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JAN-Navi Overview









App Store Google Play Coogle Play amazon fire TV

Online Mahjong at it's best.

Play online, with players from around the world!

Played since 2004, 19 years of excellence And supported by 5.6M players.

https://www.jannavi.net/



Key Features

- 1. Infinite Game Modes to fulfill your needs
- 2. Playable on any device
- 3. A thriving Mahjong community
- 4. Duel Daily with the PROs
- 5. More







Key Features

1. Try our MULTIPLE game modes



2. Play on ANY device!



3. Enjoy Mahjong in our THRIVING Community



4. Duel daily with the PROs



Key Features

5. Our Multiple Game Features

Туре	Name of Feature	Details	Updates
Game Mode	Rank Tournaments (4/3pax)	~King	-
Game Mode	Tip Tournaments	1 event/ week	1 weekly
Game Mode	Friend Matches	300 tables	Added once full
Game Mode	Duel with the PROs	114 pros/max 50 duels daily	2 PROs/month
Game Mode	One Battle Showdown	Battle around Japan	Ends when you finish your tour
Feature	Rank System	2000 rank types	Max 20/month
Feature	Avatar Items (Gacha)	4000 Items	60/monthly
Event	In-game Events	1 Mahjong event/week	weekly
Rankings	Rankings	16 type	-

We have so many Mahjong features, that you will never get enough! See all our JAN-Navi features, that we've refined through our 19 years of service.

Past Events

Events/TV/Social Media



JAN-Navi bar





Jannabeer



JAN-Navi original characters



Official Partners with World Series and other



MAHJONG (

世界麻將大賽





Participating Worldwide! Easy to play! Get a prize!

Why is JAN-Navi Mahjong growing in the world of e-Sports?

- 1. An already existing BIG COMMUNITY/USERBASE
 - 2. Mahjong players around the world = 700M players
 - 3. Guaranteed fun, proven through the ages.

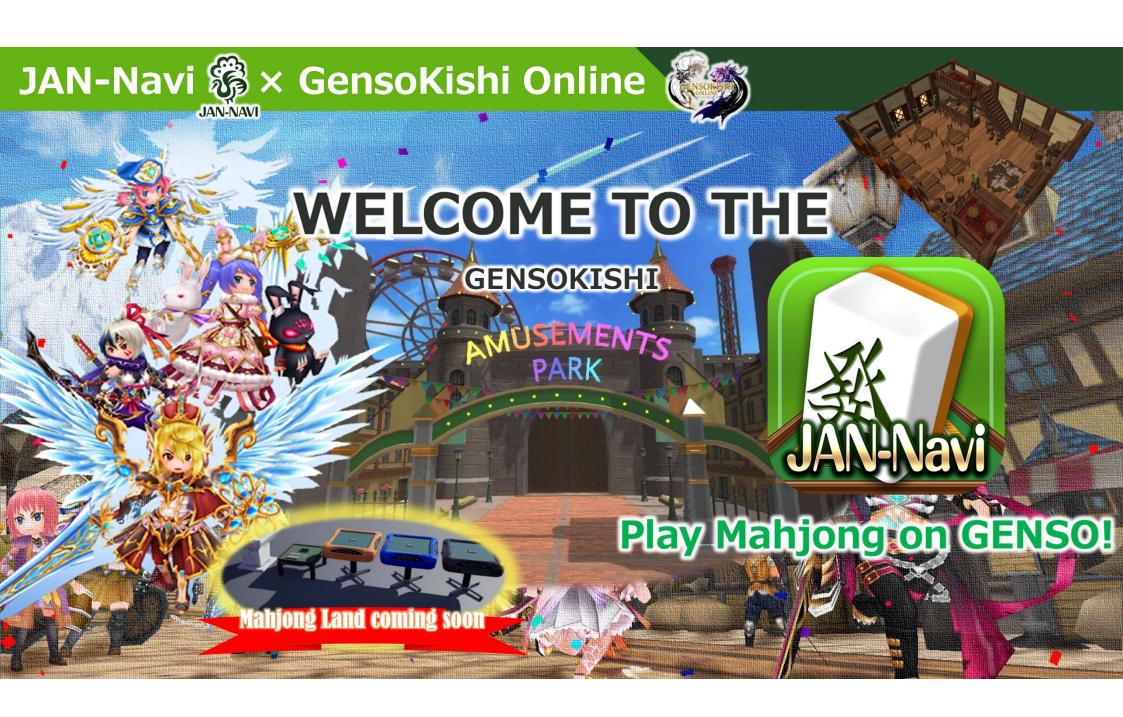


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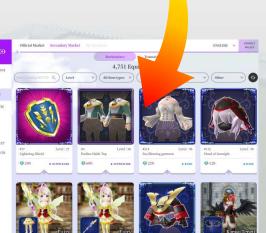


JAN-Navi 👸 × GensoKishi Online

JAN-Navi Tickets will be tradable on the GENSO Marketplace!







