



GENRIZE

WHITE PAPER

Rize to new heights

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— Purpose Of This Paper

This paper is intended to provide an overview of GenRize: A blockchain saga and interactive experience.

It is an introduction to the economy, technology and purpose of this project. Whether you're a cryptocurrency enthusiast, a gamer, a seasoned economist, a savvy businessman, or simply someone seeking an intriguing experience, this paper is for you.

01/ INTRODUCTION

GenRize is a cinematic virtual gaming metaverse taking place in multiple observable dimensions, called “Worlds”.

Amidst the uncharted depths of a distant celestial body, intrepid astronauts unearthed a crystalline artifact, its shimmering hues hinting at powers beyond comprehension—a potential conduit to traverse the very fabric of existence itself. In the wake of this paradigm-shifting discovery, an entire new industry was born, driven by the singular ambition to procure the elusive Genorite crystals and unlock the fabled Interdimensional Singularity, promising to reshape the cosmos and unveil the mysteries of the multiverse.

Preliminary findings indicate that scientists conducting experiments on those crystals could witness glimpses of parallel worlds beyond our own. A moonbase, an underwater paradise, and a citadel in the sky were among the many visions that danced before their eyes, each offering tantalizing hints of alternate realities waiting to be explored. As the research continued, the mysteries of these otherworldly glimpses only deepened, leaving scientists and explorers alike eager to unlock the secrets hidden within the enigmatic crystals.

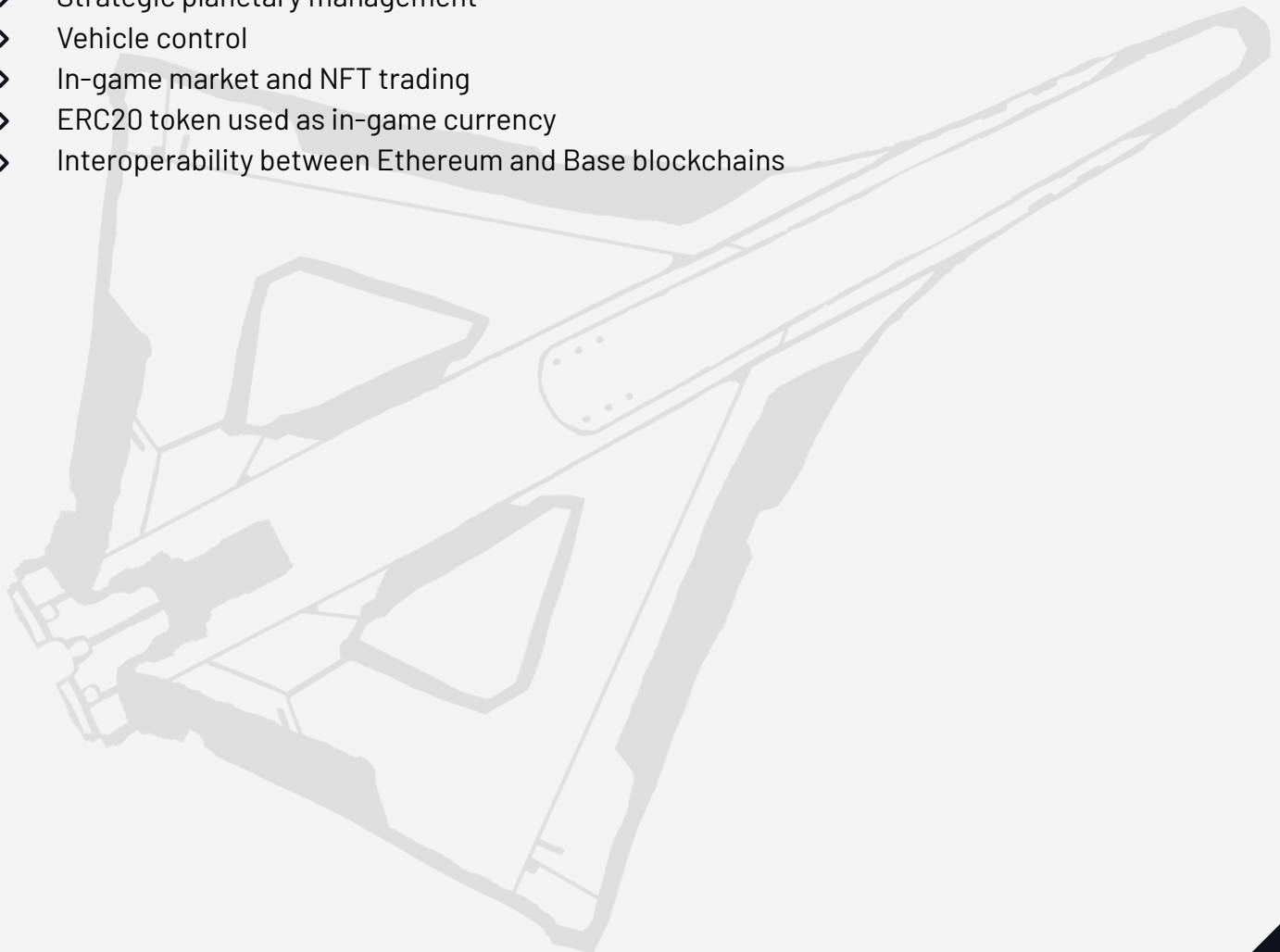
The torch of curiosity burns brightly, illuminating the path forward for the next generation.

— 01.1 Why “Cinematic”?

A cinematic game refers to gameplay, visuals and storytelling that feel like a movie. Expansive set-pieces and breathtakingly photorealistic environments blur the lines between the real and the virtual, transporting you into an entirely new world. Whether you choose to dive into our metaverse through virtual reality, explore it via the web, or immerse yourself on the go with your mobile device, you'll become an integral part of a vast universe brimming with its own lore, bustling community, and unique set of rules to navigate.

