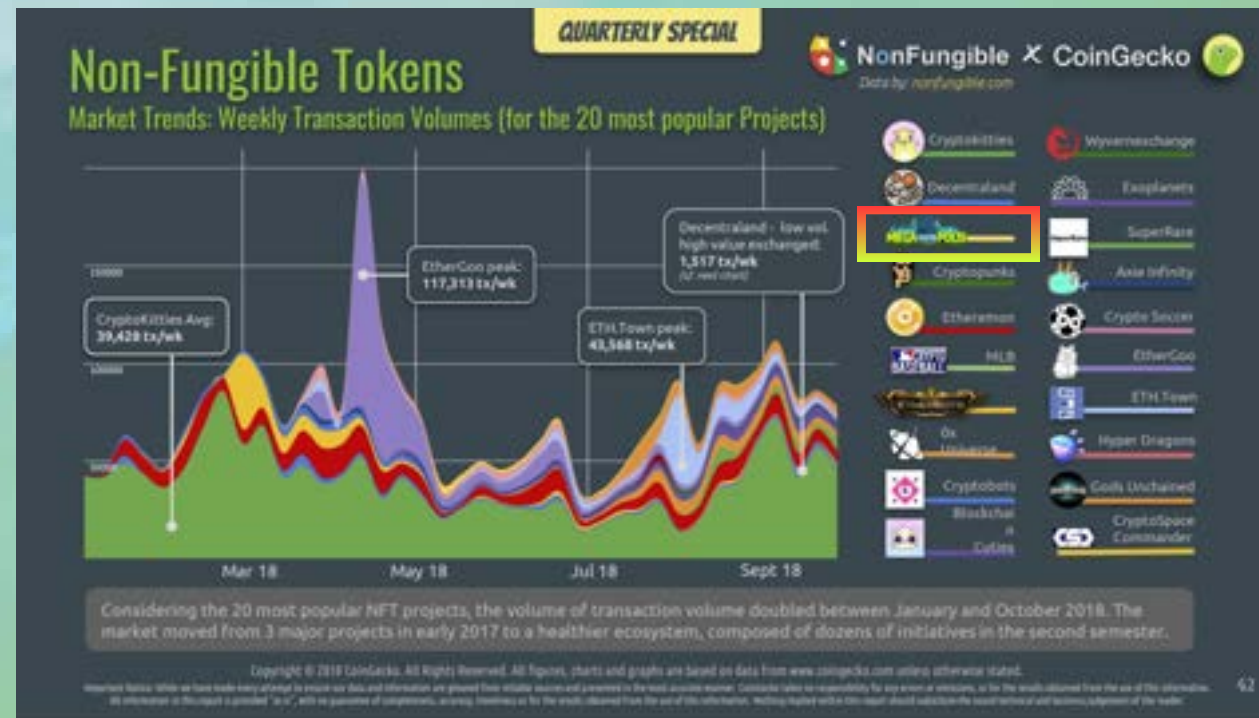


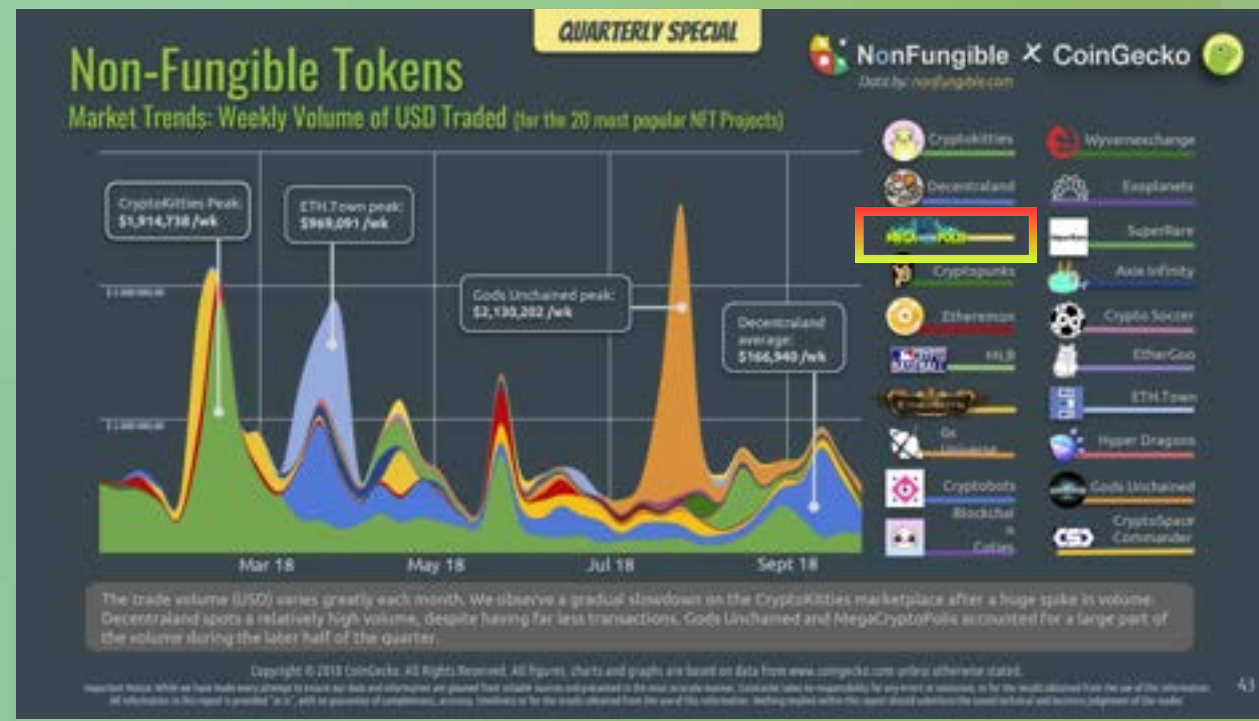


# Autonomous Web3 City Builder Strategy Game

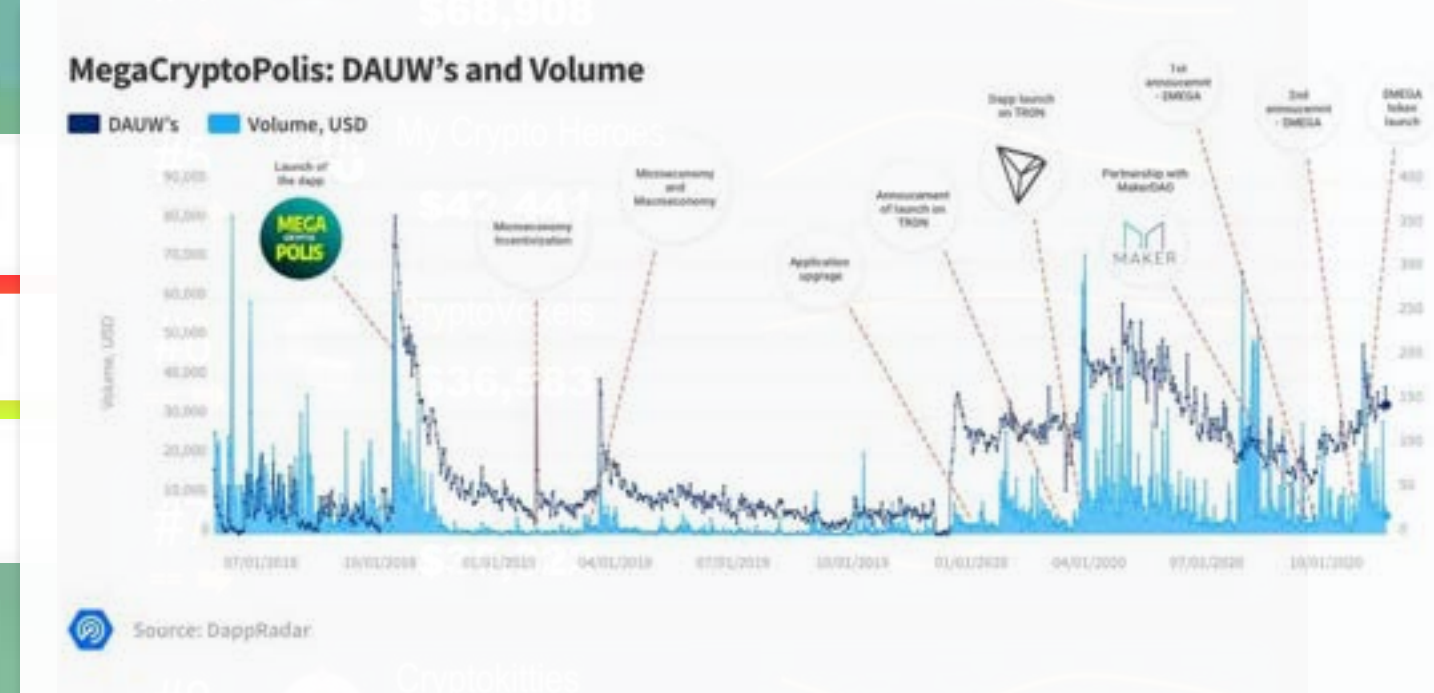
# The oldest 100% on-chain strategy Web3 game running since 2018



Top game by USD vol NonFungible NFT Market report 2020



Rank	Game	Blockchain	Volume	Change	Price
2	Sorare	Games	ETH	\$455.37k	1.00k +35.69%
3	Axie Infinity	Games	88 LOOM	50.00	1.12k +10.46%
4	ChainZ Arena - Play and Earn	Games	TRON		
5	Very Nifty	Games	ETH		
6	MegaCryptoPolis	Games	TRON		
7	MegaCryptoPolis	Games	ETH		
8	Gods Unchained	Games	ETH		
9	ChainZ Arena - Play and Earn	Games	EOS	\$81.49k	330 -28.42%
10	CryptoKitties	Games	ETH	\$235.42k	1.43k -20.20%
11	The Sandbox	Games	ETH	\$72.32k	1.35k +41.40%
12	F1 Delta Time	Games	ETH	\$29.11k	161 -17.01%
13	Clash of Coins	Games	ETH	\$9.70k	199



