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1 Introduction

The craze for Blockchain and cryptocurrency has swept the world, causing numerous debates. Some argue that Blockchain and cryptocurrency are separate things. They pessimistically look at the future of cryptocurrency from the dichotomous view that blockchain is a promising future technology but cryptocurrency should be regulated.

Some of those who are pessimistic about cryptocurrency say that cryptocurrency will ultimately fail to gain currency status, and will end up staying as a mere means of speculation that cannot find a proper place to use in the real world. For example, this is a metaphor for the reality that you can't even buy a cup of coffee at Starbucks with cryptocurrency money.

This white paper is written to activate blockchain and cryptocurrency, and to construct an ecosystem of virtual worlds. The current off-line business is monopolized as a conglomerate-centered franchise, and many small merchants are suffering from high-cost initial business expenses and the tyranny and profiteering of building owners, with the focus on active commercial areas by region.

It forms on / offline linkage and non-store-based digital city to provide higher level of e-commerce, digital contents and game service. It will build a "Virtual Entertainment World & Digital Life" ecosystem, such as Blockchain-based transparent transactions and commercial areas, that can minimize investment risks with specialized content services that guarantee the profitability of the service itself.

2 Overview

2-1 The market size of Virtual Reality

The world is now facing the fourth industrial revolution, which fuses new and innovative communication technologies: ICT such as AI, IOT, BIG DATA, Blockchain, intelligent robots, Virtual reality: VR, Augmented reality: AR, and mixed reality technologies.

Many leading companies around the world continue to bring a variety of devices, software and available content to the market, and are rapidly expanding their range of applications as they provide greater immersion and realism through rapid technological advances. The development of virtual reality production technology is accelerating the ambiguity between the separation of reality and the virtual world, and activities in the virtual world have become as important as the activities in the real world.

Recently, the market for virtual reality, augmented reality and mixed reality has grown rapidly with the development of technology, increasing its use in various fields such as games, education and medical services, and many research institutes predict rapid growth of the market with various figures.

[Table 4] Global Market Size and Prospect in Virtual Reality/Mixed Reality

(Unit: \$ million, %)

2016	2017	2018	2019	2020	2021	CAGR
3,900	9,712	24,187	60,233	150,000	373,549	145.6

2021 replaced by the CAGR from 2016-2020

[Table 5] Domestic Market Size and Prospect in Virtual Reality/Mixed Reality

(Unit: KRW 100 million, %)

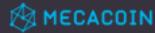
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2016	2017	2018	2019	2020	2021	CAGR	
13,735	19,601	27,999	40,028	57,271	81,839	42.9	

2021 replaced by the CAGR from 2016-2020

<Data> KISDI, "Virtual Reality Ecosystem Status and Implications

Figure 1: Virtual Reality Market Size and Forecast

In addition, according to British IT industry research firm Digi-Capital, the global market for virtual reality and augmented reality has continued to grow at an annual average of 145.6% starting from \$ 3.9 billion in 2016, \$ 9.7 billion in 2017, and \$ 24.2 billion in 2018. It is expected to surge to \$ 373.549 billion by 2021.



<Data> Digi-Capital, 2015

3 MECA City & MECA Coin

3-1 MECA City Overview

"Virtual Entertainment World & Digital Life"

Most of the latest virtual reality shows various genres of entertainment. MECA City proposes a "Virtual City" ecosystem that integrates with real life by linking with offline cities as it builds digital cities.

The blockchain-based "Virtual City" is called "MECA City" and is divided into "master", a shop-oriented service provider linked to on / offline, and "player" using the service.

E-commerce, entertainment services, and digital contents provided to MECA City can be paid with MECA Coin, and will be used for commodities, goods, services and discounts in conjunction with offline.

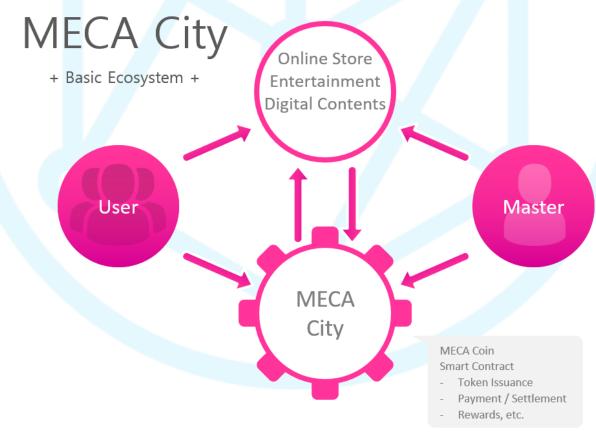


Figure 2: MECA City Basic Ecosystem

3-2 MECA City Business Activation Strategy

MECA City composes the commercial rights of MECA City through main target analysis, marketing strategy and sales analysis using store and population density, distance-based GIS technique.

