EIZPER CHAIN

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SCAN ME

A BLOCKCHAIN ACTION RPG WITH SATISFYING GAMEPLAY THAT ALLOWS ITS DEDICATED PLAYERS TO EARN REWARDS WHILE PLAYING.

Rebuild Eizper Chain game into mobile platform, try to upgrade the gameplay & art, and eventually expand the content of the game.

Satisfying gameplay: Deep replayability, by combining various modular elements, the game always provides the player with new challenges, making it much more replayable than hand-made content.

Dedicated players: Strong community, though the game can be played with random users, strategic cooperation and communication (e.g. in Guilds, with voice chat) allow players to reach new heights.

Earn rewards: High power ceiling, either through skill, purchased items, or time investment, players can climb to ever-higher power ladder and still be greeted by new challenges.

FOREWORDS FROM EIZPER CHAIN'S ART & PRODUCT DIRECTOR

Since the initial concept, we had decided that Eizper Chain would be presented in a steampunk-fantasy art style. The reason? Because the lore in the game is divided into two phases: the fantasy era where magic and spirits become an important part of life in Eizper planet, and the steampunk era which marks the beginning of technological development - but doesn't mean we leave the traces of fantasy influence.

So, since the time setting in Eizper Chain takes place in the second era, we combined the two styles of appearance in the game. The result is a fusion of two different but complementary art styles. The combination of these styles is applied to the design of the characters, and can be seen in elements such as costume design, weapons, and others. Who knows: in the future we might even add a new style featuring the cyberpunk era!

When creating all characters in the game, especially the five main races of planet Eizper - Elves, Dwarves, Dryads, Cryptids, Humans - the development team took reference from how they look as found in real-world fantasy stories and legends. Like the Elves

have slim bodies with pointed ears; the Dwarves are short stature but "compact;" to a number of anthropomorphic animals that are part of the Cryprids clan. However, we incorporated steampunk elements into the design to match the concept that the development team had approved.

Eizper Chain's development process undoubtedly ran into obstacles, one of which was converting 2D character designs into 3D. The issue is that while some designs work well on paper, they can be

difficult to implement in 3D modeling or produce less than ideal results. Nevertheless, we view each of these as a challenge that must be overcome and for which we must find solutions in order to produce video games that live up to player expectations - in terms of gameplay and visuals.

Charly Himawan, Eizper Chain's - Art & Product Director

Eizper Chain, along with Charly Himawan as CPO (Chief Product Officer).

The presence of the Eizper Chain team shows the company's commitment in promoting the products that they develop, as well as supporting government programs to

EIZPER CHAIN EVENTS & MARKETING

EIZPER CHAIN X MINISTRY OF TRADE (KEMENDAG)

On Thursday, February 23, 2023, the Ministry of Trade (Kemendag) held an event entitled "Socialization of Local Intellectual Property (IP) Marketing Program to State-Owned Enterprises' Products/Services and Indonesian Export Products" at Courtyard by Marriott, Dago, Bandung. The event aimed to bring together animation, comics, and games (ACG) sector players, directly with participants who are representatives of government agencies, state-owned companies, and exporters.

At the event, the Ministry of Trade facilitated ACG players to promote te intellectual property products that they produced directly to parties who are likely to cooperate, through one-on-one business meetings. And the developer of Eizper Chain, the first Action Role-Playing blockchain game in Indonesia, used this opportunity to introduce their product.

Rudi Harli Setiawan, who serves as CEO and Founder, attended the event as a representative of

EIZPER CHAIN RYELLA COSPLAYER: BRINGING THE ICE SORCERESS TO LIFE

Among the many playable characters in Eizper Chain, Indonesia's first blockchain-based ARPG (Action Role-Playing Game) that carries the F2P/PNE (Free-to-Play) and P2E (Play-to-Earn) concept, Ryella is one of the players' most favorite characters. With a magic tome as his main weapon, in battle she casts ice magic which can be used for various purposes, from offensive to defensive.

