MGN White Paper v1.O

[Block-Chain base Game distribution Project]

Prolog

Until now, games have grown into experience-based services.
In the future, the value of the game will be maximized and sustainable.
Only when game content becomes the core will a block-chain based game platform be built ultimately.

Existing decentralized game applications (Dapp have to maintain simple form) have prevented users from integrating everyday game content with block-chain technology due to low TPS (transaction fee per transaction) problems.
These early block-chain games led to a vicious cycle that limited user enjoyment, making it extremely difficult for developers to invest enough resources in quality game Dapp with a short life cycle for games that consequently undermine sustainable benefits for developers and users. And in some cases, it has come to force them to give up their development efforts completely.

Depending on the ecosystem is rapidly growing chain block transaction throughput increases, and ETH, NFT, Metaverse are exponentially increasing demand of the new platform based on the deal.

Although there are disadvantages in that the transaction volume to be processed increases, the processing speed is slow and the fees incurred are expensive, but in reality, it is difficult to move to another block-chain separately from ETH, which serves as a key currency.

The number of operational chain around the world block based Apps dapp 3,920 and a foundation ETH dapp with acquired a unique position to 73.9 percent share and is more than 2,900 have.

'Layer 2 (2 layer)' solution will be a platform appears to troubleshoot accordingly.
ETH popularity keeps the advantages, but the disadvantages of a slow speed, flying matter of commission to improve.

Layer 1 coin vs layer 2 coin.		
Layer 1	Division	Layer 2
Independently operated block-chain.	Concept	A separate network connected to the existing block-chain.
Expanding its own ecosystem such as DApps and platforms.	Goals	Increase the processing speed of existing block-chain and reduce fees.
Block creation, proof, transaction processing.	Function	He's in charge of dealing with the transaction, and the rest is L1.
ETH, ADA, SOL, LUNA	The main project	MATIC, LRC, OMG, IMX

▸ Layer 1: Independent block-chain

▷ Ethereum • ADA • Solarana Layer1

Layer literally means 'floor' in English. To put it simply, layer 1 has the first floor and layer 2 has the second floor. Before looking at the second floor, of course, it is necessary to understand what layer 1, the first floor, is.

You can think of Layer 1 as a block-chain that we commonly know.

Record, approve, and process transactions in blocks.

If you have your own block-chain, all of them are Layer 1 coins.

Ethereum is the representative runner of Layer 1 Coin.

However, as we have seen earlier, Ethereum disadvantages are clear.

It is the famous Block-chain Trillema.

The ideal block-chain must meet all three of the following. It is 'expandability', 'security', and 'decentralization'.

However, it is not easy to have all three.

The more people who participate in block creation and agreement, the higher the degree of 'security' and 'decentralization'.

As many people verify it, the reliability increases and the centralization problem is solved.

However, this will inevitably slow the processing speed. In other words, the 'expandability' decreases. However, if the number of people is reduced to speed up, security and

decentralization problems arise on the contrary. It is simply a dilemma, or "trilema."

Several block-chain projects have been launched to overcome these limitations.

These are attempts to improve Ethereum problems by creating a new block-chain that is completely separate from Ethereum.

Examples include "ADA," ranked fifth in coin market capitalization as of February 3, "SOL," ranked sixth, and "LUNA," ranked ninth.

However, these coins are also not completely free from the block-chain trillema.

Although each person is evaluated to be better than Ethereum in terms of speed and security, it is equally impossible to meet the three elements of the block-chain at the same time.

▸ Layer 2: Polygon • Omisego
▹ETH makes use of strengths and improves speed.

Layer 2 coin can be viewed as an "expansion pack" of Layer 1 coin.

It does not operate a separate block--chain like Layer 1 coin. Procedures such as block creation, agreement, and transaction approval are left to the first floor.

Instead, the second floor specializes in 'transaction processing'.

Instead of entrusting security and decentralization to the existing block-chain, the goal of the Layer 2 solution is to help process transactions as quickly and inexpensively as possible. Since transaction processing is performed on the second floor, the block-chain workload of Layer 1 coin is reduced.

Most of the existing Layer 2 solutions were created to improve Ethereum processing speed. Coins such as Polygon (MATIC, 14th), Omisego (OMG, 99th), Immutable X (IMX, 104th), and Boba Network (BOBA, 183rd) are well-known Layer 2 coins.

An example is taken as a 'convenience store' to help understand Layer 1 coin and Layer 2 coin.

Ethereum is the absolute No. 1 dominating the world's convenience store industry.

There are also other convenience stores.

Convenience stores such as "Solana," which is faster to pay than Ethereum, and "Eida," which has been verified for security, are also thriving.

However, both product sellers and prospective buyers always visit Ethereum.

This is because Ethereum is the absolute number one convenience store.

It is spread throughout the country, so sales are good, and consumers have good accessibility.

However, the problem of Ethereum convenience stores is also clear.

It takes a long time to purchase because users flock like restaurants during lunchtime and line-up. They even check the payment too thoroughly.

Hundreds of Ethereum employees go through verification procedures.

The purchase can only be successful if the amount is just right, whether it is a counterfeit bill, or if the credit card received is defective.

In addition, legal cutting is possible in the Ethereum world.

If you give money (fee) to Ethereum employees, they can buy things before the person in front of them. Since the amount is not set, the fee continues to rise.

One day in front of the Ethereum store, which was a headache, another small store opened. The store's name is "Layer 2". Layer 2 stores provide several services to speed up purchase. For example, after receiving orders from dozens of customers waiting for purchase, they enter Ethereum and place orders at once. All complicated verification procedures are postponed. Whether it's a bill or a counterfeit bill, I get it first and pay. In addition, if a problem occurs later after post-confirmation, the Layer 2 employee is punished.

Some Layer 2 stores sell Ethereum products on a small scale.

Anyway, using Layer 2 stores will drastically reduce consumer usage time and fees. This is the effect of Layer 2 coin. However, it is difficult to regard Layer 2 as a separate convenience store brand. It can be seen as a "purchase agency" that collaborates with Ethereum to handle tasks instead. The outlook for Layer 2 coins is bright. This is because demand for layer 2 platforms, which have fast transaction processing speed, is steadily increasing as transactions on DPI • NFT platforms become more active.

However, there are also things to be aware of. It is none other than the appearance of ETH 2.0. Ethereum plans to complete large-scale updates by the end of 2022 by significantly increasing the speed of transaction processing and lowering fees. If the update proceeds successfully with ETH 2.0, the need for Layer 2 coins is relatively low.

Point

MetaGameNet (MGN) is a project created by a group of experts who have experienced the game industry over the past 20 years in deep consideration of providing solutions to solve the centralization problem of game distribution (Google Play, Apple Store) and three problems of the block-chain ecosystem ('expansion', 'security', and 'decentralization').

"MGN"

We solved the problem of low TPS and excessive fees through the convergence of existing block-chain projects.

The public block-chain functions under the hybrid structure and connects it to the intermediary chain.

Determinability can be secured through a multi-chain structure that can increase the number of private sectors.

It has been adopted to ensure efficient and smooth asset and data transfer between chains with trade representatives as well as block-chain to curb the increase in the number of games.

Securing a multi-chain structure will lower technical barriers for developers struggling with game development.

It provides a middleware Cross-Play that takes over the block-chain association function and minimizes modifications to existing games.

MGN aims to lower barriers to technology entry and minimize development costs for block-chain conversion of various game IPs owned by developers.

Game users usually only need to go through three levels, so their entry experience is greatly improved.

Instead of downloading, installing, and checking through existing Google, "MGN" provides.

Through the Cross-Play Platform, large-scale adoption will take place by lowering the complex steps currently required: entry barriers to existing game Dapp games.

It ensures that more than 20 million users and a group of MGN token holders, who are active as End-Users of global partners of MGN projects, provide high-quality game services and block-chain game services that satisfy gamers' expectations.

"MGN"

The token economy consists of three main tokens, called MGN tokens, game-specific tokens, and finally Reward tokens.

It provides a three-step MGN ecosystem that accumulates Reward tokens through individual activities such as attendance check, game advertisement viewing, and game item purchase, and converts them into game tokens at a certain rate.

Platform participants, developers, and users can receive MGN tokens.
Token holders share the value of tokens and become parties to promote the development of the MGN ecosystem.

Sustainable ecosystem.

1. Homo Ludens.

It is a classic study that accepts the debate on defining and exploring human nature as one of the most persuasive disciplines.
In particular, entertainment has the most important meaning in human history and is an important factor in each individual's quality of life.

Importantly, the meaning of entertainment that humans explore and pursue today is greater than ever.
It is well known that entertainment is also created by the most common and popular form of entertainment. Among them, games are a very big market. Games have established their own culture, and as a result, they have developed into a significant industry. However, the game industry is not properly evaluated compared to its importance and popularity level.
There may be some explanations for why this is so, but this white paper emphasizes the consumable nature of game play led by fragmentation in the game industry.
In this white paper, we would like to share how we develop the game culture into a play

culture. You can find the starting point in Homo Ludens.

2. Eco system.

Despite the popularity and size of the game industry, games are essentially consumable.

Many gamers continue to face criticism that playing games is a waste of time, and they themselves can feel guilty about this.

On the other hand, game developers are well known to have difficulty in producing quality games, and game platform providers with already successful game titles do not stop searching for new games.

At the heart of these problems are fundamental structural problems of game production and services and the follow-up method in which games are consumed.