— 01.2 Core Gaming Infrastructure

- ◆ Immersive storytelling
- ◆ Environmental exploration
- ◆ Social interactivity
- ◆ Faction collaboration and rivalry
- ◆ Designed and developed in Unreal Engine 5
- ◆ VR supported
- ◆ Strategic planetary management
- ◆ Vehicle control
- ◆ In-game market and NFT trading
- ◆ ERC20 token used as in-game currency
- ◆ Interoperability between Ethereum and Base blockchains



02/ WHAT IS GENRIZE?

— 02.1 The Metaverse Dilemma

With the surge in popularity of blockchain-based projects, there's been a widespread pursuit of creating the elusive "metaverse". Yet, if you ask what it is supposed to be, no definitive answer can be found. A place where you can customize your avatar, socialize, trade and go on epic adventures? Remarkably reminiscent of the massively multiplayer online game (MMO) RuneScape, which debuted in 2001.

So, it became apparent that we needed our own distinct interpretation of the term "metaverse", lest we risk being perceived as just another aimless crypto game project.

— 02.2 An Experience Accessible To Everyone

If a metaverse is supposed to be a place that you can access from anywhere, then it doesn't make sense to confine it to a single platform. You will always have an entry point to interact with the GenRize universe, whether you want to use virtual reality (VR), a web browser, or your smartphone.

◇ Separate Worlds

The core of GenRize is a VR game for PC. Taking advantage of the latest version of Unreal Engine 5, we will introduce a diverse array of Worlds. Each of these Worlds will be a self-contained environment, showcasing distinct play styles tailored to their respective themes. This is not done just for novelty's sake. Many game studios discard intriguing ideas or technologies simply because they don't align with their overarching goals or narrative. By having separate Worlds, we are free to explore different artistic styles or gameplay mechanics that would otherwise be seen as aberrant in any other project. For example, even if GenRize is a science-fiction story taking place in the future, there could very well be a World set in a medieval fantasy realm.

◇ Unifying Goal

The demanding system requirements needed for this VR experience mean that not everyone will be able to interact with our metaverse. This is why we will be offering a web-portal soon after the presale. This browser metagame will act as a prologue to the GenRize storyline where you and all the other Explorers are invited to gather and trade resources through the Ethereum or Base blockchain utilizing the \$RIZE tokens. You will have the opportunity to manage a fleet that will explore desolate planets in search of Genorite Crystals, working alongside the members of your Faction to unlock the Interdimensional Singularity: the discovery of another World.

◆ Sustainable Economy

The browser metagame will be available early on, before the unveiling of the first World. This will ensure that \$RIZE tokens bought during the presale phases won't sit idly. You will be able to participate in the internal economy by building a fleet, exploring planets, contributing to your Faction, and gathering rare resources that you can trade. Thus, tokens will always flow in and out of the ecosystem.

Various streams will facilitate the building blocks of the GenRize economy, including both on-chain and off-chain options, guided by solid economic principles to influence the journey of the \$RIZE token.

We will continually evaluate and fine tune our ecosystem to facilitate and maintain growth.

◆ Bridging The Gap

To spread awareness of our metaverse, we will offer our VR experience for free. It will be accessible to anyone even if they don't have a crypto-wallet. However, only \$RIZE token holders will have access to exclusive in-game assets that could be brought into the VR Worlds. Players showcasing these assets publicly will serve as GenRize ambassadors, intriguing non-crypto players who may wish to acquire similar items.

◆ Blockchain Interoperability

In our ecosystem, \$RIZE tokens will find their home on both the Ethereum and Base blockchains. Base, serving as a Layer 2 solution for Ethereum, provides seamless bridging capabilities, allowing users to effortlessly move their \$RIZE tokens between networks at their convenience.

GenRize leverages Base's robust feature set, tapping into its extensive functionalities to enhance our platform. Through the integration of API3 with Airnode, smart contracts gain the power to access off-chain data, expanding the scope of possibilities within our ecosystem. The Quantum Random Number Generator stands as a cornerstone tool, particularly vital for gaming dynamics. It is this system that dictates the allocation of rewards to each player, ensuring fairness and excitement in every interaction. Additionally, token holders benefit from the ecosystem's efficiency, enjoying transactions with minimal fees, further enriching their experience within our vibrant gaming universe.

We will continue to pursue other avenues and mediums that could serve as interesting entry points to our metaverse.

