



THE FIRST DECENTRALIZED ANIME FRANCHISE



ENTER: UTOPIA

The Year 2080

A deadly virus was released into Utopia by an unknown entity, a virus that was powerful enough to eradicate humanity.

However, there are small traces of humanity left within Utopia and these remaining humans have taken upon themselves to be responsible for seeking retribution.

Artificial Intelligence has taken over Utopia. This was the birth of a new cyber species, The Zeils, that was created by an all-powerful and merciless AI.

His name was Karth, The Cyber Ruler.

VISION:

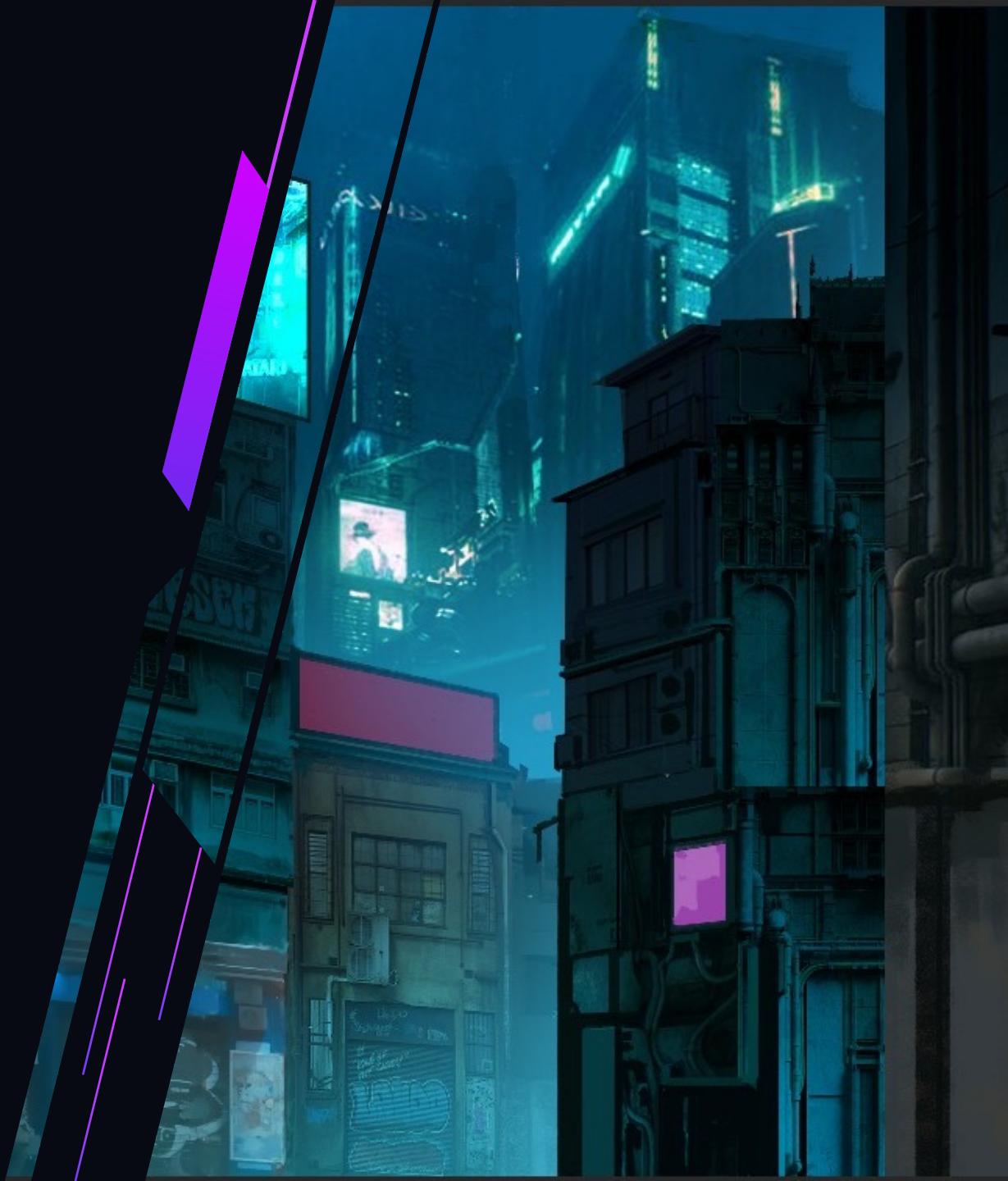
Zenogakki is a revolution within an industry.

Animators, and creatives worldwide are not credited enough when anime series are made. They get paid minimal salaries when producers make millions.

Enter: Zenogakki

Zenogakki's long-term vision is to create a structure where the community and creatives benefit from the success of the franchise for as long as it lives; this plans to include (but is not limited to) watch to earn mechanism for the community.

Zenogakki is to function as a core in the decentralized anime/media space, by creating and innovating our own platform, granting IP rights to NFT Holders, we will expand and scale our franchise to ultimately become an anchor for similar projects to move forward while taking the right steps.



