



VALT COMMUNITY SURVEY REPORT

Customer Segments and Opportunities for Improvements

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RFOX VALT Survey aims to collect data about customer segments and user experience of the VALT, therefore find out more opportunities for improvement.

- **Sample size:** 163 respondents
- **Duration:** July 7 - 31, 2022
- **Target audience:** Current and prospective customers of RFOX VALT
- **Survey channels:** Twitter, Discord, Facebook

SUMMARY

DEMOGRAPHICS

>> Users aged 25-44 from Americas and Western Pacific regions.

USER TYPE

>> 56.4% users are likely players, 14.72% are likely content creators, and 23.9% are likely NFTs collectors, flippers or sellers.

VALT PERCEPTION

>> Most users would like to see more games and likely purchase NFTs in the VALT. Prospective users are mostly motivated to visit the VALT when they can play games and socialize in the VALT.

PAIN POINTS

>> Prospective customers are looking for a metaverse that they can play games, socialize and other ways of exchanging information in the space.

AVATAR EXPERIENCE

>> 70.55% of respondents had never set up avatars in RFOX VALT before. Half of the 48 users who had set up their avatars in RFOX VALT rated from 9 score for the easy setup.

GAMING EXPERIENCE

>> Half of the respondents rated their gaming experience from 8 score.

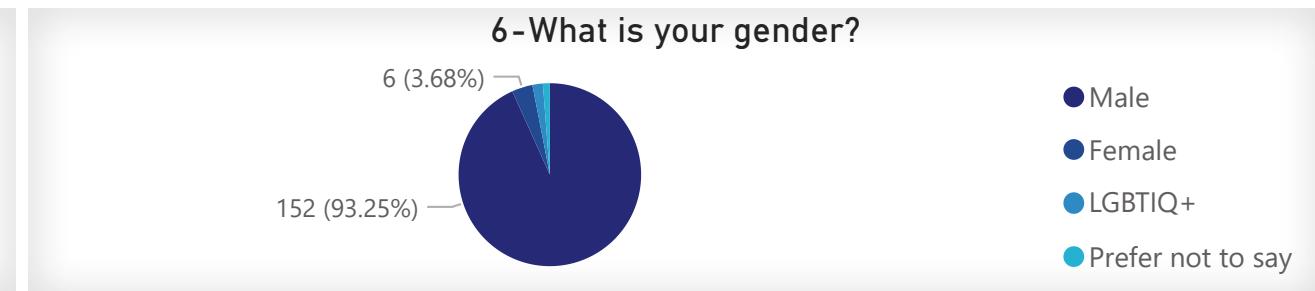
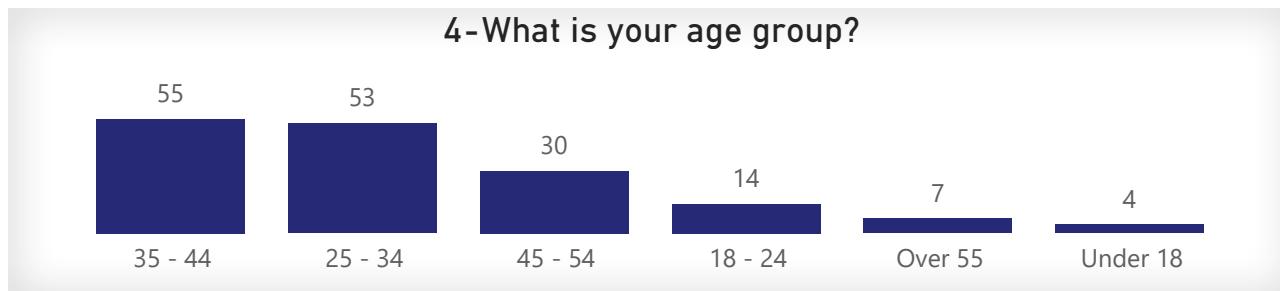
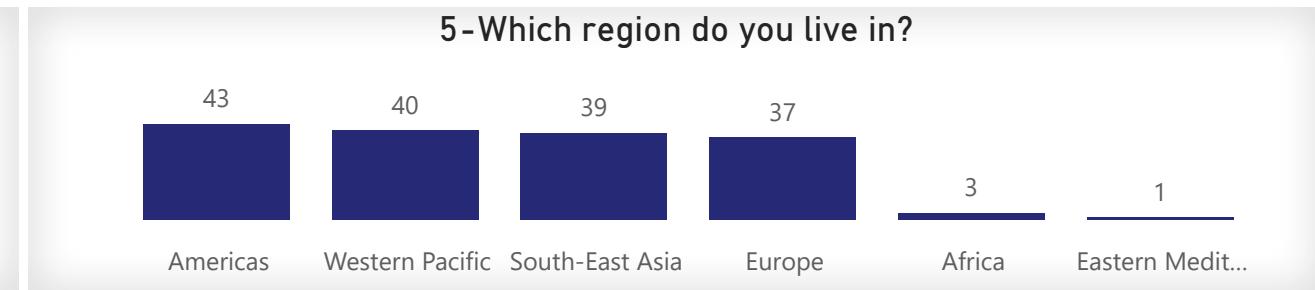
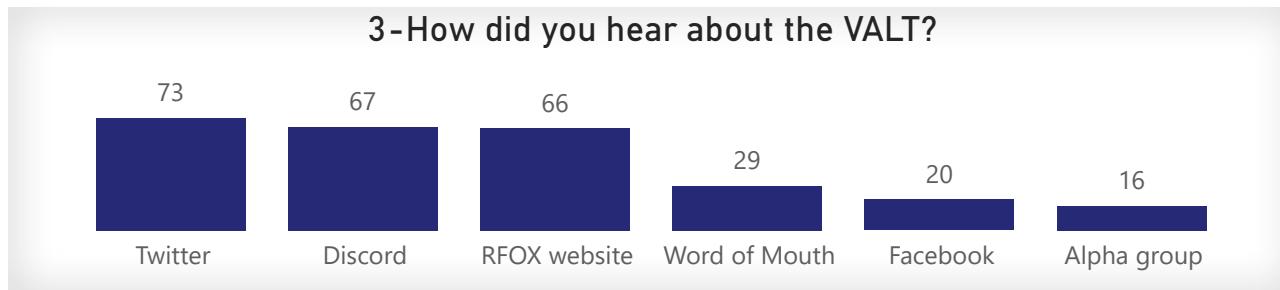
VIRTUAL REALITY EXPERIENCE

>> 53.37% of prospective customers had experienced with virtual reality before

POSSIBLE COMPETITORS

>> Illuvium, Ceek, Otherside, Shrapnel and more.

