GENSOKISHI ONLINE
META WORLD

Metaverse
×
GameFi Project

This is a GameFi version of the game "Gensokishi ONLINE" which awarded as 「Game of the year 2012 Gold Medal」 at Taiwan.

It builds an eco-system of virtual world on blockchain.

A game of WEB3.0 × Metaverse

We aim for building a Metaverse world that far beyond the real world, and let it keep spreading.

GameFi's first

"Free to Play", "Play to Earn" and "UGC to Earn"

elements are realized.

Our future vision is to expand the economic sphere as a platform for metaverse such as;

CtoC for individuals and companies to manufacture and sell equipment

CtoC production and placement of NPCs (e.g., townspeople) and monster characters

Sell rights of land (plot of land)

Construction and configuration of building elements on the land

Companies and manufacturers enter the CtoC market.

For this project, the server will run on a centralized system.

This specification is for a system that can run 3D performance comfortably and inexpensively.

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.

＜Gensokishi Online　-META WORLD-＞

Chinese characters　：元素騎士 Online -META WORLD-
English characters　：Gensokishi Online -META WORLD-

＜Definition of words＞

This game　　　：Gensokishi Online ～META WORLD～
User　　　　　：Target customers of this game
Player　　　　：Players in the game who are logged in and playing this game in real time.
NPC　　　　　：Stands for Non Player Character, which is AI characters operated by computers
　　　　　　　　Townspeople, castle mercenaries, weapon shop owners, tool shop owners, etc.

何謂元素騎士ONLINE？

３ＤMMORPG「エレメンタルナイツオンライン(Elemental Knights)」的中文版

「2012年 台灣Game Star Award」金牌獎
　在2012年最賣座的手遊

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 **13 years**
from the launching. A master piece 3DMMORPG

The history of Elemental Knights

- English ver. & Japanese ver. Global Release
- Multi platform of Smart Phone × Feature Phone x Consumer Game
- Over 8M download totally.

2008

Feature Phone

2011年

Smart Phone

2018

Switch・PS4

The features of Elemental Knights

The magnificent world spreads,
Open Field RPG

Large update!!
EKO "R" implementation!!

Chat anytime, anywhere

Let's talk with all of you !

Customize status and skills !!

Let's train and play the strongest character of yourself !!

Over 10,000 kinds of equipments with different appearance and effect !!

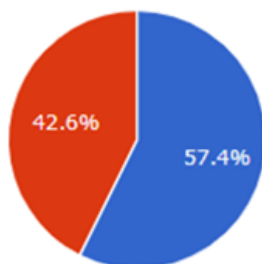Customize equipments for your own costume !!

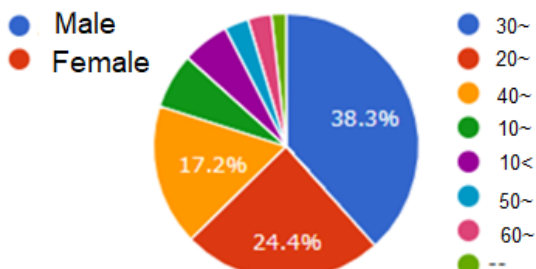# Analysis of Elemental Knights

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

- Male
- Female

42.6%

57.4%

Age

- 30~
- 20~
- 40~
- 10~
- 10<
- 50~
- 60~
- --

38.3%

17.2%

24.4%

Players

About **25K** players/month

In-game message opened

80K times daily.

Official Twitter followers

16K （2020/8/25）

And now, the year 2022···

Gensokishi ONLINE
~META WORLD ~

＜Roadmap to Metaverse＞

① Realize a blockchain & NFT economic zone in the MMORPG world

Production, sales, distribution, and monetary mechanisms for items, in-game virtual currency, characters, etc.

↓

② The rights of the virtual world are gradually transferred to NFT.

Realization of UGC, NFT of various rights to land, buildings, and details of virtual space.

↓

③ Migration of centralized system to DApps.

Complete DAO (Decentralized Autonomous Organization) by moving a major part of the metaverse world building to the blockchain.

