Meta Games Coin

White Paper

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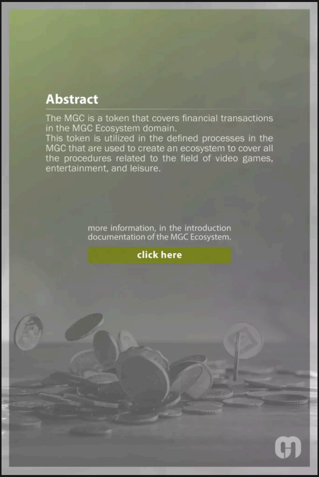


Abstract

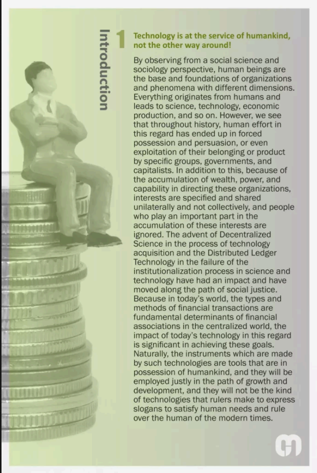
The MGC is a token that covers financial transactions in the MGC Ecosystem domain.
This token is utilized in the defined processes in the MGC that are used to create an ecosystem to cover all the procedures related to the field of video games, entertainment, and leisure.

more information, in the introduction documentation of the MGC Ecosystem.

Introduction

1 Technology is at the service of humankind, not the other way around!

A deep outlook on technology is a big advantage for teams that take an interest in operating in this field. If we want to acquire a deep insight into this issue, we need to go back to ground zero and examine it in detail.
If we time travel with a time machine and even go back to the Old Paleolithic period and gradually study the history of tools and their use up to this day, we will find technology as a revolutionary item for making tools for human development and growth.
Technology not only has aided the quality and accuracy of the production of the tools, but also it has greatly boosted their effectiveness. All these effects have their own role in this process. However, creating revelations by using technology throughout history has never been like the present era.
The reason behind this analogy is that technology is more effective in the present era compared with the previous generations because it is moving in a direction that is more compatible with natural laws and laws of human nature.



Introduction

1 Technology is at the service of humankind, not the other way around!

By observing from a social science and sociology perspective, human beings are the base and foundations of organizations and phenomena with different dimensions. Everything originates from humans and leads to science, technology, economic production, and so on. However, we see that throughout history, human effort in this regard has ended up in forced possession and persuasion, or even exploitation of their belonging or product by specific groups, governments, and capitalists. In addition to this, because of the accumulation of wealth, power, and capability in directing these organizations, interests are specified and shared unilaterally and not collectively, and people who play an important part in the accumulation of these interests are ignored. The advent of Decentralized Science in the process of technology acquisition and the Distributed Ledger Technology in the failure of the institutionalization process in science and technology have had an impact and have moved along the path of social justice.
Because in today's world, the types and methods of financial transactions are fundamental determinants of financial associations in the centralized world, the impact of today's technology in this regard is significant in achieving these goals.
Naturally, the instruments which are made by such technologies are tools that are in possession of humankind, and they will be employed justly in the path of growth and development, and they will not be the kind of technologies that rulers make to express slogans to satisfy human needs and rule over the human of the modern times.

2

A world without games, entertainment, and leisure

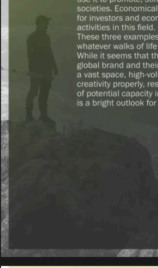
When Maslow's hierarchy of needs was proposed, the complexity, necessities, and requirements of living in today's world did not exist. The features of humans' individual and social life have significantly changed the requirements for human life. If Maslow lived in our time and faced the trend that so many are interested in video games, entertainment, and leisure, he would probably changed his mind and specifically put this kind of human need into one of the five hierarchies of needs.

It is possible to enquire into the world of video games, entertainment, and leisure from different aspects of cognitive, theoretical, and experimental science.

Psychologically, this issue has such an impact on humans that it is examined as a factor that can either make us go downhill or grow. Socially, this is one of the most powerful tools that build culture and civilization, and sometimes this is a tool in governors' and politicians' hands, and they use it to promote, stimulate, encourage and punish societies. Economically, it also has phenomenal benefits for investors and economic operators in all the subset of activities in this field.

These three examples are enough to make anybody from whatever walks of life and activity consider it profitable.

While it seems that this field is saturated with the top global brand and their activity, this is not true, and due to a vast space, high-volume demand, and not using skill and creativity properly, researchers believe that at most 20 % of potential capacity in this field has been used. So there is a bright outlook for economic activities on this path.



3

A gate for traveling between the world and Metaverse!

Today, even after coming up with Metevarse, still a large number of people, even those who are active in this field, are not familiar with all the features of the Metaverse. This is because they do not have a vivid imagination of the Metaverse. An imagination that is as vast as the human brain can run wild. How much time and resources are needed to be able to move a significant percentage of people into Metaverse so that they make use of this world for their goals? What is the model to achieve this goal?

