

MemEat[🍌]

먹는 만큼 벌린다! 단 1분 플레이로 열리는 새로운 온체인 경제

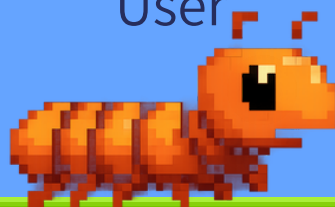
MRC-20

Multi Swap

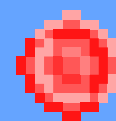
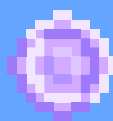
GameFi

Eat2Earn

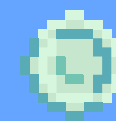
User



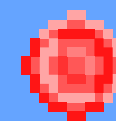
Eat!



Meme



Oops



1. Problem

Meme Coin Market 의 구조적 문제



단기 투기에만 최적화된
밈코인 생태계



유동성이 급격히 증발하는
펌프 앤 덤프 구조



밈 문화기여자들은
보상받지 못함

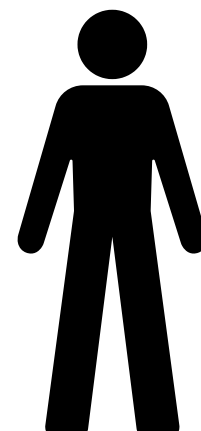


토큰 보유 후
활용처의 부재



밈코인 사면
어따 써유?

홀딩하세용



언제까지요??



저기요???

...

2. Solution

MemEat

میمکوین에 유틸리티를 부여하는 DeFi 게임

온체인 Multi-Swap 기반의 지속 가능한 밈코노미

M ↔ MRC-20, 그리고 MRC-20 간의 Multi Swap 구조

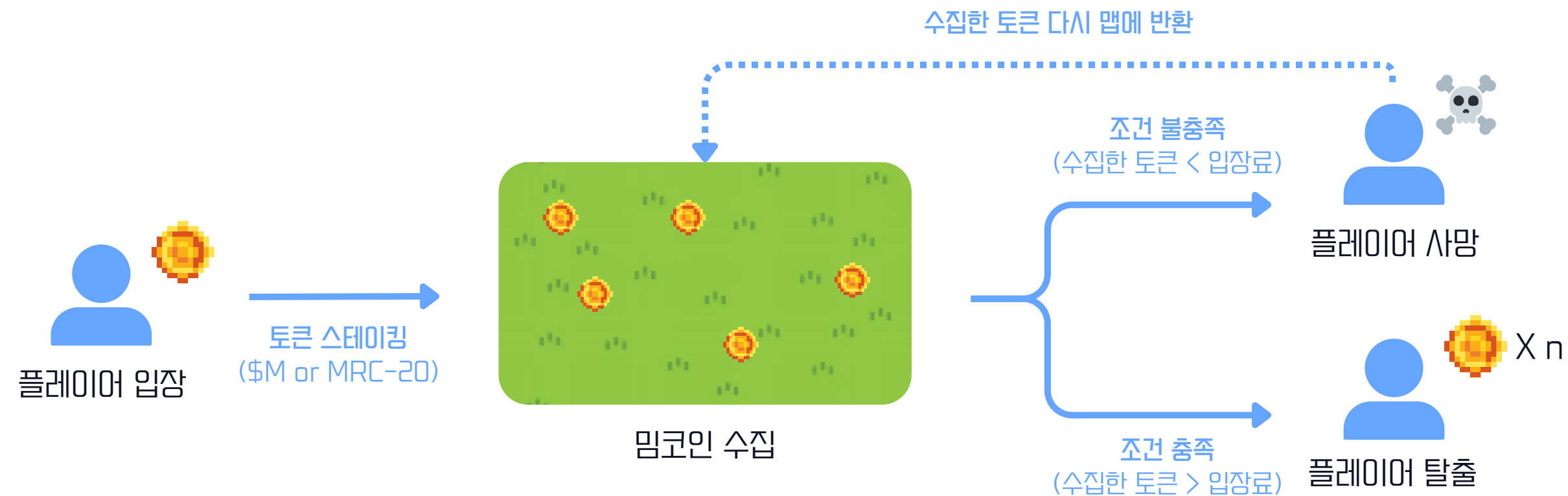
유저는 직접 구매하지 않아도 다양한 밈코인을 수집하게 되고,
찾은 전송과 스왑이 곧 생태계의 유통·수요를 자발적으로 만들

