- Public release of the test server.
- Test the Dragon class occupations, optimization proposals for repair costs, etc., and gather feedback and opinions.

Mid-August 2023:

- Implementation of in-app payments for mMV and mROND.
- Implementation of the re-selection feature for enhancements.
- Implementation of optimization proposals for repair costs.
- Update for improvement measures for beginners.

Upcoming game related updates - continued

Late August 2023:

- Implementation of Dragon class occupations.
- Update with improvement measures for continued use by beginners.
- Partial release of GENSO development kit for LANDMARK owners.

September 2023:

- Implementation of eKYC from users with significant investment amounts once improvements in ROND import volume are confirmed.
- Strengthen web promotions and customer acquisition after confirming improvements by beginners.

From September 2023 onwards:

- Sequential updates with events, competitive content, etc.
- Addition of new maps and quests with skill unlock conditions (preliminary release from the test server first).

More

What is the GENSO Game Developer's kit?

- This tool is separate from the currently available GENSO Maker and is designed for configuring monster placement, NPC placement, and setting LAND-specific skills for LAND created using GENSO Maker.
- Initially, it will be made available to a select group of LANDMARK-type LAND owners and the creators nominated by those owners. After gathering feedback and requests, updates will be made to refine the tool, ultimately aiming to provide it to all LAND owners. Subsequently, we plan to gradually expand the scope of its availability.

▼ Making NPCs

Name	<input type="text" value="Sloth"/>	Template Type	<input type="text" value="Quest"/>
Look	<input type="text" value="Model_male_0001"/>	Placement	<input type="text" value="184"/> <input type="text" value="78"/>
		Direction	<input type="text" value="270"/>
		Movement	<input type="text" value="Use Rule 5"/>
Dialogue 1	<input type="text" value="There were too many monsters.... What happened?"/>		



Furthermore

We are developing functionalities that can be configured in LAND to increase the variety of activities using mROND.

For example, as a feature for creating competitive content, we would like to develop mechanisms such as:
"a start timer when two parties accept a quest" and
"a stop timer that then determines the winner when certain conditions are met."

When such functionalities are available, we believe that players can also create content and provide new forms of gameplay.

For instance, a game where two teams simultaneously start battling monster on a map similar to Dragon Tower, competing to see which team can defeat all enemies first.

Regarding events, we plan to create content where parties cooperate to defeat boss monsters that become stronger as they are defeated on dedicated maps.

By defeating the boss, participants can acquire "Gacha Tickets" and aim for exclusive NFTs or other rewards that are only available in that event, using the tickets.

- Both of these concepts are designed to require participants to pay with mROND as the participation fee. We hope that these initiatives will generate demand for mROND.



Thank you for reading until the end.

This document was prepared by the dev team.

LAND, UGC, and Metaverse related updates are being worked on by a different team. These updates will be provided on the Whitepaper.