Top 3 Ethereum dApp Game NonFungible x CoinGecko Report 2018

Top 6-7 Game All Chains DappRadar 2022

Top 3 Game DappRadar 2019

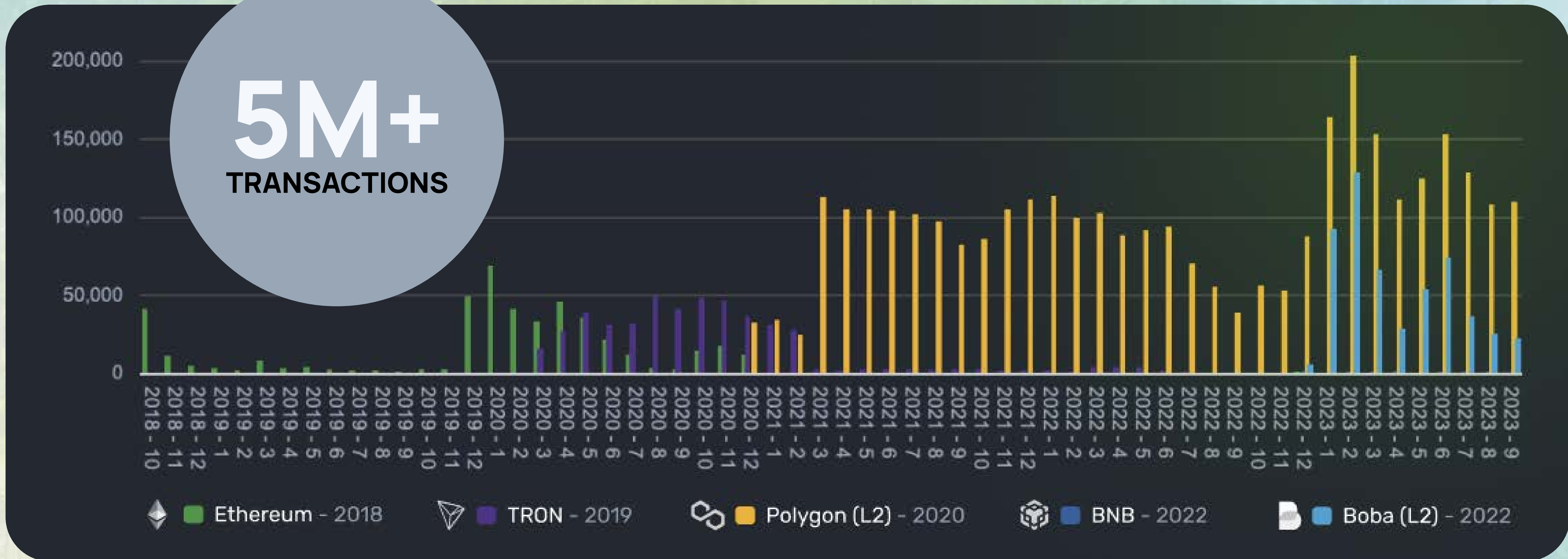


# Half a Decade of Sustainable Growth

450+ smart contracts over 5 blockchain networks.

Top 5 Ethereum gas burner 2018-2019, Top 10 TRON dApp 2020, Top 1 Boba BNB Chain 2023.

**5M+**  
TRANSACTIONS



# Just Getting Started



Unlike traditional game titles that are considered finished upon release, MegaWorld continue to grow and expand, evolving throughout years.

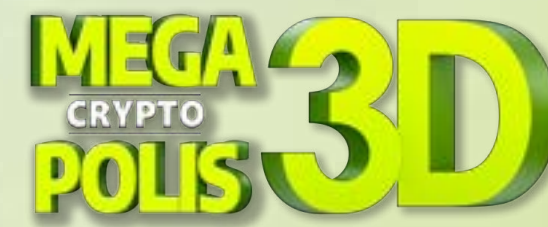
Q2 2024 is set for the launch of **Express Public Alpha**, targeting extensive user on-boarding.



2018



Initially launched in May 2018 as a 2D city builder strategy dApp game, MegaCryptoPolis has since transformed into an expansive 3D virtual world built and owned by players.



2020



Under the new brand MegaWorld has introduced 2 additional gaming modes, with original MCP3D now named 'Strategy', all accessible through a united MegaWorld ID.



2023



# Ready for Mass Adoption

Three game modes to convert Web2 players to Web3 enthusiasts.



[Watch Cinematic Trailer](#)

## Web3 On-Borading Through Gamified Education

VIRTUAL WALLET

WEB3 WALLET



Explore autonomous cities as a Courier and get paid by players to complete delivery orders. Buy apartments to withdraw proceeds.

<http://express.megaworld.io/>



Design a Project of your dream — construct it on the gaming map or publish it in the catalog to sell building licences.

<http://builder.megaworld.io/>



Acquire land plots, construct buildings, produce Resources, recruit Couriers, trade on the open market and govern a District.

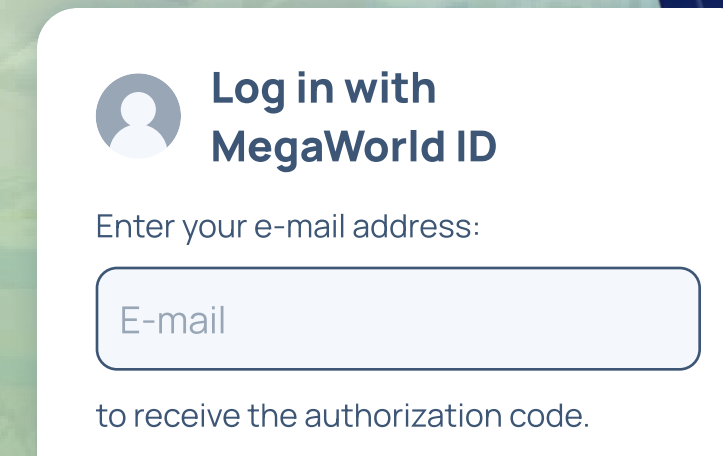
<http://play.mcp3d.com/>

# Seamless Experience



Unified MegaWorld ID and virtual wallet to access all the modes on all chains.

- Every game asset is a **token** stored in player's digital wallet
- Every action is a signed **transaction** verified on the chain
- Assets are freely **traded** on the in-game market and external marketplaces



## Build and Trade Virtual Real Estate



Create a Project for your Avatar to live and work in the MegaWorld



Use Resources produced in Industrial buildings to deploy it on a land plot



Mint Units contained in the Project and sell them to Avatars willing to withdraw their earnings



Teleport instantly to your Units to get closer to delivery orders locations avoiding Transport fees



In Beta use Units to place interactive interior objects and craft items required for delivery orders

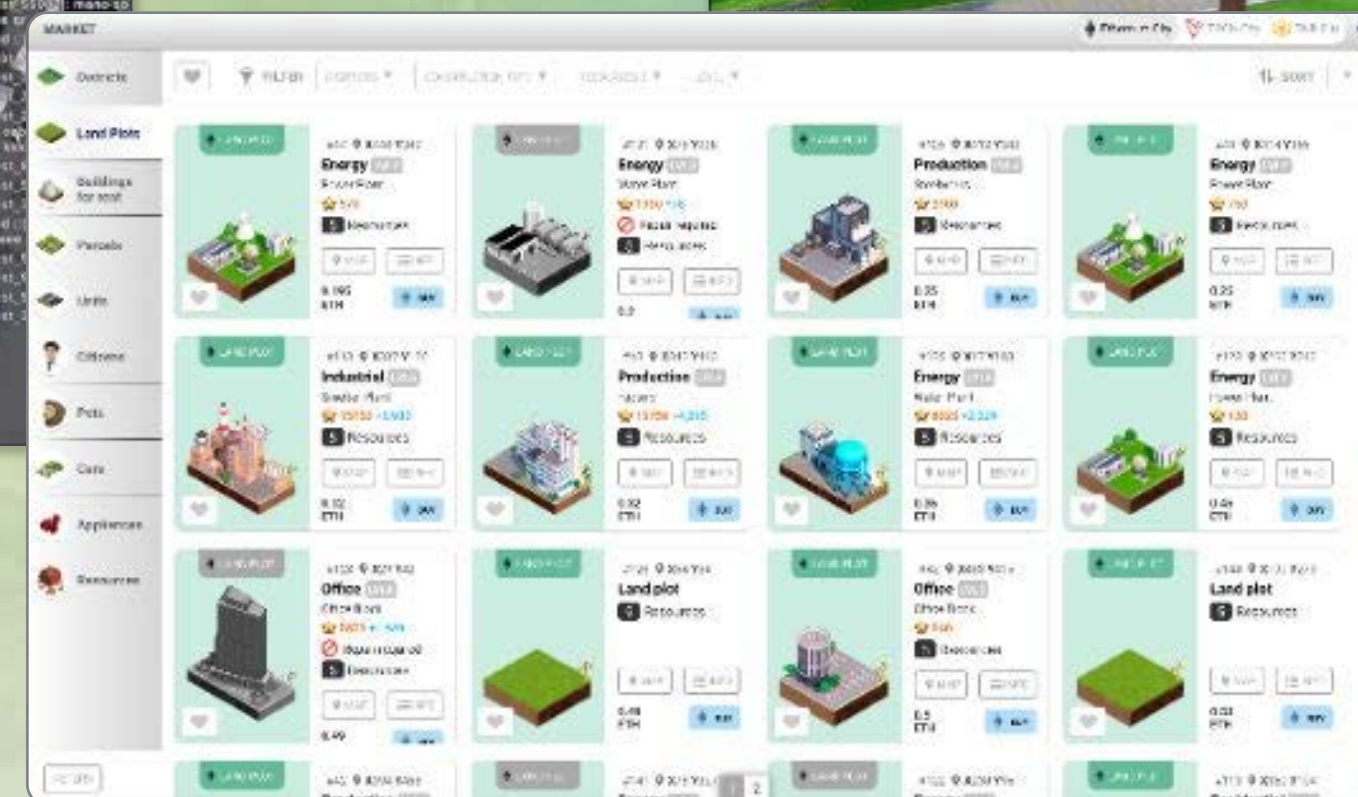
No Web3 wallet required to start the game.

# Endless Gameplay

With so many ways to play, everyone finds a strategy that's uniquely yours.

- PRODUCE RESOURCES
- MINT UNITS FOR AVATARS
- CONSTRUCT BUILDINGS
- FLIP LAND PLOTS AND UNITS
- TRADE RESOURCES
- MINT CITIZENS
- AIRPORT RESOURCES
- RESTORE CITIZENS' STAMINA
- OFFER INSURANCE
- RUN PUBLIC TRANSPORT
- RENT BUILDINGS
- COLLECT \$MEGA FROM FUNDS
- GOVERN A DISTRICT
- DESIGN PROJECTS
- COMPLETE DELIVERY ORDERS
- RUN A CORPORATION
- EXPLORE THE CITIES

# MEGA WORLD



Begin your first delivery order and watch the path it unfolds before you.

MASTERPLAN

# Every Promise Delivered



Project has rigorously adhered to its roadmap, successfully completing over 30 milestones in a span of six years. The initial **game balance** has remained untouched since day one, as the core game smart contracts have remained unaltered.

## 2018

**MAY 5**  
**White Book**  
 MegaCryptoPols (MCP) city builder strategy dApp game concept presented.

**MAY 26**  
**Launch on Ethereum**  
 The first land plots in District #43 became available for reservation.

**OCT 10**  
**Building Started**  
 Players started constructing and upgrading buildings on land plots to generate Influence Points.