외부 보조금 없이도 "유저 활동 자체가 시장을 움직이는" 온체인 순환 경제

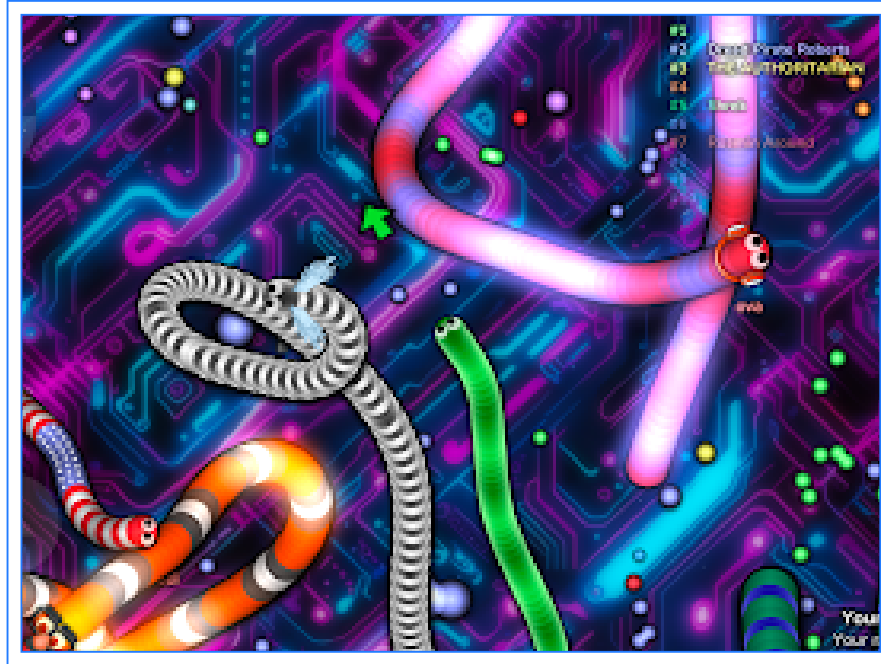
완전한 투명성과 공정성을 갖춘 보상 시스템

모든 플레이는 동일한 조건에서 시작,
보상은 플레이 결과와 실력에 따라 온체인에서 자동 분배

조작과 편향 없는 완전한 온체인 검증 구조를 통해
"누구나 동일 조건에서, 실력만큼 버는 진정한 공정경제" 실현



3. Why Snake Game?



1970년대부터 존재했던 고전장르인 뱀 게임

1. 룰 설명 없이 누구나 바로 플레이 가능한 직관적인 모델

온체인 게임의 핵심은 빠른 진입 → 즉각적 플레이 → 즉각적 보상

2. 짧은 플레이, 높은 회전율

짧은 라운드 구조 → 높은 회전율 → 많은 온체인 트랜잭션

→ 고회전 커뮤니티형 사용자층인
میم코어 유저를 가장 빠르고 강력하게 유입할 수 있는 장치

میم토큰 활용도 증가

게임 입장료, 게임 내 자산으로 사용

→ 나의 토큰을 다른 플레이어가 ★
먹으면서 자동으로 홍보



2차 사용 유도

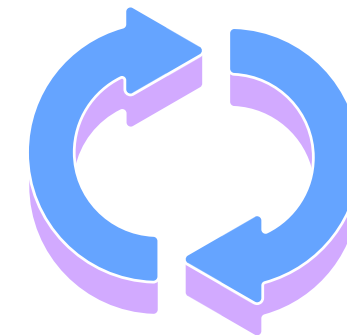
게임에서 랜덤하게 먹은 토큰을