Even if multiple games are provided on the same platform, they remain independent of each other and have different life cycles.

At the end of the game life cycle, users can feel empty.

As all games are fragmented into separate games with different contents, developers are often under constant pressure to develop additional developments and sequels to extend the life cycle of these games.

On the other hand, platform operators say that it is difficult to provide services in the long run because users are likely to leave the platform after a certain amount of games are completed.

If the game does not work in a standalone manner and connects to each other, this current problem is substantially solved.

Once an ecosystem that connects games, users, developers, and platform providers is established, the game landscape will be quite advanced.

These components no longer need to be regarded as conflicting enemies or objects of criticism, but they can coexist and have a positive impact on each other.

MGN tokens are platform-level tokens and reflect the value of game tokens.

As a means of delivering value, MGN Token appeals to users in various ways.
The entire ecosystem. When game tokens are used, the game provides the ability to maximize entertainment value and strengths.

In addition, users can continue to do individual activities such as checking attendance, watching game advertisements, and purchasing game items through Cross-Play Platform access and receive Reward tokens.

MGN Token serves as a currency that investors can cash in with stable tokens.
Users can convert mined tokens into MGN tokens at a certain rate through P2E game play.

An ecosystem is a complex system in which all components interact organically for sustainable growth.
Community needs to create an ecosystem to pursue long-term growth.

There have been various attempts to build an ecosystem that interconnects games, but there are not enough verification models yet.
Currently, the influence of individual games is still practically the most important, and the success or failure of the ecosystem will greatly depend on the influence of the game.
This trend is due to the conflict of interests of ecosystem participants, fragmentation, and lack of major infrastructure to build an ecosystem.
We want to solve these problems by forming an advanced ecosystem.

3. Block-chain based game system.

What is needed to build a practical advanced ecosystem far beyond what past attempts have attempted to achieve?

We found the answer in the four main principles we want to realize: the mini ecosystem established by sharing and spreading, the shared interests, the vibrant circulation structure, and transparency.
This section aims to elaborate on how to implement these principles.

i) A mini ecosystem through sharing and spreading.

We believe that today's vicious cycle of game production and service continues.
While developers are making tremendous efforts to successfully launch games, users consume them much faster than expected.
To address users' continuous needs to enjoy more in the game, developers constantly release updates and new content, making the game more complex and burdensome over time.
Ironically, therefore, as developers put more effort into games, the number of new users tends to decrease over time.
As a result, the decrease in new users ultimately makes games less interesting to existing users.
As games evolve and become more complex, the entertainment function of the game originally imagined by the developer does not pay off.

In addition, new content added to the game also has limitations in creativity because it has to frame and capture within the boundaries of the existing game.
How can this vicious cycle end?
I think the solution lies in the principle of 'sharing and spreading'.

Block-chain based platforms will allow developers to shift their focus toward providing a pleasant user experience when launching new games.
Users can form a stronger attachment by allowing them to use various assets in the game, such as characters and pets.
Instead of spending time and effort only to make the game more complex, developers can

create new games that utilize previously created assets, which will have greater consequences for all users.

How to share and multiply assets in the game will help developers focus on providing new and exciting user experiences.

MGN tokens and block-chain items are designed to comply with common standards.

This means that DApp in the MGN ecosystem are not technically restricted when using existing DApp tokens and items.

We will actively support the sharing and extensive use of assets present in the network.

As a result, developers will be able to actively utilize assets generated in games they have serviced, create links between games, and maintain users when launching other new games.

Through this process, developers can build a mini ecosystem that connects their games with their respective assets.

They are no longer in a position to push for inefficient and demanding post-launch updates, but can carry out new, more productive attempts.

Also, these mini ecosystems can interact to enable greater sharing and spread.

Mini ecosystems also have important implications for users.

In the existing fragmented game platform, the assets gained by users from playing games are structured in a discontinued form, and their value drops sharply as each game's lifespan expires.

Users feel like they have wasted time and money on a particular game, so they lose motivation to continue playing.

This weakens the growth potential of games and platforms, weakening the foundation of the industry.

Through the mini ecosystem, players can share and distribute their assets to ensure continuity and actively participate in game play by minimizing user opportunity costs.

Users will no longer feel wasted time.

This asset continuity, combined with the irreversible nature of the block-chain, will create a new type of game asset.

From the platform provider's point of view, a potential virtuous cycle in which mini ecosystems continue to bounce out and reconnect with each other no longer requires excessive resource input in blindly pursuing successful sales of games.

As developers become free from attempts to maximize profits at all costs, they will be in a more favorable position to maintain user and developer-friendly policies.

Support and positive responses from users and developers will be the foundation for a larger and mutually beneficial ecosystem for all participants throughout the value chain.

It strives to achieve value creation through sharing and diffusion, an approach different from existing platforms that cannot be shared due to fragmentation of games and their assets.

This is a way to minimize consumables to maximize the value of the network and encourage active participation of both users and developers, and this approach has enormous growth potential as it is also linked to the current growth trend of the sharing economy.

The most important thing to create a well-functioning ecosystem is that all components are not fragmented but connected to the interactive impact and joint development.

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ii) Common interests

Over time, we have witnessed various groups of behavioral tendencies.

From the macroscopic to the microscopic level, whether we are dealing with the entire planet, or intimate friends, members, and communities are always coming and going.,

Nevertheless, a distinct feature found in groups that maintain and thrive in the long run is that they share common interests and directions regardless of their size and nature.

Only then can any group or individual go through trials and ultimately achieve what they pursue.

Most of the game platforms and ecosystems that exist today did not share that interest, and if so, they existed only in the weakest sense.,

Ecosystem participants were preoccupied with pursuing their own interests, and despite

attempts to present continuous common interests, they lacked systematic support, making it difficult to achieve.

MGN proposes a system that can establish shared common interests among ecosystem participants.

In short, it is a token economy that allows token value sharing.

From platform providers who issue and hold tokens to developers who receive tokens in return for game sales, and game players who earn tokens through time and investment in game play, all participants receive greater rewards as the token's value increases.

Due to the aforementioned "sharing and diffusion," token economy is no longer subdivided into individual games but integrated for connectivity and scalability.

Therefore, all ecosystem participants can build stronger values than common interests and actively cooperate to add stability to the ecosystem in response to threats to the ecosystem.

iii) Circulation structure

In order for the ecosystem to operate stably and efficiently, an active internal circulation is absolutely necessary.

A consortium in which all members simply lean in one direction will succeed or fail, which could lead to division within the group and threaten the overall viability of the ecosystem.

In an ecosystem with limited resources, an efficient circulation structure is very important.

The circulation structure of MGN is designed based on token economy design.

As platform providers create and supply tokens to developers and users, the foundation for ecosystem expansion is laid.

Platform providers can accommodate network maintenance costs through fees charged for transactions occurring within the network.

Developers are rewarded for certain tokens, game tokens, and users' game play, and sell items at in-game stores to retrieve tokens and continuously secure necessary tokens to maintain profits. Users gain game value. Specific token as compensation for game play. They can also get tokens. Users who sell items to other users who get them while playing the game can pay with them.

Tokens obtained to purchase items needed to earn greater rewards in the game and game-specific tokens are exchanged for main tokens or others in the store to maintain (game tokens) revenue.

The circulation structure and the MGN ecosystem that connects all ecosystem participants continue to grow while maintaining a continuous and efficient flow internally.

iv) Transparency

We share an explanation of how the vision will be met above our vision of a block-chain based game ecosystem.

These are new concepts and plans that have not yet been implemented.

New ideas always raise passionate expectations, but they are also skeptical.

The key task will be to resolve participants' doubts and concerns about the introduction of a new system rather than a proven existing method.

Building trust in relation to the bold goal of building the right ecosystem will be the most important task.

The basis of trust in our system will be realized through the full disclosure of information from smart contracts.

Many game companies and platform owners exercise and do not disclose exclusive control over very sensitive and sensitive information.

These practices may have strengthened system control and maximized profits, but nevertheless failed to coordinate interests with users.

Businesses and users could never strengthen their relationships, which served as an obstacle to creating a healthy ecosystem.

All transactions occurring in MGN are based on smart contract codes that anyone can access.

The decline rate of block-chain items and the logic of payment of compensation tokens are all subject to public consensus among participants.

All transaction records are released through the block-chain.

Neither explorer, nor one, can change or destroy the agreement.

Transparency secured through distributed ledger technology will be a key factor in bringing success to our ecosystem.

Integrated games and block-chain.

1. Unique characteristics of game service.

In that regard, the basics should be considered first for the integration of games and block-chain.

Environment that is the basis of game contents and services. In front of the current block-chain gold rush, various industries are attempting to integrate block-chain technology and business.

Integration attempts are also being made in the digital-focused game industry.

Asset trading. These projects have important implications as they enable a block-chain foundation.

The transaction of items and tokens created a new way of game play as well as the transaction of users' game data.

MGN will effectively provide new services built using block-chain.

Our goal is.

It is to create networks and services that incorporate the fundamental characteristics of the block-chain.

In our view, it is truly the only way to realize block-chain game integration.

The essential characteristic of the game is that experience-driven games are not a category of service.

Accessible only when deemed necessary. The user repeatedly experiences excitement.

Spending time to reward the experience from the game, that is, to immerse the game deeply, and to gain their own sense of accomplishment in game play are essential aspects.

