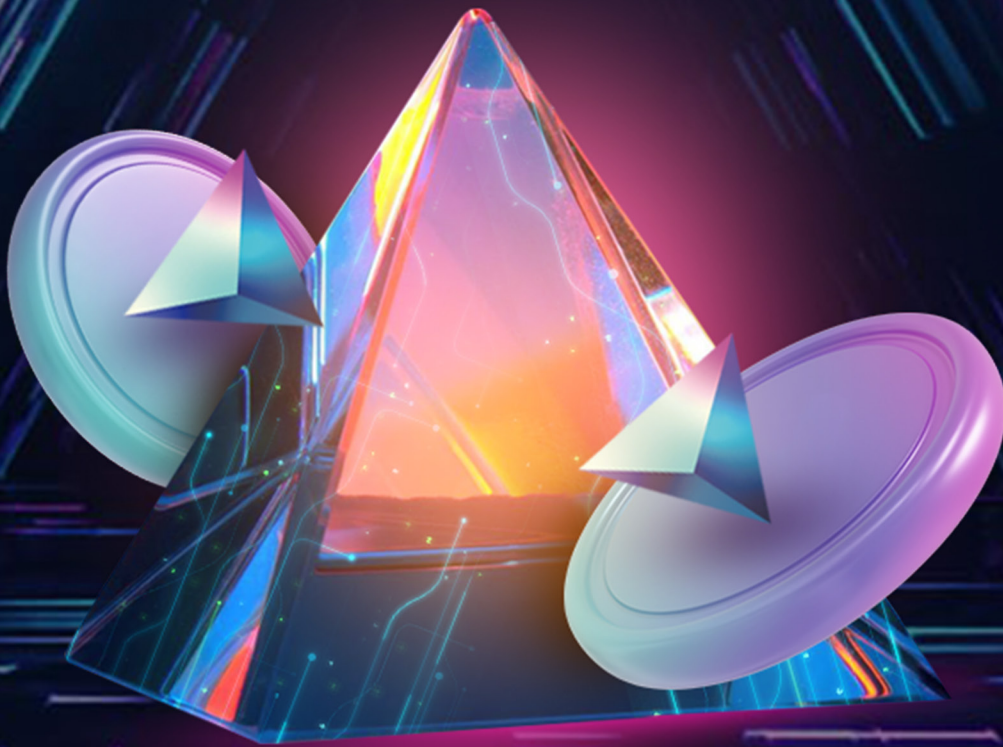




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Whitepaper V.2



www.meci.io

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Background

COVID-19 and Virtual World

The physical restrictions brought about by the COVID-19 pandemic resulted in the rise of virtual spaces and alternatives. New platforms have risen to transfer normal daily life activities to the virtual space. People have started working online, schooling online, and even attending concerts online, among other things. The pandemic has catapulted the development of the metaverse to the forefront.

According to Gartner, Inc., by 2025, 25% of people will spend at least one hour daily in the metaverse. Users will log in for work, shopping, education, socializing, and/or entertainment. Similarly, a June 2022 joint report by the Pew Research Center and Elon University's Imagining the Internet Center found that 54% of their sampled tech experts believed that the metaverse will be a well-functioning part of daily life by 2040. Despite Extended Reality (XR) gaming and online social spaces existing for years in the form of platforms like Second Life and Roblox, the pandemic brought about the technology in other sectors as well – primarily work and education. Tens of billions of dollars have been invested in the technology ever since the pandemic.

All these developments have prompted the sentiment that the metaverse is the future.

The NFT Market

The NFT industry has shown huge amounts of growth ever since 2020. Digital collectibles gained \$1.3 billion in Q2 2020 and shot up to \$10.7 billion in Q3 2020. Meanwhile, NFT sales in the art industry reached \$20 million in 2020 and then shot up to \$2.57 billion in 2021. The NFT market as a whole surpassed \$40 billion by the end of 2021.

Other than statistics, the NFT industry's growth can be seen in the mass of personalities and entities exploring the space.

For example, American rapper and media personality Snoop Dogg has ventured into the market by planning to turn Death Row Records into an NFT label, releasing his own NFT collections, and even revealing that he has an alias as an NFT art collector – Cozomo de' Medici – with a digital collection worth over \$17 million.



