

GENSOKISHI ONLINE META WORLD

Metaverse
×
GameFi



The only play-and-earn game with a 13-year-old history...

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<Introduction>

Gensokishi Online is a Japanese GameFi project that evolves from an **award-winning Nintendo Switch/PS4 game** called “**Elemental Knights**”, that has been vigorously played for 13 years and has **accumulated a total of 8 million downloads worldwide**.

Yes.... We are transforming an already popular video console game into a Play-and-Earn game!!

Gensokishi **already has a 3DMMORPG game with active users. It already has a fully-functioning 3D metaverse** that simultaneously connects users from around the world, be it smartphones, PCs, or other video game consoles.

Gensokishi is the **only play-and-earn game with a 13-year history**. We will be the first title in GameFi that will be bringing our gaming fanbase to the crypto universe. Gensokishi is going to become the bridge that connects the gaming world with the blockchain world, as a "Free to Play" game, that has "Play and Earn" and "UGC to Earn" functions, all in one.

<Vision>

Gensokishi’s vision is to build the Gensokishi online metaverse and in-game economy by allowing individual users and companies:

- (1) to design, create, and sell their original skins and equipment,
- (2) to create their original NPCs and monsters,
- (3) to purchase rights to our in-game land (continents and maps)
- (4) and to design and build on the land, so that users can come in and explore.

Our future vision is to bring enterprise-level companies and designers to enter this in-game economy. We already realized this in our original game “Elemental Knights”. World-famous Japanese brands and companies made skins, designed their stores, and made original items on our 3D metaverse to access our in-game community and users. The screen where creators get to design and create their items, skins, and buildings is easy to use, and the UI/UX has been refined over the 8+ plus years, this function has existed; we are confident in making this happen in our GameFi version, Gensokishi.

Our ultimate vision is for this project to become a decentralized metaverse space. At launch, the servers of this game will run on a centralized system, to guarantee the best user experience in a non-expensive way; our very enthusiastic users come first, and we want them to enjoy our 3D metaverse, comfortably and smoothly. However, once the tech evolves and we can guarantee a level of performance that can withstand our 3D metaverse we will migrate and become a DApp.

<About the Title>

English characters : Gensokishi Online -META WORLD-

Japanese characters : 元素騎士 Online -META WORLD-

“Genso(=元素)” means ELEMENT in Japanese. “Kishi(=騎士)” means KNIGHT. Thus, Gensokishi is the Japanese way of saying, Elemental Knights.

<Glossary>

- “the game” : Gensokishi Online ～META WORLD～
- “user” : The users of the game
- “player” : Players inside the game who are logged in and playing
- “NPC” : Stands for Non-Player Character. They are AI characters operated by computers.
Ex) townspeople, castle mercenaries, weapon shop owners, tool shop owners, etc.
- “UGC” : User Generated Content
Ex) Skins, MODs, items, weapons, NPCs, buildings, structures, etc.

<Background>



What is Gensokishi ONLINE ?



It is the GameFi Version of the 3DMMORPG game,
"Elemental Knights Online"

**winner of "Game Star Award of Taiwan 2012" Gold Medal
and the most downloaded smart phone game of 2012**



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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 to play. Users can pay for additional items.

Amasterpiece 3DMMORPG game with a **13-year history**. Popularized in Japan as "エレナイ (ELE-NAI)", this game has been **refined and revamped over the years**, trying always to meet AND exceed the players expectations.



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The history of Elemental Knights



- Released world-wide in Japanese & English
- Supports multiple platforms:



(Users can access the same metaverse through all these devices)

- **8M downloads** in total.

2008



Feature Phone

2011年



Smart Phone

2018



Switch · PS4

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The features of Elemental Knights



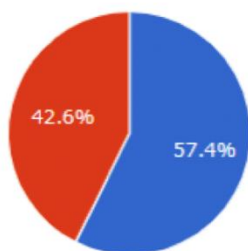
Analysis of Elemental Knights



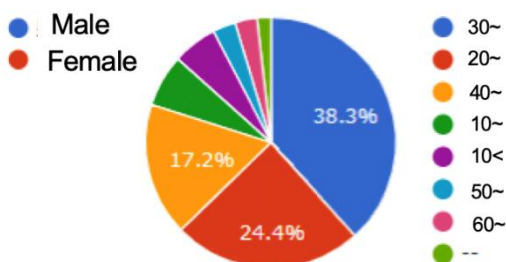
Users

Male/female ratio is 6:4. Game/Anime/Manga enthusiasts make up a huge percentage of the Elemental Knights fan base. Our smartphone version users are our core users and are of higher age 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



<A Quick Overview>

The 3 Phases of Development

PHASE 1

The development will first focus on transferring our already existing MMORPG world onto the Blockchain to form the basis of the in-game economy. In this phase, the mechanism and framework for the production, sale, and distribution of in-game items, currencies, and characters will be completed.

PHASE 2

The focus of PHASE 2 will be to transfer all kinds of rights that exist in the virtual world to NFTs. UGC (User Generated Content), and rights to land, buildings will become NFTs. We will cover all the detailed parts of our metaverse and transfer them to tokens.

PHASE 3

The final phase will be to migrate the centralized system to a DApp. The entire system and server will be decentralized, and the governance will be dictated by a DAO (Decentralized Autonomous Organization).

Starting the game

Our users can start playing the game by either Google, Facebook, Twitter, WeChat, or LINE ID verification.

The success of Gensokishi lies in the number of players. The more players we have online, playing in the metaverse at the same time, the better the user experience becomes. And so, the game.

We know from experience, that having a requisite before entry, will only decrease the number of users. If users had to make a wallet or buy a character, it would only become a wall for our beloved users.

Our fan base may not be well acquainted with crypto wallets, in the beginning, so we decided to adopt SNS verification. Users come first!

Will users need a MetaMask?

To start the game? No. This game can be played even by cryptocurrency beginners.

Users can earn in-game virtual currencies through normal play and keep playing without registering a MetaMask. MetaMask must be linked only when users want to IMPORT/EXPORT their NFTs or in-game currencies MV and ROND. When our users are faced with this problem, we will prepare beginner-friendly guides and videos explaining cryptocurrencies, wallets, and NFTs.

<Specifications>

Operating Environment

Supported languages	: English, Chinese (Traditional), Japanese
Operating environment	: PC, Android, iOS
Official Website	: https://genso.game/
Telegram Community	: English → https://t.me/gensometamain Chinese → https://t.me/gensometazw Japanese → https://t.me/gensometajpn Spanish → https://t.me/gensometaespa
Twitter Community	: https://twitter.com/genso_meta
Discord	: https://discord.gg/gensometamain
LINE (Japan freeware DM app)	: https://lin.ee/fRx2vvE
Operating agency	: Taiwan Gensokishi Online Project
English Company Name	: Metap Inc.
Chinese Company Name	: 米塔數位有限公司

Blockchain Specifications

MV(Token)	: Polygon/MATIC(ETH base)
ROND(Token)	: Polygon/MATIC(ETH base)
NFT	: Polygon/MATIC(ETH base) *Multiple chains will be supported in the future
Wallet	: MetaMask
NFT Market	: OpenSea
Virtual Currency Exchange	: ByBit, Uniswap, Quickswap, KuCoin, Gate.io

<Overview of Tokens/NFTs>

Monetizing

Monetizing the game is crucial for the continuous growth of this game. Monetizing points for the operating company will be:

- NFT sales (skins, land sales)
- Sale of MV tokens on cryptocurrency exchanges
- The savings of MVs inside the treasury
- The savings of RONDs inside the treasury
- The savings of land NFTs inside the treasury
- Sales of Special Items (Special paid items available only through MV/ Special items available only with miniROND)
- In-game expenditure of miniROND

- Fees when converting ROND to miniROND or miniROND to ROND
- Fee charged for users when skins/items are created in UGC.
- Fee charged for users when maps are created in UGC and they earn revenue from that map.

Our Tokens

Gensokishi issues two types of tokens

- MV (The governance token. The MV token has UTILITY properties for configuring the metaverse.)
- ROND (In-game coin that constitutes the in-game economy.)

Our Various types of NFTs

Cosplay equipment NFT

Besides dressing up the appearance, you can improve the status, unlock special skills, etc. It is the most important NFT in this project.

Basic equipment NFT

Equipment that makes the character's abilities stronger with NFT obtained in the game. All basic equipment has a maximum number of available quantities, and some rare equipment will be far more valuable.

NFT of in-game items

There are various items available in the game, such as potions that restore physical strength and items that boost stats for some time. All of these also have a mechanism in which the maximum number of items provided is set and distribution occurs even for the in-game items themselves.

LAND NFT

It is a future update function. This is an important function of "META WORLD", which is also the subtitle of this game.

You can purchase "LAND NFT" to create your original map, which is unique in the world. Those who have purchased a LAND NFT can create maps and monsters using MODs (modification). You can also design all monster drop items and monster strengths, the drop item will be assigned an NFT owned by the owner of the LAND.

Allocate NFT items obtained from the NFT market and in gameplay, also manage your own NFT inventory, in the meantime.

It will be a mechanism that you can earn new profits by getting an admission fee from the player who enters the map.