According to the lore, she comes from the Regenfall family and has a twin sister named Richelle. Despite her shy nature, since childhood Ryella was very interested in learning magic and was always eager to learn new spells. Apparently, she is one of the "super" Elves born with high magical power, which only appears once in a few generations!

In order to bring the in-game character to life, the costume

develop Indonesia's intellectual property. Eizper Chain hopes to continue to contribute to the development of Indonesia's gaming and blockchain industry in the future.

To promote its products to business players and State-Owned Corporation (BUMN) who attended the event, Eizper Chain also opened a booth to showcase the games that are still in the development stage, as well as complementary products such as artwork. Visitors who come to the booth can find out more and try the ARPG that is set on the planet Eizper.

EIZPER CHAIN

NOW YOU CAN MEET WINDENFEL RESIDENTS ON TELEGRAM!

In the Eizper Chain, Windenfel is the starting point where adventurers begin their exploration of the Eizper world. As a busy location, gamers can meet various iconic characters such as Kriss and Harly, and a number of NPCs who will help players in different ways.

Such as Chanty the merchant, Geovaldi the blacksmith, and many more.

And now, Eizperians can meet them - in the form of cute stickers - on Telegram! After previously launching the Kriss and Harly pack, Eizper Chain released a new sticker pack that Eizperians can get their hands on, the Windenfel Pack. This pack consists of the previously mentioned characters Kriss, Harly, Chanty, Geovaldi, Richelle, and Rudion.

Not only do they appear in cute and adorable chibi formats, they also come in a variety of different expressions that Eizperians can use to express their feelings when chatting via Telegram. For example, when you want to express your love, you can use the sticker of Harly holding a heart. Or if you're bored, you can display Rudion's sleeping sticker.

The presence of stickers of the characters that appear in the Eizper Chain game represents our passion and dedication in providing the best service for players. For those interested, feel free to download the Windenfel Pack and use it in conversations. Don't forget to join the Eizper Chain community on Telegram - just search "Eizper Chain" in the channel's search bar, and you'll find it immediately. Go on, try it!

had to be made with great care and detail to perfectly replicate Ryella's look. The costume must include every detail, such as the details on the shoulder armor made of feathers, the flower-shaped hair band, and lower garment with a knot style and medieval-styled sandals.

Don't forget her magic book (tome) that contains the ice element, as Ryella is said to use ice magic to fight her enemies. In addition, to portray Ryella, a cosplayer must carefully study the character, including her traits and personality, in order to accurately portray the character.

With long brown braided hair, large flower decoration, and an exotic tunic, Ryella has a unique look that attracts Eizperians attention. For that reason, we always feature the ice sorceress in cosplayer form by official Eizper Chain talent. She is always appears at events that the ARPG participates in, such as the Esports World Championship, FORNAS, and many more.

Anyone who meets Ryella at an event attended by Eizper Chain can feel the character's warmth and friendliness. They can take pictures with her and talk to her about anything. But make no mistake: she always carries a tome that can cast ice magic, and doesn't hesitate to use it when she gets angry!

EIZPER CHAIN BEHIND THE SCENE: CREATING VIDEO CONTENTS

Eizper Chain's marketing team is utilizing various mediums to introduce the game - one of which is through video content. And in this issue, we'll show you the structured and systematic process of creating these videos in an effort to capture the audience's attention.

As a first step, we decided on a topic that was relevant to our product, which is the Eizper Chain game. In order to find a suitable topic, we had to do a thorough research on what topics are currently trending, which are related to web 3.0 games, as well as blockchain technology.

Once the main topic has been determined, the next step is to create a script on the subject, so that the video will have a clear narrative and structure. This makes it easier for the talent to read the narration, which in turn, can channel what we want to convey clearly so that it is easily understood by the audience. For your information, we are very selective in determining the talent who will read the script based on the ability to read clearly and expressively, as well as knowledge of the topic discussed.

After all the preparations are complete, the next step is filming. There are many things that must be prepared before the filming process begins, such as preparing the place and equipment such as cameras, tripods, and microphones in order to get satisfactory video quality. Before airing, the video that has been taken enters the editing process which includes editing images, sounds, adding background music, adjusting colors and lighting, and inserting visual effects.