＜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/gensometaesp
Twitter Community	：	https://twitter.com/genso_meta
Discord	：	https://discord.gg/gensometa
Line	：	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) ※Support for multiple chains in the future
Wallet	：	MetaMask
NFT Market	：	OpenSea
Virtual Currency Exchange	：	Uniswap, Quickswap, Sushiswap, Pancakeswap
		TrustPad, ChainBoost

＜How to start game＞

Game start by Facebook ID verification, Twitter ID verification, Wechat ID verification, Google ID verification, LINE ID verification

In this game, it is important to have many players in the metaverse space at the same time.
For example, if having a wallet or a paid character is a condition for participation, the number of players will drastically decrease.
In order to avoid such a situation, registration with ID verification, which is a low hurdle, has been adopted.

About necessity of MetaMask

This game can be played even by beginner users of virtual currency.
You can earn ROND, the in-game virtual currency, through normal play and play without registering MetaMask.
MetaMask is required to be linked to NFT, virtual currency MV, and ROND for IMPORT and EXPORT.
At this time, for the virtual currency beginners, we are going to explain "What is MetaMask? and add an explanation so that the user can understand the overview of virtual currency.

＜**Monetize Point**＞

The monetize point is very important to expand this project, as it is the source of funding for the operation.
　・NFT sales (fashionable equipment, land sales)
　・Sell MV on virtual currency exchanges
　・Holding value of MV
　・Holding value of ROND
　・Holding value of land
　・Purchase of consumable items (special paid items only available by MV, consumable items that can be purchased in-game with ROND)
　・In-game consumption of ROND
　・Management fee for users to create and provide fashionable equipment in UGC.
　・Management fee for providing user maps in UGC and earning land revenue.

＜**Design of FT token**＞

This project issues two types as below;
　・MV　(Main currency. Tokens with UTILITY properties for configuring the metaverse.)
　・ROND　(In-game base currency that constitutes the in-game economy, and works like Stable Coin.)

＜**Design of NFT**＞

There are various NFTs in this game.
・ **Fashionable equipment NFT**
 Not only dressing up the appearance, but also improving the status, unlocking special skills, etc.
 It is the most important NFT in this project with the ability.
・ **Basic equipment NFT**
 Equipment that enhances the character's abilities with NFT that can be obtained in the game.
 All basic equipment in this game has a maximum number of offered quantity, and some rare basic equipment will be very valuable NFTs.
・ **NFT of in-game items**
 Various in-game items such as potions that restore physical strength and items that strengthen stats for a certain period of time will be in the game.
 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 own original map, which is unique in the world.
 Those who have LAND NFT can create maps and monsters with MOD (modification).
 You can also design all monster drop items and monster strengths.
 This 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 at 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.

＜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. MV 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 so that it is not affected by ROND.

UTILITY design of MV

・Function to buy fashionable equipment at a discount price

・The right to power up your fashionable equipment

・Function to buy various paid items of various sizes at MV exclusive prices (these items are used to competitively advance 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 fashionable equipment (UGC function)

　(Only for those who have staked out a certain number of MV)

　*Update support after service release

・The right to purchase the rights to create lands, monsters, and NPC at a discount

・Fees used for in-game trading

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

The MV paid items are items that can be used to competitively advance the game.

（Recovery potion, experience increase item, etc.）

MV exclusive items are offered in root boxes, giving players access to a variety of game advantageous items.

There is a low probability that some very rare and valuable items will appear in the root box.

Rootboxes can be purchased with a small amount of MV, so even users with a small amount of MV can play.

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 fashionable equipment and equipment items.
Release jar	Unlock Fashionable Equipment Synthesis.
Yellow Candy	Restores 10 HP every 10 seconds. Duration of effect is 15 minutes.
Blue Candy	Restores 5 MP every 10 seconds. Duration of 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 doubles 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 doubles it, lasts for 1 hour.
Charge Hammer	A magical hammer that can charge elemental power into fashionable 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.
Large bottle of life L	Increases maximum HP by 50 and doubles it, lasts for 1 hour.
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 doubles 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 plus +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.

＜About MV Staking＞

This will be handled in an update after the game releases.

MV will be able to be staked.

Staking is established by simply importing MVs into this game.

There is no recurring deposit period.

When you stake MVs, you will receive ROND according to the amount you deposited.

The interest rate of ROND will increase if the number of MVs you deposit is not enough to meet the operation's needs, and will decrease if the number of MVs you deposit is enough to meet the operation's needs.