The master who has built the landmarks is given additional compensation to extend the new commercial rights by granting the right to sell. This is to enable and provide additional revenue structure of MECA City as compensation for active on / off-line management and operation of the master.

The commercial structure will extend from the online store to the offline store.

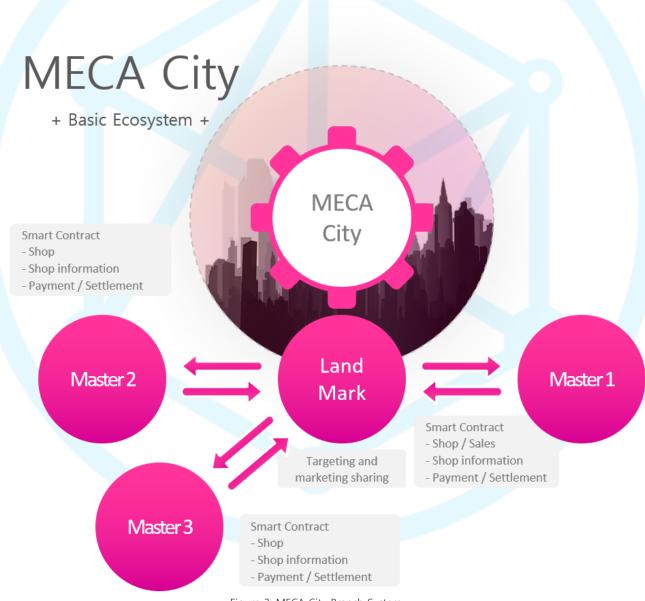


Figure 3: MECA City Branch System

3-3 MECA City Main service and Features and Advantages

MECA City Overview

- 1. Promote entertainment that can manage assets (real estate, contents) in virtual space.
- 2. These real estate assets can generate revenue and sales thru content and services offerings.
- 3. Communicate with users based on SNS, and give them fun to decorate their own buildings and avatars.

Players can move around MECA City, communicate with masters or other players, and provide a real-time multiplayer system that allows them to shop and enjoy content together. Players can look around the city as if they've visited a real city and enjoy various content with people they like.

MECA City is designed as a platform with significantly higher free mobility akin with a massively multiplayer online (MMO) type community. Players can move freely through MECA City, communicate with other players, and enjoy shopping and content together.

It is developed as a platform that can be used not only for mobile devices but also for PCs and smart devices.

Another feature is that players can customize their MECA City or participate in marketing activities. We will not see the player as a passive participant, but invite them to become our business partner. Players can own and sell real estate in the City and provide various services.

The size or level of the property will be the asset price in MECA City. This asset can be purchased and owned by the player, and the owner gets the master's status and receives the profits earned from the property. The revenue is distributed to the master, except for the proper proportion that the operator needs to maintain the entire system.

As more players use our services, and as their purchases increase, the value of profits and assets will also increase.

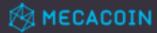
Assets will be traded as MECA Coin between players, and transactions based on smart contract will have stability.

As asset value rises and such trading becomes more active, the demand for MECA Coin purchases on the exchange will increase significantly and the volume and price holding capacity of the coins on the exchange will improve.

Another feature is that players will be able to get various services at offline stores beyond MECA City.

The characteristics and strengths of MECA City can be summarized as follows:

-3rd generation blockchain coin with excellent fairness, transparency and system stability



- -Provide high quality Virtual Reality as the best entertainment
- -On / Offline connectivity provides operating rights and rewards with the participation and scalability of many users
- -Own and sell real estate in MECA City and provide various services.
- -All contracts of MECA City guarantee transparency and stability through Smart Contract.
- -Providing convenience, transparency and stability of payment through MECA Coin and MECA Pay.

These characteristics and strengths are not just a concept, but are being made a reality by our topcaliber team.

MECA City Main Service Benefits

- 1. It is possible to acquire and maintain virtual buildings of the same composition as the actual space.
 - 2. Conditions are established to acquire landmarks based on sales and users in buildings.
- 3. The Master may own the Landmark through the sale of the property and may take the profit structure in the name of the fee accordingly.
 - 4. The real estate (store) it owns can provide offline link operation, e-commerce and digital content such as games.
 - 5. When digital content is used by a player, the service provider and the real estate owner share the compensation.
 - 6. The master calculates level and landmark criteria for the duration of operation, real estate, service sales, and number of users visiting.
 - 7. The master can create and provide items such as advertisements and collaboration collections to secure players.



The services provided by MECA City fall into three broad categories.

1. E-Commerce

You can sell/purchase online goods.

2. Use offline stores

You can make reservations and receive various services at performance halls, hotels, and restaurants.

3. Use of digital content

Entertainment services in MECA City provide a variety of digital content such as games.

