



MOON NATION



WHITEPAPER



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What is Moon Nation Game (\$MNG)?

MORE THAN JUST A GAME



Moon Nation Game (MNG)

Launched on 27th May 2021. MNG Token is listed on MEXC, HOTBIT, LBANK and PANCAKESWAP exchanges

MNG Token is a utility token driving the ecosystem and the center of the whole project

Moon Nation Game project is bringing together the most vibrating fields together:

- Cryptocurrency
- Blockchain
- Gaming
- NFT
- Education
- Metaverse



What is Moon Nation Project?

The Game:

A Space-based Battle Royale, open world Game where players can fight of aliens, monsters or other players set on a massive explorable area on the moon.

The theme of the game is open-world and survival.

Features and assets:

Players can craft, collect or trade various assets such as:

- Consumables
- Guns and other weapons
- Moon Vehicles
- Space ships
- Lands

Hunt aliens, complete tasks, fight against other players, craft yourself items to survive or it may even be your road to richness are just few features of the mind-boggling game!

Treasures and rewards in-game awaits where it can be traded for MNG and generate cash assets!

And how much customization can you do to your character?
We will introduce the generation of your very own avatar!



What is Moon Nation Game (\$MNG) Project?

Moon nation points (MNP)

Along with a tightly-packed integrated system, one of the best things about the complete project is the MNP currency. The currency is fixed priced at 0.01 USD and will never change according to market conditions. Players can use MNP as an in-game currency to access features within the game, send it to fellow players in the community or use it in other games that are hosted on the project's native platform MNB.

The wide array of games

Moon Nation Bridge also removes the limit of genres a project can offer. Hosting 3rd party games or in-house games in ANY genre can be done and bridged into crypto world using our very own API! It doesn't matter whether the game is on or off-blockchain!

Currently, we have UNO and POKER which both have the options to PLAY for FREE, or PLAY with BETS for added excitement and fun! Enjoy the game not just with friends but also with your family!

Any Genre of games can be hosted. Our imagination on how to integrate will be the only limit!

Moon Nation Bridge acts as a faster, simpler, easier way to connect regular games to blockchain world. Combined with the stable in-game currency MNP, This is the ultimate gaming hub anyone can ask for



NFT Marketplace and Landsales

The Moon Nation Market Place

We will have our own marketplace where you can sell or trade your valuable NFT assets with different options

- Sell instantly
- Bid
- Auction

MNG will be the utility token for our marketplace.

Landsales

The Moon Nation project also is coming up with lands on the metaverse that can be acquired by players who play the game. The purchased lands can be used by the players to earn passive income by renting the space out to other players on the network or establishing shops to trade in-game assets like weapons, suits, supplies etc.

Lands and NFT Digital assets will be available on multiple third-party marketplace as well as our own native marketplace.



Kiaki-Spitfire

Fully automatic with electromagnetic propulsion and holo-aiming.



FreakyWolf

Alliens in universe.



OxyNeon

Friend or foe? Will you ever know for sure?



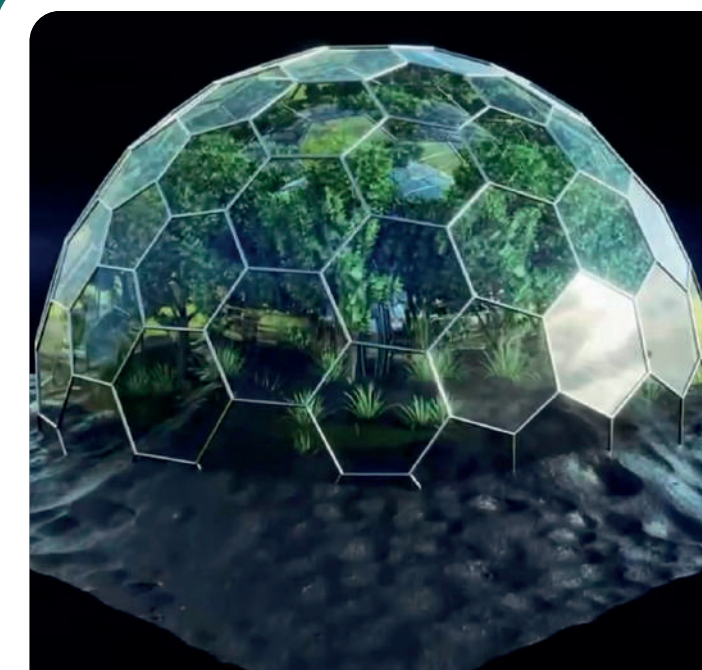
OxySuit

Friend or foe? Will you ever know for sure?