Next, the edited videos will be assessed for feasibility by Eizper Chain's marketing team, before they can be published on various social media platforms such as TikTok, Instagram, and YouTube.

With structured and systematic process, Eizper Chain's marketing team has produced video content that is effective and engaging for the audience. This video content helps the company to introduce the Eizper Chain game, as well as build a good relationship with the audience through social media. Visit Eizper Chain's social media at @eizperchain (Instagram and TikTok) and Eizper Chain for its YouTube channel.

ART PRODUCTION & DESIGN DEPARTMENT VISUAL UPDATE

From the very first concept, we decided that Eizper Chain, Indonesia's first blockchain-based Action Role-Playing Game that carries the F2P (Free-to-Play) and PNE (Play-and-Earn) concept, would adopt a steampunk-fantasy art style. Through a long process, the Art Production & Design Department created designs for most of the characters that appear in the game - from playable characters like Kriss, Harly, and Fhiraz, to NPCs like Rudion and Merry - in that direction. The results are characters that Eizperians are already familiar with.
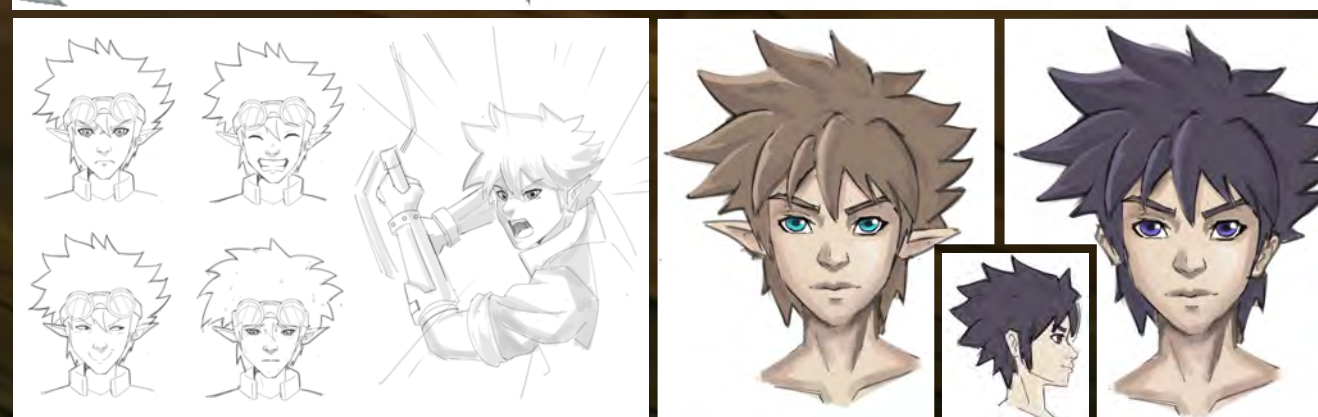
However, after engaging in a more in-depth brainstorming process, the development team felt that the current designs leaned more toward fantasy than steampunk, which was different from what we initially desired. For this reason, we made the extreme decision to totally alter the appearance of some (if not all) of the characters. First, we'll show you the design changes for Kriss.

This is Kriss as Eizperian has known him all along. Based

on the first design concept, our hero looks like a teenage boy with his childlike appearance and innocence. But, thankfully, those two traits are nowhere to be seen in the final design where Kriss looks more mature (and cooler), as well as tough. Unfortunately, we don't feel any steampunk vibe in his design - this needs to be fixed.

This is our first go at the fresh Kriss design. The new design has a stronger steampunk vibe unlike the original, which tended to lean more toward fantasy vibe. However, judging from her outfit design, Kriss looks more like a mechanic than an adventurer, right? We also attempted to give him a new weapon at first, one that makes him appear to be holding a scythe, but it just didn't look right. Back to the drawing board then.