Other notable ventures are with organizations and established brands. Namely, L'OFFICIEL launched a digital museum called 'The House of Dreams' featuring an NFT exhibition with archival images from the brand's 100-year history alongside virtual experiences and partnerships with luxury brands such as Dior and Tiffany & Co.

Nike is another established brand that has ventured into the NFT market. The athletic footwear and apparel company launched an NFT collection of 20,000 NFTs called "CryptoKicks." Each NFT can go between \$4,000 to \$9,500 in cryptocurrency. However, some go as high as six figures, such as one NFT designed by artist Takashi Murakami which sold for a whopping \$134,000.

The Metaverse Market

Although the widespread adoption of the metaverse may take some time. Leading brands are already working on huge plans.

The global metaverse market value at around \$27.21 billion in 2020 and scaled up to \$60.29 billion in 2021. Meanwhile, research predicts that by 2030 it is expected to soar up to \$824.53 billion, with a compound annual growth rate (CAGR) of 39.1% from 2022 to 2030.

Apart from talking about numbers, the metaverse is currently in development, and many companies are hopping on the trend to come up with their own ideas. With major companies like Microsoft and Facebook joining the craze, one could expect glad tidings in the future.

For instance, Gucci announced its partnership with Superplastic, a top creator of animated celebs, vinyl toys, and digital collectibles. Together, they launched SuperGucci – exquisite and unique CryptoJanky NFTs and ceramic creations.

Also, top luxury brand Louis Vuitton (LV), has hopped on the trend. To celebrate LV's 200th birthday, it launched a mobile game known as "Louis the Game." This game is unlike any traditional mobile game; it takes players on an action-packed adventure through six imaginary worlds that exist outside of time, where they will play as Louis Vuitton's mascot, Vivienne.

NFTs and the Metaverse Combined

NFTs and the metaverse are two of the largest concepts in the blockchain and cryptocurrency industry. Additionally, the industry has seen the potential in both of these concepts separately and has begun interweaving both concepts with each other. Platforms such as Decentraland and The Sandbox are two of the most prominent names that combine both concepts of NFTs and the metaverse.

The metaverse is the realm of computer-generated, networked Extended Reality (XR) space – a mix of Augmented Reality (AR), Mixed Reality (MR), and Virtual Reality (VR). The term was coined in the 1992 novel “Snow Crash” by Neal Stephenson. As mentioned in the previous section, interest in the metaverse shot up from early 2020 onward. This boom was inspired partly by Facebook’s decision to rebrand itself as “Meta.” Similarly, NFTs are a concept that’s taken the crypto world by storm. NFT stands for “Non-Fungible Token,” which essentially means that every token in a collection is unique and cannot be replaced by another token on the blockchain. These can be any digital asset such as music, art, videos, pictures, and more. Now, as both the metaverse and NFT sectors have risen, so too have the interplay between the two of them. Prominent metaverses on the market have been operating hand-in-hand with NFTs, most of them having dedicated NFT marketplaces in their metaverse. Moreover, real estate in the metaverse has been made possible by turning plots of land into NFTs that can be bought, owned, sold, and even rented out.

The Blockchain Gaming Market

Blockchain gaming, also known as Play-2-Earn (P2E) games, is still new and young in the gaming industry. However, it is one implementation of the NFT and metaverse crossover that will not stop growing, as it mixes the two things that almost everyone desires – leisure and income generation.

Unlike traditional gaming, P2E games reward players for the time and effort spent in the game, usually in the form of NFTs or other assets that can be traded or sold. In addition, some games require an initial investment whereas many others don’t.

One may have heard of Axie Infinity, which is one of the top five P2E games. Axie Infinity was developed by a Vietnamese game studio, Sky Mavis, and was released in 2018. Axie Infinity is a blockchain-based game in which players purchase NFTs of monsters and then battle against other monsters. Moreover, players can earn Smooth Love Potion (SLP) tokens during gameplay and trade them for money in exchange.

