



# GENSO

## METaverse PROJECT

### OFFICIAL DECK





GENSO is the metaverse incarnation of  
“Elemental Knights Online,”  
which won the 2012 **Game of the year (Gold)** in Taiwan.

Utilizing blockchain technology,  
we will create a new economy within the virtual world.

**WEB3.0 × RPG × Metaverse**



# Agenda

1. What is Gensokishi ONLINE ?
2. What is Elemental Knights ONLINE ?
3. Track record
4. About GENSO Metaverse
5. About Gensokishi ONLINE ~META WORLD~
6. About the Token & Utility
7. RoadMap
8. Business Scheme
9. WhitePaper Update log





# What is Gensokishi ONLINE ?



The web3 version of the 3DMMORPG game,  
“Elemental Knights Online(Gensokishi ONLINE)”

**“Game Star Award of Taiwan 2012” Gold Medal**  
the best selling smart phone game of 2012





# What is Elemental Knights ONLINE ?

## Japanese Title

Elemental Knights ONLINE  
<http://rpgeko.com/>

## Category

3DMMORPG  
(massively multiplayer online role-playing game)

## Supported System

iPhone / Android / HUAWEI App  
Nintendo Switch / PS4

## In App purchases

Basic free play + paying for items.

Has been running for **14 years**  
from launch. A masterpiece 3DMMORPG





# The history of Elemental Knights



- English ver. & Japanese ver. available
- on iOS, Android, Nintendo, PS4
- Started as a flip phone game.
- 8M downloads worldwide.
- Existing vibrant community.



2008



Flip Phone

2011年



Smart Phone

2018



Switch ・ PS4



# The features of Elemental Knights

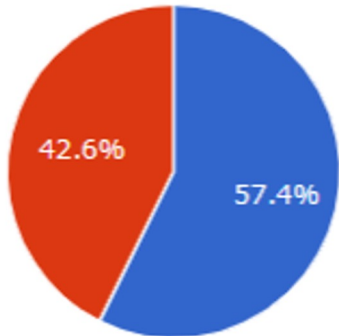


# Elemental Knights Demographics

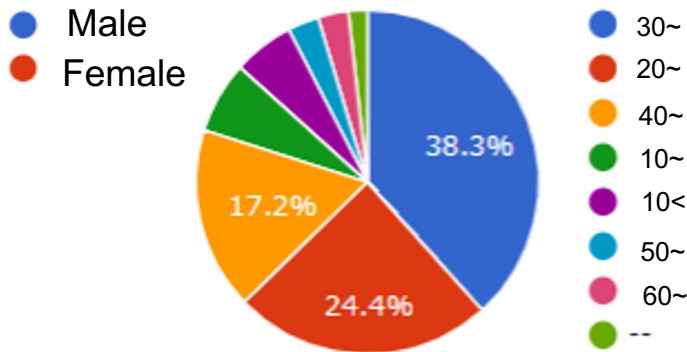
## Users

It has a ratio for male/female on 6:4, which is being liked by Game/Animation/Comic lovers group. On smart phone games it has higher age and core players than average.

Gender



Age



## Players

About **25K** players/month

In-game message opened

**80K** times daily.

Official Twitter followers

**16K** (2020/8/25)



And in the year 2022,  
We bring you...

# GENSOKISHI ONLINE META WORLD



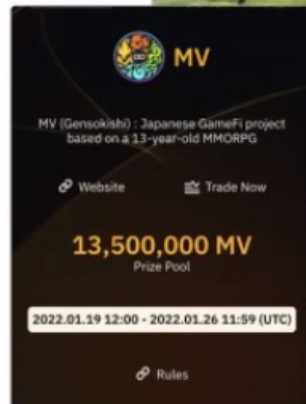
# Broken numerous records in the blockchain industry

- Highest Market Value at **883.2 billion JPY**
- Over 70,000 users purchased on Bybit's LaunchPool, **achieving a total of 23 billion JPY in One Week** (2<sup>nd</sup> best record ever set)
- **49 million yen slot sold out in 20 seconds** at TrustPad's IDO (Highest record ever set)
- **Currently listed on 9 virtual currency exchanges (CEX)**
- **In Japan, currently listed on Kraken Japan**

- Achieved Records:  
Bybit→Number of participants and staked amount.  
TrustPad IDO→ Sold Out in **20 seconds**.

With proven track record of **13 years**,  
Targeted to be live on **August 2022**

other NFTs.  
/ PS4  
JP users.



**BIT Pool**  
Stake BIT & Earn

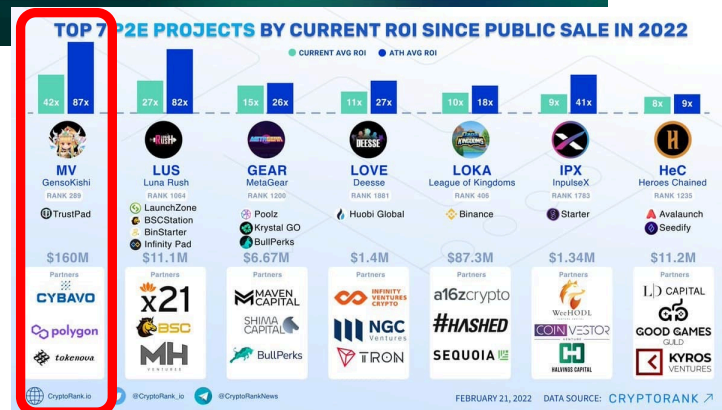


12,500,000 MV

APY 100%  
Total Participants 68,803  
Total Staked 124,451,505.5 BIT

Stake Now





# Token ranked **2nd** on the worldwide Staking Rankings.

**Defi Llama**

DeFi NFTs

Overview Chains Oracles Forks Portfolio Airdrops Categories Recent Comparison Languages Top Protocols

## Gaming TVL Rankings

All Ethereum BSC Avalanche Fantom Polygon Heco IoTeX OKExChain Velas Crab

Name	Chains	1d Change	7d Change	1m Change	TVL	Mcap/TVL
1 <b>MOBOX (MBOX)</b>		-6.55%	+14.26%		\$112.81m	3.00151
2 <b>Gensokishi (MV)</b>		+9.14%	+20.15%	+60.80%	\$53.87m	1.58282
3 <b>Aavegotchi (GHST)</b>		-1.10%				
4 <b>Crabada (CRA)</b>		-6.88%				
5 <b>The Parallel (PRL)</b>		-2.90%				
6 <b>EvolutionLand (KTON)</b>		-5.25%				
7 <b>Velhalla (SCAR)</b>		-3.16%				