Ranged Green

Alliens in universe.



Jackal

Personal ship common amongst moon settlers, with tight controls and minimal defenses.

EduFi?

Learning have evolved over time, primarily

Observation ➡ Listening ➡ Reading ➡ Audio Vidual Content

Usually the learning process is read a book, a form, watching a vid – not overly engaging, boring as hell and just demotivates people. It's essentially a chore. If there's upgrades to that process then re do the book or video more cost, less time. With this it's just programming.

The beauty of **gamifying education** is of the engagement and social interoperability. That just means the sharing of information amongst networks that promotes collaboration. Which in terms stimulates our minds and helps us to focus.

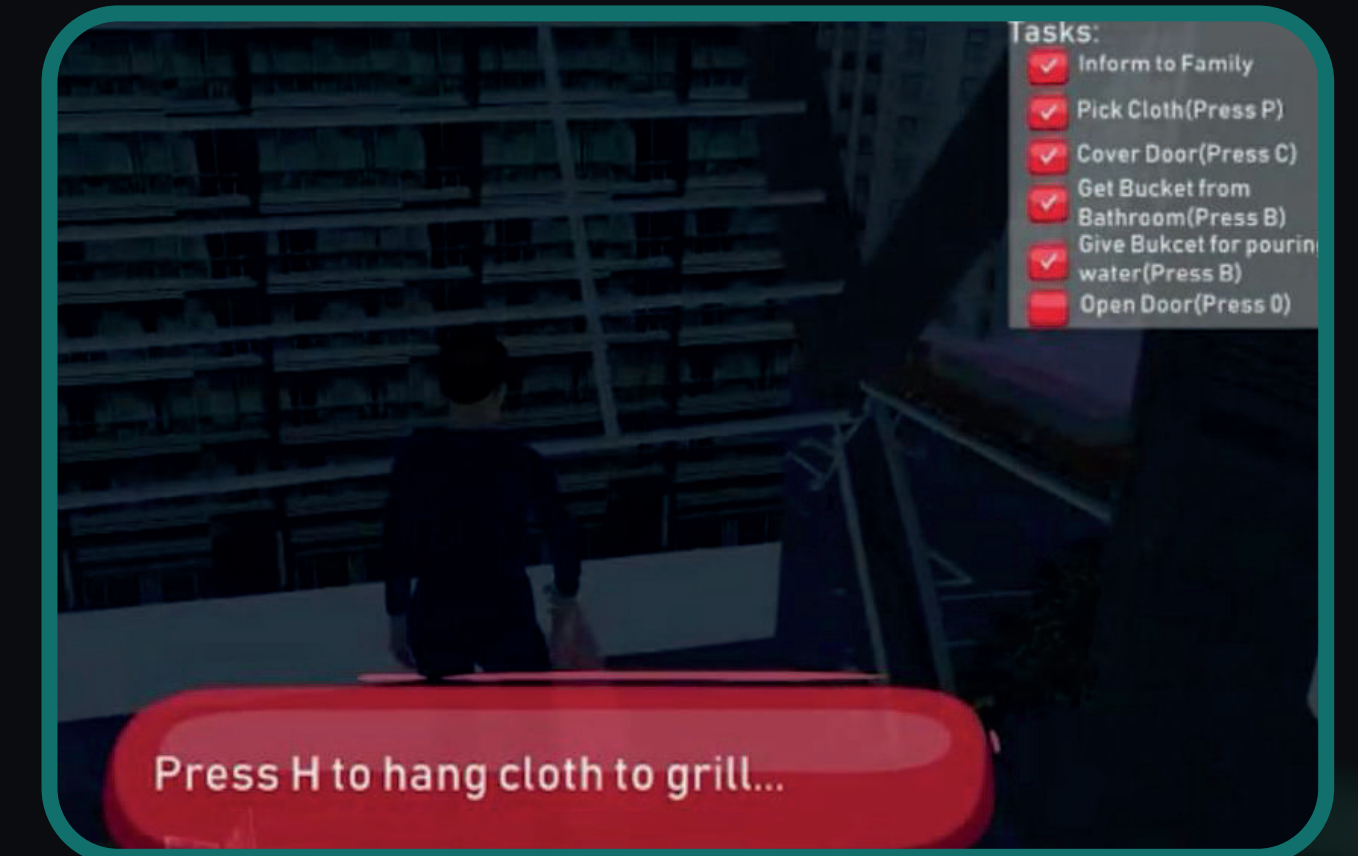
Making learning a shared and engaged experience it changes the way we interact and understand Human Resources too. It allows people to decentralise their internal operations and bring about a fruitful and mutually beneficial experience