Alongside, Decentraland, an Ethereum-powered blockchain metaverse, is a game developed to cater to its content creator users. Within the metaverse, these virtual citizens can create, experience, and monetize content and applications. Recently, Netflix announced a partnership with Decentraland to create “The Gray Man” movie experience in the metaverse.

Finally, as time progresses, new methods of generating income will undoubtedly crop up. It will all come with the advent of the metaverse.

MECI Platform Summary

Game Overview

Meta Game City (MECI) is a virtual gaming platform and ecosystem where users can create, own, and monetize their own gameplay experiences in the metaverse. The platform integrates with BNB Smart Chain (BSC) and uses both MECI Tokens and Game Tokens as its utility tokens.

MECI offers a user-generated content ecosystem with a metaverse society. This means that users can create their own assets, content, and experiences while sharing them with a bigger society inside of the metaverse. With this concept, MECI aims to cultivate and encourage a community of creators, not just consumers.

The vision of MECI is to spearhead a decentralized creator community and gaming market alongside a functional metaverse society. It is a haven for creators and developers to showcase their work for monetary gain. Additionally, it would simulate an entire society within the metaverse where users can spend their time and cultivate virtual equivalents of industries from the physical world.

User-Generated Content Ecosystem

Meta Game City aims to capitalize on the emerging prosumer market that's grown considerably well in the past few years. As such, a unique ecosystem is formed that is positioned to do exactly that. MECI's ecosystem will focus on rewarding content creators and the monetization of these creations to further incentivize creators in the platform.

The main collection of features of the Meta Game City platform as a whole is its User-Generated Content Ecosystem. This collection of features includes an NFT and Asset Marketplace, an Asset Creator, a Game Creator, and a Metaverse Society/Ecosystem. Each of these features consist of its own interfaces and tools for its respective functions.

The four of those sectors make up the Meta Game City User-Generated Content Ecosystem. They collectively provide a comprehensive experience for users in the Meta Game City platform. Further details about each of the features will be expanded upon in the Platform Features section of the whitepaper.

Meta Game City emphasizes user interaction and prioritizes content creators on the platform. Both interaction and content creation are emphasized in the user-generated content ecosystem. We aim to provide a platform that will have a strong and loyal creator community.

Avatars

When exploring the virtual world of Meta Game City, a user needs a vessel to experience everything. Avatars – the term for these vessels – can be found in most video games.

Briefly speaking, an avatar is an in-game representation of each player. These assets contain a default set of animations and actions such as walking, sprinting, jumping, crouching, attacking, etc. Additionally, these avatars can be visually modified in different ways by the player.

In other words, an avatar is one of the main ways a player can show their uniqueness from everybody else. Each avatar can have its clothes, features, and overall appearance customized to differentiate them from everyone else. These appearance customizations can be bought from the NFT or asset marketplace exclusively in Meta Game City. Additionally, emoticons can be bought as well to provide unique animations for an avatar to perform.

Avatars are staple concepts in video games in general. It is a way for players to insert themselves into the virtual world – whether in Web3 or in traditional video games. The more customizable and personalized an avatar can be, the more immersive the experience is for the user.

MECI Token and Game Token

MECI token is a BEP-20 utility token on BNB Smart Chain with several use cases. The token gives users access to the Meta Game City platform and allows users to buy Lands, to stake, to be used for content payment, and to pay for advertising fees on Lands. Additionally, MECI tokens are used to participate in the governance token using a DAO structure. Finally, users can also stake MECI tokens for rewards.

On the other hand, Game Tokens are in-game tokens that are won through in-game missions and questions to purchase equipment and in-game assets. Moreover, content creators and game developers also receive token rewards by launching their creations through the MECI marketplace.

MECI tokens and Game Tokens are the lifeblood of the Meta Game City ecosystem. These currencies are the basis for all transactions that happen in the metaverse and the platform in general. Additionally, if any user wants access to any of the content created through the Meta Game City platform, they would have to get their hands on both MECI and Game Tokens to experience the content. Creations and experiences that are unique to Meta Game City aim to attract new users and increase the adoption of both tokens.

Metaverse Society

Most of humanity has lived in a physical society. Now, this generation has the opportunity to create a newer one where they can exist in the virtual world as well. The metaverse is a growing concept that has risen especially during the quarantine days of the COVID-19 pandemic. Now, significant investments have been made to make this concept what people dub 'The Future of the Internet'.

