**Earth 2 - Resource Validation Rewards, Auto-Validation + Responding to Random Discord Comments**

Shane Isaac:  
  
“Hey guys hope you're doing well and that you have been keeping safe welcome back to another candid video where I just share various thoughts on some of the things that are presently happening inside of earth 2. the first thing that I wanted to talk about quickly is the resource validation system that we have upcoming to be released next month through June this resource validation system as we've alluded to will give benefits to players who successfully validate resources on their property which they believe exist on their property but have not been for whatever reason detected by our systems so I’ll just give a very quick rundown on how this will work a player will have the opportunity to submit a validation other players will have the opportunity to I guess validate or support that submission of the resource request validation request now a player who submits the validation for resources they can in fact also support their own request when you support a request you stake essence now there'll be a lit a certain limit of essence that can be staked on every request and we're hoping that the way that we well the way that we are going to structure it will allow for multiple people to be involved with validating a request but one of the people or players who are validating the request can be the actual person or player who submitted the validation themselves if the validation is successful they will get back bonus essence on top of what they staked on the request or the validation so I’ll give you a quick scenario let's say that I I’m a player I’ve got tiles in a certain country I believe I have a gold mine that is located on where my tiles are at and it's not showing up on the earth to resource heat map yet therefore I go and submit a request to have these resources validated I obviously believe strongly in my request and I stake essence you know 100 essence or something like that I stake essence to validate that request because I’m supporting my own request other players can also come in and stake essence up to a certain amount per property once that property is validated to in fact have that resource if it is if it is all correct every player who staked their essence in that validation will get back a higher percentage you know it could be 20 30 could be 50 percent they will get a higher amount of essence versus what they staked now there have also been questions about players validating resources in the same area there might be a player or players who have tiles there are associated to the same gold mine or the same location for oil or whatever it may be in this situation you really need to stake your request to validate the resources as early as possible if you want to get that bonus essence for successfully validating or requesting resources on the property what this means is that let's say that player one has gone in there they've got a property that's on a gold mine they've submitted a request to validate that gold mine once that validation goes through once the gold mine becomes validated by our team not in all cases but in many cases what we will do is cast a net over any other existing validations in that direct area so we can grant the validation for all of those in the same area so if you do not have an active request in place you will get that resource when it's validated if your property falls within the area that we grant the resource permission to the permission for the resource to exist however if you do not have a that request in place with essence stake you won't get the essence bonus because of this we plan to allow probably like a week at least for players to get in and submit their validations on properties that they believe have the resource that they're requesting in in the first instance like gold oil whatever it may be in the future so we'll give that buffer zone probably a week or so to players to be able to make sure that their request is in place however after that weeks’ time if that resource gets validated on a property we're going to cast the net and say okay all these other properties in the area will automatically get it if you have an existing request in place and essence staked you'll automatically receive that essence bonus once just one property is validated in that area what this obviously helps us to do is the system that we're building is that we can validate places and include multiple validation requests in one approval as opposed to us going through thousands hundreds thousands of approvals at the same time so we kind of cast the net and validate a whole group but if you don't have your request in place you'll miss the essence bonus but not the resource itself hope that makes sense so a couple of weeks ago I asked some of my team members to have a look through discord and just take screenshots of things that sounded interesting or statements that were interesting and the purpose behind that is just to collect some interesting thoughts from the community which I can then incorporate into my video here my candid thoughts giving me something to talk about which people are actually actively requesting information on I’m not sure if this is going to happen every time so just spamming questions in discord might not end up in this might not be give a guarantee that it's going to end up here in the in the list of questions but it's just something we thought to do so I’m going to go through some statements and questions from the discord now I’m going to give my thoughts and feedback on those questions progressively and I hope this works let's see how it goes so I’m just going to read the questions off my screen and then talk about it so we've got a question from Jad and sorry if I pronounce anybody's username handle incorrectly I can't help but notice on these vlogs where they show a property the buildings are never on an outer tile will our buildings have to remain at least one tile from the property's edge this would mean the smallest buildable