CoinMarketCap 仮想通貨 取引所 NFT CryptTown ポートフォリオ ウォッチリスト プロダクト 学ぶ

仮想通貨 > トークン > Gensokishi Metaverse

## Gensokishi Metaverse

GensoKishi Metaverse 価格 (MV)

**¥157.92** ▲2.62%

0.00003039 BTC ▲4.91%  
0.0004118 ETH ▲5.75%

最低価格: ¥153.44 最高価格: ¥163.85 24時間

ランキング順位 391 トークン 10,697ウォッチリストに表示

genso.game エクスプローラー コミュニティ

チャット

コントラクト一覧:

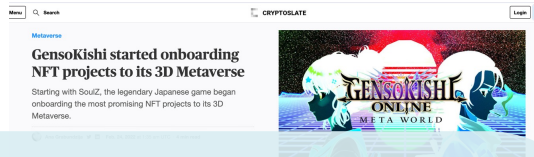
Ethereum: 0xAE78...639B95b More

監査: Certik

時価総額 **¥12,395,171,155** ▲2.52%

希薄後時価総額 **¥315,830,000,017** ▲2.52%





We plan to actively participate and develop relationships through metaverse and blockchain related events held all around the world. We will continue to strengthen our communication with our user-base via social network platforms such as Youtube, Instagram, Twitter, and AMA.

Our community is currently at around **300,000 users and growing**, and we plan to actively expand our fanbase over time.

After the official launch of service, service will be provided as a freemium game available on PC (WebGL), iPhone, Android, and more. Our plan is to expand the game-service not only to crypto users but also reach the general public.

In accordance with the regulations of individual countries, we have plans to increase exposure through mass media (TV commercials) and Internet Ads in Taiwan and Japan to increase the users on our metaverse.

# Awards, Awards, Awards!!

## Tokyo Blockchain Game AWARDS 2022獲得

The DEV TEAM being awarded a **Certificate of Excellence** for it's brilliant track record and contribution **by the Japanese Government.**



Genso wins: Media AWARD  
& the Guild AWARD!!







# GENSO

**The GENSO Metaverse**



*A metaverse where the real world and RPG fantasy intersects!*

# GENSO





# The endless possibilities of the GENSO Metaverse



## Metaverse

■ LAND is our basic term for property in the Metaverse, which can be purchased and built upon by UGCs.

■ By using materials earned by playing the GensoKishi Online game, users will be able to create NFTs. The endless possibilities of the NFTs that can be created includes using formulas to create and connect physical real-world items with rare NFTs, or creating objects and furniture to be used as home décor.



## Housing

■ Users will be able to build homes with the housing function, which allows users to have their own home in the Metaverse. Players will be able to connect and invite others who are physically located all around the world and showcase their personality & style.

■ Your Metaverse housing will be a home for your various NFTs. Spend time with the friends and families you have met in the Metaverse and style your home by placing NFTs of various furniture in your own home. Furniture NFTs will never get old and can be sold to others as antiques.



# The endless possibilities of the GENSO Metaverse



## Relationships

■ Users will be able to start a family in the Metaverse. Marriage certificates will be issued by contract. Users can even purchase brand-name engagement rings and wear them in the Metaverse via NFT, while obtaining a physical version of the ring through the e-commerce platform.

## Anime & Events

■ Various animated characters (IP) will be a part of the “GENSO” world. We will be announcing collaborations with multiple projects in the upcoming future.



## Art

■ Digital art NFTs can be showcased in various parts of the Metaverse. Users can display digital art NFTs in their own LAND and host private exhibitions.

■ Collectors could create a museum with NFTs arranged like an art collection. Users will have the possibility to host auctions connected with real-life physical artwork and antiquities.





# The endless possibilities of the GENSO Metaverse



## E-commerce & Logistics

■ Users will have the ability to purchase e-commerce products that are shipped around the world within the Metaverse. Transferring ownership rights of products purchased on e-commerce channels will be much easier, as the ownership rights will be transferred via digital data and users don't need to handle physical items. In GENSO, all products available within the Metaverse can be purchased with cryptocurrencies.

■ Real-life limited items can have an exclusive NFT issued  
For example, a limited-edition motorcycle could have an exclusive NFT issued, which could arrive in the Metaverse prior to being manufactured. Motorcycles could break over time, but with the NFTs, but users can showcase their prized possession without worrying that the item may break.



## Tourism & Culture

■ Real world cities and famous tourist attractions can be realized and recreated within the Metaverse. Users will be able to experience local specialties and limited NFTs available only within the specific locations.

Additionally, users could visit the physical locations and obtain NFTs that that can only be acquired at the location. Traveling around the world to collect NFTs can potentially come to reality soon.



# The endless possibilities of the GENSO Metaverse



## Entertainment

■ Concerts, talk shows, and other events will also be held within the GENSO Metaverse. By taking on the appearance of an avatar, users can communicate with their fans without having to go through the hassle of preparing for a real-world physical event.

Concert tickets can also be purchased with cryptocurrency from around the world as NFTs.



## Real Estate

■ Users can purchase physical-world real estate properties from across the globe through NFTs and LAND. Housing mock-ups and properties can be reproduced in the Metaverse, and users will be able to live in the physical-world real estate that they have purchased. User's real estate assets can be managed in various ways, such as the physical location be used for the user themselves, but the Metaverse housing could be leased.

Physical properties can be purchased via cryptocurrencies or with FIAT.





# The endless possibilities of the GENSO Metaverse



## Game

■ Users can also share NFTs with other Blockchain games, and have NFTs come onboard. Previously, if a game ended their service, the user's data would have been wiped, but within the Metaverse, it can be preserved as an NFT asset.

■ **Users will be able to create their own RPG world by obtaining LAND.**

Perhaps a sequel to a famous RPG will be developed in this world.

This RPG world could be linked to society, goods, currency, logistics, technology, and more.

This really is the future where "Fantasy becomes Reality."

An RPG world designed like a space film?

The realization of futuristic cities?

An anime about reincarnation in another world?

What is the world that you would dream of?



# GENSO Project Structure



## Cryptocurrency Exchanges

### MV Listed on..

[Kraken](#) (US)  
[Kraken Japan](#) (Japan)  
[Bybit](#) (Singapore)  
[Gate.io](#) (China)  
[KuCoin](#) (Hong Kong)  
[MEXC](#) (China)  
[Uniswap](#) (DEX)  
[Quickswap](#) (DEX)  
[Huobi](#) (China)

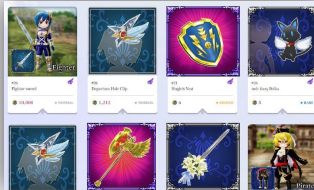
### ROND Listed on.