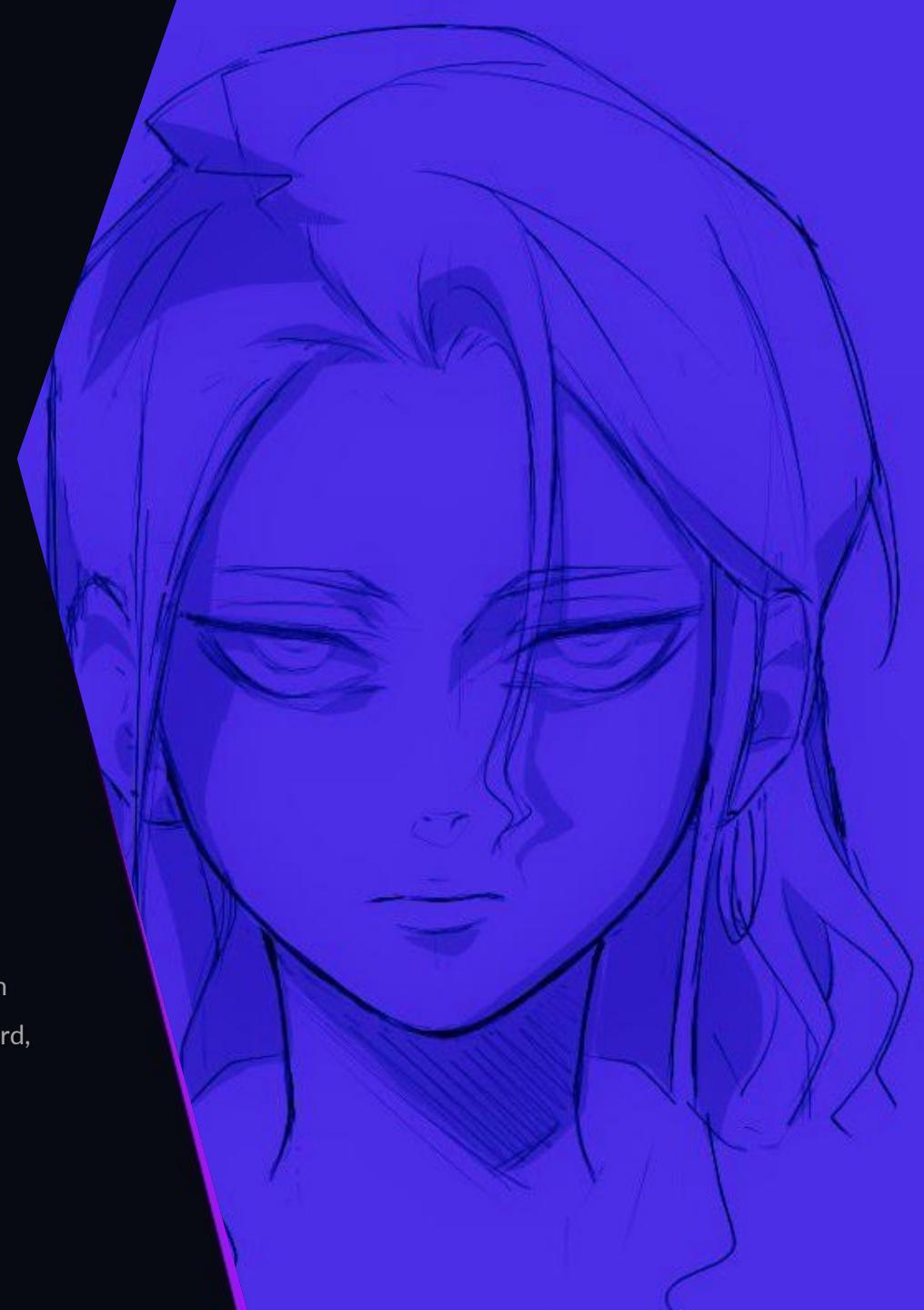
フェーズ1



- **ORGANICALLY DEVELOPING AND NURTURING A COMMUNITY-CENTRIC ALPHA SERVER -**
The team at Zenogakki wants to create a family that will genuinely take care of each other. We want the server to act as a home to anyone, regardless of whether you own anything related to our franchise or not, we would love for people to learn something new whenever they interact with the community. We firmly stand for a chant that will be very common in our community:
Death to grind culture.
- **LAUNCH OF UNIQUE GENESIS NFTs** – We believe in the concept of *Kaizen* (continuous collective improvement across a team), which is why we have taken over 6 months in order to do the collection justice (consisting of 200+ traits). We want every NFT that is being bought to feel special to whoever owns it. This is why we focused on the details as much as possible in order to attain the highest form of "*decentralized artistry*."
- **EXCLUSIVE ZENOGAKKI SOUNDTRACK** - We curated a list of our favorite up-and-coming producers and musical artists to design the perfect Zenogakki themed soundtrack in-house (*Karth headbangs to them while he's seeking world domination*).

- **RETRIBUTION VS ABOMINATION** - With an entire storyline for Zenogakki and the manga development underway, we would love for people to emulsify themselves within the story. In every favorite anime, there are always sides to pick from, whether you'd like to be on the "virtuous" side or whether you'd like to be on the "evil" side, there is always one character or one team that people resonate with. We wanted to mimic and experience this feeling with all of you.
- **WORLD CLASS STUDIOS** - The team at Zenogakki had to shortlist and quality check every studio that we wanted to work with and after doing so, we then sent 280 inquiries keeping in mind that our favorite studios to work with amongst all of them was; Toneplus Animation Studios and Laurel Pursuit and funny enough, these were the first studios that responded (*the universe works in weird ways*).
- **MANGA PREVIEW** – Volume 1 of the manga is in pre-production phase with Laurel Pursuit Studios. They are working extra hard to make sure that our family gets more than one chapter if not an entire volume available to read PRE-MINT.
- **FURTHER PARTNERSHIP ANNOUNCEMENTS** - We are working on bringing more and more partners on board because we believe that collaboration is the best way to work and by having more partners onboard, our franchise expands providing us and you limitless possibilities.

Collaboration breeds innovation.



フェーズ2

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- **METAMORPHOSIS LINK (ONLY APPLICABLE TO NFTs WITH “DJINN” TRAIT)** - These are evolution NFTs that will be airdropped exclusively to Zenogakki NFT Holders, we are in the midst of conceptualizing and then developing a mechanism where you can “evolve” the existing Zenogakki genesis NFTs, or keep the metamorphosis link for a rainy day (*Alpha Alert*).
 - **ZENOGAKKI 1st EDITION MANGA NFTs** - Upon completion of Volume 1 of the manga, we will officially be enabling holders to read and hold the Zenogakki 1st Edition Manga as NFTs. The manga shall be released per chapter for the community, where the first edition digital batch will be a FREE MINT for Genesis holders. As we have always preached; community first, Genesis Holders will be able to freely mint NFTs that will enable profit sharing with the holder of said NFT from the manga series net profit.
 - **ANIME NFTs** - Following the similar structure to the Manga Collectible NFTs, Genesis Holders will be able to freely mint NFTs that will enable profit sharing with the holder of said NFT from the anime series net profit.

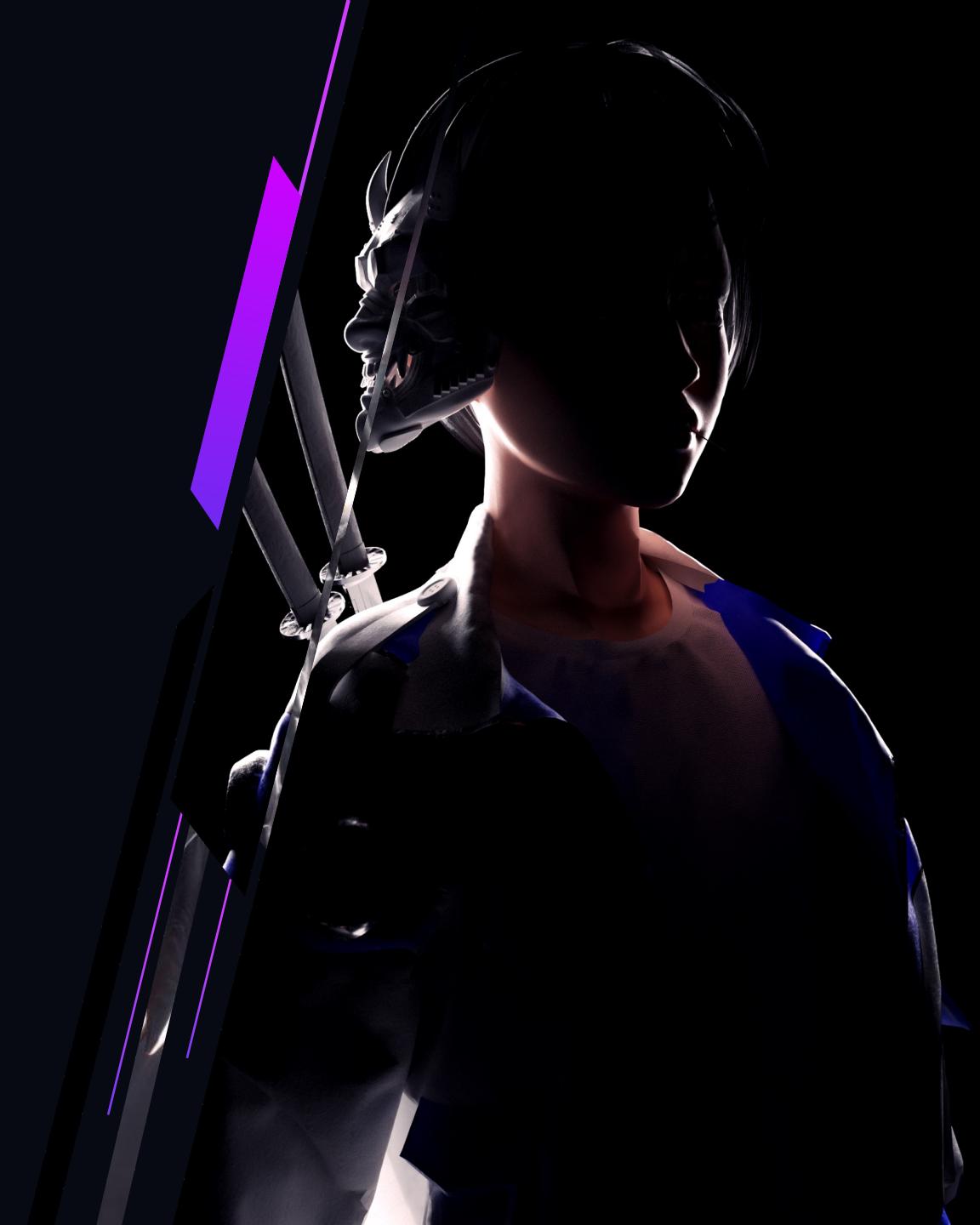
ZENOGAKKI GENESIS NFT = FUTURE ZENOGAKKI ECOSYSTEM FREE MINTS, PASSIVE INCOME (NATIVE TOKEN), “THE PLATFORM” DAO (PHASE 4) GOVERNANCE ACCESS.

METAMORPHOSIS LINK = EVOLUTION NFTS

ZENOGAKKI 1ST EDITION MANGA NFT = INITIATE PROFIT SHARING FROM MANGA NET PROFIT FOR HOLDER.

ZENOGAKKI ANIME NFT = INITIATE PROFIT SHARING FROM THE ANIME NET PROFIT FOR HOLDER.

