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Edoverse Foundation

31st October, 2022

Edoverse Foundation is a non-profit organization.



EDOVERSE

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Concept

Reproduce the city Edo on the Metaverse

The concept is a virtual space where the city and Edo exist in modern times.

Metaverse to solve poverty problems while promoting understanding of Japanese culture and art

- Consistent return of economic value to educational inequality and contributors, giving opportunities to all contributors

Second home for users

Promote innovation while contributing to cultural development through NFT art collections and transactions

Edoverse Conceptual Note

by Iehiro Tokugawa, 19th Head of the Tokugawa Shogunal Household

Our web experience is about to go through a most radical transformation, possibly on par with the birth of the internet itself, with the advent of Metaverse, a virtual space constructed with state-of-the-art VR and 3D-CG technology that will serve, at once, as an ultra-user-friendly portal, a game platform, an e-commerce site, and a virtual society to be experienced through avatars.

Our EDOVERSE project aims to re-create, with as much historical accuracy as possible, the city of Edo – the capital of the Tokugawa Shoguns which boasted a population of one million as early as 1700. Its cultural achievements still amaze the world today (when one speaks of Japanese high culture today, it is mostly about Edo culture), and its wealth legendary throughout the world even though foreigners were off limits in Tokugawa Japan. ,

The EDOVERSE will be unique in that it will be as fantastic as Tolkien's Middle Earth, with its own beautiful landscape, logic of life and heroes and villains, while at the same time all the details of this particular Metaverse will have solid grounds in actual history. This is possible because city life in Edo, which came to an abrupt end in 1868, had been thoroughly recorded, while the physical city was largely preserved until 1945, the year of allied bombardment of most Japanese cities. Entering EDOVERSE could thus be an experience comparable to a travel to the most exotic locales of the world today.

EDOVERSE will consist of several components.

1. landmarks as Nihonbashi bridge (constructed by the order of Tokugawa Ieyasu, the 1st Shogun), Edo Castle, major Buddhist temples and Shinto shrines, the bustling commercial district around Nihonbashi, the Edo mansions of the Daimyo – the feudal lords, the official red light district of Yoshiwara, will be reconstructed with as much historical accuracy as possible, and the missing components will be filled in with educated imagination. To this end, the author of this note will organize a committee of prominent experts.

2. Game dimension. The player will start his avatar life as a Ronin, or unemployed samurai, in either the city of Edo with its rules, regulation and social mores as designed by the Tokugawa Shogunate, or the chaotic world of Sengoku, or the chaotic civil war years. We intend the game avatar to be a Ronin because, as an unemployed samurai, he (rarely a she) is ambitious and skilled and educated in many ways, ideal for a character in any game. His mindset, in that he can imagine the world as both a stage and the object of his ambition, is similar to that of the player. The games with Edo city life themes could have such themes as Bonsai, Goldfish, Sumo, Kabuki, Sushi, duel between samurai, samurai seeking vengeance, and so forth. The Sengoku world shall be a platform for various types of combat and shooting games. The player can accumulate EDOVERSE crypto currency, which could be spent on achieving higher status of the avatar in this virtual society, a process which could be seen as a higher level game.
3. E-commerce dimension. Alliances will be made between the EDOVERSE INC and various local governments, NPOs and corporations to create merchandises and services that could be purchased only with EDOVERSE crypto currencies or only through EDOVERSE E-commerce functions.
4. Virtual Society. Avatars will be provided with a wide range of goods, services and assets with which to express itself, enable and empower interaction with other avatars, and improve its standing within EDOVERSE society. The player will also be provided with real-world arts and crafts related to the avatars she operates in EDOVERST, such as various wares decorated with the family crest of the avatar, Japanese drawing (Nihon-ga) portrait of avatar or player, Japanese style seal for avatar or player (the style and rank the player can assume in these arts and craft will be determined by the social rank of his avatar).

The City of Edo, or Explaining the Long Peace of the Tokugawa Japan

To understand the decisive role that the city of Edo played in the long peace of the Tokugawa, one must first recall that Japan, prior to the Tokugawa, had the cities at the eastern end of the Setonaikai (Japan's Mediterranean) as its center, namely Osaka(Naniwa), Nara and Kyoto. This is quite natural as Japan has always had to be conscious about its gigantic neighbor to the west, China. The pre-Tokugawa capitals were far enough from China to maintain independence, while close enough with it for trade between the two countries to continue. While the first samurai government was built in Kamakura, close to latter day Edo, the city itself was small in comparison to the older capitals and had never achieved economic importance to compete with them.

Edo was therefore built on the peripheries of traditional Japanese territory. It was practically frontier land. Before the Tokugawa, the Kanto plain surrounding the city of Edo was sparsely populated and large parts of it not suitable for cultivation. Tokugawa Ieyasu, the first Tokugawa Shogun, therefore had to invest considerably in the development of the area. Why, then, go through all the trouble? Why not just take over Osaka, whose previous master, the Toyotomi, had so thoroughly been destroyed, as the Tokugawa capital?

To answer this question, one must think of the impact of Toyotomi rule. Before Toyotomi Hideyoshi, Japan had been ruled by the nobility and high-ranking samurai who had branched out from the Imperial family. That Toyotomi Hideyoshi, a commoner from the humblest of origins, reached the position of Imperial Regent, with his ranking in the Imperial nobility second only to the Emperor himself, meant the destruction of this political tradition that could be traced back to the birth of the country. In short, a socio-political revolution that made traditional authority too weak to keep ruling Japan.

Toyotomi Hideyoshi was the author of another revolutionary change, this one in the field of foreign relations. Before the Toyotomi, Japan was not a major player in the international relations of East Asia. This was all changed in Toyotomi Hideyoshi's Korean expeditionary war (1592–1598). In this war, Japan, with a population of 13 million, sent between 130,000 and 150,000 men to the Korean peninsula with the objective of conquering China. The war ended in stalemate on Korean soil and failed to achieve anything for Japan, but Japan's military might, enhanced by Japan's century and half era of civil war (Sengoku), left a mark, both within Japan and without. The Japanese soldiers were ferocious fighters, often beating Chinese forces 10 times its size.

In short, after the death of Toyotomi Hideyoshi, Japan was left with a vacuum of authority (the traditional elite were proven to be impotent by the Toyotomi!) and a war fever (demands for another attack on Korea and China were actually strong among lower ranking Samurai). Although Tokugawa Ieyasu emerged as the ultimate Samurai warlord victor following his win in the Battle of Sekigahara in 1600, these problems remained unresolved.

To create a new capital in the shape of Edo at border of Japan proper and its hinterland was, then, a stroke of genius. The soldiers, who had become unemployed with the arrival of peace (thus the war fever) were mobilized to reclaim land, tame river flows, dig ditches and canals, and build Edo Castle that will serve as administrative center of the nation rather than a military base, thus contributing to peace through the absorption of an excess labor force as well as increased production thanks to dramatically improved infrastructure.

Also, by shifting the political center eastward, the memory of the Korean expedition among the general populace was diluted. People who moved east, into and around Edo, sought social advancement through peaceful labor and exchange instead of violence and theft which would have been the case if the same man had moved west, towards Korea and China.

The Tokugawa Shogunate used the whole City of Edo as a medium to change the mindset of the people who moved in (and most of the population were newcomers until much later into the Tokugawa period), from one of fear and hostility even among neighbors, suitable in a society torn into pieces by civil war, to one of mutual trust. In today`s parlance, the Shoguns instilled social capital in the inhabitants of Edo. And through the system of rotating stationing of the Samurai and the feudal Lords (the Sankin-Kotai, which had to spend half their time in their dominion and the other half in Edo), this new culture of Edo would be spread to the rest of the country.

This project of socio-cultural transformation would continue to the very end of the Tokugawa period. This also explains the relative suddenness with which the Tokugawa lost power. The Tokugawa Shogunate was trying to avoid war, both external and internal, at all cost. Giving up power was the only way left to them to achieve this end. Ironically, as a result of the Meiji Restoration, in which the Emperor` seat was moved from Kyoto to Edo (and thereby renaming Edo as Tokyo or Kyoto of the East), making the capital of Tokugawa into the true capital of the country.

The history of Japan after the Meiji Restoration could be characterized as a series of wars, with each war bigger than the previous one, culminating in the destruction of the polity of Empire and the near annihilation of the Japanese people. This may appear paradoxical given that the Japanese had lived in peace for more than two and a half centuries before the Meiji Restoration. How could a people so accustomed to peace become so warlike, practically overnight? Yet if one looks at the longer version of Japanese history – that Toyotomi Hideyoshi was the truly epoch making figure, and Tokugawa Japan a mere effort to contain the demons that the Toyotomi had released, then post-Tokugawa history becomes much easier to understand.