This is seriously disruptive, but many people will see it as why do we need to change the classroom. It's not about that it's about the overall benefits of mass learning and education which is uniform, yet provides an interactive and beneficial experience to the learner.

Incentivise to learn.

Below are the areas where EduFi is applicable:

- School Education Curriculum
- Institutional Certifications
- DIY Trainings
- Collage/University Programs
- Corporate Training Modules



The MNG Token

Total Tokens Supply - 384,400,000
no mint function and all in circulation.

%55.42

With Public

%6

Marketing Wallet

%6

Development Wallet

%17

Ecosystem Developments,
User Benefits, Startegic
Partnerships,Reserves

%8.5

Mexc

%3.2

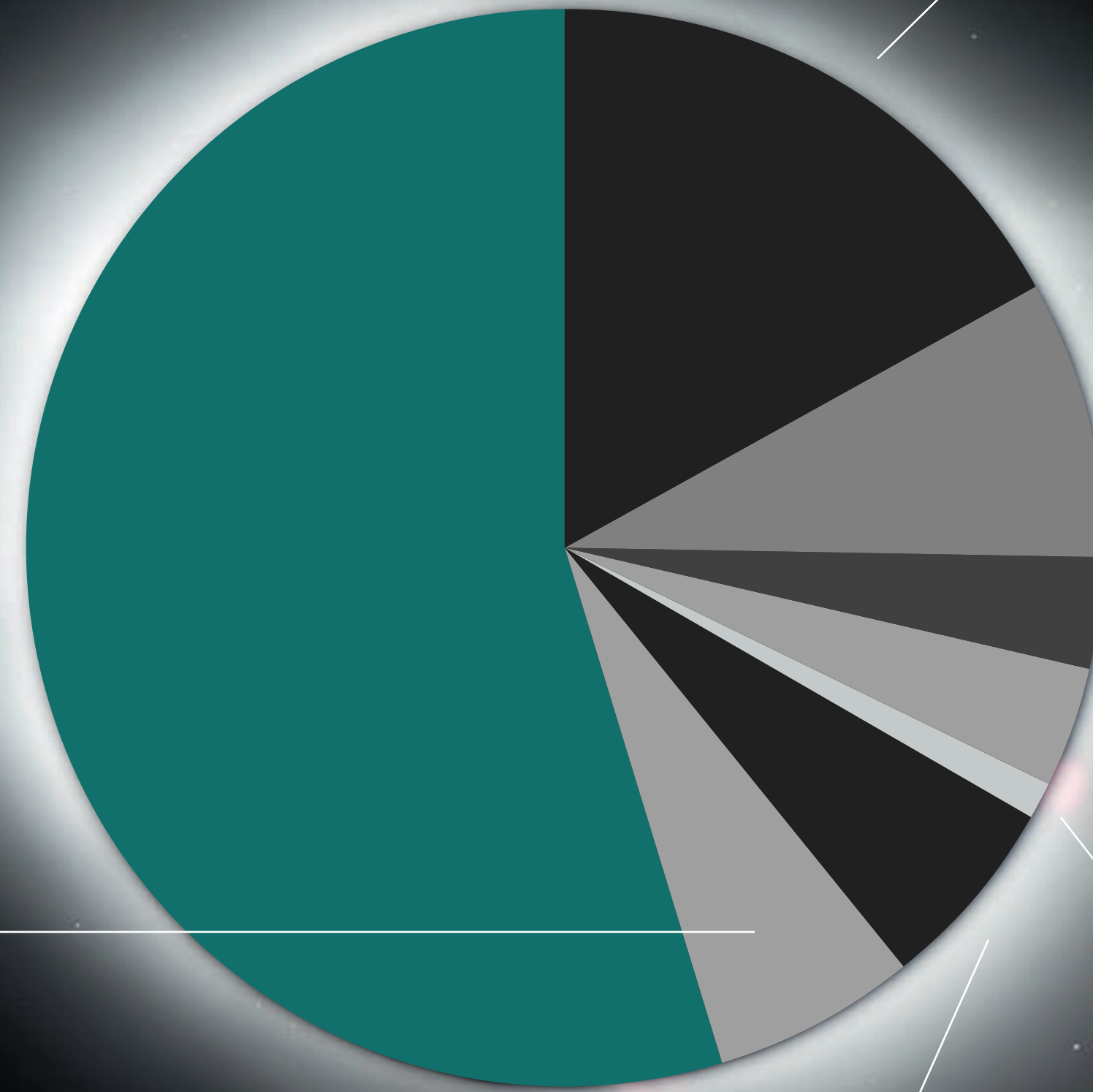
Pancakeswap

%3.7

Hotbit

%0.18

Lbank



Contract Address:

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WHAT MAKES MNG DIFFERENT?

Game Developers

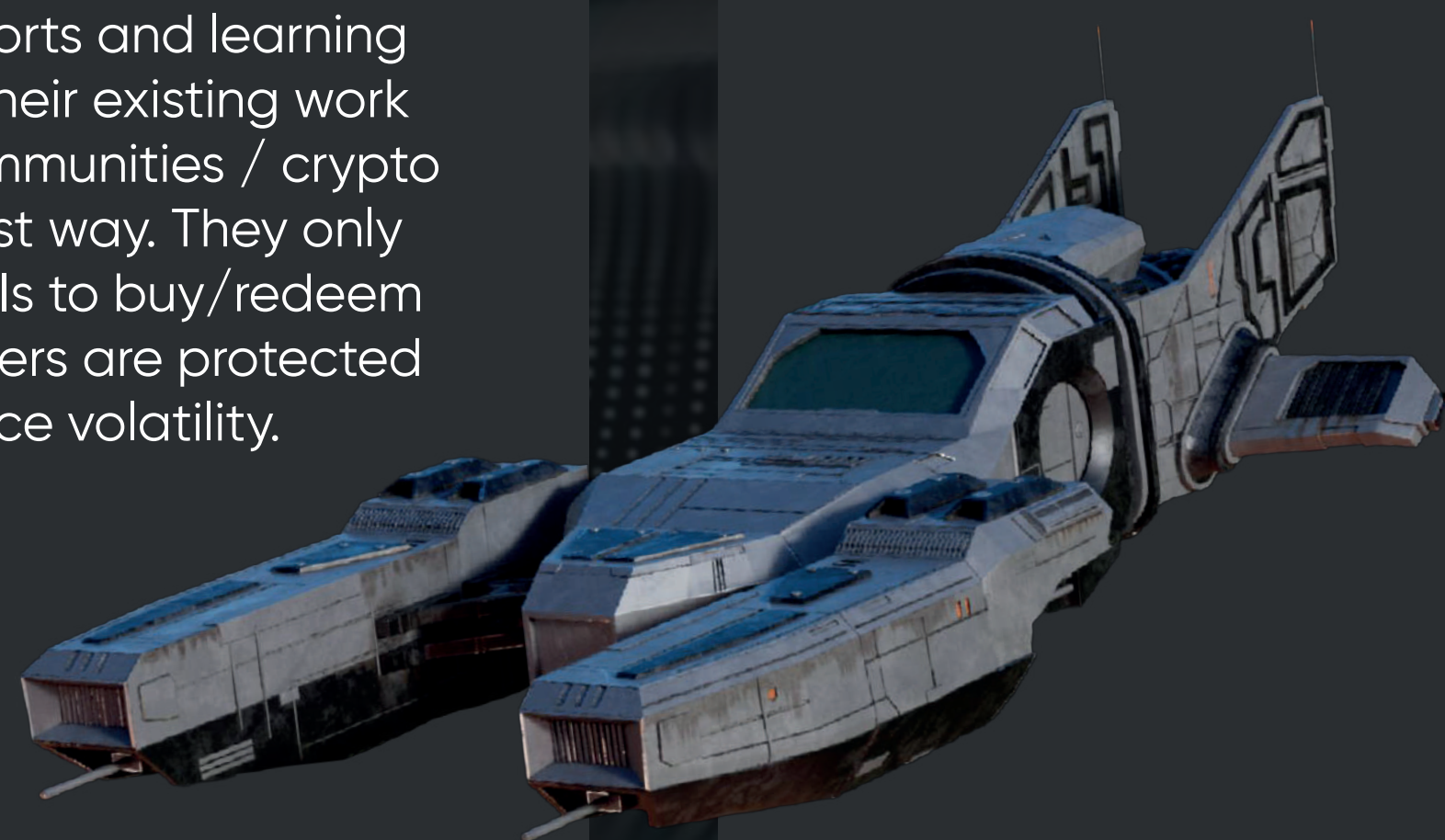
Existing or New Games can be made available on this platform easily. Games don't need to be on Blockchain. Lot of Games don't intent to integrate Blockchain as it involves lot of efforts and learning curve. This will make their existing work available to crypto communities / crypto payment in the easiest way. They only need to use bridge APIs to buy/redeem points. Game developers are protected against MNG price volatility.