The Meta Game City Metaverse Society aims to mimic parts of an actual society. As such, it would include sectors such as the gaming sector, education sector, media and entertainment sector, healthcare sector, and more. Additionally, the metaverse will be experienced using new XR technology such as VR goggles and controllers.

The metaverse society is going to introduce new layers of social interaction through extended reality. XR tech will blur the lines between physical and digital industries. Additionally, the Meta Game City metaverse aims to improve upon physical society, creating a space that breaks down physical borders and accessibility barriers. In the metaverse, people can freely socialize with others globally without even leaving their homes.

In addition, the metaverse will introduce new ways to experience all the different societal sectors. For example, a new approach in education can be experiencing actual historical 3D events rather than reading dry text from a textbook. This also extends to any type of training in general. Users can also attend virtual health checkups, meetings, concerts, and more.

There is huge potential in the metaverse society in Meta Game City. New ways to interact with people alongside new ways to approach different industries are only the tip of the iceberg. The metaverse, alongside heightened interaction with XR technology, will improve upon the faults of our physical society.

Entertainment Plaza

As with every society, people need a place to calm down and relax. A place where users can take a break from creator economies, marketplaces, and income generation. These places, as a result, are where users can come together and socialize when it would be difficult to do so in daily life.

The Meta Game City Entertainment Plaza is a separate piece of land with unique purposes. Namely, this Land is going to be the main social hub of Meta Game City. This Entertainment Plaza will hold events, concerts, collaborations, and any huge gathering in the metaverse. Residents will be able to enjoy theme-based experiences, mini-games, and exclusive content – each experience is only available for limited periods of time.

This Entertainment Plaza is where users of Meta Game City can go to relax, have fun, and socialize. Most metaverse platforms use this kind of space for opportunities such as fashion shows, concerts, digital art galleries, and more. As such, big collaborations and events are expected to take place in this plaza. Most of these events will only be available for a limited time and will likely be never repeated once they're done.

This social hub will contain plenty of limited-time events, as such, it will encourage users to always come back to the platform to make sure they don't miss out on any experiences. Big collaborations would also result in an increased user base in general. The Entertainment Plaza will be a space to celebrate moments inside the Meta Game City metaverse.

Social Casino

The VR-Based Social Casino Game is a version of the social casino game that involves VR technology to simulate realistic environments. The VR Social Casino features a five-player multiplayer game and a voice chat feature. MECI plans to build a Play-to-Earn (P2E) business model that allows users to earn profits by buying and selling their NFT Casino winnings.

Notably, since Social Casinos are regulated differently in different countries, Meta Game City is only going to provide this service to the countries where online social casino games are legal.

Platform Features

MECI Real Estate

Meta Game City Land is both a valuable and versatile resource in the metaverse. In most blockchain gaming platforms, real estate is used as an opportunity to set up business for an added stream of revenue. Each Land owner acts as an entrepreneur – finding ways to monetize their property in the virtual world.

MECI Land is one of the main resources of the Meta Game City Metaverse. It has finite amounts of real estate available to Meta Game City players. These Lands cannot be moved from one location to another and are situated permanently at a specific point in the Meta Game City map.

Landowners in Meta Game City have plenty of options to choose from once they've bought their real estate. If the Land is situated in a strategic location, players can choose to modify or rent out their land to attract potential tenants or occupants. In addition, through player collaboration, groups of people can combine their Land to create a joint territory or area that boasts higher quality and usability to justify charging tenants a higher amount.

Owning Land in Meta Game City is a strategic endeavor with plenty of different approaches to gaining revenue. Players can either strategically place themselves around important areas or people, or players can make an effort to decorate and modify their land to entice other players to their property. A plot of Land in Meta Game City can hold many different possibilities.

NFT Marketplace

The Meta Game City NFT Marketplace is another integral resource in the MECI Platform. This marketplace creates an in-game economy where users can both create, auction, sell, or trade their NFTs with one another. This not only provides a healthy creator economy in the MECI Ecosystem but also an added revenue stream for Meta Game City players in general.