- **ANIME TRAILER** – Upon reaching Phase 2, our animation will be in the midst of production, this is also when we plan on releasing the trailer and invoices for the community to see for the anime series. We want to also use this as guide for the NFT space to one simple rule: **INVEST IN PROJECTS THAT ARE TRANSPARENT**
- **BEHIND THE SCENES** – Inspiring filmmakers within the community rejoice! We will be taking the community on an exclusive behind-the-scenes ride from conceptualization to realization.
- **EXCLUSIVE ACCESS TO PRE-RELEASE UPDATES** – We value community above anyone else. The first people to know of our updates or new products within our ecosystem would be The Zenogakki Family. As we know; family comes first (*totally not a Vin Diesel reference*).



フェーズ3

- **OFFICIAL RELEASE OF ANIME SERIES** – The moment we've all been waiting for.
- **THE ZENOGAKKI FRANCHISE WITHIN AN APPROPRIATE METAVERSE** – The team at Zenogakki realizes that the word "Metaverse" is overused and sometimes can be taken out of context, this is why we would ideally like to have Zenogakki exist within an appropriate metaverse for our franchise (*we do not have plans to create our own metaverse as of yet*).
- **PHYSICAL COLLECTIBLES/MERCHANDISE LAUNCHED WORLDWIDE** – As we previously mentioned, we want to build a franchise, we want the world to recognize and know what Zenogakki is and for that fact. We will actively seek out fashion collaborations to develop merchandise that everyone will see and grow to love in our anime series. *Connect Wallet to confirm your delivery*.



CORE TEAM

Sayf

(SYGA)

Founder
Chief Executive Officer

Rizvi

(RIZ)

Co-Founder
Chief Marketing Officer

Nibraas

(NIBS)

Co-Founder
Chief Community Officer

Shayan

(SV)

Administrator
Strategy Consultant

Kunal

(phen0menon)

Lead NFT Artist

Sayf

(AKA: SYGA)

Founder & Chief Executive Officer

My name is Sayf and I'm an Ex-Aerospace Technologist, Innovator, and Web3.0 analyst. Anime and gaming have always been my first love. Ever since my childhood, I've always loved anime, the animations, the creative direction, and the time it takes to develop each and every one of these masterpieces.

Over time I realized that the anime industry isn't all sunshine and rainbows, all of our favorite animes are usually made by animators that have been overworked and not paid a fair wage for the amount of work they would have to produce especially within extremely short deadlines, because of this pressure it would lead them to take extremely radical measures to make ends meet, something no human being should go through.

A year ago, I was introduced to crypto, NFTs, blockchain technology and the beauty of decentralization, this struck a lightbulb in my head, and that was the birth of "Zenogakki" (i.e. The Instruments of Zen)

It is the revolution against an entire industry, Zenogakki was made to support not only the animators but creatives in any field, where the community and creatives benefit from the success of the franchise as much as we do.

Syga (@Syga0) - Twitter

<https://www.linkedin.com/in/sayf-yousuf-71a0691b1/> - LinkedIn

Rizvi

(AKA: RIZ)

Co-Founder & Chief Marketing Officer

My name is Rizvi, I'm a complete weeb that found his love for blockchain technology back in 2019. This was when I conceptualized the creation of a memory recall app that was made to aid amnesia and all other types of mental health disorders. The fundamentals of the app combined blockchain technology and artificial intelligence in order for it to be fully functional.

I forgot about how much I loved blockchain until I found that love all over again at the end of 2020.

I'm currently working with the world's largest crypto launchpad called DAO Maker with regards to KOL (key opinion leader) outreach, management, and marketing.

Anime is something I hold extremely close to my heart, it is quite literally my childhood and my biggest dream is to create the "world's best anime" that the little kid inside of me would be proud of.

Riz (@rizzotoo) - Twitter

<https://www.linkedin.com/in/rizvi-azeem-a03875175/> - LinkedIn

Nibraas

(AKA: NIBS)

Co-Founder & Chief Community Officer

My name is Nibraas, I'm a film creator, director, professional photographer, singer, and songwriter. I've always been a freelancer and always worked on my own terms, every form of work that I have engaged in has been work that I'm truly passionate about, I've worked for Emirates Airline, Middle East Drift Championship, and also many other individual art projects.

I have always been involved with cryptocurrency and blockchain technology but the first time I was introduced to NFTs was when I minted my pride and joy: NeoTokyo S1 Citizen (#1858). Safe to say that was the best possible introduction into the NFT space and everything has been uphill ever since then.

Once I was more in tune with the method of madness to trading NFTs, engaging in communities, and networking with some of the best people within the NFT space, I started getting into the actual business. This was when I became a Community Manager, Web 3.0 analyst, and researcher for multiple alpha groups such as TxT (The Think Tank).

Nibraas.eth (@thenftchild) - Twitter

<https://www.linkedin.com/in/nibraasjaffri/> - LinkedIn

Shayan

(AKA: SV)

Administrator & Strategy Consultant

My name is Shayan. Or as the NFT space knows me, SV. I'm a digital marketer, advertising strategy expert, community builder, designer, and NFT Consultant. I found my love for anime as a child when I felt like Naruto was the only friend I had.

Much like all of you, I never fit in, but I never wanted to either.

I am also an experienced businessman. I've spent the last 5 years being a public speaker, Entrepreneur, a B2B marketer and a consultant for many companies looking to offset their carbon footprint, digitize operations and automate systems. My most recent venture is help secure certifications, derive marketing strategies and in general kickstart Emenjay Chemicals; an organic Textile Chemical company based in The United Kingdom.

I fell in love with Web3 after I discovered a very special community called The Metav3rse, my Web3 home, and earned a position within The Collective. Countless hours of learning from the brightest minds in Web3, applying my Web2 experience and surrounding myself with the brightest minds in the space made me the man I am today. After Nibraas, my childhood friend, introduced me to Sayf and Riz, my inner child woke up and started creating, and with Zenogakki, he does not plan to stop anytime soon.

sv (@SMV179) - Twitter

<https://www.linkedin.com/in/shayan-vohra-1b44061ba/> - LinkedIn

DEV-OPS

Junaid Ali

COO of The SoftCube

Faiser

Head of DevOps

Michael

Solution Architect &
Infrastructure Manager

ADVISORS

**Bernard
Edlington**

President of Toneplus
Animation Studios + Lead
Animation Director

Ali Imran

Co-Founder & CCO of
GoFinance

**Nico
Tschanz**

Investment Advisor at UBS
Bank

Faiser

Head of DevOps & Smart Contract Development

Faiser has 8 years of total experience in software development and also in the domain of project management, monitoring and managing the team, business requirements, Configuration, System designing, Implementation, documentation, and testing of business/commercial/ and Enterprise applications.

He is passionate and has worked on numerous web and mobile applications with different business domains and how to sort and deal with structured and unstructured data. His expertise also includes Data Science and AI data analysis with real datasets. He has also worked on NLP to build smart text extractions such as Elastic searches. When he learned about blockchain for the first time, he realized that he needed to extend his career to this domain as well so he has started building and testing the deployment of smart contracts over the different Blockchain networks while specializing in Ethereum.

<https://www.linkedin.com/in/faiser-mehmood-satti-b00ab883/> - LinkedIn

Michael

Solution Architect & Infrastructure Manager

Michael George has 11 years of experience in software development and solution architecture. He started his career in programming, and worked on building web applications then entered enterprise followed by building his first e-commerce system.

He possesses a keen interest in data mining and the AI algorithms that do textual analysis. Taking his desire into the field of academia, he worked with the Government of UAE and has published two peer-reviewed research papers. One of them on IEEE, on the 'Study of Topic Detection using Machine Learning.'

Michael always believe in solutions, real solutions that solve real problems. So when he learned about blockchain for the first time he realized that this is what will take the internet to a new frontier.

<https://www.linkedin.com/in/michaelgeorgeg/> - LinkedIn

Junaid Ali

DevOps

Junaid leads a team of 30+ developers and is an entrepreneur, sketch artist, and specialist in his field who aims to transform the digital landscape of the world. This infusion of curiosity and innovation led to the inception of his company, SoftCube.

His organization has served numerous businesses across the globe. One of the many projects that SoftCube has created tech solutions for in the past includes the coveted; Creepz Genesis and Mekaverse.

