

Crypto Legions v4 / BCG Survey

80 responses

Are you a player or a trader?

80 out of 80 answered

I am a **player** (I only played the Crypto Legions v3 and/or Big Crypto Game with my tokens) 34 resp. 42.5%



I am **both** a player and a trader (I used a part of my \$BLV3/\$CRYPTO to play the game(s), and I have been speculating the token price with the other part of my funds) 33 resp. 41.2%



I am a **trader** (I only hold/speculated the \$BLV3 or \$CRYPTO value to make a profit) 13 resp. 16.2%



The token used for a P2E game that doubles the money for its players every two weeks cannot exist forever from an economical point of view. Adding new players through marketing, and growing the token value by attracting traders helps to extend the token's lifespan, but even these cannot extend the token's life forever. At a certain point there will be so much money accumulated in Unclaimed Wallets, that even a few players claiming will start a waterfall of panic and many other players selling, which will result in the token to lose its value.

The token used for a P2E game doubling money every two weeks is like a burning candle. The token has a certain lifespan. The only thing you can influence is how fast the candle burns.

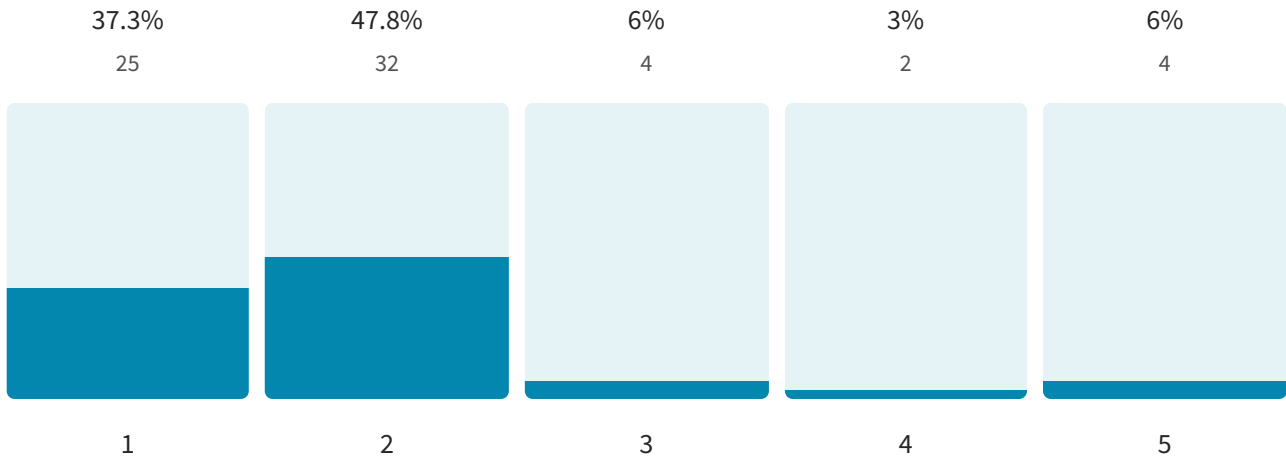
This is why the development team has introduced 'Reincarnation' and a 'Transparent Economy Status', so players can predict when a new cycle would start with a new token, each time a game version ends. Still, quite a few players expressed their wish to extend the lifespan of the current existing game.

Which actions would you prefer to introduce to EXTEND the lifespan of a game when the amount of money in Unclaimed becomes very big?

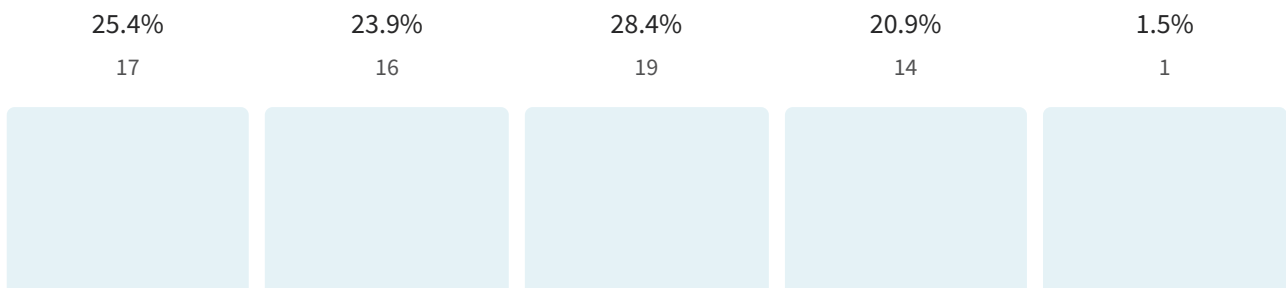
Or do you prefer to KEEP the earnings as they are now, resulting in REINCARNATION happening at the current speed?