It can be provided separately to participants in compensation and non-compensated formats.

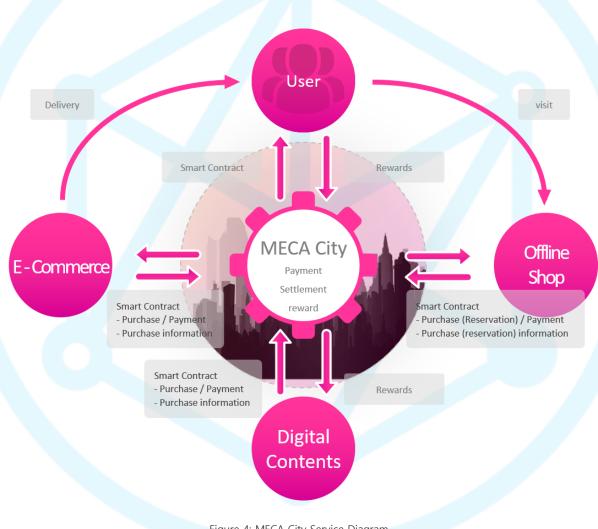


Figure 4: MECA City Service Diagram

Virtual city planning

It implements and reproduces various performances (animation, effect, etc.) based on realistic 3D city. The virtual city plan based on blockchain is as follows:

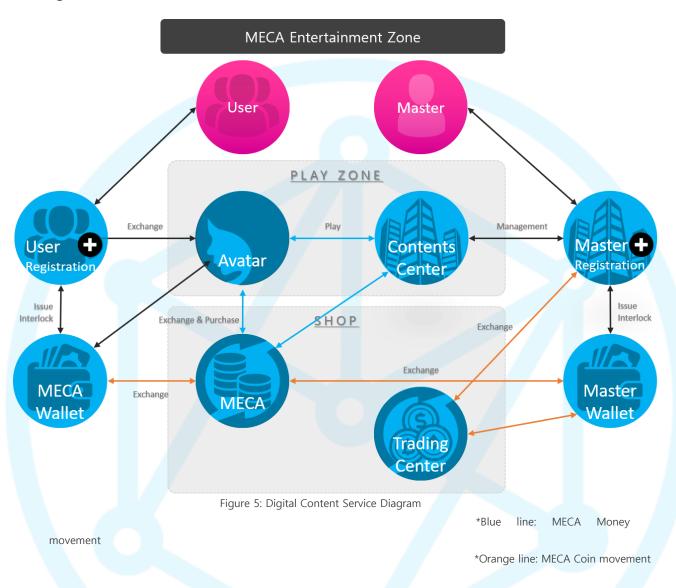
- 1. It provides easy viewing and control of the entire city in various direction
- 2. It provides an interface for viewing and enjoying the outside and inside of the store.
- 3. Check activity (purchase, profit, etc.) between users and provide rankings for viewing.
- 4. It provides an interface and transparency that makes it easy to check all transaction details of Smart Contract.
 - 5. It provide a channel for communicating between master and player



It also operates and provides services and digital content linked to offline stores in MECA City to be configured to put and use various contents to be able to communicate and trade between multiple masters and players.



Configuration of the compensated digital content services of MECA City can be described as follows figure:



The general user, that is, the player, may enter the entertainment zone through a dedicated wallet and user registration. Players can exchange and be rewarded MECA Coins with MECA Pay at the exchange. At MECA City exchange, masters can make changes to their interiors, such as selling assets, upgrading contents, or placing new content.

3-4 MECA City User Status

In MECA City player and the master is all our business partners.

Players pay compensation in exchange for receiving entertainment, and master and the company share their benefit. More players bring more profits to masters, which allows masters to maintain the MECA-chain stably.

While masters maintain an excellent chain as the actual owners of this service and form close

relationships with users, and we provide more fantastic content and focus on expanding and growing the overall "Virtual World."

3-5 MECA City Blockchain Configuration Overview

MECA City believes that the speed and processing problems of advanced blockchain technologies such as Bitcoin and Ethereum are not suitable for in-game transaction processing.

Coins used in MECA City consist of MECA Coin and MECA Pay. Assets, transactions, and content purchases will be used by MECA Coin. MECA Coin alone can be unstable to ensure speed and stability. Therefore, MECA Pay is linked to the internal algorithm.

MECA Pay will also be a hedge against large-scale transactions. Also, there is a possibility that the exchange may be more actively used through offline partnerships.

Platform of MECA City has the characteristic to be rapidly handling large transactions in proportion to the number of different content users. It will operate an internal MECA-Chain to handle transactions in this internal game, enabling immediate and rapid transaction processing.

MECA-Chain uses blockchain hash-based random numbers and random hardware-generated RNG generators to ensure fair and transparent progress in purchasing and asset trading.