To make travel to Mars possible for people has taken many years, and even today, it is still not possible to say that this has come true, but some promises have been made.

Will the same thing happen about traveling in Metaverse? Are there the necessary time and resources to make traveling back and forth between the world and the Metaverse possible for anybody?

This generation of technology must manage to think of a way to make traveling back and forth between the world and the Metaverse possible and facilitate the way. A gate that is empowered with hardware and software technology and flavored with a game, recreation, and hobby!

Market Condition

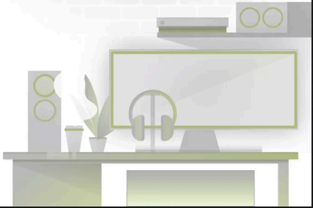
☐ The world of Blockchain without the presence of professionals!

After one decade of promoting and flourishing the fields related to blockchain technology, specifically Cryptocurrencies, no noticeable footmark of large companies, especially active companies and authentic brands that produce and develop video games, entertainment, and leisure, is seen. And what we have heard about these companies up to now is nothing compared with the real capacity of this field. At the same time, one of the big fields related to social and economic activities in the world of cryptocurrency is the field of video games, entertainment, and leisure.

What is the reason for this phenomenon?

One of the reasons is the high risk of directly entering into this field and gaining credibility and becoming a recognizable brand, so this is a deterrent factor for companies to get into this field directly.

Also, one of the requirements of doing activities in the online world is to offer a product to the people of a society. A society can afford to buy and use a product without paying too much money. Console manufacturing companies have taken some actions in this regard, and in the field of Cloud Gaming, some progress has been made. However, that will not be extended due to various reasons. Is it not possible to specify a mechanism based on defined and common interests for gamers who make money through Streaming their gaming, a mechanism that helps both the game creators and gamers benefit?



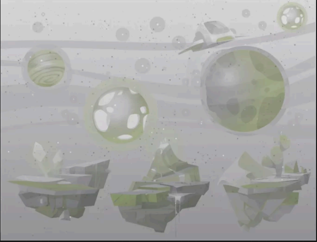
Market Condition

☐ Play To Earn islands !

We're all familiar with the Play To earn games phenomenon. The number of these games is constantly increasing each day, and the games that have been attractive to a specific group of gamers have gone viral. Naming these kinds of games shows that we are faced with a platform to share the common interests of a gaming product. However, there are two big problems in this regard.

First, every one of these games has its own token in the gaming platform which covers the common interests of that game, and in some cases, these tokens can be exchanged with top coins that are available in the cryptocurrency market, and in some other cases, they can't be exchanged. Even in cases where these tokens can be exchanged with other top coins or can be exchanged again with another token from another game, this will require time and money.

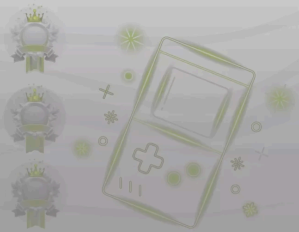
Second, there is no integrated platform to compare and rank these kinds of games based on specified indicators, for example, an integrated platform so that we can rank them based on audiences' feedback.



Market Condition

☐ The absence of an integrated reference for ranking video games & gamers

As mentioned, today, in some cases, games and gamers are each examined and ranked in island spaces with separation indexes. If we categorize video games and hobbies into two groups, quality and comprehensive indexes for digital games will be way better than physical games and hobbies. In the same digital games category, there are also two separate groups; one is professional games, and the other is Play To Earn (PTE) games, and each is ranked separately. If we consider a person as an end user of a gaming world who might be active in all the mentioned groups, now there are not any integrated references in which we can rank that person as a target audience as well as games and hobbies or meet the needs of audiences regarding a topic.



Market Condition

☐ The lack of a professional platform to share gaming experiences and leisure

Currently, a large part of society on social networks in the world are gaming audiences, and live Streaming has shown they are enthusiastic about sharing their experiences. Streaming phenomenon and advocates in this field have partly been able to meet this need for audiences. However, some factors cause this society's need not to be met totally by this phenomenon.

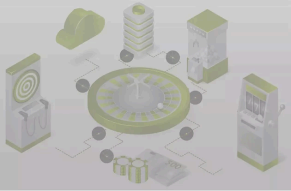
The first factor is that there is a lack of receiving automatic mechanism which validates the data about the audiences' experience regarding digital games. The second factor is a lack of interest in publishing and validating the data about the audiences' experience regarding physical games. And the third factor is that there is a lack of receiving and publishing the data in a single and intenerated platform in the scope of the statistical community of audiences and interested people in this field. Although audiences in this field are very enthusiastic about sharing their skills and experiences, these factors are the cause that there are not any professional and integrated platforms for them to do so.

