

netmarble

신의탑

새로운 세계

Developers LIVE #2

2024.04.23





Survey (4/11-4/15) Results Information

Survey Overview

Survey Period: 2024.04.11 – 04.15

Survey Format:

- 10 multiple choice questions
- 5 open-ended questions

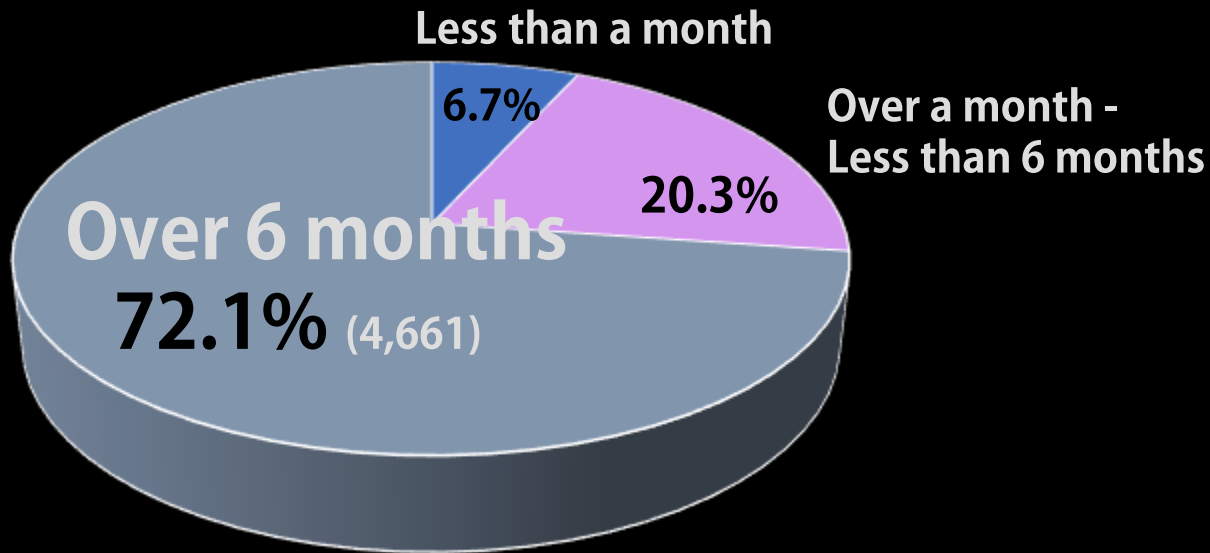
Total Participants: 6,463

- Korea: 3,630 / Global: 2,833

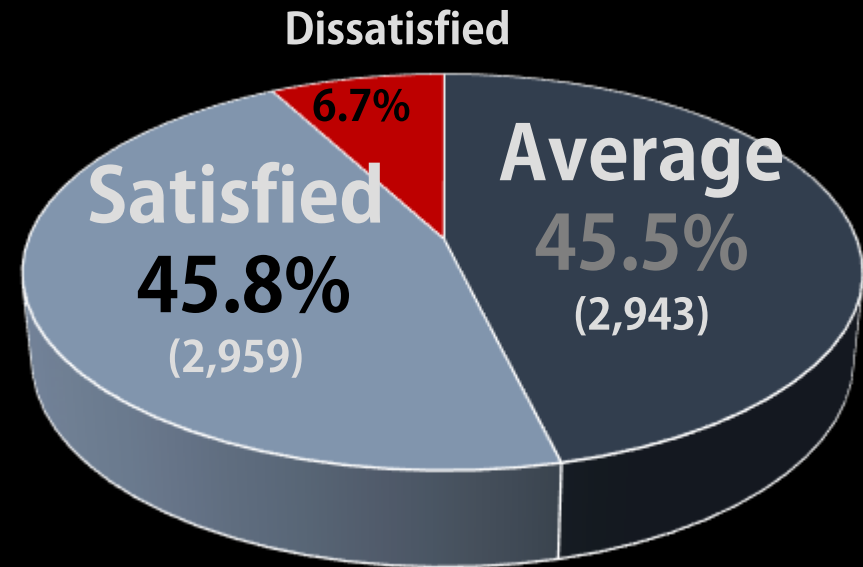
- Short Answer Question Participants: 5,292
(82% of total participants)

Survey Response Results (Total: 6,463)

(1) How long have you been playing the game?



