Supplementary Information about the Blockchain Game “Brilliantcrypto” Updated Version

May 22th, 2024



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This is the updated version of the document which was disclosed on August 2nd, 2023.
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The information contained in this material is current as of the date of its creation. Please note that actual results may differ significantly due to various factors.

01 Game Overview

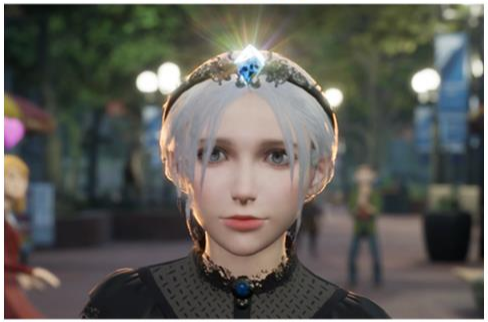
Brilliantcrypto is a game where users from around the world become miners and embark on mining expeditions in search of gemstones and tokens.

Search & Mine



Purchase NFT pickaxes from the in-game market.Select mining site and start mining using tools such as Detectors.

Earn



Earn gemstones and tokens by mining. Gemstones can be minted to NFTs and used in other metaverses or sold for profit in marketplace.

Watch promotional video

02 About “Brilliantcrypto”

It is a blockchain game aiming to be a sustainable Play to Earn model that introduces a new concept called “Proof of Gaming.”

Utilizing the trending technologies of the Metaverse, Web3.0, and AI, which are garnering significant attention, to create new value to the world.

Developed by our group company Brilliantcrypto under the direction lead by our Chief Creator Naruatsu Baba.





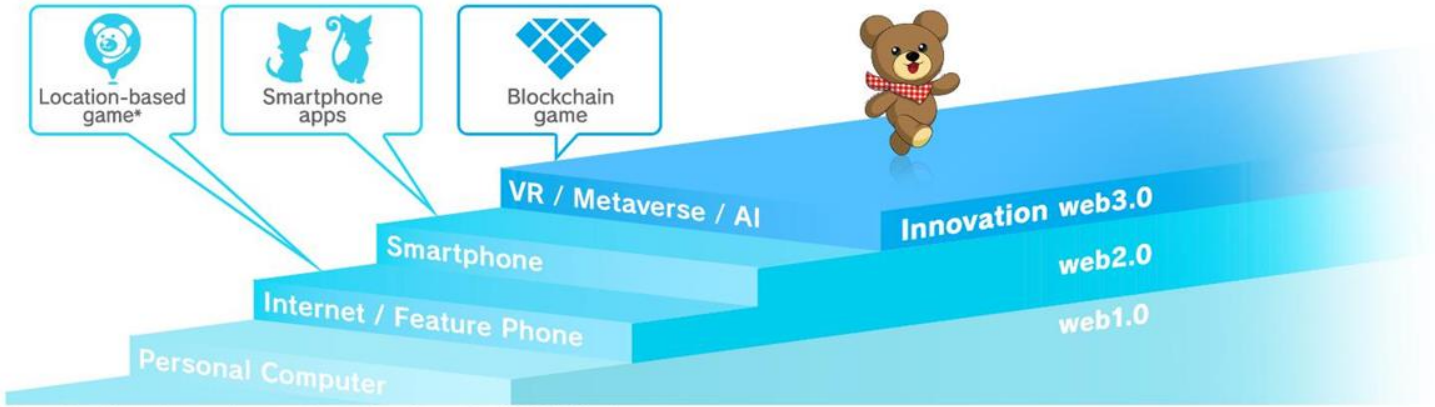
03 Reasons why COLOPL Group is working on this project

Metaverse as the Next Growth Opportunity

We have always turned innovation into opportunities for growth.
We were quick to shift resources during the rapid growth phase of smartphone games and received its benefits. However, we are now approaching a mature phase.

Users are seeking newer experiences, and with the rapid evolution of web3 and AI, we believe that the metaverse has the potential to become the next innovation.

With the public once again focusing on the metaverse, we will provide content that users have never experienced before, leading overall growth across the group.



*Location-based game is a registered trademark of COLOPL, Inc

03 Reasons why COLOPL Group is working on this project

Current state of “Metaverse”

AI is expected to bring about the realisation of a metaverse economic ecosystem.

However, at present, metaverse lacks a well-established economic ecosystem (income and consumption) and is still in its developing stage.

We believe this is one of the factors hindering the widespread adaptation of metaverse.



03 Reasons why COLOPL Group is working on this project

What Brilliantcrypto wants to achieve

Want to achieve

- Contributing to society through the development of a metaverse with an established economic ecosystem.
- Growth by turning innovation into opportunity.

A new model

Proof of Gaming

Our strength

Delivering ‘New Experiences’ with the latest technology and creative ideas.

