

Default Report

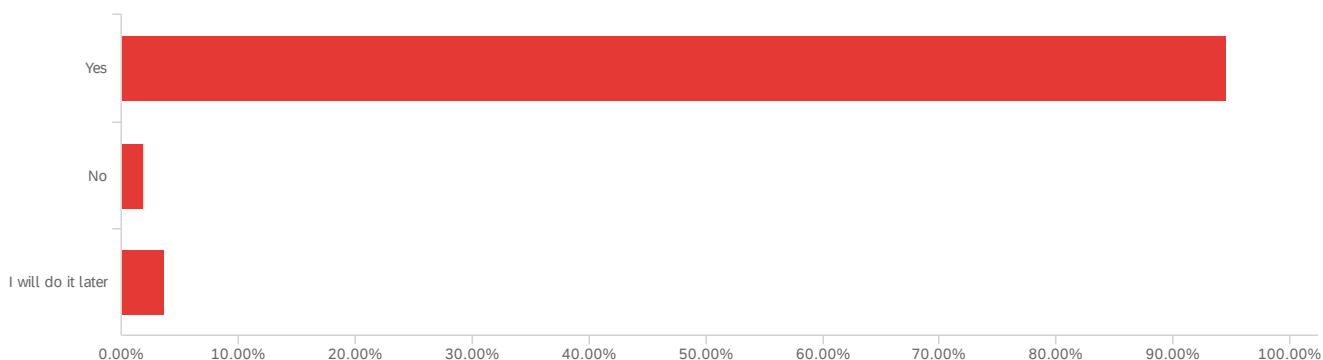
Crypto Legions Poll

April 5, 2022 3:56 AM MDT

Q2 - Have you read our complete report about what happened to the Crypto Legions

game on [https://cryptolegions.medium.com/what-happened-to-crypto-legions-](https://cryptolegions.medium.com/what-happened-to-crypto-legions-3b9dfc57809b)

3b9dfc57809b ?

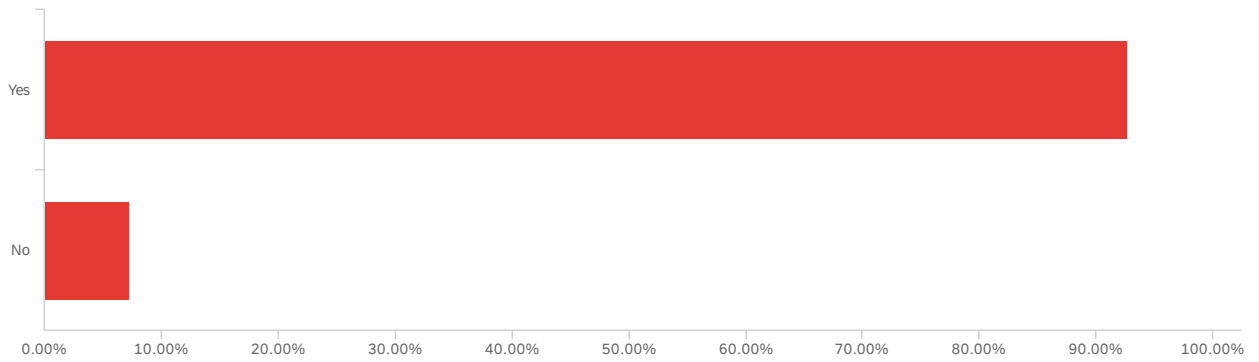


| # | Field | Minimum | Maximum | Mean | Std Deviation | Variance | Count |
|---|---|---------|---------|------|---------------|----------|-------|
| 1 | Have you read our complete report about what happened to the Crypto Legions game on https://cryptolegions.medium.com/what-happened-to-crypto-legions-3b9dfc57809b ? | 1.00 | 3.00 | 1.09 | 0.39 | 0.16 | 55 |

| # | Field | Choice Count |
|---|--------------------|--------------|
| 1 | Yes | 94.55% 52 |
| 2 | No | 1.82% 1 |
| 3 | I will do it later | 3.64% 2 |
| | | 55 |

Showing rows 1 - 4 of 4

Q3 - Would you like the Crypto Legions team to relaunch a v2 version of the game?