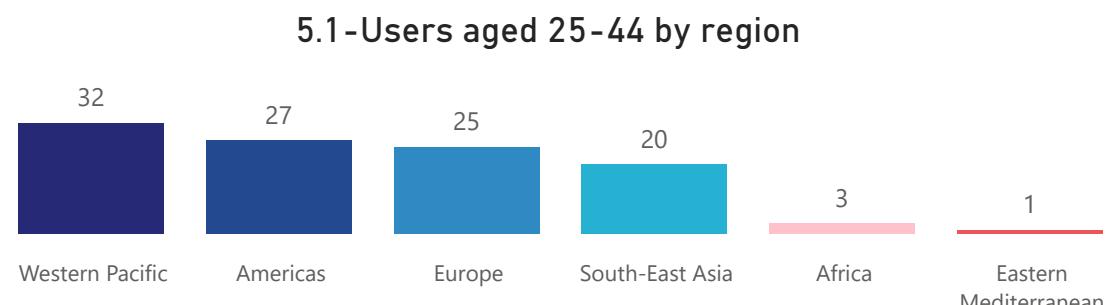
66.3% of RFOX VALT's prospective customers were from 25 to 44 years old, and 50.9% were from Americas and Western Pacific regions. (Q.4,5,6)



KEY FINDINGS 1 - DEMOGRAPHICS (Q.5.1)

Respondents aged from 25 to 44 were:

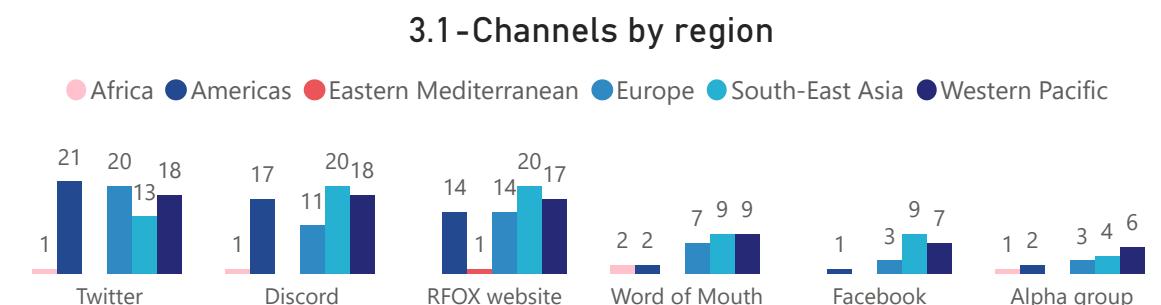
- 29.6% from Western Pacific, accounting for 80% of total respondents from this region
- 23.1% from Europe, accounting for 67.6% of total respondents from this region
- 25% from Americas, accounting for 62.8% of total respondents from this region
- 18.5% from South-East Asia, accounting for 51.3% of total respondents from this region



KEY FINDINGS 2 - BRAND AWARENESS (Q.3.1)

Respondents hearing about RFOX VALT on Twitter, Discord and RFOX website were respectively:

- 28.8%, 25.4% and 21.2% from Americas
- 27.4%, 16.4% and 21.2% from Europe
- 24.7%, 26.9% and 25.8% from Western Pacific
- 17.8%, 29.9% and 30.3% from South-East Asia

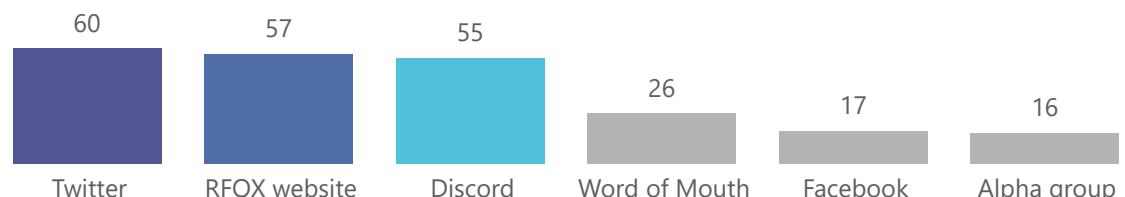


KEY FINDINGS 3 - BRAND AWARENESS

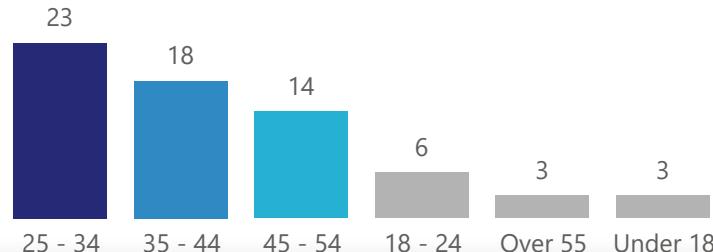
- Users aged 35-44 can be reached on Twitter and RFOX website. 49% of respondents aged 35-44 heard about RFOX VALT from Twitter and 43.6% from RFOX website. (Q.4.1, 4.2, 4.5)
- Users aged 25-34 can be reached on Discord and Twitter. 43.4% of respondents aged 25-34 heard about RFOX VALT from Discord and 41.5% from Twitter. (Q.4.1, 4.2, 4.5)
- Users aged 45-54 can be reached on RFOX website and Discord. 53.3% of respondents aged 45-54 heard about RFOX VALT from RFOX website and 46.7% from Discord. (Q.4.1, 4.2, 4.5)
- Users who were reached on Twitter, RFOX website and Facebook were mostly from 35-44. (Q.2,3,5)
- Users who were reached on Discord, WOM and Alpha group were mostly from 25-34. (Q.1,4,6)

84.7% of respondents were from 25-54 years old, 26% of them hearing about RFOX VALT from Twitter, 24.7% from RFOX website and 23.8% from Discord. (Q.3.2)

