

Forum Summary

- **Title:** Avoid using the word “last”
 - Suggestions: Megabattle Royale, March of the Shadowcorn
- **QOL:** Add a “stake all” and “unstake all” button.
 - Rationale: From TwT, it takes over an hour to stake over a hundred SCs and not everyone knows how to run bots
- **Burning Lands:** Community is very much against burning lands for Uniforge level
 - Suggestion #1: Add a card-like utility for land such as boosting deployments based on building levels
 - Suggestion #2: Instead of burning land to increase Uniforge level, change it to land staking instead
 - Suggestion #3: Instead of burning land, burn Unicorns instead for Uniforge EXP
- **Land Utility Alternative**
 - Suggestion #1: Allow land to be staked and act like a “stable” where the number of staked land determines how many Unicorns can you deploy to gather berries.
- **Shake Up and Betting:** The feeling is that nobody asked for this nor care for this.
 - Suggestion: Move away from predatory mechanics that reduces the integrity of actual gameplay. Players are already burned out from these leaderboards too.
- **SC Deployment:** SCs should be able to join battle and ensure better point yields and rewards.
 - Suggestion: Allow deployment of SC as commander instead of T2 or 3 minions. It makes for a real Unicorn vs Shadowcorn battle. Otherwise it feels flat.
- **SC and Unicorn Rarity**
 - Suggestion: Make rarity determine how many accompanying minions and gummies can be deployed
- **Unicorn Death Rate**
 - Suggestion: Do a projection based on how many corns there are now vs. how many we want to keep in the economy. This can be estimated by checking genes, rarity, etc and burning mechanisms to be tied to certain criteria. Determine the % burn likelihood after.
- **UNIM**
 - Suggestion: Remove UNIM altogether.
 - Note: In the feedback sheet, 21 people voted for the removal of UNIM and 16 voted to keep it.
- **Region Control**
 - Suggestion: Let’s dive deeper. Let’s have actual battles taking place.

Major Discord Sentiment

- **XAI Rewards** - Negative sentiment in how XAI is excluded from the FOCG reward pool.
 - Suggestion: Add XAI as reward to the FOCG.
- **FOCG Proposal** - Nobody is excited about it. Everyone seems to think it’s a copy paste/lazy attempt to just keep the XAI grant going.

- **Telegram Apps**
 - Suggestion: General interest in pivoting to Telegram and doing TGE. Use TG to onboard to the new FOCG.
- **Genesis Corns:** Include in the exemption from corn burning
- **Core Game & Breeding:** Find a way to dumb down everything and keep the core game?

Alternative Devs/Games

- **John Paragon:** Finding external funding for his own CU game
- **sauliusj.eth's Tower Defense Proposal v2:** People are now interested in it. Needs funding and reward funding.
- **sysmal's Knee Breaker RTS Proposal:** People are interested in it based on Discord reception. Forum has a few responses.