03/ ECONOMICS

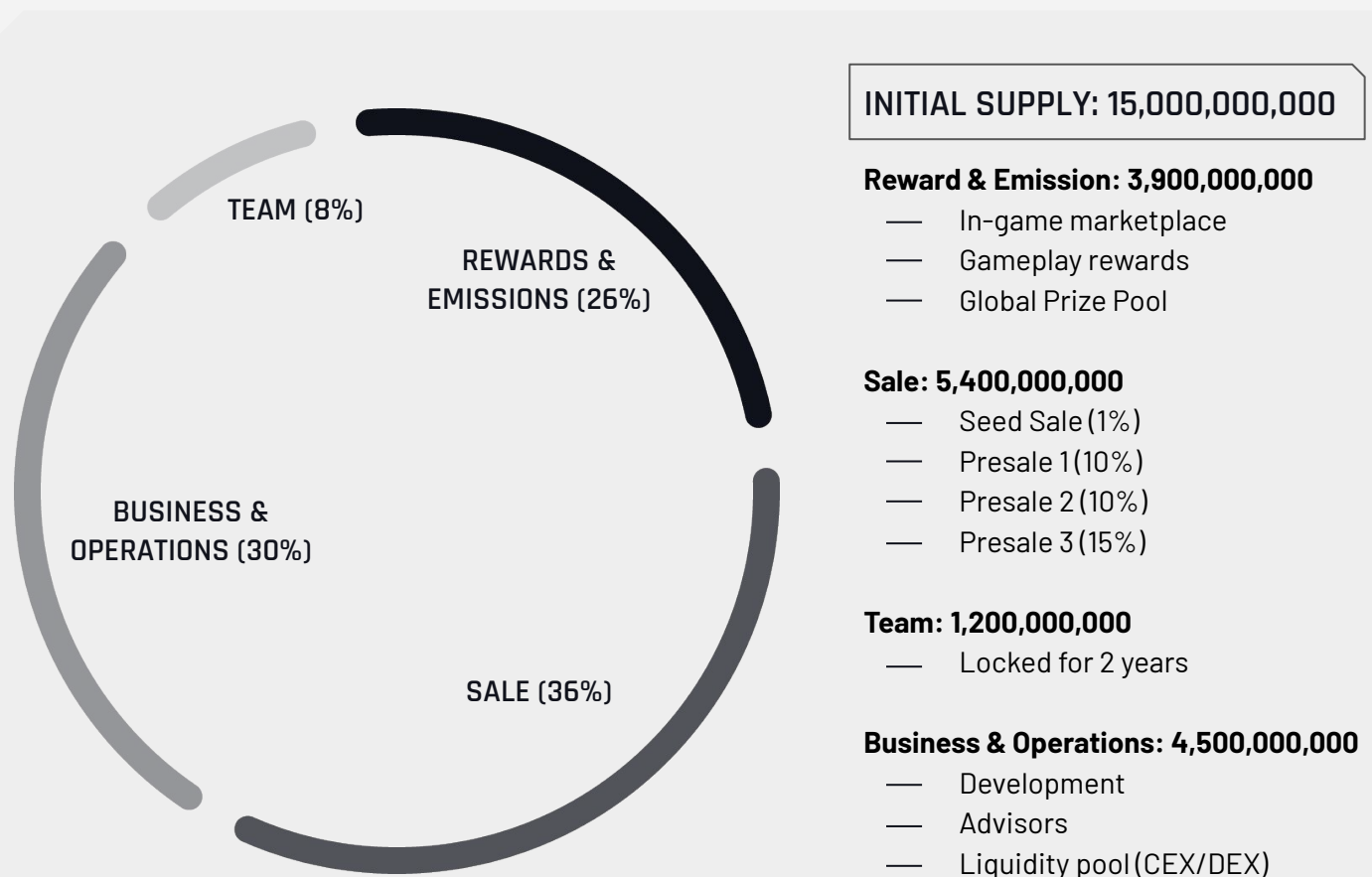
By harnessing the full potential of the blockchain technology, GenRize allows Explorers to exchange select in-game assets for tangible real-world value. Our carefully designed system guarantees that player engagement is consistently rewarded, fostering a community united in pursuit of a shared objective. As time progresses, the development team will introduce new in-game trading functionalities, ultimately culminating in the establishment of a fully self-sustaining decentralized ecosystem.

Players are incentivized to actively participate in the internal economy through asset trading, as it is the most dependable form of earning. Although \$RIZE may be directly awarded in certain situations, the metaverse's free market empowers Explorers to autonomously accumulate wealth.

Nevertheless, opting to trade assets presents both benefits and drawbacks. Some resources can enhance player-owned infrastructure, expand exploration fleets, or bolster a player's Faction, so they must carefully deliberate on the implications of short-term gains versus long-term advantages.

— 03.1 Allocation

GenRize's native currency can be obtained through diverse phases preceding the inauguration of the first official release. Following the public unveiling of the first virtual reality realm, acquiring the currency will solely be possible through in-game activities or transactions with other players.



— 03.2 In-Game NFT Marketplace

Player interaction within the metaverse comes in the form of an in-game trading platform. Explorers are free to share, buy and sell a selection of resources acquired through gameplay. These resources are non-fungible tokens (NFTs) which are meticulously recorded on the blockchain, each possessing unique attributes and limitations. For instance, Genorite crystals stand as one of the initial tradable commodities within the browser metagame, yet they can exclusively be sold to competing Factions. The Global Prize Pool awaits the first Faction to amass a specified quantity of crystals on the blockchain.

This is just one of the many risk/rewards mechanisms put in place to ensure a dynamic marketplace. Additionally, a trade tax system will be implemented for these assets, with proceeds allocated to the development team, the Global Prize Pool, and various other reward systems.

— 03.3 Cosmetics

On top of the dynamic resource trading system, GenRize will offer cosmetic items, granting Explorers the ability to personalize their appearance or that of key assets within the game. Cosmetics are expected to be introduced in later phases, after the release of the first World.