[Tier1](#) (Confidential)  
[Tier1](#) (Confidential)  
[Tier1](#) (Confidential)  
[Quickswap](#) (DEX)  
[Bybit](#) (Singapore)

MV is officially licensed by the Japanese Financial Services Agency and listed in Japan, and is also exchangeable to FIAT currency such as JPY, USD, and EUR.

## GENSO METAVERSE

GENSO  
Marketplace



Metaverse 3D NFT

Digital Art NFT

Cross-border NFT

## Wallet

MetaMask (by [ConsenSys](#))

※By connecting your wallet,  
You will be able to use your MVs/RONds  
in the metaverse.

NFT

USDT  
ETH  
BTC



miniMV



miniROND



LAND  
Metaverse

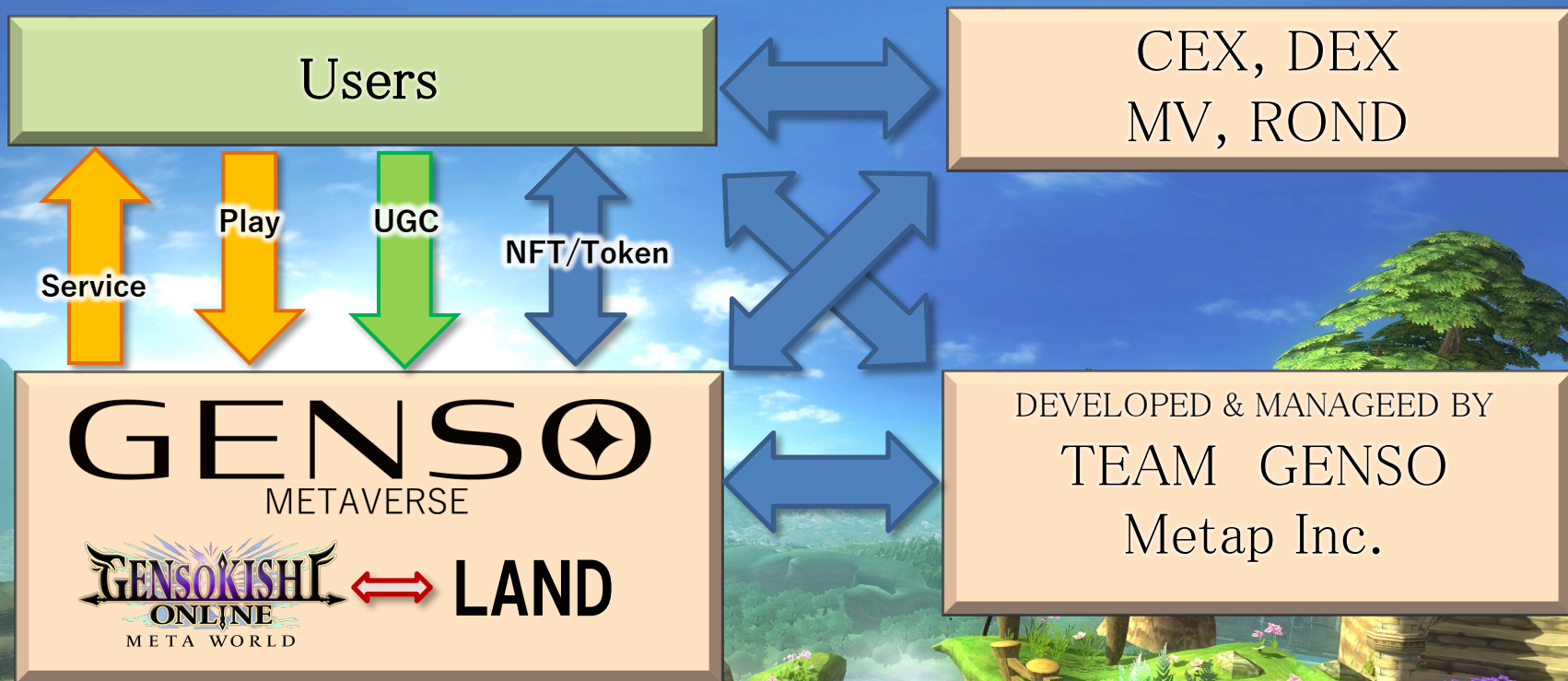


GENSO  
Shopping Mall





# Business Scheme



※UGC=User Generated Content, which are created/generated equipment/land rights/building/monsters by users.

# GENSO KISHI ONLINE

M E T A   W O R L D

METAVVERSE





# Japan's Number 1 Metaverse



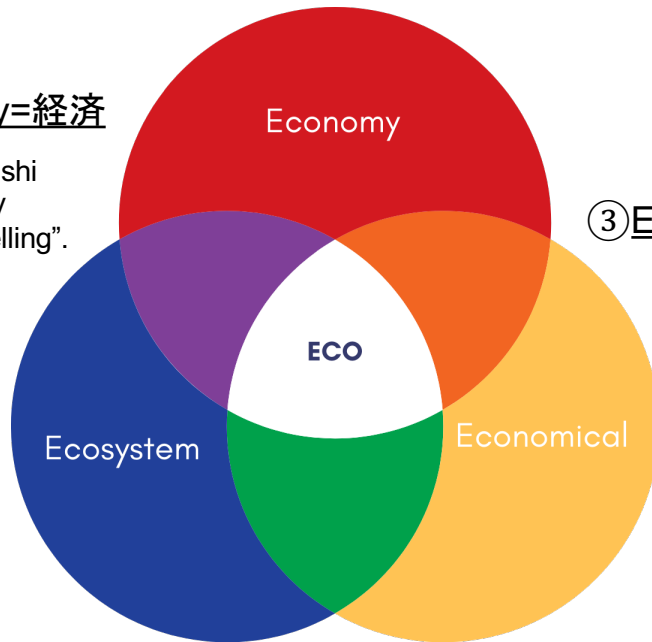
# What is “ECO”?

## ① Economy=経済

By actively participating in the GensoKishi Economy, players can earn. By actively participating, we mean “producing”, “selling”. “distributing”, and “saving”.

## ② Ecosystem=生態系

By playing GensoKishi, you become a member of a virtual reality ecosystem, or just simply the “metaverse”.  
Even outside the game, our scholarship network is building an ecosystem in areas around the globe like the Philippines, Indonesia, and Venezuela.



## ③ Economical/Eco-Friendly=エコ

When you build inside a metaverse, you're saving mother nature. There is less consumption of energy when you transportation and distribute. You also save space and resources as you don't need real stores or venues.  
That is why the third ECO is so important!