03 Reasons why COLOPL Group is working on this project

What is “Proof of Gaming” ?

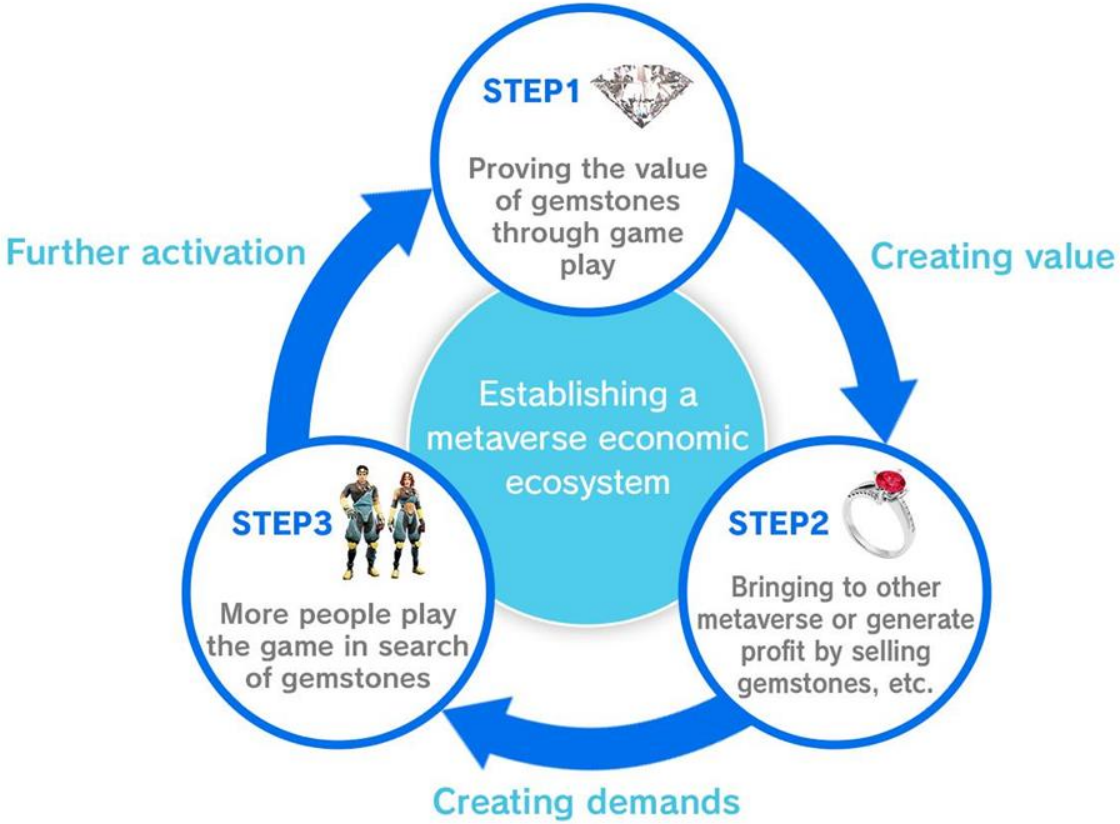
- “Proof of Gaming” is a model that replicates the Bitcoin’ s “Proof of Work” mechanism with a game-based approach.
- Bitcoin, being a global currency, will prove its value as currency through extensive hash calculations.
- Similarly, the value of gemstones in Brilliantcrypto is gained through gameplay by the global community.