<The MV (Token) >

Standard	:Polygon(ERC20 base)
Currency name	:Metaverse
Symbol name	:MV
Total number of issues	:2,000,000,000

The most important token of the game is MV which stands for Metaverse.

MV is the currency that this game uses outside of the game, mainly to construct the metaverse.

ROND can cause prices to plummet due to in-game balance, but MV is designed separately and is not affected by ROND.

UTILITY design of MV

- Function to buy cosplay equipment at a discount price
- The right to power up your cosplay equipment
- Function to buy various paid items of many sizes at MV exclusive prices (these items are used to competitively advance your skills in the game)
- Voting rights that allow you to decide the policy of this game
- Function to stake MV (deposit MV and be rewarded with ROND)
- The right to participate in the preliminary public closed alpha test and closed beta test presented by the project.
- The right to create and offer cosplay equipment (UGC function)
(Only for those who have staked out a certain number of MV) *Update support after service release
- The right to create lands, monsters, and NPCs at a discount
- Fees used for in-game trading

<Sales of MV-specific paid items and root boxes>

MV paid items are items that can be used to advance the game competitively. (Recovery potion, experience increased, items, etc.)

Root boxes contain a variety of game-advantageous items, including MV exclusive items. Rare and valuable items are unlikely to appear in the root box. Even users with a small amount of MV can purchase root boxes.

List of MV-exclusive paid items that appear in the root box (partial)

50% Experience Improvement Stone	Experience gained increases by 50%.
Treasure Search Dictionary	Increases the appearance rate of items obtained from monsters by 50%, lasts for 30 days (up to 50 hours)
Book Strategy Dictionary	Increases the rate of testimonies obtained from monsters by 50%, lasts for 20 minutes.
Synthesis jar	Synthesize cosplay equipment and equipment items.
Release jar	Unlock cosplay Equipment Synthesis.
Yellow Candy	Restores 10 HP every 10 seconds. The duration of effect is 15 minutes.
Blue Candy	Restores 5 MP every 10 seconds. The duration of the effect is 15 minutes.
Book of Secrets	The rate of items obtained from monsters will be doubled. Lasts for 20 minutes.
Magic Stone of Experience	Experience gained from monsters will be multiplied by 1.5, lasting for 20 minutes.
Elrond Powerful Drink	Restores 20 HP every 10 seconds, lasts for 2 hours.
Elrond Magical Drink	Restores 20 MP every 10 seconds, lasts for 2 hours.
Magic Crystal of Experience S	Experience gained from monsters will be tripled, lasts for 20 minutes.
Great Bottle of Valor S	Increases attack power by 200 and double it, lasts for 20 minutes.
Magic Crystal of Experience L	Experience gained from monsters will be tripled, lasts for 1 hour.
Great Bottle of Valor L	Increases attack power by 200 and double it, lasts for 1 hour.
Charge Hammer	A magical hammer that can charge elemental power into cosplay equipment.
Great Bottle of Valor L	Doubles attack power lasts for 1 hour.
Vital Scroll	A scroll with a healing spell. Restores 350 HP. Can be used continuously.
Mental Scroll	A scroll with a spell to improve concentration restores 350 MP. Can be used continuously.
A large bottle of life L	Increases maximum HP by 50 and doubles it, lasts for 1 hour.
A large bottle of spirit L	Increases maximum MP by 30 and doubles it, lasts for 1 hour.
Large Bottle of Ironclad L	Increases defense by 200 and doubles it, lasts for 1 hour.

Elixir of Valor	Increases attack power by 300 and double it, lasts for 5 minutes.
Elixir of Life	Increases maximum HP by 75 and doubles it, lasts for 5 minutes
Elixir of Spirit	Increases maximum MP by 45 and doubles it, lasts for 5 minutes.
Elixir of Ironclad	Increases defense by 300 and doubles it, lasts for 5 minutes.
Ancient Documents of Treasures	Doubles the appearance rate of items obtained from monsters and +3%, lasts for 20 minutes.
Powerful Unlimited Drink	Restores 30 HP every 10 seconds, lasts for 20 minutes. Enhance Powerful Drink to the limit.
Magical Unlimited Drink	Restores 30 MP every 10 seconds, lasts for 20 minutes. Enhance Elrond Magical Drink to the limit.
Boots with movement speed UP	Increases movement speed by 25% while moving 3000 steps.

<Staking>

In an update after the game releases, MVs will be able to be staked. Staking is set up by simply importing MVs into the game. There is no recurring deposit period. When you stake MVs, you will receive ROND corresponding to the amount you staked. Deposit periods are not recurring. When you stake MVs, you will receive ROND according to the amount you deposited.

ROND's interest rate will rise if the number of MVs you deposit is insufficient to meet the operation's needs, and decrease if the number of MVs you deposit is sufficient to meet the operation's needs. There are also some UTILITY features of MVs that cannot be activated without staking.

<Cosplay NFTs>

The most important NFT in this game is the Cosplay equipment. Cosplay equipment has a variety of functions, and by combining them using MVs, you can achieve a variety of effects.



Cosplay equipment features

- Change character appearance
 - ↳ Change the appearance of your character.
 - ↳ All 7 parts (head, body, legs, shoulders, back, right hand, left hand)
- Effect
 - ↳ Some of the rare ones have special effects (such as an aura of fire coming out of the whole body).
- Status Increase
 - ↳ Effects that increase the strength of the character
 - ↳ HP, MP, Arm strength, Physical strength, Intelligence, Mental strength, Dexterity, Speed, etc.
- Vintage Effect
 - ↳ The longer an old cosplay item has been in production, the more the vintage effect increases.
The vintage effect is an effect that increases your status.
- Dedicated skills and motions
 - ↳ You can use buffs (parameter enhancement) and attack skills with powerful effects.
 - ↳ A special motion can be set as the motion when using a skill.
- Cosplay equipment enhancement
 - ↳ If you use the leftover fashion items as materials, you can improve the ability of the fashion items themselves.
- Main cosplay equipment and sub cosplay equipment can be combined.
 - ↳ By adding various fashions to the sub-slots of your main fashions, you can attach the status increases and skills attached to those fashions.
 - ↳ Sub cosplay does not affect appearance.
 - ↳ A maximum of 10 sub cosplay items can be attached to a single part.
- Cosplay appearance
 - ↳ Since the main cosplay equipment is often chosen for its performance, you can set cosplay equipment of your choice in a separate "appearance only" slot.
- Cosplay memory function for each occupation
 - ↳ When you change jobs, it can be difficult to change your outfits. You can set up separate outfits for each profession.
- Cosplay set registration function
 - ↳ You can register up to 10 sets of fashion combinations for each character.
 - ↳ You can switch between the sets you have registered at any time.
- Cosplay rental function
 - ↳ You can rent your cosplay items to other players. (For more information, please refer to "About the Scholarship System.")
- The ability to Burn cosplay equipment to power up other cosplay equipment.
 - ↳By combining cosplay equipment, you can enhance the original cosplay equipment.
- Ability to dress NPCs in the Metaverse space in your own fashion.
- Condition and number of times it can be repaired
 - ↳A parameter called "Condition" is set, and as you continue to use the system, the condition will decrease. When the condition reaches 0, the device will no longer perform as it should.
 - ↳You can restore the condition by paying a small miniROND to restore the condition, but the number of times the condition can be repaired will be reduced by one.
The number of times it can be repaired will be reduced by one.
 - ↳The maximum number of repairs possible is set, and the number of repairs must be increased when repairs are made beyond the limit.
 - ↳By Burn and reinforcement synthesis of other fashionable equipment, the number of repairable times of other fashionable equipment can be inherited.

<About the Cosplay NFTs Scholarship Program>

Cosplay NFTs can be leased to other players.

Owners who have multiple pieces of Cosplay NFTs can lease the items owned to multiple players simultaneously.

Some Cosplay NFTs can be expensive and powerful, and there will be a limit to the number of pieces available in game, therefore not all players will be able to obtain these powerful Cosplay NFTs.

This is where the Scholarship Program comes into play, where players (scholars) who are unable to obtain these exclusive Cosplay NFTs can borrow the items from players who own the Cosplay NFTs.

The borrowers (scholars) will then be able to use the borrowed Cosplay NFTs and use it within the game. When borrowing items through the Scholarship Program, the borrowers (scholars) will need to pay back a portion of the loot to the owners of the Cosplay NFTs that are earned through gameplay during the leasing period.

The Scholarship Program therefore benefits the owners of the Cosplay NFTs by creating a passive income without having to actively play the game themselves.

The Scholarship Program also benefits the borrowers of the Cosplay NFTs (scholars), as the borrowers can take advantages of the exclusive Cosplay NFTs, powering up the scholar's characters. This will allow the scholars to achieve income in the game, creating a win-win relationship amongst the scholars and the Cosplay NFT owners.

The Cosplay NFT owners will have the capability of deciding which Cosplay NFTs to lease to scholars, the leasing period of the Cosplay NFTs, and the revenue share percentage ratio.

This will be issued in the form of a contract.

The scholars will then be required to review the terms of each contract created by the Cosplay NFT owners when borrowing and will have to agree with its content before borrowing the item.