property is nine tiles and that's a great observation so in the vlogs that we show they're just they're just examples of properties I wouldn't take too seriously what the border is or you know how many tiles are on the border but it is a valid question because you know we're all thinking about road systems and how the road system is going to function inside like a village or a city or a mega city or whatever it may be or even just a small cluster of buildings so what I can answer quickly on this is that the tiles that we're showing in the vlogs up until even the vlog that we're going to release shortly they are based on like a proper 10 by 10 meter square tile however that is not the actual size of what the tiles will be inside of earth 2. so the size will be somewhat bigger so I think it's maybe the vlog not the next vlog but maybe the one after or the one after that where we are going to display how the road system will work inside of inside of an earth to city or when properties are in close vicinity with one another or proximity to one another we're going to show how that system works and what you'll see is that the tiles and they will be this will be synonymous across all of the tiles inside of earth 2 the tile sizes are somewhat larger you know this will allow for the building size to remain quite similar to what we've been demoing but it will allow a perimeter around the tile that will be used in a special way to allow navigation within properties that have close proximity and build these kind of internal road systems inside of the city so interesting question hope that answers gives you like answer an answer or something to think about for now and I’ll have a look at the next question okay the next question here is from futuristic and futuristic says what's the point of merging if you can just buy a 750 they mean he means like he or she means a 750 tile property people have plenty of those um so this is about merging tiles so the questions being asked if you have such a large property why would you want to merge it and uh reedbird from virtual-buzzword answers and he answers correctly I’m assuming it's a him because he's got a profile photo that looks male and yeah he's saying it's for the people who have bought one tile farms and this has been a thing where players have bought one tile properties to farm whatever it may be joules or whatever they're doing there they've got their own little strategy so yes to have certain types of eco sim setups inside of earth 2 you do need a few tiles like whatever 10 tiles 5 tiles whatever it may be what we've done is or what we're working on is giving the player the ability to merge their tiles together for this exact reason if they want to expand on their property if they need to make it a little bit bigger to facilitate something that they decided to grow or that they decided to build toward which their property cannot handle at the moment then they at least have the ability to do that and for you know these one-tile property farms that are right next to each other at least give them the ability to be able to merge their properties should they wish to and I’m not going to go into all the merging of properties now and you know what that's going to involve I know a lot of people talk about it possibly involving essence and you know costing something we haven't got all of those plans laid down just yet and yeah I can see ebvk responds to that and says uh I don't think you realize just how big a one by 750 tile property is let alone two so that's very true a 750 tile property is quite significant it's massive and I don't think we would want people merging multiple 750 tile properties and we have a statement here from Mr green who has a bot tick so Mr green must be confirmed as a bot Mr green says I feel for us to get millions if not tens of millions of people involved in this and playing it that the crypto aspect needs to be made easy or they need to put out some detailed instructions on how to do it and this is another this is this is a good point um the way that we're looking to set up our crypto strategy our token so to speak will be quite straightforward we want to we want to have a bridge between the internal earth 2 system and the web 3 exchanges or wherever players might be able to trade their token the token obviously being essence so we'll have a system where the token can remain inside of earth 2 and be used for utility and purpose inside of the earth 2 metaverse but when we want to make it as easy as possible when a player wants to take that token out and you know take it to an exchange to trade it or do whatever they want with it because that's their right they've earned that token we want to make that process as simple as possible I know a lot of players are talking about custodial and non-custodial and we probably will be going like a non-custodial route but it would be we will be doing a lot of the leg work for the player so the player and those who don't understand crypto very well and wallets and how they function will we will be kind of hand-holding um doing a lot of hand-holding for those players that that want to take their essence out of earth to and go and trade it so yes it's a good statement it's a good point and it is important for us to really um you know supply those detailed instructions or make it as easy as possible and that's definitely what we're planning to do we got another one here from Mr green the bot um and he says Shane I’m not going to merge my singles it would mess up the heat map art so don't screw me over and at least make them useful somehow so yeah I mean it's a it is a funny statement and uh that but it's true like it's something that we need to consider is the tie light really um the heat map or the tile art and merging them together in some cases would mean that the tie light would become uh yeah it might become obscured so this is something that we are thinking about from a flag perspective this is something that we're thinking about um I guess from a heat map perspective it's going to be much of a much