

MTC PLATFORM

METAVVERSE - FANTASY SPORTS · e-Sports Game
BLOCKCHAIN PLATFORM



White Paper_Eng

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Table of Contents

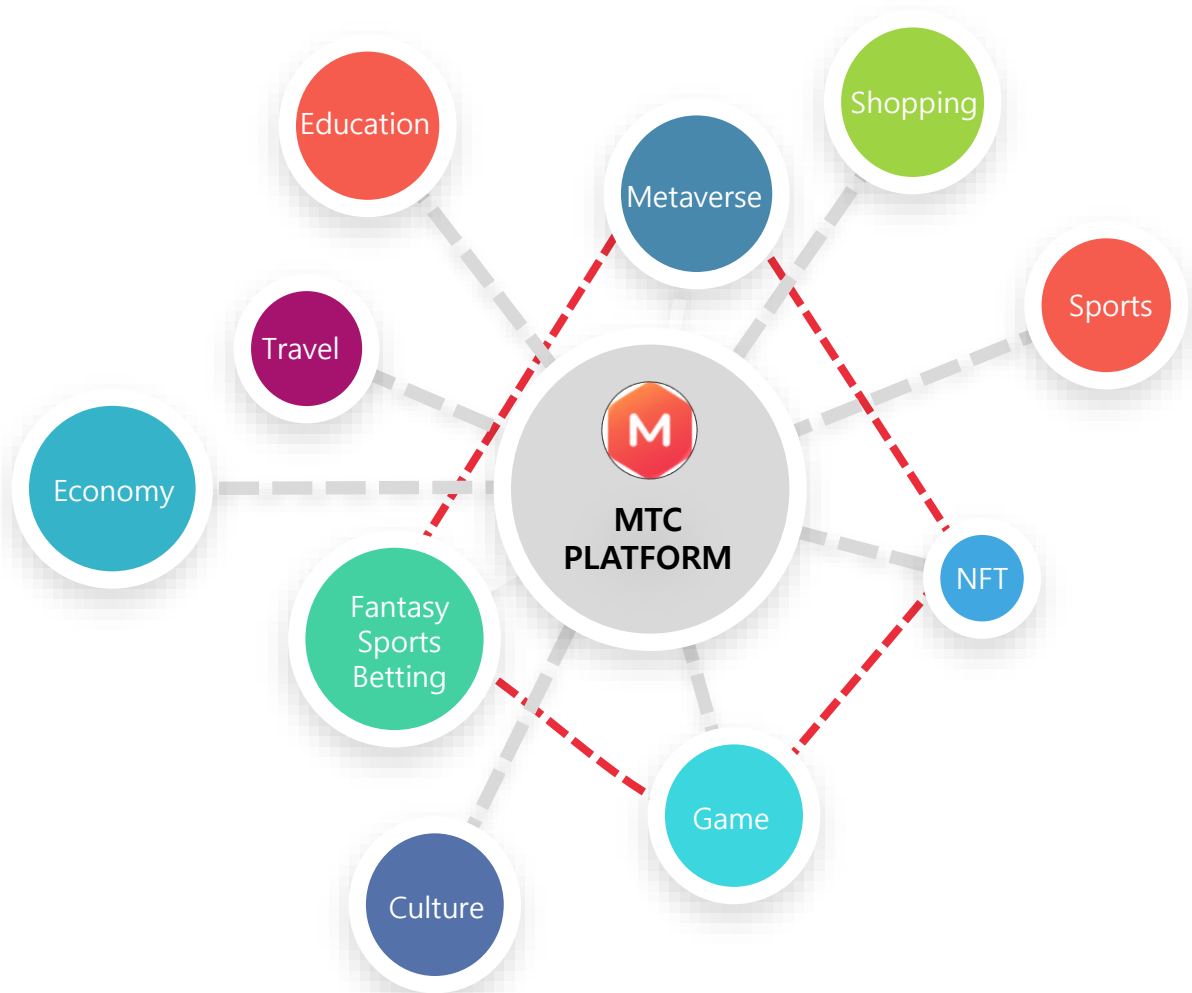
Overview	... 03
1. Market	
1-1. e-Sports	... 05
1-2. Global e-Sports Market	... 05
1-3. Local e-Sports Market	... 06
1-4. Fantasy Sports Market	... 07
1-5. Sports Match Prediction Game Market	... 08
2. MTC Blockchain	
2-1. Why Blockchain	... 09
2-2. MTC Blockchain	... 09
2-3. IPFS-based user digital asset preservation system	... 10
2-4. MTC On-Off Chain	... 11
2-5. MTC Blockchain System Architecture	... 12
3. MTC Platform	
3-1. MTC Platform Business Overview	... 13
3-2. MTC Platform Objectives	... 14
3-3. MTC Platform Business Model	... 15
4. MTC Ecosystem	
4-1. MTC Token Economy	... 16
4-2. MTC Platform Ecosystem	... 17
4-3. MTC Economy Cycle	... 18
5. Hicon Adventure Platform	... 19
6. Game Service	... 20
6-1. Game Services	... 23
6-2. Fantasy Sports Game	... 27
6-3. P2E Game - Heaven	... 28
6-4. Countermeasures for Abusing31
7. Team & Advisor & Partners	... 32
8. Token Operation Plan	... 36
8-1. MTC Distribution Plan	... 36
8-2. Proceeds Allocation Plan37
9. MTC Roadmap38
10. Legal Notice39

“MTC is a platform designed for activating Metaverse and eSports markets.”

1. MTC Platform

MTC Platform is a marketplace platform that handles data in all areas including society, economy, sports, culture, politics, science, and technology. Blockchain network of this platform is built in the form of P2P and mobile mining to provide a decentralized data chain in which all participants in the blockchain become producers and consumers at the same time, while users experience enhanced security through the internal private chain. MTC(Metatron) is required to access the implemented decentralized data.

In MTC, tokens can be transferred to each other, and token users become small nodes to strengthen the decentralized system. In addition to decentralized data, MTC Platform provides contents such as metaverse, games, distribution, shopping, travel, education, etc. for flexibility and scalability of developing environment and provides a pay system linked to MTC.



2. MTC Ecosystem

In the 21st century, Metaverse, which is rapidly spreading as one of the most popular contents to people around the world, has established itself as the mainstream culture of the MZ generation, and the market size has grown significantly, mainly in the United States and China. MTC Metaverse provides expanded user experience and is planned to implement Metaverse Ecosystem in which all users can engage in productive activities, while the existing metaverse divides productive activities and consumer activities.

In addition, we intend to promote the growth and advancement of the e-Sports market through the MTC Platform. Currently e-Sports market constitutes an ecosystem of game companies, professional players, broadcasters, sponsors, viewers, associations, and stadiums, but a few game companies and broadcasters monopolize more than 90% of the total income, causing an overall imbalance. As a result, the income of professional players is limited, and there is little profit to viewers and fans from their participation, although game companies' sales are increasing and the overall market is growing.

Since the Corona Pandemic, large-scale matches have not been held, and the overall growth of the market has stopped as game rooms and other places to play games have been restricted. Especially the matches has not been held and viewers are not able to watch games, which resulted in crisis situations.

By introducing a virtuous cycle structure into the E-Sports market, Metatron intends to expand the base for stable income and expansion of e-Sports professional athletes, participation and profit distribution of viewers and fans, and discovery of new players.

MTC will lead the e-Sports market just as the sports Toto business in the past has led the overall sports market through sports clubs, organizations, and base expansion projects. Unlike the global market, where social games do not have special restrictions on sports predictions, in Korea, they are incorporated into legal area just like web board games, when the revision to the Enforcement Decree of the Game Industry Promotion Act was announced in April 2020. With this, a foothold has been laid for the sports match prediction game to rise from shade to light in Korea. First of all, the platform will be expanded by adopting "2WinChance," a fantasy sports game that combines advanced payment technologies from Blockchain and MTC, and "Heaven," a P2E-based game, as major ecosystems in the background of the e-Sports Game industry, which has large-scale fandom worldwide.

Blockchain technology is a chain technology that applies the decentralized principle to share responsibility and rights to everyone who shares the storage space for all data, not to one centralized group, and to check and prove them anytime, anywhere. A block is blocked as a piece of data, and the blocks that store data are chained in real time and can be shared by everyone.

Because everyone has confirmed it and everyone has proven it, it is a technology that is difficult to forge and has excellent security and transparency. MTC can maintain the reliability of a transparent and powerful platform service by fusing blockchain technology to the Metaverse, sports and e-Sports game and provide next-generation security technology that perfectly protects users' personal information and financial data.

1. Market

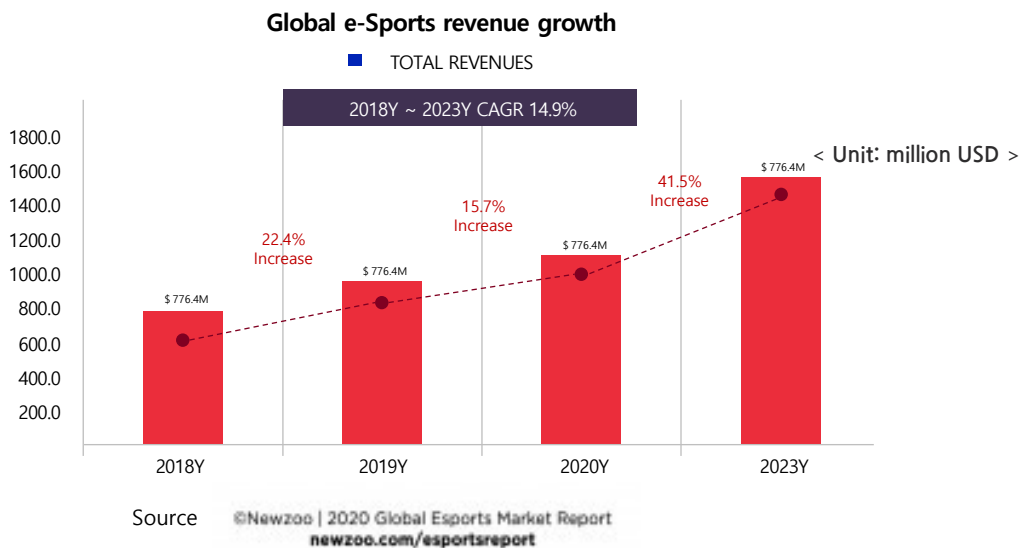
1-1. e-Sports

e-Sports is an abbreviation for electronic sports, meaning that it has both the characteristics of games and sports. 'e-Sports' is defined as competitions and the related activities in which records or matches are contested between people through the game (Article 2, Item 1 of the Game Industry Promotion Act).

e-Sports should approach not only games but also a wide range of entertainment industries such as education, tourism, sports, and broadcasting, and unlike the early days led by several star players, it is currently maintaining steady growth on a stable infrastructure.

1-2. Global e-Sports Market

In the 21st century, e-sports, which is rapidly spreading as one of the most attractive cultural contents to people around the world, has established itself as the mainstream culture of the MZ generation, and the market size has grown significantly, mainly in the United States and China. e-Sports (electronic sports), which was born in Korea in the wake of Starcraft's sensational popularity in the late 1990s, was adopted as a demonstration event for the Asian Games in 2018, and has developed into a popular and global sport, with the number of global viewers reaching 440 million in 2019.