GensoKishi Online Metaworld (Genso Meta) incorporates blockchain to it's award-winning Nintendo Switch/PS4 RPG game "Elemental Knights". The game has a 14 year history and has accumulated a total of 8 million downloads worldwide.

HP: https://genso.game/

Genso Marketplace

https://market.genso.game/

Integrating Blockchain into JAN-Navi

JAN-Navi is integrating Blockchain technology to bring its services to a worldwide audience.

Play with your MV tokens!

Play all JAN-Navi game modes using MV tokens.

Enjoy an ever more heated mahjong round by tipping/participating MV tokens.



* MV token..... MV is the virtual currency (token) of the GensoKishi Metaverse.

JAN-Navi tickets= NFTs

Jan-Navi tickets have become NFTs!

- -Send the NFT as gifts to friends, hold mahjong tournaments with NFTs as prizes, sell NFTs on the GENSO Marketplace, etc.
- -NFTs will provide infinite ways of interacting in the Metaverse.



* NFT······Non-Fungible Tokens (NFTs) are unique tokens unlike fungible virtual currencies.

As data on the Blockchain is difficult to counterfeit or tamper with, it gives digital data a more inherent value.

There will be a wide variety of JAN-Navi tickets (some being limited time edition ones!)

%GENSO Marketplace GENSO NFTs are traded here.

The MV token and it's infinite possibilities!

1. Play all game modes with MV!



MV is 25% OFF!!

Trade MV to JAN-Navi points.
Use those points for all
game modes!

2. Use amongst friends!



Tip friends using MV while playing with your friends.



The MV token and it's infinite possibilities!

3. Play with the PROs



Use MV (to challenge a PRO for a duel.

4. Host Tournaments



Use MV to host tournaments!

E-Sports Sponsorship: Earn prize with JN Tokens! IN





What are JAN-Navi Tickets?





Gift them to friends,

Turn them into NFTs to sell in the Marketplace

Use them as admission into tournaments and events

The economy expands with JAN-Navi tickets





MV Utilities within JAN-Navi



MV

GensoKishi's governance token. (MV stands for Metaverse.)

The MV token is mainly used outside of the game to govern the metaverse world.

Blockchain :Polygon, ETH(ERC20)

Name : Metaverse

Ticker :MV

Max Supply :2,000,000,000

*Of the 2 billion MV max supply, 1.6 billion MV (80%) have been locked up in a vesting contract.

Utilities

- Significant savings over other payment methods
- Ability to work with the Gensokishi Online metaverse
- To purchase JAN-Navi points (Jan-Navi in-game currency)
- To purchase chips to participate in games
- To play the "Golden Mahjong Gacha" where you can win special effects that your avatar can show off while playing the game.
- To play the "Character Gacha" to win skins for your avatar
- To purchase event items for game events
- To purchase tickets to play against professional mahjong players (PROs)



JN Token

JN is the token designed to constitute the Jannavi e-Sports. It is a UTILITY token empowered by the Jan-Navi DAO(Decentralized Autonomous Organization) to legitimize the activity of 'popularizing Mahjong as aglobal sport' through blockchain.

Specification: Polygon, ERC20

Token Name : Jan-Navi

Symbol: JN

Total Supply :2,000,000,000

*Out of the total supply of 2 billion JN, 1.6 billion JN(80%) is locked in a vesting contract. 全ロックを5年間で1秒に解放するライナー型

JN Token Price Reliability

- **1**. A project with a track record of stability since 2019.
- 2. No unfinished risks.
- **3.** No need to use funds for development.

JN UTILITY



- Function for esports prize payments
- payment functionality for tipping
- Betting feature for e-Sports



- Function to recieve a share of Jan-Navi's revenue(requires staking)
- Ability to prove that it is a prize from the sponsorship of tournaments with JN.
- Tipping function for live support in professional and esports matches.
- Function to organize esports tournaments
- Sponsorship function for offline meetings, events, etc., outside of Jan-Navi



JN Token and Jan-Navi DAO

What is Jan-Navi DAO?

DAO supporting Mahjong e-Sports Activities





Anyone can participate with JN Tokens.