There are also some UTILITY features of MVs that cannot be activated without staking.

＜About the function of fashionable equipment NFT＞

One of the most important NFTs in this game is called fashionable equipment.

Fashionable equipment has a variety of functions, and by combining them using MVs, you can achieve a variety of effects.

Fashionable 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 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 fashionable 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.

・Fashionable equipment enhancement
    └   If you use the leftover fashion items as materials, you can improve the ability of the fashion items themselves.
・Main fashionable equipment and sub fashionable 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 fashionable does not affect appearance.
    └   A maximum of 10 sub fashionable items can be attached to a single part.
・Fashionable appearance
    └   Since the main fashionable equipment is often chosen for its performance, you can set a fashionable equipment of your choice in a separate "appearance only" slot.
・Fashionable 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.
・Fashionable 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.
・Fashionable rental function
    └ You can rent your fashionable items to other players. (For more information, please refer to "About the Scholarship System.")
・The ability to Burn fashionable equipment to power up other fashionable equipment.
    └By combining fashionable equipment, you can enhance the original fashionable equipment.
・Ability to dress NPCs in the Metaverse space in your own fashion.

＜About fashionable equipment NFT scholarship program＞

Fashionable equipment can be rented to other players.

Rentals can be made to any number of people as long as you have fashionable equipment.

Fashionable equipment is expensive and limited in number, so it may not be available for purchase.

Players who cannot afford to buy them can borrow them from other players and play with them.

The player who rents the fashionable equipment must pay the lender a predetermined percentage of the reward earned for the rental period.

The owner can earn a lot of money by renting out the fashionable equipment to multiple users without having to play it himself.

The player who borrows the equipment can play with a stronger character for a fee paid to the owner. By playing with a stronger character, you will be able to earn more money in the game.

One character can have 7 parts of fashionable equipment.

A character who rents all seven parts of fashionable equipment must distribute the seven parts to the owner of the rental source.

The rented fashionable items can be collected when the owner wants to collect them.

The renter, on the other hand, cannot return the item for the minimum rental period.

＜About the sale of fashionable equipment NFT＞

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

Fashionable equipment not only looks gorgeous, but also has a variety of functions.
The function of fashionable equipment will be explained later.

Fashionable equipment will be sold in the NFT Market in auction format.
The virtual currency to be purchased is USDT.
　*USDT is a staple coin fixed at 1 USDT = 1 USD.

Sales will be held periodically, season 1 and season 2, with limited fashionable equipment 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.
Depending on the rarity of the NFTs purchased, MVs will be distributed.
The chain of fashionable equipment NFTs is Polygon.

＜Protection of NFT Property＞

The fact that this game is not a DApps may make Blockchain users 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.

＜About NFTs for base equipment and in-game items＞

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

GENSOKISHI ONLINE META WORLD — 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 to Earn" element of the game.

＜About IMPORT and EXPORT of NFTs and tokens＞

This game is not DApps at the initial stage.
Therefore, the game runs on its own server and program.
When you take fashionable equipment, MV-specific paid items, and base equipment acquired from ROND, MV, and adventures out of the game, you can EXPORT the NFT data and put it in your wallet.

  Wallet   ：MetaMask
  Chain   ：Polygon
  Gas fee   ：MATIC
are needed.