just like you bought the single tiles to get a benefit a short-term benefit of farming more jewels you will have the option to merge those single tiles if you would like to use those tiles to play or be part of the you know a larger eco sim um have larger ecosystem set up so you will have that option at least and better than not having that option but I agree like from a tie light perspective at the moment the recent upgrade we made allows every property to have a separate flag but if you know if you've got tile up with a lot of single properties and those single properties obviously have different flags on them for you to be able to you know display your tie light which is which is awesome I understand merging them together would remove the ability for that tie light to be to be displayed so what I’m looking at in this area to avoid people losing out on the Thailand it's not higher the importance or the agenda right now it's not a high priority however we are looking at allowing players to inside one single property change the flags on each and every single tile so you could have like a 100 tile property and you can select which type of flag you want to fly on each property and this might be like a different filter in where that shows because the purpose really for the flags is to show you know which country that that player is affiliating their property to and that is important long term so we are kind of balancing things here that's just a quick little bit of feedback on how that might be handled and I hope that makes sense and yeah Chris replied to that one and said jewel farm guess that may be all they are useful for and then the don data did on data sorry d on data if I got that wrong yeah if merge means no tile art I’m out with singles too so yeah hopefully we can hopefully we can preserve that ability for Thailand because it is very creative I love the toilet and I don't want to don't want to release something that's going to um you know rule all the time light out today okay we have a message here from drew and happy birthday drew hope you're having a great birthday uh so drew says clicking transform is not a good way to get essence going to each property or something similar when we get more gameplay is definitely coming Shane said it will be more difficult which is good news another reason that as time goes by many of us have far too many properties to handle on our own I’m definitely looking forward to hearing more about scholars so yeah it's a great comment drew and when drew refers to scholars he's talking about basically our upcoming ability to contract your properties to ecosystem players so the players who do have a lot of properties it is going to be more and more difficult for that player to manage all of their properties just like it is in the real world and that player is going to have the ability to we're not calling it a scholar but you know they're going to have the ability to contract with other types of players as they will as players will go on earth to throughout the whole course of the future of earth 2 will have different contracts for a lot of different things but in this case players who have a lot of properties will be able to contract eco sim players or you know people who are focused on playing the eco sim and that contract will then split whatever is produced inside of that property between the owner of the property and the ecosystem player who is responsible for managing that property if a contract is in place and yes that's a whole different rabbit hole I’m not going to go down into all of it now probably you know probably take a few long minutes to go into more detail but yeah well we'll have systems where players will have probably reviews of how good they are as an ecosim player making sure that property owners can connect with the right type of eco sim player and also like splits I guess if it's a new econ player maybe they get a lower split on the reward or whatever the produce of the properties that they look after to build a name for themselves so to speak and ecosystem players will be responsible for other things too like transportation and other things just you know jewels dual slotting maybe even dual crafting having some uh having a lot of knowledge in how the ecosim works will be very beneficial for eco sim players yeah we've got another quick comment here from Zac Friday I don't know if that's like a different way to say Friday but I’m just going to say Zach free day by the way will e2 in if it's successful in the future if have a virtual reality optional gameplay for those types of glasses which are being created and developed by big tech or will it be strictly for pc so that's a that's a great question Zach and I guess the quick the quick answer is yes so what we're building now at earth 2 is a is the visual platform and you know what we want to achieve in the future is for new hardware whether it be vr ar whatever it may be that it can connect to the visual platform the visual metaverse that we're building like for example we acquired drone the game you can put a you can put an oculus headset on right now you can play jump in to join the game and kind of feel what that what that's like um with an oculus headset on you can do that type of thing I think it's supported by steam what we're building enough to is this visual the visual kind of platform for what we see as the future of the metaverse becoming we're not building hardware and we're not building these additional you know haptic suits or whatever they may be that will become more and more important in the metaverse long term what we are doing is you know we want to be affiliated with those type of companies and we want to build visual a visual platform that allows those companies to connect their hardware into so hopefully that makes sense initially yet we'll be pc based and we're doing things in steps so we're trying to release interesting game loops or things for people to do inside the metaverse as we build toward this longer goal okay we've got another we've got another question here