67 out of 80 answered

HAVE NADODO INTRODUCE VERY HIGH TAXES: When needed, if Nadodo sets Legion Damage to 5%, Sell Tax to 20%, Summoning fee to \$30, and very high Claim Tax, then the game can be extended. However, all player's inventory value will decrease strongly.

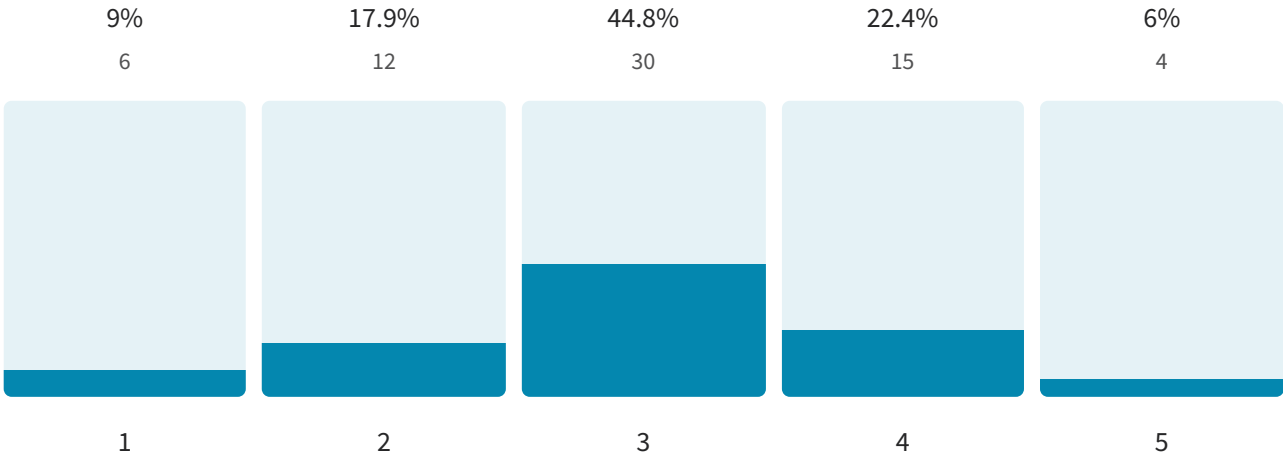


LIMIT AMOUNT OF PLAYERS ALLOWED TO PLAY: For example, allow the 1st month only 100 players to play, the 2nd month allow the next group of 100 waiting players to join the game, etc. This means some players might need to wait weeks to be able to play.