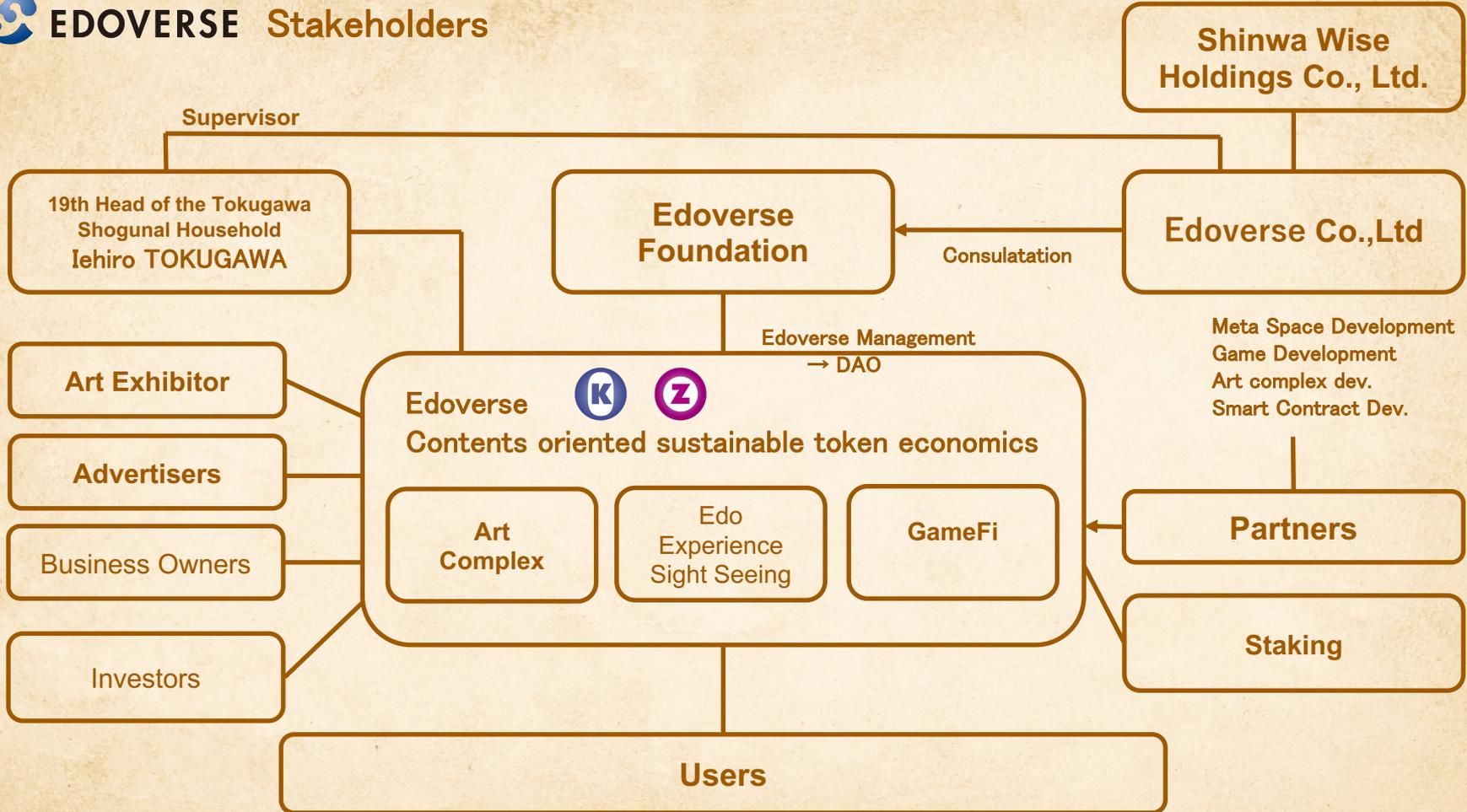
Seeing the entirety, or the macro version of Japanese history this way, one could also better understand the true nature of Edo culture. The city of Edo was designed not as a mere center of political power, but also as a device to transform the mind of the Japanese, to overcome the demon of the Toyotomi. Life in Edo had its dark sides, in fact had plenty of such, yet real efforts were made by numerous Shogunate officials to improve the lot of the commoners, so that ordinary people could have hope in their lives and pursue their own happiness, however modest that may be. It was an uphill struggle, hence the Meiji Restoration and the many wars of the Japanese Empire, but the struggle was not in vain. That is why so many Japanese see life and culture in Edo with such strong nostalgia, and the world so fascinated by the creations of the people of Edo – be it Ukiyo-e, Shunga, Sushi or Haiku.

That is why we believe EDOVERSE, making possible a travel to the lost city of Edo, to live as a citizen of Edo, so worthwhile.

Edoverse Stakeholders



EDOVERSE Stakeholders



What is Edoverse ?



What is Edo?

Edo is the former name of Tokyo. Edo, centered on Edo Castle became the de facto capital of Japan from 1603 as the seat of the Tokugawa Shogunate.



Edo in 17th century



Tokyo, 2022

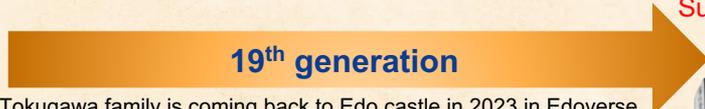
Edo grew to become one of the largest cities in the world under the Tokugawa. The era of Tokugawa rule in Japan from 1603 to 1868 is known as the Edo period.

Edoverse

Supreme Mentor & Advisor



1st Shogun
TOKUGAWA Ieyasu
Opened Edo Shogunal
1st Integrator of Japan



TOKUGAWA Ietsuna
4th Shogun
Edo castle burnt out by Meireki big fire



TOKUGAWA Yoshinobu
15th Shogun
Restoration of Imperial Rule in 1867



TOKUGAWA Iehiro
19th Head of the Tokugawa Shogunal Household



Pandemics, SDGs, new capitalism, widening inequality, environmental issues.

Entering the 21st century, we humans are facing unprecedented challenges at the global level.

When faced with a problem. Modern people who are accustomed to capitalism may be economically rational, And settle for a symptomatic solution, and it is not an essential solution. It tends to put off social problems from beginning to end.

So we thought. "What if there was a parallel world and the Edo period existed in modern times?"

According to the story of Iehiro Tokugawa, the 19th Head of the Tokugawa Shogunal Household, the supervisor of Edoverse, in the Edo period, when the image of a feudal society was strong, it seems that there was a unique culture and customs that could solve most of the problems of capitalism from the root. If we, as modern people accustomed to popular sovereignty and liberalism, would find that a very incredible and surprising social system was, in fact, the cornerstone of creating a peaceful society that lasted nearly 300 years. For example, the idea of Columbus eggs should be brought to the present age, which has been eroded by all global problems. Incorporating abundant cutting-edge technologies of blockchain and cryptocurrency, expressing a sustainable Japanese society as a metaphor in the Edo period with Rock in Cool is the first in Japan and the Metaverse revolution from Japan. Isn't it the mainstream?

Artistic, entertaining and sustainable SDGs Edo society. What kind of session will be woven if it revives in the Metaverse space?

The key to solving the social issues of all humankind is here, the Edoverse, which is created based on the historical evidence of the overwhelming quality supervised by Mr. Tokugawa. Welcome to Jipang and let's have fun !

徳川家広 Iehiro Tokugawa (19th Head of the Tokugawa Shogunal Household)-1



Ever since the rise of computer generated images, I have had one vision – to re-create the historical city of Edo (present day Tokyo) in cyberspace. The visitor to the virtual-Edo could not only enjoy the scenic beauty of the Shogun’s capital, with its grand castle, amazing Buddhist temples and Shinto shrines, covered with the most elegant and detailed wooden sculptures, and the beauty of the city itself, full of lush green and a network of canals that sustained the material needs of the population of one million, the largest by far in the pre-industrialized world, but also re-experience the life of the people that populated the city, from the Shogun and the Daimyo to the high ranking samurai to the lowliest of commoners, all with his or her own emotions, pleasures, ambitions and dreams. Until recently, this was just that, a vision. Yet with the remarkable progress of IT and my own fortunate encounters with talented and visionary individuals, this dream of a virtual-Edo is now becoming reality, the Edoverse. From anywhere in the world, as long as the WWW is active, you can travel to the city of Edo, and enjoy it in full – view, play, shop and interact, as you will do upon visiting any other major city in real life.

Technical details are beyond me, so let me explain here the meaning of re-creating (and expanding on) the city of Edo and the “Edo (the Tokugawa)” period in Japan in virtual space.

It is now widely recognized worldwide (and ironically, more outside of Japan than within), that the 2 and half centuries of peace, both domestic and external, that Tokugawa Japan maintained is indeed a rare achievement in human history. The Tokugawa period overlaps, roughly, with the period between the landing of the Pilgrim Fathers and the Civil War in the United States of America, The death of Queen Elizabeth and the Indian uprising in Britain, the Age of troubles and the Crimean War in Russia, the outbreak of the 30 years-war and the creation of the Reich in Germany, the Edict of Nantes and the fall of Napoleon III in France, and the fall of the Ming Dynasty and the end of the Taiping Rebellion in China. The world had indeed been going through dramatic and violent times, while throughout the period Tokugawa Japan remained in peace. More importantly, while it had widely been believed, especially among left leaning Japanese scholars, that this peace had been achieved at the considerable cost of Japan isolating itself from the world and therefore “lagging behind” the eventually modernizing west, recent scholarship is bringing back to life a more vibrant society open to external trade and absorbing outside information with gusto, more an early modern society than a feudal or traditional one. Indeed, Westerners who visited Tokugawa Japan immediately after its re-opening to western powers note admiringly of a thriving, dynamic and sophisticated market economy where “there were many poor people, but there was no poverty to be seen”.

徳川家広 lehiro Tokugawa (19th Head of the Tokugawa Shogunal Household) -2

This fact makes Edo, or Tokugawa Japan, not only a matter of historical curiosity but also one of contemporary urgency, for today's world is entering an era of multiple crisis, one characterized by rapid population growth, pandemics, environmental degradation, climate change largely hostile to established patterns of human activity, infestation of crime, mass poverty, widening gap of income, wealth and opportunity, mass violence and civil war, and, presently, a large-scale war between industrialized nations. Tokugawa Japan had to overcome all of this as well, and managed all of them without ever resorting to large scale violence. Most notably, the Tokugawa was able to manage rapid population increase (13 million in 1600 to 30 million in 1700) without territorial expansion or large scale violence, and then maintaining that population level until the end of its rule, with the standard of living slowly rising. The secret to the success of the Tokugawa in transforming itself peacefully is a topic worthy of a very thick book indeed. Yet this much could be said. Taking full advantage of Japan's very fortunate geographical condition, it was the willingness of the ruling elite of Tokugawa Japan to avoid war at all costs that made possible the long peace and the numerous innovations required for that peace. Indeed, the Tokugawa elite were so averse to war that they gave up power to the supporters of Emperor Meiji, therefore ending the Tokugawa era peacefully in 1867.

This commitment to peace may be the best first step the world could take in solving its multiplicity of problems. In other words, the world needs new thinking, a developing of new sensibilities, if it were to survive and prosper. What I propose here is that the new thinking, the new sensibilities could in fact be pretty old, waiting to be extracted from the informational fossils of Tokugawa Japan.