from or a statement from Simone s Simon s or I’d say Simone s so Simone says one thing I was thinking is I know the upcoming phase probably will just be temporary or it could work underneath the next phase as I really hope to walk around during phase three in a world not full of little technical buildings but more in nature or organized cities and small villages perhaps yeah so of course what we're building now will work as you said kind of under next than underneath the next phase it will become part of phase three this phase two this kind of phase 2.5 or this visual phase two that we're building it is the foundations for phase three phase three will come at some point in the future it'll be many years building up to that however what we're building now will be um will be important for phase three and of course like the world is massive they're so we've sell the fraction of a fraction of how many tiles there are available in the world there'll be a lot of nature a lot of trees a lot of places to go and explore as it is now and as it will be in the future that will always be part of the future and I’m sure that some people who own tiles they might not be into like the eco sim building they may just want to create some beautiful experience or you know create like a natural reserve or something like that so I’m sure that it's not all going to be just little tactical buildings full of technical buildings but you know the buildings that we'll be providing will you will be able to build them into like small villages or organized cities or mega cities whatever that may be and they will be you know some pretty cool amazing experiences there so we've got another comment here a really nice comment from Eugene boondock he said I just love how earth 2 is being built the 3d earth the grand metaverse think of the things being incorporated into earth 2 and exchange a mega market to sell and buy digital goods buildings drones etc a social media platform a virtual card Mastercard an open world paradise p versus p business strategies moving cargo resources defence system guilds Shane keeps his eyes on some of the vr glasses setups yeah I do it's gonna be wild and I don't know I just this this comment is very interesting and even in that short paragraph that Eugene has shared here you can start to see how many moving cogs there are to what we're building and sometimes it might feel like things are moving slow but that is also because there really are so many different cogs that we're working on and as those cogs come together you'll start to see the earth to metaverse really start to function and I guess people will start to realize what the potential and opportunities are inside of what we're building so we're happy with just focusing on building stuff at the moment we know we receive criticism from a lot of different places on things that we do in fact you know almost every little thing we do we get criticized for but we're happy just kind of focusing on these multiple areas that we're building we know we feel very confident that when these different areas or cogs come together it is going to be crazy it's going to be a really interesting place to visit the earth to metaverse a place to do things and a place to exist and a place to have your digital representation of yourself inside the metaverse and just looking at like these things that Eugene have listed here as I said you know like a massive open world you're going to have p verse p you're going to have you know business or economy ecosystem strategies you'll have cargo moving around everywhere you've got resources you're going to have to have defence systems you're going to have to have in many cases guilds you're going to have to be associated with people um other players in different ways so there are so many different things that are going to come together we're still getting there we're still building toward that but when it's when the pieces start connecting there'll be a lot of things to do so yeah thanks for a cool comment thanks Eugene we've got a comment here from aussie1 prime jewels plus hollow so that's pretty cool must be into jewels and hollow buildings and Ausie one says okay so resources can be woven without any ecosystem buildings constructed was the weaver part of the mentor so just to answer that quickly yes the weaver is included it is part it's an internal part of the mentor so yes you can have a mentor sitting on a tile that mentor has a weaver inside it that has the ability to weave the resources into raw materials or the detection of resources into raw materials limited building blocks can be held by each ecosim building before needing to be transported to local storage or transported away to be traded at a different location this sounds like there will be trading hubs my new theory is that that there will be added value of owning tiles in an earth to verified mega city they will be the only place where trades can happen now I mean interesting kind of theories that you have there which I which I thought was pretty cool I’m not sure if it's going to be limited to verified mega cities but yeah they will there will be trading hubs and what I would like to do what we're working on at the moment is that you know there will be specific buildings for these trading hubs and I don't know how much work will be involved in building a trading hub but I imagine um there will probably be some significant work involved in to play the eco-sim to be able to build a trading hub and they would be kind of places that players would strategically visit to trade in or do other things in so I just that comment was pretty cool and trading hubs the concept of trading hubs is very cool so I thought I’d just leave those few comments on that for now we have another one here from Ausie one uh transportation vehicles will have different attributes and suited best for specific activities theory is that jewels can also be used to improve these attributes heck it even said some transport vehicles will be designed for specific cargo types I’m thinking log truck for wood