Newzoo, a media specializing in e-sports market data, estimated that the global e-sports market reached US\$1.1 billion in February 2020, which is a 15.7% increase from 2019.

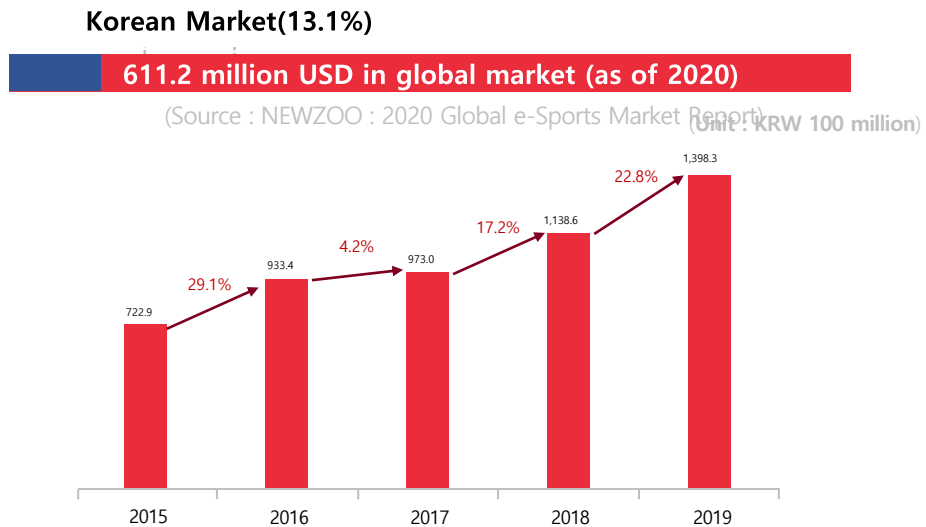
1-3. Local e-Sports Market

We are targeting Korea as its first market, so we conducted a market research in Korea. According to the '2020 Korean Game White Paper' published by the Ministry of Culture, Sports and Tourism of Korea and the Korea Creative Content Agency, the size of the domestic e-sports industry in 2019 is estimated to be 115.5 million USD, which is a 22.8% increase from 2018.

The domestic e-sports industry in Korea has grown by more than double digits every year except for 2017, and the average annual growth rate from 2015 to 2019 was 17.9%.

The amount of investment by game companies hosting e-sports has grown significantly from 43.7 billion won in 2018 to 60.4 billion won in 2019 and according to the game white paper, the related companies are continuously increasing the amount of investment in hosting competitions and investing in infrastructure to grow the e-sports industry.

Size and trend of domestic e-sports industry in Korea (2015 ~ 2019)



(Source : Size and growth rate of domestic e-sports industry by year: 2020 Korean Game White Paper)

The Korean government recognized e-sports as a future core industry and announced the 2020 game industry promotion plan to strategically support the e-sports industry, such as revitalizing e-sports competitions, building exclusive stadiums, and systemizing player protection. The potential of Korean e-sports is being evaluated more highly on the global stage. As of 2020, the market size is only 13.1% of the world, but with the exception of a few sports, most of the top players in the world's popular games are from Korea and have skills that greatly overwhelm foreign players.

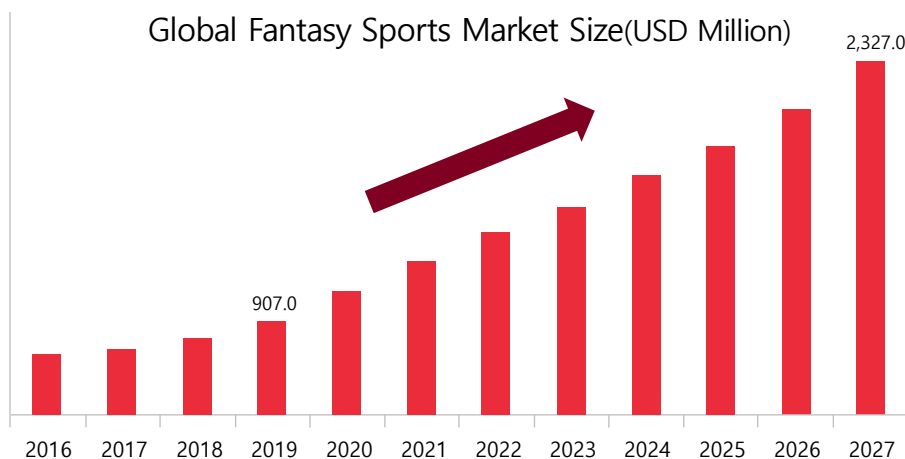
Korea, which has a status as a powerhouse of e-sports, is currently creating a global craze in e-sports, and e-sports is emerging as a new subject of the Korean Wave (Hallyu). Korea is undoubtedly the home of e-sports, with excellent players represented by Faker (Lee Sang-hyeok), who is a member of SKT T1, a prestigious LoL (League of Legends) club, and is the most winner of the League of Legends World Championship.

1-4. Fantasy Sports Market

'Fantasy Sports' refers to a game in which a user selects players of an actual match online and predicts the match, and the ranking is determined among participants based on the statistical performance of the actual match played by the player selected by the user.

In the 1950s and 1960s, a game played by American sports enthusiasts with paper and pens turned into an online game in 1999 when Internet portal Yahoo opened the fantasy sports league. American football, the most popular game, is played by about 30 million Americans. In 2009, FanDuel developed a daily fantasy sports game that can be enjoyed every day, breaking away from the existing league system, and as a result, the number of fantasy sports game users increased rapidly, and in 2014, they began to enjoy fantasy sports in North America.

Korea started the first daily fantasy sports game in 2016 and has developed through basketball (KBL) and baseball (KBO) services to soccer (K-League) services.



(Source : 2020, ReportCrux Market Research)

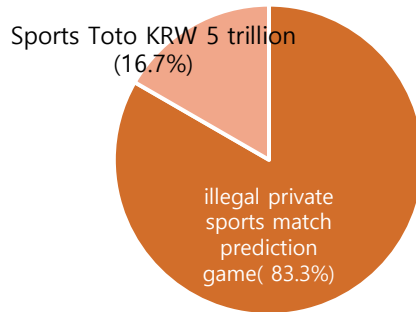


According to the ReportCrux Market Research report, the global demand for Fantasy Sports market was valued at about \$970 million in 2019 and is projected to reach \$23.27 billion by the end of 2027, at a CAGR from 2020 to 2027, it is expected to record a growth of 12.5%.

1-5. Sports Match Prediction Game Market

As of 2020, the size of the domestic sports match prediction game market in Korea is conservatively estimated to be about KRW 30 trillion, and the size of the illegal private sports match prediction game market is estimated to be KRW 25 trillion. Legal sports match prediction games that have been officially approved are worth about KRW 5 trillion, and the proportion of private match prediction games is overwhelmingly high.

Sports match prediction game market size in 2020 in Korea



※ illegal sports match prediction game market size KRW 25 trillion

(Source : SENTV)

After the sports match prediction game was incorporated into the revision of the Enforcement Decree of the Game Industry Promotion Act in 2020, the sports match prediction game market, which has been considered a dark area, has been moving to light area.

Although a small number of companies such as Sporlive occupy the market for sports match prediction games, there are positive observations that the overall market size will expand significantly if game companies with high brand recognition such as Mgame, Neptune and NHN enter the market. The sports match prediction game market in 2022 is expected to grow even hotter.



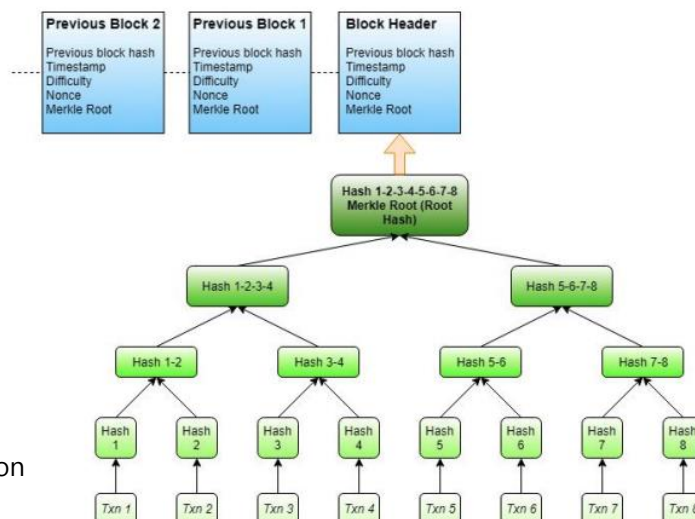
2. MTC Blockchain

2-1. Why blockchain

In 2007, Satoshi Nakamoto recognized the dangers of a centralized financial system through the global financial crisis and devised a blockchain technology that enables transactions between individuals. Since the advent of Bitcoin, the world's first cryptocurrency, in 2009, a number of cryptocurrencies have been in circulation. Bitcoin is an example applied to money and finance. The cryptocurrency enables transactions between network participants without a notarized transaction intermediary based on the values of decentralization pursued by blockchain. Blockchain refers to a digital ledger in which transaction information occurring in a network is encrypted and shared among network participants. Forgery of information can be prevented by verifying validity in the process of linking blocks, which are information storage units, in the order in which they were created. If any one transaction information composing a block is changed, because it has the characteristic of causing a change in the hash value of the entire block chain, it maintains information integrity by making it impossible for a node to arbitrarily manipulate information. Blockchain can be used in various fields that require reliability including cargo tracking system, P2P lending, tracking the entire process from origin to distribution, authenticity of art works, combating counterfeiting, electronic voting, electronic citizenship issuance, vehicle sharing, and managing medical records shared between hospitals, as well as electronic payment and digital authentication. Complete information sharing through the P2P network disables external hacking attempts aimed at specific nodes and prepares for the risk of a "single point of failure" which causes the entire system to be disrupted.

2-2. MTC Blockchain

MTC was implemented through the TRON blockchain platform to provide fair and reliable fantasy sports games through blockchain technology. MTC, issued on the TRON platform, supports a faster, simpler, and safer infrastructure for independent digital asset transactions. It uses the immutability of blockchain to share data and ensure content quality. It can build a network by onboarding other people's usage patterns as well as through the pretentiousness in the token's usage stage.