And this is where Edoverse enters. By visiting the virtual Edo = Edoverse, which is a recreation of the landscape and reconstruction of the society of Edo, and experience the city and the world beyond as an Edo citizen would have, you will naturally be cultivating perspectives that enabled the Edo inhabitants to take on the numerous problems they faced in their days, which happen to be so similar to the ones we ourselves face today. Edoverse will not be a mere portal, game space, e commerce site, and a virtual society. It will be all of the above, and an experience that will transform you for the future.



19th Head of the Tokugawa
Shogunal Household

Art Complex

The reason for art in the Edo period is that we need to trace the origin of art. Art is cultivated by culture and valued by the social system of time. For example, in the Edo period, there was an art called Ukiyo-e. Ukiyo-e is one of the painting styles established in the Edo period, and its history began with the dawn of the Edo period. The paintings on the themes of life and fashion at that time, prostitutes and actors, showed excitement mainly among the common people. "Ukiyo-e" in this ukiyo-e is actually said to be derived from "Ukiyo", and people who prefer to live floating in the trend of trying to enjoy the world of Edo use the character "Ukiyo". It is said to have been hit. In other words, Ukiyo-e was born from the human desire to enjoy the feudal world of the Edo period.

When you delve into the value of art in essence, you always end up with the culture behind it. Culture fosters human values, which describe the social system of time. Some of them are highly regarded as art in later years, while others are unfairly evaluated compared to their writing. We think this way. All art has absolute value. And those absolute values tend to be diluted to the relative value via the legal tender called capitalism, but by combining art with the blockchain, even if you do not look at the recent NFT as an example, it is the absolute that it originally has. It is possible to express value.

What if the stage was in the society of Edo, one of the creators of contemporary art? And what if the state-of-the-art blockchain technology was applied as an infrastructure in that Edo society, and every artist was given a place to express themselves? When artists who are active in the world, artists of the future who have not yet seen the light of day, and all creatives gather in the cutting-edge Metaverse space, people may think like this. "Yes, isn't it?"

Art Exhibitors

By opening an artist's own art on the Edoverse, Artists, users and Edoverse have the following ecosystem. You can enjoy it.

- Artists · · · NFT can be issued on the blockchain, and art can be bought, sold and lent through NFT.
- Users · · · Enjoy art by discovering artists on the Edoverse and purchasing NFTs.
- Edoverse · · · As the number of artists increases, the number of NFT issuance records will increase, contributing to the liquidity of linked DeFi and at the same time NFT sales revenue will accumulate in Edoverse

Many artists think that it is technically difficult to hear about blockchains and NFTs, but at Edoverse, we simply issue NFTs, set up a pool with a certain amount of liquidity, and trade on the spot. We can realize it to be active. One of the major merits of NFTs is that copyright income is protected, and since it is possible to trade not only in a specific space but also on platforms outside the Edo period, more artists can be blocked with the motif of the Edo period. At the same time as time slipping into the chain space, it is possible to strictly protect the copyright of the artist.

For art shoppers, the structure is such that the store opening space is secured by staking Zeni in the Edoverse, so as the number of shopkeepers increases, the value of cryptocurrency in this space will stabilize and at the same time. It is possible to realize a unique ecosystem that realizes economic return (reward return) to artists at the same time.

Users

Users create their own avatars and dive into Edoverse. Users can stroll around the sights of Edo in the Edoverse and enjoy sightseeing. And you can buy nifty goods and art as NFTs. Users can earn tokens by learning how to operate in virtual space while learning about Edo.

Users can get the land of Edoverse. This land can be localized by clearing it by itself and expanding the area of Edo, but it requires efforts to clear the land and to get used to the land. Users can form assets through this game. Users can also build buildings or run businesses on the land. And you can buy and sell land, In Edoverse, you can not only acquire land, but also raise your position in Edoverse and acquire roles by collecting cultural activities and art from the land. The user can also become a Daimyo (feudal lord) one day. Users can enjoy the various features added along the roadmap.

Edo City Tour / Sightseeing

Edoverse sightseeing, or a virtual tour of the historical city of Edo

Tourism had been big in the second half of the Tokugawa era. Although theoretically a feudal society with limited movement of people, as Tokugawa society grew richer and more stable, loopholes such as pilgrimages were utilized to enable commoners to travel, although limited to the inside of the country. Yet in pre-industrial and pre-telecommunication Japan, the country felt like a world unto itself. There was diversity in customs and cuisine, and the dialects so strong that people from different parts of the country could barely communicate.

Edo, the capital of the Tokugawa Shoguns, was one of the major destinations for tourists of Tokugawa Japan. Add to this the numerous samurai who were stationed in Edo for half their professional lives, and the army of maids who accompanied the Daimyo's family to Edo, the city was naturally bustling with new inhabitants who were trying to figure out what was where, as well as visit all the famous landmarks they had known only in written texts and woodblock print illustrations, as well as enjoy all the new theatre plays, festivals and renowned eateries.

Edoverse will recreate the visual aspects of this tourist experience in full. All the famous landmarks, starting with Edo castle and Nihonbashi bridge, as well as the major temples and shrines, and the busy commercial and entertainment districts of Ueno, Asakusa, Ryogoku, and Yoshiwara, will come back to life in state-of-the-art 3D CGI, with services such as digital art exhibition, games, e-commerce and virtual society to match each of the "places".

Advertisement in Edoverse

Various corporations and individuals are expected to participate in Edoverse, centering on art-related businesses. The feature of advertising planning on Edoverse is that participants can think independently about advertising planning based on culture and customs with the motif of the Edo period and express them freely.

Advertisement placement in Edoverse is based on payment using the cryptocurrency Zeni used in this space, and in the world of legal tender, multiple advertisements can be made if there is enough funds, but in Edoverse, transactions can be slightly different.

Specifically, the advertising burden of advertisers who have stakes Zeni for a long time will be reduced, and if the advertiser increases the number of participants in Edoverse, a separate incentive (coupon) will be given, experiencing desirable communication for Edoverse. In that case, by preparing an advertising plan unique to Edoverse, which makes full use of blockchain technology, such as receiving special preferential treatment for advertising publishers, advertising publishers will be significantly different from existing media. We will realize marketing with high communication efficiency.

Business in Edoverse

Edoverse is a metaverse space with the motif of the Edo period.

Naturally, the concept and world view are clear, and not only businesses related to Japanese culture that continue in Japan, but also the gambling grounds that existed in the Edo period have been revived as modern casinos, and Joro-gai is lively with modern neon lights. It is also possible to reproduce...

Edoverse is a platform to the last, and the intellectual property of the content belongs to the participants. Therefore, on the platform woven by Edoverse, it is possible to reproduce the economy of the Edo period, and although there is no if in history, it is also possible to reproduce the parallel world "If there was a restaurant for Westerners in the Edo period". Of course it is possible.

Participants evaluate the content on Edoverse. The content evaluated by the participants will be converted into cryptocurrency through NFTs and will generate profit as a concrete economic value.

For business operators who are thinking about merchandising with the theme of Edo, Edoverse is a treasure platform that can be used in all directions. If necessary, under the supervision of Mr. Iehiro Tokugawa, the 19th Head of the Tokugawa Shogunal Household. Edoverse management members (Edoverse Co., Ltd.) will consult and support the realization of concrete merchandising.

Edoverse positions art as its core concept, but not limited to art, business operators who are considering expanding their business by utilizing Edoverse should definitely jump into the parallel world and say, "If the Edo period exists in modern society. I would like to work together on the business theme unique to Japanese people.

Edoverse Co., Ltd.

Initially, Edoverse Co., Ltd. was established and operated as a wholly owned subsidiary of Shinwa Wise Holdings Co., Ltd., a company listed on the Tokyo Stock Exchange Standard, which has been focusing on art and culture for 32 years.

Edoverse Co., Ltd. invited Mr. Iehiro Tokugawa as an executive advisor, is focusing on a consultation to develop a virtual space Edoverse assuming another Edo city in the world of multi-verse and to manage Edoverse that will make a sustainable ecosystem by GameFi. It is an SPC that consults to develop, promote, and market Edoverse run by Edoverse Foundation .

In future, when the Edoverse is built, functions normally, and is capable of spontaneous growth, It would be moved to DAO (Decentralized Autonomous Organization).