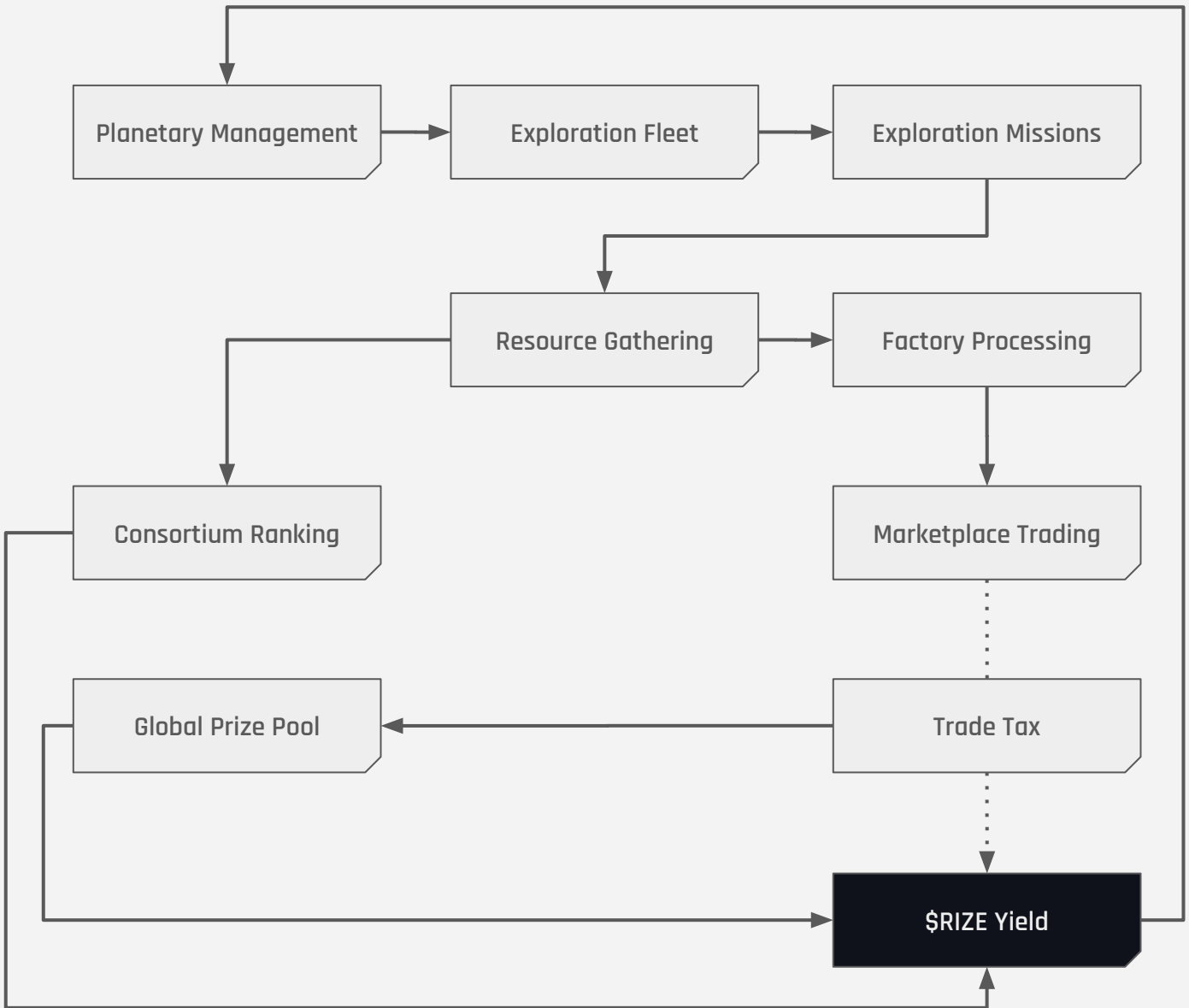
— 03.4 Ranking Bonus

Players are individually ranked according to their engagement with the game, through a weekly ranking system. Rewards in the form of rare assets or \$RIZE tokens are distributed to top performers only, fostering a vibrant and active economy.

— 03.5 Global Prize Pool

A portion of the trade taxes collected will be allocated to the Global Prize Pool, which will subsequently be bestowed upon the first Faction that amasses a set amount of rare resources. This reward will be split evenly across all Faction members, incentivizing the entire community to strive towards a shared objective.

— 03.6 In-Game Economic Cycle



Revenue generated from transactions outside the game or in-game trade taxes will be cycled back into the ecosystem. This ensures that the value generated from non-crypto transactions still contributes to the sustainability and circulation of \$RIZE tokens within the GenRize ecosystem.

04/ THE GRAND EXPEDITION (ROADMAP)

We aim to bring our vision to life through fundraising phases. Each phase will correspond to a development milestone.

PHASE 1: STAR SEED

- ◆ **Seed sale** to fund the development of a tech demo: a condensed lunar World that showcases some of the Unreal Engine 5 technology that is intended to be used in future GenRize Worlds.
- ◆ This being a relatively small scale phase, only 1% of the \$RIZE tokens will be sold at their lowest possible price.

PHASE 2: ASSEMBLING THE EXPLORERS

- ◆ Proof-of-concept tech demo released.
- ◆ Production starts on the browser metagame.
- ◆ **Presale 1**, 10% of the supply will be sold at a reduced price. Last chance to join in before the release of the metagame.

PHASE 3: INTERDIMENSIONAL SINGULARITY

- ◆ Release of the browser metagame as a minimum viable product (Early Access).
- ◆ \$RIZE can be immediately utilized in the minigame.
- ◆ Players work towards a common goal to unveil the first official World in GenRize.
- ◆ Ongoing revenue from the metagame sales.

PHASE 4: BRAVE NEW WORLDS

- ◆ After the successful launch of Phase 2, production will begin on the GenRize Worlds in parallel with the web-based metagame.
- ◆ The first official GenRize world will be available to explore (in Beta), showcasing the core gameplay mechanics (multiplayer, environment interactivity, etc.) that will be the foundation of future Worlds.
- ◆ Additional interactive features (mini-games) will be added to the browser metagame.

PHASE 5: BEYOND TIME AND SPACE

- ◆ The release of the first World will mark the beginning of **Presale 2**. 10% of the tokens will be available for purchase alongside new assets to be playable/usable in the metagame and the VR Worlds.
- ◆ Production continues on future Worlds with the ongoing revenue from the browser metagame.

PHASE 6: IGNITION

- ◆ The browser metagame ends its Early Access phase and fosters a stable player base with a functional economy.
- ◆ A solid pipeline has been developed for continuous and stable output of VR Worlds.
- ◆ **Final Presale** before the official release. The last 15% of the available tokens will be sold.