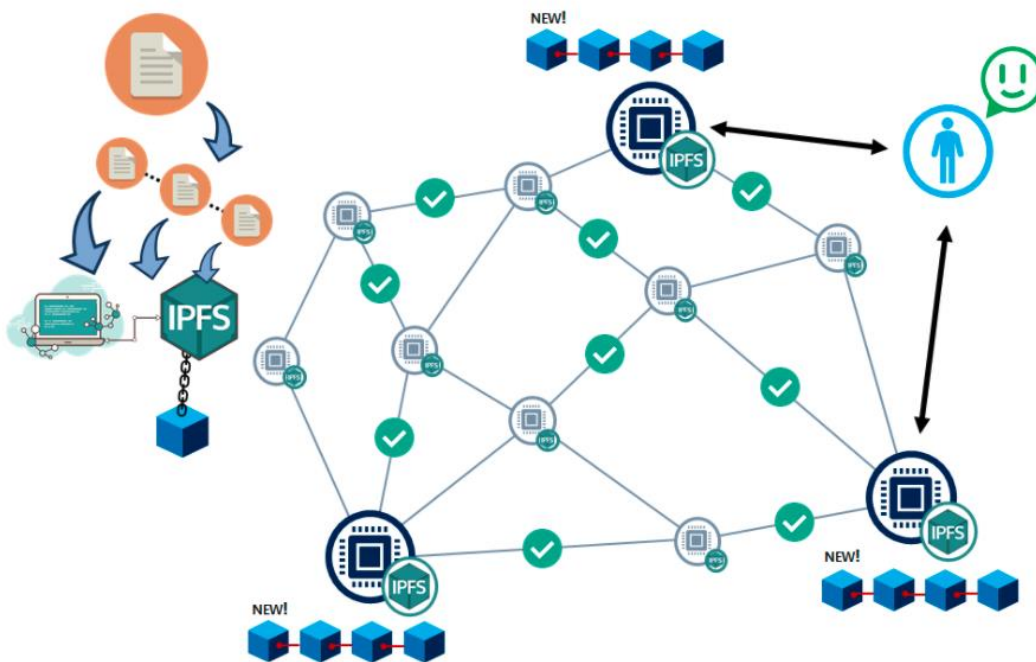


< DPoS Algorithm in Tron Network >

2-3. IPFS-based user digital asset preservation system

MTC Platform shares various levels of digital information and assets for value exchange and user information exchange with each service partner, and builds a platform based on IPFS for its security and safe management. IPFS stands for "Inter Planetary File System" and is a decentralized file system. IPFS is a hypermedia protocol that handles files and IDs and is a distributed file system created to connect all computer devices with the same file system.

IPFS is a structure that imports file fragments from multiple computer nodes at the same time and can reduce the existing bandwidth cost by more than 60%. It is open and not centralized. IPFS provides a configuration management system for mirroring data that is continuously dying and changing their shapes, and the backbone of Dapps is blockchainized in it.



< Processing large data in IPFS-based blockchain network >

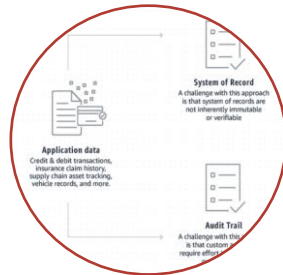
2-4. MTC On-Off Chain

· MTC Off Chain

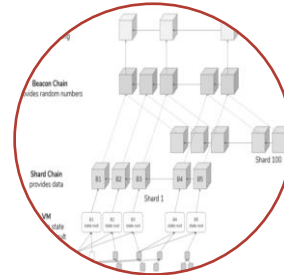
Platform services require a separate record system application storage to track and store important data. These data include credit / withdrawal transactions / internal regulatory data (for example, GDPR) and complete transaction records (COMMERCIAL SERVICES), etc. of accounts in MTC. This information is recorded in a way that can traditionally implement the existing database. makes it difficult to track and verify unintended data changes because it is error-prone and requires the use of custom development approaches. By building a cloud-provided off-chain system, MTC utilizes a scalable serverless architecture to easily verify the integrity of historical records. It aims to build a MTC Platform System in a hybrid form of centralized operation and decentralized ownership operation by effectively managing data generated from numerous logics on the off-chain and connecting it with the on-chain.

· MTC On Chain

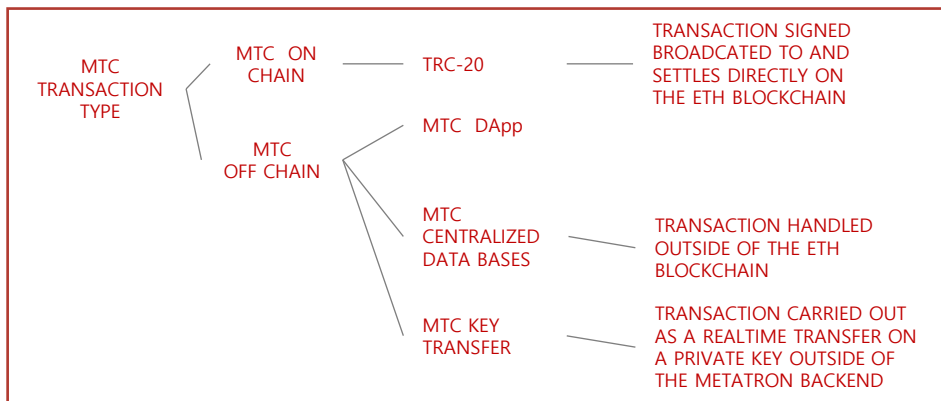
On Chain (Tron Protocol) records transaction information on the MTC main blockchain network by synchronizing the information accumulated through Metatron Off Chain transactions. At this time, information fetched from Off Chain is minimized and only necessary information is registered on the block.



CROSS SHARD / THE BEACON CHAIN

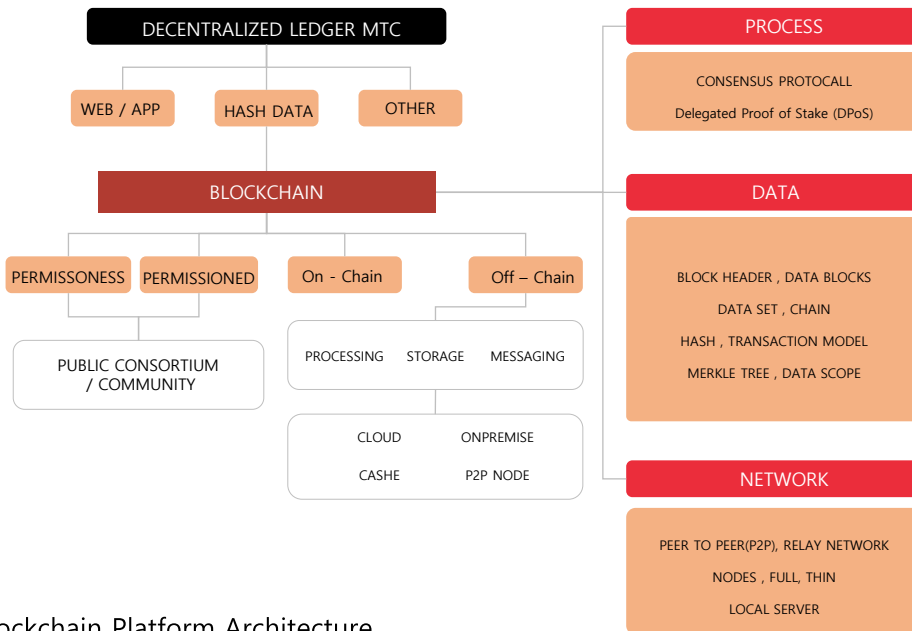


APPLICATION DATA /
SYSTEM OF RECORD / AUDIT TRAIL



2-5. MTC Blockchain System Architecture

1) MTC Data Architecture



2) MTC Blockchain Platform Architecture

❖ DApp Layer

- Users who come into contact with the MTC platform are dedicated to DApp Service LAYER..
- Users complete the membership authentication process through KYC and use the services provided by MTC.
- All data of MTC service supports decentralized structure protocol to solve security issues against external hacking by linking MTC blockchain API.

❖ MTC API Layer

- MTC Platform composes API service as a platform to link with third-party foundations or service providers to provide Dapp services.
- Various environment configurations are possible through access to the TRC-20 core code.

❖ Smart Contract Layer

- MTC Smart Contract is a decentralized application (DApp) layer built on the basis of digital assets, financial smart contracts, protocols, and contract codes.
- Agreed by the predefined asset operation logic through smart contracts / manages code lines that automatically execute functions when a set of events occurs.

❖ MTC Blockchain Layer

- A storage layer of a data structure in which important information such as payment/reward/content generation is stored in a block header to distribute.
- TRON platform-based blockchain reliably processes blocks and data generated through Protocol.

3. MTC Platform

3-1. MTC Platform Business Overview

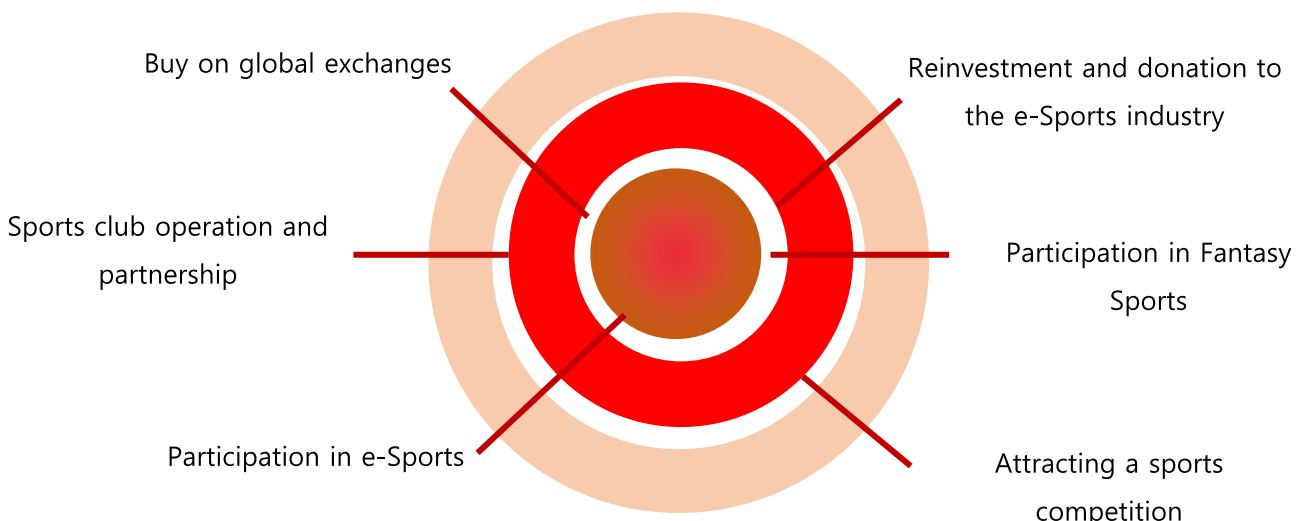
The MTC Platform started in an industrial and technical background for a new type of content service such as the revitalization of the game and e-Sports markets and metaverse which is currently developing actively.

MTC Platform provides the network of various e-Sports services, focusing on platform linked to a blockchain-based data and service, and aims to provide technical and environmental space for user base expansion and Play to Earn (P2E) which has become a hot topic recently. It provides payment tools required for game services, provides a foundation for security technology through linkage with platform, and provides networking between each service through information linkage of each content user.

a fantasy sports game, and 'Heaven,' a P2E-based AOS game, as the first step through a comprehensive contract with a game service provider. Unlike the global market, where social games has not been regulated in sports, after the sports match prediction game was incorporated into the revision of the Enforcement Decree of the Game Industry Promotion Act in 2020, the sports match prediction game market, which has been considered a dark area, has been moving to light area and active industrial discussions about P2E games are underway in Korea.