Meta Game City's NFT Marketplace, like most in the market, allows users to mint their own NFTs to auction or sell. The Meta Game City NFT Marketplace will have a platform that displays each NFT's name, description, thumbnail, price, and rarity. Anybody who wants to mint NFTs would only need a software wallet and a digital item to mint.

The Meta Game City NFT Marketplace provides users the ability to monetize their assets and creations. Unlike other famous centralized games where players don't have any ownership of the creations they toiled for, decentralized games provide that opportunity. Anything can be minted to auction or sell – such as avatar skins, mini-games, audio bites, decoration assets, photos, videos, and any other original piece of media that would be valuable to the market. Through this, users in Meta Game City can conduct their very own NFT business.

Just like any other of the leading NFT Marketplaces, the Meta Game City NFT Marketplace provides users a way to generate income in the virtual space. An NFT Marketplace in the metaverse further emphasizes the decentralized nature and importance of ownership in the blockchain space.

DeFi-NFT Platform

MECI has a DeFi-NFT platform that capitalizes on its DeFi blockchain operating environment. The DeFi-NFT platform features cross-chain, cross-commerce, cross-framework, and global infrastructure. The DeFi-NFT Platform is run through the BNB Smart Chain's Framework Substrate.

In detail, The BSC Substrate is used to create Distributed Apps within the MECI ecosystem. All of these features in the DeFi-NFT Platform aim to establish a reliable system that can solve transaction fees and speed issues with ERC-based NFTs.

The MECI DeFi-NFT Platform takes advantage of the BNB Smart Chain Network alongside MECI's own blockchain operating environment to ensure the optimal experience for its users. A handful of metaverse games are run through the Ethereum network, which has its own merits, but MECI chose BSC to prioritize an economical transaction experience and optimal speed.

Game Creator

Meta Game City has a special eye for the prosumer market. This market involves users not only consuming content but also generating their own content and sharing them within the platform, ecosystem, and community. As such, creators or aspiring creators need the necessary tools to convert their ideas into something concrete.

The Meta Game City Game Creator platform is a separate software inside the metaverse that allows for the creation and development of games inside Meta Game City. It is a tool that provides creators and developers with what they need to create games. Through the Game Creator, users can utilize the in-game assets purchased from the Asset Marketplace to create games in the metaverse.

Games created via the Meta Game City metaverse bring plenty of benefits for both creators and the metaverse as a whole. Games and Mini-games, of course, will attract new users to the Meta Game City Ecosystem. At the same time, the more people use and pay for the games created by content creators and developers, the more tokens and overall rewards they would get from the platform. The Game Creator is one of the cruxes of the user-generated content ecosystem of Meta Game City.

The Game Creator platform targets the prosumer market specifically. Through this tool, any user can become a content creator and even gain a new revenue stream inside Meta Game City. A metaverse populated by games created by Meta Game City's own users would solidify, encourage, and inspire the community to share their own creations.

Extended Reality Technology

Meta Game City features support for Extended Reality technology. This means that hardware related to virtual reality and augmented reality will be used in Meta Game City and the metaverse. The metaverse supports an ecosystem of immersive technologies through both VR and AR alongside Extended Reality software. The platform allows users to use virtual reality headsets and controllers at the moment. Additionally, the game can be accessed from a computer's web browser.

XR technologies used for Meta Game City aim to make the metaverse experience more immersive for the player. This is especially appropriate for the metaverse society – where different industries and sectors are being simulated in the metaverse. Additionally, huge events such as concerts, art galleries, racing

games, or even plain socializing among other immersive events can be improved through the addition of XR technology in the metaverse.

Service Expansion

Alongside everything, Meta Game City is also collaborating on expanding its services through new technology. MECI is supporting the development of Extended Reality devices and the integration to the metaverse platform. Additionally, Wi-Fi 6E is something that MECI is keeping an eye on.

The future of the metaverse, as of now, is getting closer with the introduction of newer and better technology. The combination of Wi-Fi 6E, AR, and VR technology, alongside 8K streaming will present the most immersive virtual experience for players to date.

Additionally, we have a strategy to expand our current metaverse service and integrate it with mixed reality services to further enhance the experience in the Meta Game City metaverse.