Market Condition

☐ The absence of a solid Cloud Gaming platform

The concept of Cloud gaming is a necessity for gamers because of the numerous benefits that it offers to gamers, such as making it easier to enjoy the games and services that the game production companies produce without the need to acquire high-end systems or hardware, plus the games will consistently be accessible at any time and anywhere for any form of audience. The growth speed for providing these platforms has always been slower than the gaming industry's production speed. These services are used worldwide by video game production companies, video game console producers, and occasionally by video game and entertainment development companies. The video game console producers make it possible to experience different video games produced by various companies by providing Cloud Gaming services, but does every audience in gaming and entertainment use a single system or console for gaming? And if so, is it possible to achieve a classification and comparison of gamers and video games on an all-around platform? Is there any spot for the apprentice video game developers, producers, or PTE in these services? How is it possible to gather the fans of such video games in an all-around platform so they can enjoy playing professional mainstream and PTE games together?

This void is very evident while reviewing the experience of game streamers. This void is fueled by the absence of Cloud Gaming platform service providers that can support the majority of professionally produced and developed video games that are playable on video game consoles or the games provided for smartphones online and PTE.



Market Condition

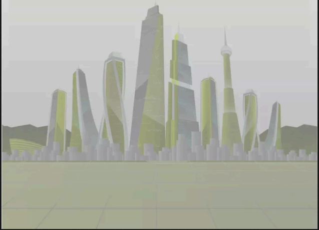
☐ The absence of development management, production acceleration,and the development process of video games and entertainment

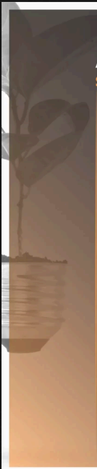
The production, development, and brainstorming process of video games and entertainment usually rely on the investments of the major companies active in this field today. Only a handful of products and services were made and developed with the collaboration of legitimate brands till a few years ago. Even nowadays, it is not very common to see these collaborations that lead to the gain and improvement of creative startup teams and audiences from this field's economic and social benefits. Most video games and entertainment production teams handle their financing internally, and there is no proper platform or form of a fund to attend to the financing needs of these projects as a group.

Market Condition

☐ The absence of solid gateways between the real world and virtual gaming and entertainment

Video games are regarded as a social phenomenon in addition to their individual entertainment aspects, and they need a mass social audience for their growth and development. One of the requirements for a social phenomenon to become an epidemic is the level of approval and the amount of interest and benefits of the required tools and services for the social audience of that phenomenon. Considering the mentioned factors, the level of approval and interest is already inherent in the audience, but do facilities are also available publicly accessible for the audience? Also, considering the social phenomenon factor, humans identify with each other and appreciate playing these games in groups. These indicators demonstrate that the existence of updated environments for experiencing video games as a group is essential for its epidemic. Are there enough stable locations available today to achieve this goal and answer the worldwide demand of users?





A comprehensive

solution

Introducing the project

The process of development and evolution can only be achieved by two factors, theoretical knowledge, and experimental knowledge. Definitely, it is false to claim that an idea is a comprehensive solution from the first day of its formation.

The Play Work project started its operations with the brand name Ranking (ranking database of players) in July 2014 with the goal of ranking players on digital and physical games. One of the essential requirements for the development plan of this project was solving this issue in a comprehensive form and with a futuristic view. But we don't claim that we predicted every step of the way for the development and growth of this project since the beginning of our operation. More accurately, this project grew on the side of the established and developed game centers, which offered physical and digital games, and it not only became a system for the audience of the clubs but also for the general audience of digital and physical games. Through the expansion and geographic development of the clubs through the years, a cycle was formed to support the production and growth of the games and reach its long-term and short-term goals.

The development concept of this cycle in bigger communities led to the revision in the variety of these services. The R&D department proposed a plan according to the various needs of the global community. After approving the plan in the thinking room, the R&D department examines the plan by conducting multiple surveys and assures its approval. This is how Play Work was born. A developed Ranking platform that is not only used as a classification system.

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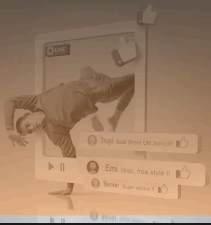
solution

Introducing the project

In one sentence, Play Work is a professional social platform for the audience community of video games and entertainment. A social platform with a diffrent concept from the mainstream social platforms where people publish content daily.

Play Work is a part of a whole. A part that acts as the center and gateway for the audience to connect to an extensive domain of MGC Ecosystem services.

You can read more detailed information about MGC Ecosystem in its introduction document. In this document, we only share a brief introduction of the MGC Ecosystem that is executable by the Play Work portal. We classified the MGC Ecosystem services from the audience's perspective to explain the concept more quickly and accurately.


LIVE
Truyi Beat Street Old School!!
Emi Woo, free style !!
Bernar Super electric !!