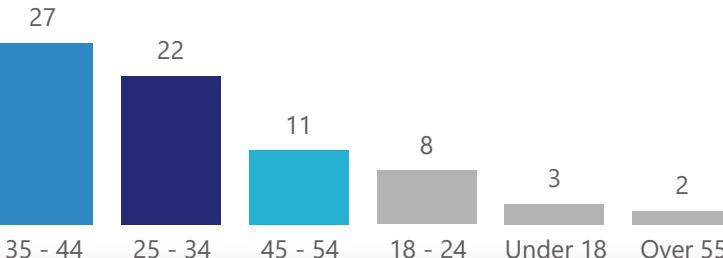
3.2-Users aged 25-54 by channel



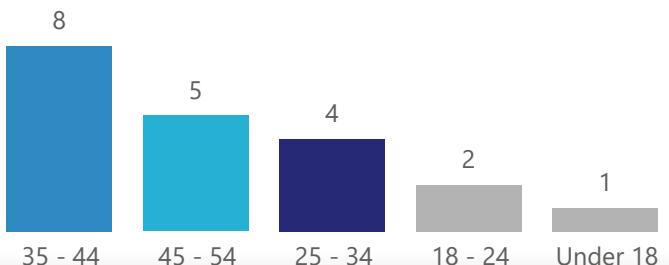
Q.4.1-Discord by age group



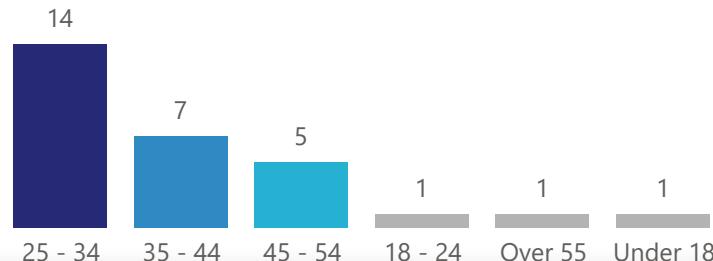
Q.4.2-Twitter by age group



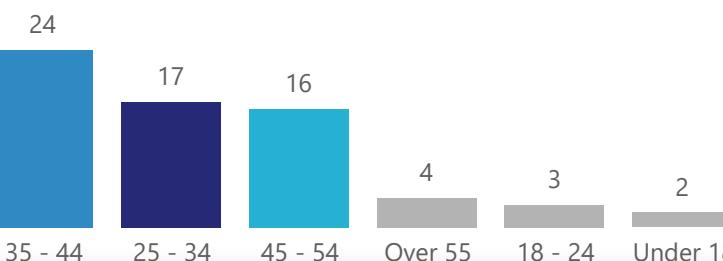
Q.4.3-Facebook by age group



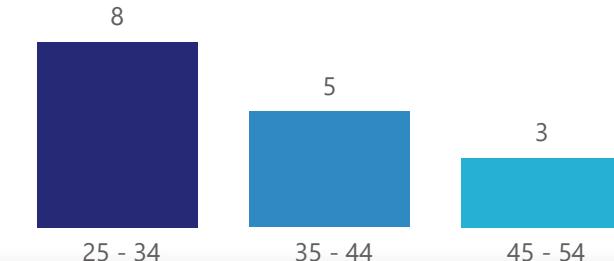
Q.4.4-WOM by age group



Q.4.5-RFOX website by age group



Q.4.6-Alpha group by age group



More than half of the respondents had experienced virtual reality (VR) before, while only 29.45% had set up their avatars in RFOX VALT. (Q.7,8)

KEY FINDINGS 1 - AVATARS EXPERIENCE

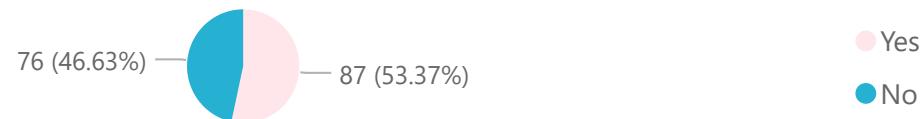
- 70.55% of respondents had never set up avatars in RFOX VALT; however, half of the users who had the experience before rated from 9 score for the easy setup.
 - The average score for easy setup was 8.29 while half of the scores was from 9 to 10. This means a few users rated their experience with very low scores. (Q.9)

86.9% of respondents used mobile, desktop and console for playing games. (Q.17)

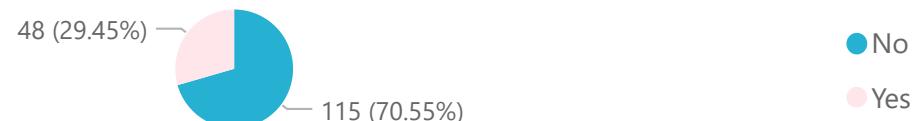
KEY FINDINGS 2 - GAMING EXPERIENCE

- The average score for gaming experience was 7.13 while half of the scores was from 8 to 10. This means a few users rated their gaming experience with very low scores.
 - 71.26% of respondents who used Console also used Mobile for playing games.
 - 63.22% of respondents who used Console also used Desktop for playing games.
 - 63.81% of respondents who used Desktop also used Mobile for playing games.

7-Have you ever had a VR experience?



8-Have you set up an avatar in your RFOX VALT account?



9-How easy was it to setup an avatar?

8.29

Average Score (1-10)

9

Median Score (1-10)

16-How much experience do you have in playing games?

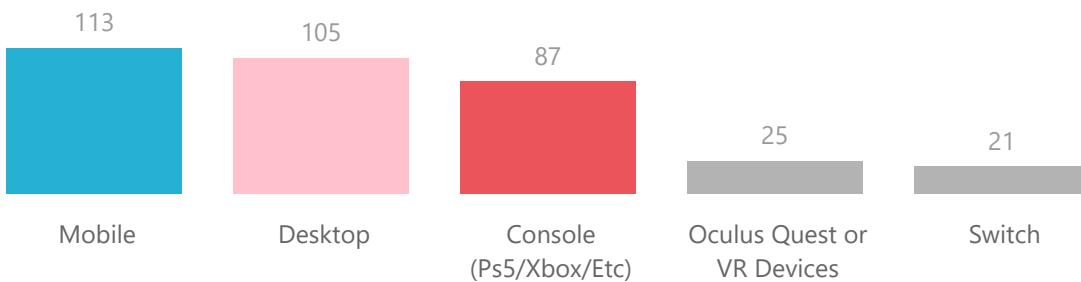
7.13

Average Score (0-10)

8

Median Score (0-10)

17-What console or devices do you play games on?



