

BUILD YOUR  
OWN METAVERSE

D.CUBE

NEXT META

# Meta rock Betting game

Service Architecture

4Q. 2024



- **The main site we showed you during the demo is a showcase of all the games we've made.**
- **We would like to warn you that the site is not officially open, just a showcase of all our games.**
- **The games on the site need to be licensed in each country to be legal.**
- **For example, if a country only allows sportsbook, you should only have sportsbook.**
- **So, you'll need to customize the game offerings for each country or region.**
- **Recognizing this, see the answer**

# Chapter 1

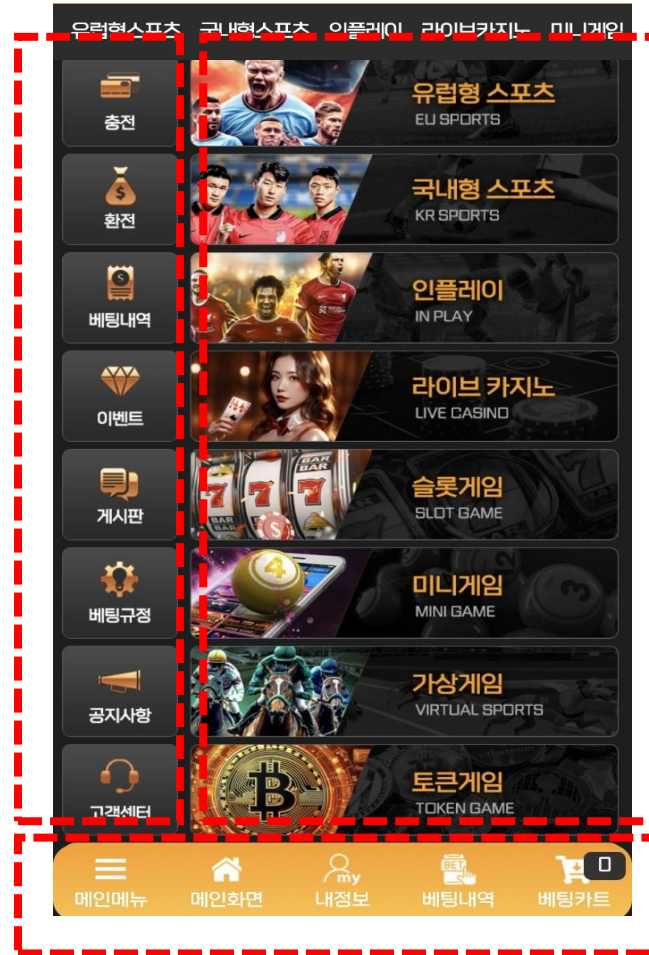
---

## Sportsbook (Im Pick) and Winner Pick

# Full menu of gambling games

## Game Management and Guidance Menu

1. Recharge
2. Currency Exchange
3. Betting History
4. Events
5. Message Boards
6. Betting Rules
7. Announcements
8. Customer Center



## 8 main menus in total

1. Europe
2. Korea
3. Current Games
4. Live Casino
5. Mini games
6. Slot Machines
7. Token Games

## Movement and personalization

1. Go to Main Menu
2. Go to the main screen
3. My Info
4. My BetsBetting
5. Cart

# Sportsbook (Im Pick)



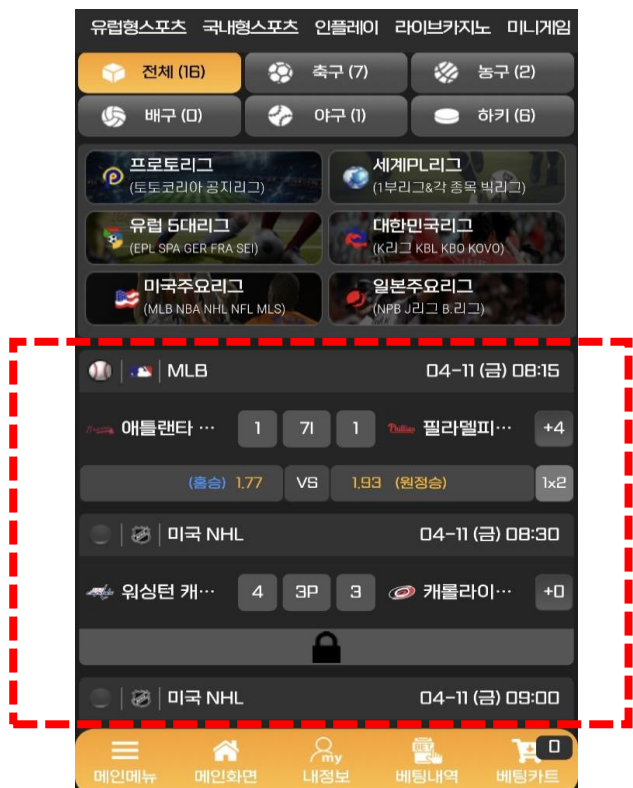
Current sports betting events

1. Soccer
2. Basketball
3. Volley ball
4. Baseball
5. Hockey

Development complete

1. Golf
2. E-Sports

Preparing for service



## Betting odds

In the sportsbook method, the odds are set.