Once the item is leased, the game will automatically pay a percentage of what was agreed in the contract to the Cosplay NFT owners when the scholar earns money from their adventures.

The Cosplay NFT owners can also set a minimum quota in the contract.

This will force the scholar to cancel the contract if the scholar fails to meet the minimum quota.

If the contract is terminated by the Cosplay NFT owners, the leased Cosplay NFTs will automatically be returned to its owner.

Cosplay NFTs will have status conditions to the items.

If the Cosplay NFT is actively used by the owner or the scholar, it will eventually be worn out.

Scholars will not be able to repair the Cosplay NFTs that they are borrowing without the Cosplay NFT owner's permission, therefore all repairs must be done by the Cosplay NFT owners.

The Cosplay NFT owners are required to set appropriate contract periods, depending on the Cosplay NFTs status conditions,

The following restrictions will be placed on Cosplay NFTs leased to scholars.

- Leased Cosplay NFTs cannot be traded to other players.
- Leased Cosplay NFTs cannot be stored in a warehouse.
- Leased Cosplay NFTs cannot be sold or used as synthetic materials.
- When the contract expires, the leased Cosplay NFTs will be automatically removed from the player's possession.



<The Sale of Cosplay Equipment NFTs>

In this game, players can dress up their entire bodies in a fashionable way. This is the feature that has been most popular with Gensokishi users in the past.

Cosplay equipment not only looks gorgeous but also has a variety of functions. The function of cosplay equipment will be explained later.

Cosplay equipment will be sold in the NFT Market in an auction format and the virtual currency to be purchased is USDT.

*USDT is a staple coin fixed at 1 USDT = 1 USD.

-

We will hold sales periodically, season 1 and season 2, with limited cosplay items that can only be purchased at those times.

Each season will have about 30 items, and each item will be a set of 7 NFTs of full-body equipment. MVs will be distributed based on the rarity of the NFTs purchased. The chain of cosplay equipment NFTs is Polygon.

<Security and Protection of NFT Assets>

As this game is not a DApp, Blockchain users may feel at risk. (e.g., if the operating server goes down, the assets will be lost). In response, we will provide a function to convert NFT to Maya data and a Viewer for NFT 3D data for free.

*This function will be updated after the service is launched.

Also, the idea of the project is to create a decentralized metaverse space.

We will migrate to DApps when the processing around the blockchain evolves to a level of performance that can withstand a 3D metaverse.

<Base equipment and in-game item NFTs>

In this game, there are base equipment and in-game items that can only be obtained in-game. Some of this equipment and items are very rare and cannot be converted into money.



Play to Earn : Adventure and get assets with your friends



**Rare items you got at the
dungeon could be sold at a NFT market !**

Users can export the base equipment and in-game items they have acquired in the game as NFTs.

For example, if you get the most powerful sword in a dungeon, you will be able to turn the strongest sword into NFT and RMT (Real Money Trade) in the NFT market. This feature will be the main "Play and Earn" element of the game.

<IMPORTing and EXPORTing NFTs and tokens>

This game is not a DApps at the initial stage. Therefore, the game runs on its own server and its own program.

When you take out cosplay equipment, MV-specific paid items, and base equipment acquired from ROND, MV, and in adventures out of the game, you can put EXPORT the NFT data and put it in your wallet.

Wallet :MetaMask
Chain :Polygon
Gas fee :MATIC

Wallets needed above.

Similarly, when you go to IMPORT, the NFTs are also converted from wallet to in-game data and held in the database.

*The MetaMask linkage is required when you do IMPORT and EXPORT. If you just want to play the game, you don't need to link MetaMask.

*Additional information about cosplay equipment NFT

When the operation sells cosplay equipment NFTs in the form of auctions, it will be sold as a set of full-

body equipment, but when users convert EXPORT cosplay equipment to NFTs, they will be converted to NFTs by the parts of the cosplay parts.

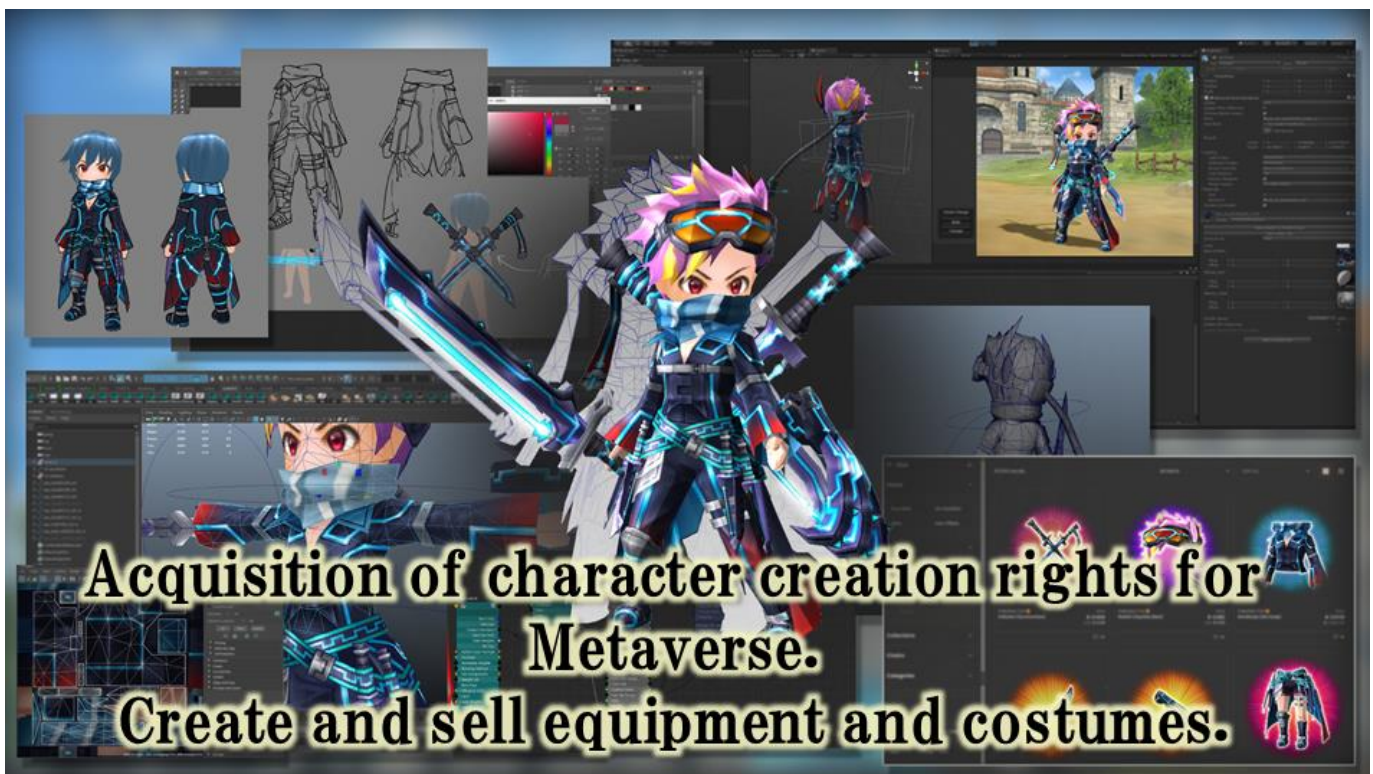
In the future, we will also offer cosplay equipment in collaboration with anime and manufacturers.

Customers will be able to enjoy unlimited combinations of fashion and buy and sell a variety of NFTs in the market.

<Specifications for the UGC Cosplay NFTs>

This is a feature that will be added in future updates.

UGC (User Generated Contents) allows users to create and sell Cosplay NFTs. This feature is only allowed for users who have staked a certain amount of MVs. If a sale transaction is made using this feature, A 10% commission will be charged for the operation as an administrative fee for the transaction. The fee will be set in the NFT contract.



The process of creating UGC Cosplay NFTs

- (1) Obtain Cosplay NFTs that will be used as the base item for the redesign.
- (2) Create a redesigned model of the Cosplay NFT by changing the look and texture of Cosplay garments by using any 3D design software and save the redesign as an FBX file.
- (3) Load the original Cosplay NFT into a dedicated viewer software, then load the FBX file created in (2), and check the various graphic motions in the viewer.
- (4) Pay the fee (MV) and request the GensoKishi Online development team to review the UGC cosplay design data.
- (5) After the review process is completed, the UGC cosplay design data will be converted to an UGC Cosplay NFT and will return to the UGC Cosplay NFT creator's wallet address.

The redesigned UGC Cosplay NFT will possess the same strength and settings of the original Cosplay NFT that was used for the base design.

New parameters and special abilities can also be added by paying additional MV in the dedicated viewer mentioned in (3).

Currently, the only way to obtain Cosplay NFTs is through auctions, but the development team will plan to sell Cosplay NFTs that can be used as a basis for the UGC Cosplay NFT.

<Map specification by UGC Land>

Future update features

This is an important feature of "META WORLD," which is the subtitle of this game. You can create your unique map by purchasing "land parcels".



Lands will be sold in an auction format.

Information about which lands of the region lands will be sold will be released in advance on the official website and in the community, and an auction will be held. Only users who have been staking MVs for a certain period will be entitled to participate in this auction. Lands won at the auction will be distributed to the winning bidder at NFT. Winning bidders can create maps and monsters with MOD (modification).