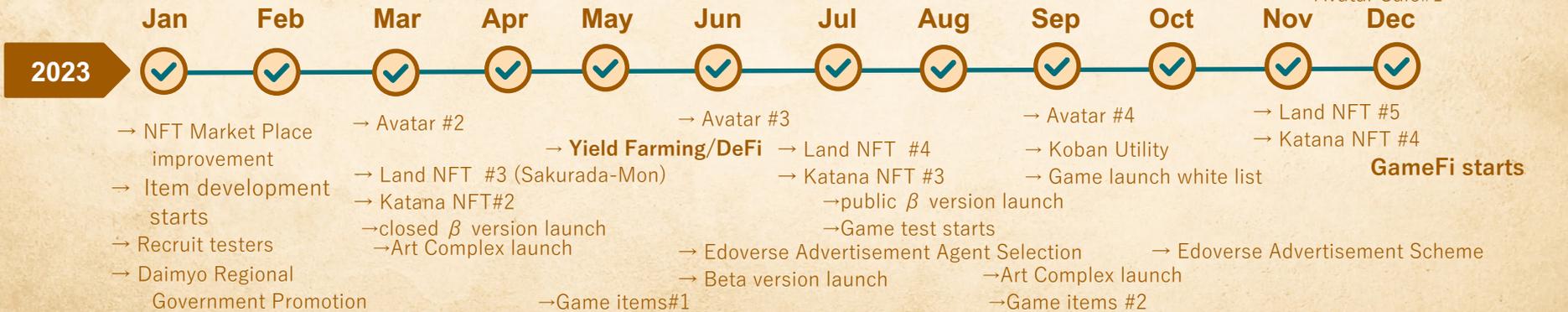
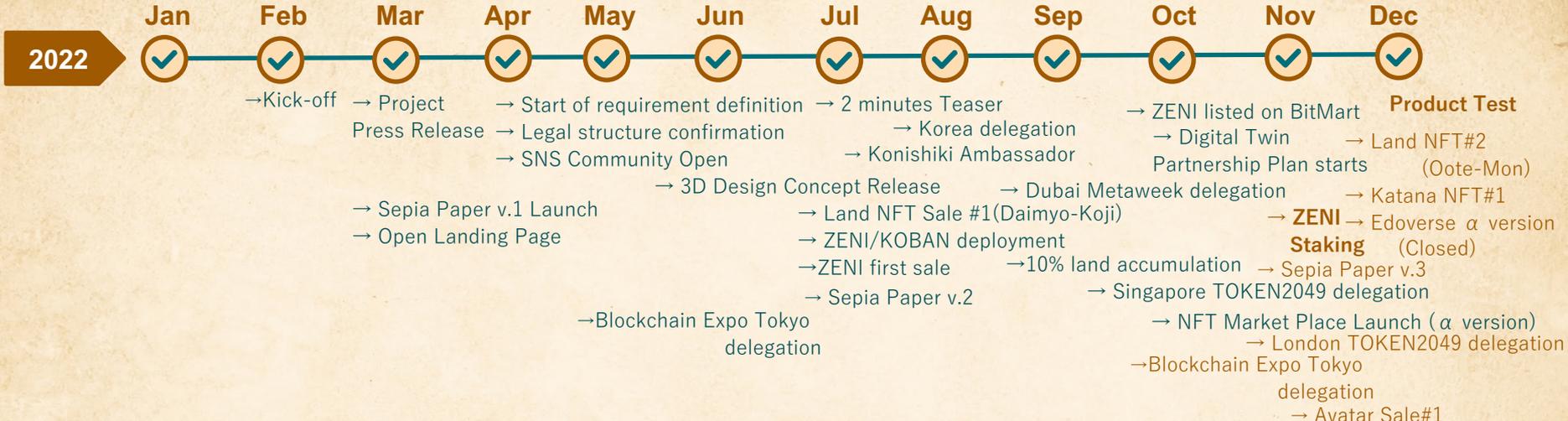
Investors

In the process of developing Edoverse, we plan to raise the necessary funds in various ways and invite investors to participate.

Edoverse Roadmap



Edoverse Roadmap



Edoverse Roadmap

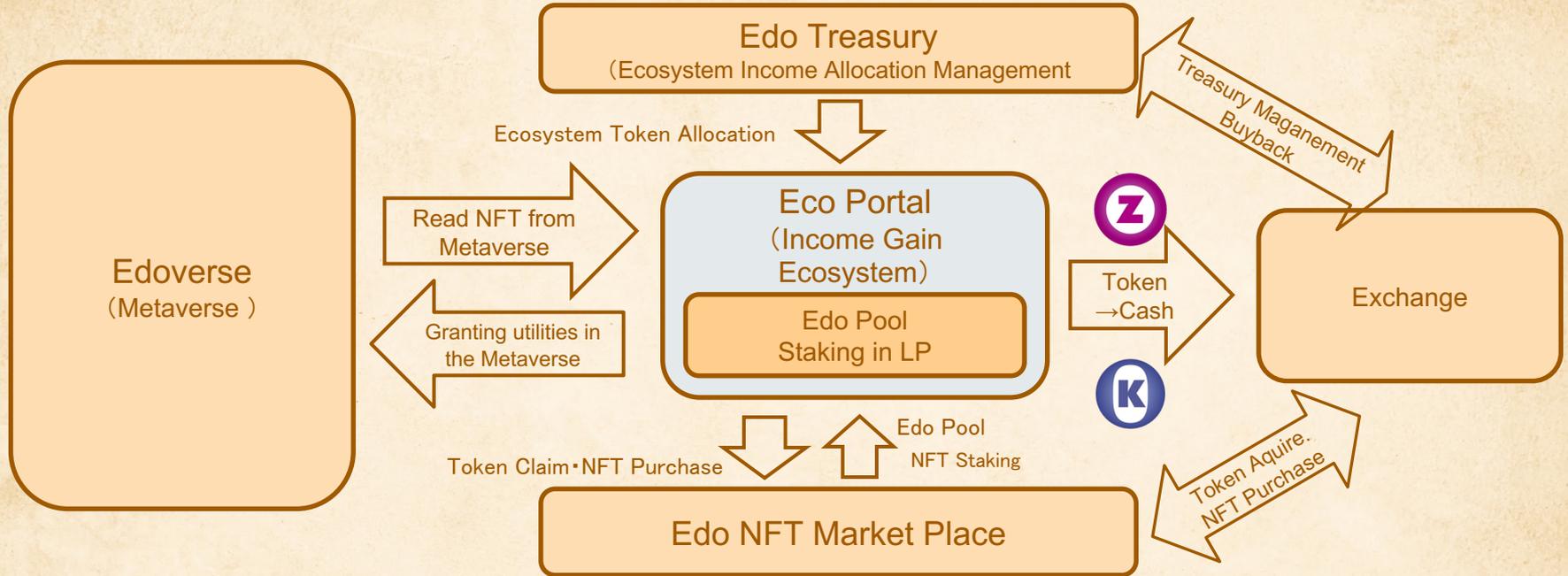


Edoverse Tokenomics



Advanced Tokenomics

The Edoverse ecosystem will clarify the utility of tokens and at the same time adopt cutting-edge token economics that make effective use of treasury.



Staking

Edo Bath Token Holder contributes to the sustainable development of the ecosystem through staking

Koban & Zeni, Edoverse Tokens

The Edoverse ecosystem is to be developed using both Zeni, which was commonly distributed during the Edo period, and Koban, which was a high-class currency.



Koban



Koban

Token name	Koban
Base Chain	Ethereum
Protocol	ERC20

- Mainly used for changing rolls in Edoverse moving to other clan, and community voting
- It is a rarer currency than Zeni, which can be earned by important actions in Edoverse.
- Steaking is possible in Edoverse
- Zeni distribution. 80% burn for Zeni purchase, 20% reduction (under discussion)
- Can only premium users get it for 3 months after Mint(under discussion)



Zeni



Zeni

Token Name	Zeni
Base Chain	Ethereum
Protocol	ERC20

- Mainly used for settlement for general purchasing activities in Edoverse
- The most distributed utility token in this ecosystem, earned from general contributions in Edoverse

Edoverse Ecosystem



Realizing a sustainable participant-returning ecosystem by entwining tokens with content and NFTs

① Original Game

Multiple contents including 3rd party inside and outside Edoverse



③ Koban & Zeni

Token Name	Koban & Zeni
Base Chain	Ethereum
Protocol	ERC20

Edoverse

② Edoverse Shop

Primary sale of NFTs that can be used on the Edo berth. We plan to introduce creator works as well. Return royalties to sellers

④ Treasury function

Enhancing treasury functions and realizing a sustainable ecosystem

Staking

LP token

Lending

Ethereum



Edo Zeni Total Supply : 10,000,000,000 Zeni

ZENI Contract address: 0x9c6666d5ff4B53b5eB3bd866664c15d0BFcECaa7



1st Token Sale

Sale date: 7th July, 2022
Sale Amount: USDC 50,000-
Assumed Market Cap.: US\$10,000,000
Sale Condition: 50% discount of Market Cap.
Sale Proportion: 1% of total supply
Sale amount: 100,000,000 ZENI
Sale Price: 0.005 USDC/ZENI
Method: public sale

Edoverse Team Allocation: 5.00%

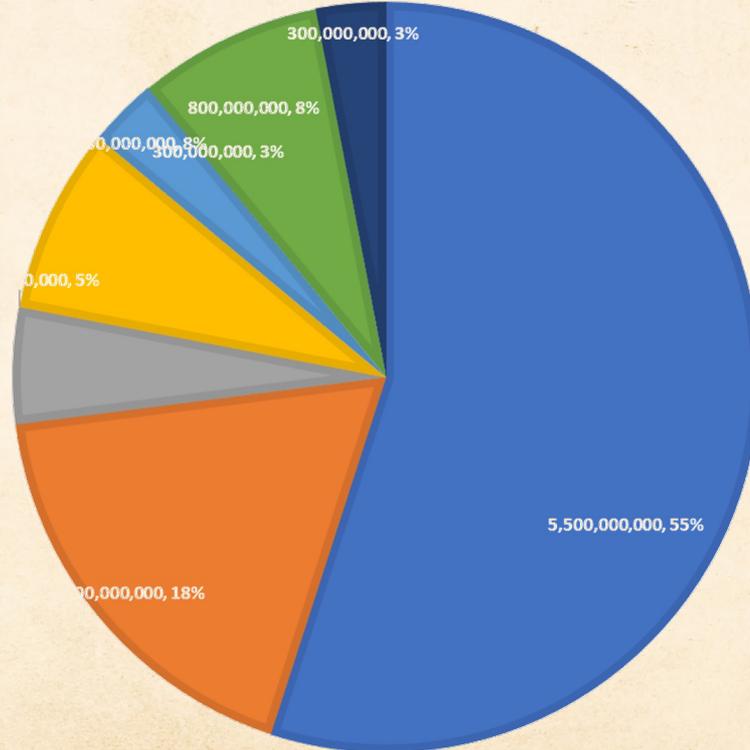
Lockup period:
• 8th Feb., 2023~25% claimable
• 8th Aug., 2023~50% claimable
• 8th Feb., 2024~75% claimable
• 8th Aug., 2024~100% claimable

1st Contributors Allocation: 4.93%

Lockup period:
• 8th Feb., 2023~25% claimable
• 8th Aug., 2023~50% claimable
• 8th Feb., 2024~75% claimable
• 8th Aug., 2024~100% claimable

TOTAL SUPPLY

■ Ecosystem rewards ■ Community / Contributors ■ Ecosystem Fund ■ Shinwa team members ■ Advisors ■ Public Sale ■ Private Sale



CEX Listing:

BitMart (13th October, 2022)
Open Price: 0.00075 USDC
Open Market Cap: 7.5 mil. USDC