These are determined by the teams' records.

Because the odds are set in sportsbook-style betting games, any unexpected outcome of the game can cause the company to lose a lot of money.

For example, if a team that was sure to lose wins and a lot of people bet on that team, the company may have to pay out more money than it has.

To avoid having to make such large payouts, many companies do not support 1-slot games and require a minimum bet of 2 slots.

With a 2-slot bet, the odds of winning are mathematically reduced by at least 2 to 4 (16x).

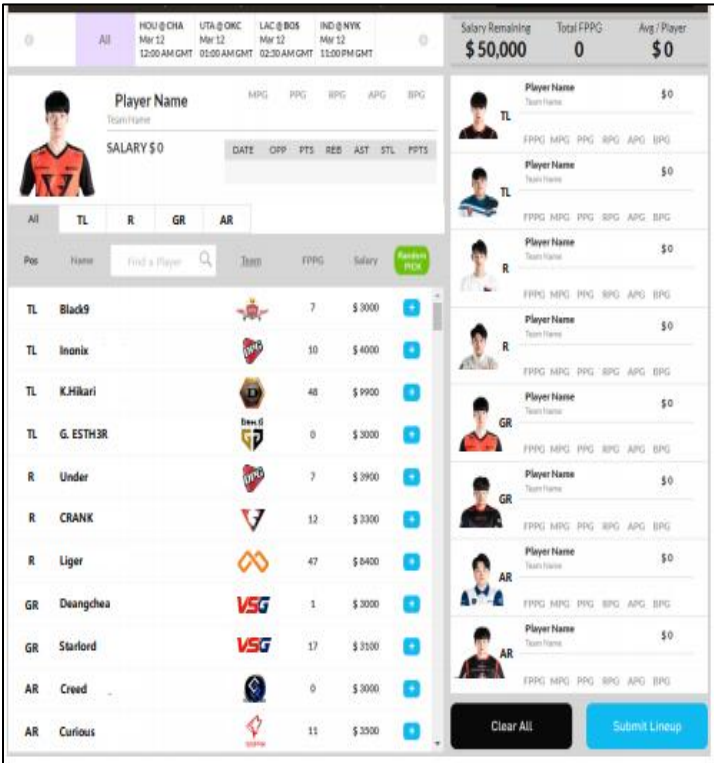
We are also required to wager at least 2 slots to compensate for this situation.

We additionally require you to bet with internal pointsTranslated with

### Betting Methods

1. Winning
2. Draw
3. losses
4. First half wins, draws, and losses
5. First goal scorer

# Our Winner Pick is different from sportsbook



| Pos | Name      | Team | FPPG | Salary  |
|-----|-----------|------|------|---------|
| TL  | Black9    | FLA  | 7    | \$ 3000 |
| TL  | Inonix    | IND  | 10   | \$ 4000 |
| TL  | K.Hikari  | SEA  | 48   | \$ 9900 |
| TL  | G. ESTH3R | SEA  | 0    | \$ 3000 |
| R   | Under     | IND  | 7    | \$ 9900 |
| R   | CRANK     | SEA  | 12   | \$ 3300 |
| R   | Liger     | SEA  | 47   | \$ 8400 |
| GR  | Deangchea | VSG  | 1    | \$ 3000 |
| GR  | Starford  | VSG  | 17   | \$ 3100 |
| AR  | Creed     | SEA  | 0    | \$ 3000 |
| AR  | Curious   | SEA  | 11   | \$ 3300 |

## Fantasy Sports Betting with Sports Data

A betting game in which you create your own team by picking 4-6 players to compete against other fictional teams.

## Betting directly on players using sports data

In every sport, the MOM & MVP is determined by the players' contribution to the game.  
To determine the MVP, each player is given a score based on their contribution to the game.  
Based on these scores, you bet directly on 4 players  
Betting on players in a similar fashion to horse racing

Compared to sportsbook-style betting games where you never know what the relative odds will be,

winnerpick is safe for the company because the relative odds are only set within the amount the user bets.

Because it's commission-based

We can increase our profit margins by keeping our room fees low at the beginning of the service and then gradually increasing them.

This is our salesmanship.

MetaRock defines the term Class as a private room where each user is the subject of his/her own betting and invites general users to the room he/she created, and the room creator decides the category (game type) by himself/herself.

This means that each member of the membership DB enters the room, and the room is created as a separate one-time virtual space.

At this point, the entity that created the room becomes the owner of the room.

The owner is responsible for and authorized to place bets.