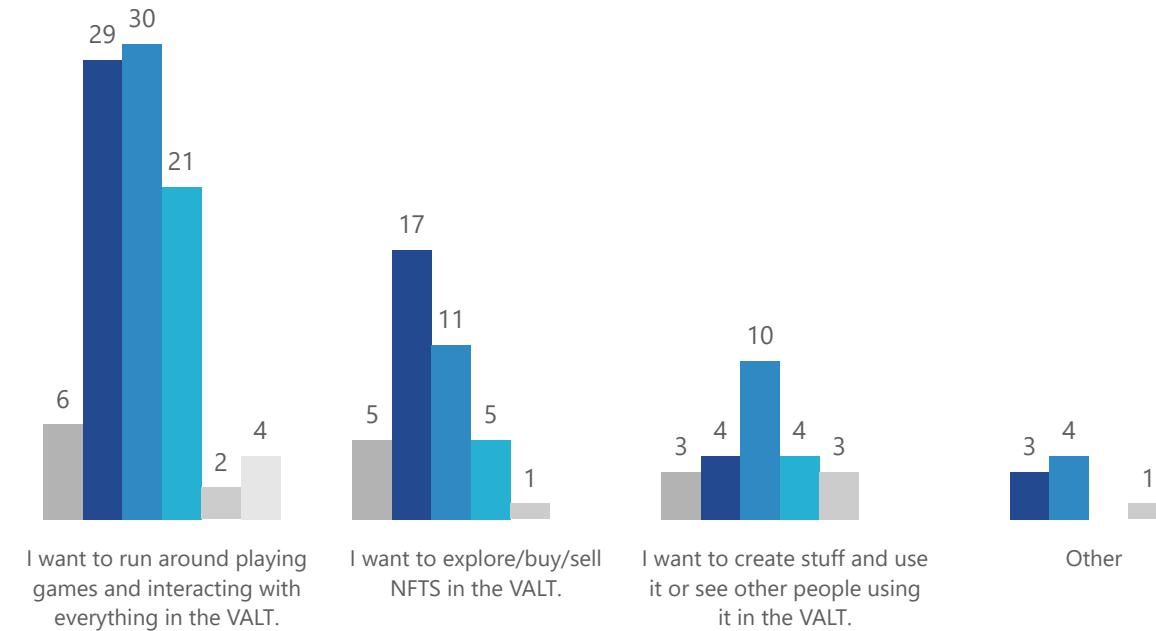
56.4% of users loved playing games in the VALT, while only 14.72% of users were likely to create content. (Q.10) (Q.10)

KEY FINDINGS 1 - USER TYPE (Q.10.1)

- Users who were more likely to play games in the VALT were from 25-54. 32.6% of this user type aged 35-44, 31.5% aged 25-34 and 22.8% aged 45-54.
- Users who were likely to explore, buy or sell NFTs in the VALT were mostly from 25-34.
- Users who were likely to create content in the VALT were mostly from 35-44.

10.1-User Type by Age Group

● 18 - 24 ● 25 - 34 ● 35 - 44 ● 45 - 54 ● Over 55 ● Under 18



10-What are you most excited to do in the VALT?

- I want to run around playing games and interacting with everything in the VALT. 92
- I want to explore/buy/sell NFTs in the VALT. 39
- I want to create stuff and use it or see other people using it in the VALT. 24
- Other 8

KEY FINDINGS 2 - OTHER USER TYPES

Other ideas from respondents (Q.10.1)

10.2-Other user types

Other

- Zero info in RFOX VAULT
- Run a business & selection B
- online shopping; apartment use for socializing
- Investor
- I want to be messmerize by graphic, i want to see enviroment i cant se in real world. I want to visit galleries, museums, shops, interactive shows, buy transport vehicles, play games
- For it to be actually open and functional with real businesses
- Events and big brands
- All of the above and beyond

15.35% users liked to see more games in the VALT, about 16% of them would likely purchase collectible NFTs. (Q.11, 11.1)

KEY FINDINGS - BENEFITS SOUGHT & BEHAVIORS

- 28.39% users liked to see more games and rewards in the VALT. (Q.11)
- 15.54% users would likely purchase NFTs, 77.5% of these liked seeing more games in the VALT. (Q11.1,12)
- 21.67% users would visit the VALT everyday If they can play games, 18.74% would enjoy social interaction in the VALT. (Q.13)

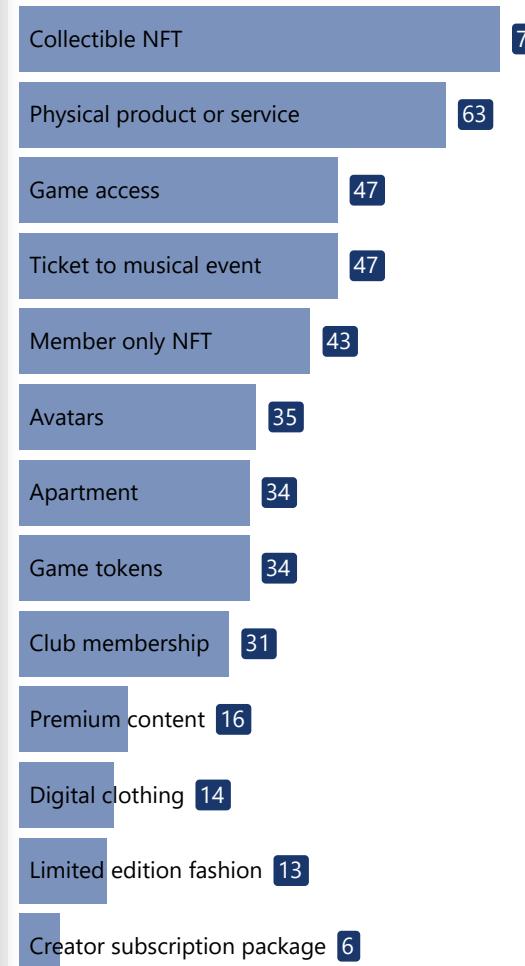
11-What would you like to see more of in the VALT?



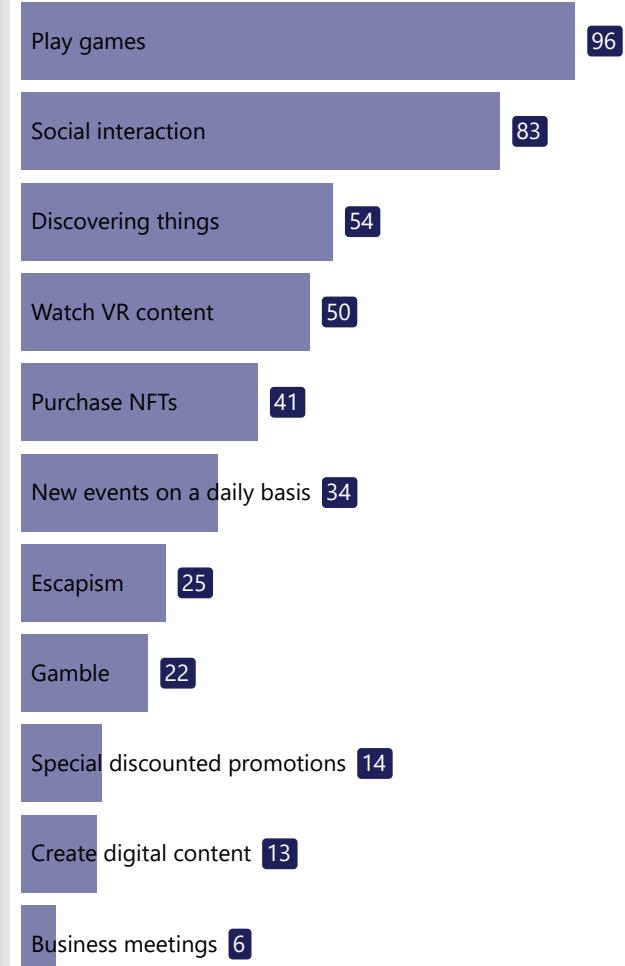
11.1-Items to purchase if seeing more games in the VALT



12-What items would you likely purchase in the VALT?