oil tanker for oil for this it would make sense that jewels of those specific colours would be used to boost them also maybe joules might be some sort of fuel source and that will allow a dual burn mechanic so yeah great theories again and I thought this is something I just comment on very quickly yes jewels will have multiple utility inside of earth too at the moment the main utility is obviously increasing the detection of ether and like sliding them on crafting and slotting them onto your mentor however they're going to have a lot more utility in many different areas and you'll probably find in the transport area is one of those in and many other areas I just wanted to confirm that okay so I guess this is probably taking a little bit of time now I’ll try and speed things up because I realize this is going to be a very long video uh wasn't intended to be but I don't often get a lot of time so I’m trying to just jump in and cram all this stuff into one session so I hope you guys could appreciate that and I’ll try and move through it as quickly as possible maybe there's just information throughout this video that some people find interesting should you have the time to look through it all realize that people are busy and they don't have the time to do that often in any case I’ve got a question here from Zeus that's Zeus from e2 news amazing website that they've created there and he says I have an interesting question does earth 2 rotate will it have light and darkness as hours pass and yeah I agree that's a super interesting question it's something that I’ve thought about quite a lot uh now in the initial version of e2v1 I’m not sure that version that whether or not we'd be implementing like a day night system but long term I do definitely want to have day night cycles whether or not there'd be multiple day night cycles in one day of earth two versus one day on earth one or another thing that I’ve considered is this is something that I’ve kind of am leaning toward is that we swap things around so if it's night in your country than its daytime in earth too and vice versa if it's daytime in your country it's not on earth too that would suggest that maybe people you know might be more prevalent to logging into earth to or tapping into earth to overnight time meaning that you know that it'll be daytime for them when they tap in now this is just something I’m considering nothing's final uh by all means like leave comments below about what your thoughts are on that or should we just have a system where days day and night is night the only issue I see with that is every time when people log in at night it's literally night in in earth 2 and I’m sure that people who have that spare time of an evening would also want to be experiencing some daylight so anyway if you guys have like interesting thoughts about how we could do that I’d love to hear them um by all means leave it in the comments below some people from my office read through the comments and I’m sure they'll let me know if there's anything interesting in there so please do okay we've got another question here from pacey of shoon city so cool pacey does a lot of good work by the way makes some amazing tutorials and videos on earth to love your work pacey and picking up a question or a statement from you here so I think the general conversation around this response that pace pacey wrote was like you know we need more people coming into earth who would you know we need to have more players which is true I mean and it will come and what pacey has said here is uh well we need more stuff for them to do first the big opportunities for land flipping jewel farms getting new country unlocks you know they're almost gone I mean a lot of people still do it there's people still playing every day and uh you know getting that that heads up leading into the future phases but um he goes on to say the next way the next way or that he means the next wave will be the free to play players or gamers and for the that we at least need the eco sim if they push big advertisement now they will come but they won't stay long I can see them doing a huge campaign once we do have it and this is this is a really uh you know it's a smart observation and it absolutely makes sense and that's what we're doing like there's no point in doing a big push right now where we don't you know when we don't have a lot to do inside of earth so especially in the with the 3d element game loops gamers are a notoriously difficult group to please you know they have high expectations for things and the gamers themselves are a notoriously difficult group to please at the best of times so the game is a one side but we will get we'll get players but they might not necessarily be gamers at first but we will have players and we'll have just everyday people interacting on earth too we want to open up I guess the 3d visualization of web 2 in a sense and we want people to start interacting in 3d as opposed to 2d that's one of our first goals but long term we need you know we need the we need the eco sim to be in place we need more game loops around there we need like 3d gameplay we need probably p verse p we need conflict we need more things to do inside of earth 2 before we do that massive push and you know doing that push too early will just be a complete waste of time and effort so at the moment we're happy building things and once we get closer to you know the eco sim the next wave or the next um group of interesting things to do on earth to it could come with the token launch or shortly after with e2 v1 and or a couple of other areas but when we see or feel that we're ready that's when we'll push and it won't be really until there's you know interesting things to do and you know conflict and p verse p and stuff like that so good observation and I just wanted to add a couple of comments to that we have another comment here from Ausie one and Ausie one said what do we think houses shops transportation stations skyscrapers educational facilities and social hubs will do for the eco-sims specifically so