03 Reasons why COLOPL Group is working on this project

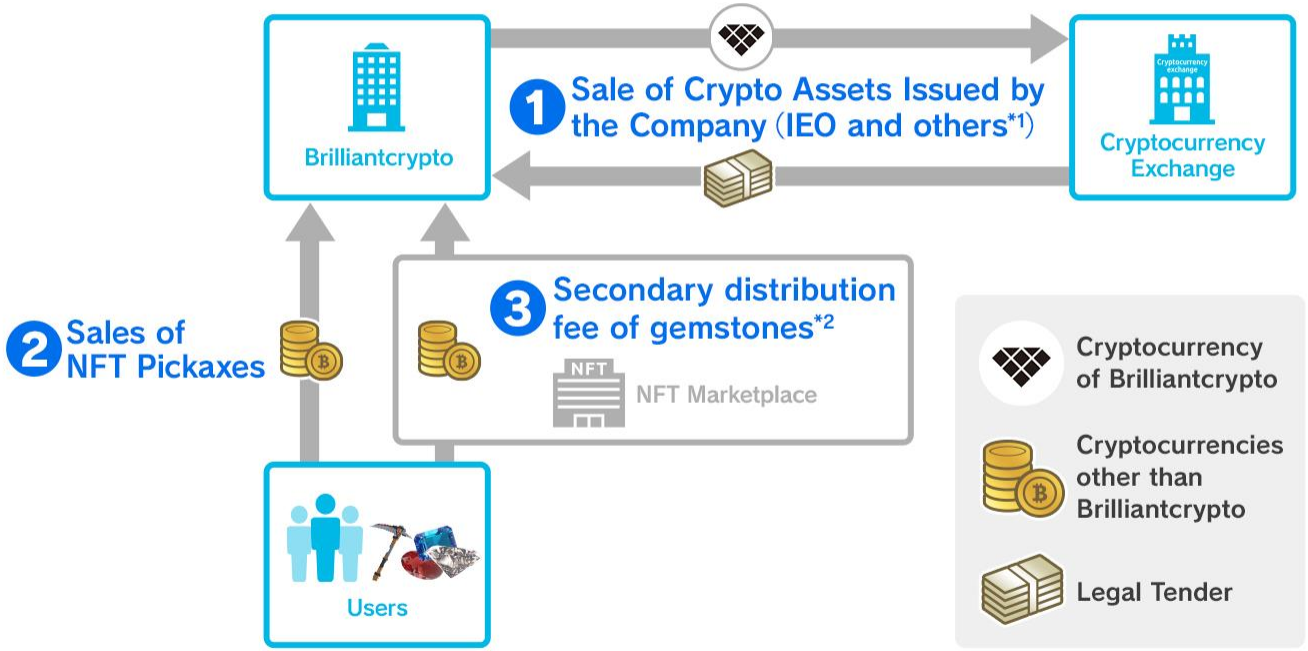
Establishing a metaverse economic ecosystem through “Proof of Gaming”



04 Business Model

Key revenue opportunities

The main revenue opportunities in “Brilliantcrypto” are as follows.



*1 IEO is planned to take place on June 17th, 2024. For more details, please refer to the Coincheck website. (https://coincheck.com/ja/ieo/projects/bril)
*2 Sender of the commission from secondary market differs depending on the NFT marketplace.

04 Business Model

Impact of Cryptocurrency on Financial Statements

The impact on financial statements and taxation can vary depending on whether the cryptocurrencies are of Brilliantcrypto or others.

Cryptocurrency	Impact		
	Balance Sheet	P&L Statement	Taxation*3
Brilliancrypto	Insignificant*2	Insignificant*2	Yes
Others*1	Yes	Yes	Yes

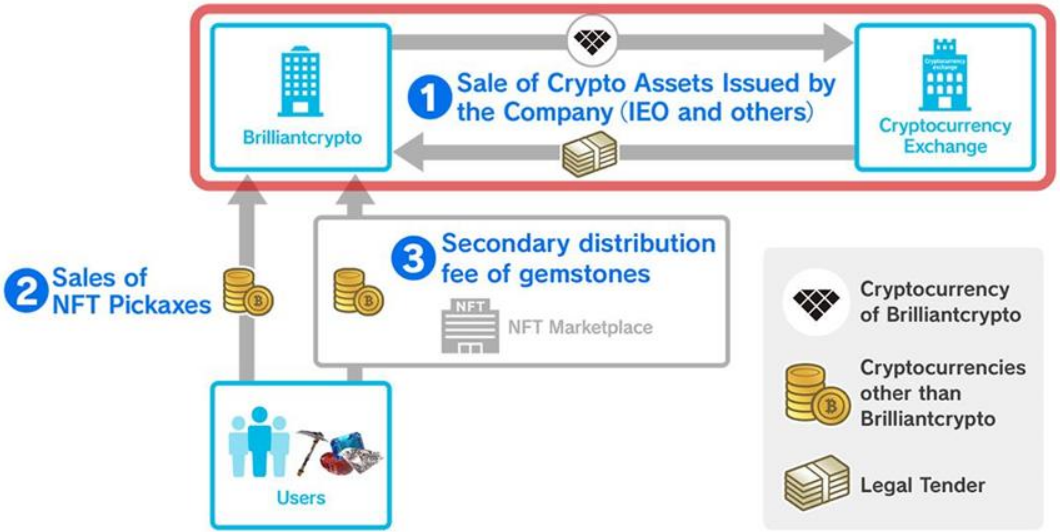
*1 Primarily considering MATIC and Ethereum, among others.
*2 The listing on cryptocurrency exchanges (IEO) is expected to be processed in accordance with revenue recognition accounting standards.
*3 Regardless of the crypto assets, it is expected that the tax law will be applied to the volume of crypto assets held at the end of the fiscal year.

01 IEO Overview of Brilliantcrypto Token (BRIL)

Token Name	Brilliantcrypto Token(BRIL)
Issuer	Brilliantcrypto, Inc.
Max Supply	1,000,000,000
IEO Sales Volume	70,000,000 (7.0% of Total Supply)
IEO Sale Price	JPY21.6/BRIL
IEO Operator	Coincheck, Inc.
IEO Sale Method	For more details, please refer to the Coincheck website. https://coincheck.com/ja/ieo/projects/bril
Schedule	**May 27** BRIL Token IEO application begins. **June 10** The IEO application period closes. **June 11-12** The result announced to IEO applicants and distribution of BRIL tokens. **June 17** BRIL token begins trading on Coincheck exchange.