Everything that appears in the Eizper Chain game starts with ideas and concepts, which are then poured into a visual form. That way, the development team can know what they need to develop and take appropriate steps to implement it.

Here, we will invite gamers to see the process of creating the world of Eizper Chain from a visual perspective to find out how things started before finally being implemented into the game.

MAPS

concept art. Unlike Kriss, Harly has a more varied concept design: from childish and innocent-looking, to elegant, to "bratty" girl-type. And again, the final design looks better than the concept, and even has a pretty good steampunk look. But even so, she still lacks something...

Unfortunately, we can only show a small part of Harly's new design for now. Anyway, according to the new design, the Elf girl now appears in an anime style, making her look more cute. Overall, the design will be very different from the first version but still retains the steampunk feel, just like the development team wanted.

The second design concept for Kriss. According to the visual aesthetic, there is now more steampunk influence than in the previous design, along with a hint of fantasy feel. In addition, we gave him a jacket to make our hero look like a true adventurer. Once the design was fixed, we then made a number of tweaks to improve the design of our hero. The result? Well, just wait and see...

Next, we show you the design for Harly who is Kriss' close friend (and possibly, love interest). Let's start from the

While playing Eizper Chain, players can travel to a variety of places in the world of Eizper, each of which has its own unique features. This time, we're going to talk about the Deep Woods, a vast, dense forest filled with tall, towering trees, and one of the most important locations in the Eizper Chain video game. This forest is the territory of the Dryads tribe that Fhiraz belongs to, under the leadership of the female chieftain Nemetona, the Great Matron. For hundreds of years, the inhabitants of the Deep Woods lived a peaceful life and established a good relationship with the surrounding nature. In return, nature provided them with everything they needed.

When Nathiaas tried to take over the planet Eizper and launched an invasion in all directions, the Deep Woods became one of the few locations that could hamper - if not completely ward off - the villain's dark powers. That's thanks to the protection of the Dryads, as well as the powerful magical energy that surrounds the area. Unfortunately, over time, dark energy began to infiltrate the forest and corrupt the creatures within - one of which was Fhiraz's brother, who was transformed into the vicious monster Andawor!

MONSTERS AND BOSSES

While traversing the Eizper Chain universe, players will come across enemies who will attack them. It will be a challenge for players to overcome them because they have distinct fighting styles, shapes, and sizes, as well as superior AI. In this edition, we'll introduce a few of the monsters that live in Lakeside, a small town on the shore of Lake Annalessia, which is so large that people often mistake it for the sea.

Originally known as a town bustling with activity, largely due to the fact that the majority of its residents work as fishermen, Lakeside's hustle and bustle started to diminish when Nathiaas started to run rampant. After the villain poisoned Zohar, the tree of life, the guardian Qualius, who had previously provided protection and guaranteed the wellbeing of the locals near Lake Annalessia, was transformed into a creature of destruction. In addition, the wicked guardian has the power to command a variety of other monsters, which he uses to wreak havoc both on land as well as water.

• MOSSYPINE

Unlike its more "docile" cousin from the Northern Mining Ground, the Mossypine is more aggressive and will attack anyone within its attack radius. It also often shoots rocks to leak ships sailing on Annalessia lake.
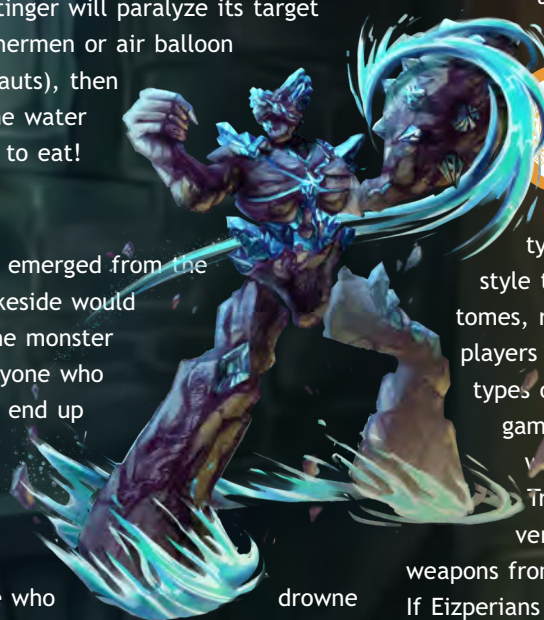
• INDIGO STINGER

In the Northern Mining Ground, Stingers are feared because they make their targets their dinner. However, the Indigo Stinger will paralyze its target (usually fishermen or air balloon pilots - Aeronauts), then drop it into the water for its master to eat!