Activities with JN Tokens

Offline Event Organizer Online Event Organizer

Special Speaker

Participant SNS Spectator



Realization through JN token

Decentralization of e-Sports

So far e-Sports



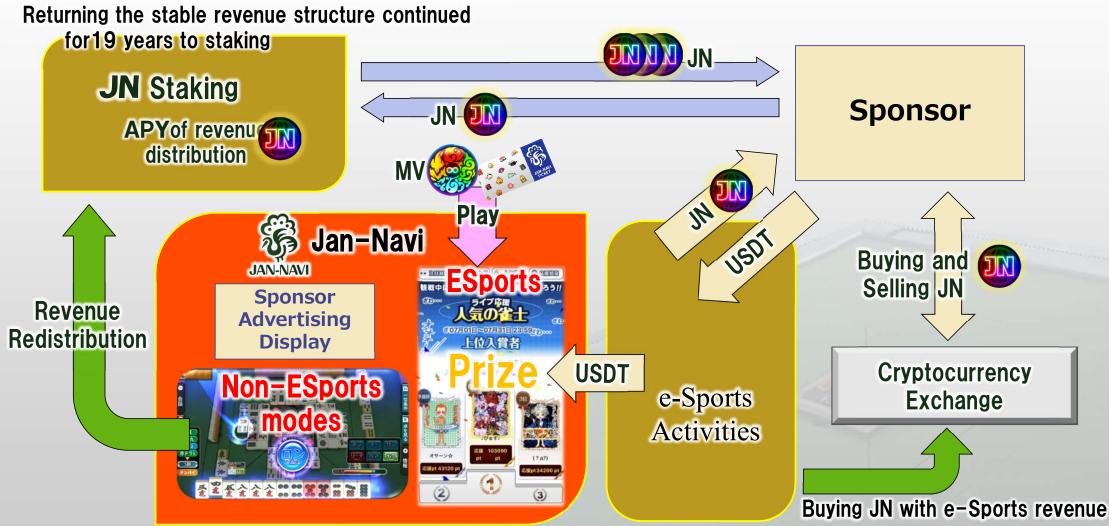
- Multiple currencies such as USD and JPY pose exchange rate risks and transfer costs.
- High operational costs for global sponsors.
- Low event frequency, requiring larger tournament scales.
- Difficulty in securing venues.
- Limited to professional players and participants near the organizers or players affiliated with a team.

Jan-Navi e-Sports



- User-driven organization of "tournaments and events" through DAO.
- Participation through decentralized sponsorship with JN Tokens.
- Continuous brand exposure through sponsored advertisements.
- Participation of players from around the world.
- High-frequency hosting of "tournaments and events".

ECO system for JN token



Objectives of Jan-Navi's Activities

Mission

To make Mahjong the world's most major e-Sports game

Vision

Within 5 years, expand the Mahjong e-Sports market to 50 billion yen.

Value

Creating the economic structure of Mahjong e-Sports

Market Expansion Undertaken by Jan-Navi

Utilizing Jan-Navi DAO, there are two ways to expand the market

Integration of WEB2 users and WEB3

Mahjong is entirely composed within the WEB2 market. By introducing WEB3 technology into this economic sphere, we aim to expand the market.

Jan-Navi WEB2
Registerd Users:
5.7 million
Daily Active
Users: 15,000

Expanding e-Sports with Mahjong

Mahjong has a player base of approximately 900 million, mainly concentrated in the Asia region. However, much of this population is not yet deeply engaged in economic cycles.

Jan-Navi aims to globally penetrate the world of Mahjong fans by creating an e-sports platform that makes Mahjong enjoyable and accessible worldwide.

> Total e-Sports Population

532 million

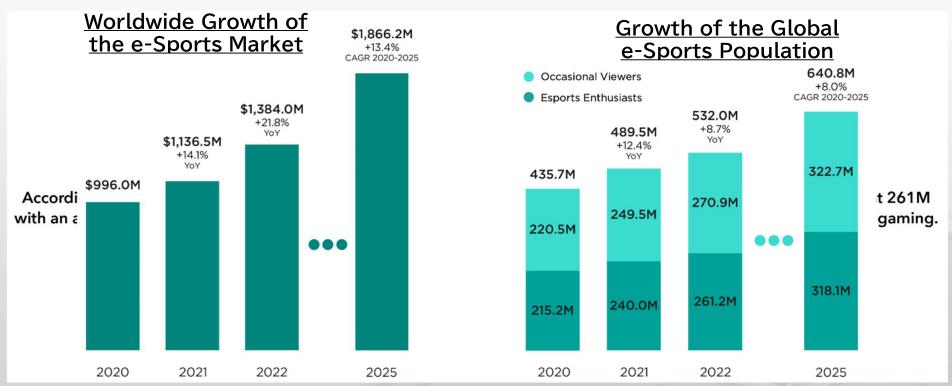
JAN-Navi Demographics

15,000 DAU

Main users are Japanese office workers age 40~60.