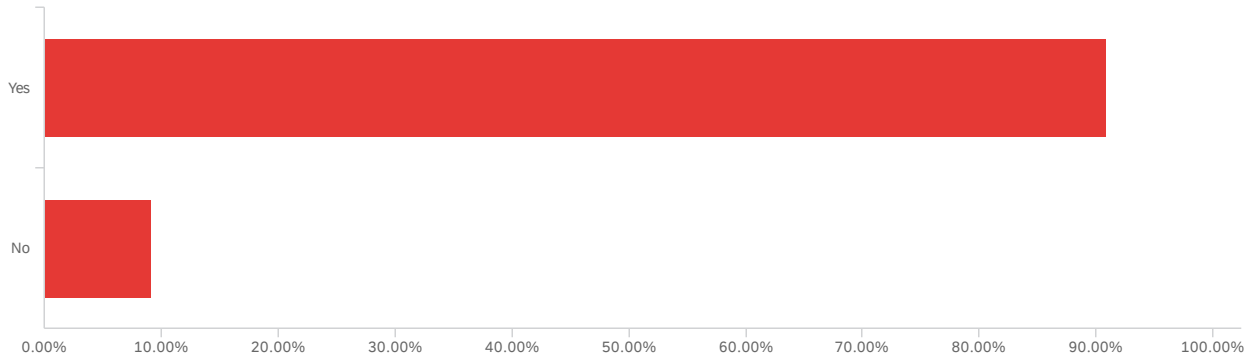
| # | Field | Minimum | Maximum | Mean | Std Deviation | Variance | Count |
|---|--|---------|---------|------|---------------|----------|-------|
| 1 | Would you like the Crypto Legions team to relaunch a v2 version of the game? | 1.00 | 2.00 | 1.07 | 0.26 | 0.07 | 55 |

| # | Field | Choice Count |
|---|-------|--------------|
| 1 | Yes | 92.73% 51 |
| 2 | No | 7.27% 4 |

55

Showing rows 1 - 3 of 3

Q5 - Do you trust that the Crypto Legions team has the capability to relaunch a v2 version of the game successfully, if the improvements suggested by the community will be implemented, and if the team hires new smart contract dev with experience in security / exploits?



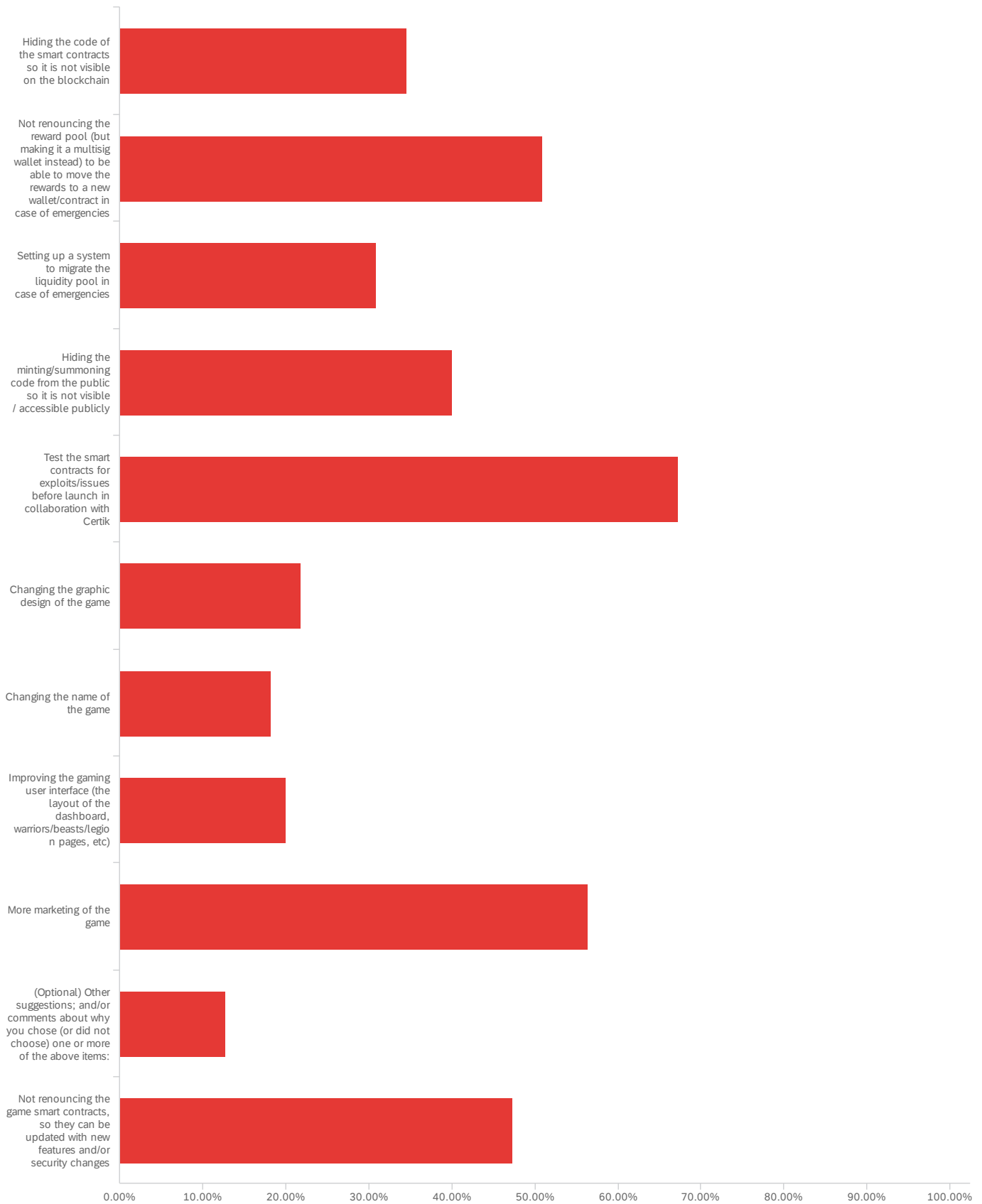
| # | Field | Minimum | Maximum | Mean | Std Deviation | Variance | Count |
|---|--|---------|---------|------|---------------|----------|-------|
| 1 | Do you trust that the Crypto Legions team has the capability to relaunch a v2 version of the game successfully, if the improvements suggested by the community will be implemented, and if the team hires new smart contract dev with experience in security / exploits? | 1.00 | 2.00 | 1.09 | 0.29 | 0.08 | 55 |