Through the global launch of games and their expansion, we plan to increase the total number of platform users. The longer the stay time in the game and platform, the longer the time for the game will increase, which will be proven by a practical business model. Along with the increase in platform users, it is expected to get results such as sports and related business advertisements. We plan to build an ecosystem that both advertisers and participants are satisfied with through the platform and tokens.

MTC Platform plan to revitalize the e-Sports market and sports market by operating sports clubs including e-Sports, attracting competitions, and partnering with clubs, and we will maintain a healthy ecosystem by reinvesting and donating profits through various methods. In addition, we plan to expand demand for tokens and users through investment in various IPs and development, discovery and activation of e-Sports games.



3-2. MTC Platform Objectives

Blockchain technology is a chain technology that applies the decentralized principle to share responsibility and rights to everyone who shares the storage space for all data, not to one centralized group, and to check and prove them anytime, anywhere. A block is blocked as a piece of data, and the blocks that store data are chained in real time and can be shared by everyone. Because everyone has confirmed it and everyone has proven it, it is a technology that is difficult to forge and has excellent security and transparency.

The MTC Platform can provide a transparent, powerful and reliable platform service by convergence of blockchain technology with the content industry such as e-Sports, games and Metaverse, and provide next-generation security technologies that completely protect related data, such as providing reliable data management systems for users' personal information, e-Sports at home and abroad, and game service participants

In addition, the Foundation plans to promote the revitalization of e-Sports and game industries in various ways through the MTC Platform. It aims to promote reinvestment in the e-Sports industry, donations to related organizations, attracting sports events, establishment and operation of sports clubs, and alliances with existing clubs through the digital asset token of the MTC Platform.

Through the blockchain platform, the MTC(Metatron) token in the MTC Platform can be utilized for purchasing digital item and game point used within each game platform, thereby expanding the token ecosystem, enabling increasing the convenience of service users.

1) Provide differentiated Game Platform Service

- Provide Game Service focused on e-Sports, which has global fandom in the sports game match prediction market Game Service (2winChance)
- Provide North American Fantasy Sports Rule for targeting the age group in their 20s and 30s as well as Game match prediction with the user-friendly Sports Toto method (preemption in new market)
- Build a P2P foundation that allows game developers and operators, professional clubs, PC rooms, game users and spectators to make a profit

2) Build Blockchain Management System for game operator and Pro e-Sports club

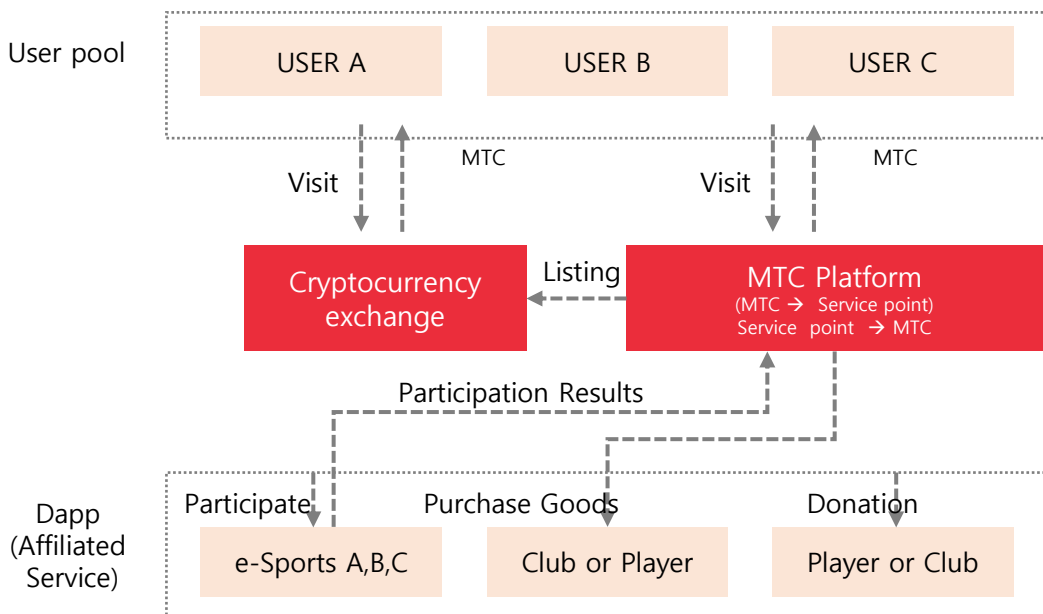
- Provide accurate club information and player information analysis system for e-Sports operation
- Provide advanced big data analysis results based on Blockchain
- Provide Real-time data analysis of win rate for each club composed of blockchain-based accurate information
- Expand E-Sports participation by supporting professional teams and amateur leagues.

3) Build community for amateurs and beginners

- Share and reproduce real-user-centered content for efficient marketing
- Activate the ecosystem by attracting sponsors and donating to the club
- Activate pro users and amateur users simultaneously and expand the base to agency business

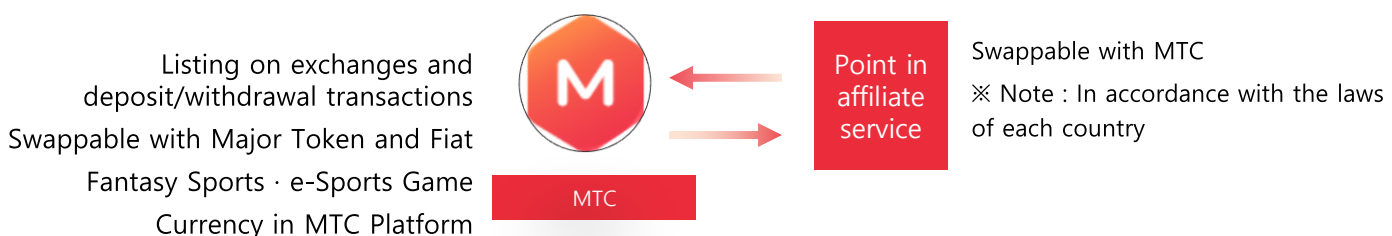
3-3. MTC Platform Business Model

The main business model of the MTC Platform is a fee-based revenue model generated in the MTC Ecosystem. Users who participate in the game can play games with points of each game service swapped with MTC within the MTC Platform and exchange those points back to MTC on the platform. Since it is swapped with various game points, mileage, and membership, it is expected to expand the ecosystem by increasing the services affiliated with MTC, and we plan to convert it into various coins or fiat currency at cryptocurrency exchanges. (However, exchange between points and coins is implemented in accordance with the relevant laws and regulations of each country.)



01. Users interested in Sports, match prediction and e-Sports games are organized into one pool
02. Signed a listing contract with a cryptocurrency exchange for the smooth supply of MTC
03. The MTC platform consists of MTC Point and DApp (game prediction, AOS genre game, shopping mall, donation) to provide services
04. Supply and sale of contents through business agreements and contracts with affiliates to provide Fantasy e-Sports games

MTC holders can convert tokens into points to use the services on various business platforms such as games, metaverses, and NFTs that are affiliated with the MTC Platform. It is used to participate in competitions, participate in campaigns, vote, and approve rewards, and can be deposited and held according to the internal staking policy in MTC Platform.



4. MTC Ecosystem

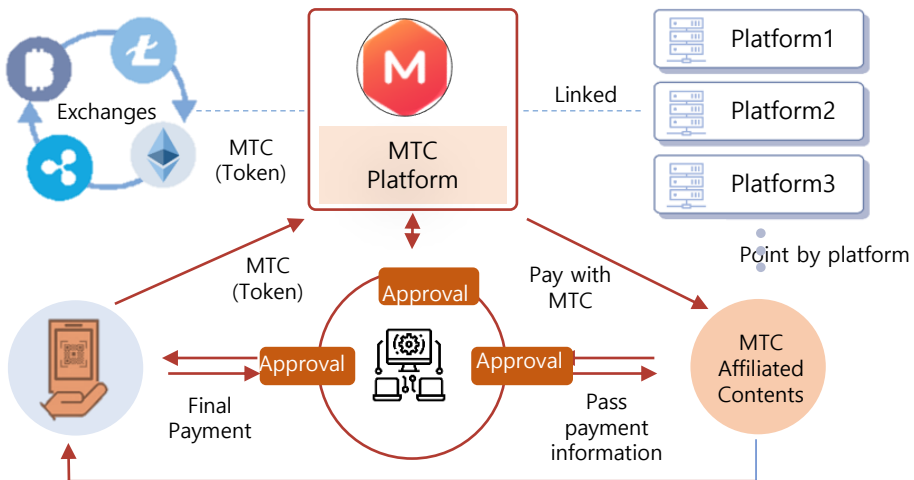
4-1. MTC(Metatron) Token Economy

MTC is a cryptocurrency based on TRC-20 of the Tron network and it does not require the input of manpower and resources to establish and operate a trusted third-party institution on the MTC Platform and can improve transaction transparency because all transaction records are encrypted and disclosed to members. In addition, it is a technology that can guarantee the security of the MTC platform by utilizing the technical elements of the blockchain that have secured safety in terms of security.

TRC-20 TOKEN

- TRC-20 is a standard token specification determined by the Tron blockchain network.
- TRC-20 tokens offer the same benefits as ERC-20 tokens.
- Unlike Ethereum, which has a low transaction processing speed per second (TPS) and customers have to bear a high gas fee as a result, TRC-20 tokens are 2,000 TPS, do not charge Dapp transaction fees, and have Delegate Proof of Stake (DPoS) Consensus algorithm, enabling support of fast processing speed and large number of users.
- Tether is probably the largest and most recognizable project using the TRC-20 token standard.

MTC is a reward for participation for services in MTC Platform and a means of future safe asset value and is used as a cryptocurrency traded within the MTC platform and on the affiliated service platform. As the related services are highly activated, grown, and create a stable profit structure, the value of MTC rises as a digital safe asset. In addition, it minimizes the risk by hedging the risk of market fluctuations in assets through the structure of swapping with points (mileage) within each service affiliated with MTC.



4-2. MTC Platform Ecosystem

It is designed to provide fair and reasonable benefits to platform users through blockchain technology, and the token becomes the basic currency that activates the ecosystem, allowing users to participate and use it within the platform, and can be used within the platform as various means of exchange and use.

- Participants in MTC Platform

- 1) Service User

The most important part of the MTC platform is the user. It is expected to provide a service that can be expanded globally so that more users can participate in this platform as game players, sponsors, and participants to events. Within this platform, users can use additional services such as purchasing paid contents, participate in promotions, and purchase various events and goods, and can participate in various expansion projects using this token. This is also the main reason for using this token.