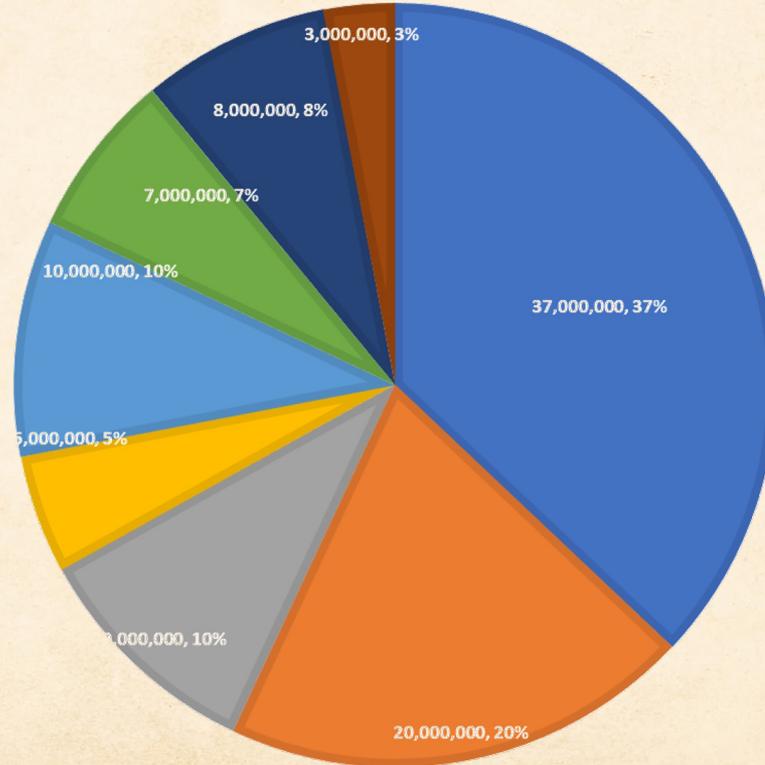
Edo Koban Total Supply : 100,000,000 Koban

Koban Contract address: 0x289f00C93A094869d36C0A82C80D04faf635016A



TOTAL SUPPLY

■ Ecosystem rewards ■ Staking ■ Community / Contributors ■ Ecosystem Fund ■ Shinwa team members ■ Advisors ■ Public Sale ■ Private Sale



Edoverse Team Allocation: 5.00%

Lockup period:

- 8th Feb., 2023 ~ 25% claimable
- 8th Aug., 2023 ~ 50% claimable
- 8th Feb., 2024 ~ 75% claimable
- 8th Aug., 2024 ~ 100% claimable

1st Contributors Allocation: 4.90%

Lockup period:

- 8th Feb., 2023 ~ 25% claimable
- 8th Aug., 2023 ~ 50% claimable
- 8th Feb., 2024 ~ 75% claimable
- 8th Aug., 2024 ~ 100% claimable

Edoverse GameFi

Play-to-Earn



How to achieve ecosystem incentives

Idea 1

Land reclamation

- By clearing Land, it can be used for commercial purposes.
- You can also get Edo Zeni when you clear it.

Idea 2

Contribution to Edoverse

- By lending the clearing equipment to others, the incentives are split in half (this contributes to solving the poverty problem).
- Give a position as an NFT to users with a high degree of contribution

Idea 3

Economic activity in Edoverse

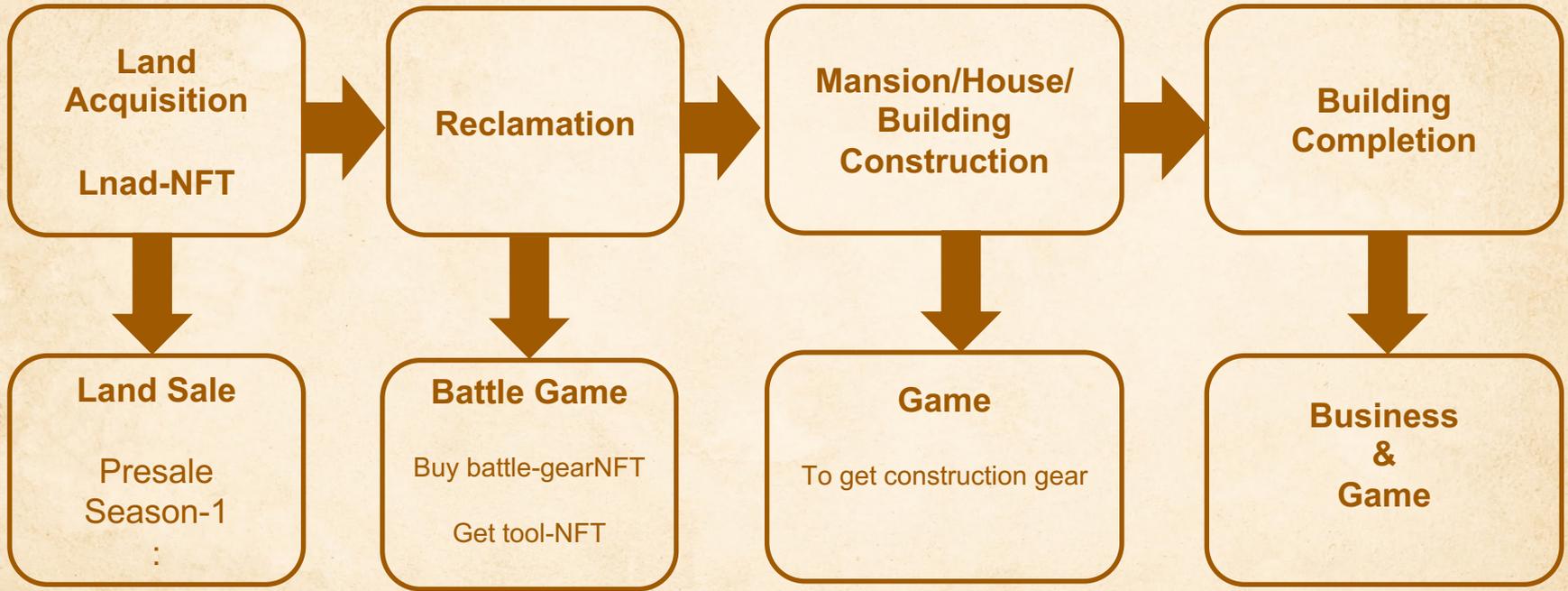
- Realize advertising on buildings and buying and selling of items
- Promote economic activities of non-owner users by lending NFT

Idea 4

Entertainment experience in Edoverse

- Incentives given to game implementers in Edoverse
- Game participants can earn Edo Zeni

Edo City Creation GameFi Road Map



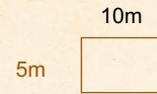
Edoland

Land NFT

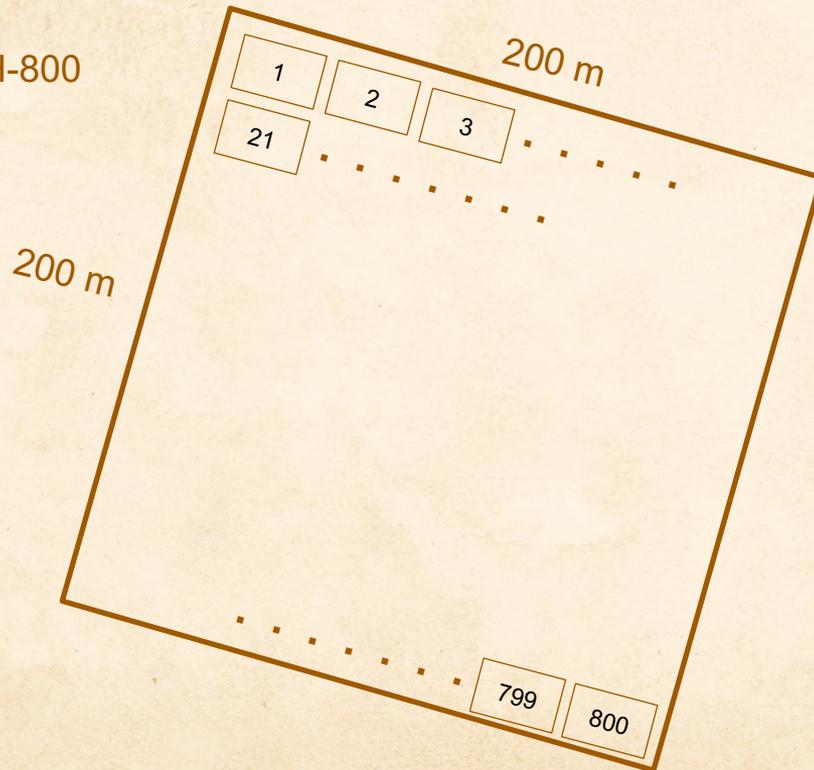


TTH former Tottori-han

1 unit : around 50 m² (around 15 tsubo)



TTH-1 ~ TTH-800



Edoverse Development Season - 1



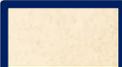
Naikaku
Innner shell



Nishi-no-maru
Pase-1
Allocation



Daimyo-Koji
Phase1
Land Auction



Oote-Mae
Phase-2



Sakurada-mon
Phase-3

Edoverse Land Development Land Sale Season – 1

Naikaku (Inner shell) — Edo Castle (managed by the Edoverse Foundation)

“The 19th Shogun” Iehiro Tokugawa's residence

Phase-1 (20 Lots) Nishi-no-Maru-Outer shell (Allocation to early contributors)

In the future, the daimyo mansion will be art complex.

(10,000 lots) “Daimyo-Koji-Outer shell (First sale)

Daimyo mansion construction obligation after mainnet were connected.