In contrast, services in other fields, such as finance and medical care, are necessary and are mainly functional-based in that the frequency or scope of use is determined in advance.

Functional needs, such as the size of potential financial transactions or the integrity of their own diseases, will be fundamental determinants of their service use.

Whenever you have free time, you will access your online bank account or repeatedly

access it to use the stock market regularly.

As an experience-oriented service, if we integrate this with the block-chain, the game service has a destructive power.

As explained above, game-related asset trading services have not been experienced before, but general asset trading is not.
It is difficult to achieve economies of scale or sustainability according to specific demands when it turns out that transactions are necessary rather than games based on repetitive and continuous experiences that make up the core of enjoyment.

2. Block-chain integration into game contents.

We discuss the essential characteristics of the game and emphasize the experience.
In terms of leadership, we need to create disruptive game services by converging with block-chain.
We will explore actual methods for implementing the planned platform.
Above all, we propose to integrate the block-chain with the "daily content" that users access every day.
In contrast to providing limited assets, rewards are an essential part of the game experience.
Transactional services are used only as needed.
Repeated game experiences must be realized on the block-chain.

Methods to integrate block-chain into everyday content include the adoption of block-chain instant.
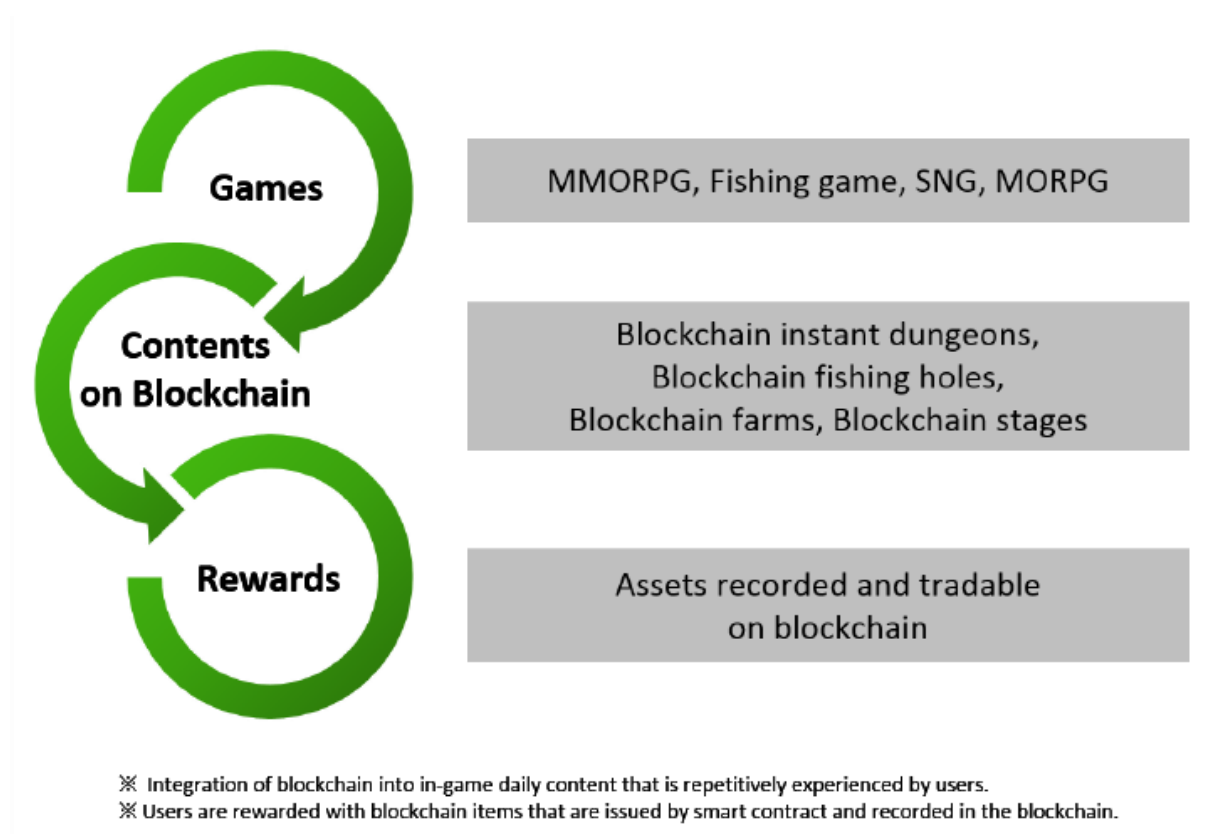MMORPG, dungeons and hunting areas of block-chain farms and SNG factory buildings, block-chain fishing for fishing games, and block-chain stages for MORPG.

Users can experience block-chain through the core content they access every day, and we believe that block-chain assets as game play rewards issued and recorded through smart contracts are true block-chain based game services.

Our proposed approach is particularly important in the long run.

Unlike relatively simple usage methods, MGN, a block-chain project that has already been released on the market, presents differentiated value to users through market verification games and direct integration.

It will open the way for a sustainable block-chain ecosystem in block-chain and game content.

Games — MMORPG, Fishing game, SNG, MORPG

Contents on Blockchain — Blockchain instant dungeons, Blockchain fishing holes, Blockchain farms, Blockchain stages

Rewards — Assets recorded and tradable on blockchain

※ Integration of blockchain into in-game daily content that is repetitively experienced by users.
※ Users are rewarded with blockchain items that are issued by smart contract and recorded in the blockchain.

3. TPS and Fees.

As a result of devising a specific plan to integrate the core of game content with the block-chain,

It includes important problems to be solved from the beginning: Transaction Per Second

(TPS) and fees.

The current block-chain network, which acts as a platform, can record TPS tens of seconds smaller. It's thousands of them. Even if the network could record thousands of TPSs, it would still be. You lack the ability to provide multiple DApp that carry out large amounts of transactions. What's important about game services is that excessive processing of TPS will have a congested impact on the entire ETH.

Even if the network that occurred when CryptoKitties was released boasts a high level of network, in the case of TPS, providing various game services creates the same type of problem. Many popular games with these diverse transactions or rich content lead to limitations in TPS processing speed.

Block-chain is linked, and many block-chain game projects eventually focus on asset transactions. In addition, instead of integrating block-chain into core game content, it is to develop simple games. Another remaining problem is the fee charged for the transaction.

Steaks are needed to protect and maintain transaction fees or systems, which are public block-chain network fees.

When it comes to core games, the number of transactions increases significantly in connection with the block-chain, which will put a significant cost burden on both developers and users, which will hinder game play.

From the developer's point of view, they will lose motivation for service.
A game that requires RPG or any work to cover the cost of hunting monsters,
It is a harvest from SNG.

If they have to deal with the burden, users will certainly not play such a game.
Unless the transaction fee problem is solved, the possibility of block-chain based activation is very slim. This is because games can be enjoyed by millions of users.
Therefore, game DApp developers cannot design their own games due to low TPS and commission problems.

Active creation of transactions and frequency of transactions are eventually directly linked. Depending on the amount of game content, as a result, the current game DApp aims for a relatively simple structure, but such simple structured games do not continue to provide fun. A simple user experience shortens the life cycle. These short-lived games generate significant revenue, resulting in limited resources.

With investment for game Dapp production, difficulties in producing quality games, low TPS, and fees unresolved, the game business will continue to be trapped in this problem. It's a series of vicious cycles. We can reach the following conclusions.

The successful integration of block-chain and games is a system with high TPS and scalability and is not excessively affected. To address this problem, MGN proposes a multi-configured hybrid structured block-chain network.

It is the best block-chain to solve the current situation. Considering the ecosystem that supports quality games, the next page details the multi-chain structure.
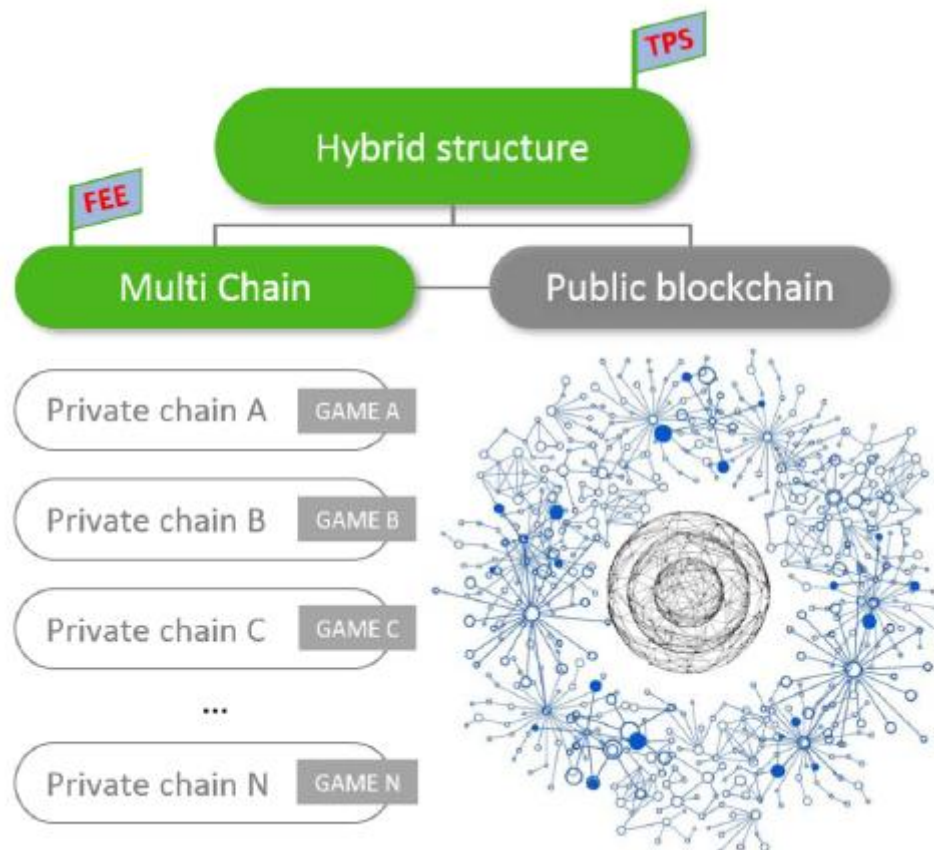
4. High entry barriers and game quality.

