

GENSOKISHI ONLINE

META WORLD

**Random Stats Re-selection
when enhancing Base Equipment**

Plans:

For the random parameter reselection (re-roll of base equipment), we are planning the following rules:

1. Only base equipment of SR rarity or higher and with an enhancement level of 1 or above are eligible for reselection.
2. The reselection can be performed using either of the following methods:
 - a) A fixed amount of mROND + Mithril equivalent to the EXP needed for the enhancement.
 - b) same Base Equipment (enhancement level does not matter).
 - When using the “same” base equipment as material, no reselection cost or Mithril requirement is imposed.
 - Note that mROND will increase based on the level after limit-breaking. Please refer to the next page for more details.
3. For example, if it is an SR equipment with an enhancement level of 30, the random parameter reselection will be performed 30 times. The results of the parameters after reselection cannot be undone.
4. The reselection does not affect the enhancement level or EXP of the equipment.

Regarding the reselection costs:

- **For SR rarity equipment:**

- For enhancement levels 1 to 30, the required experience points for reselection will be a flat rate of 3,000,000 mROND + Mithril.

- For level 31 and above after limit-breaking, an additional 100,000 mROND will be added for each level increase.

At level 45, the maximum reselection cost will be 4,500,000 mROND.

- **For LR rarity equipment:**

- For enhancement levels 1 to 50, the required experience points for reselection will be a flat rate of 4,000,000 mROND + Mithril.

- For level 51 and above after limit-breaking, an additional 100,000 mROND will be added for each level increase.

At level 80, the maximum reselection cost will be 7,000,000 mROND.

Required Experience Points:

- The following table shows the amount of experience points (and the corresponding amount of Mithril) required for reselection based on the enhancement level.

	SR	LR
1	266	400
2	532	800
3	798	1,200
4	1,064	1,600
5	1,330	2,000
6	1,900	2,857
7	2,470	3,714
8	3,040	4,571
9	3,610	5,428
10	4,180	6,285
11	4,940	7,428
12	5,700	8,571
13	6,460	9,714
14	7,220	10,857
15	7,980	12,000
16	9,439	14,193
17	11,015	16,563
18	12,717	19,123
19	14,555	21,887
20	16,540	24,872

	SR	LR
21	18,684	28,096
22	21,000	31,578
23	23,500	35,338
24	26,201	39,400
25	29,118	43,786
26	32,269	48,524
27	35,671	53,640
28	39,345	59,165
29	43,314	65,133
30	47,600	71,578
31	53,546	80,520
32	59,683	89,748
33	66,016	99,272
34	72,551	109,099
35	79,296	119,242
36	86,257	129,709
37	93,440	140,511
38	100,853	151,658
39	108,504	163,163
40	116,399	175,036

	SR	LR
41	124,547	187,288
42	132,955	199,932
43	141,633	212,981
44	150,588	226,448
45	159,830	240,345
46		254,521
47		268,980
48		283,729
49		298,772
50		314,116
51		329,767
52		345,732
53		362,015
54		378,624
55		395,565
56		412,845
57		430,471
58		448,449
59		466,787
60		485,492

	SR	LR
61		504,570
62		524,030
63		543,880
64		564,126
65		584,778
66		605,842
67		627,328
68		649,243
69		671,597
70		694,397
71		717,654
72		741,376
73		765,572
74		790,252
75		815,426
76		841,104
77		867,294
78		894,009
79		921,258
80		949,052

▼Reference

	EXP
Mythril Ore (Dust)	60
Mythril Ore (Fragment)	120
Mythril Ore (Small)	300
Mythril Ore (Medium)	600
Mythril Ore (Large)	2000
Mythril Ore (Giant)	4000
Mythril Ore (Huge)	10000
Mythril Ore (Enormous)	20000
Mythril Ore (Perfect)	30000

Schedule:

Currently, the update is scheduled for mid-August 2023.

We are considering two approaches:

1. Test on our test server mid-August and go live end of August or beginning of September.
2. Go live directly mid-August.

While we are currently evaluating which approach to take, we believe that opting for the latter option would be a more effective means to address our imminent issues and challenges earlier.

By sharing this document, we hope to gather feedback and opinions from the community, which will be taken into consideration as we carefully review and consider our options.

Thank you for your continued support of GensoKishi Online.



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.