Players

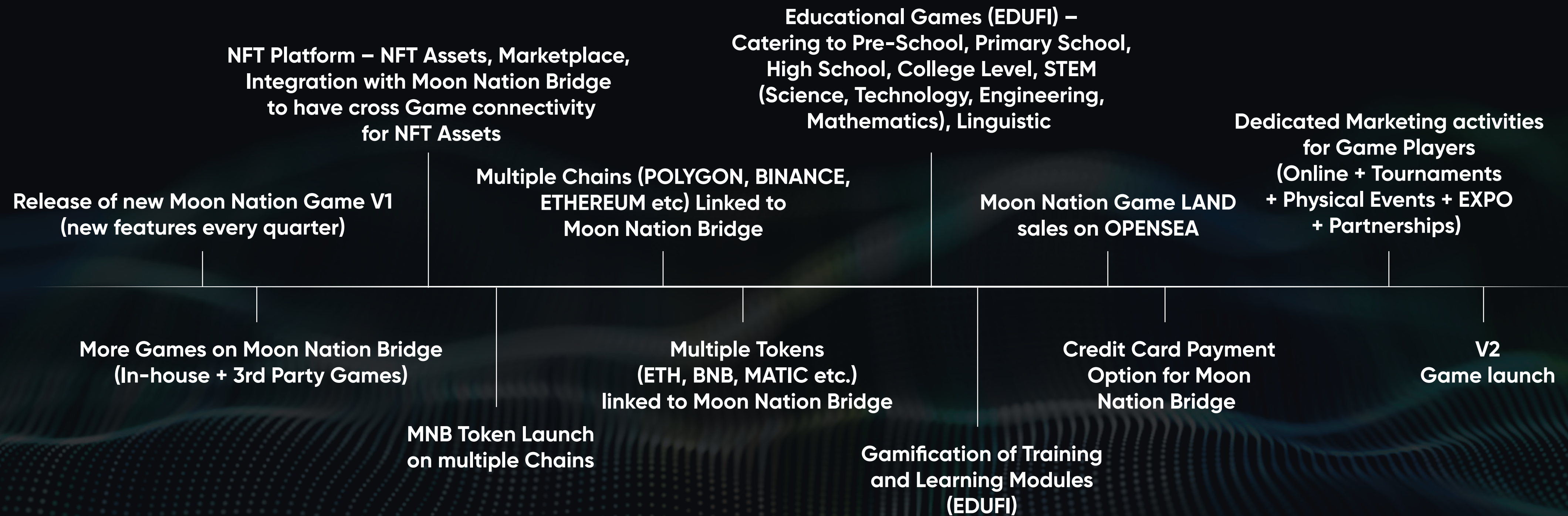
Lot of existing and exciting Games will be available to play with MNG as currency. Players are protected against MNG price volatility.

Community

MNG token will grant the community discounts in NFT marketplace for game asset NFTs.



Roadmap



Team



Ben Todar
CEO (Chief Executive Officer)



Ajit Phatake
CTO (Chief Technology Officer)



Burak K
Head of Business Development



Rabah Larbi
Head of Operations



Tetsu Watanabe
Community Manager



Maxime Hacquard
Head of Arts and Design



Andrew Forte
CBO (Chief Brand Officer)



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