# The 3 integral ECOs that make up our Metaverse



# Genso to become the Hub for Japanese IPs and more!

 Avegotchi



# Various character raising factors.

## Raise your own unique character

free chat1 **Open**

**Cosmos** Lv. 30  
Samurai

**Dan** Lv. 30  
Guardian

**Light** Lv. 15  
Fighter

**Character creation**  
Press here to create a new character!

**Character creation**  
Press here to create a new character!



**Game Start**

**Free for first**

**Fighter**  
Lv 15

Recommend Left 88 pt



Fix the status pushing [PowerUp!]



Info.

Search result

Search

Knowledge Lv1

Raise Form Lv1

**PowerUp!**

Inherit ATK +40

Champion time

**Slash Lv1**

**Fighter**

ATK +40

Ki Slash Lv1

Inherit ATK +40

Taunt Lv1

ATK +40

Amok Slash Lv1

ATK +40

ATK +40

Portablue Harbor



Meet up in the virtual world and

Live as you wish.

Here, the world is what you imagine.



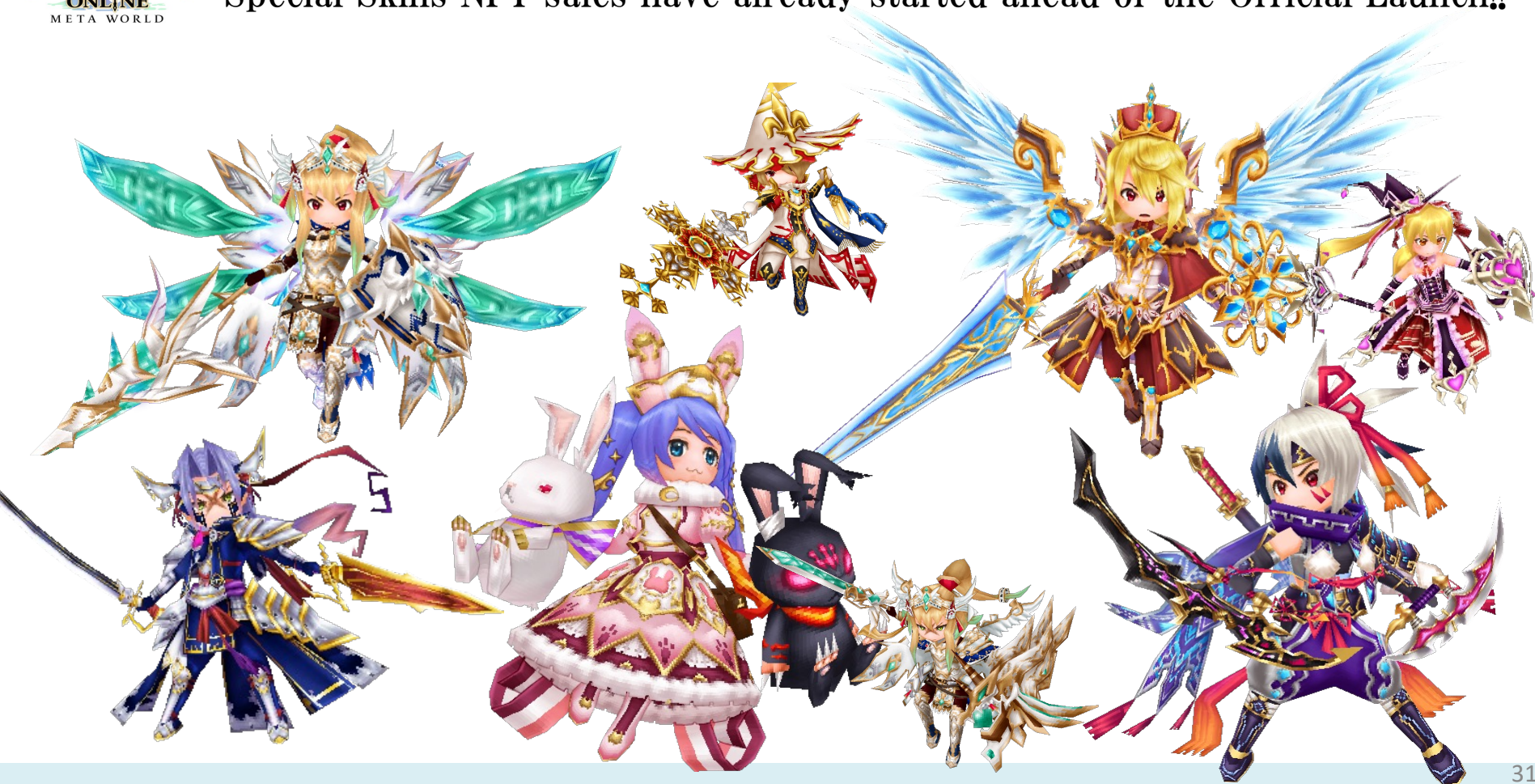


Our ecosystem is built so that users from anywhere in the world can live and interact as if they were meeting face to face.





Special Skins NFT sales have already started ahead of the Official Launch!!





The background of the image is a rich, colorful landscape. In the foreground, a lush green hillside is dotted with purple and pink flowers. A wooden fence with yellow-tipped posts runs along the edge of the hill. A small waterfall cascades down a rocky ledge. To the right, a large, gnarled tree with a thick trunk and dense green foliage stands prominently. A wooden staircase with stone balustrades leads up towards the tree. In the mid-ground, there are various structures, including a small hut and some ruins. The background features rolling hills, a large purple rock formation, and distant mountains under a bright blue sky with soft white clouds.