05/ WHY GET \$RIZE NOW?

The \$RIZE token is the central currency of the GenRize metaverse. Beyond simply acquiring cosmetic assets via the marketplace, it is also used to expand the player's experience. The browser metagame will be the central point of the economy, directly tied to each player's progress. Explorers engaging with the system by building a fleet, exploring planets and processing resources can only do so by utilizing GenRize's native cryptocurrency.

Seed sale and presale participants will not only get a head start in the ecosystem, but will also get a chance to have their names displayed on the Altar, a permanent structure in our Worlds that will stand as a testament to the most dedicated early supporters of the GenRize project. This Altar will also be part of the blockchain in the form of a non-tradable NFT, thus becoming part of history.

06/ GAMEPLAY

— 06.1 Emergent Storytelling

While other projects tend to justify their existence by simply giving you things to buy and a vague promise of a coherent universe, we aim to develop the world of GenRize through an overarching narrative. Through meticulously crafted story arcs, each phase will unveil a new chapter, enriching the tapestry of our metaverse's lore. Those who dare to immerse themselves in this saga will find themselves not just players, but pivotal characters in the unfolding epic of GenRize.

As developers, we'll closely monitor the dynamic interactions of our Explorers, integrating community-driven events seamlessly into our lore. What may seem like a chance occurrence today could evolve into a pivotal narrative thread tomorrow.

— 06.2 VR Exploration

In the realm of virtual reality, environmental storytelling thrives naturally. Within our Worlds, artistic expression knows no bounds, liberated from traditional styles and gaming norms. By delving into diverse play styles, we'll pinpoint elements that captivate Explorers, enhancing them as we craft new Worlds.

The actual gameplay within these Worlds will vary depending on the direction of the narrative. You could be solving a mystery in the first, commanding a starship in the second and hunting extra-terrestrial fauna in the third. Each World will feature at least two modes: Story and Multiplayer. The latter will serve as a social hub where players can freely interact with each other in a relaxing environment.

— 06.3 Browser Metagame (Codename: Planetary)

The web-based metagame is a place where the economy can flow and prosper seamlessly. When connecting their crypto-wallet for the first time, each Explorer will be outfitted with a planet in the form of a NFT that represents their profile. Building a fleet, sending out exploration teams and processing resources can only be done through infrastructures that have to be built on this planet, acting as the center of operations. The metagame thus becomes a management/strategy simulation game.

Using \$RIZE, Explorers will have to acquire the means to build these infrastructures. Explorations will yield rewards in the form of assets to be used in-game or coveted resources such as Genorite crystals that can be traded for \$RIZE.

If they so choose, Explorers can also trade their own planet, effectively selling their profile and starting over with a blank slate.

— 06.4 Factions

Each player is required to join one of the three Factions in GenRize that compete to unlock the Interdimensional Singularity—the unveiling of a new World. To achieve that goal, Explorers from each faction must collect a set amount of Genorite crystals. Whichever Faction unlocks the Singularity first will be rewarded with the Global Prize Pool which will grow in size with each in-game transaction.

— 06.5 Consortium Ranking

Every week, each Explorer undergoes evaluation and ranking within the Consortium. These rankings aren't mere numbers; they carry prestigious titles bestowed upon players. Ranking criteria encompass the extent of the engagement players demonstrate through exploration, infrastructure enhancements, and resource processing. Daily, top performers have the opportunity to get promoted, defend (keep) their title, or be demoted based on their level of engagement. High-ranking Explorers earn valuable in-game assets as rewards for their excellence.

07/ TECHNOLOGY

To deliver a high-end cinematic VR experience, we are leveraging the full power of the Unreal Engine 5 (UE5), a game engine used by nearly 20% of the game industry.

This latest version of the popular game engine offers an incredible suite of tools that are sometimes underutilized in production. Here is an overview of the technologies we intend to integrate in our metaverse.

◇ **Metahuman and Photo Scanning**

MetaHuman is a complete framework that gives any creator the power to create and use fully rigged, photorealistic digital humans in a variety of projects powered by Unreal Engine 5. Interestingly, most projects use it as a fast way to produce human characters to serve as NPCs (non-playable characters) in a game, but they don't realize that those models are extremely high density and not suitable for such a task without heavy maintenance.

We have experimented with a more hands-on approach, where we have the capability to scan real faces and transpose them onto MetaHumans. This method allows us to infuse the metaverse with lifelike performances and elevate our storytelling techniques.

◇ **Nanite (Virtualized Geometry)**

Nanite is Unreal Engine 5's virtualized geometry system which uses a new internal mesh format and rendering technology to render pixel scale detail and high object counts. It intelligently does work on only the detail that can be perceived and no more.

With Nanite, it is possible to display billions of polygons on screen with a stable performance, allowing for a virtually unlimited amount of detail.

◇ **Lumen & Ray Tracing**

Lumen is a fully dynamic global illumination and reflections system. Lumen renders diffuse interreflection with infinite bounces and indirect specular reflections in large, detailed environments at scales ranging from millimeters to kilometers.

It is an all-in-one solution for realistic light propagation and reflections throughout 3D environments. Ray tracing serves the same purpose, but is a hardware-accelerated solution that requires a specific graphic card.

◇ Substrate (Experimental)

Substrate is Unreal Engine's new experimental approach to authoring materials, which replaces the fixed suite of shading models and blend modes. Complex layered materials such as opal can now be displayed with relative ease, allowing for a more photorealistic look.

◇ MetaSounds

MetaSounds is a high-performance audio system that provides audio designers with complete control over a Digital Signal Processing (DSP) graph for the generation of sound sources.