Forecast for the Growth of the e-Sports Market

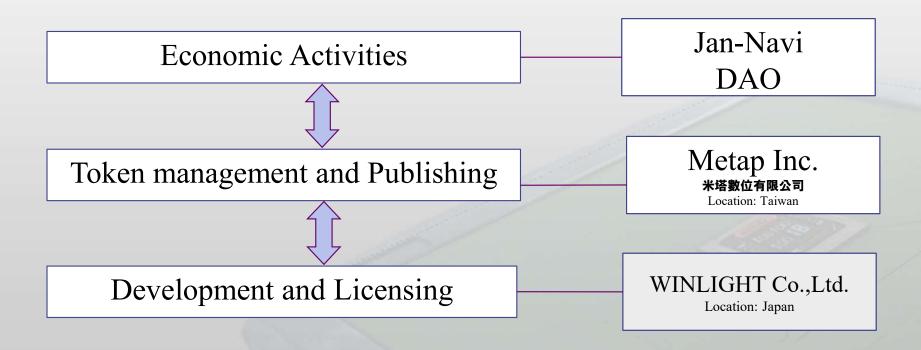


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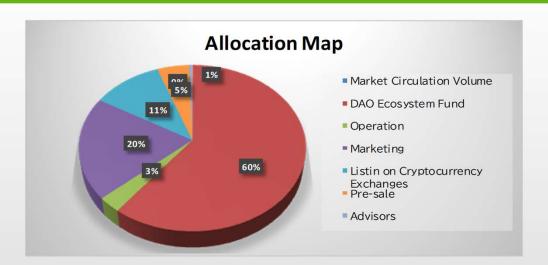
The global e-Sports player count is 210 million, with a total audience of 530 million. *The market includes players, viewers, and streamers of competitive games.

Organizational Structure of Jan-Navi e-Sports Project

Global token and community management, Organization with development entity in Japan.



Allocation Map





Token name: Jan-Navi

Symbol :JN

Allocation Type	Token	%	About
Market Circulation Volume	0	0%	
DAO Ecosystem Fund	1,210,000,000	60.5%	
Operation	60,000,000	3%	
Marketing	400,000,000	20%	
Listin on Cryptocurrency Exchanges	220,000,000	11%	
Pre-sale	100,000,000	5%	
Advisors	10,000,000	0.5%	
total	2,000,000,000	100%	

Update: January 1 2024

Lockup Schedule

Target Audience	Distribution Frequency	Distribution Cycle	Distribution Quantity		
Pre-sale	61 times	Every Month	First time 10% Subsequently, 1/60 each month		
Advisors	Until the completion of all distributions	Every Month	40,000JN		
Promotion Stakeholders	24 times	Every Month	1/24 each month		
Other Owners	none	none	none		

Update: January 1 2024

Roadmap

Press release "JAN-Navi e-Sports enters the Metaverse" GensoKishi Online Amusement Park OPENs	Aug. 2023 (DONE)		
MV Token Integration	Dec. 2023 (DONE) Dec. 2023 (DONE)		
NFT Minting feature starts	Dec. 2023 (DONE)		
JN Token Issuance	Dec. 2023 (DONE)		
Exchange e-Sports prize for Amazon Gift cards	Jan. 2024 (DONE)		
Payments with MV save 25% Feb. 2024 (DONE)			
The Chinese version will start	Feb. 2024 (DONE)		
English/Chinese version opens		Apr. 2024	
Launching a campaign giving JN Tokens with JAN-Navi e-Sports prize		May. 2024	
Championship attended by entertainers and celebrities		Jun. 2024	
Holding collaborative competitions with various IPs		Jul. 2024	
Opening of JN Token Staking		Jul. 2024	
Inviting many celebrities to participate		In progress	
Global Activities of Jan-Navi e-Sports		In progress	
Listing of JN Token on Tier 1 Cryptocurrency Exchange		2024	
Listing of JN Token on the Second Cryptocurrency Exchange		2024	
Utilization of JN Token in Other e-Sports		2025	
		2025	
Listing of JN Token on the Third Cryptocurrency Exchange			
Starting televised advertisement		2025	
Organize annual mahjong championship around the world		2025	
Releasing Nintendo Switch and Amazon Fire TV Stick		2026	