• MOSSY GHOLMIN

Whenever Mossy Gholmin emerged from the lake, the residents of Lakeside would choose to hide and let the monster wreak havoc. Because anyone who dared to fight him would end up crushed under his powerful stone hand.

• HYDROMANCER

Hydromancers are people who drowned in Lake Annalessia, but don't accept that they died. For this reason, they hate land dwellers and will use their magic powers to make people experience their tragedy.

• QUALIUS (BOSS)

Rogue guardian of lake Annalessia who only comes to the surface for one purpose: chaos. Every time she comes to the surface, Qualius brings the monsters she's controlled to invade the land - as well as a massive tsunami wave!

⚙ WEAPONS

In Eizper Chain, players can use five types of weapons according to the fighting style they want to use: bows, swords, axes, tomes, rifles, and staffs. Beginning with this edition, players will become acquainted with the various types of weapons that can be encountered during gameplay, both regular and NFT versions. After we've finished covering bows from the Gem Tree class, including the standard and NFT versions, we will move on to the next set of weapons from the Dryad Tree class.

If Eizperians take note, all of the Dryad Tree's weapons have the ability to poison their targets (with varying effectiveness and duration). According to the lore, as a form gratitude for taking care of them, nature bestowed upon a number of trees in the Deep Woods with powerful poisons. The purpose of this is so that they can effectively defeat their opponents. Because of that, the Dryads use the wood from these trees to make many tipes of weapons - one of which is the bow and arrow.

• SCOUT BOW (NORMAL)

Ability: -
Created using high-quality materials, this is the dream starter bow for all experienced shooters.

• PINE LONGBOW (NORMAL)

Ability: 50% chance to poison target, 1% damage per second for 5 seconds
Bow made from pine wood is the favorite weapon for novice archers to level up their skill faster.

• WILLOW LONGBOW (NORMAL)

Ability: 75% chance to poison target, 1% damage per second for 5 seconds
Although it requires more stamina to utilize, an arrow shot from the willow bow can travel twice the distance of an ordinary bow.

• CYST LONGBOW (NORMAL)

Ability: 100% chance to poison target, 1% damage per second for 5 seconds
Although created solely for hunting purposes, surprisingly, this bow also excels in combat effectiveness.

• GREAT CYST LONGBOW (NFT)

Ability: 100% chance to poison target, 2% damage per second for 5 seconds
With venomous cyst that contains deadly poison, their target can't escape malice and will meet their immediate end.

• MYCELLIUM RECURVE (NFT)

Ability: 100% chance to poison target, 2% damage per second for 10 seconds
Adorned with strands of Mycelium thread, each arrow gave a long-lasting lethal poison to infect the target.

• BOW OF HYPHAE (NFT)

Ability: 100% chance to poison target, 3% damage per second for 10 seconds
Beware: the poison in this weapon not only could eliminate its target, but also brings harm to its user!

• HYPHAE SHADEBOW (NFT)

Ability: 100% chance to poison target, 3% damage per second for 15 seconds
A weapon given only to Forest Wardens, it has many mysterious abilities that allow them to protect the forest.

• FOREST LULLABY (NFT)

Ability: 100% chance to poison target, 5% damage per second for 15 seconds
Belong to a Dryad Warrior who vowed to not hurt any living being, this bow will send enemies to their painless eternal slumber.