great question and I guess these buildings will perform similar functions to what their titles say so you know you've got houses that's like residential these will be customizable personal spaces for earth to for earth 2 players to own and kind of set up their own individual private area that they could display their 3d goods they can customize have their friends over and what have you so that you know houses shops same commercial experience if you want to have a shop inside of earth 2 you're going to have to interact with the ecosystem to some extent and build a shop that can be a commercial shop and you know you can provide your own commercial experience or you can link to a commercial experience that may not necessarily be directly inside of earth too transportation stations yes so vehicles transportation going to be big things inside of earth 2 moving goods around moving digital goods moving raw materials and building blocks and things like that and many other types of things so transportation stations may come in may be important during those times skyscrapers again like office buildings commercial experiences in fact you'll probably see a little bit about that uh in the vlog that we're the next vlog that we're going to release um educational facilities so again like there'll be some teasers in the next vlog that were released but you know I won't say anything just watch the next vlog but educational facilities they'll you'll need to train things in the future inside of earth too and social hubs well social hubs you know it's just like the real world the areas for people to socialize and maybe players will focus on this creating really cool environments that people like meeting up and socializing in so you know they'll have various levels of things that they do inside of the ecosystem and various reasons to have them in certain locations uh he goes on to say also I’m excited to see the different style variations of these building types like modern sci-fi mythical Asian cyberpunk brutalists plus many more and yeah we're excited to show them as well they're they are a work in progress we haven't released any other styles yet we're focusing on one style and we will continue to focus on the one style right now uh in in the in the near future but we're as excited as you are to see them we're as excited as uh to release them so you will be seeing different styles so the styles that you see in the vlogs at the moment that's one style those buildings will have multiple other styles that players will be able to select when building so the ones that you see now they're only one style of building one particular style there'll be a lot of other styles released for every single building all right we've got a comment here from Mr wolf and Mr wolf says I think places like Manhattan or big cities won't be areas for ecosystem structures I imagine that places like a museum for nfts concerts game arenas and ar stuff something tied to real places activities in that location I think it means that that would be pretty cool I think for example Coca-Cola would pay big money to install a promoting ar sign in times square or piccadilly circus they could take advantage of the higher foot traffic and the user who would own that tile would earn more in this way yeah that's a that's a very interesting observation and it's something that me personally I’m really curious to see what happens you may be exactly right in that theory it may be that cities in the real world end up being replicated inside of earth 2 and you know these are places where people congregate and it's more valuable to really have your eco sim buildings out somewhere else and transport the requirements in to build these kind of commercial or residential whatever experiences inside a city it might be a better strategy to do that or maybe it's better to you know you've got a big property in the middle of the city maybe you've got some of it working as an ecosim and its powering you've got that right next to where your residential and your commercial are you know the buildings are located so I think it's a I think it's a really interesting observation really plausible in a number of different ways but at the end of the day like that's the type of stuff we'll be very interested to see as well like what happens do people do players like build cities out in the middle of nowhere in a different country and then try to attract online traffic into that city because it's such a an epic place to visit I mean there's a lot of different strategies that I think are going to come into play it's just really interesting theorizing around those so anyway I thought that that was a really cool little statement just wanted to add my two cents so we have a comment here from crush city and crash city says do you think people will have to transport resources to their property if they buy from someone off the market I could see localized resource markets if transportation is too costly not sure it will work that way though so yeah really interesting comment there crust city and thanks for making that comment um again I think this is going to be an interesting thing to see I think there will potentially be localized resource markets maybe localized trade centres for different reasons um and I think this will be something that we will realize over a period of time after the ecosim initially launches and to answer your first question there yes players will very likely have to transport well they will have to transport raw materials or building blocks to their property if they buy it from someone else or maybe pay somebody to deliver it so there will be um a lot of different strategies in many different areas of the ecosim when it goes 3d let me tell you that we've got another little group of comments or conversation here that was picked up and um you know it started off there from uh dairk I’m really sorry I know that I’ve got that wrong I see this player um dairk comment often in in discord and yeah the uh they always have some really interesting things to say but here derrick is