02 Revenue Opportunity①-1 : From IEO

- "Market Value of BRIL x Sold Quantity" is expected to be recognized as sales based on the BRIL used in-game.
- The sales volume from this IEO is 70,000,000 tokens at the sale price of JPY21.6/BRIL
- From IEO, contract liability of approx. JPY 1.5 billion* is expected to be recognized. Contract liability will be transfer to sales based on the BRIL used in-game.



*The stated price includes tax. The actual amount recognized as contract liabilities will be the amount after deducting consumption tax.

03 Revenue Opportunity①-2 : From Sales of BRIL Token as an Issuer

Used in-game BRIL tokens are recognized as an asset of Brilliantcrypto and these BRIL tokens can be sold in the market.

But there is a limit to how much volume can be sold within a fiscal year as shown in the table below.

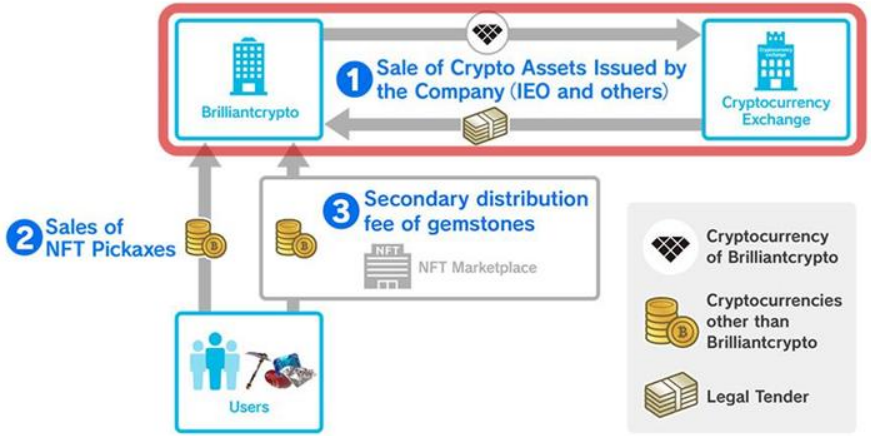
In case the price of BRIL is kept at the initial selling price and all tokens up to the limit are all sold, the contract liability of first fiscal year is expected to be approx. JPY 0.4 billion*.
Contract liability will be transfer to sales based on the BRIL used in-game.

Fiscal Year	Sale Limit
FY ending September 30, 2024 (IEO year)	**2% of total supply** / 20,000,000 tokens
FY ending September 30, 2025 (2nd year)	**3% of total supply** / 30,000,000 tokens
FY ending September 30, 2026 (3rd year)	**4% of total supply** / 40,000,000 tokens
FY ending September 30, 2027 (4th year) onwards	**5% of total supply** / 50,000,000 tokens

*The stated price includes tax. The actual amount recognized as contract liabilities will be the amount after deducting consumption tax.

01 Revenue Opportunity② : From Sales of NFT Pickaxes

- Including INO*1, we plan to sell the NFT pickaxes on multiple channels.
- Total number of pickaxes to be sold for the Region 1*2 is 12,100 at the time of the game release and the expected price of approx. JPY 30,000 per pickaxe.
- In case all of the Region 1 pickaxes are sold for the expected initial price of approx. JPY 30,000, contract liability of approx. JPY 0.36 billion*3 is expected to be recognized.
  Contract liability will be transfer to sales based on the used period of pickaxe in game.



*1 INO (Initial NFT Offering): The mechanism of conducting a lottery among applicants to offer early access sales of newly released NFTs.
*2 At the time of Brilliantcrypto game release, an area with 500K mining sites will be released. This first area is named Region 1.
*3 The stated price includes tax. The actual amount recognized as contract liabilities will be the amount after deducting consumption tax.

01 Roadmap

BRIL token begins trading and PC game release date set for June 17th.

Phase1

2023 Jul.~Dec.
Closed Beta

2024 Apr.~Jun.
June 17th
Coincheck IEO &
Pre-Release (PC Version)

2024 Jul.~
Official Release (Mobile Version)
Token Listing in LATAM
(To Expand Globally in More Regions)

Phase2

202X
Lapidary Workshop
Opens
Refining gemstones
into NFT Jewelry

Phase3

202X
Metaverse Phase Begins
Bringing NFT gemstones
to Metaverse





Entertainment in Real Life

Making everyday more enjoyable and wonderful through entertainment

We're sending out the latest information on the COLOPL group!

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