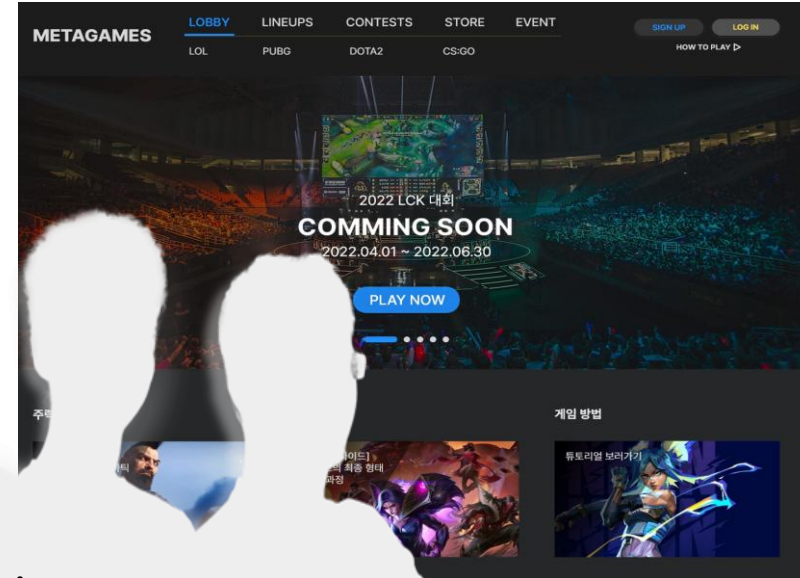
# Our Winner Pick is different from sportsbook



By virtually hiring the Most Valuable Players in the world,  
You can organize your own legendary team.

Compete with other virtually organized team of the world.  
Show your strategic power by real-time performance of your team.

Meta: Game playing method. (Team building, Formation, and Operation, etc)



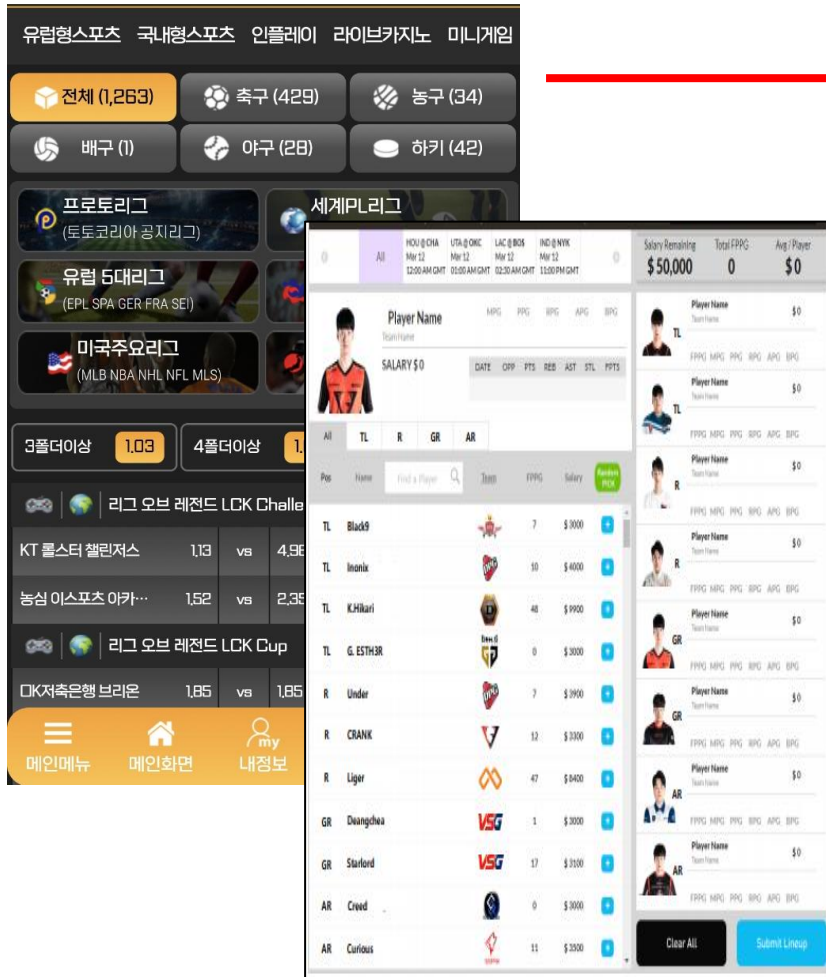
# Our Winner Pick is different from sportsbook



'Meta' team building of each members of pro game team.  
Member Line-up Strategy (Starting, Replacement members, Tactical Positionings, etc.)



# Sportsbook and WinnerPick Business Approach Conclusion



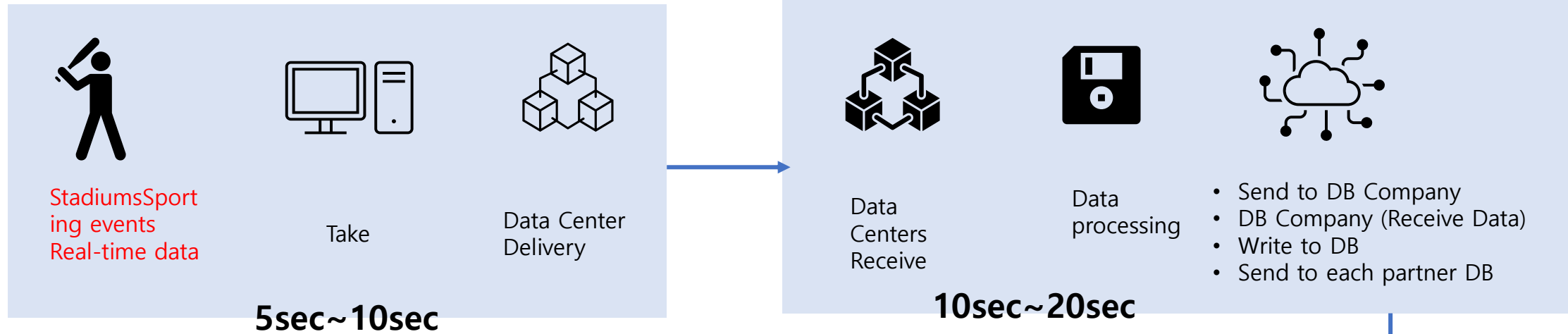
## The following are critical to the success of your business