To survive in the harsh world of Eizper filled with dangerous monsters, providing adequate equipment for their character is the most important thing for players to do. During the game, gamers can buy various types of equipment (armor, helmet, boots, etc.) that will provide different protection, depending on the level of equipment they selected. The development team has created many variations of equipment - for male and female - that players can acquire while playing Eizper Chain.
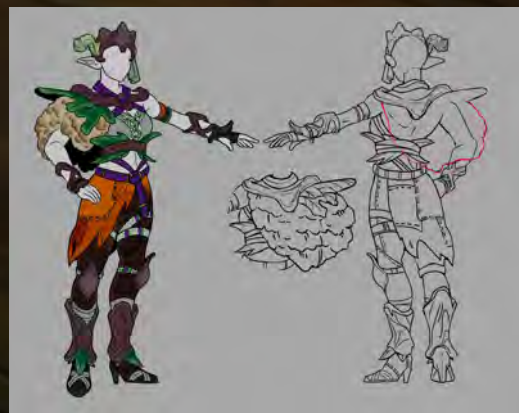
Here, players can see how the armor designs (in 2D format) that can be obtained in the Deep Woods area, are translated into 3D and can be found inside the game. All of the armor is organic and decorated with foliage and moss, in keeping with the environment, creating a very pronounced sense of nature. Eizperians can also see that each armor set's headpiece is shaped like a set of varying-sized deer antlers, according to their level. We purposefully created the Dryads Armor set in that manner to represent flora and fauna, two factors that are very important to the Dryads race. Quite impressive, no?

Concept Art – Male Dryad Armor Set Lv. 1

Concept Art - Male Dryad Armor Set Lv. 2

Concept Art - Female Dryad Armor Set Lv 2

EIZPER CHAIN: DEVELOPMENT PROGRESS UPDATE

According to statistics we obtained from the government, Indonesia has more than 170 million gamers, and 90% of them are mobile gamers. That's why we shifted the development of Eizper Chain, Indonesia's first blockchain-based Action Role-Playing Game that carries the F2P (Free-to-Play) and PNE (Play-and-Earn) concept, from PC to mobile platform. That way, the game can be played by gamers easily whenever and wherever they are.

In addition to supporting solo play, we designed Eizper Chain to be playable together through the co-operative multiplayer mode. But, we also took into account the fact that, in addition to playing with others, the majority of players engage in multiplayer modes for competitive purposes. For this reason, we created a game mode where players can fight each other through Battle Arena.

According to lore, the Silverwind resistance group uses the Battle Arena as a method of training to put its members through a simulated combat. The goal is for them to survive when faced with the evil Nathiaas, and the army of monsters and undead he leads.

Initially, we planned to feature this competitive multiplayer mode as part of the "core game" that carries the Action-Role-Playing genre. However, due to the sheer size of the project itself, we're looking at it as a separate game project. And once completed, the development team will unify Battle Arena with the core game so that it becomes one complete game.

According to the game concept that we developed, Battle Arena is played by six players divided into two teams where they will fight in the arena like gladiators. For the time being, there are only six playable characters namely Kriss, Harly, Fhiraz, Danfanir, Karys, and Ryella. However, in the future we plan to increase the number of playable characters. Each hero has its own attack (short or long range), fighting style, and playstyle so that each gamer will find their own challenge when controlling different characters.

But, you might be wondering how the game maintains balance when melee heroes battle ranged opponents? Well, the key lies in the skills that can be used in battle because they can change the playstyle of each character. You see, after choosing a character, players can choose several skills that they want to use while fighting in the arena - just like choosing weapons and equipment at the beginning of the round in Valve's Counter-Strike.

For the time being, we've set each character to have only three slots for skills, however this number may change in the future. For PvP mode, we prepare a large variety of skills that players can later use. Depending on the ability chosen, players can increase the strengths of the character being played, cover up their weaknesses, and give them unique abilities that opponents don't expect. In essence, skill selection is one of the important strategies in the Battle Arena game mode.

In addition to featuring a large selection of skills that can be used, we have prepared a number of other interesting game features that players can find while playing Battle Arena. That way the battle will run more intensely, and (we hope) can satisfy the players who play it. Among these is the presence of various objects in the arena that can be used as cover - a feature found in the multiplayer mode in the Gears of War game made by developer The Coalition.