# GENSO

**LAND & NFT & Metaverse connectivity**

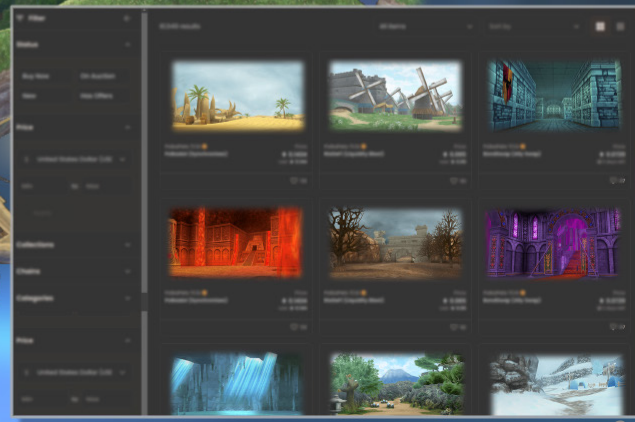
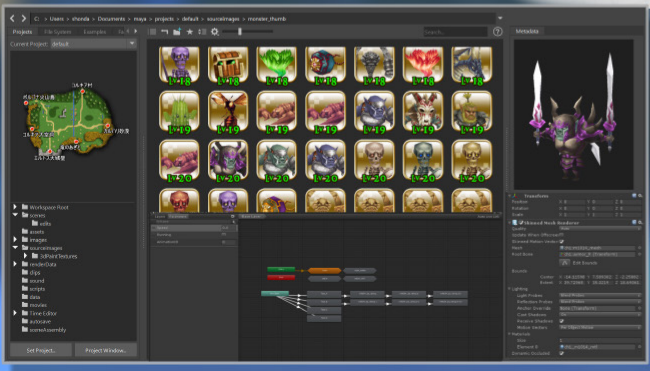
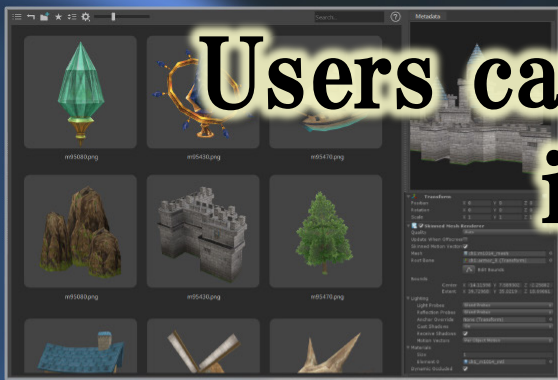




Easy to use, instinctive UI to create  
and sell original skins and items.



# Users can create their own map and invite users to play.



Use your MV token to unlock UGC functions.  
Buy materials to bring your ideas to the metaverse!





# GENSO

## MARKETPLACE



# GENSOKI MARKETPLACE

- OFFICIAL
- EQUIPMENT**
- SPECIAL ITEM
- LAND

Marketplace

My Inventory

ENGLISH

CONNECT WALLET

Marketplace

Transaction logs

10 Equipments

All Item types

All Item types

All rarities

Other

#26  
Fighter sword

10,000 NORMAL

#26  
Departure Hair Clip

1,212 NORMAL

#21

6

#26  
noir fiary Polka

5 RARE

Pirate



# GENSOKISHI MARKETPLACE

## Products

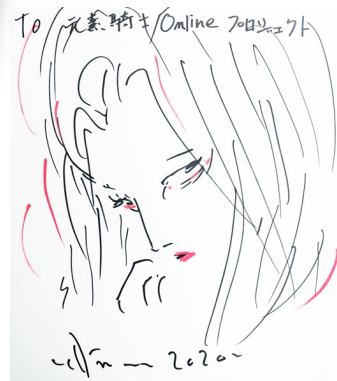
- All NFTs
- NFTs tradable to physical merch
- NFTs + NFTs tradable to physical merch

## Functions

- Multiple ways of sales
  - ↳ Fixed price
  - ↳ Auction
  - ↳ Dutch Auction
- Enterprise sector & Retail sector
  - ↳ Brand Strategy, Risk management
- Purchase using (MV, USDT, BTC, ETH)
  - \*Purchases in MV are discounted

## Future plans

- Yoshitaka Amano (Final Fantasy) NFTs on sale
- Other Collab NFTs (in preparation)
- LAND sales
- Merch sales



# GENSO MARKETPLACE

- Web3 type, NFT can be combined with 2 different elements:  
① [Metaverse 3D NFT]    ② [E-Comm Product Voucher NFT]
- 3D metaverse space and our 2D marketplace are linked together.
- Cross-border e-commerce is possible, which allows to make sales to players all around the world.
- E-commerce transactions are conducted by creating product vouchers (beneficiary rights) as contracts to be exchanged as an NFT on the blockchain.
- Both e-commerce vendors and consumers can easily buy & sell the product rights without physically having to move product.
- Sales distributions will be available in primary sales distribution (B2C) and in secondary sales distribution (C2C). Aftermarket royalties can be implemented on transactions for secondary sales distribution (C2C).
- Consumers can pay in both crypto and FIAT currency. \*FIAT currency will be supported in a later upgraded version.
- Stability is achieved by unifying price volatility risk across the e-commerce platform  
e.g. Exchange rate of 100 USD is set to 13,000 JPY, and the transaction price is converted at the exchange rate set at the time of payment.
- Payments to vendors can be made in cryptocurrency, JPY, or USD.  
Payment is conducted by wire transfer (T/T method). Converted into USD at the time of payment.



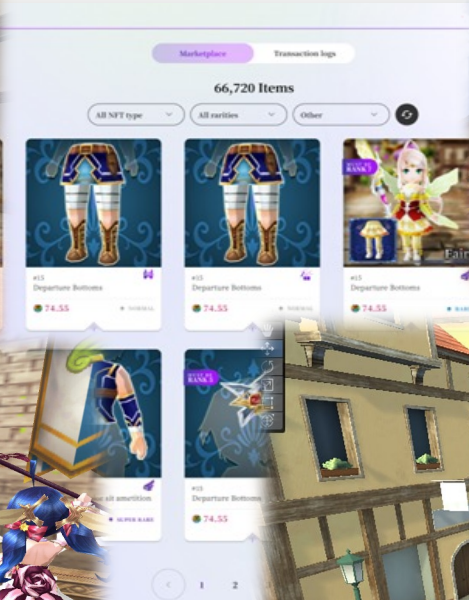
# GENSO

## GENSO MALL





# GENSO MALL

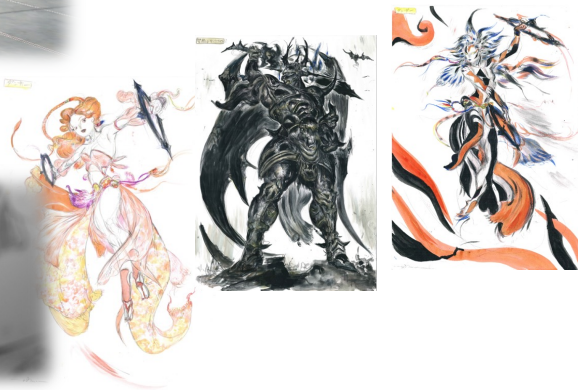


Trade NFTs using \$MV



# GENSO MUSEUM

Showcasing NFTs within the Metaverse at the Museum

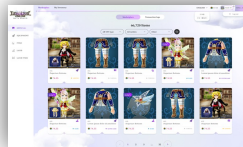


# GENSO NFT Fee Structure



GENSO Shopping Mall

Store Rent : Free for limited time



GENSO Marketplace

TX Fee : 2.1%(MV)  
2.3%(USDT,ETH,BTC)  
5.5~8%(Credit Card)



**GENSO NFT**

※ There can be 2 different parts to an NFT

Metaverse 3D NFT

Cross-border NFT

Costume

Special Skins

LAND

Building on  
Objects

Avatar Costumes Equip for battle Maps & Buildings Accessories & Decorations

NFT will disappear when exchanged to an E-comm product.  
E-comm products are delivered to the designated address.