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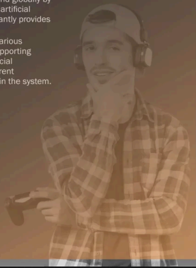
Professional and amateur gamers

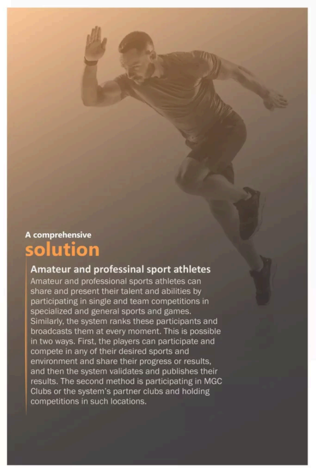
By signing up on Play Work, professional and amateur gamers with any type of hardware can enjoy playing all the digital game that is published worldwide, such as the games published for gaming console and PCs, smartphone games, PTE, and MGC Land in the MGC metaverse on Cloud Gaming platform and digital, physical and sports games in MGC Club as a group or an individual.

These gamers can design their user profile and share their gaming experience online or offline with their audiences on a social service platform that is equipped with streaming tools. It is also possible to draft and hold various amateur or professional tournaments in every physical or digital game category.

The ranking system constantly ranks gamers locally and globally by using automation and artificial intelligence and constantly provides their assessments.

It is possible to draft various campaigns such as supporting campaigns, charity, social responsibility, and diffrent entertainment events in the system.





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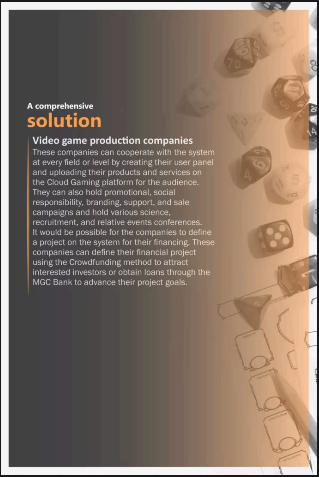
Amateur and professinal sport athletes

Amateur and professional sports athletes can share and present their talent and abilities by participating in single and team competitions in specialized and general sports and games.
Similarly, the system ranks these participants and broadcasts them at every moment. This is possible in two ways. First, the players can participate and compete in any of their desired sports and environment and share their progress or results, and then the system validates and publishes their results. The second method is participating in MGC Clubs or the system's partner clubs and holding competitions in such locations.



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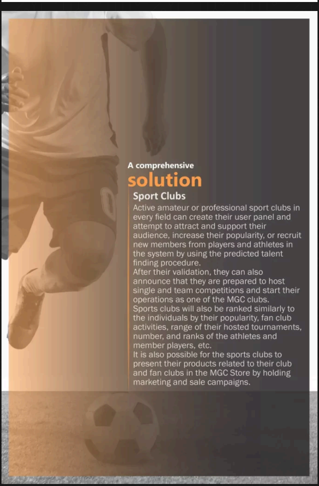
Video game production companies

These companies can cooperate with the system at every field or level by creating their user panel and uploading their products and services on the Cloud Gaming platform for the audience.
They can also hold promotional, social responsibility, branding, support, and sale campaigns and hold various science, recruitment, and relative events conferences.
It would be possible for the companies to define a project on the system for their financing. These companies can define their financial project using the Crowdfunding method to attract interested investors or obtain loans through the MGC Bank to advance their project goals.



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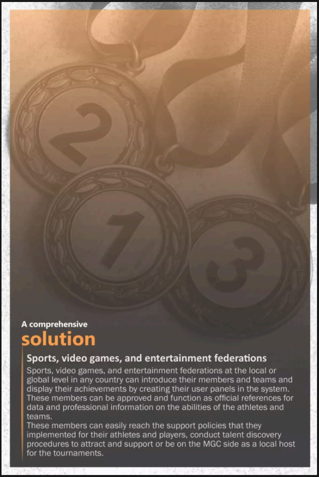
Sport Clubs

Active amateur or professional sport clubs in every field can create their user panel and attempt to attract and support their audience, increase their popularity, or recruit new members from players and athletes in the system by using the predicted talent finding procedure.
After their validation, they can also announce that they are prepared to host single and team competitions and start their operations as one of the MGC clubs.
Sports clubs will also be ranked similarly to the individuals by their popularity, fan club activities, range of their hosted tournaments, number, and ranks of the athletes and member players, etc.
It is also possible for the sports clubs to present their products related to their club and fan clubs in the MGC Store by holding marketing and sale campaigns.



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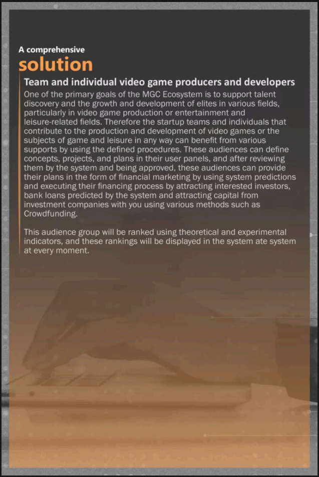
Sports, video games, and entertainment federations

Sports, video games, and entertainment federations at the local or global level in any country can introduce their members and teams and display their achievements by creating their user panels in the system.
These members can be approved and function as official references for data and professional information on the abilities of the athletes and teams.
These members can easily reach the support policies that they implemented for their athletes and players, conduct talent discovery procedures to attract and support or be on the MGC side as a local host for the tournaments.