The loot items and the strength of the monsters can also be set by the users. At this point, the drop items will be NFT items owned by the owner of the land. This is a system where you can purchase NFT items from the NFT market or gameplay, build your own map with the inventory items you have, run your own map, and make more money.

Users who have purchased the right to land will be connected to the administration through the hotline VIP.

- Open telegram to communicate directly with our team.
- Providing a development environment for your land. These will be permitted, and you will be allowed to develop the lands you have acquired.

This means that landowners can be like creators who can develop maps. The data uploaded to the development environment by the landowner will be reflected on the production server after it has undergone the production implementation review check by the management. The landowner can also hire an agent to do the development.

Map amendment process

The property owner creates the map in the development environment and submits it to the administration for production.

Management reviews the map and returns it to the user if there is anything to correct passed, it will be displayed in the game.

Maps are not created from scratches, but are modified based on the original data.

For example, a user who takes over a map from Elrond's Castle can start by modifying the original Elrond's Castle.

*In response to the question, "If the user modifies the map, won't the original map lose its original form and become untenable?"

There are multiple worlds in this game such as;

- World 1 →World provided by the management
- World 2 →A world that can be modified by UGC based on the world provided by the management.

The worlds provided by the management will remain intact, and there will be more than one UGC world so that the game will not become unfeasible.

<Land (plot of land)>

In Gensokishi you can buy your own plot of land, your land will have the size off 384 x 384 m2 (Plots will be provided for each region.). Lands can be owned in parcels. The land is connected to other lands by a square image. Users can create freeform maps within Lands. The map does not have to be square at all. Use your imagination and create your own map design.



Land specifications

Each land is connected with four gates, and you must always build four gates to enter the neighboring lands to the east, west, south and north. The gates do not have to be placed in the east, west, north, south or west corners of the board. In other words, as long as you build four gates, you can build them anywhere. To get enter or leave of the neighboring land, you must go through a gate. The map you create in the Land can be freely modified with the tools. Buildings can also be created freely.

The number of NPCs that can be placed in a single land is fixed and can be placed freely.

If you want to increase the number of NPCs you can place, you can do by buying NPCs with MV. NPCs' dialogue, appearance, and gender can be freely set. The costumes that the NPCs wear can be obtained from NFT to dress them up.

In your Land, you can freely set the placement of monsters. Monsters that are placed can be purchased with MV, You can get the items that monster drops from NFTs and give them to the monsters as loot for players who kill them.

Prevention of neighborhood problems

If a gate in land is placed in a position where it cannot be moved, or if there is a flood of complaints from other users, entry to that land will be locked.

Purchase of Land

Lands will be sold by auction, same as cosplay equipment NFT.

About the income, you can earn by land

When other players play on your land, the landowner receives an incentive incoming.

Other players pay an entrance fee (ROND) when they enter the map. The entrance fee is divided 85% to the land ownership, and 15% to the management as a management fee.

<ROND(Token)>

Blockchain	:Polygon(ERC20 base)
Token Name	:ROND Coin
Ticker	:ROND
Max Supply	:1,000,000,000,000 (96% of the supply will be burnt to adjust max supply)

ROND is the game's base currency.

>IMPORTING

ROND coins can be converted to miniRONDs to use in the game. These miniRONDs are the in-game currency used to constitute the entire economy inside the metaverse.

>EXPORTING

miniRONDs will be earned in the game. These miniRONDs can then be exported outside the game when converted to ROND. ROND tokens will be exchangeable on crypto exchanges.

The value of ROND will fluctuate in conjunction with the price of crypto exchanges. Arbitrage trading will be used when converting ROND to miniROND.

As stated, our in-game currency will be miniROND. The entire economy inside our metaverse will be based on this currency.

This means that the game must be balanced, as it brings the economy fully into play. The way in which we will balance and control ROND/miniROND, will be explained in the chapter "<The economy and use of ROND>".

ROND's UTILITY design

·In-game base currency (creates virtual reality like a real economy)

·Can be used for a variety of purposes in the game

How to obtain ROND

ROND is intended to fairly balance the in-game economy.

ROND will be listed on crypto exchanges right before the launch of the game.

Users will be able to obtain ROND in two different ways.

- 1, Purchase through crypto exchanges.
- 2, By earning miniROND through the sale of in-game items to weapon shops and tool shops, and converting those miniRONDs to ROND coins.
- 3, By earning them as rewards for staking MV tokens.

Usage of ROND

·Used to join a mode that can only be joined under certain conditions.

·Used to strengthen and refine base equipment.

·Used to purchase items, base weapons, and armor in the Metaverse

·Used when you want to warp between MAPs to shorten the time.

·Admission to museums and other exhibition venues within the Metaverse

·Used for entrance fees for event participation

·Used for entrance fee when playing the UGC map.

·Used for challenge fees to accept quests.

Etc.

Burning ROND

The ROND coins that are spent in-game, are kept by the operating team. Once the number of coins spent, reaches a certain number, those RONDs will be burnt.

It is decided that 960 billion (960,000,000,000) ROND tokens will be burnt in June 2022.

<The economy and use of ROND>

In GensoKishi, players convert their ROND to miniROND. This miniROND is used to constitute the entire in-game economy.

We have the “miniROND“ to make it easier for us to operate the transactions inside the GensoKishi metaverse. All transactions in-game will be made using miniROND.

On the otherhand, ROND is a real crypto currency that can be exchanged on crypto exchanges.



The "Play and Earn" feature of this game does not allow you to earn ROND by simply playing the game. The system is designed so that those who work with their friends in the game, explore the dungeons, and play correctly in the world of the Metaverse can earn money in the game's economy.

Anyone can earn real income from NFT sales and ROND by acquiring valuable items in the game. Sometimes you can earn unexpected income by acquiring rare items. It's a great joy to accomplish this with your friends. Playing this game will be balanced so that you can earn enough money per month on average to make a living from "Play and Earn" alone.

Specifications of ROND

·In this game, "Play and Earn" is established by selling items (NFTs) obtained in the game's adventures.

·ROND can be earned by selling items obtained from killing monsters or quest rewards in the game.

·The price at which you sell an item to get ROND is determined by arbitrage trading.

Arbitrage trading is a mechanism where the exchange rate of ROND \rightleftharpoons miniROND is determined based on the ROND price on crypt exchanges.

The system navigates the ROND price in all exchanges every 3 hours.

·Spend ROND to enter the map.

This will also use an arbitrage trading system to keep the economy in balance. In addition, we will use dynamic pricing where popular maps will have higher entrance fees. (like an entry limit)

To prevent players from staying too long on the map, ROND will be deducted every hour. For example, 100 ROND, to enter Elrond Castle, then 30 ROND every 20 minutes, etc.

*The initial map will be free, so everyone can play.

<The economics and specifications of base equipment and in-game items>

All items in this game have a fixed number of units in circulation.

For example,

if a player kills a slime and obtains a wooden shield, the system's inventory of wooden shields will decrease by one.

If the player sells it at the weapon shop, the system's inventory of wooden shields will increase by one.

The same goes for consumables. When a player consumes a potion, the system's potion inventory will increase by one.

If a player accumulates too many potions, the system will run out of them, monsters will stop dropping them, and the town's tool shop will run out of them. In this way users will be forced to buy potions in the NFT market, and the price of potions will rise.

We will examine the situation, and if the consumables become too inflated, the management will try to increase the overall amount of potions in circulation.

Note: However, the management will not increase the number of rare items in circulation.

<Trade>

Trading can be done in this game. There are numerous communities in the game where you can trade. Trade is also possible in the metaverse of the game. There is a lot of trading going on in the city and castle squares.

Tradable items: cosplay gear NFT, basic gear, miniROND, Paid items available only at MV, and other in-game items.

* MV and land rights cannot be traded in-game. Trades can be made for items using MV. If a trade is made through this method, a 10% administrative fee will be charged for the transaction.

<Various features of this game>

There is more to this game than just fighting. There are various features and community elements in the game that will keep you busy in the metaverse space.

Spend the wonderful time with online global friends.



Game Mode Introduction

- 3D metaverse space (main function)
 - Raid battles (mode in which dozens of people defeat large bosses)
 - MO mode (party with other players in the lobby and climb the tower)
 - Castle defense battle (mode in which a large number of people defend a castle)
 - Demon King Battle (To test your strength, ask your friends to help you and challenge to what levels of strength of Demon King you can defeat)
 - Item picture book function (a collection picture book of which items from around the world have been acquired)
 - Monster picture book function (collection picture book of defeated monsters that exist in the world)
 - Offline exploration (the ability for characters to go out to explore items even when offline)
 - Festival seasonal events (snow events, cherry blossom viewing, Halloween, Christmas, first sunrise, etc.)
- Etc.

Community Functions Introduction

- Chat, group chat
(pictograms allowed, fixed text allowed)
- Emotion (hundreds of types)
- Friend function
- Party function
- Guild function
- Bulletin boards and message boards
(to give messages to people)
- Blog function
- Mail function
- SNS



<Character growth elements>

Apart from the growth elements of cosplay equipment and base equipment, you can grow your character

through adventures.