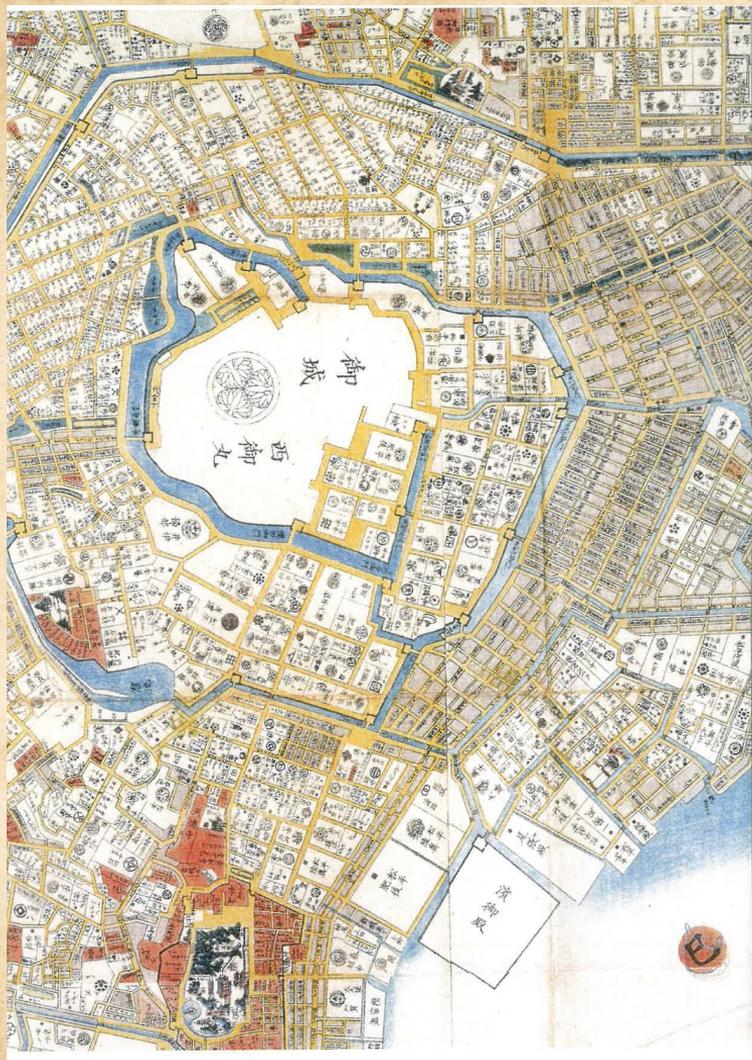
Phase-2 Oote-Mae-Outer shell (Second sale)

Daimyo mansion construction obligation after mainnet were connected

Phase-3 Sakurada-Mon-Outer shell (Third sale)

Daimyo mansion construction obligation after mainnet were connected

Land Sale Season –2 will be announced later.



Edoverse Land NFT Sale #1 – Daimyo-Kouji Area

(Land NFT Sale –Season1 – Phase1)

Sale Status:	Edoverse #1 Land NFT Sale (Season1 – Phase1)
Area:	Daimyo-Kouji Area
Sale Unit:	9,690 Units
Airdrop:	(90 units)
White List:	(3600 units) - to C / to B 5% discount sale
Spec:	ERC721 (NFT)
Unit Price:	500 USDC/Unit
Max application:	20 units
Max Sold Amount:	4,845,000 USDC
Sale Date:	7 second, 7minute, 7 am on 7th July, 2022 (UTC)
Sale Method:	First come, first served

Daimyo-Kouji Area is located in east of Edo castle, just next to Edo castle inner shell. In Edo period, the place was one of the most prestigious area where major important regional area was very precious district where is known as Marunouchi that many top-end companies' HQs are located and has Tokyo Station (Central Station in Tokyo) and Yurakucho Station in Japan Rail Road Line.

In Edoverse, Daimyo-Kouji area has several important public facilities such as Fire Department (Hikeshi-Yashiki), Public Regional Court (Hojou-sho), North City Hall (Kita-Bugyo-sho), South City Hall (Minami-Bugyo-sho), Special Envoy Temporal Mansion (Denso-Yashiki) and Ministry of Education (Daigaku-no-Kami).

In phase 1 of season-1, 27 sites that were old Daimyo mansions in Daimyo Kouji are divided into around 10,000 units (9,690 units) to sell to public as NFTs. 1 unit in this sale is assessed at around 50 m² (around 15 tsubo in Japanese “tsubo” term) in the real geographic measure in Tokyo.

Land NFT Sale Units: Total 9,690 units including public facilities

KMH	former Kumamoto-Han	600 units
TBH	former Tatebayashi-Han	210 units
YDH	former Yoshida-Han	200 units
MMH	former Matsumoto-Han	320 units
TMH	former Tsurumaki-Han	160 units
SYH	former Sekiyado-Han	420 units
OYH1	former Okayama-Han-1	350 units
FYH	former Fukuyama-Han	700 units
OYH2	former Okayama-Han-2	400 units
TYH	former Tsuyama-Han	610 units
NOH	former Nishio-Han	450 units
IMH	former Iwamura-Han	230 units
MBH	former Mibu-Han	180 units
NSH	former Nagashima-Han	180 units
TDH	former Tendoh-Han	110 units
KYH	former Katsuyama-Han	380 units
TTH	former Tottori-han	800 units
KCH1	former Kochi-Han-1	380 units
TSH1	former Tokushima-Han-1	550 units
KGH	former Koga-Han	220 units
TAH	former Takasaki-Han	210 units
OZH	former Okazaki-Han	220 units
TKH	former Takatsuki-Han	160 units
KSH	former Kasama-Han	300 units
SBH	former Shimabara-Han	240 units
KCH2	former Kochi-Han-2	90 units
TSH2	former Tokushima-Han-2	40 units

Public Facilities:

NCH	North City Hall	160 units
SCH	South City Hall	150 units
PRC	Public Regional Court	150 units
DY	Special Envoy Mansion	150 units
MOE	Ministry of Education	270 units
FD	Fire Department	100 units

Land NFT Sale #2 – Oote-Mon Area (Land NFT Sale –Season1 – Phase2)

Area:	大手門地区 (Oote-Mon Area)		
Sale Unit:	5,000 Units	#NFTs	<u>Daimyo Mansion</u>
Airdrop:	to be announced	1030	former Hitotsubashi-Tokugawa
White List:	to be announced	810	former Himeji-Han1
		280	former Himeji-Han2
		280	former Oumi-Han
		500	former Shonai-Han
Spec:	ERC721 (NFT)	480	former Kokura-Han
		680	former Fukui-Han
Unit Price:	500 USDC/Unit	240	former Kakegawa-han
		240	former Sabae-Han
Max application:	20 units		
		460	former Magistrate Mansion
Max Sale Amount:	4,845,000 USDC		
		Total: 5000 NFTs	
Sale Date:	12th December, 2022 (UTC)		
Sale Method:	1) First come, first served 2) Digital Twin Premium Package Partner Plan (デジタルツイン・プレミアムパッケージ・パートナープラン)		

Great News for Daimyo Koji land owners!

The Daimyo mansion Land NFT accumulation contest
Get more than 10% of your ward first in your Daimyo Mansion

The winning Daimyo Mansion in the competition will become the trading platform for these Katana NFTs, awarded the right to collect 10% of the sales of the Katana for each transaction to take place. That revenue for the mansion will be shared among the Land NFT owners according to the share of the Land NFT he or she owns in that mansion.

But the competition doesn't end there. The winning Daimyo mansion when more than 15% of its Land NFTs are collected by one of the owners will be granted 15% of the Katana sales.

The winning Daimyo mansion when more than 20% of its Land NFTs are collected by one of the owners will be granted 20% of the Katana sales.

But from here, things get tricky. True to the DAO principle, excessive concentration of Land NFTs shall be penalized. If one Land NFT owner becomes overzealous in accumulating Land NFTs, her holdings may evaporate – be confiscated by the Daimyo mansion treasury. The threshold for this event – anywhere above 21% - will be kept a secret to add to the suspense.

Also, Katana of particular note in terms of power and legend can be displayed there to collect fees from the visitors. We will soon announce the details of the games the Katana NFT owners can play as well.

This is our first game for our dear pioneers of Edoverse - the Daimyo Koji Land NFT holders. We will keep adding to our list of games.

Also, your ideas for games to be played and for serious business in the Daimyo Koji is highly welcome. If your proposal is accepted, up to 100,000 units of our crypto - ZENI will be given as a prize.

Digital Twin Premium Package Partnership Plan

Be the No.1 Digital Economy to Achieve “Sustainable Play to Earn” Experience in revived Edo-City Meta-verse
Building a digital economic society where everyone can live “with a hope in the future”
with Web 3.0

Outline of the partnership

- 1) Build up virtual properties of partner companies in the virtual space Edoverse, which restores the city of Edo to the present.
- 2) By building a virtual space of partner companies in Edoverse, Edoverse plans sales promotion linkage with properties in the real world.
- 3) Foster topicality by sending customers and marketing to properties in the real world from Edoverse, which aims to expand users
- 4) Combining tokenomics in the virtual space to realize sales promotion with minimal expenditure
- 5) Aim to secure further capital gains by utilizing digital assets (land NFTs) that can be resold in future



What is Digital Twin ?