| # | Field | Choice Count |
|---|-------|--------------|
| 1 | Yes | 90.91% 50 |
| 2 | No | 9.09% 5 |

55

Showing rows 1 - 3 of 3

Q7 - Which items would you like to see implemented in the v2 version of the game? (You can mark as many boxes as you want.)



Field

Choice Count

1 Hiding the code of the smart contracts so it is not visible on the blockchain

8.64% 19

| # | Field | Choice Count |
|----|---|--------------|
| 2 | Not renouncing the reward pool (but making it a multisig wallet instead) to be able to move the rewards to a new wallet/contract in case of emergencies | 12.73% 28 |
| 3 | Setting up a system to migrate the liquidity pool in case of emergencies | 7.73% 17 |
| 4 | Hiding the minting/summoning code from the public so it is not visible / accessible publicly | 10.00% 22 |
| 5 | Test the smart contracts for exploits/issues before launch in collaboration with Certik | 16.82% 37 |
| 6 | Changing the graphic design of the game | 5.45% 12 |
| 7 | Changing the name of the game | 4.55% 10 |
| 8 | Improving the gaming user interface (the layout of the dashboard, warriors/beasts/legion pages, etc) | 5.00% 11 |
| 9 | More marketing of the game | 14.09% 31 |
| 10 | (Optional) Other suggestions; and/or comments about why you chose (or did not choose) one or more of the above items: | 3.18% 7 |
| 11 | Not renouncing the game smart contracts, so they can be updated with new features and/or security changes | 11.82% 26 |
| | | 220 |

Showing rows 1 - 12 of 12

Q6_10_TEXT - (Optional) Other suggestions; and/or comments about why you chose (or did n...

(Optional) Other suggestions; and/or comments about why you chose (or did n...

I don't think you should hide the apart contracts from the Blockchain, it should be visible, because that's linked about your team transparency. The next 3 marked steps are for security purposes, so it's good to be done as they're marked by me/us. About changing the game interface, I think it'll look better if you'll have gifs that will actually show your actual legion and the beast fighting, and the rather of one or another side, depending if it's a win or lose. And then show the results with words as it's now. That'll look more that this is a game far players and for the new ones that'll join or start play the game. And more marketing, i think it can be done in time too. More marketing it's good for growth and health of the project and new investments in the game (marketcap, token price...). And, maybe you should hire or at least challenge white hat hackers to try exploit it and give you the bugs that'll be there, to be fixed. Maybe even the hacker knew about it before launch and he didn't say anything just because he knew he'll make more money if he exploits it and steals the money, but you need experienced and competent people to try exploit it and help the devs fix the bugs. Because from what I saw, most of the testers were only concerned about the visual side, translation,buttons not working properly and so on, but not so many were concerned about the security, because maybe they were not competent enough to actually test it or to try exploit the game like it was. You need White Hat Hackers, that's all what I meant.

V2 Must be migrated.

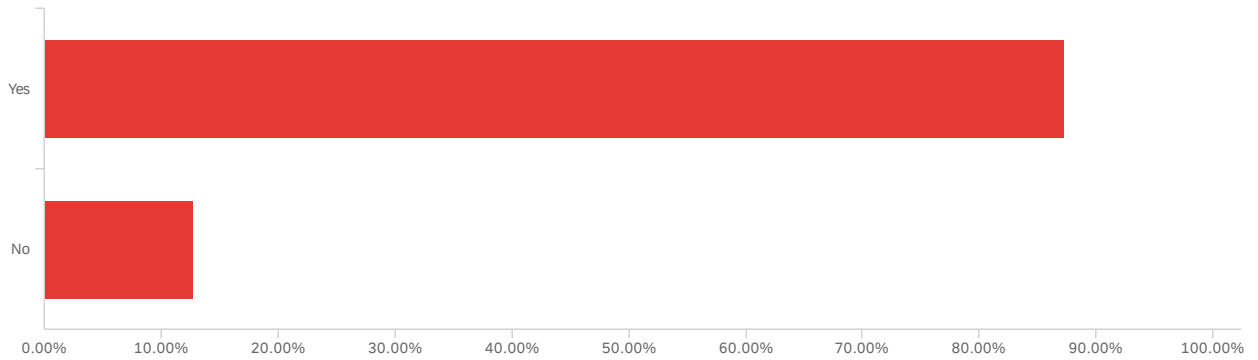
I suggest to put atleast 2% for buy ang 5-10% on sale tax to prevent bots in and out