※ Note : In accordance with the relevant laws and regulations of each country

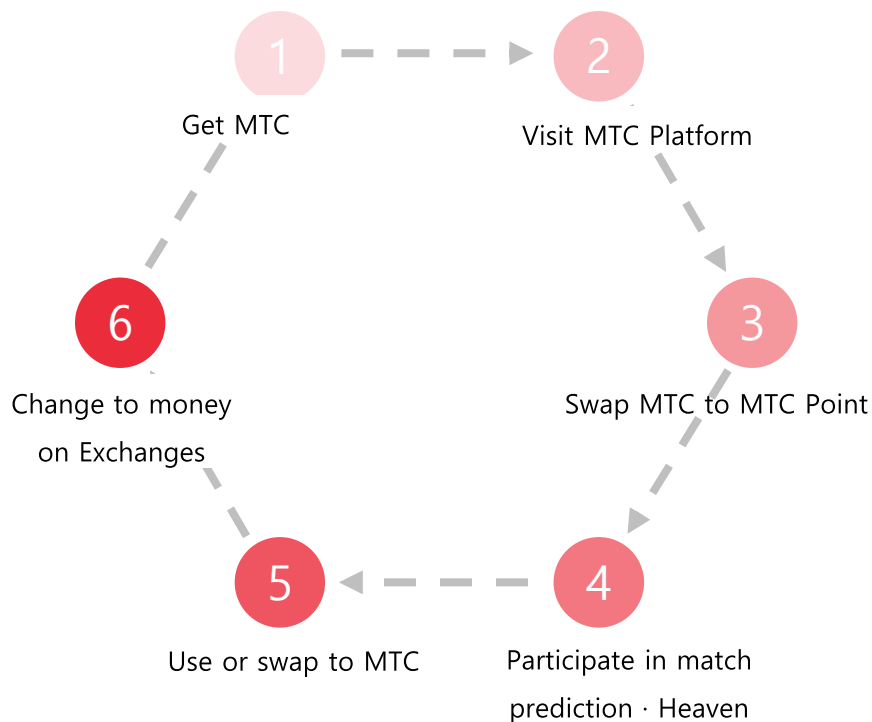
- 2) MTC Platform

The MTC Platform and an operator responsible for the provision of services using tokens of service partners (game companies) to be expanded in the future, and for the issuance, supply, and operation of tokens. After the launch of the service, the foundation will take the position of an exclusive liquidity provider that holds and operates the most MTC tokens, perform the profitable activities including sales of security services and advertising through platform services, and collect fees occurred from exchange of service points used in each affiliated service. Through the resources generated in this way, activities such as management and operation of the platform, alliances with various partners, and marketing and support for customers will be performed.

- 3) Platform Partners

The MTC Platform aims to revitalize the market for various e-Sports and implement a stable service system. Therefore, partners who share the vision of the MTC Platform and pursue common interests by participating in the ecosystem become important members of the ecosystem. Partners will provide the MTC tokens paid by customers in each service to the MTC Platform Team and receive the settlement amount for them. Each service provider will receive additional rewards for contributing to the MTC Platform and ecosystem.

4-3. MTC Economy Cycle



01. Get MTC

Purchase on exchanges or mining

02. MTC PlatForm

Visit MTC Platform to sign up or play fantasy sports games

03. Swap MTC to Point

Exchange MTC to Points to participate in the game

04. Participate in match prediction · Heaven

Predict match competition with the exchanged MTC Point

05. Use or swap to MTC

Rewards according to the outcome of the game / Use MTC Point or exchange to MTC

※ Note : In accordance with the relevant laws and regulations of each country

06. Change to cash on exchanges

Change MTC to cash on the exchanges where MTC is listed

5. Hicon Adventure Platform



Leading the leisure culture of modern people with the only golf platform in the world

Build a novel golf infrastructure platform that provides the necessary information to golfers and provides a pleasant experience of treasure hunting during rounds. It is a comprehensive platform that allows pleasant surprises for customers visiting golf courses, cost-effective publicity effects for small and medium-sized manufacturers, and effective means of attracting customers, contributing to a sound financial cycle of the economy. Based on the platform's accumulated customer data, it will expand services to all domestic stores and attractions, and expand overseas to become a global platform.



최상의 라운딩
출안원 플랫폼



VIP LOUNGE
하이콘 어드벤처



EVENT HALL
이벤트 홀

5-1. Market analysis and Background of golf platform development

Changes in golf culture

Influx of MZ generation into the golf market, which has been recognized only as a luxury leisure
 - Golf population in 2021 reached 5.15 million, an increase of 460,000 from the previous year.

Among new golf beginners, those in their 20s and 40s, who can be called the MZ generation, account for 65%

The field proof photo is emerging as a trend due to the combination of the proof photo culture, which is the biggest characteristic of the MZ generation.

While the overall golf population is increasing, the golf market and additional businesses surrounding this market are expected to grow, as large corporations are also jumping into the golf goods industry, including food and beverage.

Hicon Adventure golf platform reflects this trend and aims to generate profits for small and medium-sized businesses and provides free products and services to golf users, providing fresh enjoyment.

Current status of golf courses in Korea



CORE VALUES



01. **Best Golf Course Platform**

Experience the best platform at Hicon, which leads a leisure culture in harmony with nature through golf.

02. **VIP LOUNGE**

High-quality service provided by the VIP Lounge makes the customer's life rich and relaxed.

03. **EVENT HALL - golf and culture coexist**

Various themed events are held monthly and weekly - Treasure hunt, shopping mall, advertisement, public relations, golf clinic, cultural lecture, customer invitation...

PLATFORM





AR Mobile APP
+ NFT + Metaverse



PERFORMANC

Metaverse space that stimulates curiosity

AR Treasure Hunt Adventure

Coupons and tour programs with AR view for local characteristics

AR Store Adventure

Goods



APP Main



Character Friends



#CMYK 색상코드



\ 하트



\ 짜잔



\ 승리



\ 실패



\ 최고



\ 가자



6. Game Service

6-1. Game Services

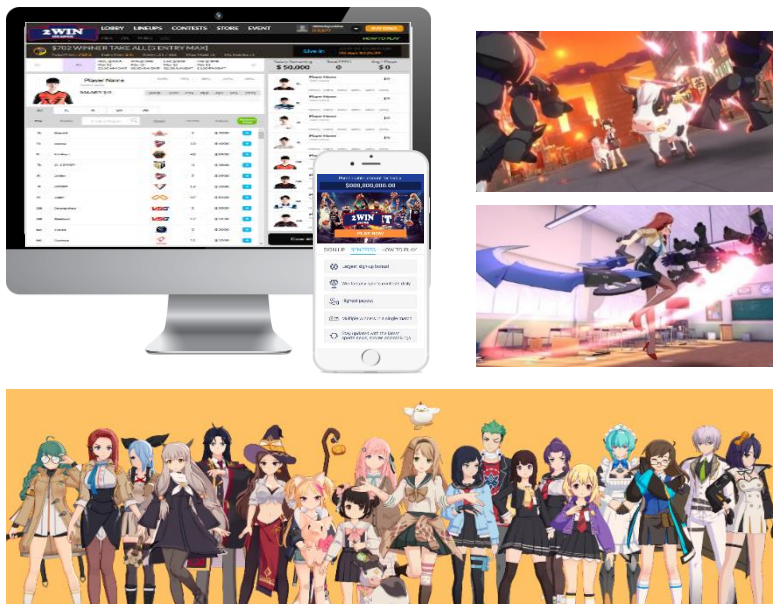
With the launch of the service, MTC Platform plans to provide two game services as a Dapp after signing a comprehensive contract with a game service provider.

2WinChance, which is provided first, is a fantasy sports game, and is a game service that applies blockchain technology for transparency of e-Sports and actual sports game results and stability of game prediction. Fantasy Sports Game is a game in which information on sports clubs and players is provided, and clubs and players are selected to form a team to predict the match.

In addition, HEAVEN provided by the MTC Platform is an e-Sports P2E game that forms a team in the AOS genre and wins through 'personal growth and farming', 'team play', and 'battle between camps'. For game and match prediction, users can use the service only by using the MTC issued by the foundation and the points in the game service.

The match prediction game of the MTC Platform may incur rewards or loss depending on the match result of the e-Sports Game. If the user wins, they will be rewarded with more game points, which can be converted to MTC within the platform.(In accordance with the relevant regulations of each country)

The converted MTC can be exchanged in cash on the cryptocurrency exchange, and you can purchase the Goods of your favorite clubs or players or donate on the MTC Platform.



6-2. Fantasy Sports Game (2WinChance Game)

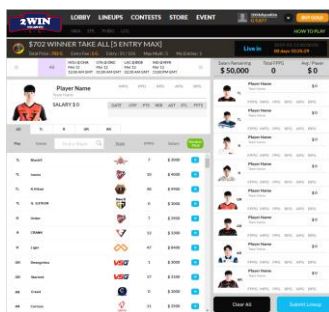
1) PC Game Configuration



[Lobby Configuration]

[Lobby Configuration]

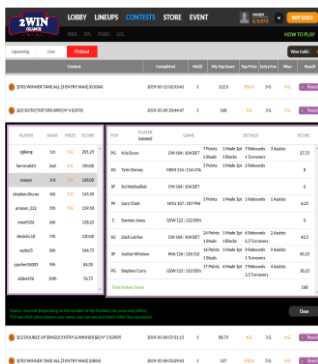
- 1) Each game mode on the lobby screen
(Currently, BAG, NBA, and EPL applied)
- 2) Game schedule updated every week, and information on players and clubs updated in real time
- 3) Participating slots are exposed differently according to the final dividend rate. Cannot be manipulated due to exposure of participating user IDs to increase reliability



[Match Prediction Slot Details]

- 1) Dividend information according to winning ranking
- 2) Brief slot information and regulation description
- 3) Expose the user ID currently participating in the slot
(Cannot be manipulated by the operator to increase reliability, which resulted in a distinction from competitors)

[Match Prediction Slot Details]



[View the result of the match prediction]

- 1) The current North American fantasy rule is applied
- 2) Disclose detailed stats of players by each club

[View the result of the match prediction]