Another obstacle to overcome when providing block-chain is that block-chain based game DApp services form a high barrier to entry from complex UX.

Even after the user downloads and installs the game DApp, more obstacles are waiting if you try hard to access the game.

"The user must install the wallet."

As MetaMask or Scatter, backup for security, account activation, etc.

A series of cumbersome steps for the user can test patience.

I managed to pass the wallet installation, but there is still another challenge to overcome.

As mentioned earlier, cryptocurrency is needed for game play due to the transaction fee of the public block-chain.

Users will learn about the need to decrypt staking or purchasing during the game.

The user will realize that the first thing to do at that point is to open an account in password exchange.

These complex steps are clearly a factor that prevents users from using the game DApp.

Users who have experienced DApp and cryptocurrency can successfully pass this step.

But not many people will be in that position.

Despite the overwhelming number of potential users, in the case of game DApp, providers cannot simply expect to cope with complex UXs.

Ultimately, there will be a need for a minimized process and a convenient UX that has improved our attraction capabilities.

Users, MGN sees this as a "very important business" and the proposed solution is as follows.

As explained, there are few incentives for users to experience the hassle of switching to a given game DApp.

Poor UX experience is a factor that the game DApp ecosystem has not yet been actively adopted.

It is an obstacle that prevents users from even trying.

In order to motivate users to explore the unfamiliarity of the block-chain, it is important to improve Reward, its accompanying inconvenience, and the quality of the game DApp.

At the current level, mass adoption will not be possible if only users or cryptocurrency investors are targeted. The block-chain experience and the value of the block-chain industry are proven only when used by all users. The transition from the existing game industry to game DApps means that there must be a Cross-Play Platform. Emphasizing or advertising the unique characteristics of appealing to the user's eyes, block-chain technology will not mean much to them.

This will be the reason to secure a competent user base compared to the will of existing games only when the quality of DApp is considered. As explained earlier, we are not burdened with any of the following.

Create a transaction. In other words, we have the ability to handle games of all types, shapes, and sizes. Compared to other App games, it provides high-quality DApp above a competent level and integrates block-chain into existing App games and converts them into DApp to increase the value of the ecosystem.

MGN systems and services.

1. Multi chain project and hybrid structure.

We explained why excessive transaction fees are required with a scalable and free system and a high level of TPS is required for mass adoption of game DApp.
As a solution to this problem, Game Dapp and MGN propose a hybrid structure consisting of multiple chains.

This section describes MGN network in detail.

MGN multi-chain-based hybrid structure consists of three layers: block-chain, asset management, and bridge chain as a service.
The side chain as a multi-service will be called a service chain.
Block-chain for asset management is called Public Chain.
The chain for asset trading, a relay chain that operates between the service chain and the air, is called a bridge chain.

The service chain plays a role in processing large amounts of transactions occurring in the game. Dapp, platform chain, or public chain serves as the destination of tokens.

The economy that manages assets, or bridge chain, is responsible for trading and trading assets. It exists in service chains and public chains.

Step-by-step functions are provided below.

1) Service chain

As mentioned earlier, the integration of block-chain and quality games can only be successful in the following cases.

TPS and commission issues are resolved. It is a structure in which transactions cannot occur and prevents the block-chain from integrating with core game content and can only be allowed. The answer to the production of relatively simple games is the personal block-chain. It is difficult to provide quality games because public chains cannot be free from TPS and fees. High-speed and flexible fees of private block differences can be compared to enable mass processing and dramatically increase transaction volume.

MGN service chain focuses on handling large amounts of transactions quickly and smoothly.

Assets present in the block-chain must be resolved based on the user's expected results.

When core daily content is fused with the block-chain, it is played. Only then can users have a real experience. This is the most meaningful way to integrate games and block-chain.

Another important reason for using private block-chain as a service chain is to secure scalability.

We only carry one game, but we are still trying to develop a DApp that can be used by a vast number of people. A significant number of user-based transactions will occur.

Nevertheless, this approach is only the tip of the iceberg.

MGN goal is to build a high-end ecosystem where users can enjoy numerous DApp, and pour out unimaginable numbers of transactions in minutes.,

Unfortunately, in order to pour out unimaginable numbers of transactions in minutes, current block-chain technology has not secured the scalability required for networks (chains) that handle unlimited transactions.

Personal block-chain is available to handle unlimited transactions.

As a result, parallel processing plans to increase the number of service chains as needed.

Increasing the number of chains in the block-chain ecosystem is a difficult task.

With difficulties in public chains, using personal block-chain will be much more active.

MGN service chain, an effective and efficient solution, is not dependent on specific matters.

Constraints and chains can be raised as much as the game needs, so MGN will perform the combination of unlimited scalability, namely, multi-chain projects with various activated block-chain networks.

With the development of a server/client structured game production methodology and a new paradigm using it,

You can add the value provided by block-chain technology.

2) Public chain

As explained earlier, public chains play the role of asset management in MGN.

Since it is not ideal to separate it from the existing block-chain ecosystem, it is appropriate to adopt the user's assets in the personal block-chain into the public chain to achieve its purpose.

MGN needs a high TPS level system to process bulk transactions generated as follows.

Therefore, a personal block-chain is used. Personal block-chain has the advantage of helping build a platform that provides multiple games, but it also has the disadvantage of restructuring asset utilization.

Tokens generated by MGN will be utilized in various ways within the ecosystem.

Nevertheless, MGN's token holders will try to increase the scope of token utilization.

MGN's main tokens can be used by the general public in a variety of ways.

If user assets can be better utilized in a larger number of public block-chain, assets will be more meaningful due to the presence of users combined with various asset utilization methods with MGN, and will be more suitable for using the intrinsic features of assets.

Due to the desire to expand assets in the public chain, users will have tokens by expanding their entry into the MGN ecosystem, so combining MGN tokens with external services can create various synergies.

3) Bridge chain

MGN service chain adopts a multi-chain structure in which the number of chains increases.

More games and transactions are made.

As the ecosystem continues to grow, games that create transactions with each service chain will also increase.

In principle, each service chain is an independent block-chain network, and it is the service chain that assets are re-created and expanded and maintained only within that game and within the corresponding service chain.

However, participants want to enjoy all the games they want in the MGN ecosystem without restrictions. Effectively manage game assets.

The user will not be interested in the following technical structure.

For example, we physically or logically separate the service chain of game A and game B.

Instead, what's important to them will be a user experience where they can easily check and exchange assets. It exists in the game they enjoy.

If these user experiences are not provided, they will not be connected in large quantities.

It is adopted regardless of the number of transactions that network technology can handle, and a chain is needed for easy transfer and comprehensive management of game assets between intermediaries, users, and developers.

In MGN, this is called a bridge chain.

All assets that exist separately in the service chain are traded through the bridge chain.

Ecosystem participants who want to trade assets can easily transfer assets.

Identify the bridge chain and counterparty and complete the transaction.

Once the transaction is completed, the assets held may be transferred back to the service chain.

The same mechanism applies to transactions between public chains.

Users can send their own transactions.

You can send tokens to the public chain and send tokens back to the bridge chain when the transaction is complete.

Due to the extreme importance of asset transfer, numerous projects between block-chain networks are currently attempting to connect different chains in the market.

The processing capacity of a single block-chain network cannot be unlimited unless the TPS problem is solved.

Despite the innovation in block-chain and computing technology, the industry and users will have to meet that demand in order for the block-chain ecosystem to mature in order to have a seamless service experience, and the importance of the block-chain ecosystem will continue to grow into multi-chain connectivity.

The part that needs to be introduced into block-chain networks in the current market is greater interoperability.

Only then can they beat the existing ones.