Various character raising factors.

Raise your own unique character



- Occupation (16 types in total)
- Level (As you level up, your status becomes stronger. This is the easiest way to see how you grow.)
- Status Assignment (When you level up, you earn status points and can freely assign status)
You can create a character with your unique status.
- Skill trees (Each profession has its skill tree, and by allocating skill points, you can create your unique skill structure.)
- Skill Enhancement (can be enhanced by allocating skill points to each skill)
- Active skills (skills that are only activated by current occupation)
- Skill inheritance (depending on the strength of your character, you can pass on active skills to other occupations)
- Passive skills (once you take these skills, you can use them no matter which profession you change to)
- Quest experience (skill points can be earned by completing quests)

<Closed Alpha and Closed Beta Testing>

To participate in the Closed Alpha and Beta tests, you will need an NFT called a "Closed Testing Ticket". Holders of the "Closed Testing Ticket" will actively be able to participate in both Closed Alpha and Beta tests.

There are three different types of "Closed Testing Ticket" and the NFTs will be distributed according to the conditions below,

Each of these variations of the "Closed Testing Ticket" will grant the holders with different kinds of benefits and special game-effects.

The different types of "Closed Testing Tickets" and how it will be distributed:

- 1) Closed Testing Ticket (Gold) → Gifted to those who have officially staked 22,000MV or more.
- 2) Closed Testing Ticket (Silver) → These NFTs are provided to companies and organizations that are official partners of GensoKishi, and the distribution method will vary according to each company.
- 3) Closed Testing Ticket (Bronze) → The NFTs will be distributed to the public through promotions, campaign giveaways, etc.

The distribution timing of the “Closed Testing Tickets”

Distribution of the various “Closed Testing Tickets” will begin on April 26, 2022.

The first wave of distribution will start with the Closed Testing Tickets (Gold) for those who have staked at least 22,000MV on April 26, 2022.

Definition and Purpose of “Closed Alpha”

The purpose of the Closed Alpha is to test the economic balance of the game (speed of miniROND production), level design (speed of player level-up), and to identify various problems and load test the game server.

Since the main purpose of this test is to test the various types of content rather than to allow people to play the game, the number of maps that will be made available to the public will be quite limited, and only a limited amount of content will be made available.

(Please note that you will only be able to import NFTs that have been distributed so far and play them from the beta version.)

All data for both Closed Alpha and Beta will reset at the end of each test period.

Any in-game assets acquired during the test period cannot be transferred to the live service.

The purpose of the Closed Alpha is to test the various aspects of the game, so it is ideal to have the testers play the game as long as they can. Therefore, the development team will be hosting a special campaign exclusive to the Closed Alpha testers to motivate them to play.

The Special Campaign during the Closed Alpha Period

Campaign Details

All players who participate in the Closed Alpha will receive a limited edition NFT to commemorate their participation in the Closed Alpha.

During the Closed Alpha period, an item called “Alpha Hunter’s Certificate” will drop at a certain probability rate when testers defeat monsters in the game.

Each “Alpha Hunter’s Certificate” will be treated as 1 point.

At the end of the first half and the second half of the Closed Alpha Period, a ranking will be generated based on the number of “Alpha Hunter’s Certificate” collected.

The top 10 and the top 100 testers will receive a limited edition NFT (equivalent to SR) that can only be obtained during the special campaign.

The various “Closed Alpha Ticket” benefits and special game-effects during the participation of the Closed Alpha

Benefit 1: Advantages in earning points for the Closed Alpha Campaign rankings

The “Alpha Hunter’s Certificate” that can be earned throughout the gameplay during the Closed Alpha Campaign is 1 point per possession, but the ultimate number of points will change depending on the type of “Closed Testing Ticket” the tester possess.

At the end of the Closed Alpha Campaign, bonus points will be added to tester’s rank depending on the number of points earned throughout the gameplay and by the type of “Closed Testing Ticket” used to access the Closed Alpha.

•Gold Tickets: the total amount of “Alpha Hunter’s Certificate” earned by the tester will be multiplied by

- Silver Tickets: the total amount of "Alpha Hunter's Certificate" earned by the tester will be multiplied by 1.3.
- Bronze Tickets: the total amount of "Alpha Hunter's Certificate" earned by the tester will be multiplied by 1.0.

Benefit 2: Consideration of similar privileges provided during the Closed Beta Campaign.

As with the Closed Alpha Campaign, we will be considering preferential benefits and special game-effects in the order of "Gold" > "Silver" > "Bronze".

Benefit 3: NFT to be exchanged into a "GensoKishi Fan Club Membership Card."

When the Closed Beta Period is completed, the holders of the "Closed Testing Ticket" NFT for a "GensoKishi Fan Club Membership Card." Each Fan Club membership Card will have a rank appointed.

- Gold Tickets: issued with Rank 3 Fan Club Membership Card.
- Silver Tickets: issued with Rank 2 Fan Club Membership Card.
- Bronze Tickets: issued with Rank 1 Fan Club Membership Card.

About the GensoKishi Fan Club Membership Card and Rank

Holders of the GensoKishi Fan Club Membership Cards will be provided with various benefits and privileges in the game depending on Rank issued. These benefits includes: the ability to purchase exclusive products, lower transfer costs between MAPs, and entry into fan club exclusive dungeons!

Fan Club Membership Card holders with Rank 3 or higher will be able to log in to upcoming pre-release server (pre-release WORLD) to preview the service version upgrades.

This will allow players to experience the upcoming release contents prior to the official release updates.

Features of the GensoKishi Fan Club Membership Card

Fan Club Membership Ranks can be upgraded based on in-game activities and contributions to the service. When players rank up within the game, players will receive a new Fan Club Membership Card with a higher rank, and the previous Fan Club Membership Card can be sold and/or transferred to other players as NFTs.

If a player doesn't own a Fan Club Membership Card, the membership can be obtained by obtaining a Fan Club Membership NFT from an existing member.

What is Pre-release WORLD?

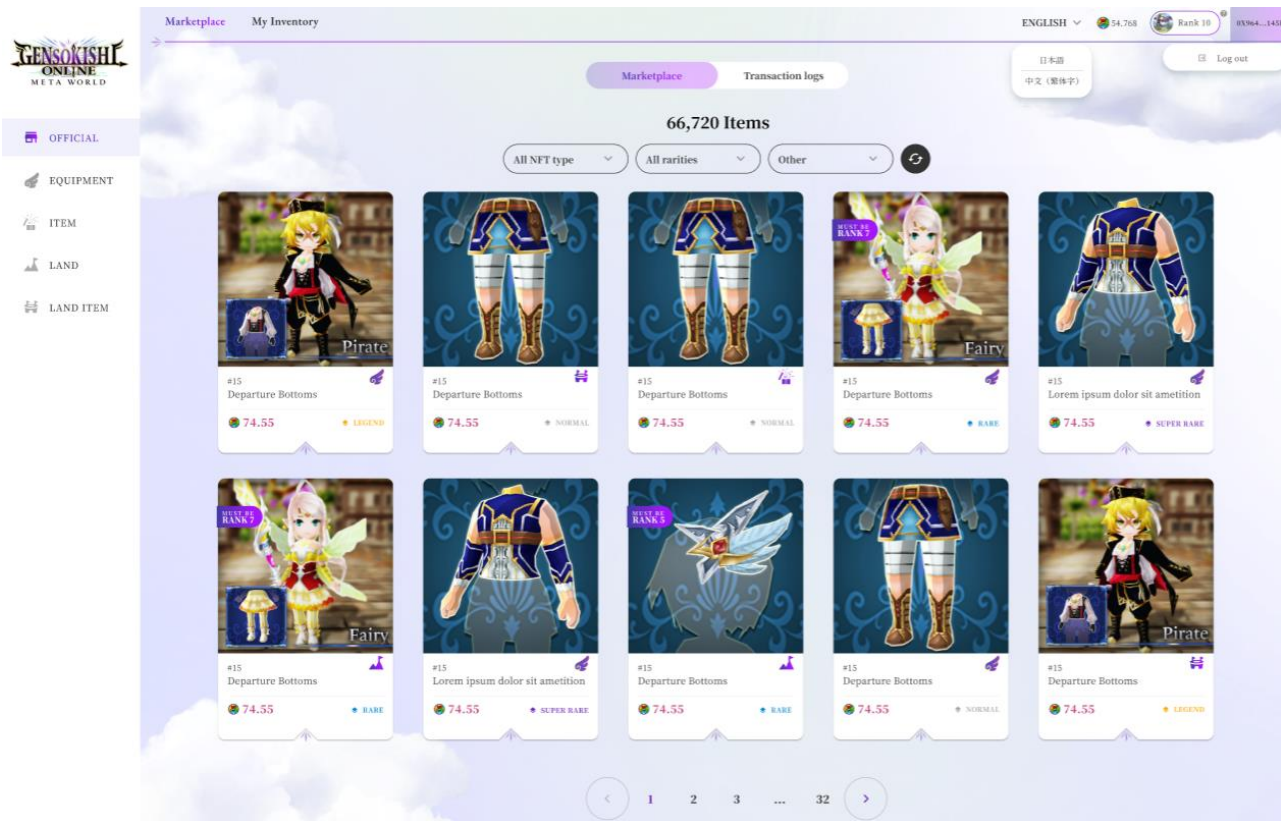
Pre-release WORLD servers allows players to experience new development elements, new maps, and more in advance.