Business Model

MECI's business models involve utilizing both the gaming and social media sectors in the metaverse. The emergence of the metaverse presents a new business model for games and social media. Traditionally, games earn income through content releases and subscription services. On the other hand, social media platforms earn income through advertising.

Pivoting Strategy

MECI adopts a pivot business strategy where we will respond quickly according to market response. In detail, a fast-changing startup environment requires quick response while maintaining the core of the business.

The Prosumer Market

MECI aims to cater to active prosumers in the platform. Prosumers, by definition, are users who both actively produce content and consume content. Roblox, a prominent metaverse, inspires this business model.

Users can produce and sell their content in Meta Game City. Creators can choose to produce mini-games, avatar skins, and other types of virtual assets and then sell them for a fee. This business model encourages more users to participate in the platform.

Exclusive Media Services

MECI's second business model involves collaborating with clients by selling various media services in the metaverse. In detail, a media platform within Meta Game City is allocated to present various types of media at the same time. The profits of the collaboration are divided into a certain percentage with content producers/exclusive companies.

One prominent example is the Fortnite and BTS collaboration. Fortnite premiered South Korean boy group BTS' song 'Dynamite' within the game. Additionally, the collaboration included a 'BTS Dynamite Pack' which featured three unique dance emotes. This not only contributed to an increase in sales for Fortnite but also generated new sales for BTS and its label BigHit.

Marketing Collaborations

MECI's third business model involves marketing collaborations with clients inside Meta Game City. This business model involves utilizing Meta Game City's user base to drive digital advertising sales catered to companies wishing to enter the metaverse.

Zepeto is a great example of this business model. Companies such as Nike, Converse, and Gucci have partnered with the Zepeto application to provide skins for avatars and various products for the app's users.

Subscription Fees

MECI's fourth business model involves subscription fees in Meta Game City. Since subscription-based models are prominent, especially with Over-The-Top (OTT) media services, this can be expanded in the metaverse as well.