- Each country's licenses must comply with the country's laws.
- Also, each country and region has different sports preferences.
- For example, India wants cricket to be included without fail.
- Canada wants ice hockey to be included.
- This means that you need to customize the sports for each country and region.
- The betting methods for each sport are the same, but the odds formulas for the bets are different,
- and this is what we know how to do.

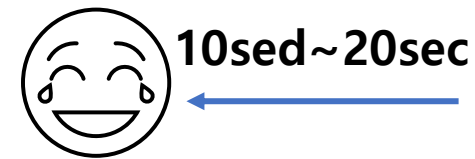
## Unlike Your Average Sportsbook, Here's How MetaRock Has Its Own Advantages

- E-sports betting
- Fantasy games where you can pick individual players to create your own team
- Horse racing-like betting (single, double, triple) based on the contribution of each player to the game
- The odds are not fixed like in sportsbook.
- The odds are different for each game, and the odds formula is developed for different odds.

# Transaction times for sportsbook and winnerpick

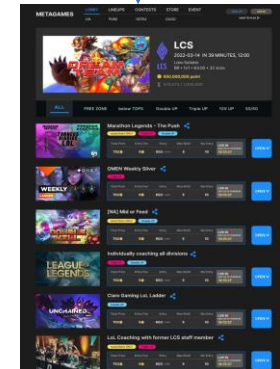


- For each step, for each match, the time to ingest and send varies.
- Finally, in the 2Winchance DB, the operation is scheduled to be applied automatically once an hour.
- This time is currently geared towards service preparation, but the time can be adjusted.



**Verify users**

**To results  
30sec to 1min**



- 2Winchance
- Data mining

MetaRock already supports

Sportsbook (Aim Pick) and  
WinnerPick are  
already developed

# Chapter 2

---

Class Definitions

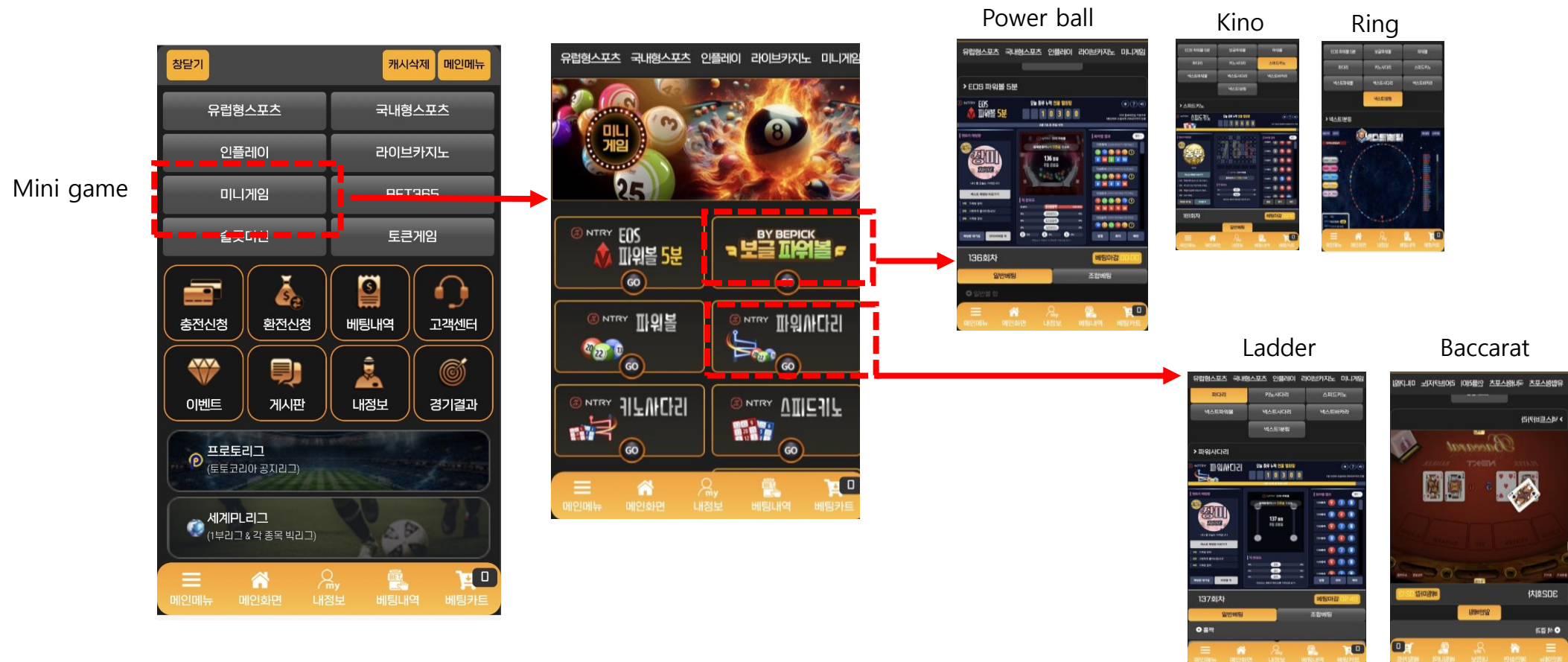
General Classes (Mini-Games)