Can be used within **GensoKishi Online + Metaverse**



# GENSO

## Supported Platforms



# Supported platforms

## Platforms

Languages	:	Chinese, English, Japanese
Operation Platform	:	PC browser, Android, iOS
Operation Company	:	Gensokishi Online Taiwan Project

## Blockchain

MV(Token)	:	Polygon/MATIC, ETH (ERC20)
ROND(Token)	:	Polygon/MATIC, ETH (ERC20)
NFT	:	ERC721, ERC1155 (Support main chains in the future)
Wallet	:	Metamask
NFTMarket	:	OpenSea, Unique Markets
Cryptocurrency exchange	:	Bybit, MEXC, Gate.IO, KuCoin, Uniswap, Quickswap, Hotbit



## Blockchain

Blockchain: Polygon/MATIC network.

Full and official support from Polygon Studios (Polygon's new division dedicated to support gaming on the Polygon network).



# Metaverse(Token) & Utility



## Metaverse

The most important token of this game.  
MV is the abbreviation of metaverse.  
MVcoin is mainly used out side of the game for building a metaverse world.

Blockchain : Polygon, ETH(ERC20)  
Name : Metaverse  
Ticker : MV  
Max Supply : 2,000,000,000

\*Of the 2 billion MV max supply, 1.6 billion MV (80%)  
have been locked up in a vesting contract.

## Metaverse UTILITY

- ◆ Voting rights for the rule/policy of the metaverse.
- ◆ Discounted price for purchasing special equipment.
- ◆ Rights for strengthening equipment.
- ◆ Rights to purchase items that only available by MV token  
(powerful items for playing game)
- ◆ MV Coin staking function:  
(Stake MV for earning ROND Coin)
- ◆ Rights for early entry of  $\alpha$  or  $\beta$  closed testing.  
(Limited to those who own a certain volume of MV)
- ◆ Rights for of special equipment generating(UGC).  
(Limited to those who stake a certain volume of MV)
- ◆ Rights for entering auction of opportunity for creating MAPs  
and MONSTERS as UGC.  
(Limited to those who stake a certain volume of MV)
- ◆ Rights for purchasing the availability for creating MAPs and  
MONSTERS as UGC.
- ※Function updated after release:
- ◆ Transaction fee for in-game trading.
- ◆ Fees for all LAND activities.



# ROND Coin(Token) & Utility



## ROND Coin

The ROND Coin is our in-game currency that constitutes the GensoKishi in-game economy.

Blockchain : Polygon、ERC20  
Token Name : ROND Coin  
Ticker : ROND  
Max Supply : 1,000,000,000,000( Before burnt )  
Max Supply : 1,000,000,000( After burnt )

\*96% of supply has been burnt June 2022 to adjust max supply..

\*97.5% of supply will be burnt after august 2022 to adjust max supply.

When the number of users increase and ROND's transaction volume exceeds a certain number, 39 billion ROND tokens that were burnt will be reissued on a new chain.

Since ROND is our metaverse's in-game currency, we will try to maintain and stabilize the token price so that it does not deflate. (However, ROND is not a stable coin and is susceptible to market conditions)

## ROND Coin UTILITY

The ROND Coin enables a variety of economic activities.

Use ROND to/as:

- ◆Purchase items and merchandise at the mall.
- ◆Admission to museums and other exhibits inside the Metaverse.
- ◆Admission to concerts, events, and other events held inside the Metaverse.
- ◆Purchase items, base weapons, and protective equipment inside the Metaverse.
- ◆Join exclusive/special modes only available under certain conditions.
- ◆Upgrade base equipment.
- ◆Warp between zones inside the LAND to save time.
- ◆Admission to enter UGC (User Generated) maps.
- ◆Challenger fees to take on a new quest.
- ◆Admission to physical GensoKishi events.

# Teams & Partner



Maxi Kuan CEO  
Advisor of Blockcast  
Advisor of C Channel Co., Ltd.  
Blockchain Mentor of IAPS  
Accelerator



Ricky Chen Advisor  
Founder of TomoTouch  
Former Blockchain Business Development  
Director of Ubitus.inc  
AAVEGOTCHI Ambassador of Blockchain Game



Kevin Hoo Advisor  
Co-founder & CEO of blockcast.it  
Partner of MICA Fund  
Blockchain Enthusiast



Tokuhiko Uwabo Advisor  
Former Operating officer of ZERO  
WattPower.inc  
Former Phantasy Star's Creator of SEGA Co.,  
Ltd.



Kunchou Tsai Legal advisor  
Enlighten Law Office International  
lawyer familiar with virtual  
currency  
Experienced legal advice to  
Coinbase



Masaki Kato Advisor  
President and CEO of Clappers Co., Ltd.  
Advisor of NHN Japan Corp.  
Advisor of LEVEL-5 Inc.  
Former CEO of NHN PlayArt Corp.



# Teams & Partner



Akira Morikawa Advisor  
President and CEO of C Channel Co., Ltd.  
Former CEO of LINE Corporation(Japan)



Hiro Mizushima Supporter  
investor & Actor

- 130+ experienced designers and engineers working on the development.
- Staff from various backgrounds and nationalities, putting in their best day and night to become the top game.
- All core members are a part of the Gensokishi community, and we welcome new staff from the community for all positions!

# Team



Twitter  
164.5K



Discord  
49.6K



Telegram  
46.4K



LINE  
40.6K



YouTube  
1.2K

■ This project is supported by over 300,000 users in our various communities.

They empower us to challenge society as we know it.

■ With the support from our communities, we will create the best metaverse available in our world.





# Partners





# GENSO

## ROADMAP



# Revenue from the GENSO Metaverse



GENSO's revenue model is to continue to incentivize the community to build a robust ecosystem enhanced by the networking effects of the Metaverse composed by MVs.

Since the main revenue from the Metaverse is through a fee from the various economic activities in the Metaverse (e.g., a 5% fee will be added on secondary sales, which acts similar to sales tax in the real world), the path to sustainable growth is in the best interest for all stakeholders.

The GENSO platform is still in its early stages.