**DEC 20**  
**Reaching the Limits**  
 As one of the top gas burners, increasing popularity of MCP contributes to congestion on the Ethereum network.

## 2019

**FEB 26**  
**Microeconomics Concept**  
 A new layer of gameplay to provide all the building types with new functions presented for discussions with the community.

**MAR 5**  
**MCP3D Demo**  
 Early demonstration of browser-based 3D engine for the MCP featuring drivable cars and immersive visual experience.

**MAR 14**  
**MCP3D Packs**  
 Game assets reservation for the Microeconomy with only 10 unique Gen A Astronauts to ever exist.

**JUL 18**  
**Multi-Chain Expansion**  
 To address the congestion on the Ethereum and facilitate further growth, decision was made to expand onto other networks in multi-year development plan.

**DEC 18**  
**MCP3D Launch**  
 A new layer of gameplay launched on top of MegaCryptoPols with new 3D game client that is not only about significant visual improvements.

## 2020

**MAR 25**  
**TRON Network**  
 MCP3D launches on the TRON Network to unlock the game's potential and enable the creation of a thriving interconnected conglomerate.

**APR 9**  
**Points of Interest**  
 Construct Landmarks and Monuments to boost results of buildings within their range and provide additional benefits for builders in your District.

**MAY 15**  
**Newspaper**  
 The most powerful analytics tool ever made for a dApp, a daily newspaper covering major events in the decentralized city.

**OCT 28**  
**Vault**  
 Deposit resources to the Vault to unlock MCP \$MEGA that works like an in-game economy backed by the resource production chain.

**DEC 10**  
**L2 Scalability**  
 Integrating Metic (Polygon) network as a Layer 2 scalability solution to eliminate gas fees and enable free and instant transactions for all players.

## 2021

**JAN 18**  
**Transformation to Multiverse**  
 A series of articles unveiling MegaWorld, the next milestone for MCP3D development.

**FEB 4**  
**Unlock Perks**  
 Lock \$MEGA in the District to open extra features applied to all the buildings within the District, fostering partnerships and enhancing MEGA usecases.

**MAR 15**  
**MegaWorld Demo**  
 The first tech demo of the upcoming MegaWorld featuring Main Tower Lobby, stunning penthouse views and Storefronts.

**SEP 7**  
**Public Transport**  
 Building the transportation infrastructure with Subway stations and Bus stops constructed by players.

**NOV 2**  
**MegaWorld Intro**  
 Providing a glimpse into the future multiverse, players experienced walking outside the Main Tower, exploring the decentralized city and visiting iconic locations.

## 2022

**JUN 14**  
**Meet The Avatars**  
 All Citizens were magically transformed into Avatars - unique 3-Dimensional PFP/NFTs with distinctive traits to represent their owners in the MegaWorld.

**MAY 24**  
**Evolution**  
 All buildings within the game now require maintenance and Resources for repairs, with new role for Municipal Buildings to protect them. Vault closed.

**AUG 24**  
**MegaWorld Tour**  
 Multiplayer tech demo, offering players a chance to immerse themselves in MegaWorld with their Citizen as an Avatar to explore the city and complete a quest.

**SEP 28**  
**\$MEGA Economics**  
 MegaWorld \$MEGA taken introduced and is now required for every action in the game. Bridge facilitates \$MEGA transfers between chains.

**DEC 15**  
**BNB Chain**  
 Expansion to the new chain with the first BNB City District featuring Custom Buildings constructed around the iconic BNB Tower.

## 2023

**APR 10**  
**MegaWorld Builder**  
 Design and preview Custom Buildings, estimate Resources required to deploy on the gaming map.

**APR 15**  
**Paper in Offices**  
 Cross-chain Resources required in Offices to collect \$MEGA from the Funds, use Airport to transfer Resources and Citizens between chains.

**APR 20**  
**Land Plot Parcels**  
 Unite land plots into Parcels to form vast areas and allow for Custom Buildings construction.

**JUN 12**  
**Deploy Projects**  
 Publish Projects in the Catalog to collect royalties, construct Custom Buildings on land plot parcels, place ads on streets and buildings.

**Q2**  
**Mint Units**  
 Tokenize Custom Buildings to create Units tokens for Avatars to be traded on the open market using \$MEGA.

Story in details: [https://megaworld.io/guidelines/intro\\_story](https://megaworld.io/guidelines/intro_story)

MASTERPLAN



# Game Asset Classes



## TOTAL GAME ASSETS MARKET CAP

# \$49'418'349

Average actual deal prices (not offers!), assets held by players.

Based on actual market data as reported by Newspaper


### Land Plots

Floor price of 125 652

Parcel to construct a building.

TOTAL WORTH OF

**\$7'634'610**




### Districts

96 Opened

Territories for land plots.

WORTH OF OPENED DISTRICTS

**\$1'105'600**




### \$MEGA Token

Tax for every action in the game, released in Offices.

COIN MARKET CAP

**~\$1'324'203**




### Citizens

108 422

Required for buildings to operate.

TOTAL WORTH OF

**\$10'062'547**




### Buildings

15 789

Gameplay features.

TOTAL WORTH OF
















**\$28'526'640**



### Resources

**\$367'717** Currently on in-game balances

Required to construct, maintain and operate all the types of buildings.


 Electricity \$0.46 ▼ + 7M ▲ 5M ▼	 Water \$3.73 ▼ + 652k ▲ 496k ▼	 Wood \$3.35 ▼ + 126k ▲ 78k ▲	 Sand \$4.28 ▼ + 92k ▲ 52k ▼	 Metal \$8.86 ▼ + 90k ▲ 58k ▼
 Stone \$16.01 ▼ + 37k ▲ 30k ▼	 Brick \$25.23 ▼ + 11k ▲ 9k ▼	 Glass \$27.53 ▼ + 4k ▲ 4k ▲	 Steel \$133.17 ▼ + 841 ▲ 633 ▲	 Concrete \$756.70 ▲ + 200 ▼ 344 ▲
 Mixes \$8.02 ▼ + 14k ▲ 18k ▲	 Composite \$11.88 ▼ + 23k ▼ 21k ▲	 Glue \$15.10 ▲ + 6k ▼ 7k ▼	 Paper \$15.70 ▲ + 224k ▲ 41k ▼	 Plastic \$492.41 ▼ + 221 ▼ 114 ▼

### Vehicles

Means of transportation.

TOTAL WORTH OF

**\$299'144**



### Units

Residency in MegaWorld.

TOTAL WORTH OF















**1'461'000 \$MEGA**



# \$MEGA Token



MegaWorld \$MEGA is required for **EVERY** action in the game.

- Construct & upgrade a building 
- Demolish a building 
- Produce Resources 
- Mint new Citizen Avatar 
- Purchase Insurance 
- Restore Citizen's Stamina 
- Collect from Funds 
- Unlock Perks in Districts 
- Public transport 
- Complete delivery orders 
- Project construction license fee 
- Airport Transfers 
- Trade on the in-game market 
- Collect taxes in a District 

Owned by players \*

 **1 886 425 \$MEGA**

~\$122'618

9% of TS

Locked in the game

 **1 584 023 \$MEGA**

~\$102'961

7.5% of TS

Held on wallets

 **302 403 \$MEGA**

~\$19'656

 **Just ~1.4% of TS**

In the Funds

 **3 866 060 \$MEGA**

~\$251'294

18.5% of TS

\* - held on wallets + kept in the game balance, locked in the game (Districts & Buildings) not included



# \$MEGA Allocation



## Total Supply

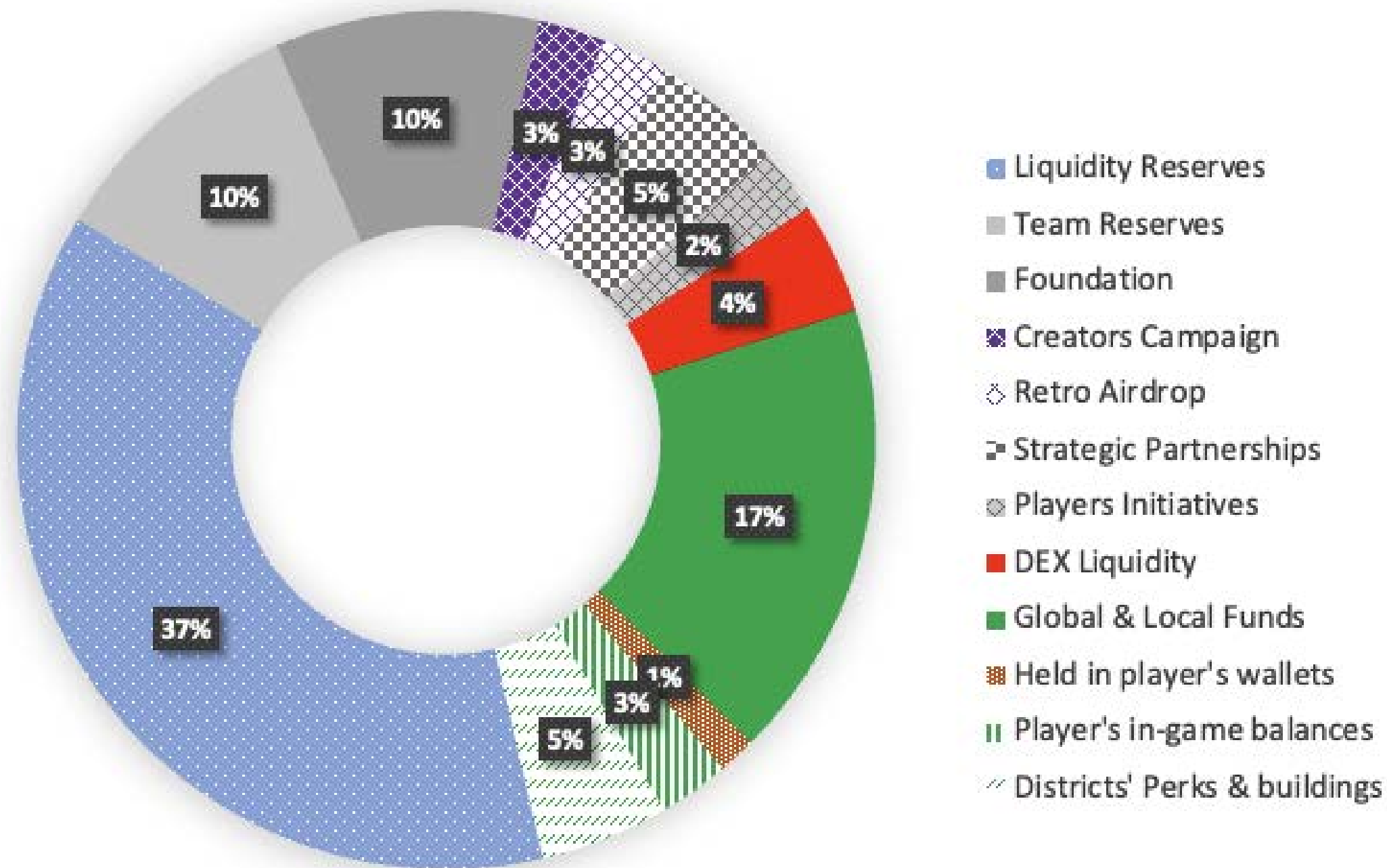
**21'000'000**

NO \$MEGA HAS EVER BEEN GIVEN FOR FREE!