There are many other interesting features that we have developed for the competitive play mode of Eizper Chain. What will they look like? Stay tuned for the next issue of the Newsletter, okay?

BLOCKCHAIN NEWS

INDONESIAN CRYPTO INDUSTRY PLAYERS TO CREATE "GOOD CRYPTO EXCHANGE"

The crypto asset industry in Indonesia continues to generate positive growth, although there are concerns about the impact of the unstable global market situation in recent times.

To anticipate concerns about slowing the growth of the crypto industry, both business owners and all stakeholders continue to work together to establish a "Good Crypto Exchange" that continues to prioritize safety and comfort, both for industry players and investors or users. One of these efforts is through the Crypto Literacy Month activities held throughout February 2023.

The Crypto Literacy Month program aims to provide education and literacy not only to customers, prospective customers and public, but also business owners and stakeholders regarding crypto assets, physical trading of crypto assets, and regulations on physical trading of crypto assets. This can also build understanding and confidence to create a healthy industry.

Indonesian Deputy Minister of Trade, Jerry Sambuaga, appreciated the Crypto Literacy Month program which can provide an understanding of "Good Crypto Exchange" and can provide a constructive discussion space for crypto asset trading activists and practitioners to be able to increase knowledge and ideas in order to continue to optimize the crypto asset industry in Indonesia in its efforts to have a more optimal impact on the wider community and the national economy, especially the digital economy.

"The concept of Crypto Assets and blockchain will have a broad and intensive influence in various sectors and change the pattern of economic regulation of trade to be based on market authority and community," Jerry said at the Crypto Literacy Month Media Briefing event "Crypto Asset Industry, Now and Later."

Jerry added that crypto assets must be organized and institutionalized and must be under state regulation in order to provide protection to the public and provide the best benefits for the national economy.

With the realization of the "Good Crypto Exchange," it is expected to make the crypto asset industry stronger. In terms of growth in transaction value and the number of crypto asset customers in Indonesia is extraordinary.

INDONESIA BECOME ONE OF THE COUNTRIES WITH THE MOST COMPREHENSIVE CRYPTO REGULATIONS

The Commodity Futures Trading Supervisory Agency (Bappebti) as an institution that oversees crypto assets, revealed that Indonesia is one of the countries with the most complete crypto regulations in the world.

The Head of the PBK Development and Guidance Bureau of Bappebti, Tirta Karma Senjaya, explained that several global countries and G20 group countries are still exploring crypto regulations, while Indonesia already has a fairly complete crypto regulation.

"Crypto regulation is a global topic. In the G20 forum, crypto regulation is also a discussion. In the US, crypto regulations have recently been explored after several cases such as FTX. We in Indonesia are complete, the framework is clear and there are even anti-money laundering provisions," Tirta said at the Crypto Literacy Month Media Briefing "Crypto Asset Industry, Now and Later" Friday (24/2/2023).

Tirta continued, Central Bank Digital Currency (CBDC) regulations still do not exist in the G20, while Indonesia has started exploring CBDC. "Data from the G20 Crypto Regulatory Tracker, Indonesia already has complete crypto regulations, as well as CBDC, whose project, Project Garuda, was recently issued by the government," Tirta continued.

In drafting regulations, Tirta said Bappebti continues to listen to input from various parties, including associations. In addition, consumer protection is also a focus of Bappebti in drafting crypto regulations.

"We create regulations to maintain security and protection for consumers. We also accept proposals from industry players either related to regulations or new products," Tirta concluded.

OJK ADDS SPECIAL COMMISSIONER TO OVERSEE CRYPTOCURRENCY TRADING

In accordance with the emergence of the Financial Sector Development and Strengthening Bill (RUU P2SK), the number of commissioners of the Financial Services Authority (OJK) will expand from 9 to 11 persons.