GENSO plans for continued growth of its community, followed by increased revenues over time.

GENSO's ecosystem will continue to prosper from the supporters of the Metaverse potential, and will continue to proceed on a clear path to success, independent from short-term market changes.



## Expansion of the Metaverse through corporations participation.



**Numerous renowned companies and brands will participate in the Metaverse by owning LAND.**

Having LAND owned by prestigious companies will increase the overall value of the Metaverse. These investors and other LAND owners could be the biggest beneficiaries of the successful rollout of the full functionality of LAND, which is expected to be released by 2026.

Through the LAND function, GENSO will collaborate with a variety of companies to expand the Metaverse, while receiving requests and feedback, which will help implement new features and help develop new business models within the Metaverse.

# The 3 Phases of Our GENSO Metaverse

## 3 Expanding the Token Economy through MV, LAND and NFTs

3DNFTs, Digital Art NFTs, Cross-border e-commerce NFTs will be linked to the real-world economy and logistics. Shopping malls and GENSO marketplaces will also be joined by companies offering NFTs, which will expand the token economy of MV and ROND.

## 2 Expanding the Token Economy through MV and LAND/ Strengthening UGCs

Various industries, such as the apparel industry, animation industry, leisure facilities, food & beverage industry, will be able to participate through LAND and provide products, services and IPs. Other metaverses will also be able to extend and build with MV within GENSO through User Generated Contents (UGC).

## 1 November 2022 Official launch of service

The metaverse will be founded on MV (UTILITY Token), ROND (In-game currency), and NFTs (Items / Costume / Equipment for the metaverse), and it will be the world's first metaverse service that actualizes its own in-game economic sphere.



# Process towards our GENSO DAO

The GENSO DAO will be managed by both MV token holders and LAND owners.

Through progressive decentralization combined with ownership of NFT assets, GENSO aims to encourage the community to build their own experiences and ultimately foster the next generation of large-scale metaverse building franchises. Until reaching the DApps stage, users can participate and vote on the direction of the GENSO team and have input on the development of the game.

**3** Migration of centrally managed systems to DApps  
Democratization and decentralization of the Metaverse through blockchain technology

**2** Transferring the various rights for the Metaverse sequentially into NFTs  
Creating UGCs, converting LAND, buildings, and other Metaverse detailed aspects into NFTs.

**1** Creating an economy in the MMORPG world through blockchain & NFTs  
Organizing the various aspects for production, sales, distribution, and monetary mechanisms for items, in-game virtual currency, and characters.

# Roadmap for GensoKishi Online

Official website open ( Public )	2021/12/1 ( completed )
Official ( Twitter, YouTube, telegram, discord server ) open	2021/12/1 ( completed )
Launch on TrustPad	2022/1/18 ( completed )
MV (Polygon) Listing ( Bybit, Quickswap)	2022/1/27 ( completed )
1 <sup>st</sup> Official Skins NFT auction	2022/2 ( completed )
MV(ERC20) Listing (Uniswap)	2022/2( completed )
Start NFT alliance of companies, brands and IPs in Metaverse space	2022/2( completed )
MV(Polygon) Listing ( Gate.io, KuCoin )	2022/4( completed )
Closed α test	2022/5( completed )
MV(ERC20) Listing ( Kraken )	2022/6( completed )
MV(ERC20) staking released	2022/6 ( completed )
Adjust (Burn) 96% of the total number of RONDs issued	2022/6( completed )
2 <sup>nd</sup> Official Skins NFT auction ( NFT tie-up version with brands )	2022/6 – 8 ( completed )
<b>GENSO market place open</b>	<b>2022/7( completed )</b>
Closed β test	2022/7( completed )
<b>GENSO shopping mall open</b>	<b>2022/9( completed )</b>
NFT tie-up announcement	
(Additional collaborators in the metaverse space with multiple NFT brands)	2022/10 ( in progress )
ROND(Polygon)(ERC20) Listing ( Tier1 CEX )	2022/10
<b>Official Launch</b>	<b>2022/11</b>



*Evolving into the* **GENSO** *Metaverse*

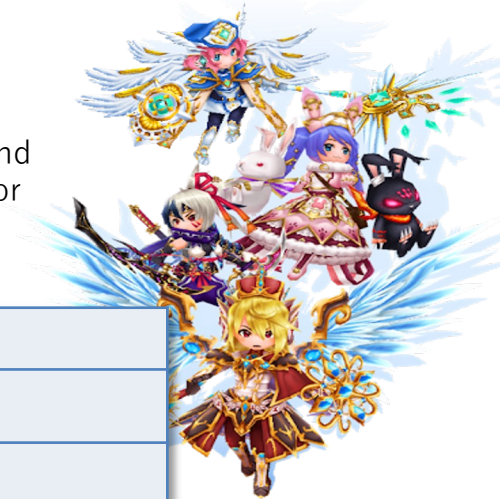


# GENSO Roadmap for GENSO Metaverse

<b>LAND Viewer Released</b>	December 2022
Round 1: Announcing brands, companies, and IPs participating in LAND	January 2023
<b>Starting Housing connectivity; 1st LAND Sales (Housing Area)</b>	January 2023
Starting NFT rental systems; Partnerships with various Guilds and Scholarship availability	February 2023
Starting partnership with logistics; Allows for physical items to be delivered around the world	February 2023
Starting partnership with logistics for NFT items; Cross-border e-commerce for Metaverse 3DNFT & physical-items	February 2023
Starting collaborations with culture & tourism; Announcing tourist attractions that will become landmarks of ESTATE	February 2023
<b>Starting TV commercials</b>	February 2023
Starting financial connectivity	March 2023
<b>2nd LAND sales (ESTATE Area)</b>	March 2023
<b>LAND object sales Ver1; Objects that can be placed in LAND for housing such as furniture and gardening items</b>	March 2023
<b>LAND object sales Ver2; Digital art that can be placed as objects within housing to be sold as NFTs</b>	March 2023
Round 2: Announcing brands, companies, and IPs participating in LAND	April 2023
<b>3rd LAND sales (Housing Area, larger areas)</b>	April 2023
<b>LAND area entry to be permitted;</b> Individual homes can be designed, concept maps with landmarks can be enjoyed	May 2023
Round 3: Announcing brands, companies, and IPs participating in LAND	July 2023
<b>LAND V2 released;</b> Object NFTs such as furniture can be created as UGCs	August 2023
Round 4-20: Announcing brands, companies, and IPs participating in LAND	October 2023 onwards
<b>4th-20th LAND sales (Housing Area) (ESTATE Area)</b>	October 2023 onwards
<b>LAND V3 released;</b> Improve the characteristics and style of LAND through UGCs	October 2023 onwards
Ability to sell physical real-estate properties from across the world in the Metaverse	2026 onwards
<b>LAND V4 released; Enable RPG game-like adventures within LAND</b>	2026 onwards
Connectivity to other metaverses	2026 onwards

# Compliance with Laws and Regulations

The project has received legal advisory from international lawyers in Taiwan, Singapore, and Japan regarding the various law regulations, and is operating in accordance with the law for major countries around the world.