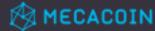
RNG generator will generate a new random number per every sale and purchase assets. Since a player's play cycle is at least 20 seconds, a unique random number will always be created for an individual, and concurrent players will receive different values through random numbers. Besides, all these transactions are recorded, ensuring fairness with post-validation.

The MECA-Chain is basically developed by the masters as nodes and will be maintained and developed through the good-faith agreement of the masters who are the managers of MECA City.

The tokens stored and processed directly by MECA-Chain are MECA Pay, which is in charge of processing transactions related to the movement of MECA Pay.

Master node of the MECA-Chain is responsible by masters, some of the nodes selected as a representative node of which is to perform the verification process of a block generated as a Delegate node.

Master nodes spend within their revenue a transaction's cost proportional to the players' buying and playing, which contributes to the stable operation of the internal chain.



However, some of the alliance content may be implemented in different ways.

Figure 6: MECA City Blockchain Diagram

MECA Platform API: It provides a variety of modules that connect the virtual world with the offline world and can be used by points in each ecosystem.

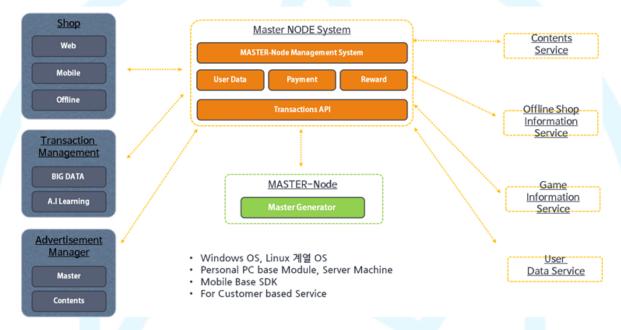


Figure 7: MECA Platform API Configuration

3-6 MECA City VCOS(Virtual City Ownership System)

CRYPTO MECA is a platform provider of MECA City, and the player who owns the assets of MECA City is called Master. Masters can own and profit from assets in MECA City.

The Master's revenue comes from MECA Coin or MECA Pay, where players consume the content they provide.

In MECA City, it is able to trade between Masters through smart contract. We are going to provide a secure trading system.

The commission we receive from purchases and asset sales consist of platform fees for content in MECA City and transaction fees for MECA-Chain. The commission rate and earning rate for the content can be changed through a consensus process between the masters.

The masters will be provided with a dashboard that makes it easy to manage their services. For how many masters will be allowed to operate services, it will be determined at a level that maintains an appropriate profit balance in proportion to the increase of players.

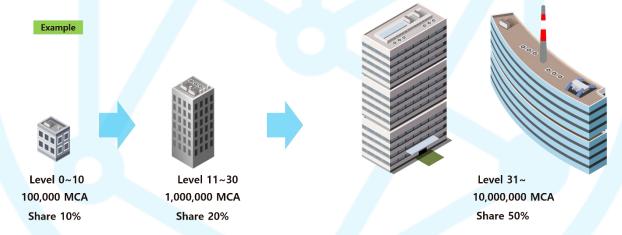
The assets in the MECA City provided to the masters will be available in different sizes and types, will be distributed sequentially. The schedule and way of sale of the MECA City will be announced separately.

The first person to participate in the sale must be a holder of a certain amount of MECA Coins, and if they fail to provide more than the standard price, the bidder will be expanded.

The sale schedule, detailed schedule and contents will be announced separately.

We will try to ensure the proper profits of the masters, and make sure that the adequate store expansion and size will be adjusted as the number of players increases.

Finally, Virtual City Ownership System (VCOS) is a step to identify and reward values. Price dumping will systemize the system so that it meets the requirements and some conditions to prevent indifferent price handling proactively. It is easy to qualify as the master node, but it can raise the level according to terms such as activity points, sales, number of activity users, and master evaluation. It is only MECA City's regulation to maintain the ecosystem of trust and transparent trade between master and player. It is also a system design that gives more rewards to masters with higher levels.

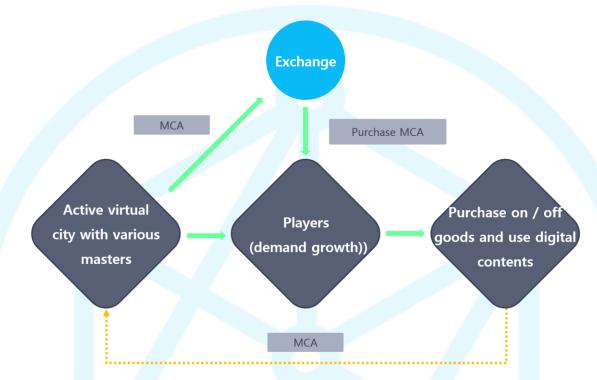


The criteria for levels are defined as follows:

- 1. Master can buy real estate to suit contents service tendency.
- 2. A distribution or compensation depends on the level of real estate.
- 3. All revenue is allocated equally to the master and the content provider, regardless of the level criteria.