Technical Classes (Owner Creation)

## Class Description 1 (Mini game)

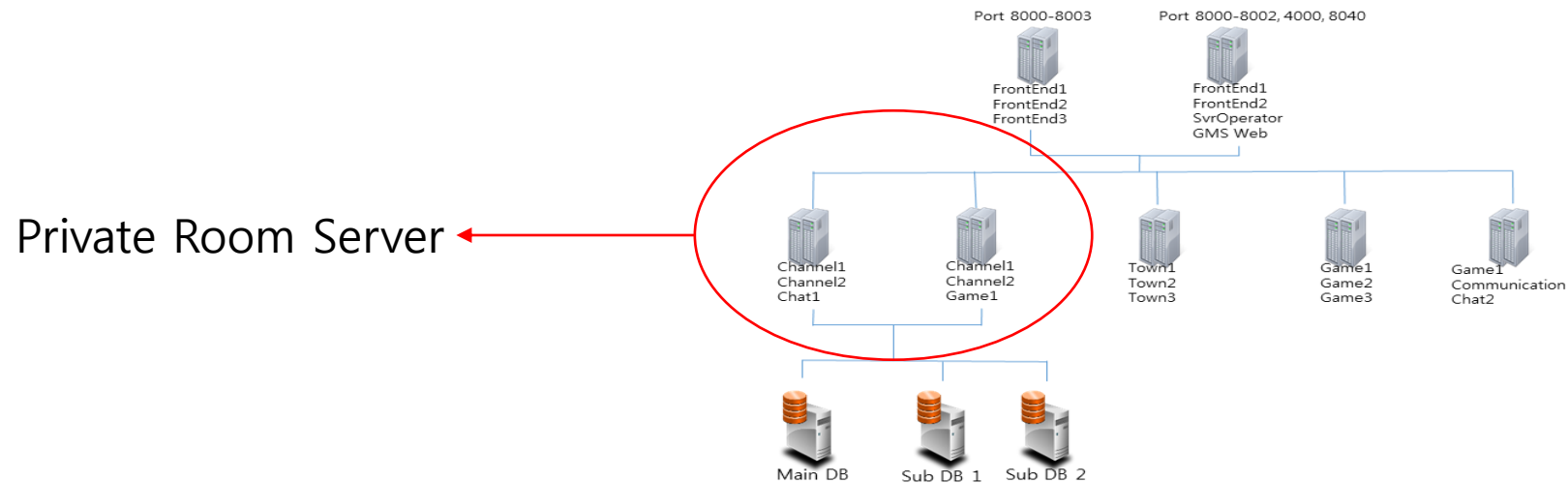
The name "Class" refers to casino minigames as we know them in general.

We have already developed Mini Powerball / Ladder Game / Kino / Ring Game / Mini Baccarat, and you can develop any number of minigames.



## class Description 2 (Owner-generated)

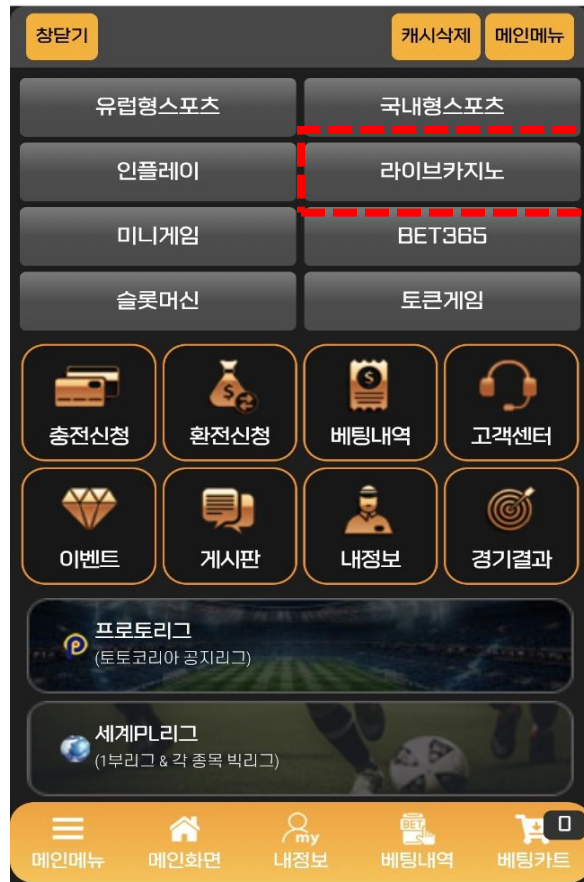
- Our Class is a private room where each user invites general users to the room they created, and the room creator becomes the owner of the room, decides the type of game, and bets are made.
- This means that each member of the membership DB will enter the room, and the room will be created as a separate one-time virtual space.
- The user who created the room becomes the owner of the room
- The technical structure is shown in the following server configuration diagram