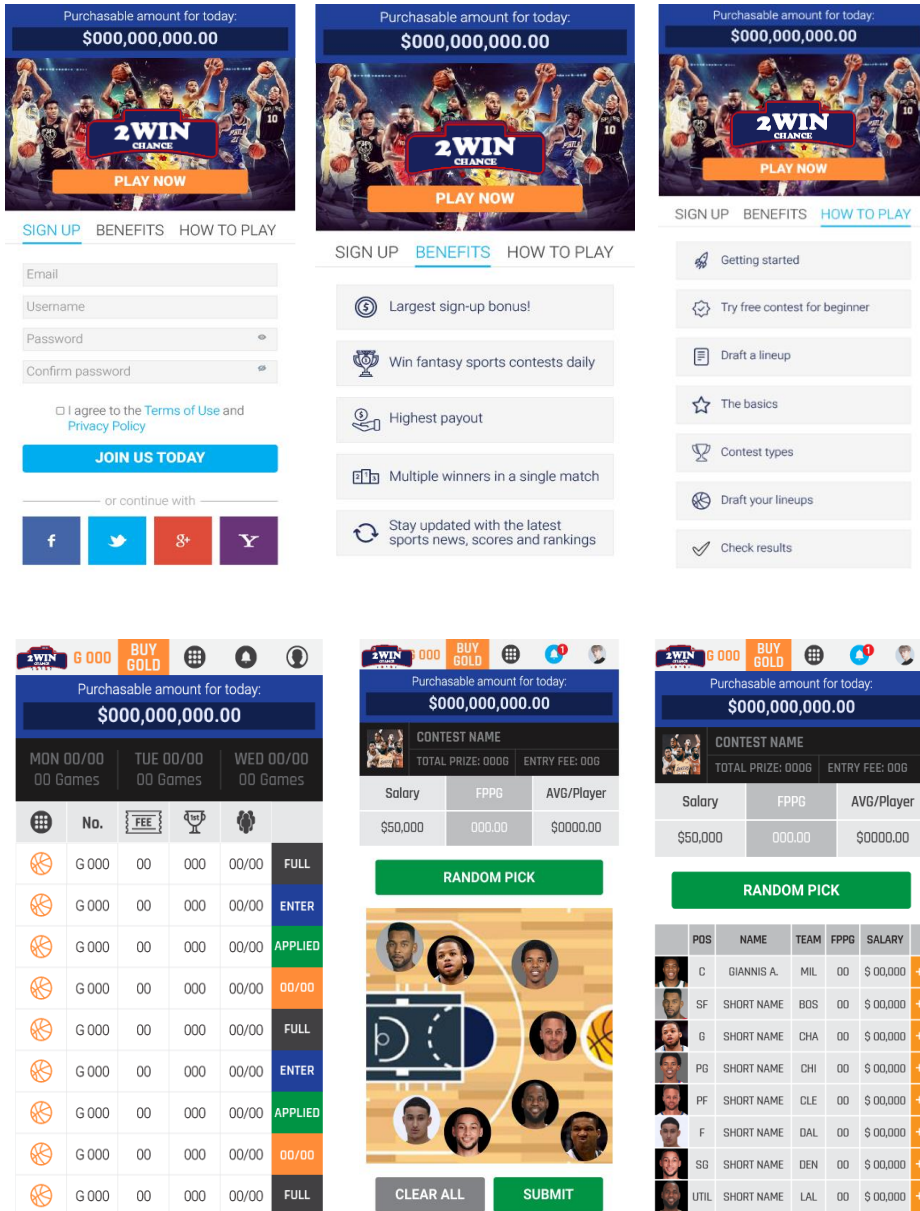


[Store]

[Store]

- 1) Exclusive store for each game
- 2) Users can donate to each club by purchasing Goods
- 3) Purchase gold and MTC points for participation
- 4) How to participate in predicting the match : Can be purchased with cash and MTC Point

2) Mobile Game Configuration



[Lobby Configuration]

- 1) Mobile Web Version: Accessible without a separate installation
- 2) Enables all functions same as PC version
- 3) Enables to view smoothly match prediction and game information on a narrow screen
- 4) Minimize traffics
- 5) Strengthen mobile security

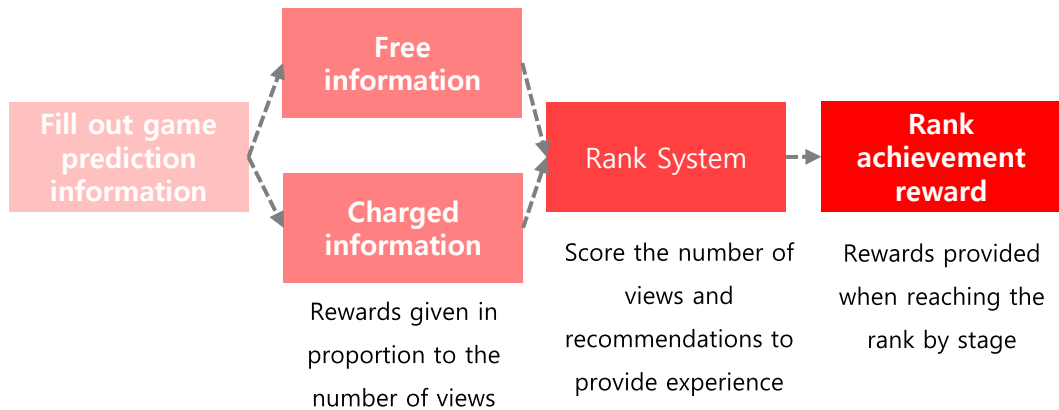
3) Fantasy Sports Rewards Policy

A. Rewards Policy for Picker

Picker fills out match prediction information based on various information and can achieve Rank through the number of views and recommendations of general participants.

Rewards are provided when achieving Rank by stage (Bronze → Silver → Gold → Platinum → Diamond → Master), and when paid information is provided, Rewards are provided in proportion to the number of paid information views.

Hit rate of information provided and picker's current rank are shown, and the hit rate is not permanently reset. Rank is reset by season.



[Rewards Policy for Picker]

B. Rewards Policy for User

Users get rewards by joining the team and the player's fan club. After the season ends, the rewards are determined according to the ranking of the team and the player concerned, and the rewards for the team and the player' fan clubs are equally distributed among the number of fan clubs.

Reward criteria are determined at a certain rate $((X/\text{season period}) * 100\%)$ according to the membership period for each season, and the criteria for recognition of fan club will be announced separately before the end of the season.



[Rewards Policy for User]

6-3. P2E Game – HEAVEN

1) Game Configuration

Classification	Description
Game	HEAVEN(P2E)
Genre	Aeon Of Strife(AOS)
Duration	15 ~ 40

A. Characters & Skills system

It is produced based on about 30 independent character traits and has each character story, so the linked story for each character is reflected in the game and can be used for strategic character combinations. Each character has a variety of skills that match 10~20-character traits. In order to show the colorful actions of the characters, 70 different motions were implemented for each character, and basic and special attack motions and their combined attack motions for each character's action were expressed.

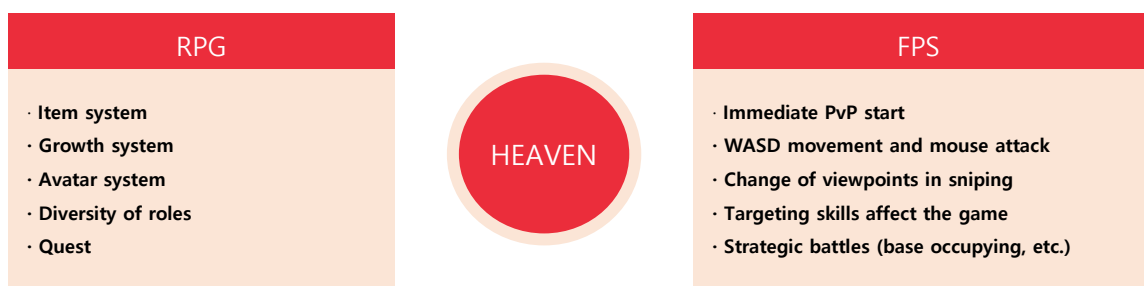
B. Battle System

Heaven battles use 'quick battle', 'fancy', and 'excitement' as the main keywords.

MP (Magic Point) used for skills is restored fast without rest and continuously restored during battle, so the skills can be used frequently more than in other games.

Even if the same weapon is used, different animations and effects are shown depending on the character's personality. The character has no specific job, but has unique skills, so it is possible to perform various battles.

In addition, the bleeding effect, that is, the effect of blood splattering on the camera, is basically provided, and 'Blur' or 'Afterimage' is shown throughout the screen. And camera performance using various camera work such as the activation of Finish Animation when the final blow is applied with a specific technique, cartoon-like production, and various special productions and rich animations express the battle more colorfully and vigorously.



C. Battle system _ Battle

Various play modes (territory occupation, base struggle, capture the flag, siege, etc.) are combined on the map, and strategic maps through various modes are implemented when playing the map. In addition, various battles are possible by using various objects such as trees, stones, barricades, and ladders in the game. During playing a game, a giant weapon capable of inflicting a fatal attack on the building of the opposing camp is summoned upon completing a specific mission, and when a certain amount of time is exceeded, a siege weapon and quest that can end the game appear, enabling strategic operation.

D. Sides system

Participants can select one of the schools consisting of three camps and configure it into the principal's office, security office, gym, science room, infirmary, canteen, and dormitory, which makes participants use it as a strategic element of the game. Each school's components have their own characteristics, and if each component is destroyed, the side will receive a penalty.

E. Map system

The map is composed of a total of 15 maps, and each map has unique strategies such as summoning huge NPCs and launching aerial battleships when each mission is accomplished.

Set	Theme	Description
City set	Yeouido Park	Huge large-scale battlefield, air battleship sortie when occupying a stronghold
	Seoul Forest	A guerrilla-type map with severe curves, the rock giant in the center of the map is the key point
	Jamsil Station	Underwater warfare surrounding the large lake in the center, terrorism warfare outside the map, and the incarnation of despair
	Seocho Station	At the center of the map, the key point is a huge tree of light.
	Everland	Huge common layer that occupies almost every part of the map
School Trip set	Serengeti National Park	The infirmary of the submerged water in the swampy area
	Motunui Island	A huge tower on fire
	Colosseum	Broken Arena
	Orvieto Underground City	Huge underground city background
	Hanging Gardens of Babylon	A mysterious garden like a huge fortress floating in the air
Overseas travel set	Planning	planning in detail

F. Ranking system

A ranking system was introduced to induce continuous play through competition. To provide the participants with a purpose, a ranking system based on various criteria such as map, experience, individual win rate, etc. was applied.

G. Reward system

After the battle, Metatron is compensated according to the contribution between battles, and through the ranking system, you can receive Metatron rewards for quarterly, semi-annual, and annual basis.

In addition, Metatron can be rewarded through various contents in HEAVEN.

Participants can purchase items necessary for battle and skins and animations for characters with the rewarded Metatron and can purchase GOODS through a separate store and donate to professional HEAVEN clubs.