<https://www.linkedin.com/in/junaid-ali-pervez/> - LinkedIn

Bernard Edlington

President & CEO of Toneplus Animation Studio + Lead Animation Director

Bernard began his animation career animating for children's television. By 20 he was Senior videographics designer for the national Network 10 operations based in Sydney. Since 22 he has been based in Tokyo, creating both commercial and artistic media, software, films and installations for clients around the world.

Some of the many projects Toneplus his company and has worked on include; "**Final Fantasy VIII Remake**," **Kingdom Hearts III**," **Final Fantasy XV**," **One Piece Film: Gold**," and last but not least **"Attack on Titan Part 1 & Part 2."**

He is well trained in Supercomputing, specifically Xerox Parc, SGI, and Sun Microsystems and one of the most recognized names in the anime industry making him perfectly equipped and capable of being the Lead Animation Director and Advisor for Zenogakki.

<https://www.linkedin.com/in/bernardedlington/> - LinkedIn

Ali Imran

Co-Founder and CCO of GoFinance

Ali is the head of advisory and financial structuring at Zenogakki. He has over 24 years of experience in extensive sales, distribution, and management across the finance industry.

Having led large teams of 1000+ members, holding exceptional abilities to identify and capitalize on market opportunities with a proven track record of project delivery with over 6 different financial institutions.

<https://www.linkedin.com/in/ali-imran-b795471aliimran> - LinkedIn

Nico Tschanz

Global Wealth Manager & Investment Advisor at UBS

Nico is a Swiss Investment Advisor at the worlds largest wealth manager UBS. He has experience from working in Private Markets, Investment Advisory and as an Equity Analyst for the Chief Investment Office in Zurich, London and Dubai.

He holds a Bachelor Degree in Finance and International Business Management and has exceptional skills for future foresight of market conditions, allowing Zenogakki to be well prepared in times of uncertainty.

<https://www.linkedin.com/in/nico-tschanz-760357a4/> - LinkedIn

DESIGN TEAM (IN-HOUSE ARTISTS)

**Kunal
Menon**

Lead NFT Artist

Mehdi B

Poster Artist

Nezar S

Sakuga Animator

Hamza

Animator

Kunal Menon

Better known as phen0menon is Zenogakki's Creative Director Genesis NFT collection artist.

Phen0menon, as his alias puts it, is a visual artist with an incredible portfolio who, like everyone on the team, shares a deep love for art and anime.

He loves 3D art, sculpting, and innovating abstract 3D visuals. Kunal immediately realized that the future for artists and creatives was in Web3, he knew he couldn't let an opportunity like this go away so he decided to double down on his skills and dive deep into the Web 3.0 we all love and appreciate.

<https://www.instagram.com/phen0menon> - Instagram
Kunal (@phen0menon_) - Twitter

Mehdi B

Mehdi is a 20-year-old art & anime enthusiast based in France.

He's been drawing since he was a kid and he's always liked anime because it drives his passion to create one of a kind artworks.

His ideal world would be where he could make a living with his art but most importantly enjoy what he does.

Currently, he's focused on Project Zenogakki which is incubating his exceptional skills and raw passion.

https://www.instagram.com/_algio_/ - Instagram
Gio (@_gioart_) - Twitter

Hamza

Hamza is one of our in-house animators. He does 2D animations, illustrations, character design and 3D environment modeling.

Anime (specifically Dragon Ball Z) is what inspired him to draw for the first time back in 2007. Since then he was doing art here and there for fun, until he started pursuing it as a career.

That's why his art is mostly in anime style. He has worked with a lot of individual clients along with multiple anime merchandise stores. His dream is to create and build his own animation studio in the near future.

<https://instagram.com/otakutheartist> – Instagram

Nezar S

Nezar is an animator that specializes in Sakuga animation.

He has always loved Japan and anime has been part of his life forever.

Over the years of being an animator, he has worked with Mappa Studios on the series; "The Iden Deities Know Only Peace" and on animations on series such as "Boruto", the latest editions of "One Piece" and on "Takt Op Destiny" while also working alongside Toei Animation Studios and Studio Pierrot.

<https://instagram.com/n99.h9> – Instagram

Nezar (@NSpinorex) – Twitter

PARTNERSHIP ECOSYSTEM



Toneplus Animation Studios

Since 2002, Toneplus is the first foreign-owned full-service animation studio in Japan that creates 2D, 3D, traditional and Japanese animations for tv series, games, streaming, and new media. Toneplus has an army of artists experienced and ready to create the next animated series, next-generation game, or a cutting-edge VR/AR extravaganza.

Some of the many projects Toneplus has worked on include; "**Final Fantasy VIII Remake**," **Kingdom Hearts III**, "**Final Fantasy XV**," **One Piece Film: Gold**," **Pokémon: Arceus and the Jewel of Life**," **Pokemon: Giratina and the Sky Warrior**, and last but not least "**Attack on Titan Part 1 & Part 2**."

It is a pleasure to work with Toneplus on the production of the Zenogakki anime series and we are more than excited to see the Zenogakki anime come to fruition (*currently in the pre-production phase*)

<https://www.toneplus.com/> - Official Website

https://www.imdb.com/search/title/?companies=co0364911&sort=user_rating,desc&view=advanced

- IMDB Profile

<https://www.linkedin.com/in/bernardedlington/> - Toneplus President & CEO



Laurel Pursuit Studios

They're an ambitious indie production studio that was founded during the pandemic. Though challenging, quarantine gave them an unexpected opportunity to connect and collaborate with diverse creators online — their team of artists, musicians, writers, directors, coders, and animators come from all over the world.

Together, they're striving to enrich the land of digital storytelling by creating inspiring characters and immersive narratives.

Laurel Pursuit is working with Zenogakki on the production of volume one of the mangaka which will be released within Phase 1&2 of our roadmap (*currently in the pre-production phase with regards to Zenogakki*).

<https://www.linkedin.com/company/laurelpursuit/> - LinkedIn

<https://www.instagram.com/laurelpursuit/> - Instagram

SENIOR VOICE DIRECTOR & VOICE ACTOR:

Neil Kaplan

Neil is the primary voice actor for the main villain within the Zenogakki anime series, he is an American voice actor, audiobook narrator, entertainer, and comedian.

He started working on video games, including several **Star Wars** titles. From there he went on to do voice acting for shows such as "**Power Rangers**, "Attack on Titan," **Digimon: Digital Monsters**, "Transformers: Robots in Disguise (Optimus Prime)."

He is also the voice actor for **Madara Uchiha** from "**Naruto: Shippuden**" and **Genryusai Yamamoto** from "**Bleach**."

Neil Kaplan (@NeKap) - Twitter

<https://www.linkedin.com/in/anyaisle/> - LinkedIn

MANGAKA:

Brandon Chen

The writer Brandon Chen is an author of multiple best-selling novels, manga, webtoons and video games, all focused on the style of anime/manga stories.

He has original serializations in collaboration with **Naver Webtoon**, **Tapas**, and **VoyceMe**, with hit titles, such as **God Game**, **Nora**, and **Just a Goblin**. He has also created the shonen manga, **Somnia (Comixology Best-Seller 2020)** and **Icarus Rising (Kyoto Manga Competition Finalist)** and has multiple nominee titles at **Comic Zenon's Silent Manga Audition**.

All of Brandon's projects are inspired by many works, most of which are shonen or seinen manga. With well over a million followers across his social media platforms and millions of readers, Brandon has established a large fanbase for his publications and brand.

<https://www.instagram.com/inspired.author/> - Instagram

<https://www.linkedin.com/in/inspiredauthor>

Brandon Chen (@inspiredmangaka) - Twitter

VISION → REALITY

- LAUNCH OF "THE PLATFORM"
- W2E (Watch-To-Earn) Mechanism

Phase 4 will be dependent on the success of the previous phases, the reason being we do not want to promise the world but only be able to provide a handful of it.

Phase 4 will be a phase that we have to develop through precise calculations and experts since it involves creating the highest quality structures possible and then layering on a solid W2E model on top of it.

We are all dedicated to creating "forever" products, products that would paint a mark on this world while having the Zenogakki's legacy live forever within it.



フェーズ4
A PREVIEW:
"THE PLATFORM"



THE PLATFORM (フェーズ 4)

W2E MECHANISM (WATCH TO EARN)

Viewers not only get to support their favorite shows but also earn on the platform depending on the watch hours they spend on a show, they receive the native token in exchange for their time.