4 TOKEN Economy

Propose a virtuous circle: The more MECA City citizens, the higher the value of MCA!



Master Activity > Player Increase > MCA User Increase

- MECA master's activities (offline stores, e-commerce, digital content, etc.) can only be used by players through MECA Coin.
- Master activity and increase> player growth and purchasing power increase> rising value of brand and market is aimed for "virtuous cycle structure".

4-1 MECA Coin (MCA) and MECA Pay (MCAP)

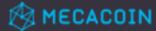
MECA Coin (MCA) is a utility token used in MECA City, MECA Pay (MCAP) is provided for sale / purchase and can be exchanged at a fixed rate.

It provides an interchange system between MECA Coin and MECA Pay, and supports autonomous trading between master and player.

MECA Pay can be exchanged with MECA Coins immediately when desired by the Master and Player.

4-2 MECA Pay Money Forecast

We are not planning on MECA Pay being traded on the exchange with a separate independent



token.

MECA Pay is designed to prove the right to buy directly and play content in MECA City.

However, there is a possibility of using MECA Pay to play content that we do not produce and provide directly.

We do not rule out the use of MECA Pay for great content developed by trusted third parties.

4-3 Revenue Models and Growth Plan of MECA City

We simply do not try to maintain the ecosystem by only raising the market price of the coins we issue. With a transparent revenue model, we want to secure appropriate revenues to protect and reinforce our ecosystem through those profits.

The revenue model of MECA City occurs in four parts.









City Profit
Usage profit by users

Exchange fee
MCA and Pay
Exchange Fee

Real Estate Income
Rental income from
facilities such as
buildings and stores

Trading broker
Brokerage fee for
asset master and
trading between player

- Some of the shop profit: it guarantees the sales of the master. This benefit will be used to implement the entire development roadmap and focus on the relationship between masters and players. It will be used for rewards, developments, and promotions of user invitations to attract new users.
- 2. Exchange Fee: It is an MCA and Pay exchange fee that has a revenue structure for operating the platform.
- 3. Asset Sale Fee: It acts as a go-between and collects the royalties from the traders who are using the trading system. It can be understood as the commission of smart contracts for asset trading, and we expect this revenue to be shared with the masters as we earn it together with the masters when revenues from trading occur.
- 4. Assets sale payment: It makes profits from continuously selling new contents and interior assets. The revenue will be used as a fund to produce long-term content and preserve or enhance asset values.

4-4 Coin management

MECA Coin issued by MECA City has two purchasing demands for direct product/content purchase and asset purchase. This demand will boost trading on the exchange. As the growth of players and increase the profitability of MECA City, the distribution of MECA Coins will continue to be consumed, and the demand and scarcity of MECA Coins in the market will continue to increase.

Also, various uses will be provided, including the sale and purchase of assets in MECA City, and use of other offline partners. To keep the transaction price of MECA Coin stable, we will strictly control the sale of the staff's holdings.

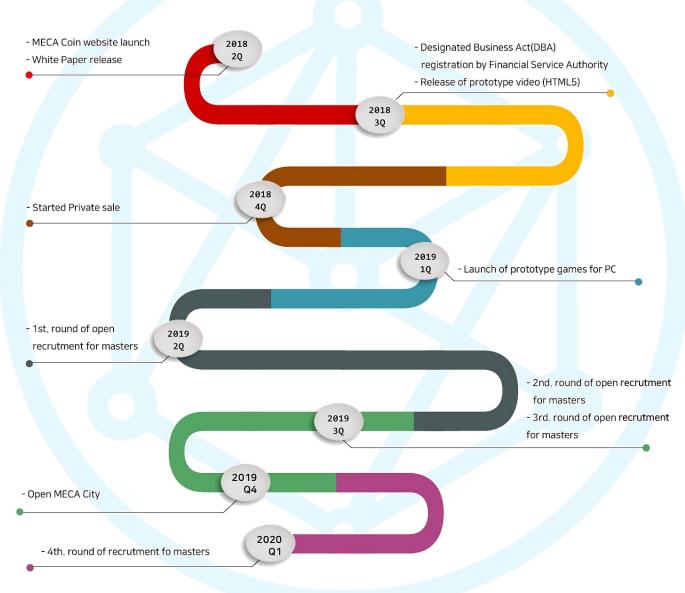
The company is planning to create and implement a roadmap that will help the coin economy, such as the sale of MECA City, digital content licensing, and marketing. Some of the Reserves are distributed through Airdrop events to maintain the retention of MECA Coin.

The detailed policy will be announced separately.