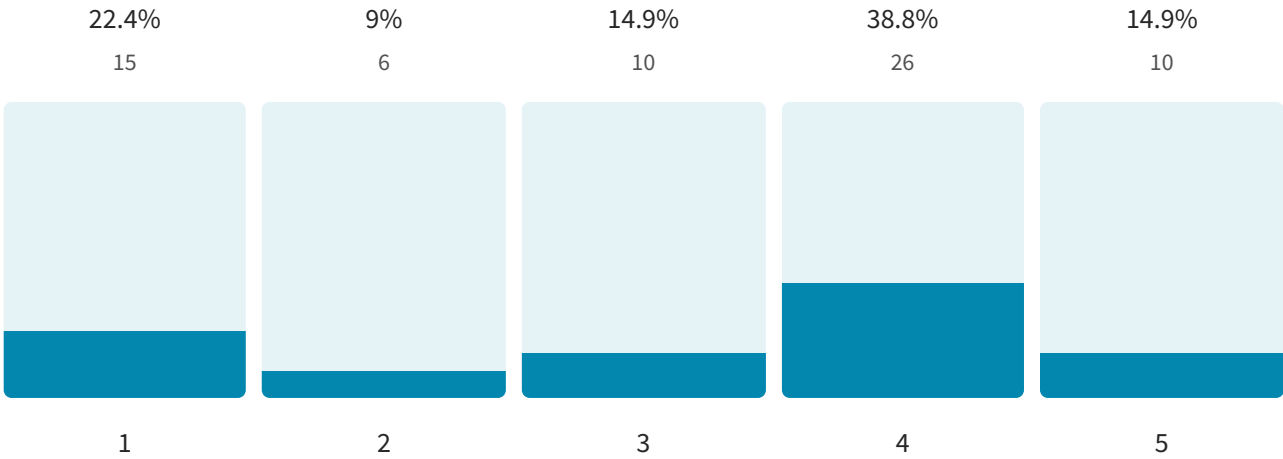




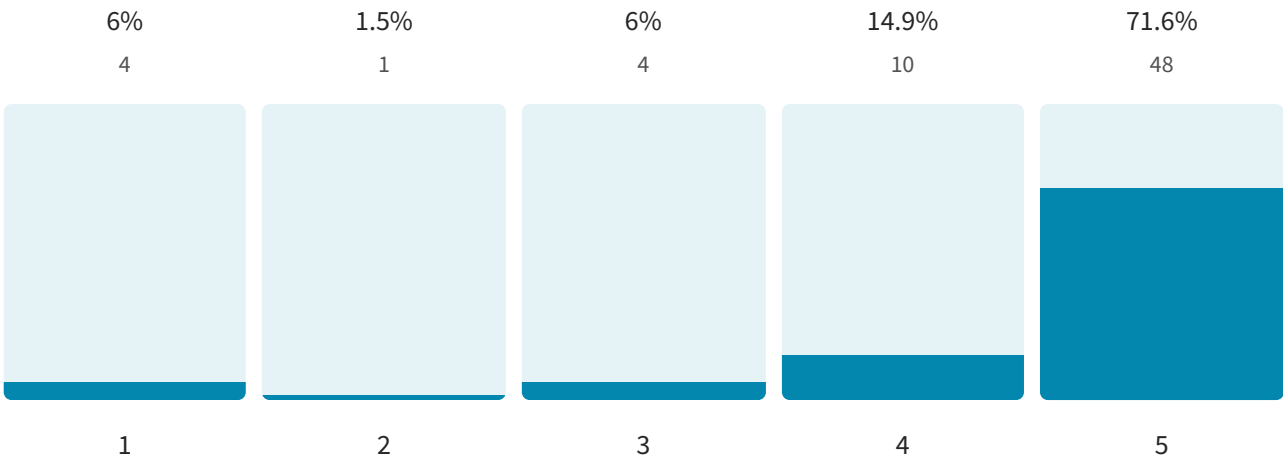
REDUCE EARNINGS STRONGLY: For example, by reducing the rewards with 90%, the game's lifespan can be extended to probably one year. If Monster 20 gives only \$49 rewards (instead of \$490), then players will double their money only once every four months.



KEEP GOING FOR REINCARNATION EVERY TIME: I want to keep the money doubling every two weeks. And I am fine with the token dying when a lot of players claim, and a new game version starting with priority for the most supportive players.



I have another idea, and I will explain my idea on the next page



What type of game would you prefer:

HIGH risk with HIGH earnings, OR LOW risk with LOW earnings?

High earnings come with high risk, and reduce the lifespan of a game cycle, because mathematically/economically the token for a game with high rewards will die, and the game will just have to 'Reincarnate' with a new token.

All info about 'Reincarnation' is here: <https://docs.cryptolegions.app/new-updates-in-v3/reincarnation>

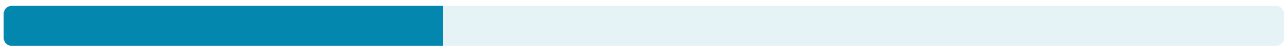
How high do you prefer to make the risk/earnings?

(In other words: How often are fine with a 'Reincarnation' happening?)

67 out of 80 answered

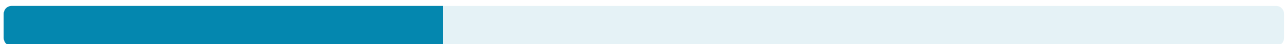
SIMILAR RISK/EARNINGS AS the BIG CRYPTO GAME: Medium-high risk, high rewards, doubling money every three weeks. Maximum token lifespan is probably around 5 months.

23 resp. 34.3%



SIMILAR RISK/EARNINGS as Crypto Legions v3: High risk, very high rewards, doubling money every two weeks. Maximum token lifespan is probably around 3 months.