NO AIRDROPS NO GIVEAWAYS

\$MEGA has fixed total supply of 21'000'000 for all the 3 cities

No mint\*  
No burn



## Reserves

Allocated for	Balance	Network, Wallet
Liquidity Reserves	8 050 000	0x333...540
Team Reserves	2 100 000	0x333...eee
Foundation	2 100 000	0x333...A8C
Creators Campaign	520 000	0x333...C19
Retro Airdrop	525 000	0x333...3A7
Strategic Partnerships	1 050 000	0x333...edb
Players Initiatives	525 000	0x333...549

## Players Holdings

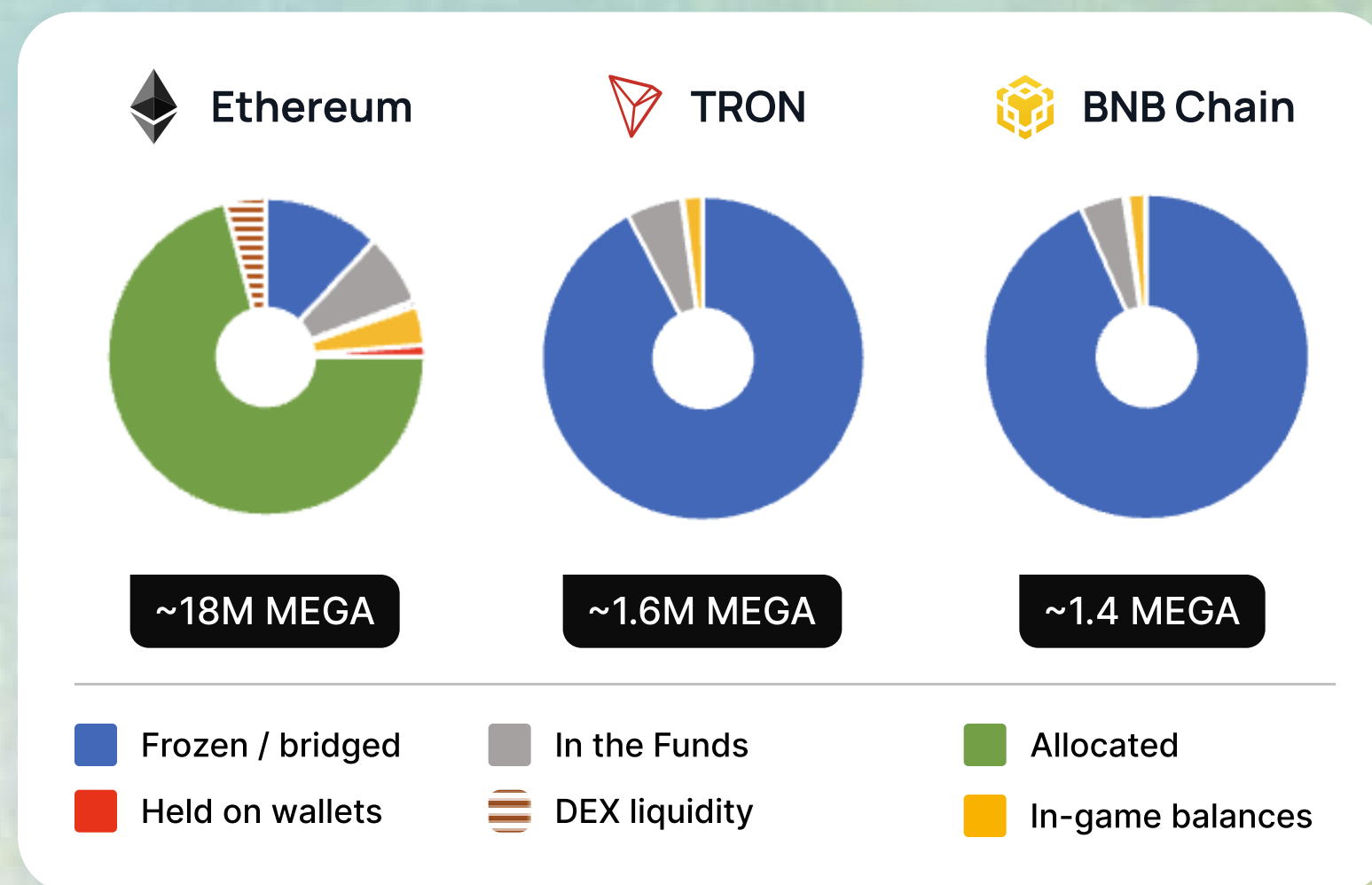
Holds	Ethereum	TRON	BNB Chain
On wallets	247 872	15 048	39 482
Game balances	176 774	186 905	194 823
Locked in Districts	659 484	209 007	157 028

\* Game operations do not include Burn and Mint mechanics.  
 . Mint function in ERC-20 contract was preserved to mint additional 1000000 for BNB City opening in December 2022.



# Multi-chain \$MEGA

\$MEGA is minted on all 3 chains with a total supply of 21 Millions. Tokens bridged to other networks are locked on the contract.



- 248 316 MEGA  
Used in the game, 30D
- 3'597'306 MEGA  
In Global Funds
- 268'754 MEGA  
In Local Funds
- ~10'500 MEGA  
Distributed Daily

## \$MEGA Bridge

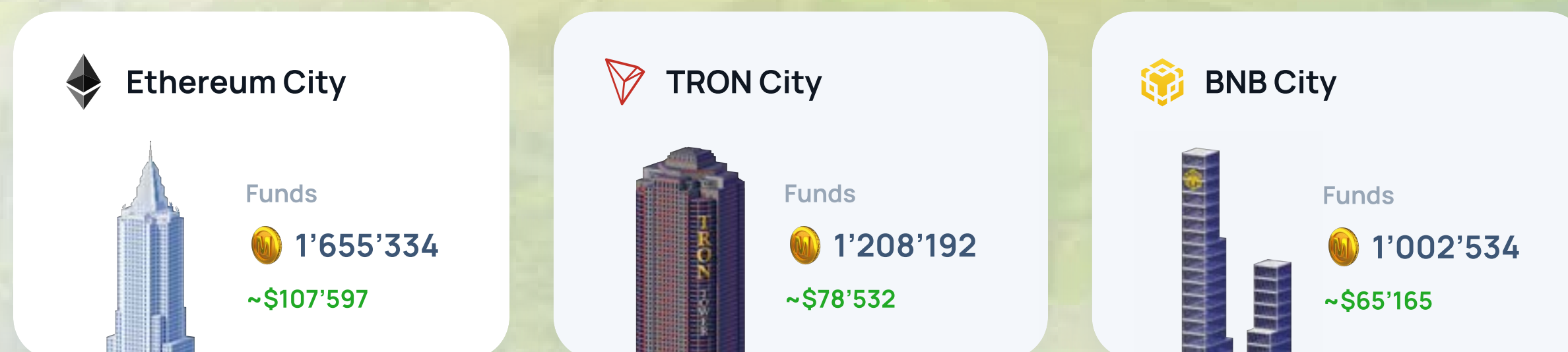
\$MEGA features multi-chain bridge that allows **zero-fee** transfers between networks.

MegaWorld \$MEGA smart contracts:

Ethereum	<a href="#">0x1892F6ff5FBE11c31158F8c6f6F6e33106c5B10E</a>
TRON Network	<a href="#">TNyUHrTjdJHWsbRyzwnjqwPCNsHh2UC63a</a>
BNB Chain	<a href="#">0x0af8c016620d3ed0c56381060e8Ab2917775885e</a>

## In-game Funds

\$MEGA available to be collected from the Funds in Office buildings.



When \$MEGA is sent from Ethereum to BNB Chain, the amount of \$MEGA is locked on Ethereum network and unlocked on BNB Chain. Total Supply on all chains is persistent, no MEGA is minted or burned in the process.

[Read more about the Bridge](#)

# Top \$MEGA Holders



## Ethereum City \$MEGA

1	cooleruler	201,303
2	DANNY	108,503
3	Slater I District 45	108,202
4	Blue Moon	95,324
5	Kevin K	92,468
6	Killer Bees	73,907
7	Tut	66,795
8	Mr.Mixess	47,006
9	BTM22	36,972
10	knightav	32,308
11	0xb3f0...3ce	31,839
12	Badgerlandcrypto	31,644
13	0x4a4...201	27,420
14	0x562...0a1	25,732
15	OneVacciNation	24,525
16	BTM22	24,154
17	Matthew Jacobson	23,192
18	Steve G	18,687
19	Dahveed	17,586
20	dani198324	16,445
21	Andres Corporation	15,089
22	Blue Chip	14,372
23	Jan Flatley	13,835
24	0xe4b...5d2	13,739
25	0x5c8...c49f	13,357
26	Cosmic_Sandwich	12,367
27	0x277...8df	11,765
28	0xc183...442	11,682
29	ifrankiev	11,435
30	Gigatronco	11,236