P2E Model Structure

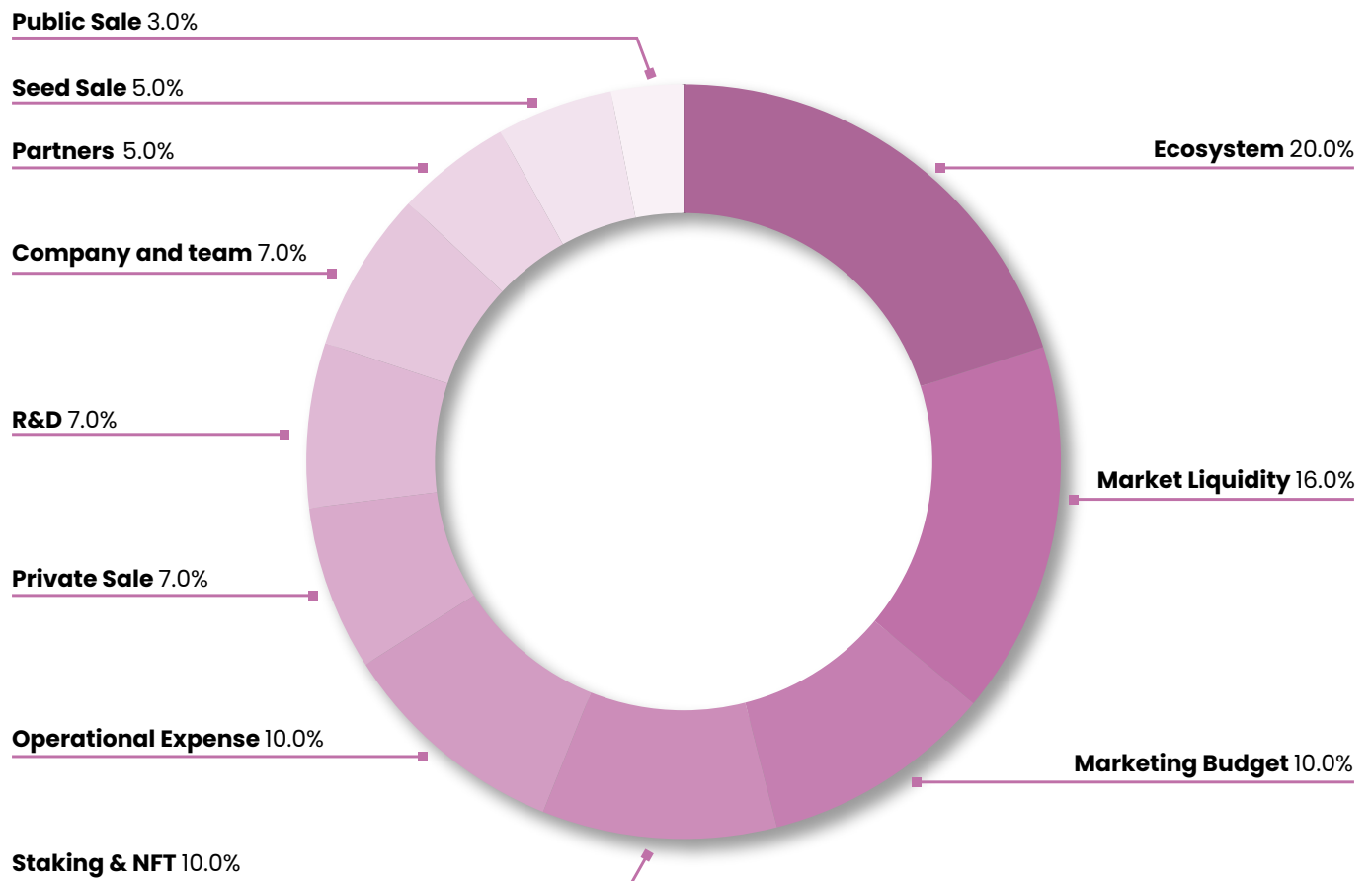
The MECI Play-to-Earn (P2E) Model Structure involves the different ways users can earn income through playing the game. Meta Game City will hold events such as Player-vs-Player (PvP) events and tournaments where players can gain profits by participating and winning. Additionally, miners in the game can also earn income by generating consumer goods and selling them in the marketplace.

Economy

Tokenomics

The MECI token (MECI) is a BEP-20 token with a total supply of 2,201,011,250 MECI. Up to 154,070,787 MECI will become available for sale. Meanwhile, the same amount of tokens will also be allocated for the development of the MECI ecosystem – which includes the mobilization of marketing efforts, collaborations, integration of features, and technology, among others.

Token Distribution



Sales and Marketing Expenses

MECI has allocated a total of 41% for overall sales and marketing efforts – 15% for sales-related expenses and 26% for other marketing-related expenses. The token distribution for these expenses will be the following:

Beginning with sales expenses: 5% for seed sale, 7% for private sale, and 3% for public sale. Meanwhile, for marketing expenses: 16% will be allocated for marketing liquidity; and 10% for other marketing expenses.

We acknowledge the huge role that marketing plays in the success of a company. As such, we've made sure to prioritize a good amount of our tokens towards it.

Operations

MECI has allocated a total of 44% for overall operational expenses. We acknowledge that a company has to maintain continuous growth internally to successfully keep operations. As such, we will prioritize growing the company through ecosystem development, R&D, and, of course, supporting our own employees with their salaries.

The token distribution for MECI's operations expenses will be the following: 20% for ecosystem development; 7% for research and development; 7% for the company and team; and 10% for additional operational expenses.

Partners

MECI will also set aside 5% of tokens for our partners. We acknowledge that without them to support our growth, MECI wouldn't be where it is. As such, we will always think about the good of our partners throughout our company's growth.

Staking

Finally, MECI will set aside 10% for staking and NFT expenses. This allocation ensures that the MECI token remains stable and that our NFT platform remains funded well.

Token Operations

MECI has three plans for Token Operations – Token Airdrops, Token Burning, and Token Staking.

These three operations are all for the improvement of the MECI ecosystem and the token as a whole.

Through Token Airdrops, the community can enjoy rewards with MECI, as well as be encouraged to keep in touch to make sure they're up to date with the latest airdrops. Then, through Token Burning, the demand of MECI will stabilize if not increase as the supply gradually decreases. Finally, through Token Staking, users can earn more MECI rewards with the platform.