A comprehensive solution

Companies active in digital and physical games and entertainment and sports

The companies among these audiences are equipment and sportswear producers, sports supplements, lightweight and heavy toys, leisure and entertainment equipment, and digital and physical gaming hardware producers. In addition to offering their products in the MGC Store, these companies can have social and economic interactions with their fans and audiences by creating promotional, marketing, and supportive campaign to attract ideas and increase the participation of their audience to expand their trade. These companies can also sign sponsoring and branding contracts with individuals and popular teams in the form of smart contracts.
They can also receive financial support from their audiences by creating exclusive product development and production lines.

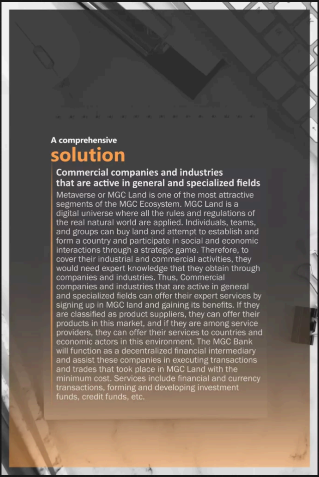


A comprehensive solution

Team and individual video game producers and developers

One of the primary goals of the MGC Ecosystem is to support talent discovery and the growth and development of elites in various fields, particularly in video game production or entertainment and leisure-related fields. Therefore the startup teams and individuals that contribute to the production and development of video games or the subjects of game and leisure in any way can benefit from various supports by using the defined procedures. These audiences can define concepts, projects, and plans in their user panels, and after reviewing them by the system and being approved, these audiences can provide their plans in the form of financial marketing by using system predictions and executing their financing process by attracting interested investors, bank loans predicted by the system and attracting capital from investment companies with you using various methods such as Crowdfunding.

This audience group will be ranked using theoretical and experimental indicators, and these rankings will be displayed in the system ate system at every moment.



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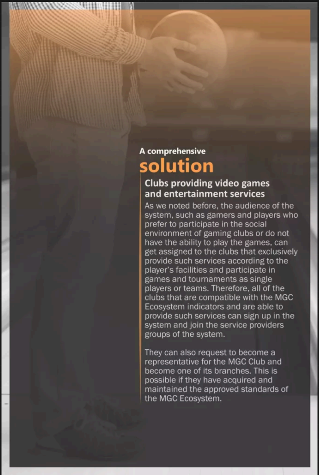
Commercial companies and industries that are active in general and specialized fields

Metaverse or MGC Land is one of the most attractive segments of the MGC Ecosystem. MGC Land is a digital universe where all the rules and regulations of the real natural world are applied. Individuals, teams, and groups can buy land and attempt to establish and form a country and participate in social and economic interactions through a strategic game. Therefore, to cover their industrial and commercial activities, they would need expert knowledge that they obtain through companies and industries. Thus, Commercial companies and industries that are active in general and specialized fields can offer their expert services by signing up in MGC land and gaining its benefits. If they are classified as product suppliers, they can offer their products in this market, and if they are among service providers, they can offer their services to countries and economic actors in this environment. The MGC Bank will function as a decentralized financial intermediary and assist these companies in executing transactions and trades that took place in MGC Land with the minimum cost. Services include financial and currency transactions, forming and developing investment funds, credit funds, etc.



A comprehensive solution

Clubs providing video games and entertainment services

As we noted before, the audience of the system, such as gamers and players who prefer to participate in the social environment of gaming clubs or do not have the ability to play the games, can get assigned to the clubs that exclusively provide such services according to the player's facilities and participate in games and tournaments as single players or teams. Therefore, all of the clubs that are compatible with the MGC Ecosystem indicators and are able to provide such services can sign up in the system and join the service providers groups of the system.

They can also request to become a representative for the MGC Club and become one of its branches. This is possible if they have acquired and maintained the approved standards of the MGC Ecosystem.

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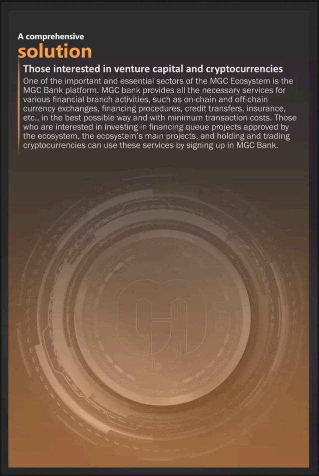
Fan clubs and the superstars and sports team fans

Fan clubs and the sports team's fans, superstars, professional gamers, gaming, sports federations, etc., can all sign up for fan accounts, attract audiences, participate in media events and tournaments, and so on. They also can create sports, social, and entertainment campaigns such as charity, competing with other fan clubs, social events to support their favorite team or individual, etc.