Native to Unreal Engine 5, each MetaSound is its own audio rendering engine that can process the surrounding space and adjust itself to feel like it's part of the environment.

◇ Temporal Super Resolution

The TSR is a platform-agnostic upscaler that enables Unreal Engine to render beautiful 4K images reconstructed from lower resolutions. These images come at a fraction of the cost by amortizing some of the costly rendering calculations across many frames.

◇ Chaos Physics & Chaos Cloth (Beta)

Chaos is the light-weight physics simulation solution for Unreal Engine. It is already used in games such as Fortnite, and enables game developers, artists, and real-time users to simulate accurate physics on systems ranging from mobile devices to high-end cinematics machines.

◇ Niagara

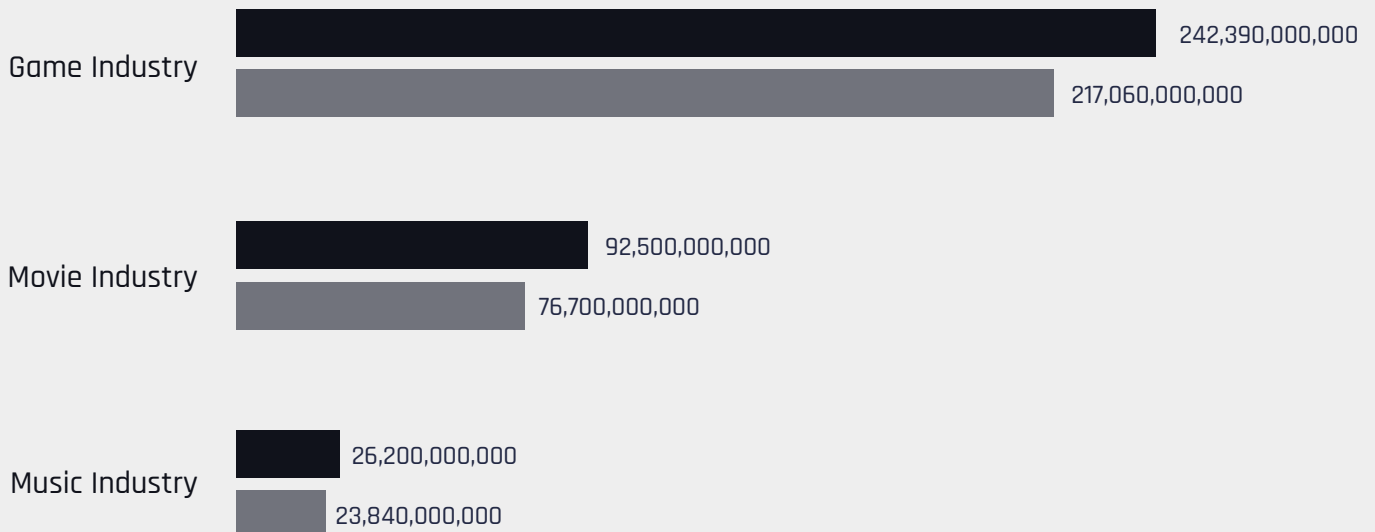
The Niagara VFX System is the primary tool to do visual effects (VFX) inside UE5. Energy blasts, fire, particles and dust are all managed by this system.

08/ MARKET RESEARCH

Throughout the creation of this document, our focus extended beyond global player numbers to encompass specific game types aligning with our project's vision. While the VR experience serves as our primary vehicle for advancing the narrative and promoting GenRize, we delved into the impact of small-scale games featuring a straightforward yet captivating gameplay loop. Our aim isn't to tether our Explorers to their screens; rather, we strive for a non-intrusive gaming experience requiring only a few minutes per day to complete.

Global media industry revenue (in USD)