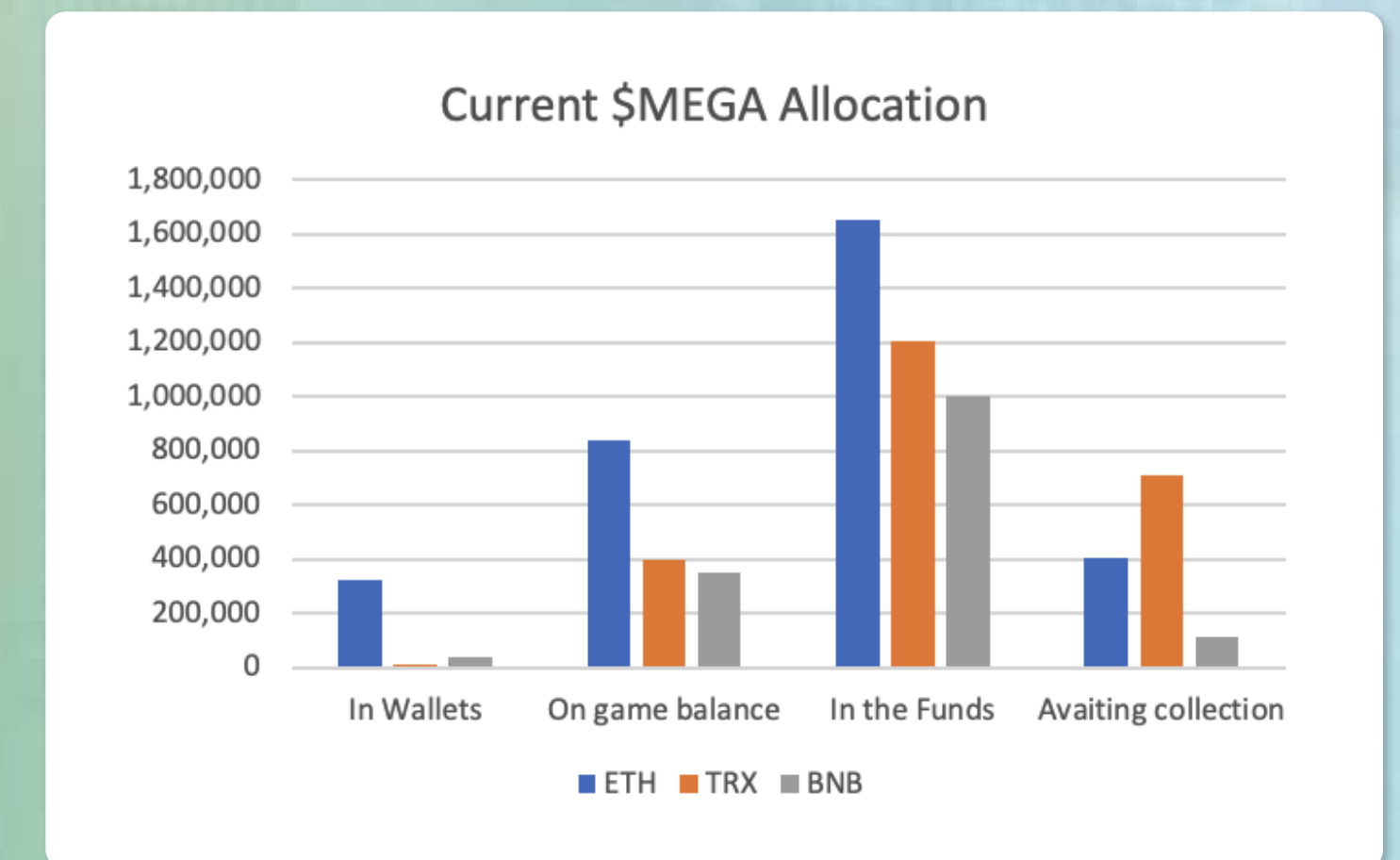
## TRON City \$MEGA

1	Slater I District 250	141,044
2	Tut	128,725
3	Theramoe	127,410
4	discord cooleruler	94,184
5	TB-Office	91,458
6	TL1...YKE	87,488
7	LION_KING	77,907
8	Shomy_btc	67,591
9	Bevans	47,012
10	mayor of 252	41,048
11	Dr. Yakub	38,504
12	Jan Ericsson	20,933
13	ManFromMoon	11,864
14	Blue Moon	11,160
15	Lance Uppercutt	11,000
16	TB6...bU4	10,377
17	Kevin K	9,709
18	Blue Chip	8,715
19	Geppe	7,408
20	Baba Yetu	5,673
21	TYE...Gx4	3,716
22	Sk8er1113 (MCP OG)	3,678
23	Fitik	3,659
24	A. ShootingStar7	3,538
25	TC3...zwr	3,418
26	Tankonor	3,417
27	Sebaseek	3,210
28	Vitaliy I CryptoFam	2,336
29	Andre Hansen	2,101
30	Ed87	2,052

## BNB City \$MEGA

1	cooleruler	130,568
2	0x488...91b	105,000
3	Bevans	57,933
4	Drs. Druid Zero	41,425
5	CherryTrader	24,321
6	0x41e...604	21,746
7	0xe35...f47	11,351
8	0x5f0...9f8	10,555
9	0x5c8...49f	10,182
10	Eric Walker	6,635
11	Ralph Corwin	6,258
12	Kevin K	6,185
13	Zero2112	5,927
14	Blue Moon	5,485
15	0x3e0...8f6	5,107
16	0x974...868	4,814
17	DruidM	4,359
18	NaHd0r	3,383
19	Tasha Koepp	3,048
20	0x16d...924	2,960
21	0x609...799	2,686
22	Skelly	2,436
23	Ed87	2,406
24	0x377...ed3	1,727
25	Lenny Darktech	1,535
26	Thorlock	1,394
27	0xa65...5c6	1,158
28	0x171...c12	1,012
29	0xc39...031	1,001
30	Bruno Carter	934

The majority of MEGA is secured within the Funds, pending retrieval by Office buildings.



Offices demand a wide array of Resources to function and allow \$MEGA collection from the Funds, playing a pivotal role in advancing the overall economy.

**Notice:** The data presented is subject to change and is sourced from public on-chain records. Data can fluctuate significantly on a daily basis. Please note that the data discussed herein was collected during the first weeks of January 2024.

United in-game and on-wallet balances + locked in Districts & buildings + waiting for collection in Offices.

# Resources



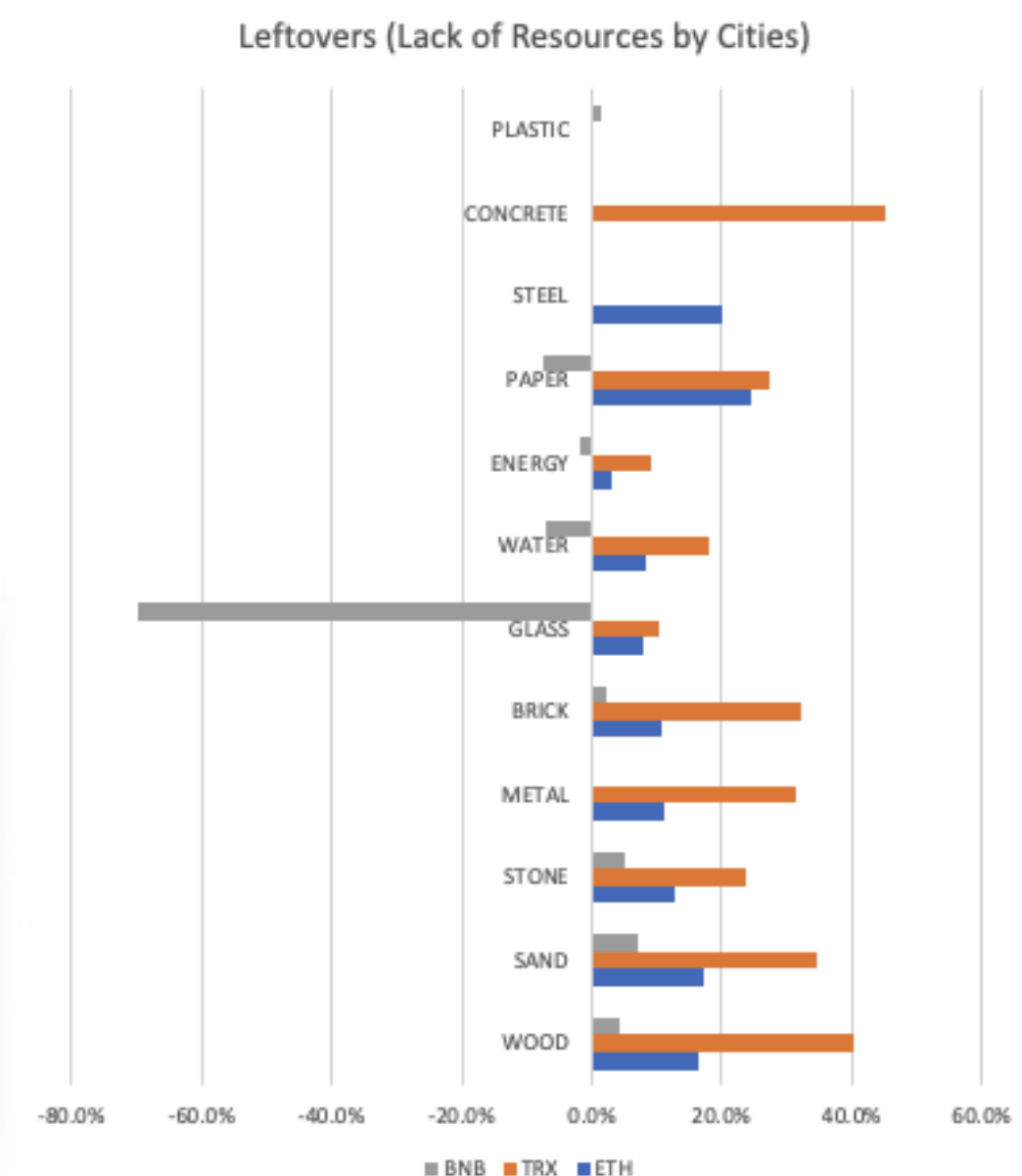
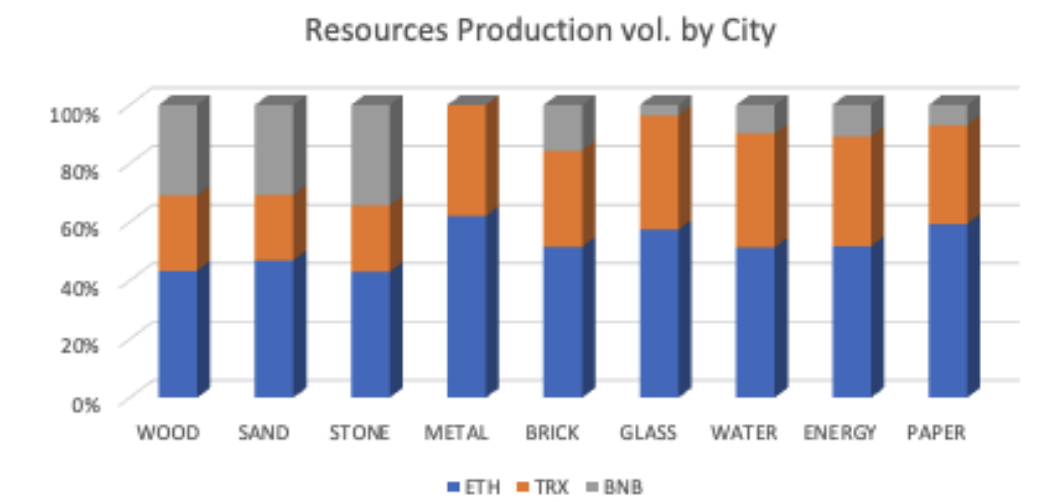
Resources required for buildings to operate, be constructed, upgraded and maintained.  
All types of Resources are produced in the game inside buildings owned by players.