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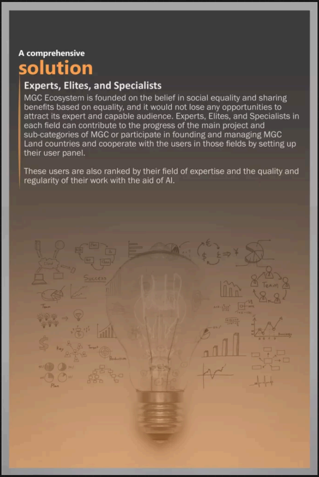
Those interested in venture capital and cryptocurrencies

One of the important and essential sectors of the MGC Ecosystem is the MGC Bank platform. MGC bank provides all the necessary services for various financial branch activities, such as on-chain and off-chain currency exchanges, financing procedures, credit transfers, insurance, etc., in the best possible way and with minimum transaction costs. Those who are interested in investing in financing queue projects approved by the ecosystem, the ecosystem's main projects, and holding and trading cryptocurrencies can use these services by signing up in MGC Bank.



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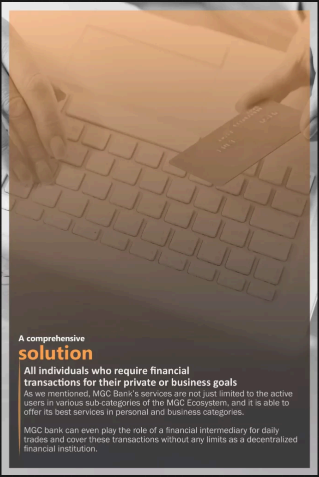
Experts, Elites, and Specialists

MGC Ecosystem is founded on the belief in social equality and sharing benefits based on equality, and it would not lose any opportunities to attract its expert and capable audience. Experts, Elites, and Specialists in each field can contribute to the progress of the main project and sub-categories of MGC or participate in founding and managing MGC Land countries and cooperate with the users in those fields by setting up their user panel.

These users are also ranked by their field of expertise and the quality and regularity of their work with the aid of AI.



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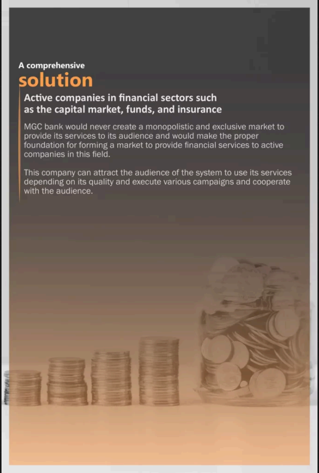
All individuals who require financial transactions for their private or business goals

As we mentioned, MGC Bank's services are not just limited to the active users in various sub-categories of the MGC Ecosystem, and it is able to offer its best services in personal and business categories.

MGC bank can even play the role of a financial intermediary for daily trades and cover these transactions without any limits as a decentralized financial institution.



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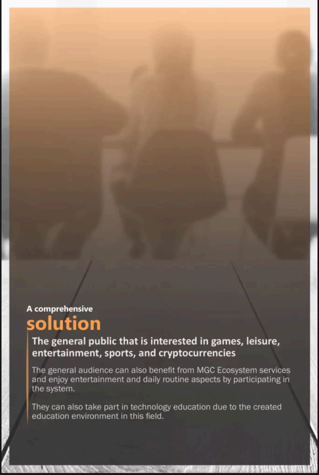
Active companies in financial sectors such as the capital market, funds, and insurance

MGC bank would never create a monopolistic and exclusive market to provide its services to its audience and would make the proper foundation for forming a market to provide financial services to active companies in this field.

This company can attract the audience of the system to use its services depending on its quality and execute various campaigns and cooperate with the audience.



A comprehensive

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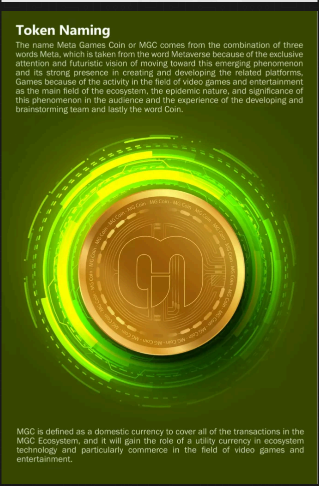
The general public that is interested in games, leisure, entertainment, sports, and cryptocurrencies

The general audience can also benefit from MGC Ecosystem services and enjoy entertainment and daily routine aspects by participating in the system.