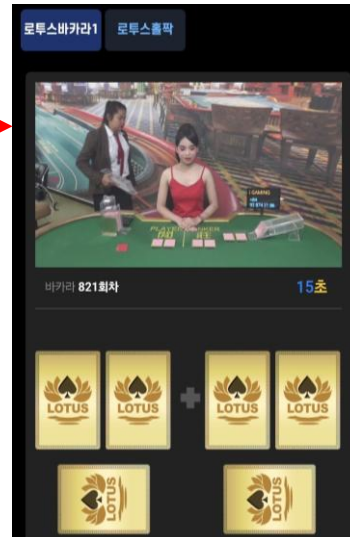
# Chapter 3

---

## Live Casino



Baccarat



## Casino games are a very sensitive matter

Live betting, in particular, is a very sensitive legal area and depends on the license of each service area.

Sportsbook/class minigames, etc. can be part of the license for each region,

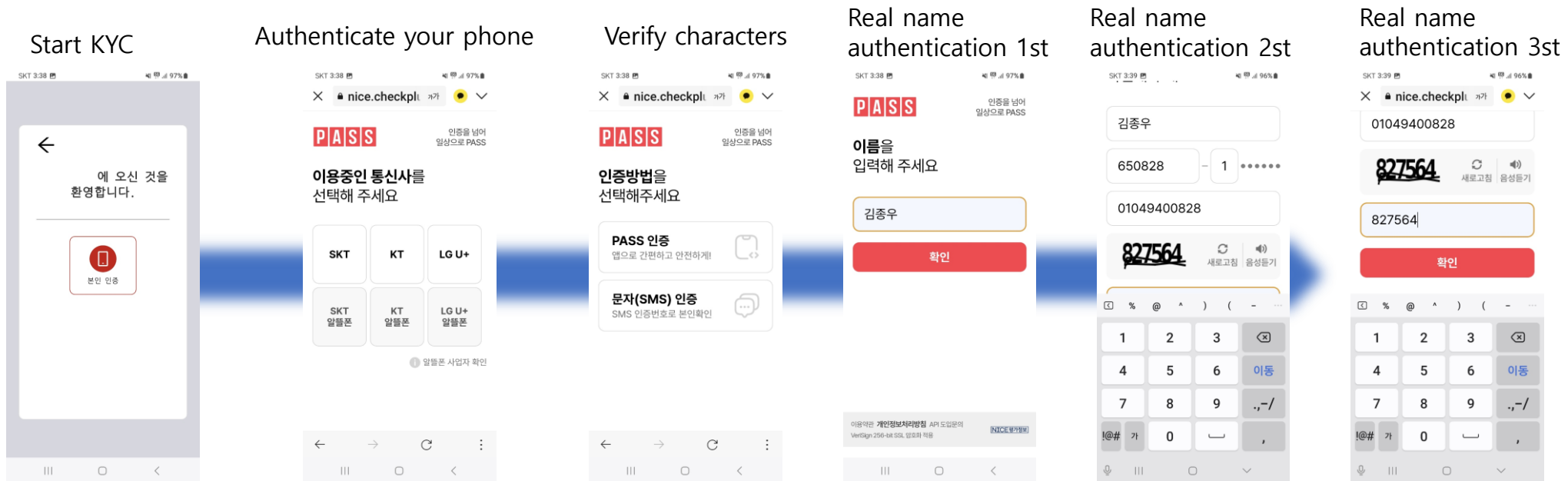
live gaming is very sensitive to certification and licensing, and should be discussed in the future.

# Chapter 4

---

## Real-name authentication and marketing

- We already have contracts with Inisys in Korea for PG and Xsolla for Global for payment.
- Therefore, users need to verify their identity, such as KYC.
- Our betting games first require users to buy game points to play the game.
- The payment method for purchasing points is cash, coins, or accumulated points.
- In addition, the user will also enter in advance the means by which the user will receive dividends when winning (bank account/coin wallet, etc.).
- In the end, the user will have an online wallet to play the game first, and the wallet is also developed and protected by a patent.



Start KYC

Authenticate your phone

Verify characters

Real name authentication 1st

Real name authentication 2st

Real name authentication 3st

- We locate our main servers in licensed countries such as Malta, Panama, and other countries (currently the US DraftKings server is located in Panama).
- Our global sales approach is based on a pay-as-you-go contract with the licensing company for each country, which includes
  - Publishing
  - Channelling
  - Mirroring, which can be accomplished in three ways

Publishing

- A game company buys your game and works with you on services, distribution, and payment.
- The game company only does the development work.
- The publisher distributes monthly revenue to the developer based on a revenue-sharing agreement.
- The basic terms are as follows  
MG 0.1million to 1million  
RS Publisher 7 : Developer 3

Channeling

- By opening a separate menu and page on the publisher's (service website) website, the developer will provide the service directly.
- Membership and payment depends on the publisher's policies
- Marketing is done by the developer
- The basic conditions are as follows  
MG none  
RS Channeling Corp 3 : Developer 7  
.