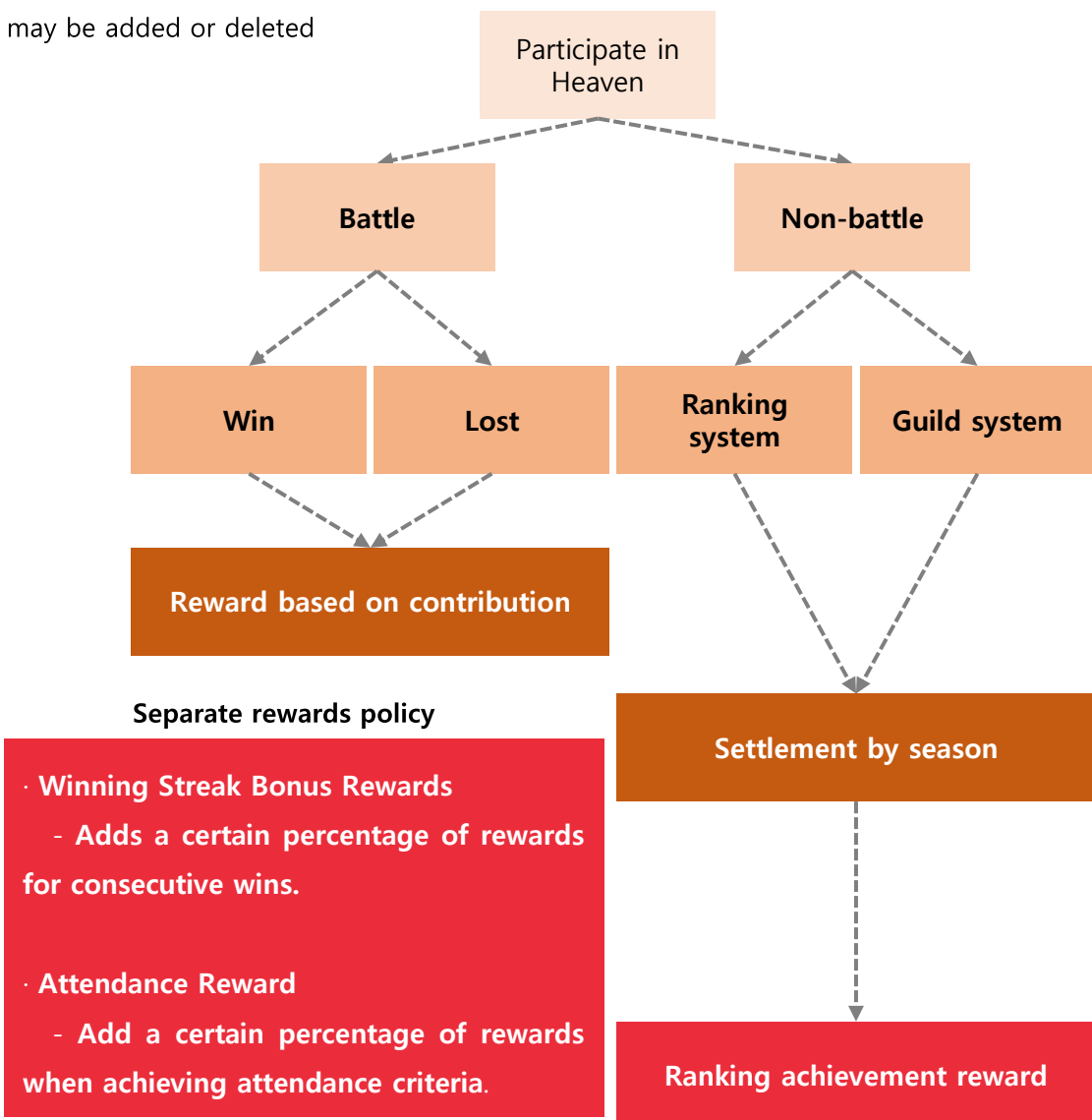


2) Heaven Reward Policy

Participants can participate in battles and receive MTC rewards. Rewards can be provided at the end of battle and in areas other than battle. The amount of rewards that can be received differs depending on the winning and losing camps, and the percentage of rewards varies depending on the contribution during battle.

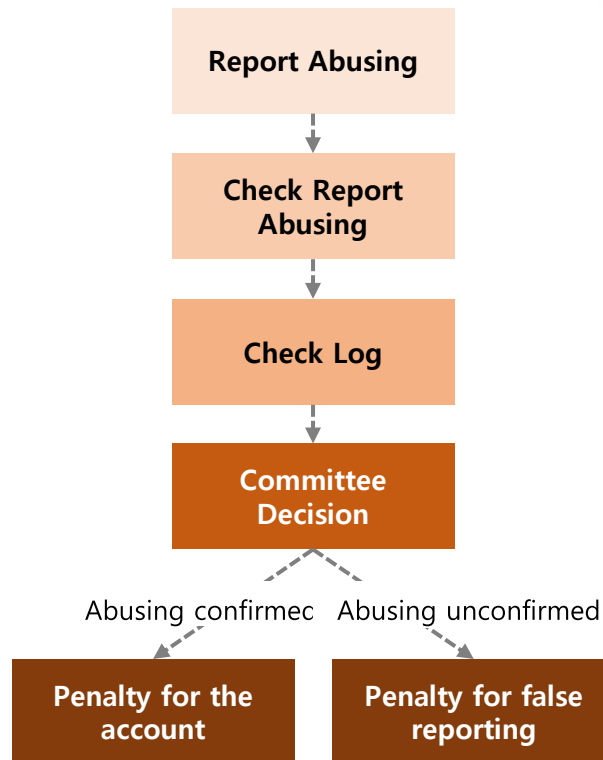
In case of non-battles, differential rewards are provided according to the ranking achieved by season (Bronze → Silver → Gold → Platinum → Diamond → Master → Challenger, etc.), and can be received through the guild system. Through non-regular events, participants can receive additional rewards at a certain percentage of the rewards they receive for winning streak and attendance rewards.

For the activation of the Metatron Platform, the types of rewards that participants can receive may be added or deleted



[Reward Policy]

6-4. Countermeasures for Abusing



01. Report Abusing

- Report Suspected Abusing

02. Check Report Abusing

- Check Report Abusing & Fact Check

03. Check Log

- Check for Abnormal Activities

04. Committee Decision

- Determine abusing through log check and procedures

05. Enforcement for facts of abuse

- 1) Abusing confirmed : Suspend abusing account and forfeit gains taken by abuse.

Accounts that report abuse will be compensated for the damage caused by the abuse, Suspend the account / forfeit gains taken by the game

- ※ Differential application of account suspension according to the number of abuses.

1st: 7-day suspension, 2nd: 30-day suspension, 3rd: permanent suspension

- 2) Abusing unconfirmed : Warning against the account that intentionally reported

- ※ Differential application of account suspension according to the number of abuses.

Differential application of warning according to the number of times that abuse is reported intentionally. 3rd: 3-day suspension, 5th: 10-day suspension

7. Team & Advisor / Partnership

7-1. Team

Kang Soo Km / Founder & Chairman

Mr. Kim has been serving as the Chief Executive Advisor at several financial companies including Beyond Asset Management Co., Hyundai Asset Management Co., MGW trust Co. and, Daesung Asset Management Co., Ltd. He served as Director and Assistant Director of the Government of South Korea at Ministry of Planning and Finance. Mr. Kim was Deputy Director at Presidential Office of Committee for Korea and U.S. Government Free Trading Agreement (KORUS FTA).

He earned MBA degree in International Finance and Business and BA in Statistics from the George Washington University, Washington D.C., U.S.A.

Eric Yu / CSO

CEO & President of Hion Plus

Chairman of Standing Committee of Korea-China Golf Assembly (KCGA)

Member of the Association for International Sport for All (TAFISA)'s Seoul general assembly organizing committee

Directing Hicon Adventure Platform, the AR- and GPS-based Ads & Commerce APP

Hak Seung Sung / COO & CTO

Managing game operation including P2E game

Former Head of Strategic Planning team in Erugo World Corp.

Former Head of Strategic Planning team in World eSports of Ablex Corp.

Former MBC GAME Hero Coach

Former SK Telecom T1 Coach

Former ACE player of Republic of Korea Air Force (ROKAF)

Former SK Telecom T1 Player

Hyunmo Choi / CMO

MTC Global Communication Advisor

Blockchain Marketer

Metaverse & eSports Platform Marketer

7-2.Advisor

1) Peter McCallion (Legal Advisor)

He is an attorney admitted to practice law in New York and Maryland. He is also Managing Director, Private Capital Group, of Bankers Capital International, an investment bank, and is licensed as a broker by FINRA. He is a licensed real estate broker in New York. His primary practice areas are finance and corporate law. He was born and raised in Pelham Manor, New York, and graduated from Pelham Memorial High School. He attended Yale University, where he majored in English and earned a B.A. degree. He also went to Duke University for graduate school, where he studied English literature and earned an M.A. degree. He attended law school at Fordham University School of Law, where he received a J.D. degree. He is a member of the Union League Club in New York City and the New York City Bar Association. Representative clients are the Putnam County National Bank; Time Equities, Inc.; Tully Construction Co., Inc.; Takenaka Corporation.

2) Christopher Thorne (Advisor)

Mr. Thorne is a chairman of Cytonus Therapeutics Inc. He is a partner of A&P and seasoned executive and noted investor who has worked in a member of industries in senior leadership positions. He currently serves as partner of A&P and executive chairman of Broadline Capital and has backed numerous innovative companies in life sciences and technology from venture-stage through IPO. Previously, Mr. Thorne served as a senior management consultant at McKinsey & Co., where he managed strategic and operational programs for Fortune 500 clients.

After serving leadership roles there, he left the firm to execute on his entrepreneurial vision by launching a category-leading SaaS company who's on-demand intelligence solutions create efficiency gains for F&B manufacturers, distributors and retail operators by converting paper-based processes into paperless digital transactions throughout the entire value chain. He then initiated a roll-up of tech companies with backing from Accel-KKR. The resulting company successfully sold to Roper Technologies for greater than a half billion dollars.

Chris holds three degrees, BA, MBA, and JD from Harvard, where he founded the Harvard Negotiation Law Review, was elected president of the university-wide student government, and competed in intercollegiate rugby, wrestling, and soccer.

3) Michael J. Woods (Advisor)

Mr. Michael J. Woods has served as the Chief Executive Officer at Monsoon Blockchain Storage Co., and he served as the Chief Executive Officer at Rothschild Asset Management Inc. since 2015. Prior to this, Mr. Woods served as the Head of the Americas Global Client Group at Deutsche Investment Management Americas Inc. and as its Managing Director since 2009. He served as the Chief Executive Officer, Managing Director, and U.S. Head of Distribution at DeAW M Distributors, Inc. (previously known as DWS Investments Distributors, Inc.), where Mr. Woods was responsible for managing the US mutual funds business as well as the firm's Americas' distribution teams.

He served as the Head of the Americas Asset Management Business for Deutsche Bank. Previously, Mr. Woods served as the Head of the Financial Intermediaries and Investments Group and Senior Vice President at Evergreen Investment Management Company, LLC from 2007 to 2009.

Mr. Woods served as the Chief Executive Officer and Vice Chairman of the Board of XTF Advisors LLC. He served as Chief Executive Officer and Vice Chairman of Board of Directors of Marco Polo XTF Inc. (previously known as XTF Global Asset Management, LLC) from 2006 to 2007.

He served as Managing Director and US Head of Sub-Advisory and Investment Only Business from 2000 to 2006 for Salomon Brothers / CitiGroup Asset Management. Mr. Woods was responsible for strategic business decisions, product development strategies, budgeting, client relationship management, and all fund board management.