 EDOVERSE

① Land NFT Purchase

② 3D space produce

【Restaurant】

【Showroom】

【Apparel】

【Travel Agent】

【Shop/Event】

③ Token activity



④ Consumer marketing

【Example : Kimono Apparel Shop】

1. Acquired Edoverse land NFT100 Unit USDC500/unit) * Limited to 1 company per industry and 20 industries
2. Space production in Edoverse and development of accompanying item NFT (kimono, avatar, character, etc.)
*Limited to 500 3 types of NFT items, sale at USDC50-80 each, aiming to sell out 1,500 units
3. Joint sales of created item NFT led by Edoverse * 30% of the sales commission will be returned to Edoverse and 70% to partnership company, and USDC 50,000 to 80,000 will be returned to your company.
4. Implementation of accompanying item NFT in virtual space
5. Carry out a campaign to promote the equipment of accompanying items for users
6. Sales promotions to physical stores through user token activity
7. Profit fixed by selling part of the land NFT that has increased in price (continued retention is of course also possible)

Edoverse NFT Market Place



EDOVERSE Owned By 江戸城不動産

News Edo-Jo Fudosan finally released the NFT market place! Trade NFT in Edoverse! Who is the winner to get KatanaNFT business in Daimyo-Koji area.

coming soon

EDOLANDNFT Daimyo-Kouji Area MAP

former Koga-Han (KGH)

#181	former Koga-Han	New Price	3252	USDC	→
#12	former Koga-Han	New Price	800	USDC	→

former Tokushima-Han-1 (TSH1)

#346	former Tokushima-Han-1	New Price	100...	USDC	→
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former Koshi-Han-1 (KCHI1)

#200	former Koshi-Han-1	New Price	100...	USDC	→
#212	former Koshi-Han-1	New Price	100...	USDC	→

EDOVERSE Owned By 江戸城不動産

ID 0x2374A833F0e00a70ac7E0161A9676f6831072

Collected Listed Activity

#200 KCHI, former Koshi-Han-1	Sell
#207 KCHI, former Koshi-Han-1	Sell
#214 KCHI, former Koshi-Han-1	Sell
#221 KCHI, former Koshi-Han-1	Sell
#199 KCHI, former Koshi-Han-1	Sell
#321 KCHI, former Koshi-Han-1	Sell
#4 TSH1, former Tokushima-Han-1	Sell
#127 TSH1, former Tokushima-Han-1	Sell

EDOVERSE Owned By 江戸城不動産

EDOLANDNFT Daimyo-Kouji Area MAP

#12

EDOLANDNFT

former Koga-Han

Attribute +

Price 800 USDC

Owner 0x03E49797C2720FC1B048C477224265E8A5259

Buy

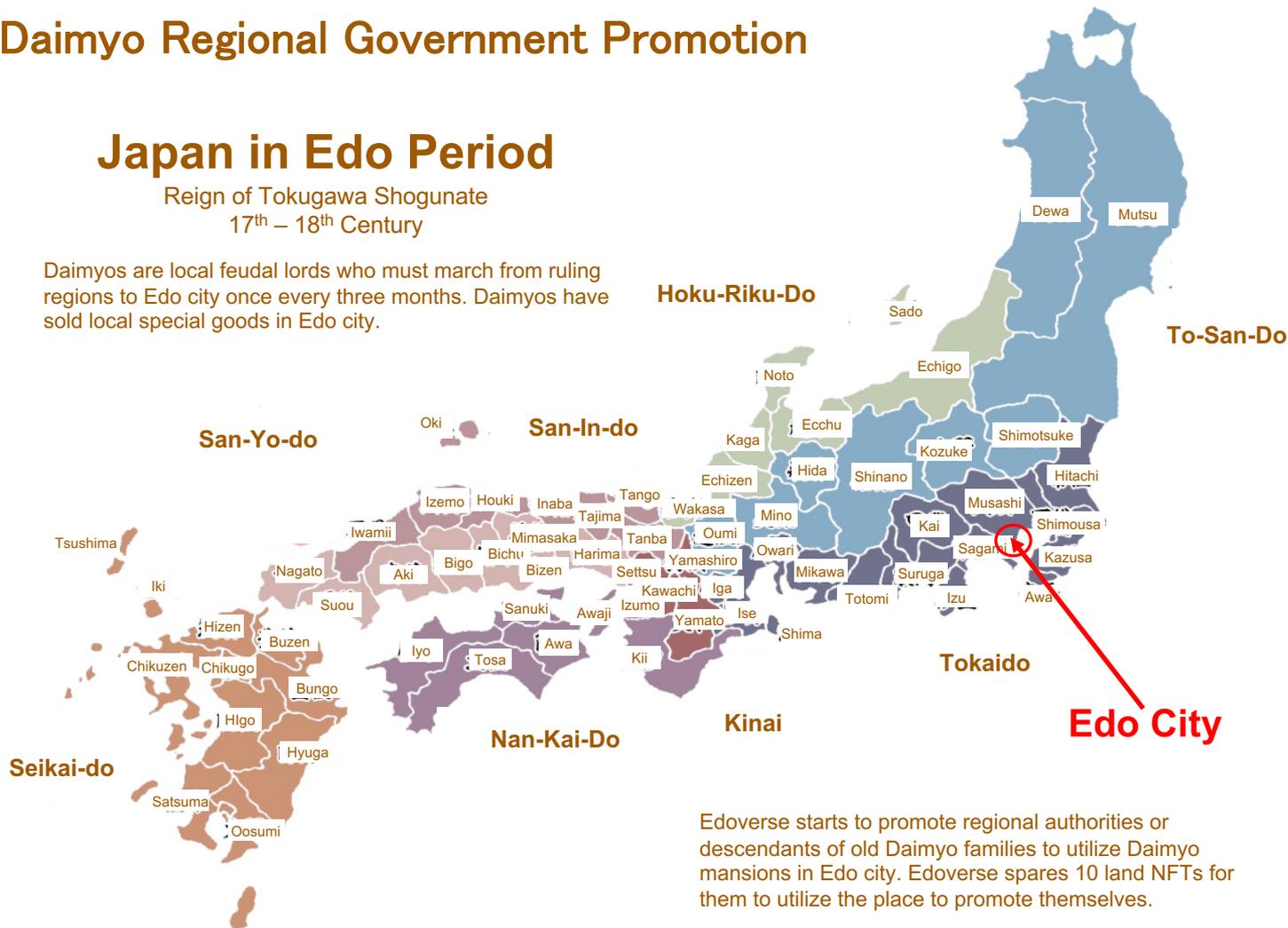
Edojo Fudosan
Official NFT Market Place:
<https://www.marketplace.edoverse.io/edojoFudosan>

Daimyo Regional Government Promotion

Japan in Edo Period

Reign of Tokugawa Shogunate
17th – 18th Century

Daimyos are local feudal lords who must march from ruling regions to Edo city once every three months. Daimyos have sold local special goods in Edo city.



Edoverse starts to promote regional authorities or descendants of old Daimyo families to utilize Daimyo mansions in Edo city. Edoverse spares 10 land NFTs for them to utilize the place to promote themselves.

Katana NFT



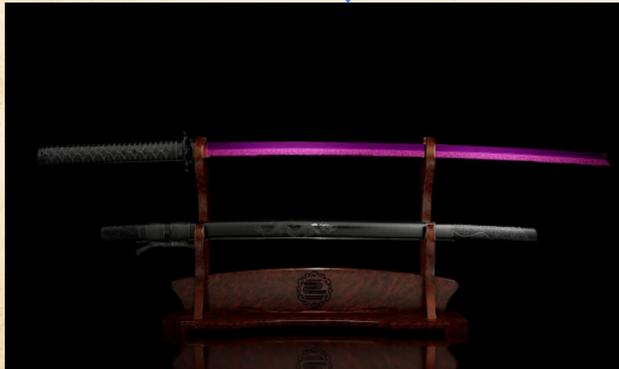
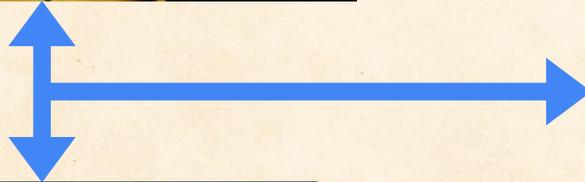


KatanaNFT Mutation



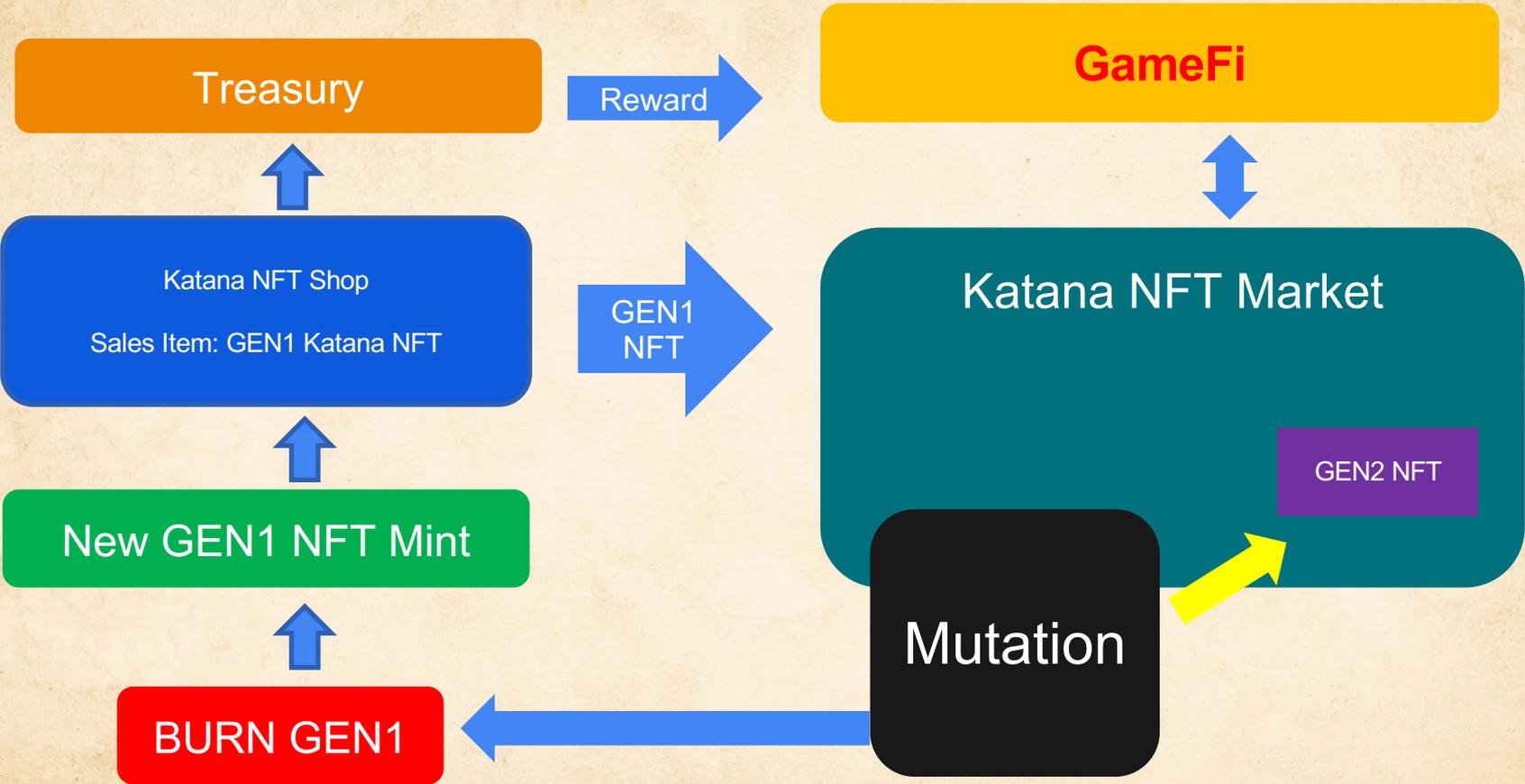
HAKI power: 5
Demonic Power: 8
Moon Power: 7
Sharpness: 9
Experience: 3