The exclusive access to pre-release WORLD will allow players to try out future updates in advance, and the unreleased game-plays can be used as useful sources of information for Youtube videos and other types of media, as well as to develop "Play and Earn" strategies before the official public launch.

The development team will use the pre-release WORLD as a place to fix minor bugs and utilize as a townhall to receive feedbacks regarding game balance from those who participate.

※ Please be aware that data will not be synchronized between the pre-release server and the official public launch service.

< GensoKishi Marketplace >



What is the GensoKishi Marketplace?

This is a marketplace where players can obtain or sell NFTs of GensoKishi among other players.

How the GensoKishi Marketplace works

Players can freely list their NFTs related to GensoKishi by connecting their wallets.

There will be two methods of selling NFTs: one with a set price (MV) and the other by auction.

In the event of a successful transaction, the seller will be paid 95% of the selling price and will be charged a 5% transaction fee.

About the GensoKishi Marketplace's unique auction rule

The development team would like to encourage players to actively participate in auctions, and therefore will introduce a system that will benefit all players who bid on an item in the auction marketplace.

If a player bids on an item but was overbid by a different player, players who were underbid will receive an auction participation reward. GensoKishi Marketplace's system will distribute 5% of the final bid price amongst the underbidders.

Therefore, even if players do not obtain the item they've bid for, they have a possibility of earning MV.

As with a simple seller listing, 95% of the final bid will be paid to the seller, and 5% will be paid as a transaction fee.

About Staking Rank

For supporters who are staking MV for the development of GensoKishi, we are introducing a rank system where players are ranked based on the amount of MV players stake.

The Official GensoKishi Market will provide exclusive and limited NFTs and other items that will only be offered for players who have reached a certain Staking Rank.

*Since the number of items available will be limited, not all players may be able to purchase them.

Staking ranks will be determined as per the table below:

This rank will be treated as an important indicator when setting up various benefits and privileges, such as priority purchase rights at LAND sales.

Staking Amount	Staking Rank
Over 1,000MV	Rank.1
Over 3,000MV	Rank.2
Over 5,000MV	Rank.3
Over 10,000MV	Rank.4
Over 22,000MV	VIP.5
Over 50,000MV	VIP.6
Over 100,000MV	VIP.7
Over 300,000MV	VIP.8
Over 500,000MV	VIP.9
Over 1,000,000MV	VIP.10

<Chart regarding Closed Testing Tickets>

	Gold	Silver	Bronze
Acquisition Method	Staking amount over 22,000MV	Through Official Partnerships	Other / Giveaway Quota
Fan Club Membership	Rank 3	Rank 2	Rank 1
α Hunter Certificate	2.0 x	1.3 x	1.0 x
β Benefits	unpublished	unpublished	unpublished
Staking Rank	VIP.5 (Rank determined by the amount of staking and not directly related to Gold participation tickets)	-	-
Other Benefits	■Pre-release WORLD preview rights (Members-only pre-release	■Other Benefits	■Other Benefits

	metaverse) ■LAND sales priority rights (If it was VIP.5 or higher) ■Other Benefits		
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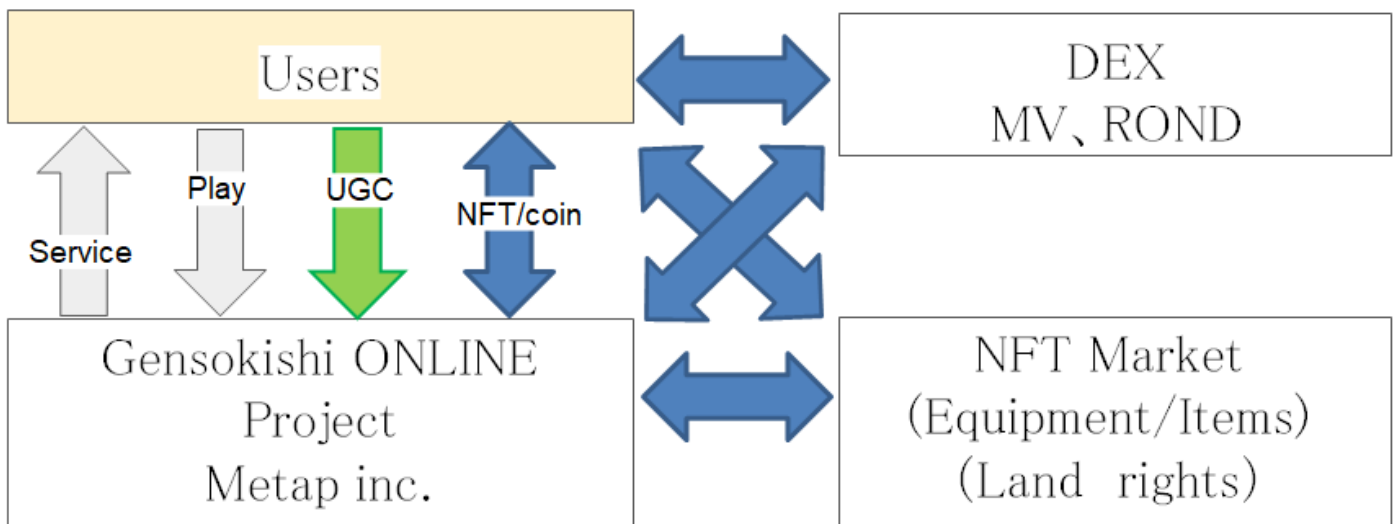
<Collaboration and partnership with celebrities and companies>

In the future, this project will not only be a metaverse created by users through "UGC to Earn", but will also partner with companies, celebrities, manga, and anime from around the world to enter the metaverse space.

The world changes with NFTs made by companies and celebrities.



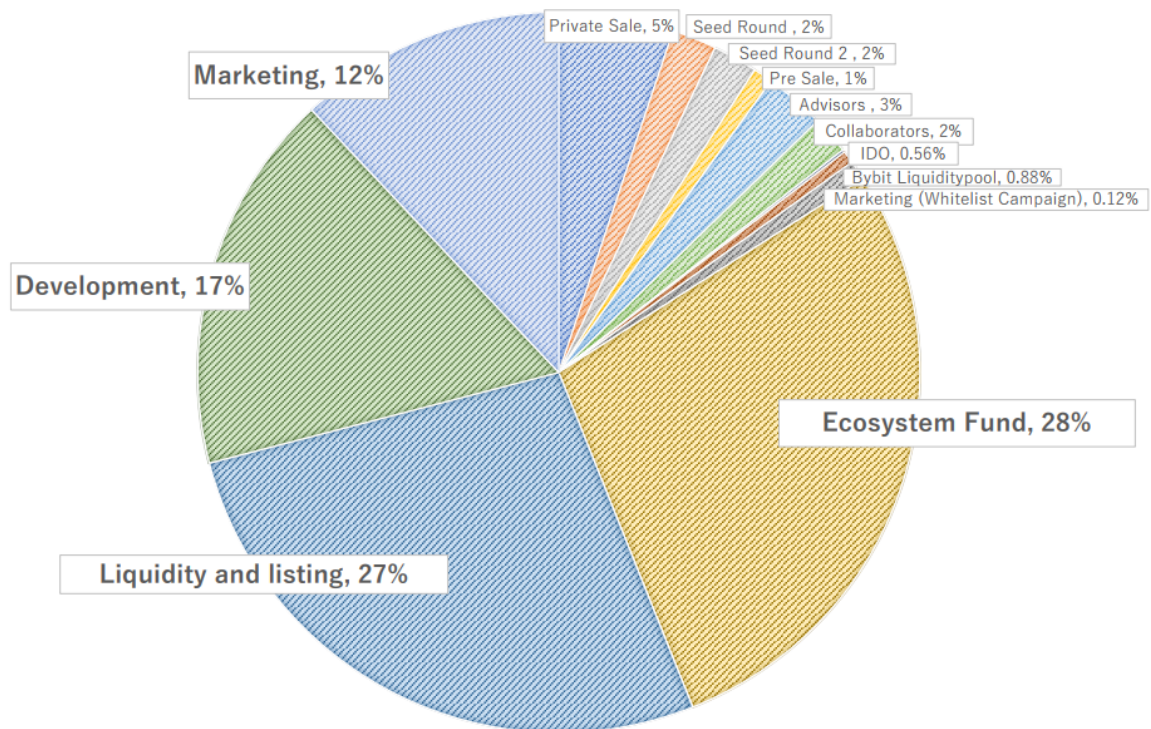
<Project Scheme>



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

<Token Metrics>

Token - Breakdown Total Tokens



<Allocation and Vesting Schedule>

MV owners are subject to a lock-up of the sale under the following conditions
 The first release will be the date of listing on the first virtual currency exchange.