F2W (FREE TO WATCH)

We want the masses to be able to enjoy the shows and creatives within our platform, and introduce them to the limitless world of decentralization and crypto. Henceforth, for casual viewers, the platform will be free to watch even if they do not own a crypto wallet. However, this form of viewership will be accompanied by ads (curated by the team and strictly relevant to the the platform's native products). We will also be giving free viewers a step by step tutorial so that they can participate in the W2E process if they wish.

FIG 1

Producers, creatives, and the community will all be paid in our native token, these tokens will be divided amongst the parties based on our proposed proprietary technology.

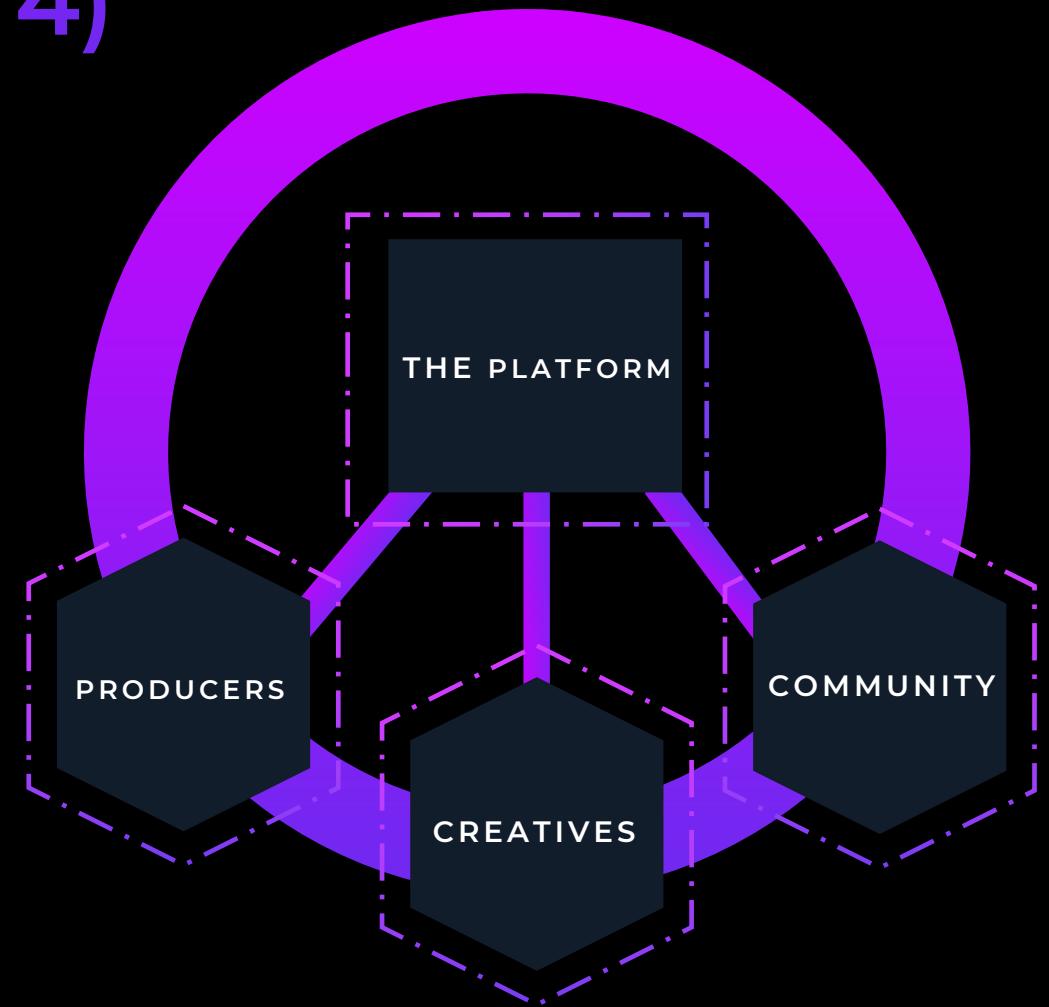
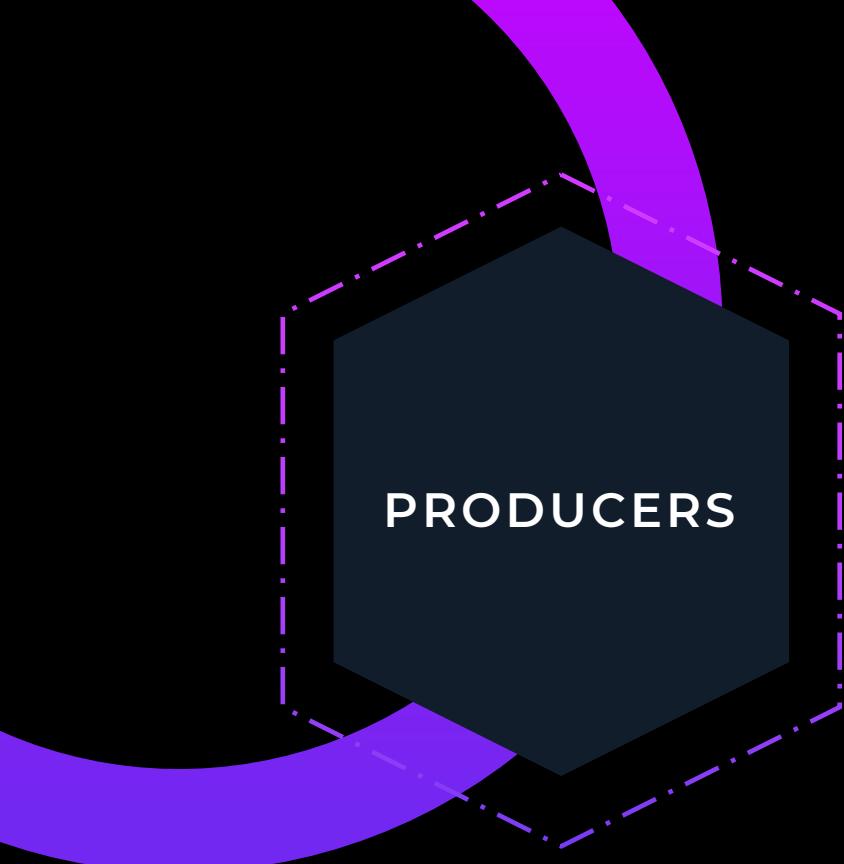


FIG 1.
(The diagram above illustrates the 3 building blocks of "The Platform")



PRODUCERS

Producers

Before engaging in any form of work, the producers would receive a verified database of creatives with experience that is all presented on our platform which they can then choose from according to their preferences.

Since we want to empower creatives they will be “shareholders” in any project a producer engages with them for. They now have more skin in the game, therefore providing their maximum effort to the project they would be working on. Our platform provides the producer with a ready-to-go viewership audience (because the community also wants to earn [refer to W2E Mechanism]).

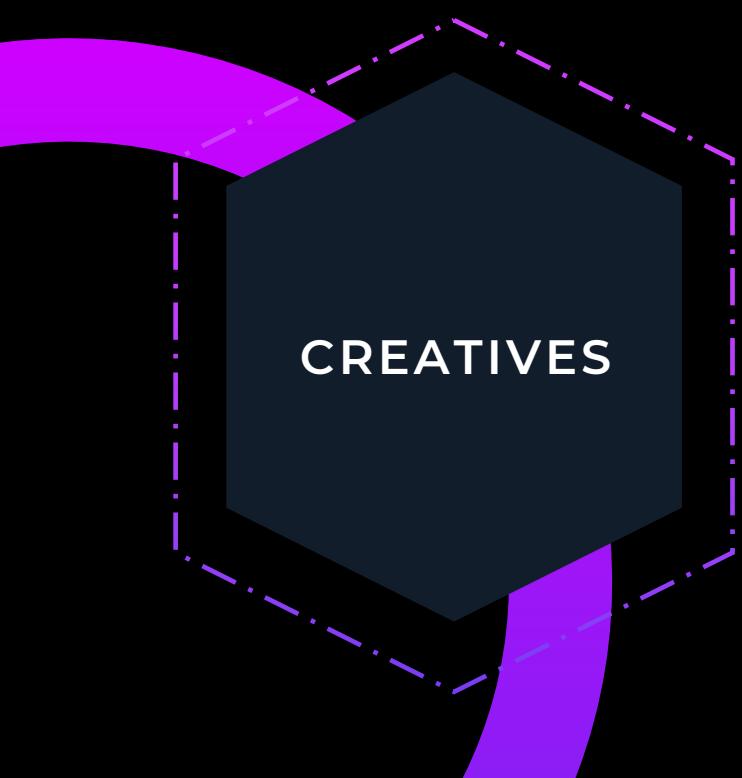
Producers, besides monetary gain, also get an opportunity to bring their wildest creative imaginations to light that could potentially make them cultural icons if their product turns into a fan favorite.