Asset	Produced	Consumed
<b>BASIC RESOURCES</b>		
Electricity	484M \$108K	460M \$105K
Water	44M \$147K	40M \$144K
<b>MATERIALS</b>		
Wood	9M \$47K	7.3M \$42K
Sand	6.3M \$77K	5.1M \$66K
Metal	4.6M \$162K	3.7M \$148K
Stone	3.4M \$43K	3M \$34K

Asset	Produced	Consumed
<b>COMPLEX MATERIALS</b>		
Bricks	760k \$65K	635k \$58K
Glass	288k \$49K	284k \$53K
Steel *	39k \$33K	31k \$27K
Concrete *	20k \$44K	11k \$24K
Plastic *	8k \$21K	7k \$20K
Paper	5M \$73K	3.8M \$55K

Asset	Produced	Consumed
<b>COMPOUNDS *</b>		
Glue	973k \$2.5K	279k \$1K
Mixes	1M \$10K	445k \$10K
Composite	793k \$19K	635k \$16K

**~\$907'028**  
worth of Resources produced in 2023  
Based on 90D average prices, all chains, only completed deals (not market offers)  
**89% Consumed**



United in-game and on-wallet balances + locked in Districts & buildings + waiting for collection in Offices.

# Top Resource Holders, in \$MEGA worth

## Ethereum City Value in \$MEGA

1	Slater I District 45	284,600
2	Tut	119,122
3	MegaWorld Team	61,561
4	Kevin K	58,114
5	Mr.Mixess	60,553
6	DANNY	72,858
7	cooleruler	58,489
8	Cosmic_Sandwich	41,193
9	Andres Corporation	39,470
10	Gigatronco	38,073

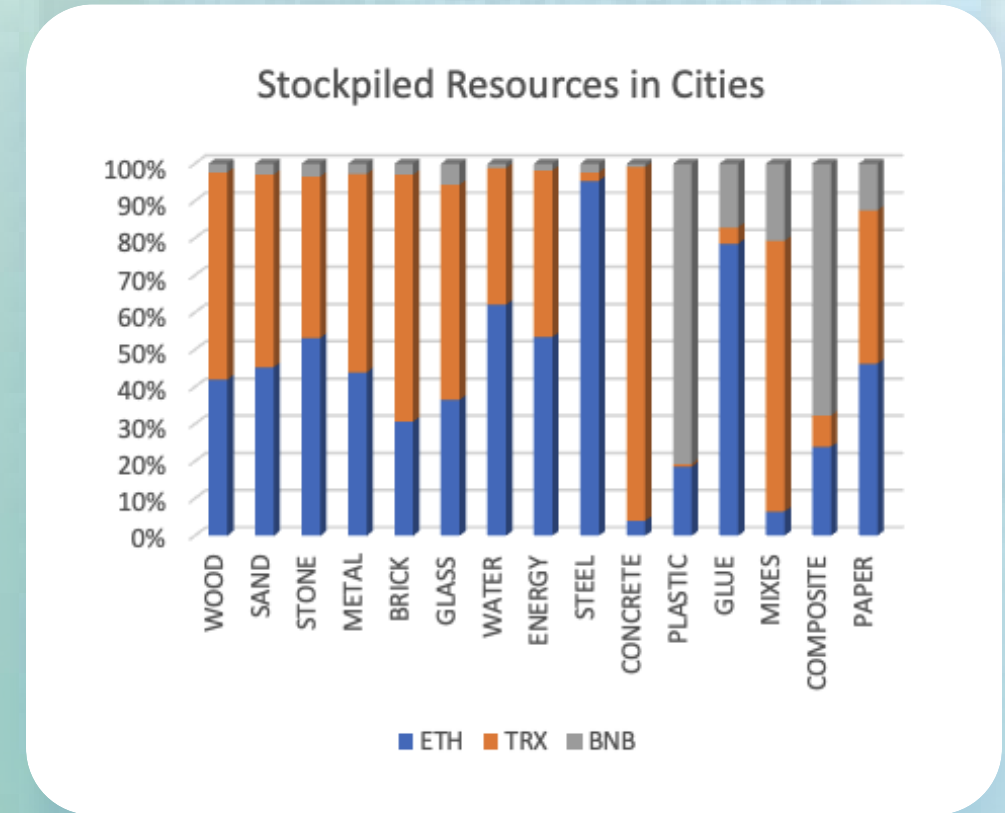
## TRON City Value in \$MEGA

1	Slater I District 250	270,340
2	Tut	148,977
3	Shomy_btc	116,121
4	Bevans	101,661
5	Theramoe	92,999
6	TYE5...Gx4	86,256
7	discord cooleruler	49,390
8	A. ShootingStar7	39,311
9	TL1E...YKE	32,404
10	Crypto Hustler 101	31,240

## BNB City Value in \$MEGA

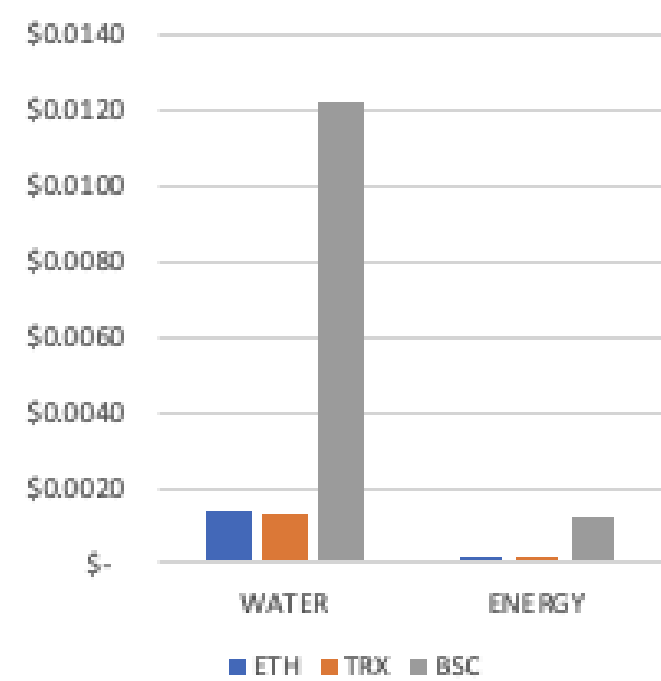
1	cooleruler	56,093
2	0x5f0...9f8	48,129
3	Bevans	26,946
4	Kevin K	24,183
5	0x5c8...49f	18,161
6	Ed87	17,463
7	0x974...868	17,276
8	Skelly	17,763
9	Zero2112	14,303
10	Drs. Druid Zero	11,020

A large portion of resources is currently stockpiled in the TRON city.