Server client structured services and further development, and MGN bridge-chain will accelerate the future of the block-chain industry and establish itself as a leader with free movement and transaction support between chains.
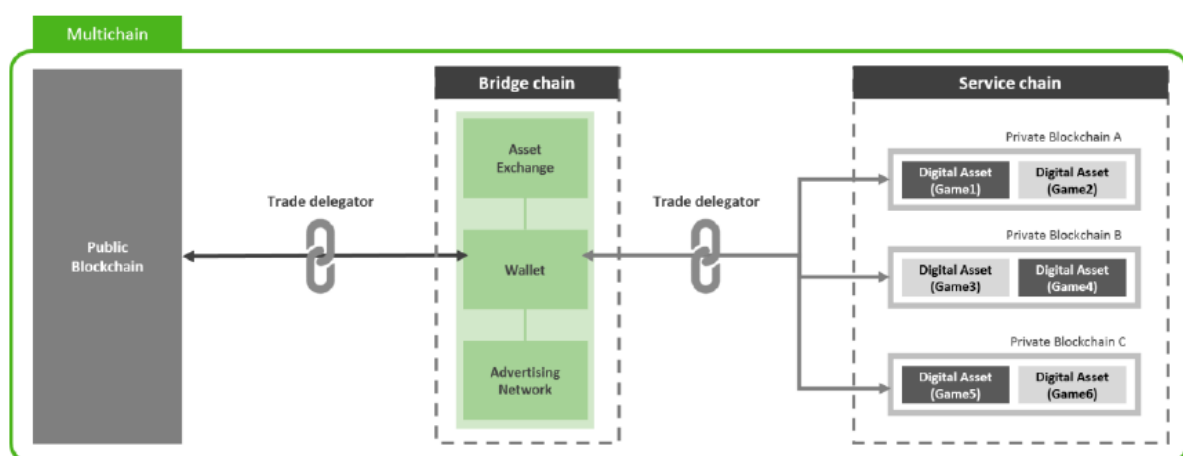
2. Trade delegator

Earlier, the MGN ecosystem has a multi-chain structure consisting of multiple chains, which allows users to comprehensively disclose and trade assets.

Trade delegators are responsible for performing these processes more efficiently.

As is widely understood, block-chain networks exist independently.

Similarly, MGN's service chain creates and records transactions in an independent manner.

In principle, it is impossible to transfer assets and data to other block-chain networks because each of these block-chain networks has assets and data that exist only internally and operate.

MGN ecosystem, the multi-chain method, enables this comprehensive asset transfer and management. We adopted a bridge chain for that.

Nevertheless, transactions through bridge chains cause another complication.
While trying to support users in a convenient way, it is not as simple as when smart contracts are involved in this process.

Start by recording transactions and appropriate payment terms sought by traders and participants in smart contracts. When more users participate, the transaction becomes more complex and it becomes difficult to obtain the information required for users to participate.
Existing block-chain based exchanges are particularly vulnerable to efficient management and delivery of this transaction information.
To overcome these vulnerabilities, all transaction information is classified and recorded in smart contracts by asset type and price whenever there is a transaction request, approval, change or cancellation.

The sorting process requires a large amount of computational work for the following reasons. As the smart contact structure and the number of transactions that require a lot of computational work increase, the amount of transactions that can be held in a single block will decrease.

Adding more transaction information increases computational work, making the overall block-chain network more efficient. It's going to decrease.

To solve this problem, MGN uses a trade delegate, a kind of middleware.
Trade delegators handle huge levels of gas limits on behalf of smart contracts, bringing efficiency to the trading process.

By covering part of the process, the trade delegate prevents risky transactions.
It is a process that overcomes the limitations posed by the block-chain and secures security benefits with a process that relies entirely on smart contracts, and the monitoring method provided by MGN ensures transparency in trader activities by monitoring the status or progress of transactions and checking whether they are transparent.

A service chain that processes transactions generated by game DApp and creates assets accordingly becomes a component of the MGN ecosystem through successful cross-chain transactions that ensure transparency and security.

Asset chains existing in each service are free to move from one chain to another. Users can access the game Dapp they want and move, or freely exchange rewards they have earned and participate in the ecosystem.

The key to enabling the free movement of assets between chains is our principles of "sharing and spreading" and "circulation structure," which make the blockchain ecosystem stronger. The block-chain ecosystem can become more robust. .

3. Wallet

Wallets generally play an important role in block-chain networks.

Playing a central role in block-chain assets is a very important factor, and similarly, MGN wallets play a pivotal role in managing assets within the ecosystem.

The MGN wallet performs four main functions: exchange, transmission, signature and gateway roles.

All transactions take place on the block-chain and are actually infrastructure that operates on the back-end.

In order for users to create transactions and use features on the block-chain, they must have an easy-to-use front-end user interface from MGN to wallet.

As the core DApp of the MGN ecosystem, the function of the wallet is described below.

Wallet functions as an exchange for various types of tokens that do not exist in the MGN ecosystem.

There are three types of tokens in our ecosystem.

With the basic token called the first MGN token, the game token, and the Reward token, the type of game token will vary depending on the choice of the game, and the need to exchange these game tokens will sometimes appear to the user.

We plan to use MGN tokens as a medium in our wallets to support the exchange of these game tokens.

As mentioned earlier, the importance of asset transfer will grow more and more noticeably in the block-chain network, and to respond to this, we have come up with bridge-chain and trade delegators.

Because it works on the back-end, users may not know what they are running.

On the other hand, the wallet is a front-end service.

With a direct user UI, MGN ensures that different chains are faithfully connected.

Regarding the transfer of cross-chain assets, an important transaction regarding the use of game tokens is the transfer of MGN tokens between internal and external public chains.

As mentioned earlier, the reason why users want to move MGN to a public chain in the MGN ecosystem is because

Anything can be supported, and MGN wallets support various types of transactions.

The signature function of holding wallets also plays a pivotal role for ecosystem developers and users.

Through a user-friendly UI, wallets provide a service that allows users to create addresses and sign transactions in MGN.

Wallet provides the ability to replace addresses.

Use n easily recognizable IDs so that the game Dapp of the service chain can generate valid transactions with the correct address.

Finally, the wallet serves as a gateway or features an ecosystem consisting of multiple game DApp (DApps), so MGN itself will be a big network.

As the number of related DBs increases, it will be more difficult for users to obtain information about these games, and it will be more difficult to find a path to access the game.

Many app stores and application industries that users are already familiar with existing games solve some of these problems, but there are no stores yet that offer quality services dealing with game DApp.

MGN provides users with "quality information about DApp that exist in the ecosystem" and provides Cross-Play Platform, a real path to find download paths and access them directly.

We expect to successfully play an integrated role of DApp within the MGN ecosystem.

4. Item exchange

Above, we explained the multi-chain, hybrid structure adopted by MGN to overcome the limitations of existing block-chain based game Dapp, back-end bridge chain that enables free movement of assets between chains, and wallets as trade delegators, front-end, and user interfaces.

It refers to an important additional user interface related to transactions, an item exchange function that enables the transaction of game items existing in the block-chain.

As explained earlier, MGN convergences the core daily content of high-quality games into a block-chain.

When users play these game DApp, they can naturally accumulate items that exist.

Block-chain game items of the same nature as NFT (Non-Fungible Token) are issued through smart contracts that converge with game content and exist in MGN blocks.

The NFT items acquired by users are assets that help them enjoy game play better.

And it is as important as an alternative token.

It can be processed when the user identifies which item is actually needed or when they wish to dispose of it, and you reach the point where you want to exchange the item with another user.

The need to exchange or trade items will appear not only within a single game but also between games.

To meet these needs, MGN provides an exchange of issues.

Unlike general block-chain, item-based exchange can support various transaction methods.

In various ways Seller can support reverse auction methods that buyers can purchase by selling and proposing minimum prices along with general auction methods for registering items they want.

Please specify the item you want to purchase with the maximum price possible.

By matching sellers and buyers and processing orders from multiple sellers or buyers in real-time at a time, we will also support standardized UI to efficiently handle various trader activities and similar trading methods for mass trading items.

Users will be able to easily find the items they are looking for, and they can proceed with transactions with other users without going through complicated procedures.

As mentioned earlier, we would like to provide an easy, transparent and safe transaction by collecting game item exchanges by differentiating ourselves from marketplaces that rely on the limitations of smart contracts.

MGN tokens will serve as key currency in product exchange.

MGN tokens, item and item exchanges, and users will receive new and rich experiences on the block-chain platform.

5. Cross-Play

The competitiveness of the platform will depend on how high-quality content and services can be contained.

Therefore, MGN main goal as a game platform and ecosystem is to secure as many quality games as possible and a large number of participants.

But the reality is that many game studios are hesitant to develop game DApp. One main reason is that they raise the question of whether they can secure profits.

This is an important issue for the development of the block-chain ecosystem because developers are reluctant to input resources into development as profitability that can be secured compared to resources invested in game Dapp development has not been verified.

MGN plan is to provide differentiated services from other game Dapp by satisfying existing game industry gamers.

In the face of a lack of game Dapp development studios, a good way to secure quality games is to integrate proven existing App games into the block-chain.

MGN will help game studios with high quality games switch to game Dapp.

I suggest a solution called 'Cross-Play'.

Cross-Play is a kind of middleware that connects games and block-chain.

In general, the integration of existing games and block-chain is burdensome on the server side. Since the existing server structure using DB needs to be changed to a server structure that generates transactions in the block-chain using smart contracts, many changes are needed.

We need prior knowledge of the changing block-chain technology due to the large differences in processing methods and capacity and the work needed to make them.
Cross-Play can reduce this burden.

The game server can simply send the necessary data to Cross-Play, which uses smart contracts to create the necessary transactions and deliver the results.
For clients and servers, Cross-Play takes over the role related to block-chain and switches to the game Dapp taken by Cross-Play without many modifications from the existing game.
This can utilize the advantages of block-chain technology.

Another advantage of using Cross-Play is that it can replace the role of a game server.
Online games with server client structure are relatively easy to converge with block-chain.
However, in a market enjoyed by a vast number of users, there are many standalone casual games with client-only structures.
Therefore, it is an important challenge for the ecosystem to attract these casual gamers to its game Dapp. The problem is that most standalone casual games are being developed by one person or a very small team. Standalone casual developers are very likely to have no server engineers, so applying block-chain will require additional engineers or intensive research and network technology on block-chain technology for block-chain integration.
Given that the block-chain industry is in its infancy, these costs and requirements can be practical obstacles to market entry.