Creatives

As creatives are now shareholders, they get paid fair value for the art they create, making them fully credited owners of their creations.

Decentralization and true ownership of their product provides them with the recognition they deserve and puts an end to the era of unsung heroes in the media industry.

This also opens them up to a whole new database of producers and investors.



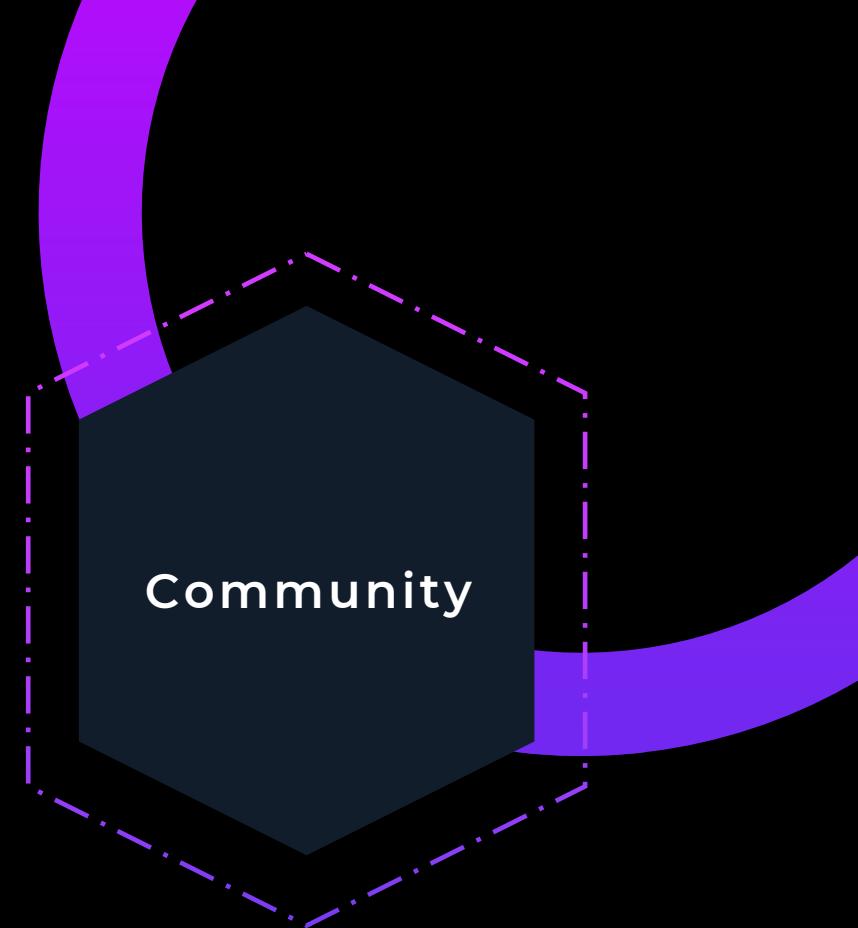
Community

The backbone of Web3.

They get to benefit and enjoy the platform, this is where the community can directly impact the success of their favorite shows by providing the watch hours, and engagement.

This would henceforth benefit the creator because the show that they worked on is gaining traction. Our W2E mechanism provides the community members the opportunity to not only enjoy their favorite shows but also reap the monetary rewards of watching them.

The community has a voice within our platform, they get to determine how successful any project will be.



HOW DOES THIS STRUCTURE WORK?

“Producers” first provide an application for their project. This application will include all details about the project along with the amount of equity they are willing to offer to each of the creatives.

The creatives will then decide whether they would like to work on the project and accept the equity offer or exercise the option to counter offer.

After this process has concluded, the production phase for the project will begin along with an estimated deadline for completion.





Once all of the production phases are over, the project is ready to be released onto the platform but before it is released it will be vetted by the Core Team and the OGS of the platform (Genesis holders of Project Zenogakki)* in order to make sure all of the requirements have been fulfilled by both parties (or have a system within the platform that can automate this).

Once all quality checks have been finished, there will be an announcement on our platform for an upcoming project release.

**While there are OGS of Project Zenogakki, ALL Zenogakki Genesis holders are OGS of The Platform*

The project will then be officially released onto our platform so that the community can begin watching the project hence they can earn and reap benefits off of viewership.

Based on the performance of a project, all parties will be distributed a fair amount of the native token, proportional to their equity. If a project were to perform better than 'expected' (which is the average viewership retention and engagement of combined total projects on the platform), if it is above the average, you will earn more of the native token and if it is below the average you will earn less of the native token. This is to promote and preserve quality over quantity.

After the release phase, the Producer would receive their earnings in our native token which will then be available to view on their personal dashboard.

The Creatives would receive their earnings in our native token (for all the projects they have worked on) which will then be available to view on their personal dashboard.





The Community would receive their earnings in our native token based on the amount of watch time and engagement they provide to a project (referring to our W2E mechanism), the amount of native tokens they earn for all the projects they have been watching will also be available to view on their personal dashboard.

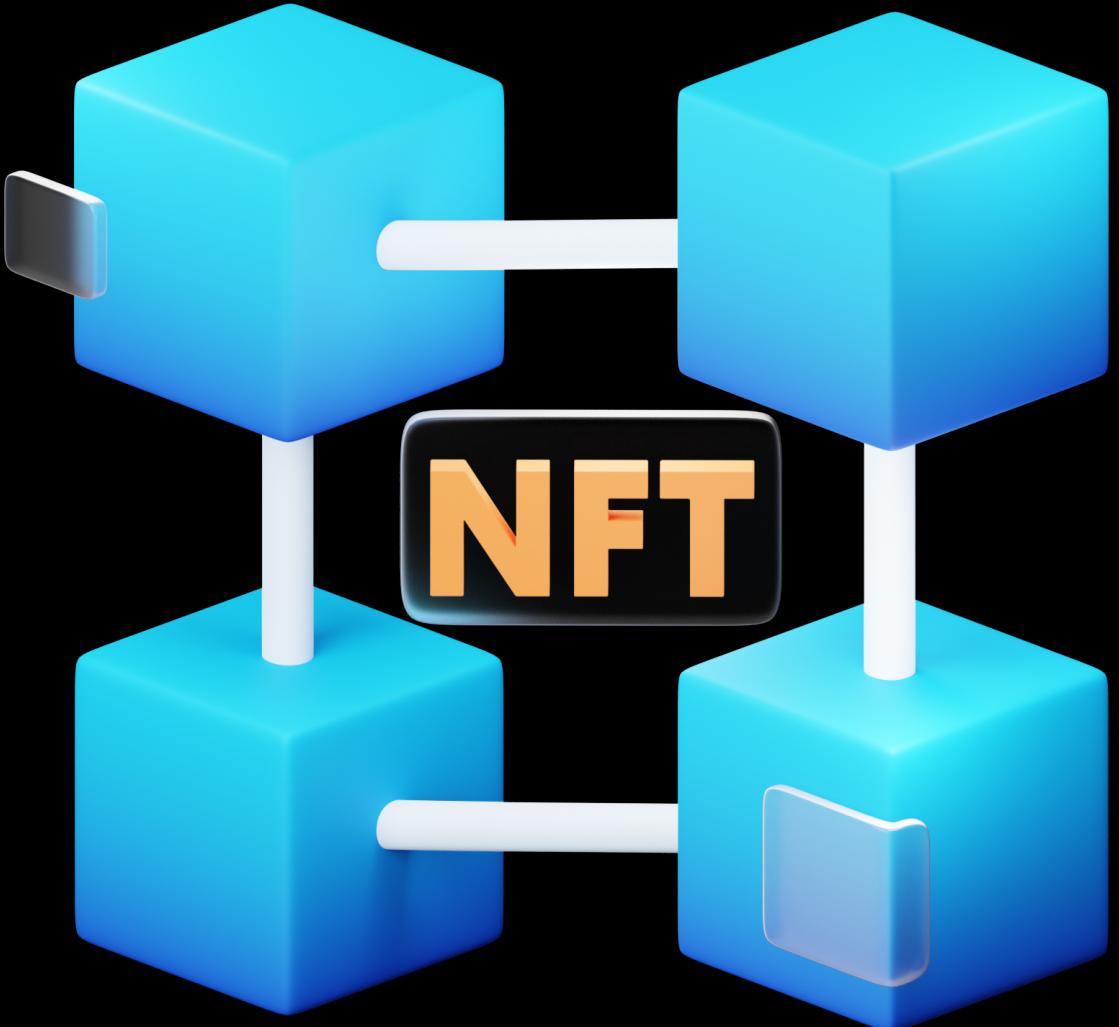
External Factors that may come into play:

- Core Team may or may not choose to have an acceleration program for existing projects within the show.
- The growth in the amount of users on the platform.
- External unforeseen variables that we have no control of.