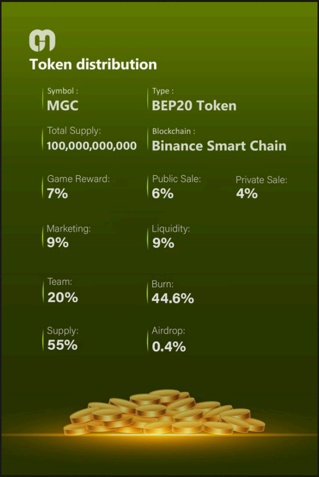
They can also take part in technology education due to the created education environment in this field.



Token Naming

The name Meta Games Coin or MGC comes from the combination of three words Meta, which is taken from the word Metaverse because of the exclusive attention and futuristic vision of moving toward this emerging phenomenon and its strong presence in creating and developing the related platforms, Games because of the activity in the field of video games and entertainment as the main field of the ecosystem, the epidemic nature, and significance of this phenomenon in the audience and the experience of the developing and brainstorming team and lastly the word Coin.

MGC is defined as a domestic currency to cover all of the transactions in the MGC Ecosystem, and it will gain the role of a utility currency in ecosystem technology and particularly commerce in the field of video games and entertainment.



Token distribution

Symbol : **MGC**

Type : **BEP20 Token**

Total Supply: **100,000,000,000**

Blockchain : **Binance Smart Chain**

Game Reward: **7%**

Public Sale: **6%**

Private Sale: **4%**

Marketing: **9%**

Liquidity: **9%**

Team: **20%**

Burn: **44.6%**

Supply: **55%**

Airdrop: **0.4%**

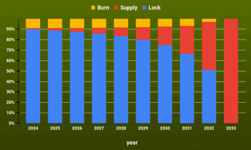
Token distribution

10 Years	Supply	Game Reward	P&P Sale	Marketing	Liquidity LP	Team Owner	Burn	Supply	Lock	Unlock
2024	1%	0.2%	0.2%	0.2%	0.4%	0%	9%	10%	90%	10%
2025	2%	0.3%	0.3%	0.4%	0.5%	0.5%	8%	10%	80%	10%
2026	3%	0.5%	0.4%	0.5%	1.1%	0.5%	7%	10%	70%	10%
2027	4%	0.5%	0.5%	0.5%	1%	1.5%	6%	10%	60%	10%
2028	5%	0.5%	1.1%	0.9%	1%	1.5%	5%	10%	50%	10%
2029	6%	1%	1%	1%	1%	2%	4%	10%	40%	10%
2030	7%	1%	2%	1%	1%	2%	3%	10%	30%	10%
2031	8%	1%	2%	2%	1%	2%	2%	10%	20%	10%
2032	9%	1%	1%	2%	1%	4%	0.6%	9.6%	10%	10%
2033	10%	1%	1.5%	0.5%	1%	6%	0%	10%	0%	10%
Total Supply		7%	10%	9%	9%	20%	44.6%	99.6%		
		Airdrop	2024 0.1%	2025 0.1%	2026 0.1%	2027 0.1%	Total Airdrop	= 0.4%		

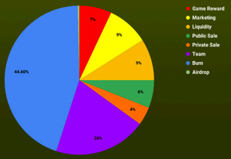
Supply: 55,000,000,000 **Burn:** 44,600,000,000 **Airdrop:** 400,000,000

Total: 100,000,000,000

Token Distribution



Supply Ratio



How to use the cumulated capital

MGC Ecosystem is based on the trust of its audience and their participation in every macro and micro process of its development. Therefore it would have transparency in all procedures, costs, and budgeting documents along the way for its audience.

Therefore the MGC View was created in the first startup operation steps, and the non-confidential documents will be constantly published in the shortest amount of time for the audience's view.

The investors who will participate in fulfilling this project by buying the initial offering of this coin are not the sole companions of MGC, and the partners who cooperate and participate along the way with the ecosystem by the more defined rules have their own place.

All of the attracted capital by either the initial offering of the token or its development process would be spent by the approval of the senior management team of the project, which will be elected after the first stage of the development by using blockchain technology on the main objectives of the project in production and technical development, marketing and market expansion, current costs, etc.

About the team of the project

The MGC family is as big as its participants. From an executive perspective, the structural management in MGC, unlike many other projects, is based on consistent activity and effective outcomes, and therefore, the responsibilities are the essential matter here, not the people. If we have the courage to make the assertion of creating a business based on cutting-edge technology, then we rely on the standard and authentic procedures based on theoretical and experimental knowledge to cover our executive responsibilities.

We are honored that the people with executive roles in MGC Ecosystem who took on various responsibilities are from diffrent nations, races, and rich cultures of our world.

we tend to introduce the structural distribution of responsibilities of the organization In the introduction documentation of the MGC Ecosystem.

The road map and the future of the project

We can name many factors in determining the right probability that a project will be successful or not, but one of the essential factors for this determination is, without a doubt, the sort and the depth of attitude toward the solution of the issue and the comprehensiveness and lastly a futuristic view. MGC is attempting to make a transcendent change; why you might ask? The answer is clear, the idea that forms in our head becomes an experience and reality in the near future. It is impossible to achieve something extraordinary from an old experience, and it is impossible to create considerable added value in the technology world without revelation.