We would like to provide Cross-Play to our partners as much as possible.
Cross-Play, which receives data from clients in accordance with MGN development support policy for standalone casual games, uses smart contracts to handle network-related tasks.
It signs a smart contract and also provides server functions.
This will easily integrate solo casual games with the block-chain without the need to develop servers separately and provide them to users along with various games preferred by the

MGN ecosystem.
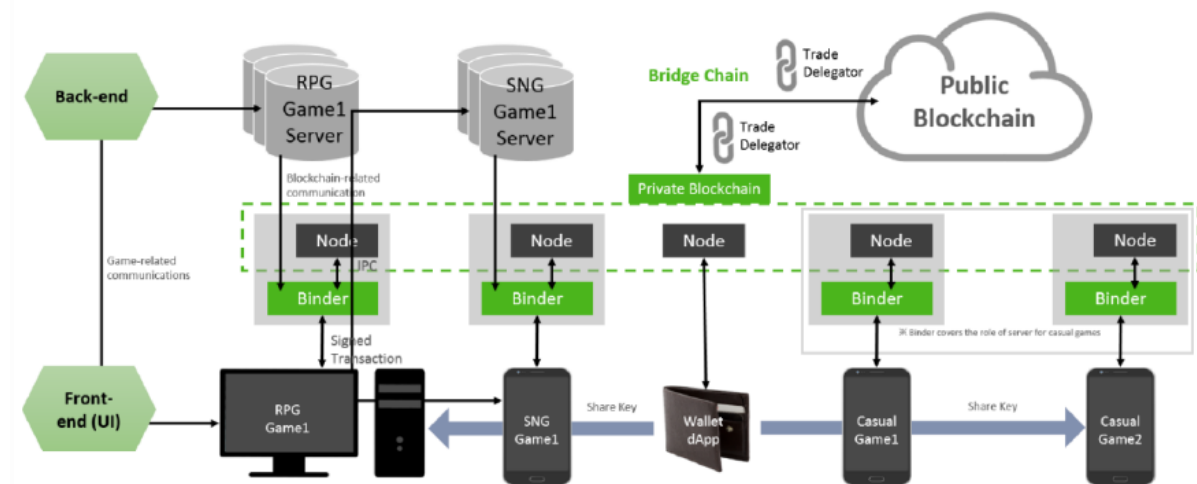
6. Low entry barriers and quality UX

The advantages of our platform have been explained from various perspectives so far.

So what should we do now?

High entry barriers to Dapp (including game Dapp) and uncomfortable user experiences will be dealt with.

In order for users to use Dapp, they have to go through complicated steps due to the nature of the block-chain. After downloading and installing a specific DApp, you need to install a wallet such as MetaMask or Scatter, create a private key, and prepare a backup for restoration purposes. Then, when a key store file appears at some point, users who use the block-chain for the first time are often confused. They remind them of hacking incidents that are heavily dealt with in the media and begin to feel anxious about unfamiliar experiences.

At this stage, many users who initially tried to use DApp give up this tracking.

Users are also frustrated to learn that they have to buy characters to start the game.

And they say encryption is needed to make these purchases.

They question whether it is worth opening an account on a virtual asset exchange, depositing for potential purchases, and purchasing a decryptive, especially when the game does not seem to be of great quality. Not many users pass through this stage.

Even if the user does not have to purchase an item or pay a transaction fee with virtual currency, the demand for staking makes the user lethargic to use because they need to

know what it is.

New services require learning, which applies not only to block-chain but also to any new services. However, the reality is that no user prefers applications to new environments that actually occur.

If the user is not given an important upgrade issue, the user will not want to be in a position to experience the problem.

Therefore, lowering barriers to make it easier to solve issues plays a decisive role in securing multiple users, and MGN makes it feasible.

MGN game DApp is designed in a way that guarantees low entry barriers similar to existing Apps, allowing users to start the game without going through duplicate steps. You can download and install the game DApp and enjoy the game immediately.

It is a simple membership process for Cross-Play Platform, a game distribution base provided by MGN, without using verification methods such as Google authentication.

In addition, there are no steps that users need to learn or complete, such as installing a separate wallet. Also, the MGN platform does not require virtual currency purchases or steaks. The system is dramatically improved compared to other DApp to prevent user churn rates. Users can easily start the game and choose whether to install a wallet by accumulating assets while playing the game. Even users who don't want to install their wallets can continue playing the game.

Due to high entry barriers and uncomfortable UX, game Dapp target users are limited to virtual currency holders who can overcome these obstacles.

This is contrary to our view that target users should come from all existing gamers for mass adoption. A huge number of gamers around the world must be converted to game Dapp users. This is the ultimate goal that MGN strives to achieve by providing excellent platforms and low entry barriers.

The advantages of low entry barriers and high-quality UX maximize marketing efficiency.

We know that the existing Dapp high entry barriers and uncomfortable UX are hindering marketing effects. Most users who are attracted to DApp after advertising execution often

refuse to continue using it. Marketing investment to approach more steps after users download DApp is extremely inefficient and makes them hesitate to adopt aggressive marketing tactics to attract users.

MGN Dapp will be completely different from the existing method, as low entry barriers and high-quality UX will actually contribute to improving marketing and user inflow.
Once again, we emphasize that our platform is the closest platform to realizing mass adoption.
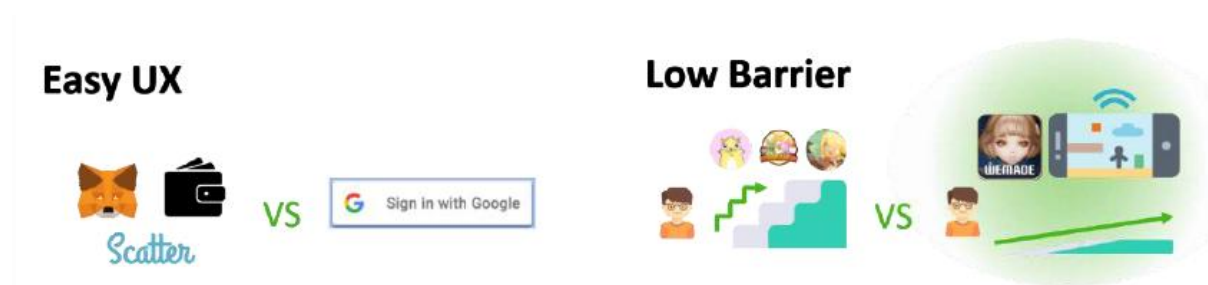
7. Platform and basic elements

MGN aims to become a sustainable and self-developing platform based on block-chain technology. We continue to add the various basic elements that the platform has to provide to ensure that various games are provided and services that users around the world truly enjoy.

One of the important factors is the advertising network.
As it is built in a user-based MGN ecosystem, demand for advertising networks will increase.
Due to the nature of the platform, content provided as a game service starting with full MGN users will be much more efficient in marketing to gamers, not the public.
This means that it is absolutely necessary to advertise something new.

Also, an effective advertising network is essential to maximizing the MGN ecosystem.
MGN should maintain an environment where users can enjoy various games.
As new users actively respond to advertisements delivered over the network, they can earn additional assets and benefit.

Another essential factor in the block-chain ecosystem is the community.

It is essential to share the perspectives of numerous ecosystem participants, identify problems, have progressive discussions, and talk.

The growth of the block-chain ecosystem cannot be done by certain parties.

We need a strong community to support our support.

MGN wants to provide the best technology and operational support to help maintain an active community.

To ensure sound platform integration and sustainable growth of MGN, we will continue to add structural features including management consoles, security modules, data analysis tools, general-purpose payment modules and data storage devices.

The vision of our platform is certainly not short-term, and we will do our best to build a platform that approaches in the mid- to long-term and focuses on continuity.
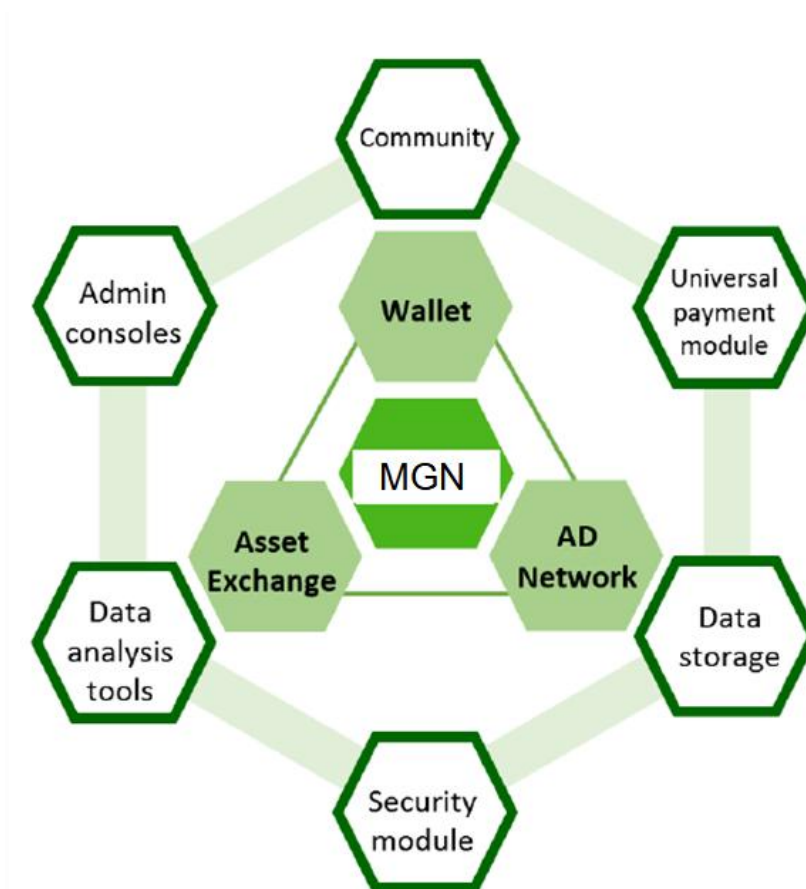
8. Governance Partner

We have discussed MGN systems and services so far.