saying what do you think would be the community reaction of the number one sold out tomorrow after all it is you know one percent of all the tiles in the game yes there is like the top personal leaderboard does have a I think like almost a million tiles or over a million tiles which is phenomenal but um you know I look at that as part of who we are who earth 2 is it wouldn't be the first way we have had other top players on earth to just not be happy with something and then bang you know I’m not into earth 2 anymore and I’m out of here which is their which is absolutely their um their right to do it's that their own they're free to do as they please and I think we've seen it causes some ripples in the community but I think we've seen that everybody remains pretty vigilant and they at the end of the day it just kind of fades out it's just part of what earth 2 is we have leaderboards people at the top of the leaderboards um you know they get that extra attention at the moment yeah the leaderboards are kind of focused on how much you know what people have purchased but I do want to move away from that I want to have leaderboards that are focusing on the players that are you know winning the most p verse p's the ones who are doing the best in the eco-sim the ones who are transporting the best the one who you know have the most successful transportation routes or you know they get their goods to where they need to go things like that so there will be many additional leaderboards in in earth 2 and I’m sure players at the top of all of those leaderboards will have some kind of influence or notoriety to them across the community but at the end of the day you know people move on they move on to other things some people like to make a big song and dance about it when they move on some people they just move on I don't know that you would interpret that in any which way it's just it's happened today it's probably going to happen again and it's just I look at it as just part of earth 2. this is this is who we are we people have their own free will to do as they please so yeah it is an interesting comment and as other people have replied under there um yeah well if somebody decides they've had enough there are a lot of people there who just buy their stuff so it is quite it is quite um interesting anyway they're my two cents just thought I’d share that and thanks for the comment got another comment here from Ausie one boy we've had we've had some few quotes from Ausie one such an interesting mind so Ausie one says to me it is sim city meets google earth in an mmo where you own parts of the globe permanently and build your own city and make real money from it then as time moves on the platform morphs into additional experiences see this this guy kind of gets it he's looking at what we're building and piecing things together of course like the phase two stuff that we're building now I mean you could say it's got similarities to SimCity it's got similarities to a lot of different games a lot of type of even like rts games out there you know it's a metaverse it's going to have these game like elements in it so it there are a lot of similarities and there is a lot of interest in that alone like a full like he says google earth but we're talking about earth too our own one-to-one scale size rts kind of trading whatever like trading platform resources generation building all of these kind of things on a global scale that in itself is interesting to anyway to me as a gamer it's quite interesting and that's right like with there's real money involved this is this is something that's a little bit different from other games so people can I know it's an it's a not a word that you we use all the time like play to earn people can play the game and earn on it and the one thing that I think a lot of these other platforms are failing in is that the games are not interesting and not fun and that's something I really want to avoid with earth 2. I want there to be a platform for our phase 2 eco-sim but for it to have so many different strategies that people you know they just they get interested from that alone the different strategies the different things that the different ways that they can do the same thing or avoid conflict or what have you and the end goal there is like being able to build these cool little ecosim setups and use these building blocks to build real experiences like skyscrapers commercial residential you know build droids build transportation empires and all these type of things so is earth 2 going to be that in the future no like as Ausie once said this as time moves on the platform morphs into additional experience that's exactly what we're doing we know that we can't do the phase three stuff right now we can't release that tomorrow and I kind of think that building toward that phase three is just as important as the phase three itself so the foundation that we set through things like phase 2 and this 3d world and all these all these additional parts that we're building these are just as important as the end goal it's going to get us that's going to give us that foundation and for people to really be involved to be putting their time into the project to be actually getting achieving and building things so yeah I thought that was a really interesting observation from Ausie one and um yeah just wanted to have my two cents on it and as time moves on you could you could see what we're building now in many different lights but as time moves on we will gradually morph into this this uh end goal platform that we have for earth 2. so we've got another question here from Jad uh he was actually adding Liz who's one of our community managers and he says I have a question about validation I’ve not seen brought up yet if properties within a mine are not shown showing the resource dot and one of those properties goes through with an is awarded validation would all the other properties in that mine receive validation automatically or would each individual property need to pass the validation individually and great you