5 Roadmap

MECA City intends to develop and service according to the following roadmap. MECA City will proceed with the development of Virtual Entertainment World & Digital Life through strategic

OUR GOALS AND ROADMAP TO SUCCESS



We are trying our best to keep the schedule with the roadmap. But the schedule may be changed during the progress of the project.

agreements with excellent operators. Online City and its key services will be developed by recruiting experts, and those who will participate in the development supervision will hire experts worldwide, including the advisors included in this paper.

6 Token Information

Basic Information

-Token Name: MECA Coin

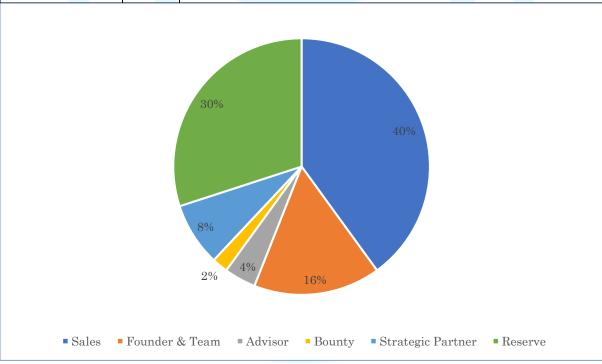
-Token Symbol: MCA

-Token type: IRC

Maximum issue amount: 5,000,000,000MCAMaximum raising amount: 2,000,000,000MCA

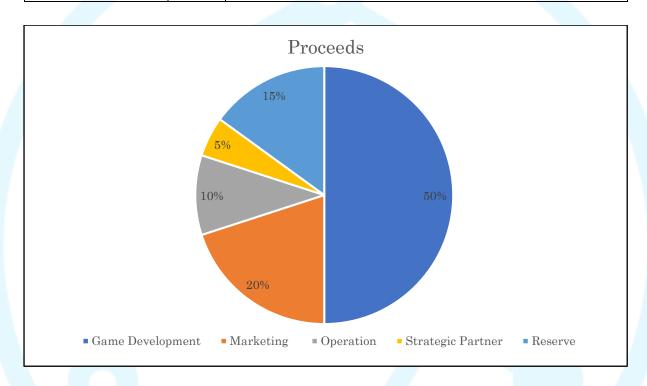
-Token Allocation

Sales	40%	Tokens to be sold	
Founder & Team	16%	Reserve for the team.	
Advisor	4%	Reserve for the advisers.	
Bounty	2%	Bounty and promotion, reserve unused.	
Strategic Partner	8%	Strategic partners, reserve unused.	
Reserve	30%	Reserve, unused maybe burnt.	



-Proceeds

Game Development	50%	Development "Virtual Entertainment World" and long term		
		R&D		
Marketing	20%	Marketing before and after service		
Operation	10%	License, legal and other operational cost		
Strategic Partner	5%	Strategic partnership		
Reserve	15%	Bankroll and reserve		



7 About Us

CEO



James Rhee CRYPTO MECA

James has a diverse background in law, finance, digital content & platforms and gaming solutions. He has spent his 25-year professional life in Asia, including Hong Kong, Seoul, Singapore & Shanghai.

ADVISOR



Min Kim

- ICON Foundation Council Member & Head of ICON US
- DAYLI Financial Group Advisor
 Tapas Media Inc. COO
 - IVELA Global Founder



Hino Lam

- Invest Mgmt & Advisory
- SML Holdings (Fin Deal focused)Goldman Sachs (sell-side research)
- Bear Steams (sell-side research)
- Buy-side PE Dir & Sell-side Exec Dir



Thomas Jeon

- Nomad Connection
 Co–founder & CEO
- Blockchain & Fintech service dev.
 - Al core platform dev.
 & audio/video streaming
 - service dev.
 - Penta Security
- Systems Software Engineer

 Mpeon Asia Operation Team leader



Israel Weisman

- Over 25 years of R&D experience
- Blockchain exchanges, cryptocurrency, dApps and digital wallets
- Founder of Committed Solutions
- Managed projects for companies such as Dropbox and Checkpoint



Alex Oh

- Coinus, COO/ CO-FOUNDER - BLOCK CHAIN, R&D, OPERATION, WALLET, SECURITY H/W, SERVICE
- On line & mobile game R&D/ Biz
 - PINDILAB, CEO
 - NETMARBLE - DAUM(KAKAO)



Sean Kim

- Over 18 years of Game develop & service experience
- Wassapp, CEO / Founder
- CJ E&M netmarble, Game portal business team manager
- Ynk Korea, manager of game development team for MSN messenger
 - CJ internet Poker game
 - C) internet Poker game Business & planning

8 MECA Alliance



9 Legal Notice

Important Notices

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All proceeds of sale of the Tokens to fund CRYPTO MECA businesses and operations.