Project Legal Opinion	Obtained
Legal Opinion on Token Issuance	Obtained
Token Audit Report	Audited
Legal Opinion on Japanese Law	Obtained
Securities Applicability (Japan)	Not Applicable
Applicability to crypto assets (Japan)	Not Applicable
Applicability of prepaid means of payment (Japan)	Applicable and appropriately handled
Applicability to gambling law (Japan)	Not applicable
Measures against money laundering	Adequate measures are being taken





# Legal Matters and Risk Disclaimer

PLEASE READ THIS SECTION CAREFULLY. IF YOU ARE IN ANY DOUBT AS TO THE ACTION YOU SHOULD TAKE, YOU SHOULD CONSULT YOUR LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S)

The MV tokens are not intended to constitute securities in any jurisdiction. This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction.

This Whitepaper does not constitute or form part of any opinion on any advice to sell, or any solicitation of any offer by the distributor/vendor of the MV tokens to purchase any MV tokens nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision.

The purpose of this Whitepaper is to present Gensokishi Online -META WORLD-, its technology, business model and the MV token to potential token holders in connection with the proposed token sale. The information set forth below may not be exhaustive and does not imply any elements of a contractual relationship. Its sole purpose is to provide relevant and reasonable information to potential token holders in order for them to determine whether to undertake a thorough analysis of the company with the intent of acquiring MV tokens.

Neither the U.S. Securities and Exchange Commission, nor the Japanese Financial Services Agency, nor the Financial Supervisory Commission (FSC) of Taiwan, R.O.C nor any other foreign regulatory authority has approved an investment in the tokens.

The following countries - including their citizens and residents - are not allowed to participate in the Initial Token Sale ? U.S., China, Algeria, Bolivia, Vietnam, Indonesia, Kyrgyzstan, Lebanon, Morocco, Namibia, Nepal, Pakistan, Ecuador, Myanmar, Ivory Coast, Cuba, Iran, North Korea, Sudan, Syria, and Crimea. Also, in order to comply with the global anti-money laundering norms, citizens and residents of the Non-Cooperative Countries and Territories (NCCT) shall not participate in the Initial Token Sale ? North Korea, include Bosnia and Herzegovina, Ethiopia, Syria, Iran, Iraq, Sri Lanka, Trinidad and Tobago, Tunisia, Vanuatu and Yemen. Certain statements, estimates and financial information contained herein constitute forward-looking statements or information. Such forward-looking statements or information concern known and unknown risks and uncertainties, which may cause actual events or results to differ materially from the estimates or the results implied or expressed in such forward-looking statements. This English-language Whitepaper is the primary official source of information about the MV token. The information contained herein may be translated into other languages from time to time or may be used in the course of written or verbal communications with existing and prospective community members, partners, etc. In the course of a translation or communication like this, some of the information contained in this paper may be lost, corrupted or misrepresented. The accuracy of such alternative communications cannot be guaranteed. In the event of any conflicts or inconsistencies between such translations and communications and this official English-language Whitepaper, the provisions of the original English-language document shall prevail.

## 42 TAXATION

Any Gensokishi Online -META WORLD- party makes no representations concerning the tax implications of participating in the crowdsale, making donations, or receiving and holding Tokens. You bear the sole responsibility for determining or assessing the tax implications of your participation in the Scale App World Initial Token Sale. By participating in the Gensokishi Online -META WORLD- Initial Token Sale, you agree that no other party (including, without limitation to any Gensokishi Online -META WORLD- party) may be held liable for any loss arising out of, or in any way connected to. REPRESENTATIONS AND WARRANTIES BY YOU By accessing and/or accepting possession of any information in this Whitepaper or such part thereof (as the case may be), you represent and warrant to Gensokishi Online -META WORLD- and/or the Distributor as follows:

(a) you agree and acknowledge that the MV tokens do not constitute securities in any form in any jurisdiction;

(b) You are prohibited to participate in this Gensokishi Online -META WORLD- token Pre-sale and Initial Token Sale to purchase any MV tokens if you are a US citizen or resident (taxpayer or related party) or US green card holder or China residents or citizens.

(c) You agree and acknowledge that no regulator has reviewed or approved any information on the whitepaper. We have not followed any rules or regulations in any jurisdictions. The publishing, distribution or dissemination of this whitepaper does not mean the whitepaper has complied with the applicable laws and relevant regulations. There are certain operational and business risks in MV tokens, the crowdsale of MV tokens, and the MV token distributors.

(d) You agree and acknowledge that business operations involve known and unknown risks, uncertainties and other factors that may cause the actual future results, performance or achievements of Gensokishi Online -META WORLD- to be materially different from any future results, performance or achievements expected, expressed or implied by such forward-looking statements. These factors include, amongst others:

(i) Changes in interest rates and exchange rates of fiat currencies and cryptocurrencies;

(ii) Changes in political, social, economic and stock or cryptocurrency market conditions, and the regulatory environment;

(iii) The risk that Gensokishi Online -META WORLD- may be unable or execute or implement its respective business strategies and future plans;

(iv) Changes in the availability and salaries of employees who are required by Gensokishi Online -META WORLD- to operate its respective businesses and operations;

# Update History

Roadmap updated	February 17, 2022
Roadmap updated	March 1, 2022
Roadmap updated, ROND feature added, ROND Burn added, additional cryptocurrency exchanges included	March 24, 2022
Addition of MV Staking Rankings, GENSO Marketplace, Closed Alpha & Beta Tickets	April 26, 2022
Mention of Play to ECO, Shopping Mall, Yoshitaka Amano collaboration, Museum, Roadmap updated, Partners added	June 28, 2022
Addition of Japanese legal regulations, advisors	June 28, 2022
Roadmap updated, GENSO Metaverse concept added, ROND properties added, ROND Burn added, GENSO Marketplace added, GENSO Shopping Mall added, and more	September 24, 2022
Roadmap updated, GENSO Metaverse concept added, LAND & UGC added, and more	October 20, 2022
MV's UILITY-related updates	October 30, 2022



**Thank you for your time and we look forward to  
building a NEW WORLD with YOU.**