23 resp. 34.3%



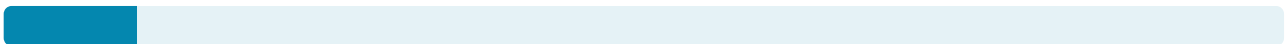
A BIT SAFER: Reduce risk even more to medium risk, having medium rewards, resulting in doubling money every month. Maximum token lifespan is probably around 7 months.

9 resp. 13.4%



VERY SAFE: Have very low rewards, resulting in doubling money every four months. Maximum token lifespan is probably over a year.

7 resp. 10.4%



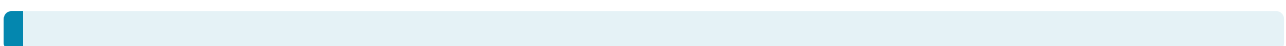
MUCH SAFER: Extend the lifetime of the game by lowering the risk even more, having low rewards, resulting in doubling money every two months. Maximum token lifespan is probably around 10 months.

4 resp. 6%



Other

1 resp. 1.5%



Do you like the Reincarnation system?

All info about 'Reincarnation' is here: <https://docs.cryptolegions.app/new-updates-in-v3/reincarnation>

67 out of 80 answered

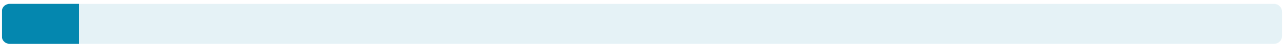
Yes, I think 'Reincarnation' is a good system. 46 resp. 68.7%



No, I prefer the team would just never release another game version again when the next token dies. Just put all work into the trash and start with a new game, with a new name, new graphics and everything else new. 17 resp. 25.4%



Other 4 resp. 6%



How fast would you like us to fill up the Reserve Pool?

The Reserve Pool is filled up by selling tokens from the Reserve Pool wallet. The more tokens are sold, the more money flows into the Reserve Pool. At the same time, the more tokens are sold, the more pressure on the chart.

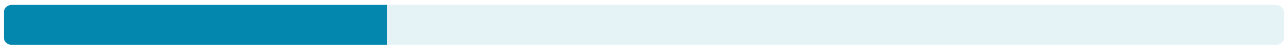
The Reserve Pool is used to pay Reincarnated players a part of their inventory value back when a token lifespan ends.

67 out of 80 answered

MEDIUM: Sell 1K BUSD ever day from the second week onwards, so the Reserve Pool has about 25K BUSD in the first month. Then start selling 2K BUSD per day so the Reserve Pool has about **85K BUSD by the end of the second month.** 22 resp. 32.8%



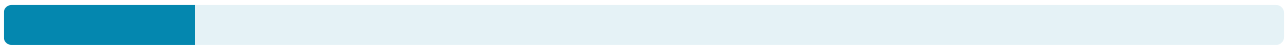
FAST: Target to have 50K BUSD in the first month in the Reserve Pool, by selling about 2K BUSD every day. Then sell 3K per day so the Reserve Pool has about **140K BUSD by the end of the second month.** 20 resp. 29.9%



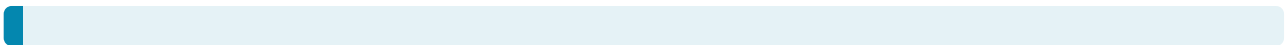
VERY FAST: Sell 50K BUSD in the first week so the Reserve Pool has a lot of money from the beginning. Keep selling about 4K BUSD per day so the Reserve Pool has about **200K BUSD by the end of the second month.** 14 resp. 20.9%



SLOW: Sell about 500 BUSD every day in the first month, about 1K BUSD in the second month, so the Reserve Pool has about **40K BUSD by the end of the second month.** 10 resp. 14.9%



Other 1 resp. 1.5%



What do you think about introducing a DAO allowing holders of the token to vote/decide about various elements related to the game(s)?

80 out of 80 answered

Great idea! 60 resp. 75%



Hmm.. Not really. Not useful. 20 resp. 25%



What do you think about Crypto Legions introducing a multi-token system?

In other words: Crypto Legions would have more than one token required to play the game. The purpose of a multi-token game is to provide investors with an additional long-term investment opportunity in the Crypto Legions game.

80 out of 80 answered

Yes, explore it! 61 resp. 76.2%



No, not a good idea. 19 resp. 23.8%