(2) How satisfied are you with the overall enjoyment of the game?



Revolution-related Survey Responses

(3) Are you satisfied with the expansion of resources for Revolution materials that was introduced in the 4/11 Update?

Satisfied with the expansion of resources	24%
Resources were expanded but it still feels average	29%
Dissatisfied because the resources are still insufficient	19%
Resources were expanded but I'm dissatisfied with the quantity	19%
Dissatisfied due to other reasons	3%
Haven't experienced Revolution yet	6%

A. The newly added Revolution materials should have been integrated into Monthly Missions, events, etc. in a more well coordinated manner, but we were unable to do so which inconvenienced our Regulars.

We believe that there was an improvement in resources for the materials by providing more supply on 4/11.

Revolution-related Survey Responses

(4) Are you satisfied with the performance of the Revolution System that was newly added at the end of March?

Satisfied due to it being helpful when playing other content overall	30%
Satisfied with the performance in PvP content	9%
Unable to get a feel of the performance, unhelpful when playing content	16%
Difficult to experience the content's performance due to difficulty in growth	34%
Dissatisfied due to other reasons	4%
Haven't experienced Revolution yet	7%

A. The perception of Revolution's performance was a topic that was also brought up frequently in the open-ended answers.

We will provide you with further insight regarding this as we address those.

Revolution-related Survey Responses

Open-Ended Question (1)

Please let us know if there are any aspects of the Revolution System that are disappointing or that need improvement.

It's still challenging to acquire Revolution materials	55%
It's expensive and there's a significant gap depending on whether or not players choose to spend money	13%
Unable to get a good feel of its performance (especially passive skills)	9%
Characters need respective stats tailored to them	7%
The system is hard to understand and requires further explanation	2%
Other	14%

A. We are considering updating stats for passive skills and more of the Revolution effects. Also, we are currently making preparations so that its performance feels more perceptible when we update stages 4-6, so make sure you don't miss out on our future updates.

Hell Train Arena-related Survey Responses

(5) Are you satisfied with the newly added Hell Train Arena content?

Satisfied as it encourages competition across servers	37%
Dissatisfied as the difference between the top users seems weak	12%
Dissatisfied as the fun of breaking through the train sections is weak	33%
Dissatisfied due to other reasons	10%
Haven't experienced Hell Train Arena yet	8%

Open-Ended Question (2) Please let us know if there are any aspects of the Hell Train Arena content that are disappointing or that need improvement.

Disappointing as there aren't many differences from other Arena content	20%
The participation criteria is disappointing (Shinsu Link, Ignition Weapon, etc.)	18%
Too challenging for new players and F2P players	9%
There's a difference between the displayed Combat Power and actual victory/loss	6%
Defense is challenging and the rankings change based on last minute reversals	4%
Other (Increase rewards, increase challenge attempts, fatigue, etc.)	43%