Similarly, when you IMPORT, the NFTs are 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.
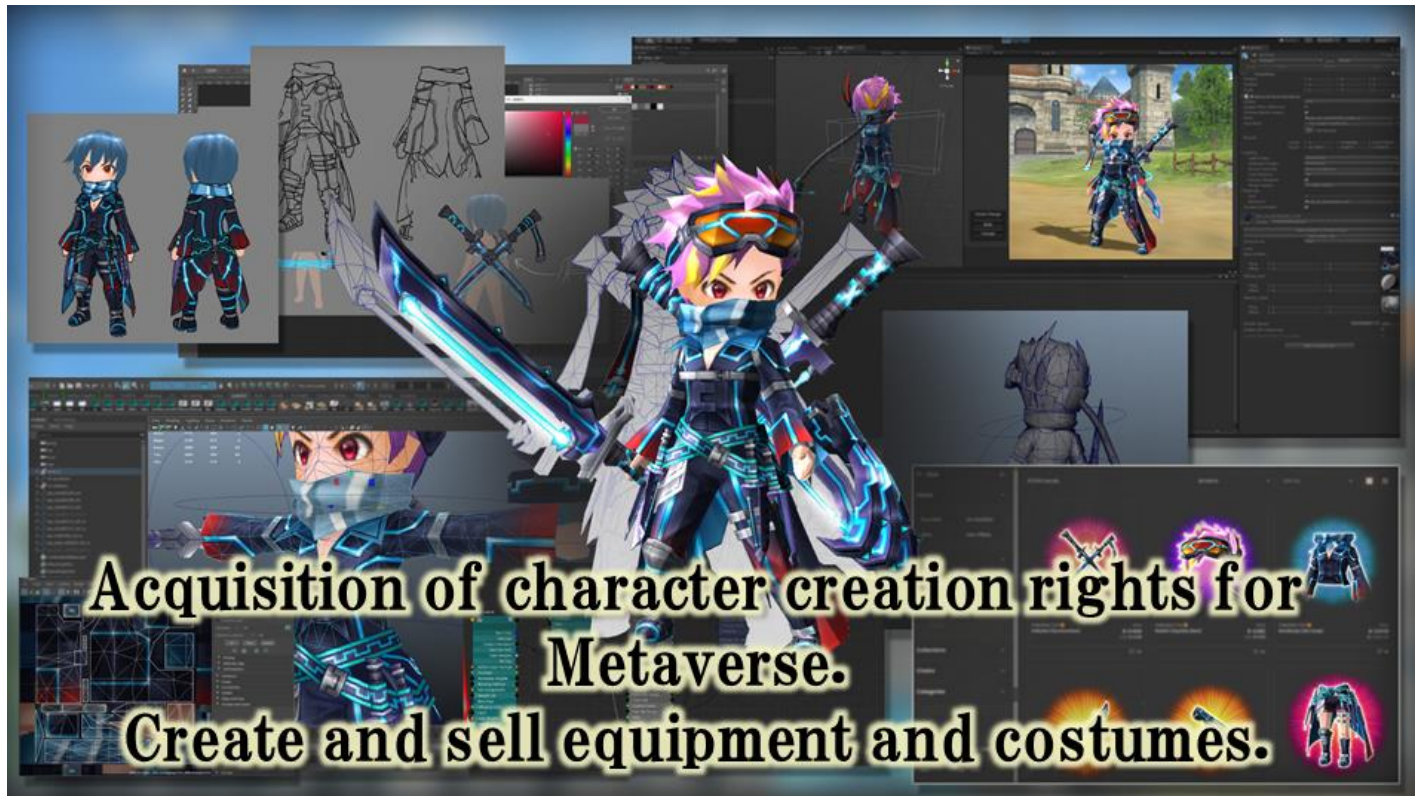*Supplement information about fashionable equipment NFT
  When the operation sells fashionable equipment NFTs in the form of auctions, it will be sold as a set of full-body equipment,
  but when users EXPORT fashionable equipment to NFTs, they will be converted to NFTs by the parts of the fashionable parts.
In the future, we will also offer fashionable 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 of the UGC fashionable equipment＞

This is a feature that will be updated in the future.

UGC (User Generated Contents) allows users to create and sell fashionable equipment.

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.

The fee will be set in the NFT contract.

The process of creating fashionable equipment for UGC

Users submit the original data of the fashionable equipment to the management.

At this time, the parameters of the fashionable equipment are randomly determined.

Add parameter numbers that can be enhanced if desired.　Guaranteed by MV.

　　　↓

The operation checks and sets parameters.

　　　↓

The operation will convert the data to NFT and return it to the users.

＜**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 own unique map by purchasing "land parcels".

Lands will be sold in an auction format.

Information about which region's lands will be sold will be released in advance on the official website and community, and an auction will be held.

Only users who have been staking MVs for a certain period of time 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).

Monster drop items and monster strength can also be set by users.

At this time, drop items will be NFT items possessed 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 earned the right to land will be connected to the VIP hotline with the management.

　・Open a Telegram to communicate directly with the management.

　・Provision of development environment for 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 land owner 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 Change Process

The land owner creates the map in the development environment and submits it to the management for production.