Mirroring

- A method of displaying a developer's game on a publisher's service site as it is.
- Copying the developer's game and serving it separately.
- There are two ways. In the former, the publisher does nothing except provide a menu and space, and the developer handles membership, distribution, and payment.
- In the latter, the developer develops the game and the publisher handles everything else.
- The default conditions are  
MG none  
RS mirroring company 5 : developer 5

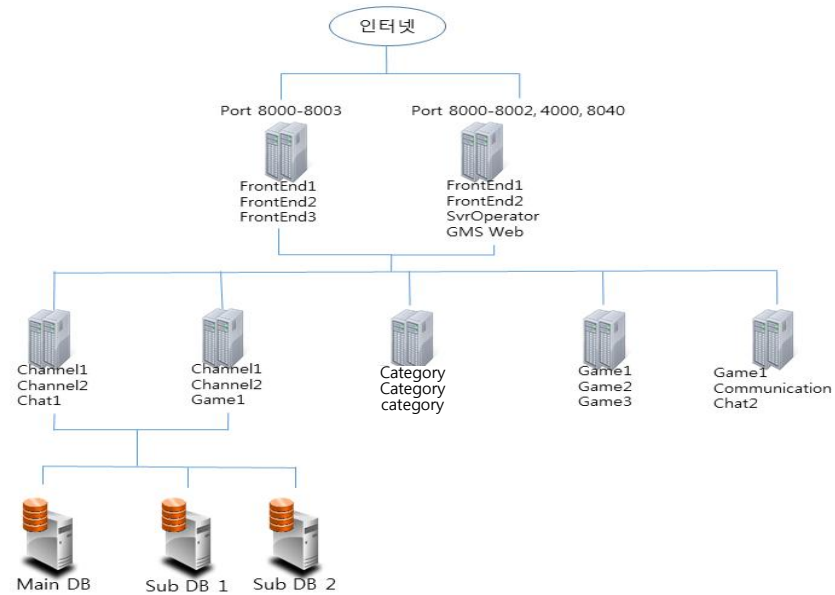
# Chapter 5

---

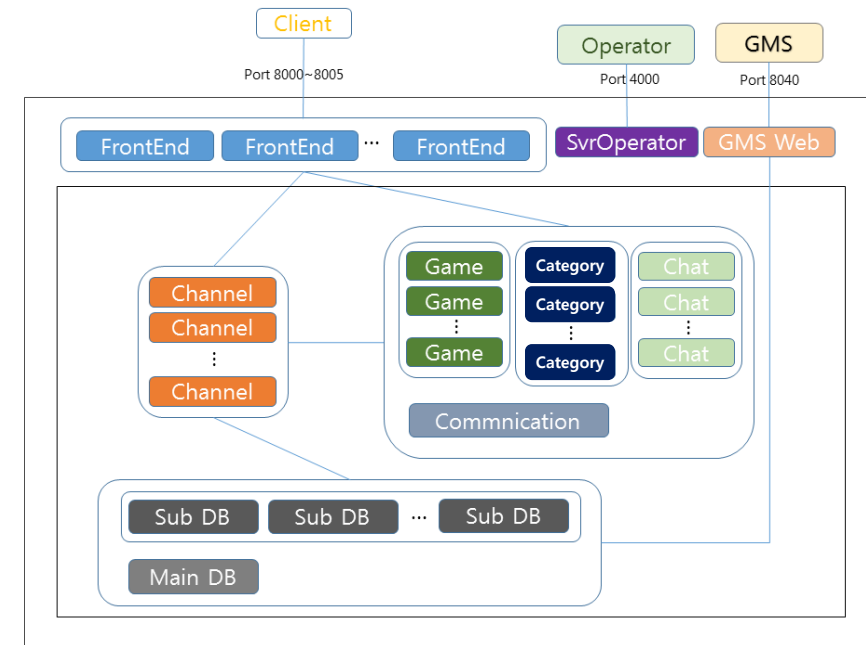
## Basic Configuration of Server Operations