Developer's Response Regarding Hell Train Arena

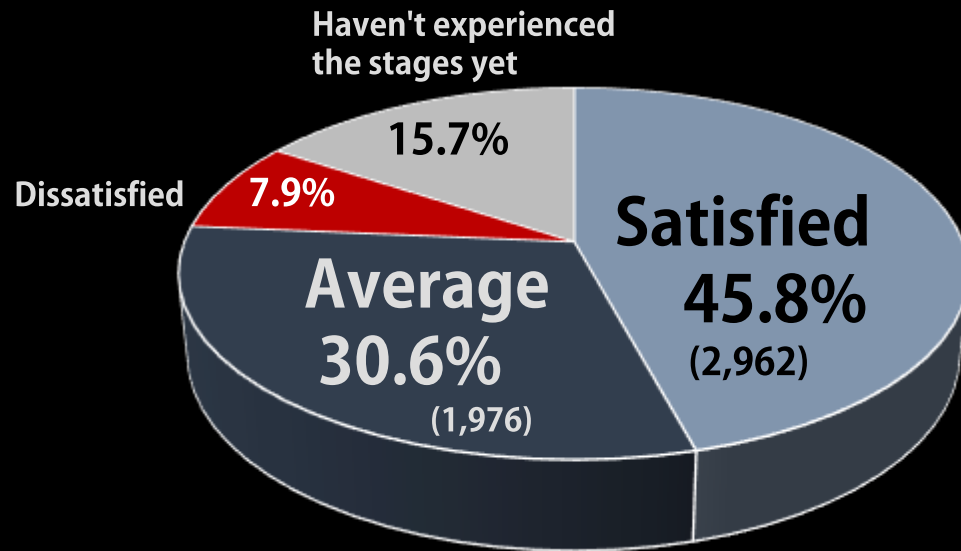
A. Hell Train Arena was designed so that the areas could be cleared relatively easily, so we are planning to maintain the current format.

However, we plan to implement the following three measures in order to compensate for the disadvantage that defending users face in the floating island areas after the station.

- 1. Victory conditions will be strengthened to be 4 wins out of 5 rounds.**
- 2. We will consider adjusting targets that can be challenged to be within +100 ranks.**
- 3. The reward system based on the final ranking will be improved to be similar to the Ranker Arena, so that maintaining higher ranks over a longer period of time through the sum of accumulated acquired points per rank will be more beneficial.**

Survey Response Results (Total: 6,463)

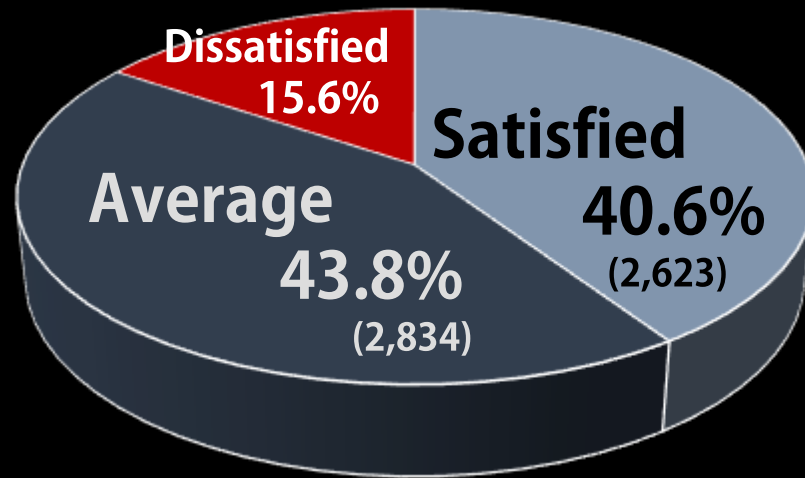
(6) Are you satisfied with the adjustment of enemy levels for Adventure chapters 25-36 that took place at the end of March?



A. Will continue to polish the balance within Adventure chapters moving forward, striving to find the optimal balance that allows you to enjoy the experience.

Survey Response Results (Total: 6,463)

(7) Are you satisfied with the content and rewards provided by event campaigns?



A. We will be providing further details regarding the events in our response to the open-ended answers.

Survey Response Results (Total: 6,463)

(8) What parts of the characters do you feel the most satisfaction from?

Performance needed for Adventures	34%
Appearance	33%
Story continuity	16%
Performance needed for PvE (ex. Boss Battles)	6%
Performance needed for PvP (ex. Arena)	4%
Elements	3%
Positions	2%

(9) What types of content do you hope to see in future updates?

Quick updates to Story Mode	61%
PvE Content (ex. Boss Battles)	32%
PvP Content (ex. Arena)	7%

Survey Response Results (Total: 6,463)

(10) What types of rewards are you hoping for the most?

Black Market Tickets	50%
Normal Summon Tickets	25%
Revolution Materials	9%
Shinsu	8%
Link EXP	3%
Exclusive Equipment Enhancement Extracts	1%
Master Keys	1%
Coins	1%
Other	2%

A. We will gradually increase the amount of Black Market Ticket rewards in various future events.

Open-Ended Survey Responses

Open-Ended Question (3) Please let us know if there are any aspects of the shop or products that are disappointing or that need improvement.