Utility

Metaverse Space Sales Fee

Users must purchase virtual world space using MECI tokens in Meta Game City. A percentage of this paid amount is taken as a fee. Users can do as they like with their virtual space and even resell it if they ever choose to.

Item Sales Fee

Basic NFT items are sold at the NFT Market and can be bought using MECI Tokens. The market is stocked with essential items for every user.

Content Payment Fee

Users have to pay content creators with MECI Tokens to use any of their created content. A percentage of this paid amount is considered as a fee.

Advertising Fee

Users who wish to advertise must pay fees to property owners in Meta Game City. Advertising fees depend on the number of advertisements, the location of advertisements, and the number of people reached.

Governance Token

MECI is also a governance token that allows holders to participate in important decisions in the platform by utilizing a Decentralized Autonomous Organization (DAO) structure. This means that people who own MECI tokens have voting rights in the direction the platform may take. These voting rights could include prioritization of features, changing of roadmap timelines, attribution of contents, and many more.

Game Token

Game Tokens are used to pay for games or to participate in various events. Token rewards can be earned through in-game missions and quests.

On the other hand, game developers can also receive token rewards by launching their developed games through the MECI Game Market. The Game Market attracts new users to Meta Game City and activates the MECI Protocol system, which is a protocol based on a decentralized algorithm that rewards the game developers and users alike.

Therefore, game developers, users, influencers, advertisers, and data consumers all contribute to the ecosystem's expansion. Each of these contributions will be rewarded according to their activities.

Road Map

2022

Q1

- Launch Whitepaper V1.0
- Establish Metaverse R&D Center
- Issue of MECI Metaverse Game Coin

Q2

- Partnership Disclosure
- Metaverse-Based Platform Design and Development

Q3

- List MECI on Overseas Exchanges

Q4

- Develop a Social Casino Game
- Develop PFP NFT Design

2023

Q1

- Complete the development of the PFP NFT design
- Develop a Token Payment System

Q2

- Launch MECI Wallet Service
- Develop the NFT Marketplace
- Launch the Social Casino Alpha Testing

Q3

- Develop Metaverse Game City
- Launch the Social Casino Game Beta Service

Q4

- Launch PFP NFT Minting
- Launch the NFT Marketplace Official Service
- Launch the Social Casino Game Official Service

Team



Shawn Youn
CEO / Co-Founder

Shawn has over a decade of experience in managing teams as a C-level executive. Apart from overseeing the entire MECI team, he supports the growth of other companies in various industries such as Kiwi Co., where he is also the CEO.



Ragavendra Raja
CTO

Ragavendra honed his blockchain development and leadership skills at TNC Group, where he worked for many years. As the CTO of MECI, he manages the team of developers – both onshore and offshore – to realize the project’s metaverse vision.



Sang-hoon Lee
Blockchain Developer

Sang-hoon is the lead developer for MECI’s upcoming peer-to-peer (P2P) crypto wallet. He has been in the industry for many years, with experience in designing decentralized exchange frameworks and auditing blockchain smart contracts.



Jun-seong Kim
Blockchain Developer

Jun-seong is MECI’s ace engineer for Puzzle Fantasy’s unique game algorithm. He is also developing the integration of non-fungible tokens (NFTs) into the game to ensure a seamless metaverse experience for our player base and casual ecosystem members.



Raja Sekar
Developer

Raja handles the back-end development for MECI’s crypto social casino to ensure all games are provably fair. He also assists the team in auditing our project to ensure a secure blockchain infrastructure for our metaverse.



Advisors



Sung-pil Park

Sung-pil's rich career experiences will be a huge asset as he takes on an advisory role for the MECI Project. With previous responsibilities as a Director, Head Professor, and even advisor to the South Korean President, Sung-pil will ensure the MECI project's success.



Si-hyun Kim

Si-hyun has extensive experience with one of Korea's most prestigious universities – Korea Advanced Institute of Science & Technology (KAIST) – which will provide him with valuable tech insight as one of the MECI project's advisors.



Partners



Contact Us

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