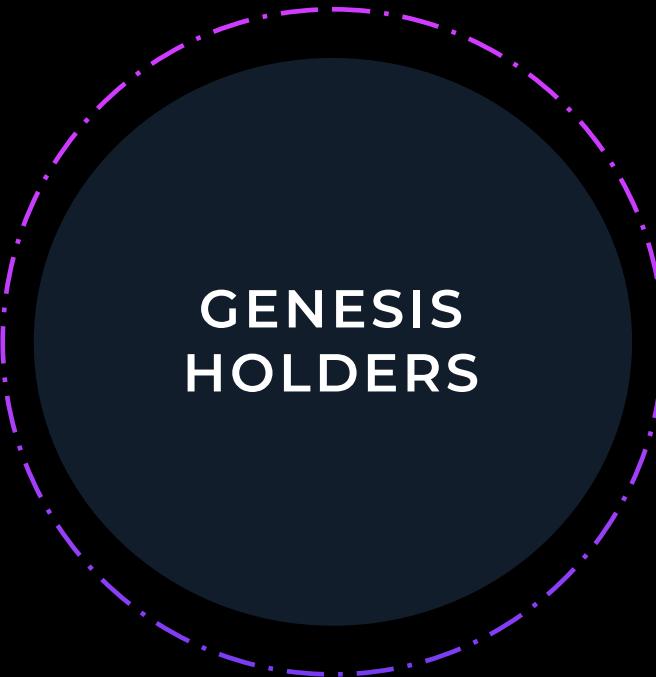
Staking Mechanism

Initially, there will be a simple staking mechanism for Zenogakki Genesis holders which would enable them to stake their NFTs and earn in our native token, this will allow the community to not only earn in our native token but also provide them a channel ("The Platform") to use the token.

This staking mechanism can then be further developed so once the platform launches they can then stake the native token on the platform in order to yield APY on top of their native token (*which will be launched in future updates of "The Platform"*).







GENESIS HOLDERS

Benefits for Genesis Holders

BETA TESTING into all of our future products along with being grandfathered into anything produced by Core Team (this includes but is not limited to early access into everything the Core Team produce).

GOVERNANCE. Genesis holders (along with the Core Team) will be able to vote on a product that is created by a Producer or a Creative before it is officially released onto our platform. Quality Control.



Benefits for Producers

FULLY DEVELOPED DATABASE - Producers will receive the most talented creatives within different fields of design - by providing a database for the Producers, we are not only giving them quality creatives but an entire team that can solely work on their project until it comes to fruition.

MARKETING - By working with the Core Team, Producers can further promote and market products that are produced by them and then enhance their product even further with our own ecosystem and network.

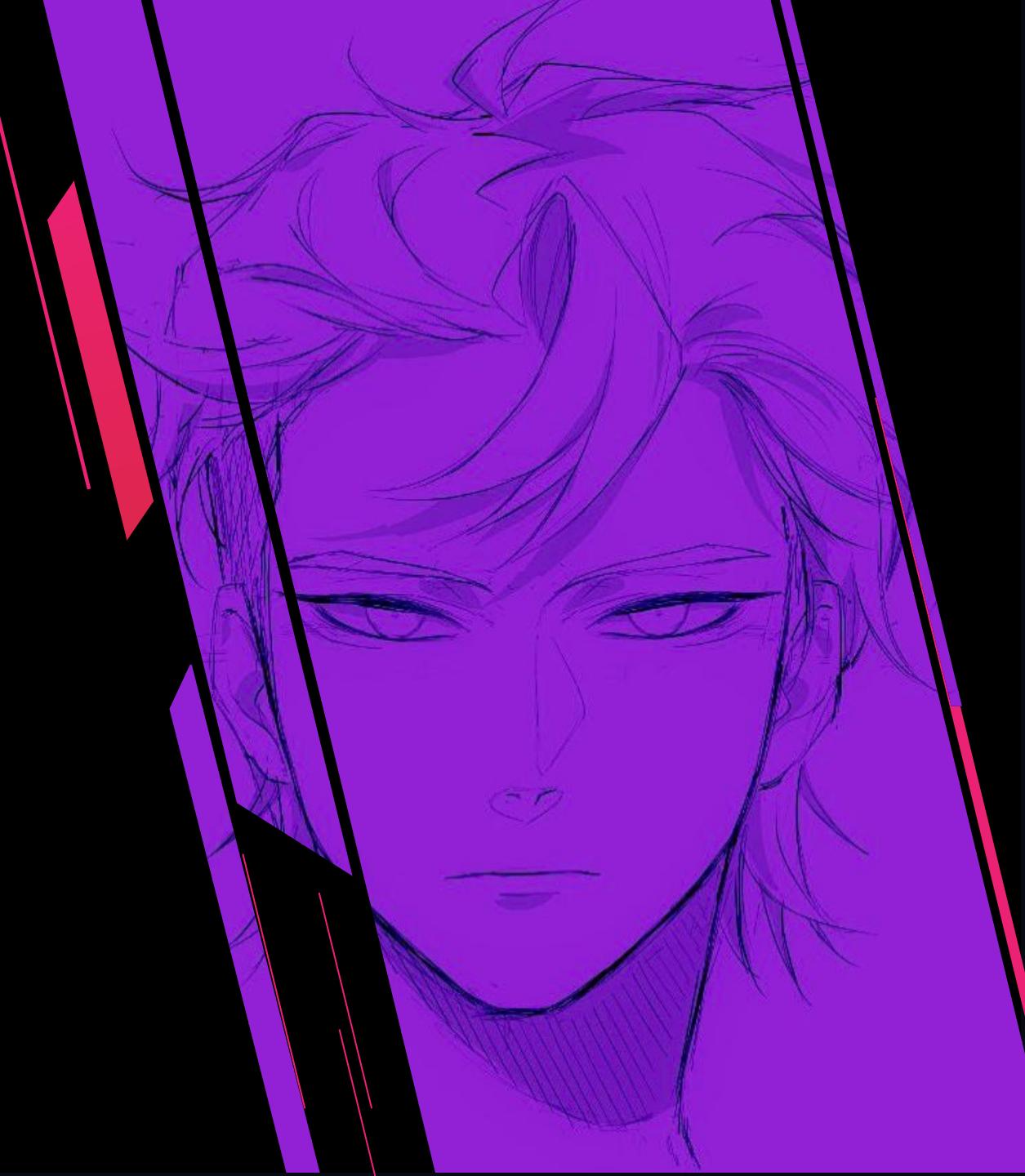
DEDICATED CREATIVES – Since Creatives are now shareholders, they give every project that they work on their all because they know that they will not only be fully credited for their work but also paid a fair equity for the quality and quantity of work they produce.

LOW CAPITAL - If a Producer wanted to create a product even if they don't have a lot of liquidity to work with initially, they can do so, this is because they can offer more value in terms of equity percentage.

Benefits for Creatives

TRUE OWNERSHIP - The biggest problem that creatives have always faced is that a majority of the time they are not credited for the work they produce, the real talent behind some of the biggest media productions never get fully credited or appreciated. We are here to change this system and thus provide “true ownership” to our creatives on our platform.

BECOMING A SHAREHOLDER - Since the platform is now an intermediary between the Producer and the Creative, the platform naturally creates a system of operations (that is built inherently into “The Platform”) where Creatives can become shareholders of projects that they work on and thus earn a larger sum of money in the long run.