I would like to see more items available for purchase with Suspendium, Coins, etc.	26%
Products are expensive overall	22%
I would like to see improvements to content shops such as Alliance Store (Prices, range of products)	11%
I would like to see more variety in products	8%
I would like a feature in which I can exchange accumulated items I no longer need	6%
Acquiring certain materials (Enhancement Extracts, Revolution, Shinsu, etc.) is challenging	4%
I'm satisfied with the shop and products	3%
Other (Complaints regarding pay to win products, improvements to variety in costumes)	20%

A. We are currently making preparations to update the Alliance Store. In addition, we will thoroughly review the prices and range of products in the content shops. We are also preparing event exchange shops in which you can utilize Instruction Manuals, equipment, and more. We will make sure that you will be able to continuously obtain various in-game currencies through future events.

Open-Ended Survey Responses

Open-Ended Question (4) Is there a character from the original Tower of God webtoon universe that you would like to meet the most?

Ha Jinsung	23%
Baylord Yama	12%
New looks for Twenty-Fifth Bam (ex. Bam with horns, etc.)	9%
White	8%
Enryu	6%
Kaiser (Elaine)	6%
Kallavan	5%

Traumerei	4%
Great Family Heads (ex. 10 Great Families, etc.)	3%
Luslec	3%
Yasratcha	3%
Garam Zahard	2%
David Hockney	2%
Other (Headon, Varagarv, Arie Hon, Albelda, etc.)	13%

Many of you mentioned looking forward to Ha Jinsung the most. We had already been considering him as an important character internally, so we are preparing to release him soon. We will provide detailed information about his character update when we discuss the updates for the second half of the year in today's live broadcast.

Open-Ended Survey Responses

Open-Ended Question (5)

Please let us know if there are any contents that are disappointing or that need improvement.

The game needs more variety in new content and events	27%
Needs improvements to acquiring certain materials/items (Shinsu, Ignition Weapons, etc.)	21%
Needs faster updates to the story	11%
I would like the rewards to be increased overall	8%
P2W factors are disappointing	7%
I want new characters instead of the same ones	4%
Other (Fatigue, ads are disappointing, etc.)	22%

A. We are preparing for new events and the release of new characters that had a significant impact in the original story.

We are planning to regularly update the story as suggested, and aim for the smooth acquisition of materials and items through various events.

After responding to the Suggestions Board shortly, we will be providing further details regarding our update plans for the second half of the year.



March-April Suggestions Board Responses



March-April Suggestions Board Responses

Q. Certain Teammates need balancing adjustments.

A. We are making preparations so that the balance of the characters that you already own can be naturally enhanced through the expansion of the Revolution stages.

While we will maintain Rachel's value, we are preparing new characters that can be utilized by those who don't have her. We are also preparing new bosses that will have a variety of patterns.

We aim to create a format in which a variety of characters can actively participate in various content.



March-April Suggestions Board Responses

Q. Please make improvements to the Climb the Tower minigame.

ex) Suggestion regarding adding fun elements such as making it so that you can restart from the halfway point after achieving your highest score, or adding characters other than Rak and items that can be consumed continuously for extra points

A. Thank you for feedback regarding the Climb the Tower minigame.

We will make sure to make improvements and fixes regarding bugs and balancing issues when the event will next take place.

As for enhancing the game's enjoyment and convenience, we have begun planning and will provide further information regarding the implementation dates once we have decided on the schedule.



March-April Suggestions Board Responses

Q. Adventure keeps crashing and the game is laggy.

A. Efforts to optimize the games are ongoing. We are continuously improving issues such as game crashes, touch responsiveness, and screen transitions with each update.

Regarding reports that the round-by-round save feature does not work intermittently, we are facing difficulties in resolving the issue completely as it is caused by situations in which gameplay data is not properly stored on the server due to data transmissions failing in cases such as game crashes.

All in all, we will do our best to minimize crash occurrences as much as possible.