Finally, we will provide details on partnership programs that ensure the proper functionality of the network.

As mentioned above, MGN is configured based on a personal block-chain to process a large amount of transactions.

This structure promises higher efficiency, but it can raise relatively concern.

It's about the distributed nature of the block-chain.

We will secure transparency in MGN by utilizing smart contracts and block-chain Explorer where all transactions are disclosed, but such efforts may still be insufficient.

To solve the remaining problems, we are developing partnership programs to operate networks with partners.

This program, Governance Partner, is designed to jointly operate networks with multiple partners by agreeing in a reliable and responsible manner, unlike operating alone in any way.

In addition, this program goes beyond ensuring that the network is properly distributed.

It will help engage partners who can contribute to the further growth of the network.

Several trusted partners will take responsibility for each other and work together to ensure transparency.

By improving the network, we are committed to building a very efficient and sustainable distributed game platform.

Token economy

1. Main Token, Game Token, Reward Token

Token Economy, a decentralized public network of block-chain, has a very important role in motivating both value delivery and participant behavior. Also, tokens are certainly important to MGN ecosystem.

There are three types of tokens in our ecosystem. There are main tokens that quantify the value of the entire ecosystem, game tokens used to play different games, and finally, reward tokens for platform use.

The main token is called MGN token, and the latter token is called game token and Reward token. When designing and planning a token economy, MGN is a key principle of diversity and sustainability. In order for MGN to emerge as a platform that can provide a wide range of games and user full, it must be able to handle large amounts of games first.

Today's game industry offers a very wide spectrum of game services and can take various forms depending on the genre or content of the game.

This is the main content of the game. Examples are the practical differences between puzzle games and MMORPG's user behavior, content design, and the balance of each item.
This is actually a very natural phenomenon.

Users do not switch from one game to another unless the game provides another experience.
Without diversity, the game industry will not be able to make meaningful progress.
Therefore, using a single type of token in the entire ecosystem will intuitively go against the pursuit of value to ensure diversity within the platform. Game diversity must provide legroom to maximize fun in its own unique way, and game tokens are essential for this reason.

Diversity is also important from the perspective of ecosystem sustainability.
From the developer's point of view, they should not be restricted when developing games to convey the fun they originally intended. The more restrictions on the platform, the less competitive it is, so it is difficult to achieve economies of scale.

Another problem caused by the single token economy is the difficult entry barrier to new games. Because token issuance is fixed, all games must be allocated these tokens from a limited total supply.

The problem is that game tokens play a role in attracting users to continue playing the game. Considering that acquiring tokens is the biggest value proposition suggested by Game Dapp, it will be very important for new games to secure enough tokens.

However, in a single token economy, securing tokens is expensive.

It is already in use and even if some tokens are provided free of charge under platform governance, it is impossible to provide enough money.

Since the total number of these tokens is limited, they cannot be provided for free consecutively.

Eventually, the depletion of tokens makes it very difficult for new games to enter the platform, threatening the sustainability of the entire ecosystem.

The problem of free rides in a single token economy is another problem that cannot be overlooked.

Not all games on the platform can succeed, but all games share the same token, resulting in unfair value distribution. When a successful game helps you, you're not the only one who gets rewarded when the token increases in value. Games with relatively little contribution can also benefit. This can increase dissatisfaction, hinder the growth of a healthy ecosystem, and even create a vicious cycle that makes developers hesitate to participate in the ecosystem.

MGN tokens, the main token of the MGN ecosystem, will serve as lighthouses to measure the value of the entire ecosystem and accelerate internal asset circulation.

Main tokens and game tokens help developers design DApp established according to their own vision. And it allows you to receive rewards based on the contributions of developers and users. Using game tokens, it provides developers with opportunities to create various mini ecosystems within the MGN ecosystem by utilizing game tokens.

2. MGN

As explained earlier, MGN tokens are the highest level tokens in the MGN ecosystem.

It was issued by a public chain to maximize the efficiency of the token economy.

Tokens issued by public chains are sent to the service chain when necessary.

They are free to choose to switch to any chain.

One aspect of the nature of the MGN token is that it is a utility token.

The potential debate raised about the fundamental nature of MGN and the resulting burden of related laws and regulations have only a negative impact.

Participants in the ecosystem will be designed and used within a limited range that does not classify MGN as securities tokens. The same principle applies to the use and characteristics of MGNs that will increase as the ecosystem evolves.

The following section describes various use cases of MGN.

1) Transaction

MGN tokens serve as a medium for all trade activities on the platform.

You can exchange various game tokens that exist on the MGN according to the needs of users. For example, users who are playing Game A and want to play Game B can exchange their Game A tokens for Game B tokens using MGN tokens.

MGN tokens will also be used in item exchanges, and we expect most of the trading activities to take place within the network. Users can sell items and obtain MGN tokens in return or pay with MGN tokens to purchase the items they need.

2) Purchase

It is widely known that the micro-payment business model works best in games among other digital contents. For improved game play performance, a large portion of gamers are purchased at game stores.

In the case of games provided on the MGN platform, users will make these purchases for their own benefit at the game store. Purchases can be completed using the main token or game token. Users can get game tokens through games, but some of them have enough

money to make the purchase they want. To get enough game tokens, users must first get MGN tokens.

As explained earlier, MGN tokens can be exchanged for game tokens. And users can purchase game items they want.

3) Profit realization

MGN ecosystem participants have the right to pursue their personal interests.

Values are created through various activities that take place within the ecosystem, and ecosystem participants can enjoy them with shared interest. In other words, those who contribute to value creation are rewarded in return.

The common rewards given to each group of participants will be tokens and items obtained by users through game play, tokens obtained by developers from game store sales, and tokens obtained by platform providers through transaction fees.

All participants have the right to receive compensation. They contribute to creating the value of the ecosystem.

MGN tokens are the ultimate asset that serves as a key to measuring all values in the ecosystem, allowing users to exchange their assets for MGN tokens. Eventually, MGN tokens can be traded between MGN ecosystem participants or others outside the MGN.

4) The use of B2B solution

Briefly explaining the basic elements of the platform, we mentioned various solutions that developers of the MGN ecosystem can use.

Advertising networks, communities, management consoles, security modules, data analysis tools, general-purpose billing modules, and Data storage helps developers achieve optimal performance. Unfortunately, none of these solutions can be provided for free.

The operation of these B2B solutions requires resources.

The operation of these B2B solutions requires resources from the network, not free.

Therefore, developers must pay for using these solutions using MGN tokens.

5) Crowd funding

Many developers mentioned earlier that they are uncertain about the profits they will make compared to the resources they invest in game Dapp development.

Along with our technical solution using Cross-Play, we would also like to propose a business solution together.

MGN will provide crowd funding solutions for developers who hesitate to develop game Dapp. Because a game-specific token called a game token exists in the MGN ecosystem, all developers participating in the platform can independently utilize alternative tokens and non-alternative tokens for the game.

With these features, developers can release the game when they reach the completion stage and pre-sell some of the alternative and non-replaceable tokens to run crowd funding to address the risk of development costs.

Through this mechanism, developers can improve much of the risks posed by game DApp development and decide to open the game based on trust.

Users participating in crowd funding will also be the most active sponsors who contribute to the success of the game. Shared interest and circulation within the ecosystem will also improve.

The NFT exchange provided by MGN will be an important platform to support game developers' cloud funding.

6) Steaking

As explained earlier, users can easily start games free of charge on the MGN platform without purchasing crypto-currency or meeting steak requirements.

However, due to the nature of the block-chain, the problem of preventing large amounts of unnecessary transactions is an important problem that must be solved.

In fact, this systematic protection is not limited to block-chain based responses, but is a common safety tool required for all mass data systems.

Because MGN needs a secure tool, steak is required to create a transaction.

Users are allowed free steaks to create transactions while playing game DApp for 2 to 4 hours a day. This allows users to secure enough transactions to enjoy typical game play.

In order for the user to generate more transactions, the user's MGN token must be provided additionally.

Steak policies should be decided in consideration of technology and service-related situations, but game tokens obtained by exchanging MGN or Reward tokens can be a risk to MGN.

If such a steak rule does not exist, the likelihood of sacrifice by a small number of users with "hidden motives"

Fortunately, steak rules will not bring any restrictions to game play. Users can enjoy 24-hour game play without staking.

As the transaction progresses, it is not created on the block-chain, but only compensation is limited. Compensation unrelated to the block-chain can be received regardless of time, and users can play as much as they want.