    ↓

Checked by the management, if there is anything need to be fixed, the application will be returned to the user.

    ↓

If passed, it will be reflected in the game.

Maps will not be created from scratch, but will be modified from the original data.

For example, a user who takes ownership of a map of 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 this game, a "plot of land" in virtual space is called a Land.

A Land is a 2000 x 2000 section within a world.

Lands can be owned in plots.

The land is connected to the other lands by a square image.

Lands are the rules for owning a plot. Users can create free-form maps within Lands.

The map does not have to be square.

Land Specifications

Each land is connected by four gates, and you must always create four gates to move to adjacent lands in the east, west, south, and north. Gates do not have to be placed in the east, west, north, south, or west corners of the map. In other words, as long as you build four gates, you can build them anywhere.

To get to and from the neighboring land, you pass 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 so by purchasing NPCs with MV.

NPC dialogue, appearance, and gender can be freely set.

The costumes worn by NPCs can be obtained from the NFT to dress them.

In Land, you can freely set the placement of monsters.

The monsters that placed can be purchased with MV.

The items that monsters drop can be obtained from NFTs and given to the monsters.

Prevention of Neighborhood Problems

If a gate in a 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 fashionable equipment NFT.

About the income you can earn by land

When other players play on a land, the land owner receives an incentive.

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）＞

Symbol	：Polygon(ERC20 base)
Currency Name	：ROND Coin
Symbol Name	：ROND
Total number of issues	：1,000,000,000,000

ROND is the game's base currency (in-game money).

The entire economy in the game is made up of ROND.

ROND is like a Stable token, which serves to exchange the ROND earned in the game on virtual currency exchanges.

The value of ROND will change in-game in conjunction with the price of the virtual currency exchange, and arbitrage trading will be used to buy and sell items in the game's weapon shop.

Turning in-game currency into tokens means creating an economy out of in-game currency.

This means that the game will have to be balanced, as it will completely bring the economy into the game. As for how to control ROND, that is 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 DEX just before the launch of the service.

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

1. Purchase at DEX
2. Earn ROND by selling in-game items to NPC weapon shops and tool shops.

Usage of ROND

・Used to purchase in-game items, base weapons, and armor.

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

・Used to strengthen and refine base equipment.

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

・Used for entrance fees for event participation

・Used for entrance fee when playing the UGC map.

・Used for challenge fees to accept quests.

Etc.

Burn of ROND

RONDs used for various purposes as described above will be retained by the management after use, and will be burned when it's reached to a certain number.

＜The economy and use of ROND＞

This game will use ROND to circulate the in-game economy.

ROND can be exchanged at DEX (virtual currency exchange), making it a real virtual currency.

The "Play to 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 to Earn" alone.

Specifications of ROND

・In this game, "Play to 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.
  For example, the process goes like this;

The system checks the ROND market price on the virtual currency exchange every three hours every day.
  For example, if you sell an iron sword to an arms dealer, the price today is 100 ROND.
       ↓
  The next day, the market price of ROND rose tenfold on the DEX.
       ↓
  Iron sword is sold to a weapon shop for 10 ROND today.
  Such a market price adjustment will be implemented.
  If the ROND is lowered, the number of RONDs will be increased when selling the item to a tool shop in town. (To balance the price)

If ROND has increased, the number of ROND will decrease when you sell an item to a tool shop in town.

・Spend ROND to enter the map.

This will also employ an arbitrage trade system to keep the economy balanced.

In addition, we will use dynamic pricing, where popular maps will have higher entrance fees. (like an admission limit)

To prevent people from staying on the map too long, ROND will be deducted every hour.

For example, 100 ROND to enter Elrond Castle, 30 ROND every 20 minutes thereafter, etc.

*The initial map will be free to enter so that anyone 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 uses (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.

Then 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 amount of rare items in circulation.

＜Trade＞

Trade can be conducted within this game.

There are numerous communities in the game, where you can trade.

Trade is also possible within the metaverse space of the game. There is a lot of trade going on in the city and castle squares.

Tradable items: Fashionable Equipment NFT, Base Equipment, ROND, Paid Items available only in MV, and other in-game items.

*MV and Land Rights cannot be traded in-game.

Trades can be exchanged for objects with MV.