# Server Configuration

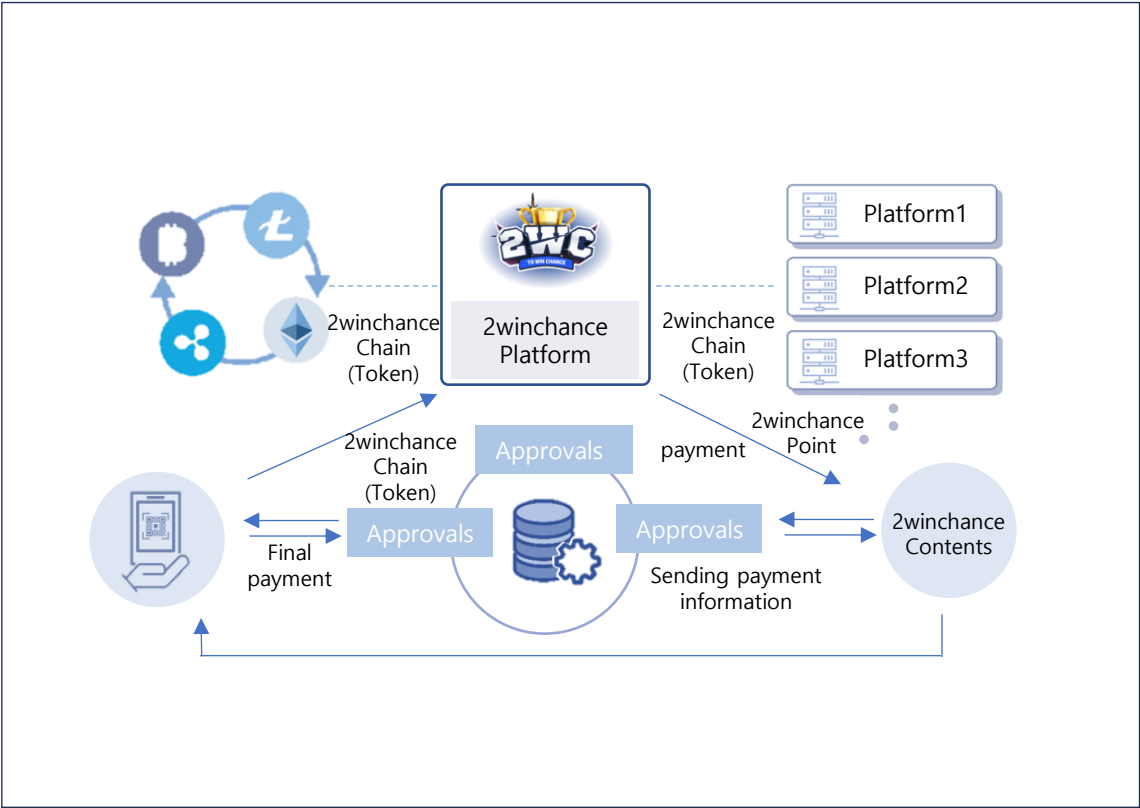
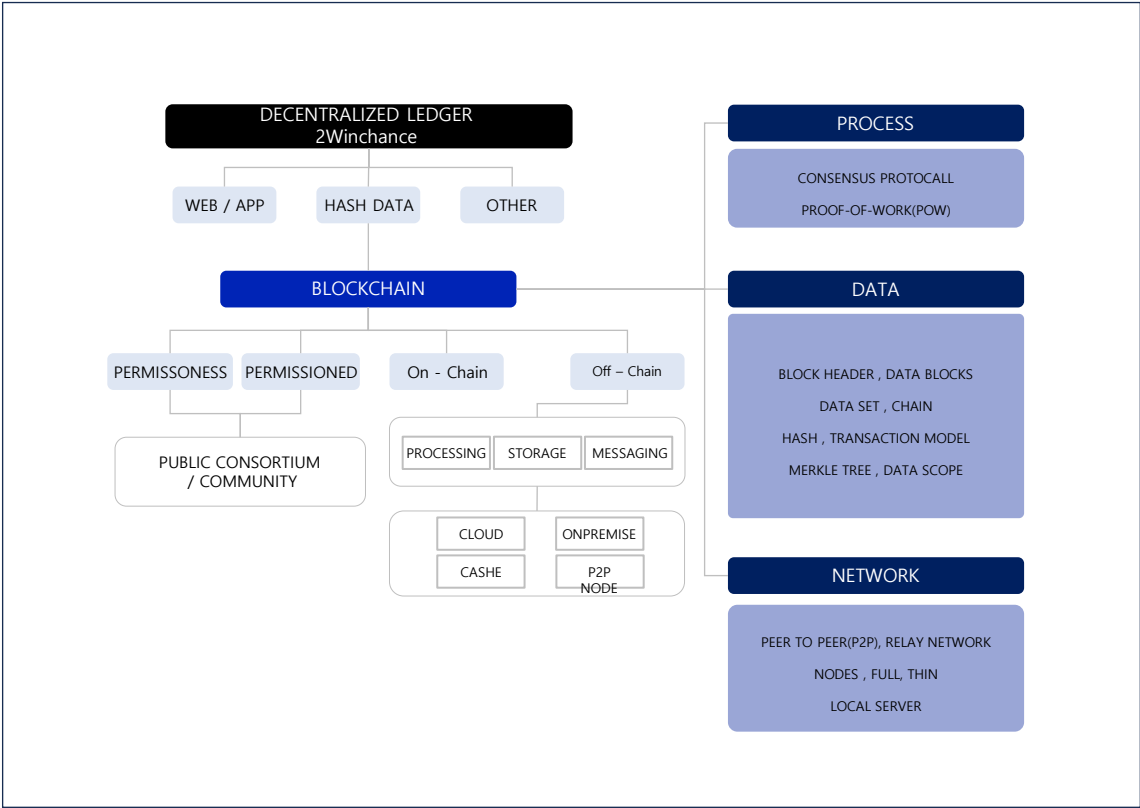
## 1) Physical Configuration



## 2) Logical Configuration



# Configuring a Cryptocurrency Server



# 2winchance Platform Structure