DO A DIFFERENT GAME. CRYPTO PEOPLE DONT TRUST FAIL PROJECTS.

Take roll and mint randomization out of the contract. Use chainlink or similar.

Enable tax as soon as game is launched compared to last time where bots destroyed average buyers

Q8 - Are you satisfied so far with how the Crypto Legions team is handling the COMMUNICATION related to the difficult situation after the exploit of the game? (with the report, holding an AMA, interactions on Telegram/Discord, etc)



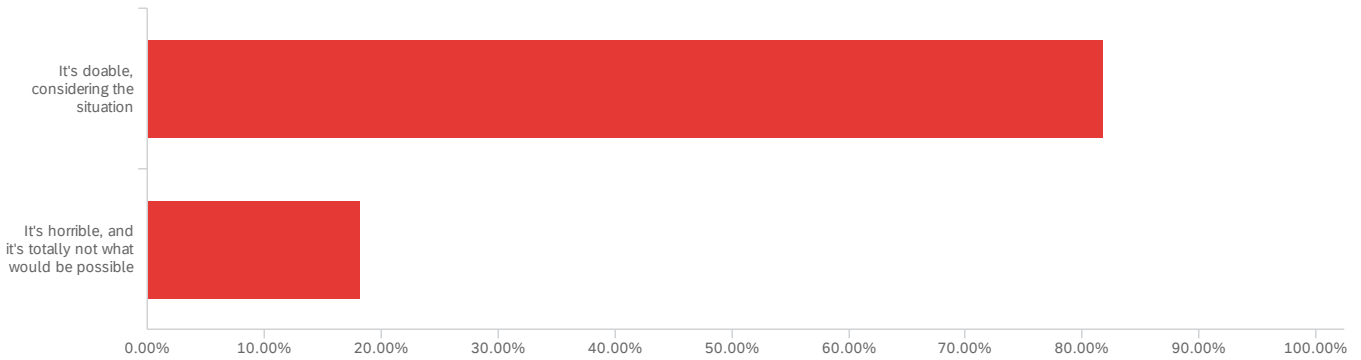
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| 1 | Are you satisfied so far with how the Crypto Legions team is handling the COMMUNICATION related to the difficult situation after the exploit of the game? (with the report, holding an AMA, interactions on Telegram/Discord, etc) | 1.00 | 2.00 | 1.13 | 0.33 | 0.11 | 55 |

| # | Field | Choice Count |
|---|-------|--------------|
| 1 | Yes | 87.27% 48 |
| 2 | No | 12.73% 7 |

55

Showing rows 1 - 3 of 3

Q10 - Considering the team has lost money and did not sell any team tokens, how do you feel about the compensation plan for players/traders communicated so far in the report? (Airdrop in v2 for players, v2 whitelist for traders.)



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|---|---|---------|---------|------|---------------|----------|-------|
| 1 | Considering the team has lost money and did not sell any team tokens, how do you feel about the compensation plan for players/traders communicated so far in the report? (Airdrop in v2 for players, v2 whitelist for traders.) | 1.00 | 2.00 | 1.18 | 0.39 | 0.15 | 55 |

| # | Field | Choice Count |
|---|--|--------------|
| 1 | It's doable, considering the situation | 81.82% 45 |
| 2 | It's horrible, and it's totally not what would be possible | 18.18% 10 |

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Q11 - How else would you suggest to handle the compensation?

How else would you suggest to handle the compensation?

I have no idea

NFT

Create a place to let v1 player stake their team. To earn some bs1v2. Maybe 10% apy

Only whitelist to people who lost. No airdrops

We should advertise the program first and then follow up with a portion of NFT airdrops to those who have held or suffered losses

No compensation. Only WL spots for those who want. It would dump hard if tokens airdrop. And it's bad for economy.

WL people that took large percentage/value loss and move on. Airdropping of any sort will only drag down the new project.

Don't compensate, crypto has risk. Compensation will hurt the new game's economy. Maybe just the whitelisting part but surely no airdrop or any kind of money compensation

Do successful v2 launch

End of Report