If a trade is made using this method, a 10% administration fee will be charged for the operation.

＜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.

Game Mode Introduction

・3D metaverse space (main function)
・Raid battles (mode in which dozens of people defeat a 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 fashionable equipment and base equipment, you can grow your character through adventures.

・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 own unique status.

・Skill trees (Each profession has its own skill tree, and by allocating skill points, you can create your own 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)

＜About Closed Alpha Test and Closed Beta Test＞

Only users who own MV will be able to participate in the closed alpha and closed beta test of this project.

Closed alpha test and closed beta test specifications

・Data from the test will be reset at the end of the period. Data obtained during the period will not be carried over to actual game.

・At the end of the test, you will be given RONDs that you can use in actual game, depending on your participation in the test and how much you have grown during the test.

・At the end of the test, special limited edition equipment will be given out that can be brought into actual game depending on your participation in the test and your level of growth during the test.

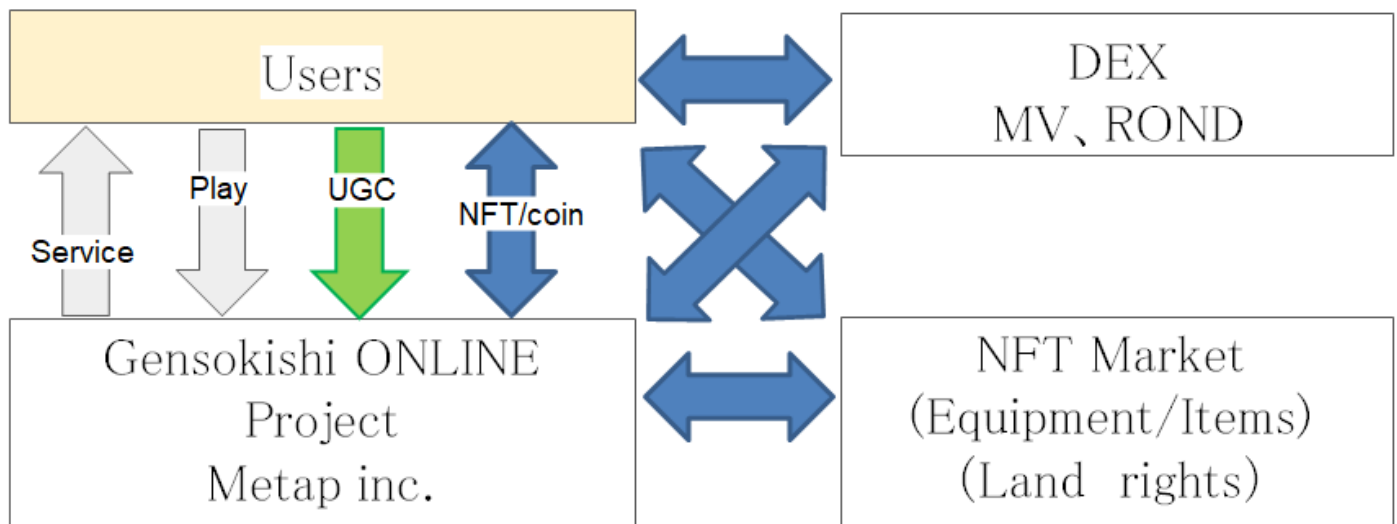## ＜Collaboration and partnership with celebrities and companies＞

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.