2022 2023

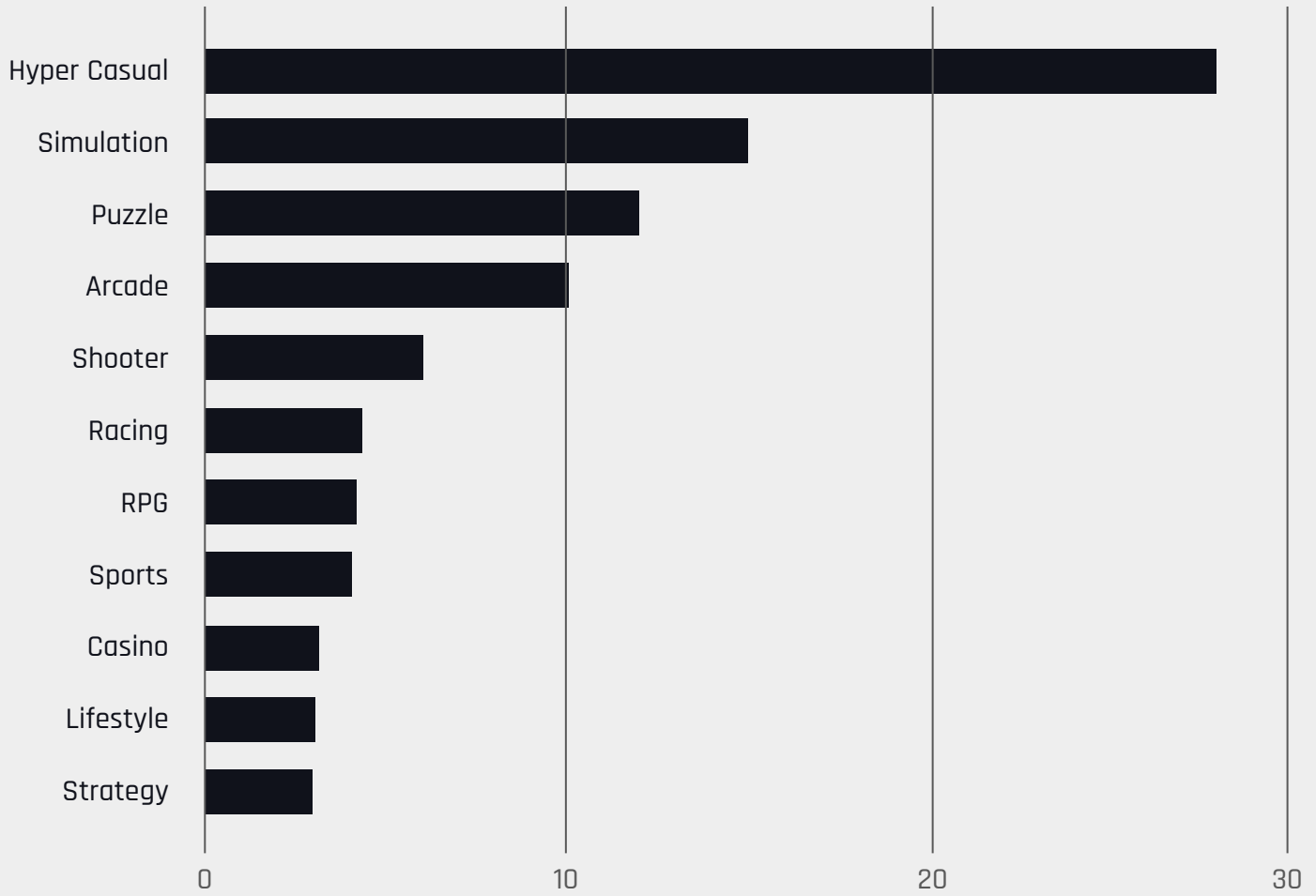


Source: [Grand View Research](#), [Statista](#), [Variety](#)

The game industry has experienced unparalleled growth in the past few years, with more people than ever eager to find new and intriguing interactive experiences.

— 08.1 Genre Popularity

Genre popularity in 2023 (in billions of downloads)

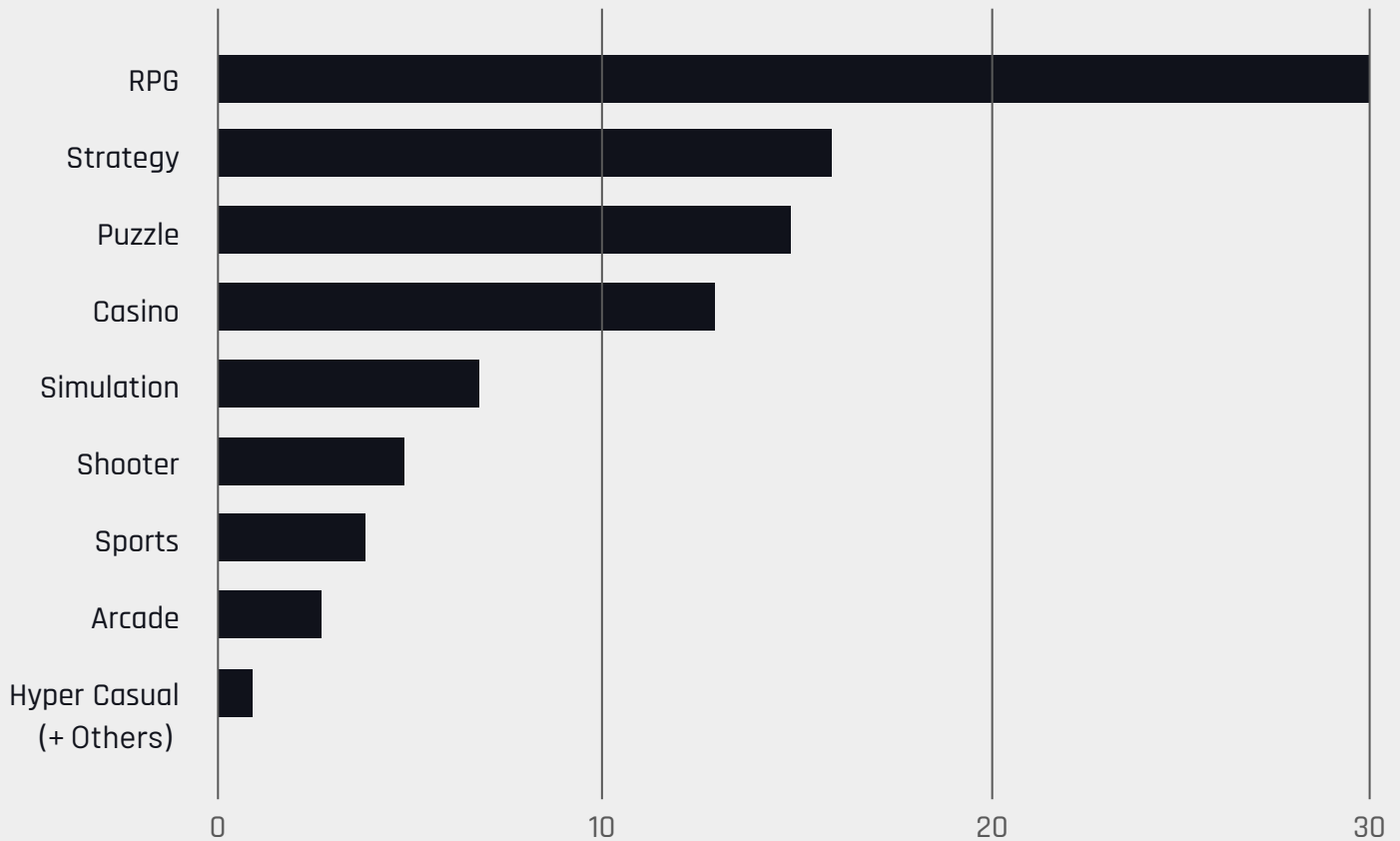


Source: [Navik](#)

Drawing insights from mobile game downloads, which indicate a preference for on-the-go gaming experiences, we observe that hypercasual (lightweight, instantly playable), simulation, and puzzle games rank among the most popular genres. This knowledge bolsters our confidence in our approach with the browser metagame, which is designed as a hybrid management/strategy simulation game.