All of the predicted possibilities in the MGC Ecosystem that can be provided are linked together and will advance and be achieved in numerous development phases. The essential and notable point in the MGC Ecosystem strategy is the amount of time and the quality of capital return based on taking the correct path and according to the plan.

The vision of this family is to turn the MGC into a reference utility currency in the field of video games and entertainment.

The road map and the future of the project

Establishment of company

2022

- Company registration
- Obtaining all permits

Establishment of theory

2022-2024

- Study project
- Feasibility study
- Project sizing
- Basic document preparation
  - Needs assessment and analysis of market studies
  - Feasibility study
  - Prospects and goals
  - Target population, platform ecosystem, sectors and subsectors
  - Brand identity brochure
  - Project operations strategy
  - Work breakdown structure (WBS) and implementation schedule
  - Operational roadmap and development plans according to the schedule
  - Introducing the function of the macro ecosystem and its sections
- BP economic-trade terms and conditions
- Macro and micro processes for the internal ecosystem, including sectors and subsectors
- Macro and micro processes for the external ecosystem, including communication processes with the ecosystem audience, trade partners, and developers
- Roadmap for marketing and market development
- Identifying indicators, establishing performance monitoring and evaluation system

Establishment of operations

2023-2024

- Equipping company headquarters
- Official setup of management and strategy teams, including think tanks and senior managers
- Modeling the organizational structure and preparing human resources chart
- Regulating internal and external administrative processes
- Compiling document on mutual rights and responsibilities for the organization and human resources
- Hiring and monitoring staff for the defined job descriptions

Funding

2023

- Defining funding model
- Compiling document for study of investment indicators and stock portfolio management
- Compiling document for economic justification of investment
- Compiling comparative investment indicators for different and similar fields, including the blockchain ecosystem and other capital markets

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Product research

2022-2024

- Strategic analysis of ecosystems, sectors, and systems according to marketing research systems
- System analysis of software required by the ecosystem, sectors, subsectors, and systems in line with technical standards
- Technical modeling and mapping of communication processes between the sectors and the ecosystem
- Elucidating the type, operation, and technology used for production according to the systems, sectors, and subsectors
- Designing prototypes for the ecosystem, central system, and sectors
- Presenting product development document based on study documents, and market and technical requirements
- Prioritizing production and systems development

Production and Platforms

2023-2028

- Project token programming and its customization
- Register and Acceptance to CoinMarketCap and Coinc CMC
- Register and Acceptance to Cex Exchange
- Start the Token Allocation Plan
- Burn and lock token
- Referring site and introduction portal for the ecosystem
- Redesigning the PlayWork system at the central core of communication with the ecosystem audience
  - Gaming
  - Gaming Streaming
  - Content Production and Sharing
  - Ranking and Rating
  - NFT Marketplace
  - Game Institute
- Designing and producing the Cloud Gaming platform to service the PlayWork
- Designing and producing the MGC Bank platform and connecting services to the central core (PlayWork) for financial transactions
- Designing and producing MGC Land in the metaverse and connecting services to the central core (PlayWork)

Geographical expansion

2023-2032

- Strategic feasibility studies for geographical expansion
- Modeling strategy for geographical expansion
- Structuring terms and conditions for cooperation with parties interested in geographical expansion by opening representative regional offices
- Compiling document on the structure, terms and conditions, and permits to open branches and cooperation methods with those parties interests in establishing MGC centers
- Compiling document on the structure, terms and conditions, and permits for clubs, type of cooperation, and participation in becoming ecosystem service providers as MGC Clubs
- Regulating separate legal contracts based on obtained documents and translating these into smart contracts
- Designing and producing the MGC ecosystem for the geographical expansion participation website to cover participation and transactions for the geographical expansion of the MGC ecosystem, as well as a protocol to automatically request and execute partnership agreements at any level according to the concluded smart agreements
- Modeling evaluation indicators and smart performance monitoring of representative offices and clubs

Business partnerships

2024-2025

- Determining type and method of commercial cooperation required for macro ecosystems and sectors at different levels
- Compiling all legal models for partnership contracts
- Drawing up the required partnership contracts based on the obtained documents
- Drawing up approved e-Contracts and translating these into smart contracts

Branding and promotion

2023-2032

- Compiling promotion models and methods based on the market development strategy
- Determining promotion channels based on the market development strategy
- Creating user accounts and starting promotion in general and specialized media, including:
  - General and specialized websites on gaming, entertainment, recreation, new technologies blockchain, metaverse, cryptocurrencies, etc.
  - Social media
  - Accredited general and specialized magazines on gaming, entertainment, recreation, new technologies, blockchain, metaverse, cryptocurrencies, etc.
  - Organizing in-person and virtual meetings for experts on the areas of activity, etc.