7) Airdrops

MGN will be a dynamic ecosystem full of participants and various events, and MGN tokens and Reward tokens can be included through Airdrops we provide.

Dapp, a new game that has just been released, is planning to carry out various promotions as securing new users is the key.

As mentioned earlier, effective use of advertising networks is key, and another important tool that can be abused is Airdrops.

Airdrops is a widely used promotional form in the block-chain industry and has proven effective. Using MGN game tokens, developers can secure users by Airdrops game tokens for their new games.

Airdrops will mainly focus on users who own MGN tokens.

This is because they are the most active users on the platform and the users with the highest purchasing power. Airdrops, which targets a group of users with high purchasing power, will become the most active supporter of the game and act as an essential element.

From the success of the game to the long-term growth of the ecosystem, continuing to create shared interest plays a pivotal role in the ecosystem and is the core of the token economy. Through various initiatives such as Airdrops and crowd funding, common interests have improved around token economy.

Various Airdrops-type events will be applied to game tokens secured by platform providers as fees to further develop the MGN ecosystem. Overall, everyone will have to contribute to the ecosystem.

8) Deposit

There is another mechanism to promote contribution to ecosystem growth.

This is the deposit rule. The user must pay a fee when transferring the MGN token from the bridge chain to the public chain. These fees are also paid for MGN tokens. The commission income is deposited into a smart contract account that can be checked by all ecosystem participants. Deposits continue until 30% of the total MGN issuance is reached.

When the 30% level reaches the threshold, the deposited MGN token goes through a one-year freeze period and the governance partner of MGN determines the usage.

Decisions on their use will be guaranteed. It will remain advantageous for ecosystem growth.

9) MGN distribution plan

A total of 3 billion MGN tokens will be issued.

10% of them are distributed through personal sales and are used in the early stages of MGN growth.

7% will be used for marketing to activate the platform.

9% will be allocated to members who have contributed or are likely to contribute to the MGN team for three years. It contributes to the successful activation of the MGN platform and the remaining 74% is used to support the long-term growth of the ecosystem.
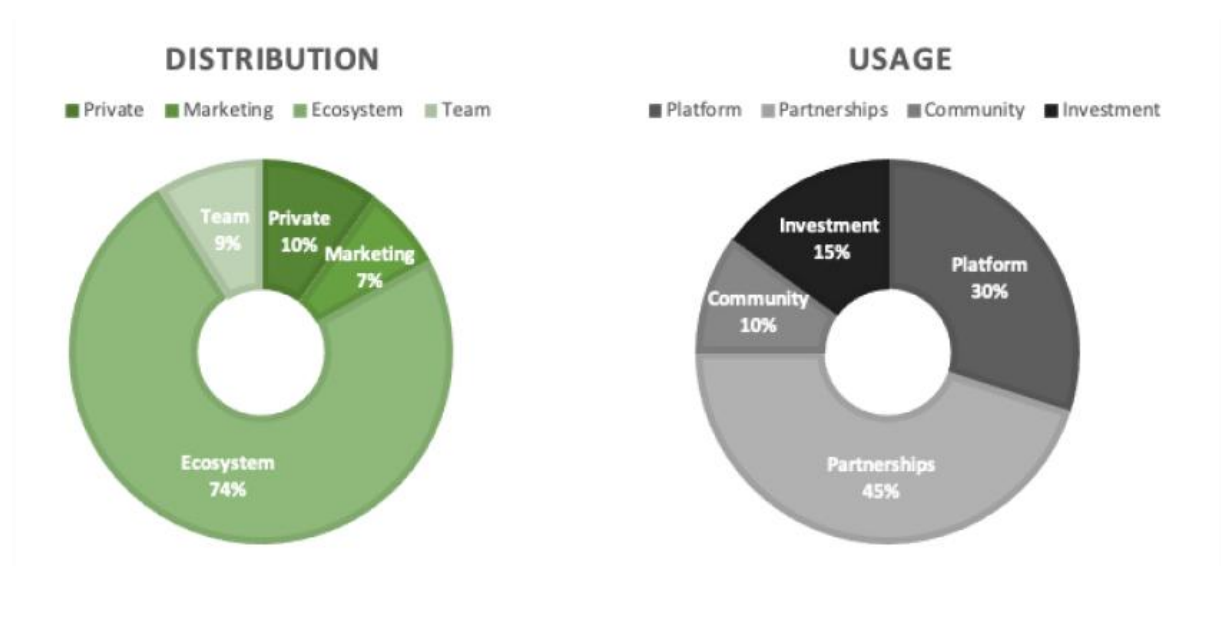
10) Issuing MGN tokens

A lot of effort will be needed for the stable maintenance and long-term growth of the MGN ecosystem. Individuals or organizations making such efforts should be reasonably rewarded for their contributions, so a certain amount of MGN tokens are required.

The issuance rules to secure the persistence and growth potential of the MGN ecosystem are as follows.

One MGN token per block is issued 60 MGN tokens per minute and distributed to the following accounts.

1. 50% : Governance Partner MGN Governance Partner Compensation. Account payment of each governance partner in proportion to the sequentially distributed MGN token steak amount.

2. 25% : Payment of MGNECO Fund for the growth and activation of the MGN ecosystem.

3. 25% : Maintenance and management costs for MGN block-chain network are paid.

2. Game token

A game token is a token used in a game that serves as a medium for exchange and purchase with a yardstick to measure value in the game.

In principle, games use different game tokens, but multiple games can share one type of game token. This may be the case for multiple game services.

Games developed by a single developer or when multiple developers work together and share game tokens. We think this is an important part of promoting sharing and dissemination within the ecosystem.

Game tokens are replaceable tokens within the MGN ecosystem because they must be freely exchanged and transmitted between service chains and bridge chains.

In order for the MGN ecosystem to thrive, various games must coexist.
To create this environment, various types of game tokens that can support the unique

characteristics of each individual game must be used interchangeably with the main token, MGN token. Game tokens guarantee rewards for game play. Dapp developers can maximize the room for freedom and creativity while enabling them to efficiently utilize the advantages of block-chain.

MGN can be traded as a game token, and vice versa, it can be traded at a variable exchange rate determined by supply and demand. Variable exchange rates protect MGN from volatility caused by the performance of individual games and promote ecosystem expansion.

If the success of the game increases the demand for game tokens in a particular game, the token value can increase accordingly.

This flexible deployment helps successful games and developers gain more incentives to ensure that they get a fair distribution of rewards for their efforts and continue to work for the growth of the ecosystem. Game tokens are acquired during the game, so they provide incentives for game play. As explained in the Steaking section, users can get it when playing games for 2 to 4 hours a day. If additional game tokens are needed, they can be obtained in exchange for MGN tokens.

Users can use game tokens in the manner specified below, and the game tokens used are balanced through a circular structure retrieved to give incentives to game play.

A detailed description of the use of game tokens is provided below.

1) Purchase
Most games today have their own assets in game stores.
These stores sell a variety of items to help users enjoy the game more, and users make various purchases for game play at the game store. During game play, stores in existing game apps generally acquire nominal goods for these purchases.

MGN game DApp allows both cash and game tokens along with the latter. Basically, it is used as a traditional game purchase payment method.

By allowing users to pay game tokens for item purchases, entertainment value will be maximized and users will receive incentives by playing to get more game tokens.

2) Use of contents

When playing a game, users may sometimes have to purchase certain content within the game. For example, they need to upgrade equipment, expand territory, or add skills in the game. For content that can be enjoyed using game goods, tokens can be used in return for the services provided in the game. MGN provides a high level of freedom and flexibility, so content utilizing game tokens can reflect the developer's design vision as much as possible to support entertainment-rich game production.

In addition, the value of game tokens will increase and maintain well in the long run through a consistent circular structure for game tokens.

[Exemption clause]

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[Explaining the terms]

1. Service chain : A side chain that processes transactions of MGN games.

2. Multi-chain structure : A structure that has secured scalability by adding more private block-chain.

3. Transaction Delegator : Another chain of middleware multi-chain structural block-chain that facilitates asset and data transmission.

4. Cross-Play : Integration of block-chain with easy middleware guaranteed games

5. Bridge Chain : Intermediate Chain Between Service Chain and Public Chain

6. DApp : Distributed Application

7. TPS : Transactions per second

8. Public Block-chain : An open block-chain network where anyone can participate, read and write data.

9. Private Block-chain : Block-chain Network that requires subscription rights

10. Crowd funding : The practice of raising money from many people to fund projects or ventures.

11. Token Economy : A form of behavior modification designed to encourage specific target behavior by providing tokens as rewards that can be exchanged for tangible/intangible reinforcements.

12. MMORPG : A large-scale multiplayer online role-playing game

13. MORPG : Multiplayer Online Role Play Game

14. Instance Dungeon : A separate area of a large multiplayer online game so that a particular player or player party can enter and pursue a special quest.

15. SNG : Social networking game

16. UX : User experience

17. Alternative token : A type of encrypted token, each unit has the same value and can be exchanged for a different type of token.

18. Non-fungible token : a kind of encryption token that offends something unique that cannot be exchanged with other tokens.

19. Smart Contract : Computer protocols for digitally promoting, verifying, or implementing negotiations or implementation of contracts.

20. Wallet : A software program that stores and manages encrypted assets.

21. Airdrops : The act of distributing tokens to holders of existing tokens to new subscribers free of charge based on their respective holdings.