— 08.2 Game Revenue

Game revenue by genre in 2023 (in billions USD)



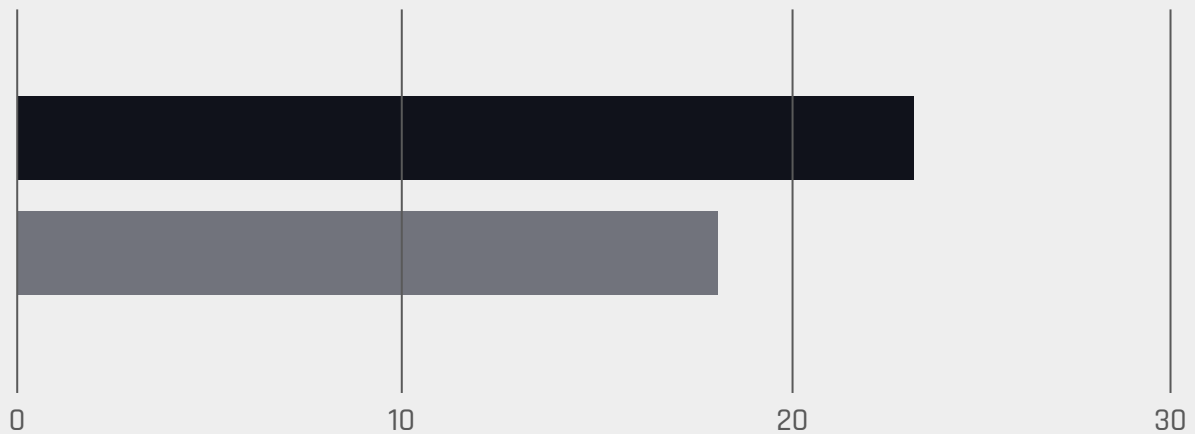
Source: [Navik](#)

Despite their popularity, hyper casual games can only generate a small amount of revenue due to limited player engagement. Games featuring compelling mechanics that require players to make meaningful long-term decisions tend to cultivate a flourishing internal economy.

— 08.3 VR Market Size

VR market size valuation (in billions USD)

■ 2022 ■ 2023



Source: [Fact.MR](#), [Fortune Business Insights](#)

Despite its steady growth, the VR market still doesn't match the other gaming platforms. Nonetheless, this discrepancy presents a compelling opportunity for us to make our mark.

In the current landscape, there's a scarcity of truly compelling VR experiences—those that entice players to rush out and purchase a headset. Even the standout titles that serve as system-sellers are often confined to a single genre. Not a fan of horror? Then you'll miss out on the immersive thrills of games like Resident Evil, no matter how visually stunning they may be. This limited diversity is a key factor contributing to the sluggish adoption of VR technology.

While we don't claim to possess the ultimate solution, we do have a strategy: by crafting a wide array of gameplay scenarios, we may chance upon several captivating experiences capable of reigniting the interest of those whose VR headsets lie dormant, and even bring new players to the platform.

09/ A GLIMPSE INTO THE FUTURE

— 09.1 Vibrant Universe

Our coveted milestone revolves around launching 10 immersive Worlds in virtual reality. This extensive content offering positions us shoulder to shoulder with AAA games in the same space, released by renowned studios. It will also serve as a fitting conclusion to our main storyline while opening the door to a brand new narrative journey.

— 09.2 Thriving Economy

The browser metagame—the hub of our economy—will evolve into a multifaceted and expansive game in its own right. Explorers will play a pivotal role in shaping the trajectory of this ecosystem, as additional gameplay mechanics and interactive features are gradually introduced.

— 09.3 New Reality

Our vision extends beyond the confines of the digital realm; we aim to empower Explorers to bring a slice of our metaverse into the tangible world. This will be realized through stylish attire like t-shirts and caps, as well as exclusive limited collectibles such as hand-painted 3D-printed assets. Get ready to transcend boundaries and make your mark in both realms!

— 09.4 Quest System

As we expand our Worlds, we intend to explore deeper storytelling methods to immerse the player in our metaverse. For this, we will look into adding a quest system that would function independently from the main narrative, and give players a chance to go on their own adventures. Exploration is a big part of the GenRize experience, and all Explorers will have the chance to complete these quests at their own pace.

— 09.5 Avatars

We want players to bring their own identity to the GenRize metaverse. Therefore we will progressively offer more customization options for each Explorer based on which platform they prefer to play on.

10/ CONCLUSION

As GenRize emerges amidst the reinvigorated momentum of the crypto market, it heralds a new era of storytelling etched on the blockchain—a feat unparalleled in the industry thus far. Our vision transcends mere game creation; we aspire to craft a timeless saga, woven into the fabric of the blockchain, awaiting discovery and retelling for generations to come.

At the heart of this narrative are the Explorers, the architects of our destiny, sculpting the future of the project with each decisive action. Whether delving into immersive and cinematic VR explorations or strategizing for real-world gains through our metagame, Explorers wield immense influence over the course of this journey.

We make no grand promises of riches or certainty on the road ahead. We offer you something far more profound: the opportunity to be part of a greater narrative, where your actions leave an indelible mark on the unfolding tale of GenRize. Join us on this epic journey into the unknown, forge your legacy and rise beyond the stars.



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