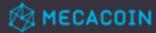
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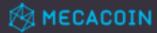
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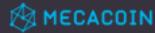
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- you agree and acknowledge that this Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities in any jurisdiction or a solicitation for investment in securities and you are not bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper;
- 3. you agree and acknowledge that no regulatory authority has examined or approved of the information set out in this Whitepaper, no action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction and the publication, distribution or dissemination of this Whitepaper to you does not imply that the applicable laws, regulatory requirements or rules have been complied with;
- 4. you agree and acknowledge that this Whitepaper, the undertaking and/or the completion of the Token Sale, or future trading of the Tokens on any cryptocurrency exchange, shall not be construed, interpreted or deemed by you as an indication of the merits of CRYPTO MECA, the Tokens, and the Token Sale;
- 5. the distribution or dissemination of this Whitepaper, any part thereof or any copy thereof, or acceptance of the same by you, is not prohibited or restricted by the applicable laws, regulations or rules in your jurisdiction, and where any restrictions in relation to possession are applicable,



- you have observed and complied with all such restrictions at your own expense and without liability to CRYPTO MECA.
- 6. you agree and acknowledge that in the case where you wish to purchase the Tokens are NOT to be construed, interpreted, classified or treated as:
 - 6.1. any kind of currency other than cryptocurrency;
 - 6.2. debentures, stocks or shares issued by any person or entity, rights, options or derivatives in respect of such debentures, stocks or shares;
 - 6.3. units in a collective investment scheme;
 - 6.4. units in a business trust;
 - 6.5. derivatives of units in a business trust; or
 - 6.6. any other security or class of securities.
- 7. you have a basic degree of understanding of cryptocurrencies, blockchain-based software systems, cryptocurrency wallets or other related token storage mechanisms, blockchain technology and smart contract technology;
- 8. you are fully aware and understand that in the case where you wish to purchase the Tokens, there are risks associated with CRYPTO MECA, the respective business and operations, the Tokens, and the Token Sale;
- 9. you agree and acknowledge that CRYPTO MECA is not liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or fees, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you; and
- 10. all of the above representations and warranties are true, complete, accurate and non-misleading from the time of your access to and/or acceptance of possession this Whitepaper or any part thereof (as the case may be).

Cautionary Note on Forward-Looking Statements

This Whitepaper may contain certain forward-looking statements including, but not limited to, statements as to future operating results and plans that involve risks and uncertainties. We use words such as "expects", "anticipates", "believes", "estimates", the negative of these terms and similar expressions to identify forward looking statements. Such forward-looking statements involve known and unknown risks, uncertainties and other factors which may cause the actual results, performance or achievements of CRYPTO MECA to differ materially from any future results, performance or achievements expressed or implied by those projected in the forward-looking statements for any



reason.

No Advice

No information in this Whitepaper should be considered to be business, legal, financial or tax advice regarding CRYPTO MECA, the Tokens, and the Token Sale. You should consult your own legal, financial, tax or other professional adviser regarding CRYPTO MECA and the respective business and operations, the Tokens, and the Token Sale. You should be aware that you may be required to bear the financial risk of any purchase of the Tokens for an indefinite period of time.

Restrictions on Distribution and Dissemination

The distribution or dissemination of this Whitepaper or any part thereof may be prohibited or restricted by the laws, regulatory requirements and rules of any jurisdiction. In the case where any restriction applies, you are to inform yourself about, and to observe, any restrictions which are applicable to your possession of this Whitepaper or such part thereof (as the case may be) at your own expense and without liability to CRYPTO MECA. Persons to whom a copy of this Whitepaper has been distributed or disseminated, provided access to or who otherwise have the Whitepaper in their possession shall not circulate it to any other persons, reproduce or otherwise distribute this Whitepaper or any information contained herein for any purpose whatsoever nor permit or cause the same to occur.

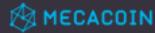
No Offer of Securities or Registration

This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. No person is bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper. Any agreement in relation to any sale and purchase of the Tokens is to be governed by only the T&Cs of such agreement and no other document. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail.

No regulatory authority has examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The publication, distribution or dissemination of this Whitepaper does not imply that the applicable laws, regulatory requirements or rules have been complied with.

Risks and Uncertainties

Prospective purchasers of the Tokens should carefully consider and evaluate all risks and uncertainties associated CRYPTO MECA and the respective businesses and operations, the Tokens, and the Token Sale, all information set out in this Whitepaper and the T&Cs prior to any purchase of the Tokens. If any of such risks and uncertainties develops into actual events, the business, financial condition, results of operations and prospects of CRYPTO MECA could be materially and



adversely affected. In such cases, you may lose all or part of the value of the Tokens.