Minister of Finance of Indonesia, Sri Mulyani, explained that the addition was made due to new tasks in RUU P2SK, and one of them was to oversee the crypto assets trading. In addition, the growing number of commissioners was also followed by an increase in the OJK budget allocation.

Sri Mulyani said the process was carried out in stages. "Previously, once the OJK Chairman was replaced, all commissioners were replaced. Now it is starting to be done in a staggering manner, meaning that the termination time of the commissioners is not the same," said Ms. Indrawati.

The RUU P2SK breaks down the role of the OJK Non-Bank Financial Industry Supervisory Chief Executive into three new supervisory chief executive roles, namely:

- Chief Executive of Insurance, Guarantee, and Pension Fund Supervisors.
- Chief Executive Officer of Financing Institutions, Venture Capital Companies, Microfinance Institutions, and Other Financial Services Institutions.

- Supervisory Chief Executive of Financial Sector Technology Innovation, Digital Financial Assets and Crypto Assets.

This policy will add a new role from the Executive Head of Capital Market Supervision to the Executive Head of Capital Market, Derivative Finance and Carbon Exchange Supervision. In addition, the Chief Executive of Consumer Education and Protection will get additional duties as a supervisor of the behavior of financial services business actors.

OTORITAS JASA KEUANGAN

INDONESIA: ONE OF THE COUNTRIES WITH THE Most Complete Crypto REGULATIONS

The Commodity Futures Trading Supervisory Agency (Bappebti) said that Indonesia is one of the countries with the most complete crypto regulations in the world. This was revealed by Tirta Karma Senjaya, Head of the PBK Guidance and Development Bureau of Bappebti at the Crypto Literacy Month Media Briefing event "Crypto Asset Industry, Now and Later," which took place on February 24, 2023.

Tirta said that crypto regulation has become a global topic, even becoming one of the discussions at the G20 forum. After a number of major cases in the cryptocurrency world, such as the one that involved FTX, several countries have only begun to explore cryptocurrency regulations. However, Indonesia already has a fairly complete crypto regulation in terms of framework and even has anti-money laundering provisions.

He also mentioned that Central Bank Digital Currency (CBDC) regulations are still not available in the G20, while Indonesia has started exploring CBDC. "Data from the G20 Crypto Regulatory Tracker, Indonesia already has complete crypto regulations, as well as CBDC, whose project, Project Garuda, was recently issued by the government," Tirta continued. As an institution that oversees crypto assets, Tirta informed that Bappebti continues to listen to input from various parties - one of which is the association. In addition, consumer protection is also the focus of Bappebti's attention in drafting crypto regulations. According to him, Bappebti creates regulations to maintain security and protection for consumers. "We also accept proposals from industry players either related to regulations or new products," he concluded.

CRYPTO INVESTMENT TRENDS REACH ALL LEVELS OF SOCIETY IN INDONESIA

Teguh Kurniawan Harmanda, Chairman of the Indonesian Crypto Asset Traders Association (Aspakrindo), said that the crypto asset investment trend has now reached all levels of society from various ages and professions. Public interest in choosing crypto as an asset or alternative to conventional investment instruments will be even higher in the future.

This indicates that the crypto asset industry has continued to experience significant growth in the last two years. To accommodate this growth, the man who is familiarly called Manda said the association will become a forum for members to encourage strengthening the security and convenience of customer transactions.

Manda added that to maintain sustainable growth, the association is increasing discussions and hearings with all stakeholders to jointly strengthen the industry even better.

Meanwhile, Yudhono Rawis, CEO of Tokocrypto, said that business players will continue with regulators and associations to realize the concept of Good Crypto Exchange. "As a business player, of course, we must comply with existing regulations and prioritize customer protection. Tokocrypto will continue to implement strong Good Governance principles and continue to communicate with regulators," he said.

The growth in transaction value and the number of crypto asset customers in Indonesia has been remarkable. The Commodity Futures Trading Supervisory Agency (Bappebti) noted that despite a decline in the value of crypto transactions in 2022 and early 2023, none of this has discouraged customers from investing. It is proven that the number of registered customers as of January 2023 increased to 16.9 million people.