Token - Breakdown							
Token Distribution	Total Tokens	% of Total Supply	Target Raise \$	Cliff (M)	Vesting (&/M)	% Unlock TGE	Token Amount Unlcok TGE
Seed Round	40,000,000.00	2.00%	\$352,000.00	0	49 M (5.9%/3M)	6%	2,360,000.00
Seed Round 2	40,000,000.00	2.00%	\$352,000.00	0	25 M (11.1%/3M)	11%	4,440,000.00
Private Sale	102,640,000.00	5.13%	\$923,760.00	0	25 M (11.1%/3M)	11%	11,393,040.00
Pre Sale	17,460,000.00	0.87%	\$261,900.00	0	25 M (11.1%/3M)	11%	1,938,060.00
Advisors 1	54,000,000.00	2.70%		0	37 (7.7%/3M)	8%	4,158,000.00
Collaborators	33,992,000.00	1.70%		0	7 (33.3%/3M)	33%	11,319,336.00
Marketing (Whitelist Campaign)	2,386,000.00	0.12%		0	0	100%	2,386,000.00
IDO	11,100,000.00	0.56%		0	32 (11.1%/3.5M)	11%	1,232,100.00
Bybit Liquiditypool	17,500,000.00	0.88%		0	0	100%	17,500,000.00
Ecosystem Fund	560,000,000.00	28.00%		0	Released Accordingly		0.00
Liquidity and listing	540,000,000.00	27.00%		0	Released Accordingly		0.00
Development	341,000,000.00	17.05%		0	Released Accordingly		0.00
Marketing	240,000,000.00	12.00%		0	Released Accordingly		0.00
Total Supply	2,000,000,000.00	100.00%				2.84%	56,726,536.00

<Road map>

Event	Date
Official website released to the public	December 1st, 2021(completed)
Official telegram, discord, and Twitter opens	December 1 st , 2021(completed)
IDO(TrustPad, etc)	January, 2022(completed)
MV(Polygon) Listing (Bybit)	January, 2022(completed)
MV(Polygon) Listing (Quickswap)	January, 2022(completed)
1st Cosplay NFT Auction	February, 2022(completed)
MV(ERC20) Listing (Uniswap)	February, 2022(completed)
NFT partnerships with companies, brands, and IPs begin in the metaverse space	February, 2022(completed)
MV(Polygon) Listing (Tier1 CEX: Gate.io & KuCoin)	March, 2022(completed)
Mint all MV tokens and create Vesting Contract	April, 2022
NFT tie-up announcements (Additional collaborators with multiple NFT brands)	April, 2022
MV(ERC20) staking released	April, 2022
Closed alpha test	End of May, 2022
Burn 96% of supply to adjust number of ROND max supply	June, 2022
MV(ERC20) Listing(Tier1 CEX)	June, 2022
2nd Cosplay NFT Auction (NFT tie-up version with brands)	June - August, 2022
GensoKishi Market Place to be released	July, 2022
Closed beta test	July, 2022
Aim to list ROND(Polygon/ERC20) on Tier 1 CEXs	August, 2022
Official Version Release	August, 2022
1st Land NFT Auction	October, 2022
NFT Viewer released	November, 2022
3rd Cosplay NFT Auction (NFT tie-up version with brands)	December, 2022
UGC Cosplay NFT starts	December, 2022
2nd Land NFT Auction	March, 2023

<Board members and partners>



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.



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Japan



polygon



新聞
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<Privacy Policy>

This is the Privacy Policy (“Policy”) of the Gensokishi Project (together with our affiliates and/or subsidiaries from time to time, including Metap Inc., which shall hereinafter be collectively called “GENSO”). You have been directed to this Policy because we are collecting, using or disclosing your personal data. In this Policy, when we use “we”, “us” or “our”, we refer to the company (within GENSO) which is collecting your personal data, or which is operating the website which you are accessing or using. This Policy applies to all personal data that you may provide to us and the personal data we hold about you. By providing us with your personal data or by accessing, using or viewing our websites (including <https://genso.game> (“websites”)), applications, exchanges, wallets, platforms, software, products, services, and the functions or contents therein (including transmitting, caching or storing of any such personal data) (collectively, “Sites”), you shall be deemed to have agreed to each and all the terms, conditions, and notices in this Policy. If you do not agree, please cease use of the Sites and do not provide any personal data to us.

If you are visiting us from Taiwan, this Policy is subject to the Personal Data Protection Act of Taiwan (hereinafter, the “PDDPA”) (last amended Dec 30th, 2015). If you are visiting us from the EU, this Policy complies with the EU General Data Protection Regulation 2016/679 (the “GDPR”). This Policy complies with similar personal data protection principles applicable to foreign government agencies.

1. What personal data is collected

1.1. For the purposes outlined in Clause 2 below, we may collect and process the following information about you when you visit the Sites or use any of our products and services:

(I) Data collected directly from you – This may be done through the Sites, use of our products and services, over the phone, email, or in person when you meet our staff or representative, when you report any problem(s) to us or request any support from us, or when you complete any survey or questionnaire that we send to you. Information that you provide us may include but is not limited to:

- a. your name, employment information, contact information including your (first and last) name, (billing and/or delivery) address, birthdate, email address and telephone number, etc., [in accordance with Article 2 of the PDDPA](#). We need your email address and telephone number so that we may contact you if we have questions or information for you regarding your order or the service that we are providing or will provide to you;
- b. other financial information required to be able to provide you with the products and services, such as credit card information, bank account information, and other personal description necessary to facilitate the same;
- c. if you have an account with us, the preferences and interests stored in such profile or account; and
- d. if you have contacted us, the details of the contact and the contact history.

(II) Data collected by automated means – Various technologies may be used on our Sites and/or products and services. Such technologies may lead to data being collected automatically by us. Such data may include but is not limited to:

- a. technical information, including the Internet protocol (IP) address used to connect your computer to the Internet and your login information, browser type and version, time zone setting, browser plug-in types and versions, operating system, and platform;
- b. information about your visit, including the full Uniform Resource Locators (URLs), clickstream to, through and from the Sites (including date and time), products and services you viewed or searched for, page response times, download errors, length of visits to certain pages, page interaction information (such as scrolling, clicks, and mouse-overs); and
- c. methods used to browse away from the page, and any phone number used to call our customer service

number.

(III) Data collected from third parties – We work with third parties and we may receive information about you from them, for example:

- a. business partners, sub-contractors in technical, payment and delivery services, advertising networks, analytics providers, and search information providers;
- b. blockchain data; and
- c. public databases and credit reference agencies.

2. Uses made of the information

2.1. We may use your personal data for the following purposes, [in accordance with Articles 8 and 9 of the PDPA](#):

- a. providing, improving, and developing the Sites and our products and services;
- b. researching, designing, and launching new features or products and services;
- c. presenting content and information in our Sites in the most effective manner for you and for the device you use;
- d. providing you with alerts, updates, materials or information about our services or other types of information that you requested or signed up to;
- e. enforcing obligations owed to us such as collecting owed payments in any part of the world;
- f. responding or taking part in any claims, actions, or legal proceedings (including but not limited to drafting and reviewing documents, transaction documentation, seeking legal advice, and facilitating dispute resolution) and/or protecting and enforcing our contractual and legal rights and obligations;
- g. complying with legal and regulatory obligations and requirements such as anti-money laundering laws across jurisdictions;
- h. accounting, risk management, compliance and record keeping purposes;
- i. staff training;
- j. communicating with you and responding to your issues, questions, requests or feedback, purposes directly related or incidental to the above;
- k. if you have consented, for the purposes of marketing products and services offered on our Sites; and
- l. matching any personal data held which relates to you for any of the purposes listed herein.

2.2. When using your personal data to contact you for the above purposes, we may contact you via regular mail, fax, email, SMS, telephone or any other electronic means.

2.3. If we need to use your personal data for any other purposes, we will notify you and obtain your consent beforehand, in accordance with the items listed in Article 7 of the PDPA. You will be given the opportunity to withhold or withdraw your consent for the use of your personal data for these other purposes.

3. Disclosure of your information

3.1. We will not sell your personal data to third parties.

3.2. We will keep your personal data we hold confidential, but you agree we may provide your personal data to:

- a. any member of our group, which means our affiliates and subsidiaries as defined in [Article 369-1 and Article 369-3 of the Taiwanese Company Act \(Chapter VI-I\)](#), to allow us to provide the products and services which you have requested;
- b. personnel, agents, advisers, auditors, contractors, financial institutions, and service providers in connection with our operations or provision of the products and services (for example, staff engaged in the fulfilment of your order, the processing of your payment and the provision of support services);
- c. our overseas offices, affiliates, business partners and counterparts (on a need-to-know basis only);
- d. persons or entities under a duty of confidentiality to us;
- e. persons or entities to whom we are required to make disclosure under applicable laws and regulations

in any part of the world;

- f. actual or proposed transferees of our operations (or a substantial part thereof) in any part of the world;
- g. third parties where you have provided us consent and in the situations expressly set out in this Policy; and
- h. our strategic partners and business associates if you have consented to receiving marketing information from us.

3.3. You fully understand and consent that we may transfer your personal data to any location outside of [Taiwan \(R.O.C.\)](#) or the jurisdiction that we operate in for the purposes set out in this paragraph 3. When transferring your personal data outside of [Taiwan \(R.O.C.\)](#) or the jurisdiction that we operate in, we will protect your personal data to a standard comparable to the protection accorded to your personal data under the PDPA or GDPR by ensuring that the recipient is either in a jurisdiction which has comparable data protection laws, or is contractually bound to protect your personal data.