Risk Factors

A purchase of the Token involves a high degree of risk. You should consider carefully the risks described below, together with all of the other information contained in this Whitepaper before making a decision to purchase the Tokens. The following risks entail circumstances under which, our business, financial condition, results of operations could suffer.

CRYPTO MECA may be forced to cease operations or take actions that result in a Dissolution Event. It is possible that, due to any number of reasons, including, but not limited to, an unfavorable fluctuation in the value of cryptographic and fiat currencies, the inability to obtain the Tokens' utility, the failure of commercial relationships, or intellectual property ownership challenges, CRYPTO MECA may no longer be viable to operate and CRYPTO MECA may dissolve or take actions that result in a dissolution event.

The tax treatment of the Token distribution is uncertain and there may be adverse tax consequences for purchasers upon certain future events.

The tax characterization of the Tokens is uncertain, and each purchaser must seek their own tax advice in connection with a purchase in the Tokens. A purchase of the Tokens pursuant to the Token Sale may result in adverse tax consequences to purchasers, including withholding taxes, income taxes and tax reporting requirements. Each purchaser should consult with and must rely upon the advice of its own professional tax advisors with respect to tax treatment of a purchase of the Tokens.

The products offered by CRYPTO MECA may not be widely adopted and may have limited users. It is possible that CRYPTO MECA will not be used by a large number of individuals, companies and other entities or that there will be limited public interest in the creation and development of the business. Such a lack of use or interest could negatively impact the development and therefore the potential utility of the Tokens.

The regulatory regime governing the blockchain technologies, cryptographic tokens and token offerings is uncertain, and new regulations or policies may materially adversely affect the development of CRYPTO MECA and the utility of the Tokens.

Regulation of tokens and token offerings such as this, cryptocurrencies, cryptographic tokens, and blockchain technologies is undeveloped and likely to rapidly evolve, varies significantly among international, federal, state and local jurisdictions and is subject to significant uncertainty. Various legislative and executive bodies may in the future, adopt laws, regulations, guidance, or other actions, which may severely impact the development and growth of CRYPTO MECA and the adoption and utility of the Tokens. Failure by CRYPTO MECA or certain users of CRYPTO MECA to

comply with any laws, rules and regulations, some of which may not exist yet or are subject to interpretation and may be subject to change, could result in a variety of adverse consequences, including criminal penalties, civil penalties and fines.

Purchasers will have no control and CRYPTO MECA

Purchasers are not and will not be entitled, to vote or receive dividends or be deemed the holder of capital stock of CRYPTO MECA for any purpose, nor will anything be construed to confer on purchasers any of the rights of a stockholder of CRYPTO MECA or any right to vote for the election of directors or upon any matter submitted to stockholders at any meeting thereof, or to give or withhold consent to any corporate action or to receive notice of meetings, or to receive subscription rights or otherwise.

There may be occasions when certain individuals involved in the development and hard launch of CRYPTO MECA may encounter potential conflicts of interest, such that said party may avoid a loss, or even realize a gain, when other purchasers of the Tokens are suffering losses.

Purchasers of Tokens may also have conflicting investment, tax, and other interests with respect to the Tokens, which may arise from the terms of the Tokens or the timing of CRYPTO MECA, or other factors. Decisions made by the key employees of CRYPTO MECA on such matters may be more beneficial for some purchasers than for others.

Purchasers may lack information for monitoring their investment.

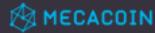
A purchaser may not be able to obtain all information it would want regarding CRYPTO MECA, or the Tokens, on a timely basis or at all. It is possible that a purchaser may not be aware on a timely basis of material adverse changes that have occurred with respect to CRYPTO MECA.

The Tokens have no history.

The Tokens will be a newly formed token and have no history. Each Token should be evaluated on the basis that any CRYPTO MECA or any third party's assessment may not prove accurate, and that CRYPTO MECA may not achieve its objective. Past performance of any similar token is not predictive of future results.

If CRYPTO MECA is unable to satisfy data protection, security, privacy, and other government-and industry-specific requirements, its growth could be harmed.

There are a number of data protection, security, privacy and other government and industry-specific requirements, including those that require companies to notify individuals of data security incidents involving certain types of personal data. Security compromises could harm CRYPTO MECA's reputation, erode user confidence in the effectiveness of its security measures, negatively impact its



ability to attract new users, or cause existing users to stop using CRYPTO MECA's services.

The prices of blockchain assets are extremely volatile. Fluctuations in the price of digital assets could materially and adversely affect our business, and the Tokens may also be subject to significant price volatility.

A decrease in the price of a single blockchain assets may cause volatility in the entire blockchain asset industry and may affect other blockchain assets including the Tokens. For example, a security breach that affects investor or user confidence in ETH may affect the industry as a whole and may also cause the price of the Tokens and other blockchain assets to fluctuate.