HAKI power: 9
Demonic Power: 9
Moon Power: 8
Sharpness: 10
Experience: 4



HAKI power: 8
Demonic Power: 2
Moon Power: 4
Sharpness: 5
Experience: 2

KatanaNFT Ecosystem



Example of GEN1 GameFi · NFTFi

Loan From Lending Market



HAKI power: 5
Demonic Power: 8
Moon Power: 7
Sharpness: 9
Experience: 3

Loan From Lending Market



HAKI power: 8
Demonic Power: 2
Moon Power: 4
Sharpness: 5
Experience: 2

WIN

+ Play Fee

LOSE

+ Play Fee

Mutation



HAKI power: 9
Demonic Power: 9
Moon Power: 8
Sharpness: 10
Experience: 4

To Winner



HAKI power: 5
Demonic Power: 8
Moon Power: 7
Sharpness: 9
Experience: 3

To Original Owner

Newly Mint



HAKI power: 0
Demonic Power: 0
Moon Power: 0
Sharpness: 0
Experience: 0

To Loser

To Lender



HAKI power: 8
Demonic Power: 2
Moon Power: 4
Sharpness: 5
Experience: 2

Edoverse Art Complex



Edoverse Art Complex

Nishimaru Daimyo Mansion is converted into an architectural and art complex
Operates a total of 100 gallery spaces with 20 sections and 5 sections

Phase-1

January, 2023

Memorial Art Exhibition#1

Phase-2

April, 2023
July, 2023

Art Exhibition #2, #3

Phase-3

October, 2023

Art Exhibition #4
Edoverse Art Festival #1

Key Visual – First Short Teaser





Key Visual – 2 minutes Teaser in July, 2022





Key Visual – Edo Castle





Key Visual – Daimyo Mansion



Daimyo Mansions Coming Soon



Key Visual – Avatar





Shinsengumi 10 Samurai Heros Special Avatar

Isami Kondo
Toshizo Hijikata
Kamo Seruzawa
Soshi Okita
Shinopachi Nagakura
Hajime Saito
Heisuke Todo
Sanosuke Harada
Susumu Yamazaki
Genzaburo Inoue

Key Visual – Katana





#5783, Yamabuki, Wood, Sanjuwa-ni-Taiyo, Purple, Total Solar Eclipse, Purple



#5153, Silver, Copper, Yukiwa-ni-Kumoriyuki, Jet Black, New Moon, White



#3588, Matsuba, Gold, Kikko-ni-Goen, Silver, Blood Moon, White



#2466, Jet Black, Wood, Karakusa-ni-Mizu, Purple, New Moon, None



#80, Copper, Copper, Yotsu-Hirainazuma, Purple, Crescent, White

Edoverse Partners



Partners

Historical viewpoint.

徳川宗家第19代 徳川家広

19th Head of the Tokugawa Shogunal Household, TOKUGAWA Iehiro

Blockchain Development

ONPLANETZ

Art/Cultural Related

SHINWA WISE HOLDINGS



Metabit

Metaverse Development



Sequin

KONISHIKI Appointed Edoverse Ambassador

KONISHIKI



BitMart

A Premier Global Digital Asset Trading Platform

Partner Selection

In the future, regarding virtual space construction, blockchain development, content development, NFT generation and operation, DeFi construction, game development, investors, PR, etc., select the necessary partners as appropriate according to the roadmap for Edo berth construction. I will come.

Edoverse Contributors

Edoverse Agents

Edoverse agents act as its agents to underwrite NFT allocation and to manage NFT market place.

- Edojo-Fudosan



Twitter

- Edoverse Real Estate



Discord Roll

- Edo Residence

- Daimyo 32

- J-Unicorn

- Samurai 40

- R & C

- Ninja 42

- COLLET

- Nomin 61

- KAHZ

- Shounin 51



Edoverse Labs

Consultation Team in Tokyo

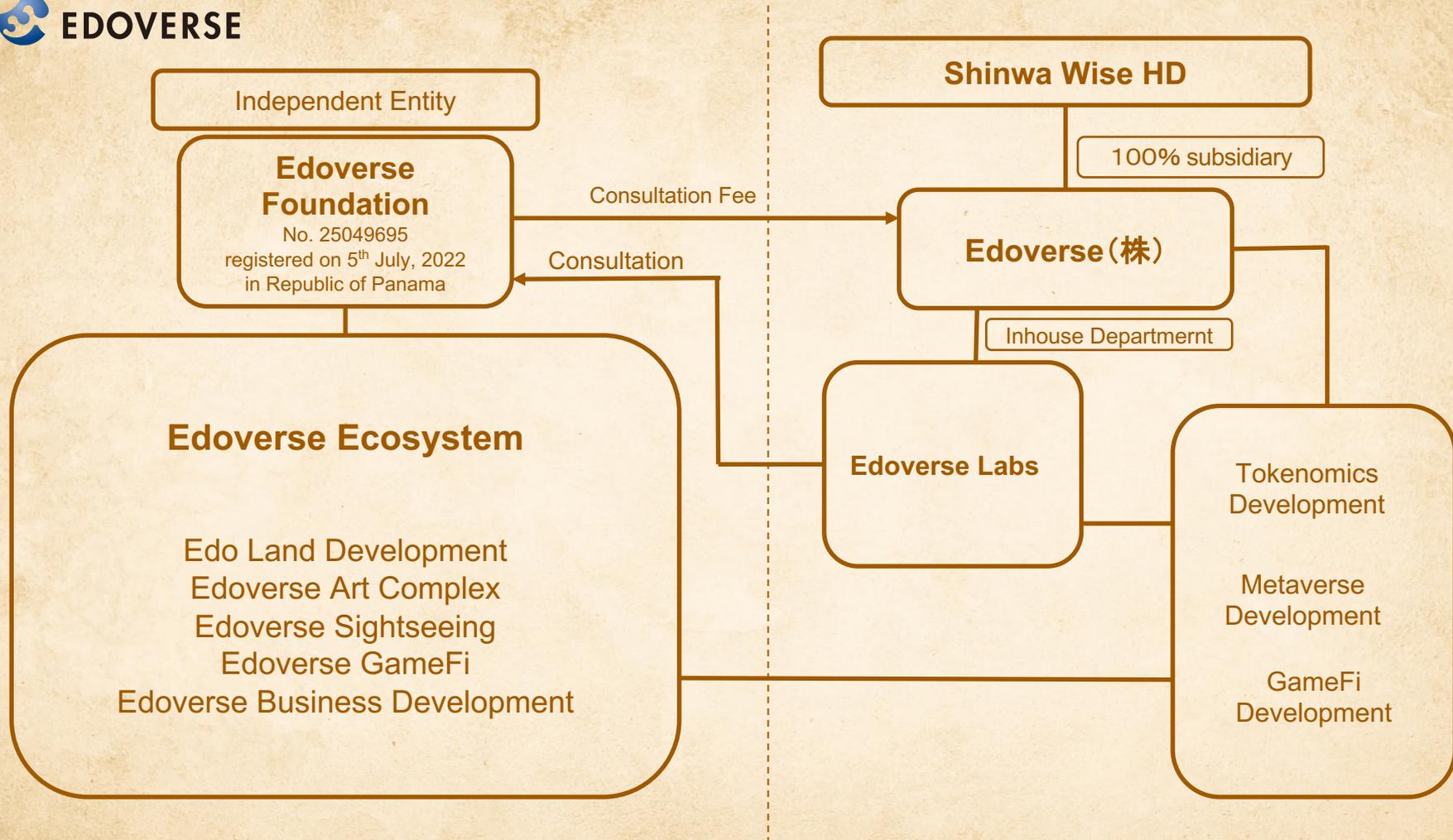
Edo period revival in digital space.

Aiming for a sustainable digital ecosystem that earns money through games and learning experiences.

Be the No.1 Digital Economy to Achieve “Sustainable Play to Earn” Experience in revived Edo-City Meta-verse.

Building a digital economic society where everyone can live “with a hope in the future” with Web 3.0.





TEAM (Edoverse Labs, Consultation Team in Japan)



Iehiro TOKUGAWA
Supreme Mentor & Advisor
Tokugawa Shogun, the 19th
(in Edoverse)



Dominic
Chairman/Evangelist



GJ
CTO
Serial Entrepreneur



TS
Chief Ecosystem Design



MO
Chief Contents Design



Nachi SUGIYAMA
Chief Game Production Officer

TEAM (Edoverse Labs, Consultation Team in Japan)



Jun SHINBO aka pj
NFT Engineer



Namiko Maria ZAKY
Governance
Administration



Shunta KUROSAWA
Edoverse Engineer



Martin WEBB
PR



Oksana Kononchuk
PR



Shota Iwasaki
Community Marketer



Y O
Tokugawa Shogun Liaison

TEAM (Edoverse Labs, Consultation Team in Japan)



Yohei ISHIJIMA
Web & Users Marketing



Tetsuma ADACHI
Advertisement Marketing



Hideki SHIBATA
Investors Marketing



Kazuhiro UMEHARA
Biz Dev & Marketing



Kodai HASHY
Art Complex Marketing



Song David ZHIYU
Event Marketing