4. Storage and retention of your information

4.1 We only retain personal data for so long as it is necessary, which may be archived as long as the purpose for which the said data was used still exists. We will cease to retain your personal data, or remove the means by which the data can be associated with you, as soon as it is reasonable to assume that such retention no longer serves the purpose for which the personal data was collected, and is no longer necessary for legal or business purposes.

4.2 We may store and process all or part of your personal and transactional information, including certain payment information, such as your encrypted bank account and/or routing numbers, in [Taiwan \(R.O.C.\)](#) and elsewhere in the world where our facilities or our service providers are located. We protect your personal information by maintaining physical, electronic, and procedural safeguards in compliance with the applicable laws and regulations.

5. Use of Cookies

5.1. Our website uses cookies to distinguish you from other users of our websites. This helps us to provide you with a good experience when you browse our websites and also allows us to improve our websites.

5.2. A cookie is a small file of letters and numbers that we store on your browser or the hard drive of your computer if you agree to the use of cookies. Cookies contain information that is transferred to your computer's hard drive.

5.3. We use persistent cookies and session cookies. A persistent cookie stays in your browser and will be read by us when you return to our websites or a partner site that uses our services. Session cookies only last for as long as the session (usually the current visit to a website or a browser session). All web-browsers offer the option to refuse any cookie, and if you refuse our cookie then we do not gather any information on that visitor.

5.4. We use the following cookies:

- a. Strictly necessary cookies – These are cookies that are required for the operation of our websites. They include, for example, cookies that enable you to log into secure areas of our websites, use a shopping cart or make use of e-billing services.
- b. Analytical/performance cookies – They allow us to recognize and count the number of visitors and to see how visitors move around our websites when they are using it. This helps us to improve the way our websites work, for example, by ensuring that users are finding what they are looking for easily.
- c. Functionality cookies – These are used to recognize you when you return to our websites. This enables us to personalize our content for you, greet you by name and remember your preferences (for example, your choice of language or region).
- d. Targeting cookies – These cookies record your visit to our websites, the pages you have visited and the links you have followed. We will use this information to make our websites and the information displayed on it more relevant to your interests.
- e. You can block cookies by activating the setting on your browser that allows you to refuse the setting of

all or some cookies. However, if you do so, you may not be able to access all or parts of our websites.

- f. We may use third-party web services on our websites. The service providers that administer these services use technologies such as cookies (which are likely to be analytical/performance cookies or targeting cookies), web server logs and web beacons to help us analyze how visitors use our websites and make the information displayed on it more relevant to your interests. The information collected through these means (including IP addresses) is disclosed to these service providers. These analytics services may use the data collected to contextualize and personalize the marketing materials of their own advertising network.

6. Third-party sites

Our Sites or our communications with you may from time to time contain links to third-party websites over which we have no control. If you follow a link to any of these websites, please note that they have their own practices and policies. We encourage you to read the privacy policies or statements of these websites understand your rights. We accept no responsibility or liability for any practices of third-party websites.

7. Security

7.1. All information you provide to us is stored on our secure servers.

7.2. Any payment transactions will be encrypted using TLS/SSL technology.

7.3. Where we have given you (or where you have chosen) a password that enables you to access certain parts of the Sites, you are responsible for keeping this password confidential. We ask you not to share a password with anyone.

7.4. We restrict access to personal information to our employees, service providers, agents, representatives, and contractors on a strictly need-to-know basis and ensure that those persons are subject to contractual confidentiality obligations.

7.5. We review our information collection, storage, and processing practices from time to time to guard against unauthorized access, processing, or use.

7.6. Please note, however, that the transmission of information via the Internet is not completely secure. Although we will do our best to protect your personal data, we cannot guarantee the security of your data transmitted to the Sites. Any transmission is at your own risk. We recommend that you change your passwords often, use a combination of letters and numbers, and ensure that you use a secure browser.

7.7 If applicable, you undertake to keep your username and password secure and confidential and shall not disclose or permit it to be disclosed to any unauthorized person, and to inform us as soon as reasonably practicable if you know or suspect that someone else knows your username and password or believe the confidentiality of your username and password has been lost, stolen or compromised in any way or that actual or possible unauthorized transactions have taken place. We are not liable for any damages resulting from any security breaches, on unauthorized and/or fraudulent use of your username and password.

8. GDPR

8.1 For individuals who are located in the European Economic Area, United Kingdom or Switzerland at the time their personal data is collected, we rely on legal bases for processing your information under Article 6 of the GDPR. We generally only process your data where we are legally required to, where processing is necessary to perform any contracts we entered with you (or to take steps at your request prior to entering into a contract with you), for our legitimate interests to operate our business or to protect our or your, property, rights, or safety, or where we have obtained your consent to do so.

8.2 When processing your personal data as set out in this Policy, as we are located in various countries throughout the world, it will have been transferred outside the EU. However, if your personal data is originally collected from within the EU, it will only be transferred on one of the following bases: a. the country that we send the personal data to is approved by the European Commission as providing an adequate level of protection for personal data; or b. you have explicitly consented to the same. To find out more about

international transfers by us of your personal data and the countries concerned, please contact our Data Protection Officer.

9 Your rights

9.1 If you have any questions, comments, or requests regarding the processing of your personal data or about this Policy, if you do not accept the Policy, if you wish to withdraw any consent you have given us at any time, or if you wish to update or have access to your personal data, please contact us at:

Email: info@genso.game

Attention it to the “Data Privacy Officer”

Office address: Levels 18, No. 206, Sec. 1, Keelung Rd., Xinyi Dist., Taipei City 11071

9.2. Your rights under the PDPA are the following, in accordance with the terms listed in Article 3 of the PDPA:

- a. check whether we hold personal data about you;
- b. access any personal data we hold about you; and
- c. require us to correct any inaccuracy or error in any personal data we hold about you.

9.3 Your rights under the GDPR are the following:

- a. To obtain access to, and copies of, the personal data that we hold about you;
- b. To require that we cease processing your personal data if the processing is causing you damage or distress;
- c. To require us not to send you marketing communications;
- d. To require us to erase your personal data;
- e. To require us to restrict our data processing activities;
- f. To receive from us the personal data we hold about you which you have provided to us, in a reasonable format specified by you, including for the purpose of you transmitting that personal data to another data controller; and
- g. To require us to correct the personal data we hold about you if it is incorrect. Please note that the above rights are not absolute, and we may be entitled to refuse requests where exceptions apply. If you are located in Europe, to find out more about your rights please refer to the EU regulator in the place where you are located (in the EU). If you have any questions about how we use your personal data, or you wish to exercise any of the rights set out above, please contact our Data Protection Officer.

9.4. Any request under Clause 9.2 and 9.3 may be subject to a small administrative fee to meet our cost in processing your request.

9.5 All requests for correction or for access to your personal data must be in writing. We will endeavour to respond to you request within 30 days, and if that is not possible, we will inform you of the time by which we will do so.

9.6 We may be prevented by law from complying with any request that you may make. We may also decline any request that you may make if the law permits us to do so.

9.7 In many circumstances, we need to use your personal data in order for us to provide you with products and services which you require or have requested. If you do not provide us with the required personal data, or if you do not accept the Policy or withdraw your consent to our use and/or disclosure of your personal data for these purposes, it may not be possible for us to continue to serve you or provide you with the products and services that you require or have requested.

10. Changes to our Policy

We may amend this Policy from time to time by posting the updated policy on our Sites. By continuing to use our Sites and products and services after the changes come into effect means that you agree to be bound by the revised policy.

11. Languages

In case of discrepancies between the English and other language versions of this policy, the English version shall prevail.

12. General Disclaimer and Limitation of Liability

12.1 To the maximum extent permitted by law, we shall not be liable in any event for any special, exemplary, punitive, indirect, incidental, or consequential damages of any kind or for any loss of reputation or goodwill, whether based in contract, tort (including negligence), equity, strict liability, statute or otherwise, suffered as a result of unauthorized or unintended use, access or disclosure of your personal data.

12.2 Our total aggregate liability to you (if any) for any individual claim or series of connected claims for losses, costs, liabilities or expenses which you may suffer arising out of, or in connection with, any breach of this Policy by GENSO shall be limited to a maximum aggregate value of the combined value of the Digital Currency and E-Money on deposit in your E-Money Wallet and your Digital Currency Wallet at the time of the relevant claim (kindly refer to the User Agreement for definitions of these terms). Where we are considering a specific claim relating to a specific transaction this sum shall be further limited to the purchase / sale amount (as relevant) of the transaction in dispute. We shall not be liable where the said liability has arisen from your negligence, gross negligence or fraud.

12.3 Any dispute, controversy, difference or claim arising out of, relating to, or in connection with this contract, or the breach, termination or invalidity thereof, shall be finally settled by arbitration referred to the Chinese Arbitration Association, Taipei in accordance with the Association's arbitration rules. The Seat of arbitration shall be Taipei, Taiwan. The language of arbitration shall be English. The arbitral award shall be final and binding upon both parties.

<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.

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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;



Thank you for reading to the end.