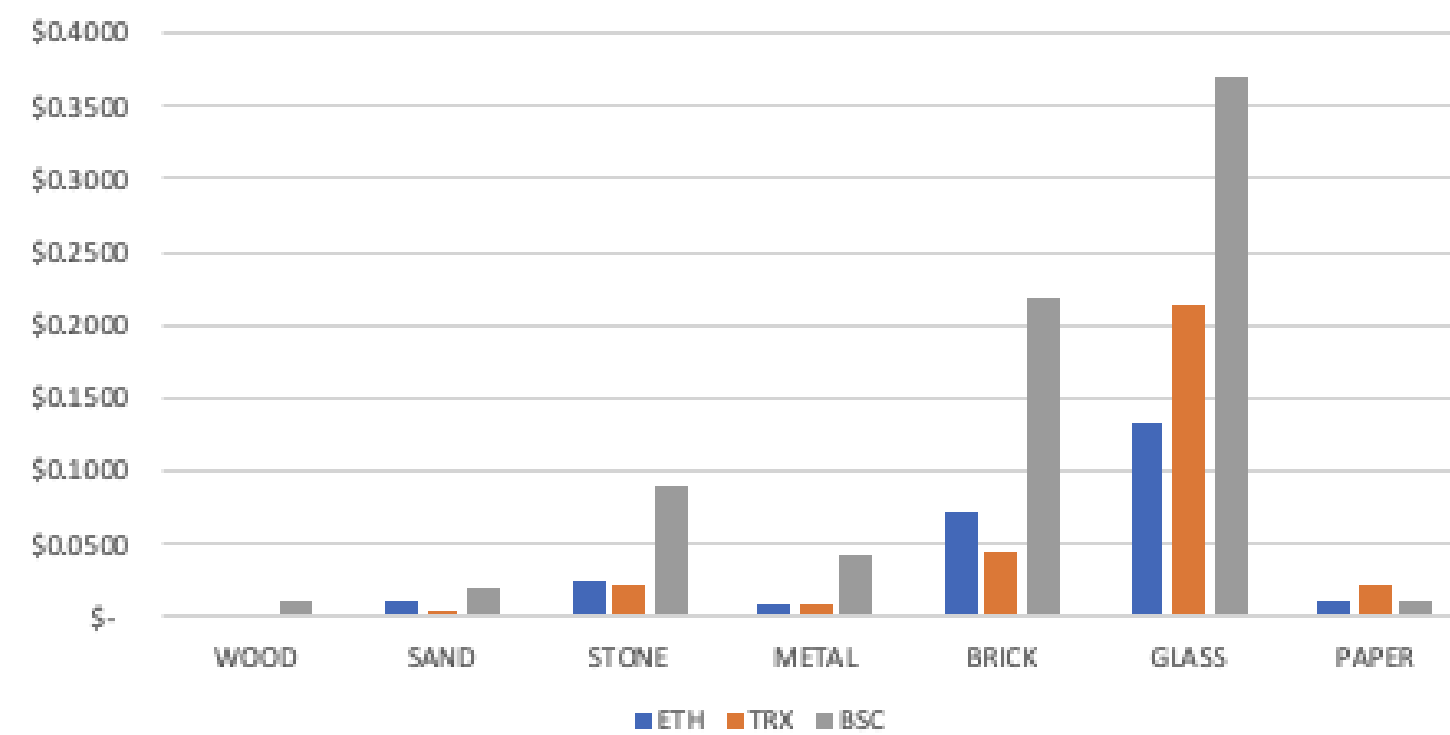


## Market Deals (mixed deals - ETH, TRX, BNB, MEGA)

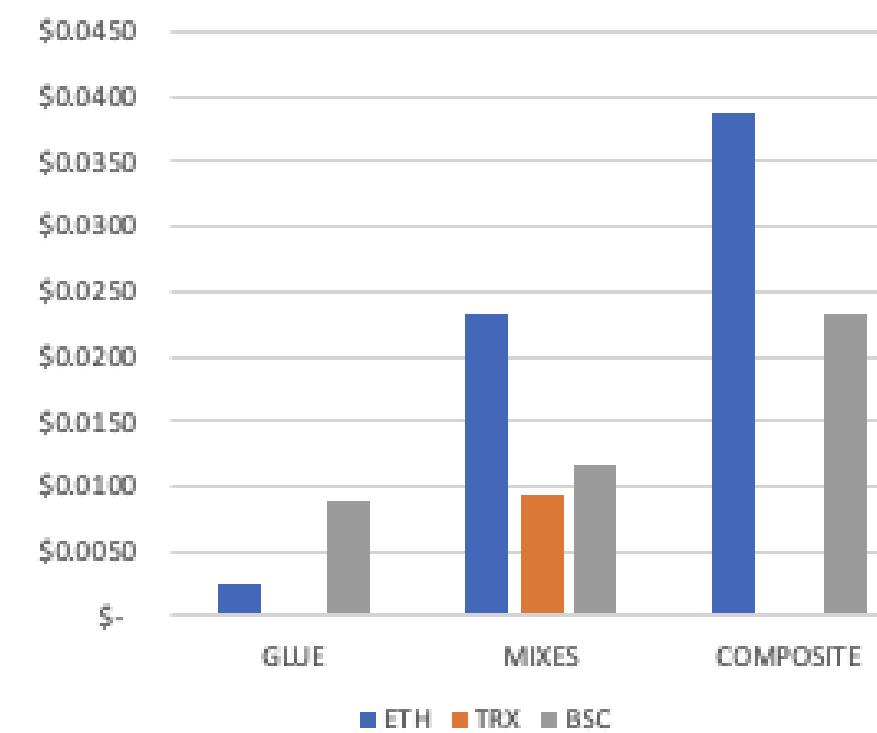
Basic Resources, 90D Deals Av. Price



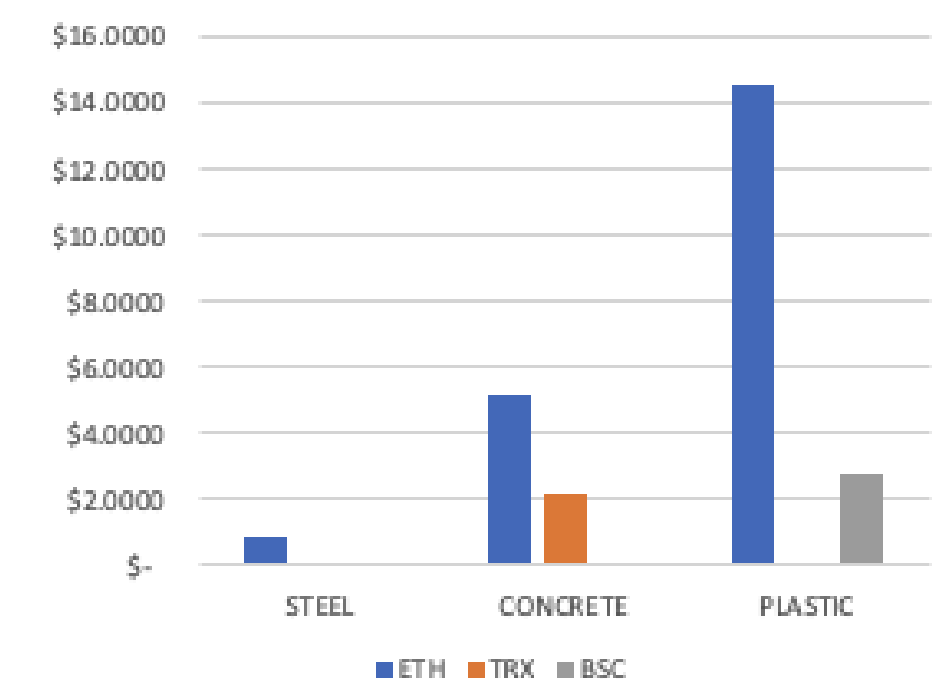
Basic Materials, 90D Deals Av. Price



Composites, 90D Deals Av. Price



Complex Resources, 90D Deals Av. Price



Value in \$MEGA value, calculated at 90 days average prices, on completed market deals (real trades).

# MegaWorld Pro



Bulk manage and collect from buildings, trade on the market with buy/sell orders and advanced tools.

The image displays a 3D-rendered construction worker in a yellow hard hat and green safety vest pushing a wheelbarrow filled with red bricks. In the background, a semi-transparent trading interface is overlaid on a cityscape. The interface is divided into several sections:

- Left Panel (Collection Management):** Shows three 'Brickworks' locations. Each entry includes a location ID, coordinates (X, Y), a progress bar for 'Bricks Ready to collect', and a 'COLLECT ALL' button. A summary at the bottom shows 'REQUIRED TO COLLECT' (435 bricks, 12400 MEGA, 1601 water) and 'FEES' (504 MEGA).
- Top Right (Market Summary):** Displays the current price of 'Bricks' as 43450.41 MEGA and the user's inventory as 43200 BRICKS.
- Order Book:** A table listing buy and sell orders for 'Bricks' with columns for Price, Amount, Total, and My Size.
- Price Chart:** A candlestick chart showing price fluctuations over time (08:00 to 16:00). It includes indicators for High (H), Low (L), Open (O), and Close (C).
- Orders History:** A list of recent orders with columns for Price (MEGA), Amount (BRICKS), and Time.
- Open Order Table:** A table showing active orders with columns for Time, Side, Size, Filled, Price (MEGA), Fee (MEGA), and Status.



# MegaWorld Beta



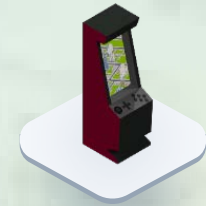
- Creating **Tools** from **Items** collected in the world
- Crafting interior **Objects** using **Tools & Items** to be placed in Units and Functional Buildings
- Trading **Objects** using \$MEGA in Express
- Displaying Strategy game assets in Express for sale
- Customisable Functional buildings interiors with actual Citizens appointed in Strategy mode to welcome Couriers
- Delivery orders require **Tools & Items** to be completed



# Development Roadmap



Q2 2024



Express Public Alpha

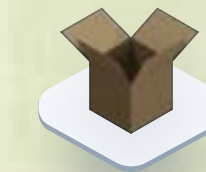


MegaWorld Pro

Q3 2024



Cars Plant



Resource Market Orders

Q4 2024



Standalone Application



Traits Breeding

H1 2025



Zero-fee Rents



Corporations

H2 2025



Builder Gamma



Special Buildings

TBA



Mobile Application



Express Beta

# Challenges



Turning **Problems** → into **Opportunities**

	<b>SOLUTION</b>	<b>IMPACT</b>
<b>1</b> <b>Lack of Liquidity</b> Poor \$MEGA pools, gap on ETH and TRON smart contracts	Releasing 5M \$MEGA via OTC deals to fill liquidity pools on DEXes and contracts	Unlocking growth potential in ETH and TRON cities, raising confidence with liquid \$MEGA, cementing floor prices
<b>2</b> <b>Couriers Wanted</b> Paused marketing in 2023, not all delivery orders covered	Massive marketing campaign prior to Public Alpha release, distributing 100K invitations	Driving Units sales → requires more Custom Buildings → Resources production
<b>3</b> <b>Undervalued \$MEGA</b> Coin market cap not aligned with game assets worth	Raising taxes, incentives for locking \$MEGA in buildings, raising demand for \$MEGA	Offices release \$MEGA → requires Paper → Airport transfers → Resources production on all the chains

# \$MEGA Goals



## TODAY

1 MEGA = ~\$0.05-\$0.08

~\$1.16M

current \$MEGA marketcap\*

**\$250K**

In the Funds

**\$1-2k**

Distributed daily

**\$350K**

TVL

**\$0.02-0.04**

Av. delivery order

## SHORT TERM GOAL

~\$0.22-0.33

~\$5-7M

undervalued marketcap

**\$1M**

In the Funds

**\$3-5k**

Distributed daily

**\$2-3M**

TVL

**\$0.1-0.25**

Av. delivery order

## LONG TERM GOAL

~\$1.5-2.3

~\$31-48M

marketcap aligned with game assets valuation at 1/3 of MCP3D \$MEGA ATH

**\$4-5M**

In the Funds

**\$12-15k**

Distributed daily

**\$7-10M**

TVL

**\$0.5-0.75**

Av. delivery order

⚠ This document details the strategy to achieving planned goals, but may offer no assurance of success or projected token values.

The overall delivery orders complexity will noticeably increase in the Beta.

# \$MEGA OTC



Releasing 5'000'000 \$MEGA from Liquidity Reserve via OTC deals.

Conditions detailed below is exclusively for verified owners of MegaWorld / MegaCryptoPolis game assets, on or before January 1, 2024

	Max \$MEGA in a Batch	Price for 1 MEGA	Min order, \$MEGA	Lock period, 100%* of \$MEGA vested until
<b>Batch I</b>	1'000'000	<a href="#">REQUEST</a>	250'000	Public Alpha Launch +1 mo
<b>Batch II</b>	1'000'000	<a href="#">REQUEST</a>	200'000	Public Alpha Launch +1 mo
<b>Batch III</b>	1'000'000	<a href="#">REQUEST</a>	TBA	Public Alpha Launch +1 mo or later
<b>Batch IV</b>	1'000'000	<a href="#">REQUEST</a>	TBA	Public Alpha Launch +1 mo or later
<b>Batch V</b>	1'000'000	<a href="#">REQUEST</a>	TBA	Public Alpha Launch +1 mo or later

Terms & conditions apply. Please send an inquiry to receive all the details:

[REGISTER YOUR INTEREST](#)

[Learn more](#) about the \$MEGA OTC deals.

\* - can be adjusted depending on market conditions, in most cases only to a higher value, but not lower than +25% to the previous batch.