13-What is the most likely reason you would visit the VALT on a regular basis?



Gaming quarter - Arkamoto is the most favorite theme for half of the users. (Q.14)

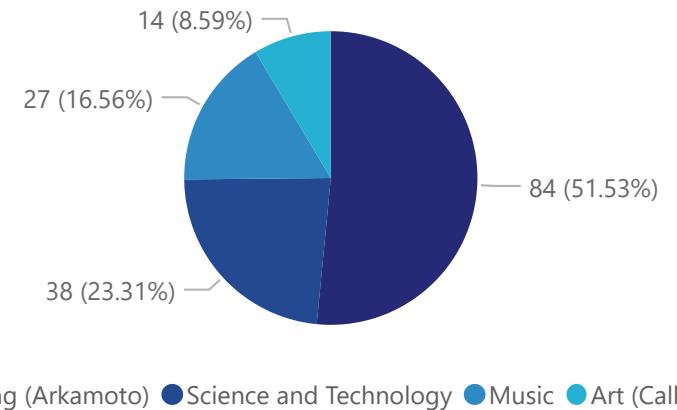
KEY FINDINGS 1 - USER INTEREST

- Most users loved the easy and instant access to other metaverse in the VALT. 25.39% of users saying they liked "the ability to open a portal at anytime anywhere to another metaverse". (Q.15)
- 24.08% of users liked seeing other NFTs projects and "use them in the VALT". (Q.15)
- 71.17% of users would prefer using VR headset rather than mobile device to access the VALT. (Q.18)

KEY FINDINGS 2 - PAIN POINTS

- Prospective customers may not prefer a metaverse If they cannot exchange information within the space. 22.25% of respondents think the metaverse space is lacking "interoperability". (Q.19)
- 16.82% of users think the metaverse space should have more of good gameplay. (Q.19)

14-Which of the Valt's quarter themes is your favorite?



15-What would you like to see in the VALT the most?

- The ability to open a portal at any time anywhere to another metaverse. 97
- Integrating other NFT projects so I can use them in the VALT. 92
- The ability to walk up to someone and trade an NFT right there and then. 65
- I want to have a companion animal, or robot of some type follow me around that myself and others can interact with. 51
- I want to display my NFT's in my hands for anyone to see. Show and tell. 42
- I want to be able to flip a coin into the ponds in the VALT. 21

18-How would you access the VALT right now if you had both a VR headset and a mobile device?



19-What do you think is lacking in the metaverse space?

- Interoperability, one space where you can game / socialize / gamble / trade / invest / explore 119
- Good gameplay 90
- Massive open world spaces 61
- Creator tools to build assets that can be sold and used in the metaverse 58
- Active and dynamic spaces for entertainment 57
- Customization of avatars and personal space 37
- Lore and storytelling 31
- More avatars to represent yourself 27
- Calm quiet spaces for relaxing and being 25
- Small intimate spaces 16

COMPETITORS

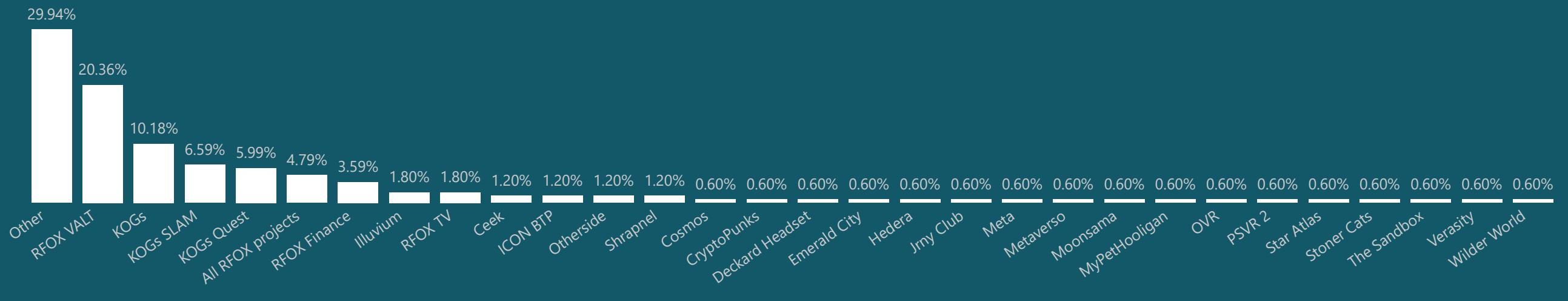


20.36% of prospective customers had "RFOX VALT" in mind when thinking about an exciting project. (Q.20)

95% CONFIDENCE INTERVAL

- 95% confident that at least 14.25% and no more than 26.47% of prospective customers have "RFOX VALT" in mind when they think about a Web3 project.
- 95% confident that at least 5.59% and no more than 14.77% of prospective customers have "KOGs" in mind when they think about a Web3 project.
- 95% confident that at least 2.82% and no more than 10.35% of prospective customers have "KOGs SLAM" in mind when they think about a Web3 project.
- 95% confident that at least 2.39% and no more than 9.59% of prospective customers have "KOGs Quest" in mind when they think about a Web3 project.

20- What project, RFOX or other are you excited for, and why?



(*) The project is counted when its name is directly mentioned in the responses. Multiple brand mentions in one response are counted separately.

(*) Responses mentioning "KOGs" are categorized into KOGs, KOGs SLAM and KOGs Quest considering the given context. For example, respondents mentioning RFOX's "new game" will be counted for "KOGs Quest".

REFERENCES - RESPONSES BY "OTHER" OPTION



10-What are you most excited to do in the VALT?