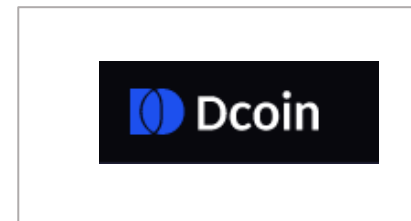
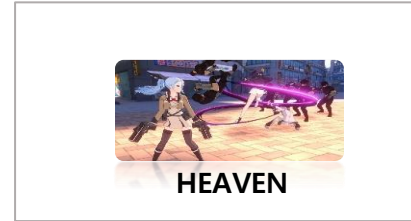
Prior to that, he served as the Director of Distribution for Rittenhouse / Nuveen and a National Sales Manager for Delaware Investments / Voyageur Investments. Mr. Woods worked at Nuveen Investments, Inc. and Prudential Equity Group, LLC. He started his career as a Financial Representative for Advest and Prudential Securities. Mr. Woods has served as a Board Member of The Children's Village, The Big Brothers Big Sisters Organization, and The Mutual Fund Education Alliance. He is CI MA and CI MC certified. Mr. Woods earned a BA degree in Business from Taylor University. He currently serves on the board of the Business Council for International Understanding and the board of the Metropolitan Opera

7-3. Partnership

Bakers



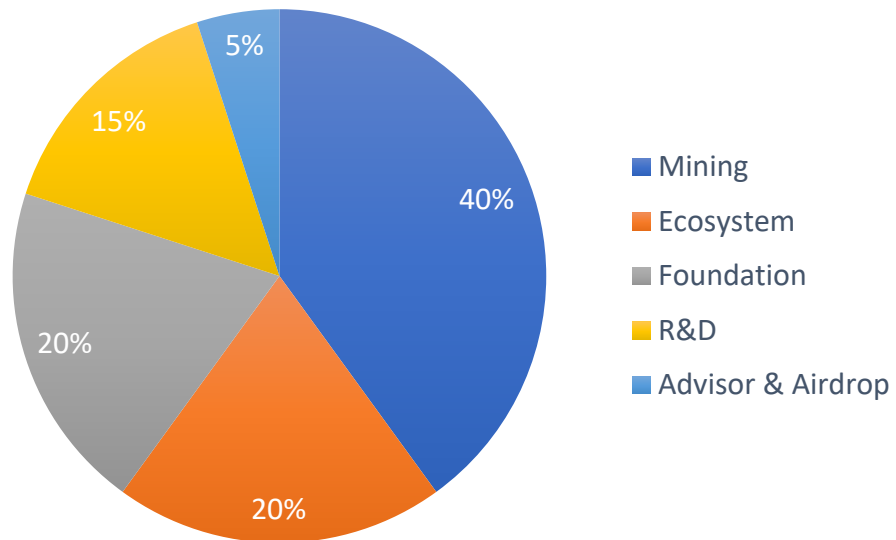
Partners



8. Token Operation Plan

8-1. MTC Distribution Plan

- MTC(Metatron) is a TRC-20-based custom token, with a total of 1 billion issued.
- MTC aims to be a token economy with ecosystem and will increase its value through a lock-up

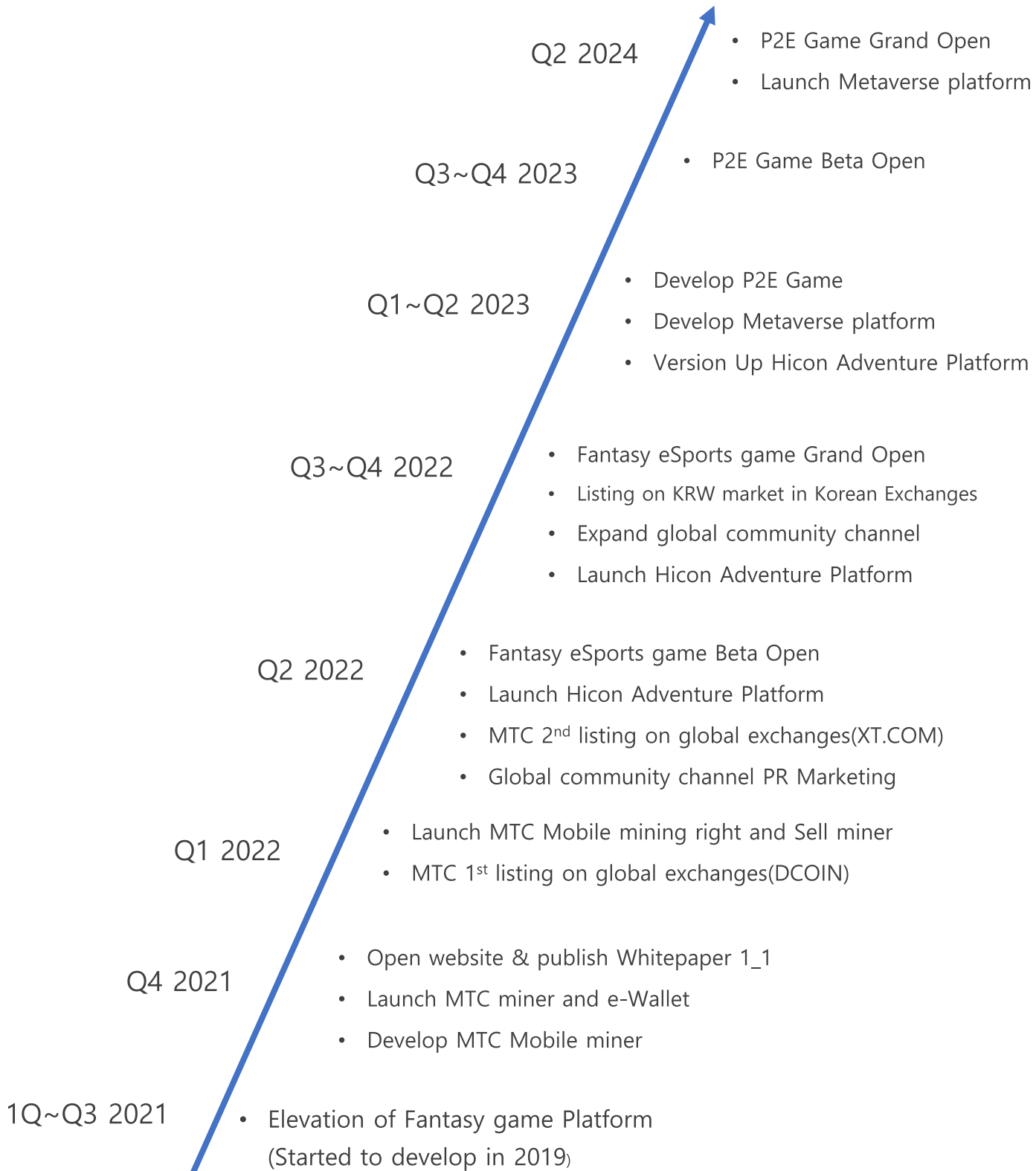


Total Supply		1,000,000,000 MTC		
Blockchain		Tron(trc-20)		
Token Name		MTC(Metatron)		
Starting Price		0.1 USDT		
Ticker		MTC		
P O R T F O L I O	Mobile mining	40%	400,000,000 mtc	
	Ecosystem	20%	200,000,000 mtc	Lock
	Foundation	20%	200,000,000 mtc	Lock
	R & D	15%	150,000,000 mtc	Lock
	Advisor & Airdrop	5%	50,000,000 mtc	Lock
	Total	100%	1,000,000,000 mtc	

8-2. Proceeds Allocation Plan

Segment	Portion	Description
Operation	40%	Costs to operate the platform and replace the initial fee
Development	30%	Development costs to upgrade the metaverse and eSports platform
PR & Marketing	20%	Costs required to activate the platform and expand the global community
Strategic business	5%	Costs of developing a business to share the resources of ecosystems distributed around the world
Deposit	5%	Costs required to update the platform in the future
Total	100%	

9. MTC Roadmap



10. Legal Notice

PLEASE READ CAREFULLY ALL OF THIS DISCLAIMER. If you are unsure about your future actions, we recommend that you seek the advice of other experts, including legal, financial, tax, etc.

1. Legal Notice

- a. As of the time of creation, this white paper has been distributed only for general reference purposes related to the MTC project and may be reviewed and modified. Please note that this white paper reflects the latest information as of the date in the cover and is not the final version. After that date, the information contained in this document, including business operations and financial condition, is subject to change. This white paper may be updated from time to time.
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4. Warning on Forward-Looking Statements

- a. Certain expressions specified in this white paper contain forward-looking statements regarding the future of the project, future events, prospects, etc. These statements are not statements based on historical facts and are identified by expressions such as 'prediction', 'estimation', 'belief', 'expectation', 'prospect', and 'anticipation'.

These forward-looking statements may also be included in other public materials such as presentations, interviews, and videos other than this white paper. Forward-looking statements contained in this white paper include, but are not limited to, the future results, performance and achievements of the Foundation and its affiliates.

- b. Forward-looking statements involve various risks and uncertainties. These statements are not guarantees of future performance and should not be relied on unduly. If the risks and uncertainties materialize, the actual performance and development of the Foundation and its affiliates may differ from expectations by the forward-looking statements. Even if these circumstances change in the future, the Foundation and its affiliates undertake no obligation to provide updates on forward-looking statements. If you act based on forward-looking statements contained in this white paper, the website of the foundation and affiliated companies, and other materials, you are solely responsible for the failure of the forward-looking statements to come true.
- c. As of the date this white paper was written, the Metatron project has not been completed or fully operational. Although the description has been made on the premise that the Metatron project will be completed and fully operational in the future, this should not be construed as a guarantee or promise as to the completion and complete operation of the MTC project.

5. Potential risk

- a. Before deciding to purchase MTC and participate in the mining business, we recommend that you read the following carefully and thoroughly analyze and understand the relevant factors and risks. Risks include, but are not limited to:
 - (i) Risk of buyer negligence related to storage, such as restriction of access to Metatron due to loss of identification information and loss of essential private keys related to digital wallets storing MTC
 - (ii) Value fluctuation risk after MTC issuance (after mining) due to global market and economic conditions.Due to these uncertainties in the value of MTC, may not be able to support the necessary funds for the development of the MTC ecosystem or maintain the MTC ecosystem in the intended direction..

(iii)) Risks related to changes in the political, social and economic environment, changes in the stock or cryptocurrency market environment, changes in the regulatory environment of countries in which foundations and affiliates operate, and changes in the ability of foundations and affiliates to survive or compete in these environments. Certain jurisdictions may apply existing/new regulations related to blockchain technology that are unfavorable to MTC which may cause significant changes to MTC's ecosystem and projects, such as abolition/loss of MTC.

(iv) Risks related to changes in the future capital needs of the foundation and its affiliates and changes in the availability of capital and financing to meet them. Lack of funds may affect the development of the MTC platform and the use and potential value of MTC.

(v) Various reasons, such as adverse price fluctuations in MTC, business failure, and competitors' intellectual property claims during development/operation, can lead to suspension of MTC projects, which can negatively affect the potential utilization of MTC and MTC ecosystem.

(vi) Risk related to a lack of interest by companies and individuals in MTC projects and services, and the risk related to the public's limited interest in the creation and development of applications distributed. This lack of interest may limit funding or affect the development of the MTC project and the utilization and potential value of MTC.

(vii) Prior to launching or implementing the MTC project and MTC ecosystem, the content of the white paper may be subject to change due to the risk of significant changes to the main functions and specifications of MTC or the MTC project.

(viii) Competition risks with other platforms that could potentially adversely affect MTC and the MTC Platform.

(ix) The risk that a third party or other individual intentionally or unintentionally plant harmful or malicious code in the MTC project to interfere with the MTC project infrastructure and use of the MTC. The blockchain used in the MTC project is also vulnerable to these attacks, so it poses a risk to the operation of the MTC project and related services.

b. If the above risks and uncertainties develop into actual situations, the business, financial condition, operational results, and outlook of the Foundation and its affiliates may be negatively affected.