CONFIDENTIAL

# Use of Funds



## Public Alpha Launch

Q2 2024

### Liquidity

Providing liquidity for \$MEGA token on UniSwap and PancakeSwap LPs

Opening additional LPs on SunSwap (TRON), PancakeSwap (BNB Chain), QuickSwap (Polygon)

Fulfilling ETH and TRX smart contracts

Token listings and providing liquidity on centralized exchanges

### Marketing

Mass leads acquisition via:

- X (ex. Twitter) Ads
- YouTube (Google Ads)
- Twitch Streamers / Influencers
- Direct Ads (Display & Context)
- Telegram Channels

Special Events

### Stimulus

Purchasing reasonably-priced game assets on the market

Market making for Resources on in-game marketplace

Rewarding players initiatives

\$1'000'000 worth of game assets Creators Campaign

# Chronicle of Progress



**MAY 18, 2018**

**MegaCryptoPolis brings SimCity gameplay to Ethereum**  
Blockchaingamer

**NOV 20, 2020**

**Virtual Worlds: Investment opportunity or virtual playground?**  
DappRadar

**SEPT 25, 2021**

**MegaCryptoPolis is Celebrating the 3rd Anniversary**  
NonFungible

**NOV 1, 2021**

**From MegaCryptoPolis to Mega World: How NFT Games Are Building the Metaverse**  
DeCrypt

**DEC 3, 2022**

**MegaWorld Expanding to Binance Chain**  
Play to Earn Online

**MAR 19, 2021**

**NFTs at the heart of major upgrade for decentralized virtual city**  
Cointelegraph

**AUG 6, 2021**

**MegaCryptoPolis is Celebrating the 3rd Anniversary**  
NonFungible

**SEPT 25, 2021**

**MegaCryptoPolis Adds Public Transportation**  
Play to Earn Online

**DEC 2, 2022**

**MegaWorld Game Celebrates BNB Chain Launch with \$1 Million Airdrop**  
U.Today

**DEC 10, 2022**

**How Blockchain Games Are Evolving**  
Coincodex

**MAY 17, 2019**

**CryptoKitties are going 3D with MegaCryptoPolis**  
Blockchaingamer

**DEC 2, 2022**

**MegaCryptoPolis, dApp Game with 3 Years History, Transforms into Metaverse**  
TheBlock

**FEB 15, 2023**

**MegaWorld Deploying Land Gameplay on Boba Network**  
Blockonomi

**JAN 31, 2023**

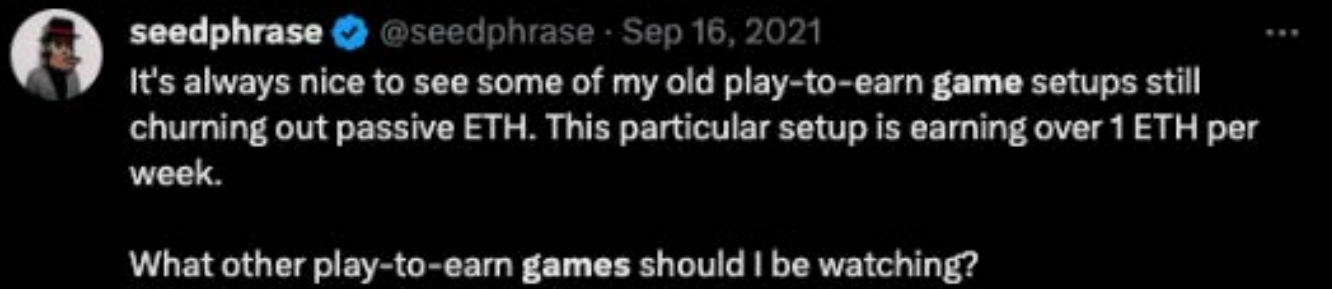
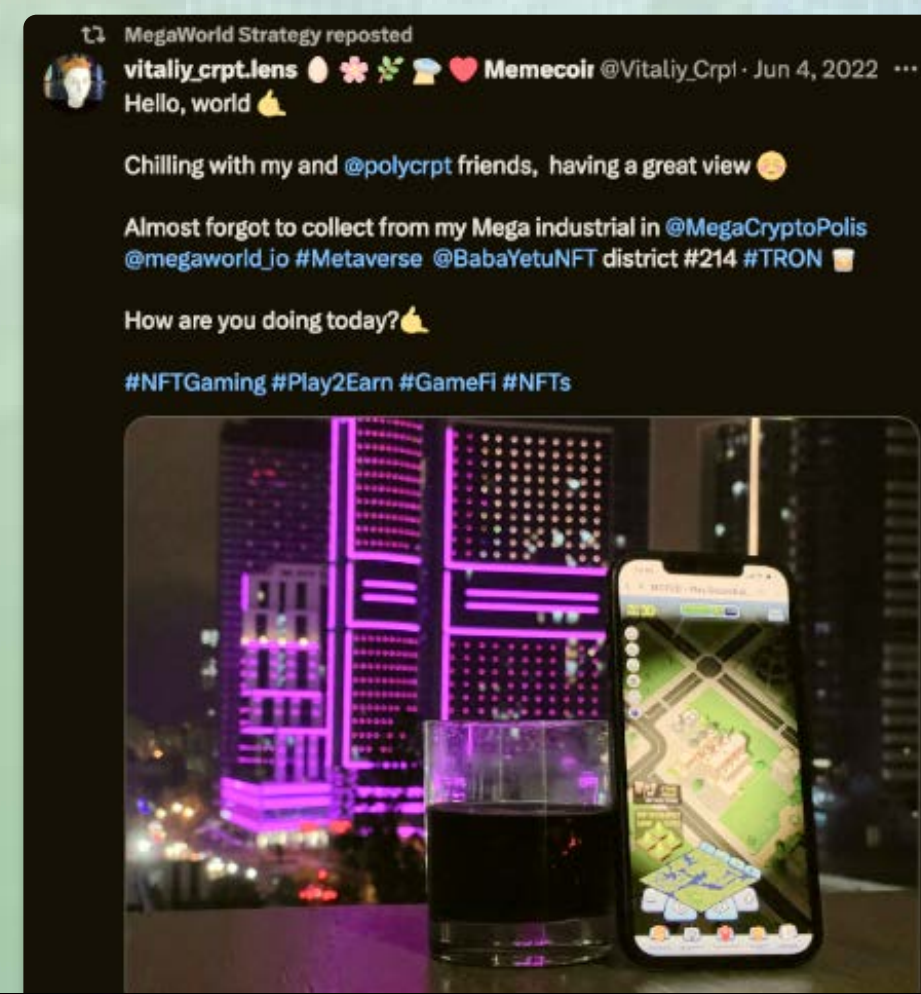
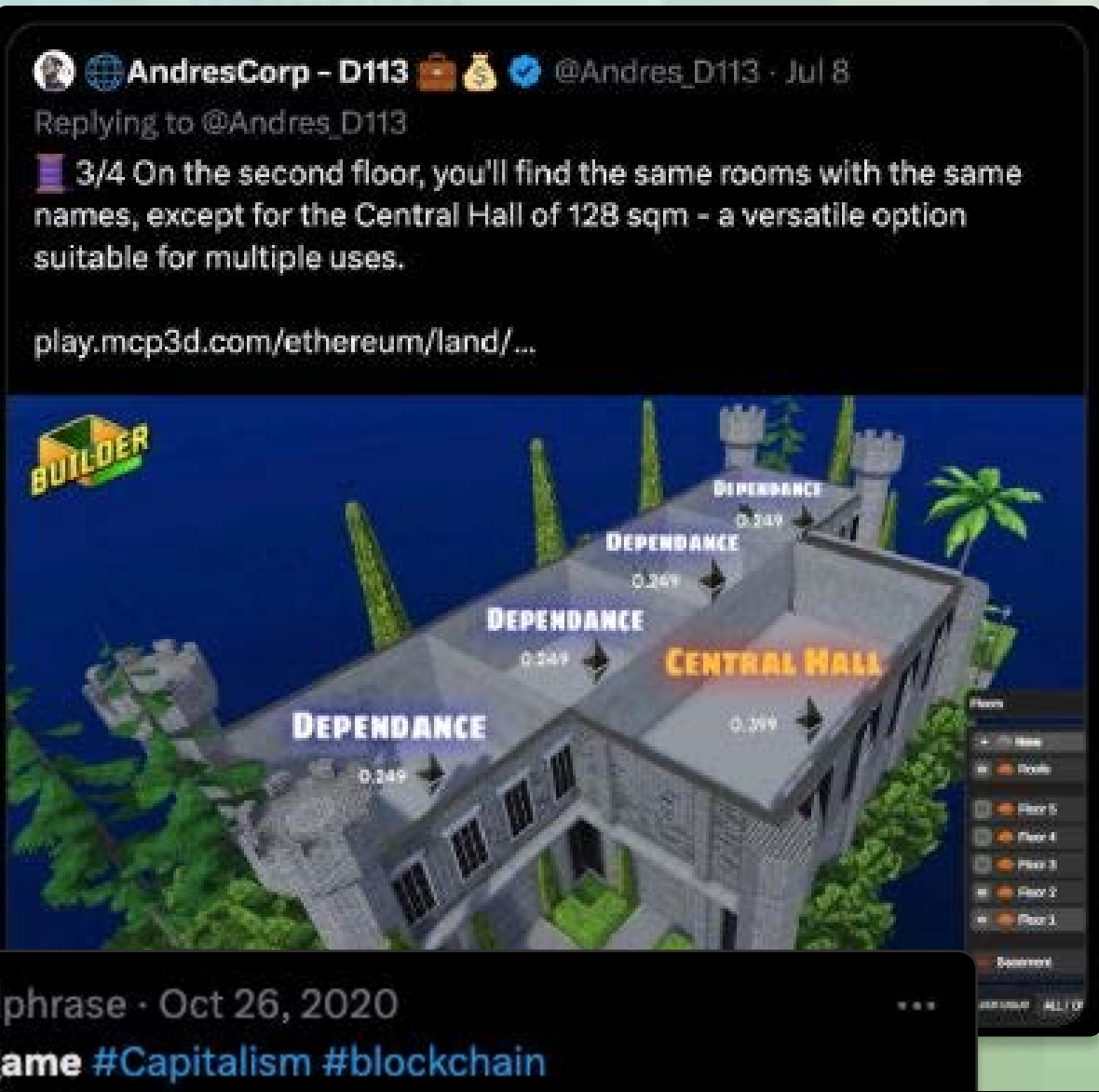
**MegaWorld Land Gameplay On BNB Chain Starts Feb 15**  
CoinGape

**SEP 24, 2023**

**MegaWorld Launches Express Delivery in Closed Alpha**  
PlayToEarn.net

The collage features several screenshots from the egamers.io website. The top row shows an article titled "MCP Players Have Earned Over \$3,5M USD in 2 Years" by George Tsagkarakis. The middle row shows an article titled "Virtual City Builder Paid \$4,500,000 to Players Goes DeFi with \$MEGA Token" by George Tsagkarakis. The bottom row shows a chart titled "Virtual Land Top Sales By Dapps" with a y-axis of "Transaction Volume, USD" ranging from 0 to 500,000 and an x-axis of dates from 01/01/2020 to 12/01/2020. The chart highlights several dapps: Cryptomaniac (15,471 USD), Decentraland (15,715 USD), The Sandbox (2,341 USD), Sandbox (4,071 USD), Sandbox (11,416 USD), MegaCryptoPolis (15,411 USD), and Sandbox (35,000 USD). A "CELEBRATING 10" badge is also visible.

# We ❤️ MCP Fam



**Building's wage:**

4.59606 ETH Share 5.29983 ETH

+9% (0.49299 ETH) POI Bonus

COLLECT from the Global Fund

0% of the building revenue will go to the "DANNY GORD" Corporation Fund