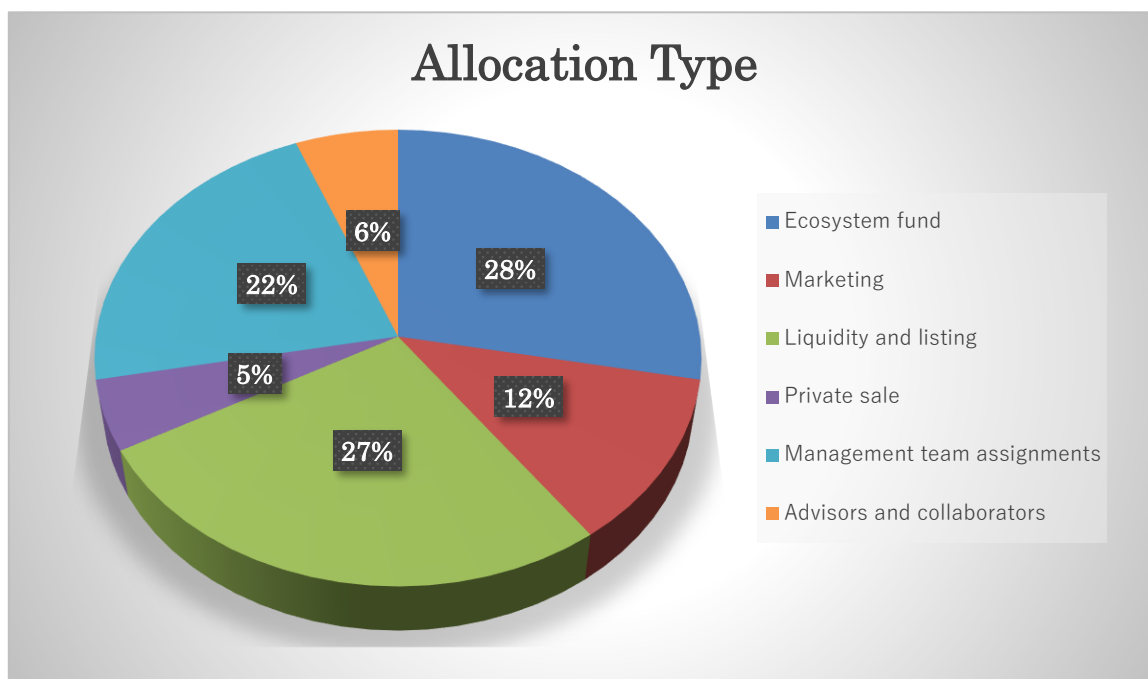The world changes with NFTs made by companies and celebrities.

＜Project Scheme＞

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

＜**Allocation MAP of MV**＞

Allocation Type

Allocation Type	Token	%	About
Ecosystem fund	560,000,000	28%	Inventory to provide liquidity for trading and selling.
Marketing	240,000,000	12%	
Liquidity and listing	540,000,000	27%	
Private sale	100,000,000	5%	
Management team assignments	440,000,000	22%	
Advisors and collaborators	120,000,000	6%	
total	2,000,000,000	100%	

＜**About MV lockup**＞

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.

* However, if you want to provide liquidity for MV, please do so after the first listing on a virtual currency exchange.

Target	Lockup terms	Release cycle	Release amount
Private sale	24 months	3 months	Released in 9 installments of 1/9 each
IDO	28 months	3.5 months	Released in 9 installments of 1/9 each
Advisor	36 months	3 months	Released in 13 installments of 1/13 each
Management	48 months ※Release one month later than private sale, advisor, promotion staff	3 months	Released in 17 installments of 1/17 each.
Promotion staff	6 months	3 months	Released in 3 installments of 1/3 each
Other owners	None	None	None

＜Road map＞

Official website open to the public	**December 1st, 2021**
Official telegram, discord, and Twitter open	December 1st, 2021
IDO（TrustPad, etc）	January, 2022
MV Listing (Uniswap, Quickswap, Sushiswap)	**January, 2022**
1st Fashionable Equipment NFT Auction	January, 2022
Closed alpha test	**May, 2022**
2nd Fashionable Equipment NFT Auction	May, 2022
Closed beta test	June, 2022
3rd Fashionable Equipment NFT Auction	June, 2022
Official Version Release	**August, 2022**
ROND Listing（Uniswap,Quickswap,Sushiswap）	September, 2022
1st Rand NFT Auction	October, 2022
NFT Viewer release	November, 2022
UGC Fashionable Equipment NFT starts	December, 2022
NFT partnerships for companies, brands, and IPs begin in the metaverse space	February, 2023
2nd Rand 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.

COINTELEGRAPH Japan

polygon

區塊客 blockcast.it

金連新聞 www.abmedia.io

＜Privacy Policy＞

This is the Privacy Policy ("Policy") of 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 "**PDPA**") (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 PDPA. 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. 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) (ii) Changes in political, social, economic and stock or cryptocurrency market conditions, and the regulatory environment;

(iii) (iii) The risk that Gensokishi Online -META WORLD- may be unable or execute or implement its respective

business strategies and future plans;

(iv) (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 it to/till the end.