Other

All of the above and beyond

Events and big brands

For it to be actually open and functional with real businesses

I want to be messmerize by graphic, i want to see enviroment i cant se in real world. I want to visit galleries, museums, shops, interactive shows, buy transport vehicles, play games

Investor

online shopping; apartment use for socializing

Run a business & selection B

Zero info in RFOX VAULT

12-What items would you likely purchase in the VALT?

Other

Everything listed could have a use, really depends on what products, Companies, popular celebrities, influencers are available in the quarters. Watching ready player 1 movie really shows that so many options are available to use. Sure one person may seek a specific one. However Valt being a collection of numerous ideas means options will temp oneself where not previously thought of, like when people go shopping in a mall, they often find new stores or items as they explore.

Interactive Experience

Tickets to events in general. Standup comedy, TED-talks, etc..

11-What would you like to see more of in the VALT?

Other

ZERO INFO IN RFOX VAULT

Sporting events

Sport events

spaceships/vehicle

Museums

Live Interactive VR Prototyping

KOGS, Travel

How the fuck can you can a virtual fashion show. And a live music event in Vr. Come on guys, be realistic. Buck the bullshit trend and do something useful with your position

For it to be open, to know who are the owners? What are their businesses? Are they existing brands or new? Who are the marque brands? What is happening with all the partnerships you announced?

Exploration the world ship, car etc, find some NFT monsters, creatures which u could sell buy

Everything has its use case, tho I'm not to keen on rewards for user's. By that I mean that yes they are good to have but only after Redfox staff and business is doing well that it is safe to share in profits. Like dividends if you own shares in a bank etc.

E-sports

13-What is the most likely reason you would visit the VALT on a regular basis?

Other

Curious

Difficult to answer until its open

Education on using SDK for uses in RFOX ecosystem

Physical clothing shopping

VR Production A/B Testing

REFERENCES - RESPONSES BY "OTHER" OPTION



15-What would you like to see in the VALT the most?

Other

To have the same "senses" one has walking around a city or park - sight/sound of water flowing, wind, and when one is outside your avatar sounds like it's outside and not speaking on a Mic or in a studio

Special events like in Destiny

Planetarium!

NFTs redeemable for real world products and experiences

NFT's are bullshit. Solve some real word problems

Linking NFTs with gaming use, to provide function. However its important to steer clear of pay to win, which is detrimental to creating long term gaming communities. Fortnite is an example of a successful formula, the skins provide look, add to uniqueness and you feel cool using something different. But it in no way impacts the gameplay/skill. The underlying game must be fun, addictive, with inbuilt progression based on skill and time, on its own, NFT's can then be added to add a unique flavour to enhance an already good game.

I want to have a space to showcase my nfts, somewhere I can customize and invite people to.

Perhaps an apartment can fulfill this.

For it to be open and functional first

Earnings

Create and custom experience

All of the above...flexibility to adapt to whatever brings in the most users for now

Ability to use other Metaverse NFTs and characters in the vault so all these aren't silos

A heap of different events, to pull in normies. And fiat purchases as an option (visa, mastercard, account)

A bridge to real world application

19-What do you think is lacking in the metaverse space?

Other

W

Option to "travel" to other countries, cities, or hard-to-access locations such as The Grand Canyon, Mt. Everest, restricted buildings not open to the public

Not sure till I get in there

More interactions or actions command that can be used inside the metaverse

More ideas like this being talked! Brilliant RFOX

Metaverse is lacking pretty well everywhere atm. Customisation/ personalisation of absolutely everything is what will keep people interacting. Exclusivity levels to everything to

It seems your building, listening and learning. It's a mix of all of the above and more. The one thing is seen in Twitter is how people hate on the low quality graphics. Yet Minecraft did well, perhaps knowing Valt will improve should stop the negative feedback in due course. Sure open space would be great but if too big and you can't find people they may lose interest. Perhaps a person locating tool that can be on or off. Some may wish to wander around peaceful, others like a rpg with friends

Graphics which create ghost bumps

For things to be actually open and working

Earnings

Business meeting space / retreat meetings -

Building regulations (Somnium Space does but they are too extreme, DCL doesn't at the other extreme). Strata & Event DAOs

Access to high quality headsets at affordable prices...once AR/VR is as easy as putting on a set of clear safety glasses there will be users for all of the above

A genuine need is yet to be fulfilled or created, currently I would log into the metaverse just to see something new, but what I would do there is yet to be determined. A function which would regularly draw me there is missing at this stage.

REFERENCES - MENTIONED PROJECT IN Q.20



All RFOX Projects

What project from RFOX or any other projects are you excited for, and why?

▲
All RFOX project... "The gift of RFOX to connect people and technology"

All RFOX Projects

Everything RFOX is doing

Full metaverse version, because I want to have the most exciting experience with RFOX

I have been a part of Rfox since ICO on liquid I enjoy it all Rfox is my number one out of all online projects

I love it all RFOX environment and want to see the metaverse complete

I'm pretty much only following RFOX closely and the broader crypto market... With work and family I don't have time for much else

No one. Focus only on rfox

Ceek

What project from RFOX or any other projects are you excited for, and why?

▲
Ceek, OVR, Wilder World, Otherside. Metaverses with known names/brands with exclusive NFTs and physical items.

Ceekland looks really good to music events and business.

Cosmos

What project from RFOX or any other projects are you excited for, and why?

▲
Cosmos, excited to see what building on SDKs will eventually lead to

CryptoPunks

What project from RFOX or any other projects are you excited for, and why?

▲
RFOX Valt, Crypted Punks

Deckard Headset

What project from RFOX or any other projects are you excited for, and why?

▲
Deckard, new VR headsets!

Emerald City

What project from RFOX or any other projects are you excited for, and why?

▲
Emerald City by Gangtsbet

Hedera

What project from RFOX or any other projects are you excited for, and why?

▲
Hedera - it's a layer one protocol that is arguably the fastest (infinitely scalable), most secure, least expensive per transaction (.0003 cents U.S.) and greenest ledger tech available. And has a governance council made up of major corporations around the world as well as educational institutions - very impressive. From all perspectives and is being adopted by industry.

ICON BTP

What project from RFOX or any other projects are you excited for, and why?

▲
Icon BTP implementation which according to their white paper would be hands down the most consumer friendly bridge between different ecosystems. Could open up more utility for rfox token in DeFi protocols on BTP partner projects like Polkadot, ICON and Binance Chain.

Partnership with ICON for interoperability with BTP

Illuvium

What project from RFOX or any other projects are you excited for, and why?

▲
Excited for the RFOX metaverse to get up and going, also excited about Shrapnel, MyPetHooligan and Illuvium for other NFT gaming projects

I am excited for Illuvium open world also

Illuvium due to its great looking graphics

Jrny Club

What project from RFOX or any other projects are you excited for, and why?