PORTFOLIO CREATION - Once Creatives get a substantial amount of work under their belts, they can quickly accumulate the funds in order to bring their own project to fruition, this is where the Creatives' fund and Creatives' incentives come into play.

CREATIVES FUND AND CREATIVE INCENTIVES – This is an event where the Creative now becomes the Producer, if a Creative chose to work on their own project they will be given special consideration in accordance with the Core Team (either becoming a shareholder in their own project or handling business development and marketing for their project) this way, a Creative can focus on what they do best which is to create a beautiful product and the Core Team can aid with their network and expertise within Web3.

Benefits for the Community

WATCH YOUR FAVOURITE SHOWS AND EARN MONEY - Think about a scenario where you could watch an extremely well-produced show that you genuinely enjoy watching but also earn at the same time (*refer to W2E Mechanism*), this is essentially hitting two birds with one stone.

GOVERNANCE - This is an extremely important topic because in Web2 a lot of things can be manipulated, so there is no way to assess the “real” value of a product, companies that own products can use gimmicks in order to create “fake” value. We revolutionize that system with our platform because now a viewer can watch a form a media for what it truly is and where there are no gimmicks involved (real value vs fake value).

INDUCTION TO CRYPTO WITH A LOW BARRIER OF ENTRY - Since we do want to accommodate mass adoption of our platform and also have the rest of the world enjoy our shows, we have decided to have a method where the platform is “*free to watch but you can also watch to earn.*” (*refer to F2W & W2E*)

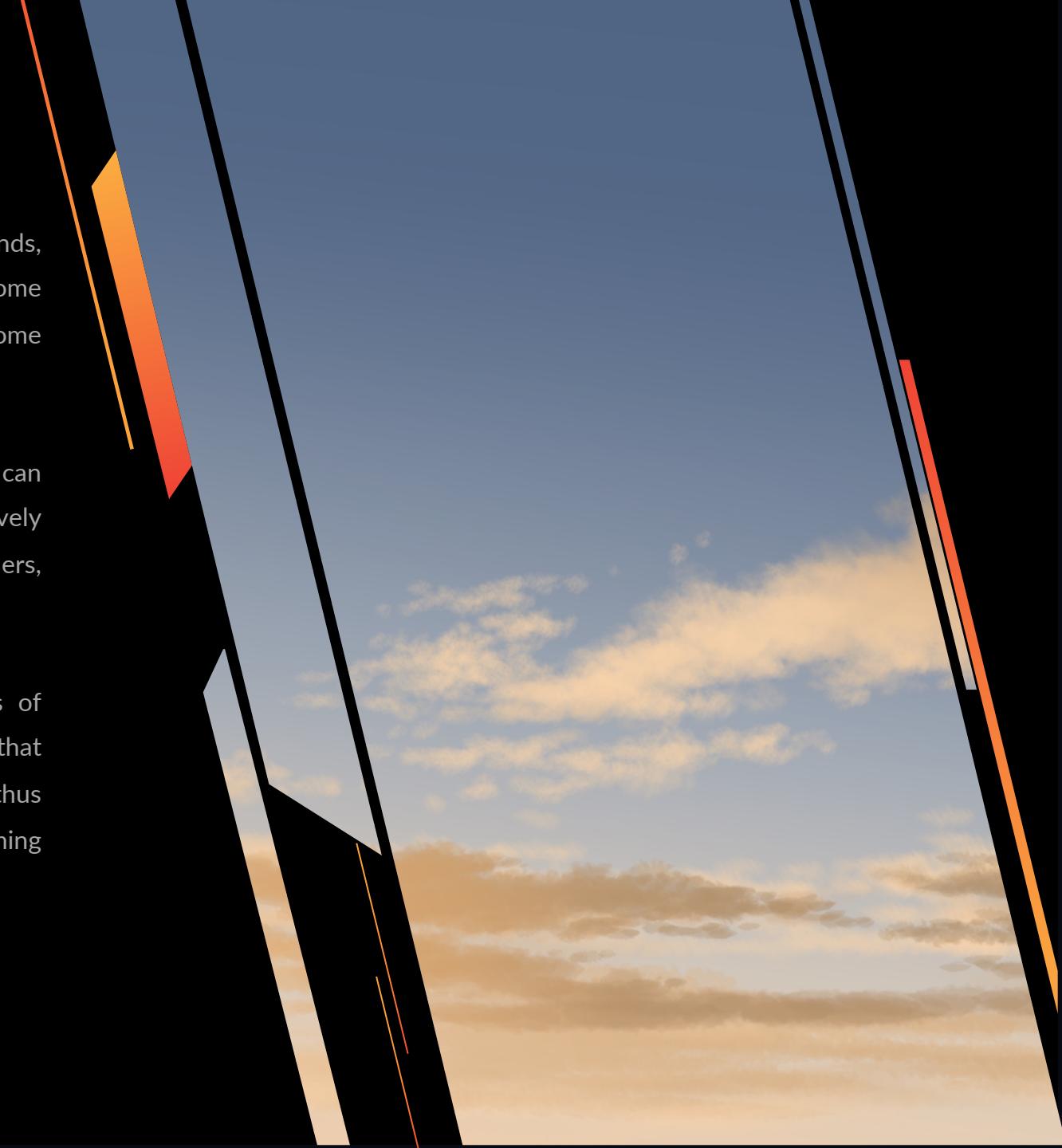


Benefits for Core Team

EXPANDING THE PLATFORM - Since projects will be released onto our platform there will be a lot of opportunity to invest in projects and become a shareholder along with the Producer and the Creative, these shares will accumulate over time and thus will generate a constant revenue stream

INCUBATING CREATIVES - Since the Creatives are one of the most important aspects of "The Platform", they will be treated like royalty, by having an incubation program for Creatives and helping to grow their own personal brand to essentially nurture them not only as a Creative but also as a KOL (key opinion leader), the reason for doing so is because if the Core Team is always working with the highest quality of Creatives, this means that they will also produce the highest quality of products, this will then have a ripple effect onto the Community, "The Platform", and the Core Team.

ROYALTIES - In order to constantly upgrade and maintain all of this tech it would be extremely necessary for the Core Team to charge a royalty fee so that we can keep the platform running smoothly, this would be another one of our constant revenue streams which will accumulate over time.



AD REVENUE ON FREE-2-WATCH - By the time the platform scales and expands, there will be a massive demand for our services, this way we can accommodate some of the biggest Web2 brands into our platform and then have their ads on all or some of the products that are being released on our platform

TOKEN - If the token is inherently sustainable, this means that the Core Team can confidently build for an extended period of time, our native token will progressively scale within the markets itself, a higher token value will also appeal to newcomers, we can then accelerate the growth of the token with tier 1 & 2 exchange listings.

MASS ADOPTION - By implementing a system where everyone (regardless of whether they have experience with crypto or not) can participate, this means that our business can seek future endeavors even within the corporate world thus captivating two extremely profitable markets which is Web2 and the upcoming Web3.



PARTNERSHIP & COLLABORATIONS - By having collaborations with other streaming platforms, we can introduce products that already exist within Web2 into Web3. This means that we can capture fanbases of other major TV shows/anime/films etc., which would then further accelerate our growth and add to our credibility.

DATABASE ON HAND - By having our own database that the Core Team can access at any moment, we can seamlessly create and bring more products onto our platform thus also expanding our own revenue streams even further.

DEVELOPMENT OF NEW REVENUE STREAMS - Our platform would still be at an infant stage and over time it will begin to mature to the point where we can add multiple layers of utility on top of what we already plan and consistently upgrading the platform to give users the best possible experience .

CONCLUDING STATEMENTS

Rome was not built in a day.

Everyone that is a part of Project Zenogakki is dedicated to building this franchise over their lifetime and this is until our collective efforts come to fruition. This whitepaper is our VISION, **NOT** a roadmap. Quality cannot be rushed. Many of the ideas and technology mentioned within these phases may deliver earlier or later than expected but our emphasis is on the fact that we do not want to put an exact timestamp on it and restrict creativity (any major development will be announced weeks in advance).

Our main goal is to first create the highest quality of products that exist within our franchise and then further develop, scale and expand them to enhance the ecosystem to maximum efficiency

Thank you for being a part of this journey, it will be a long and rewarding one.

COMING SOON