know this is a great question I actually covered a start of the video I’ll just recap very quickly so what we're planning to do is that if one player validates and that validation is successful will probably cast a net over that general error not every time so we're not guaranteeing that that net or that radius will happen every time we're not guaranteeing that the person who gets validated would be the epicentre of that area however if that does happen than any other existing validations within that radius would be automatically approved or more or less automatically approved so if they don't have then they will get the resource but if they don't have the validation request in live with essence staked behind it they won't get the essence bonus so they'll get the resource if they have a property in that radius they'll they will get the resource confirmed on their property however if there's no validation request in place with essence stake they won't get that essence bonus so I hope that makes sense we have a comment here from virtual tycoon and virtual tycoon says most projects just build behind closed doors and don't release anything for six months or a year earth 2 lets us see the progress mistakes along the way I very much prefer this would you rather earth 2 goes quiet for six months until resources are perfectly fine tuned or would you rather earn essence rewards and watch transparently as they work through the process um virtual tycoon this yeah this was a really interesting comment and it was so interesting and I thought it was so cool and accurate that we actually edited some of this into our next vlog I think it was something around that we just wanted to make this statement because it is very true like a lot of projects they do disappear sometimes for like 12 months before they show anything okay we're gonna we're gonna knuckle down and start building stuff you're not going to see anything um or you're not going to be able to receive anything uh for quite a period of time until we actually build it earth 2 we've done things differently and we've been that way from day one we wanted to include the community in every step along the way we know what we believe will be important in the longevity or the long term relevant moving pieces of earth to like things like essence and jewels um epl's things like this that will be relevant long-term resources so we've what we've tried to do is as you've said like we've tried to involve the earth to community give people access to this even though it's on a 2d web page even though it's not the most beautiful kind of user experience yet uh you know we'll get to better experiences in the future with our 3d world even though those things are not available we still wanted to uh provide these to the users I wanted to I felt very passionate about doing this instead of just disappearing say hey we're building stuff like go away and just come back later I was like no like there's people who sincerely believe very strongly in this project and hey we're gonna we're gonna roll out this stuff bit by bit and we are we're gonna take the blows of course we're not gonna get it right every time um doing things the way that we're doing them is going to make us a lot more prone to mistakes and yeah of course I’ll put my hand up and say of course there's been mistakes along the way but at the end of the day without those mistakes and without taking that approach there would very likely be a lot of players who would not have got anything they wouldn't have been able to have jewels or crafting or collect essence they wouldn't have been able to do any of these type of things had we just shut down like most other studios and said hey you know we're not we're not going to release anything until we've got what we believe is like a really good final polished product so yeah virtual tycoon I really appreciate that you made this statement and I’m a I appreciate that you realized and noticed this because it does mean a lot to us we're not like your standard project we're not um we're doing things a little bit differently and I thought it was really cool that you identified that and I just wanted to say thank you for realizing it and thanks for the comment all together now I’m not sure whether you guys enjoyed this or whether this video is just like way too long to listen to and if it is just let me know because I you know I have to take my time out this is a this is a Saturday evening here uh around 7 00 p.m. and you know I’ve taken time out to come and record this I don't know if it's too long for people to watch if it is just let me know in the comments below I’ll try and make shorter videos I’ve just been really busy the last few weeks and I haven't had a chance to share uh share thoughts as I usually would so I do like to maybe try and keep the videos to five minutes or so and I’ll try to do that next time um but oh you know if people do like this type of thing let me know I’ll try to do some of this as well maybe answer some questions that are randomly taken from discord uh it certainly gives me more to talk about with things that people are actually asking or curious about or making statements about the next vlog should be going live in a little bit hope you guys enjoy that the problem with the next vlog is I think it's just it's quite visually stimulating so when it's when it's playing like you you're looking at the vlog you're looking and looking but because of all the looking it's like you don't really comprehend all the words and what's being said in the background it kind of gets blurred out because you're looking at all this different stuff so my advice for the next vlog is just I guess um [Music] you know maybe you watch it once and then watch it again and just try and listen to what the voiceover is saying because there's a lot of interesting information in that voiceover so that's my two cents on the vlog um hope you guys are all keeping well and hope you're all having a great weekend look forward to the next steps and thanks for watching through this see you later.”