Jrny Club, they are one of the biggest buyers of Otherdeeds land. Their going heavy on metaverse land purchasing. Would be good to see them partner with rfox in someway.

KOGs

What project from RFOX or any other projects are you excited for, and why?

Definitely the ability to utilize KOGs in various different games and other things like access to some events and specialized shops and personalized trading abilities within the Vault

I like kogs - its fun collecting all of them!! but I am excited to see what the next game entails!!!

I was very excited for the kogs,I'm very big into collecting so it caught my attention now I'm hooked

Koggs

KOGs - I'm still eager to see how they will become the Keys to Other Games. Aavegotchi - I love how the project started with utility, not the other way around (like most). Star Atlas - I'm an old science fiction nerd and would love fro one day to be a part of their vision of a career in the Altas.

KOGs ,just like buy them

KOGs as it's what brought me to rfox initially and has kept me here for nearly 2 year's now 😊

KOGs for the nostalgia!

Kogs integration

Kogs since i started with rfox with kogs

Kogs utility 🎁

KOGS, how they will work with keys to other games.

KOGS, potential to do a lot with them. The artwork is amazing on them as well.

Opportunities for passive income through rfox.finance/kogs; planetarium and similar

KOGs Quest

What project from RFOX or any other projects are you excited for, and why?

I am excited about Kogs Quest because I anticipate it will be another success the same as it was with its previous projects

Im excited about the new games. I really want to be part of cbt just like in slam. I will always be excited with rfox projects.. i have great faith in rfox.

Im excited the new game will release this year of rfox cant wait and the rfox valt im waiting to release in public so we can also participate on it.

Kogs: Quest

KOGs: Quest!

RFOX Games

RFOX new games

RFOX TV, RFOX Games, including KOGS and KOGS Quest and future games and of course the Valt

The new rfox game that is going to release. Why? To earn money to be able to pay my college tuition fee.

The nft to video seems great. The stream and shop is a nifty idea as well. Really like the idea of Kogs, and the new rpg game with use case. But will it be simple for my kogs in my app to be transferred to the rpg game ?. Will your mint lab go to opensea so that people can buy Bored ape kogs then choose a game to use them in ?

REFERENCES - MENTIONED PROJECT IN Q.20



KOGs SLAM

What project from RFOX or any other projects are you excited for, and why?

▲
KOGs - I loved the game as a child and am hopeful it will find mass adoption

KOGs finally getting to iOS would be exciting lol

Kogs slam I be expecting more updates and exciting about the game

Kogs slam on iOS, been following for years and played beta but haven't been in yet

KOGs...Waiting to see the true utility for not only choobs but individual KOGs such as FURGS. The potential is endless, the games team just need to deliver.

Kogslam

other play to earn aside from kogs

RFOX Games

RFOX TV, RFOX Games, including KOGS and KOGS Quest and future games and of course the Valt

The nft to video seems great. The stream and shop is a nifty idea as well. Really like the idea of Kogs, and the new rpg game with use case. But will it be simple for my kogs in my app to be transferred to the rpg game ?. Will your mint lab go to opensea so that people can buy Bored ape kogs then choose a game to use them in ?

Update in KOGs SLAM APP/leaderboard/tournament etc... Because I want earn more money

Meta

What project from RFOX or any other projects are you excited for, and why?

▲
Facebook meta will move tech for the industry, we need better tech, i want the same graphics like aaa games in VR

Metaverso

What project from RFOX or any other projects are you excited for, and why?

▲
Metaverso

Moonsama

What project from RFOX or any other projects are you excited for, and why?

▲
Moonsama, the first multiverse NFT gaming project with multiple utility developing new games and adapting to changes fast. Has a great community and hard working devs that deliver.

MyPetHooligan

What project from RFOX or any other projects are you excited for, and why?

▲
Excited for the RFOX metaverse to get up and going, also excited about Shrapnel, MyPetHooligan and Illuvium for other NFT gaming projects

Otherside

What project from RFOX or any other projects are you excited for, and why?

▲
Ceek, OVR, Wilder World, Otherside. Metaverses with known names/brands with exclusive nfts and physical items.

Otherside & the Valt. Interested to see how many genuine users otherside will get when they open the gates to that game/platform, and what the users there spend time doing. The Valt because of the neat spaces & different quarter designs. Events, events, events. Doesn't have to be huge expensive ones, just chats/interviews, comedy, talks, etc. Stream the events to rfoxtv for people who don't want to attend the events in the metaverse directly.

REFERENCES - MENTIONED PROJECT IN Q.20



OVR

What project from RFOX or any other projects are you excited for, and why?

▲
Ceek, OVR, Wilder World, Otherside. Metaverses with known names/brands with exclusive nfts and physical items.

PSVR 2

What project from RFOX or any other projects are you excited for, and why?

▲
Psvr2

RFOX Finance

What project from RFOX or any other projects are you excited for, and why?

▲
I love the RFOX Finance layout. I just want to see the whole thing an ideally view heavy metal concerts with a VR headset

Opportunities for passive income through rfox.finance/kogs; planetarium and similar

RFOX finance rewards. Also any project that can bring tech to the masses in an easy, user friendly way

Rfox finance, staking etc to create sustainable defi

Valt, interoperability scope and combination of retail, entertainment and gaming.&Finance, because I hope to see the Valt metaverse + NFT + DeFi being combined in one immersive experience.

VFOX - The passive income / revenue stream!

RFOX TV

What project from RFOX or any other projects are you excited for, and why?

▲
I'm mostly excited for the Valt and the online shopping experience via RFOX Tv which potentially can bring in massive numbers of people.

Rfox Tv because it has the ability to introduce new users

RFOX TV, RFOX Games, including KOGS and KOGS Quest and future games and of course the Valt

Shrapnel

What project from RFOX or any other projects are you excited for, and why?

▲
Excited for the RFOX metaverse to get up and going, also excited about Shrapnel, MyPetHooligan and Illuvium for other NFT gaming projects

Shrapnel game. Long term game dev team building AAA shooter on Avalanche.

Star Atlas

What project from RFOX or any other projects are you excited for, and why?

▲
KOGs - I'm still eager to see how they will become the Keys to Other Games. Aavegotchi - I love how the project started with utility, not the other way around (like most). Star Atlas - I'm an old science fiction nerd and would love fro one day to be a part of their vision of a career in the Altas.

Stoner Cats

What project from RFOX or any other projects are you excited for, and why?

▲
Games and stoner cats nft

The Sandbox

What project from RFOX or any other projects are you excited for, and why?