March-April Suggestions Board Responses

Q. Please make improvements on convenience factors for Ignition Weapons.

ex) Suggestions to make changes to the format so that you can select your Ignition Weapons from a list in your presets, requests to adjust the way to change the order of presets by dragging instead of arrows, suggestions to add an option to reroll Ignition Weapons with Suspedium, requests to make it so that Ignition Weapons are fixed upon saving a deck within PvP mode

A. We will work on implementing the ability to swap out certain weapons in a preset that has already been created.

Additionally, we will discuss and try to implement UX improvements so that the order of presets can be quickly adjusted.

We are also currently in discussions regarding the ability to assign stats upon enhancing Ignition Weapons, whether it's through rerolling or another method. We will make sure to provide you with further information once we have confirmed the period of implementation.

While many suggested the ability to save Ignition Weapons within PvP, we consider that just like how growth stats are reflected in real-time in PvP, the same should go for weapons. Since some players have equipped and enhanced Ignition Weapons across multiple characters, this feature would be difficult to apply due to fairness issues.

March-April Suggestions Board Responses

Q. Please make improvements to the costumes.

ex) Requests to make costumes purchasable with Suspendium, to bring back seasonal costumes, for free costumes, creation of costumes for characters of choice, suggestions to make future legendary costumes have extra skill and sound effects, making them different from normal costumes

A. We have been providing costumes not only through paid purchases, but through other methods such as event points. We plan to continue this approach in the future as well.

Costumes that are tied to campaigns will be available again when the campaigns are brought back.

We have also made attempts to create costumes that many people prefer, just like we did with the popularity poll during our Half-Year Anniversary.

We will continue to organize events of this nature to create costumes for preferred characters in the future as well.

We will make more efforts to create costumes that express the concept better by creating associated elements that go beyond simple designs.

March-April Suggestions Board Responses

Q. Please make improvements to boss battles.

ex) Remove the boss' Effect Resistance or add a guaranteed hit upon reaching a certain Effect Hit rate, add the option to replace Rachel with another character

A. The Effect Resistance will be maintained for the time being according to the current balance standards.

However, we will avoid further additional increases and will aim to lower the fatigue that stems from retrying by expanding on systems that will further increase Effect Hit (ex. expanding Origin Orbs).

There are no plans to nerf Rachel in order to preserve the value for users who have invested in her growth.

Instead, we will focus on adding various patterns to the bosses so that various deck combinations can be enhanced in future PvE content.



