**Ongoing Theme:** Video Games

**Topic For The Episode:** Genshin Impact

Nato’s Corner Episode 2 Script

(Calm Music Soothing In)

Robert: Welcome one and all, episode 2 of Nato’s Corner has officially started and I am glad to be here. I hope you all had wonderful holidays.

Robert: As I stated in the previous episode, today’s topic will still be about Genshin impact, however, I’d like to talk about the player appreciation and the rewards we’ve gotten from Mihoyo. They used to be both the developer and the publisher of Genshin Impact, but they changed the publisher recently.

Robert: In Genshin impact we have an in-game currency called “Primogems” and those are what allow us to “wish” which is the term used for summoning, and we pull for characters that could improve the experience as we play. As things are getting a bit more lenient now, it has not exactly stayed this way from the beginning of the game. Normally with each event release we would get some Primogems here and there, but it has never been anything truly special. It takes 160 Primogems to complete one summon, and we get around 30-60 depending on the story.

Robert: I have explored my world almost fully and I will say the exploration does pay off. Chests might give you 2, 5 or 10 but when you constantly search and properly look for them, you an gather a fair share of Primogems in no time. One constant theme with Mihoyo is their out of game events. While it is not the biggest issue, it most likely bothers quite a few players. Instead of giving every player who signs up any Primogems, there are a select number of people who have a “chance” of getting any.

Robert: I think every player should get at least something and not completely nothing. Chance of reward is the other common theme with Mihoyo. For example, they had one event that had 1 BILLION Primogems and would give every player who signed up a good amount of Primogems. Normally you’d expect maybe 1000 or more, there were probably over a few million of players that signed up, and what we got was around 165 each. Out of one Billion. That was a huge let down for each and every player. Even content creators agree.

Robert: and next we have the anniversary. With any Gacha game, especially one that has been number one mobile game, and one with the highest sale, you’d expect the players to receive rewards to know they are appreciated for reaching such outstanding goals for the game. But in reality, all we got were chances to win a phone, tablet, and all kinds of merch outside the game. Only a few would be able to win these “chances”. The other millions of players would get absolutely nothing at all. They tried to compensate the outrage later by making a bundle of Primogems that was meant to cost money free. But the damage was already done.

Robert: While I do not agree with the actions of some of the players from the community, it really did suck. What some of the community did was review bomb random apps on the app store for no apparent reason. Even if the rewards were not the best, hurting other games is not the necessary action that should be taken. For now, as we move forward every event has had a substantial number of rewards and I think every player is enjoying it. Although there still are some aspects that could be changed for the better, the game is moving in the right direction.

Robert: I thank you guys for taking the time to listen to this podcast, Christmas has passed, and it was great! We are moving into the spring soon and my Birthday will pass on February 20th. I hope you guys have wonderful day, evening, or night and I will catch you all later.