▲
Sanbox

Verasity

What project from RFOX or any other projects are you excited for, and why?

▲
Veracity vra excites me. Vera sports for champions online.

Wilder World

What project from RFOX or any other projects are you excited for, and why?

▲
Ceek, OVR, Wilder World, Otherside. Metaverses with known names/brands with exclusive nfts and physical items.

REFERENCES - MENTIONED PROJECT IN Q.20



RFOX VALT

What project from RFOX or any other projects are you excited for, and why?

CulD and E-bots because I want them on the valt 😊 merging lore and aesthetics.

Definitely the ability to utilize KOGs in various different games and other things like access to some events and specialized shops and personalized trading abilities within the Vault

Definitely the VALT - I have been involved with Rfox in pretty much all aspects for several years now and I believe that the VALT will bring it all together - the KOGs, Rfox Finance, Games, Media and the collaborations with other great companies will all integrate via the VALT - and I think the best thing about that is that most people using the VALT in times to come, will have no idea what's behind the scenes & I think that is what makes this special - it's 'Grandma' Proof. Because I have been here since the early stages I can truly appreciate what the VALT is going to be and I am amazed at the commitment from the Rfox Team to the early investors - I really feel part of something special.. I have been telling friends and family to get onboard & it is without a doubt my number 1 project and my biggest investment EVER - I can't wait for the opportunity to be further part of this exciting venture & I am also VERY excited to be able to meet up with friends and family from overseas that I still can't travel to see - especially my brother who is not well.

Excited for the RFOX metaverse to get up and going, also excited about Shrapnel, MyPetHooligan and Illuvium for other NFT gaming projects

Excited for the Valt the most!

For the Valt to be open and working

I am excited for the release of the desktop version of the mvp because, I would rather DCA into VFOX than buy a oculus

I'm excited for real life use case for nfts which I know rfox will be able to bridge with building the valt. Having the valt integrate with so many different tools is what I am excited to see and the progress it will pioneer in this space

I'm excited to see the valt evolve its only early days I hope to see it get built on and polished

I'm mostly excited for the Valt and the online shopping experience via RFOX Tv which potentially can bring in massive numbers of people.

Metaverse valt, to experience an out of the ordinary experience

Mobile games and Valt access on iPhone so I can access these anywhere / anytime

Most excited for the VALT to be open to general public and buzzing with people . Very excited to see how the graphics will ultimately look.

Mungkin Proyek game VR, karena saya ingin sesuatu yang baru yang berbeda dari game game yang pernah saya mainkan dan saya harap RFOX VALT bisa membuat game yang memuaskanThanks RFOX

Otherside & the Valt.Interested to see how many genuine users otherside will get when they open the gates to that game/platform, and what the users there spend time doing.The Valt because of the neat spaces & different quarter designs. Events, events, events.

Doesn't have to be huge expensive ones, just chats/interviews, comedy, talks, etc. Stream the events to rfoxtv for people who don't want to attend the events in the metaverse directly.

PC Version of VALT, because you can build a AAA look and feel and the target group is much larger than for VR.

Rfox valt

RFOX VALT - I can't wait to experience live events by music artists

RFOX VALT because it's the beginning of the future and I want to be there to see it unfold.

Rfox valt will make the Rfox ecosystem huge. I would love to shop in the valt and never use boring Amazon again. Bring it live!!!!!! Soon 😊

RFOX Valt, Crypted Punks

Rfox valt, I would love to explore the valt and shop in the valt.

rfox vault

Shopping and socialising in the valt

The Valt, metaverse hype will be real

Valt

VALT will set the proper footprint in the industry

Valt, interoperability scope and combination of retail, entertainment and gaming.&Finance, because I hope to see the Valt metaverse + NFT + DeFi being combined in one immersive experience.

What intrigues me the most is absolutely seeing the real world use case for the RFOX VALT. In particular, seeing a virtual space for shopping online with real world product delivery is the one massive idea that initially got me on board with RFOX. This has the potential to solve a myriad of problems if done correctly such as time saved through eliminating or minimising physical travel, and the userbase is aware of how incredibly convenient it is to be able to jump into the VALT and shop without physical interaction and distraction, while also understanding and appreciating the basic human necessity for real world face to face interaction at times, allowing the user to also potentially share that experience with friends or family at the same time if they choose. The human psychology aspect of this project is awesome and I'm excited to see how the public reacts initially and how it may change over time.

REFERENCES - MENTIONED PROJECT IN Q.20



Other 1

What project from RFOX or any other projects are you excited for, and why?

Ability to enter metaverse without VR/mobile to increase the userbase, and then a genuine use case for users to interact beyond just that its a metaverse.

Ability to rent out spaces to business/companies in the metaverse

Akamoto

All

All of it

Any metaverse project really, can't wait to experience the future and be able to create and interact with virtual people all over the planet

Anything productive and realistic.

Avatar and apartment

Chasing space

Condo and apartments

E-commerce cashback, gaming, media

E-commerce will be a game changer

Everything. To see it bloom

Exciting games, I'm a gamer!

Finance Farm

gaming , casino , racing ,music

I am just generally excited to see the Metaverse niche develop and get more unique utility and activities to do for its users.

Its all very empty and simple for now.

I am looking for more metaverse opportunities

I believe in the future of the meta universe

I don't know

I'm excited about the whole lot and invested

Idk

I'm excited when there are new nft and I'm happy with the rfox game because you're so awsome and I know that you will release many more new nft and valt

Other 2

What project from RFOX or any other projects are you excited for, and why?

Interconnected projects and building out the meta verse

Just excited for the VR world to get going and more people start using it. That's when more area's will open up, new ideas will be developed etc Also, will get cheaper to use.

KOGS Marvel

Kusama/Polkadot bridge chain for VFOX cross-chain integration

Live music events because I enjoy going to concerts and festivals with friends

Looking forward to utilisation of the NFT Marketplace.

Metaverse

Metaverse, I want to have the most exciting experience in the full version

Metaverse for sure. Looking forward to games also

metaverse travel - because you can travel in between metaverses

More realistic versions of the metaverse because currently the metaverse is great but they can make it better

Na

New Android/iOS Game 2

NFT market and gaming

not sure

Not yet

online gaming

On-line shopping, i.e., next gen "Amazon"

other play to earn aside from kogs

Partnership with ICON

Pc metaverse so the graphics are better

Play to earn games, because it's a fun way to make extra money

Rfox / Vfox tokens as I'm a early investor

The project that ate shey said because it's a great idea

Virtual reality games with nft

VR

THE END

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