Second Half of the Year Updates

Key Characters Preview





Key Characters Preview



Key Characters Preview





Key Characters Preview



Key Characters Preview



Key Characters Preview

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NEW WORLD

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Key Characters Preview



Key Characters Preview



가죽장갑 참고

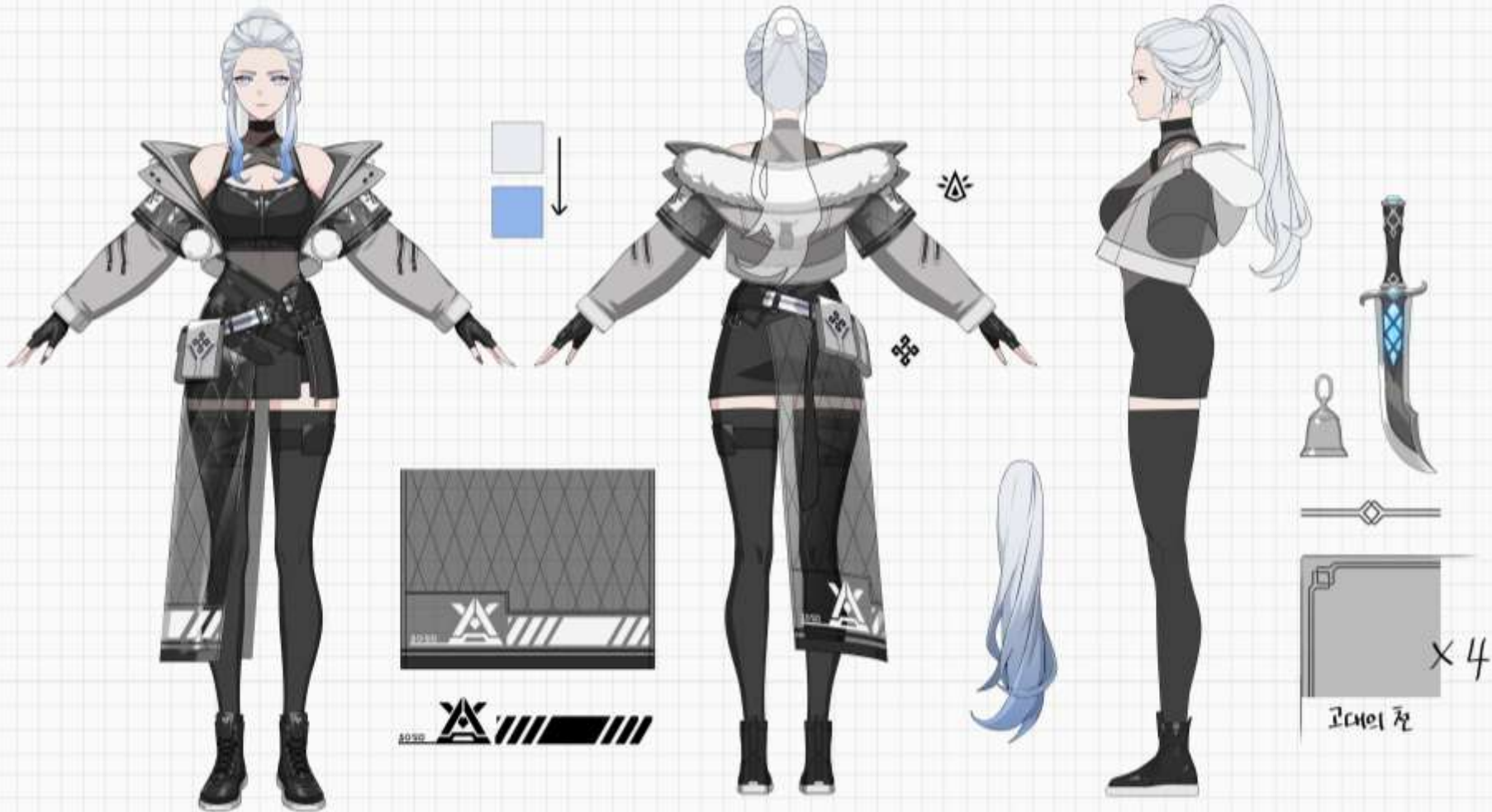


심 표현 참고



BETA
Lv-100
LOVE

Key Characters Preview



Minigame 'Fish Slapping Dance'

Game Results

Final Score
4,105

Best Score
4,105

Stage Objectives

- ★ Reach 1000 points
- Play 1 time(s) daily
- Play 2 time(s) daily

Go to Lobby Exit Restart

qa language 1.07.00(03378.00666) Development Build

Character Trial System



Adventure Stage Race



Key Updates for the Second Half of the Year

May 2024

Revolution Part 2

New PvE 'Revolution Room' Season 1

Adventure 80F Expansion
Chaos/Origin 750F Expansion
Event Campaign

June 2024

Tri-Essence Page 3 Addition

Origin Orb Node Expansion

Main Story Act 8-2
Adventure 85F/
Chaos/Origin 800F Expansion
Tower of Alliances Improved Version
2023 Vacation Campaign Rerun

July 2024

1st Anniversary Major Update!

Main Story Act 9-1
Adventure 90F Expansion
Chaos/Origin 850F Expansion
World's Strongest PvP League Battle
Revolution Part 3
2024 New Vacation Campaign

August 2024

Adventure 95F Expansion
Chaos/Origin 900F Expansion
Event Campaign

September 2024

Adventure 100F Expansion
Chaos/Origin 950F Expansion
Fall Festival Campaign

October 2024

Main Story Act 9-2
Adventure 105F Expansion
Chaos/Origin 1000F Expansion
Event Campaign

Thank you

THANK YOU FOR WATCHING