1. 다시 게임 입장료로 사용
2. MemeX 내에서 거래/스테이킹

→ Meme Vault Point 추가 적립

토큰 유동성 증가

MEC-20 거래량 증가
→ Meme Vault Point 자동 적립

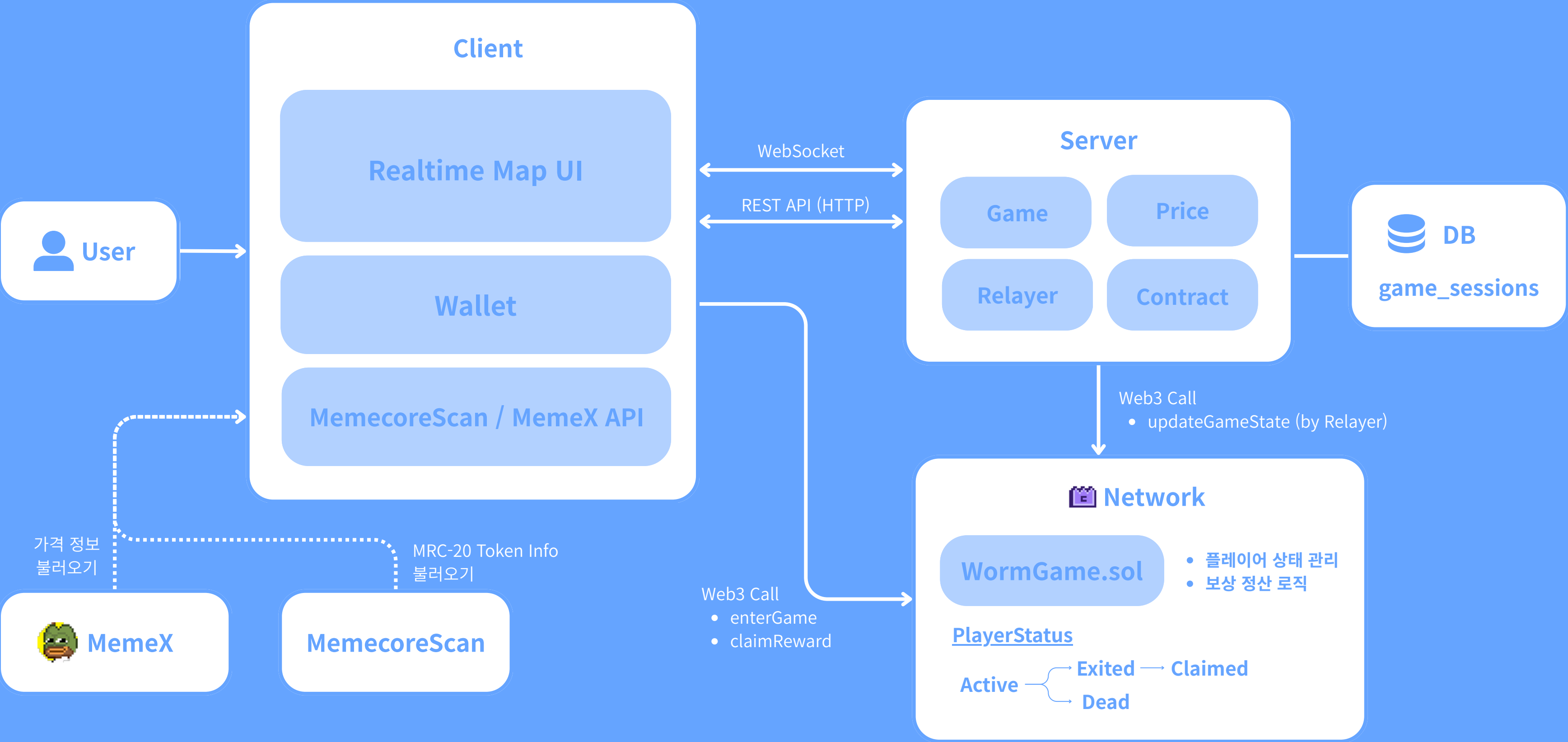


경쟁 & 재참여

리더보드, 탈출 성공률 등으로
유저의 지속적 참여 도모

→ 선순환 구조를 통한 토큰 유동성 사이클 창출

4. Architecture



5. Core Features

1) Multi Token Entry System & Dynamic Exit Condition

입장

- 모든 MRC-20 토큰으로 입장 가능
 - Native M 코인 또는 MRC-20 토큰으로 입장료 지불
 - 실시간 가격 오라클 연동 (MemeX API)
 - 동적 입장료 계산 (1 M 상당)



1 M

OR



117 MXT

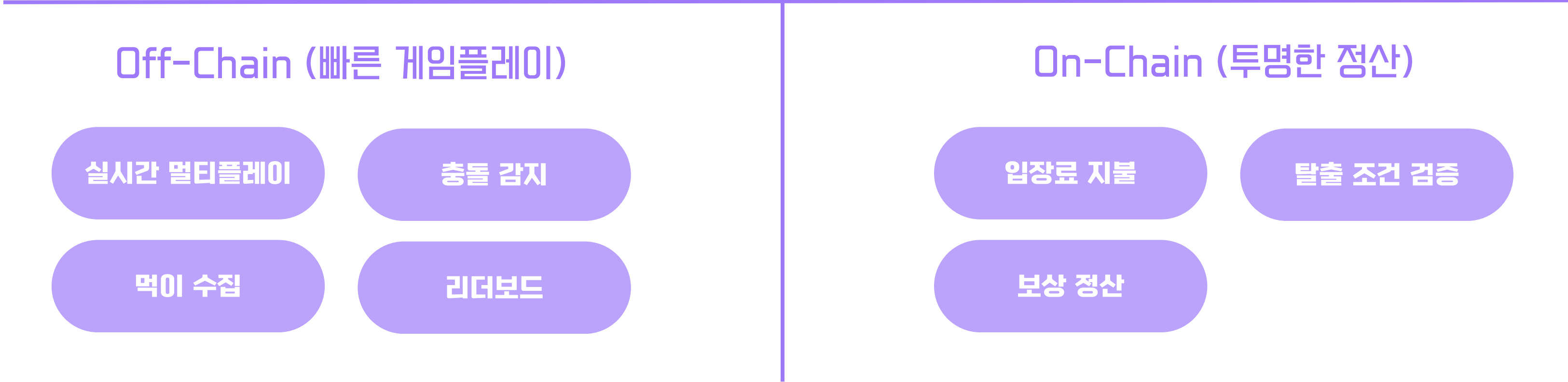
퇴장

- 토큰 가격 변동성을 활용한 탈출 조건
 - 입장료: 1 M (asd 200개)
 - 게임 중 수집: asd 100개 + qwe 20개
 - asd: $100 \times 0.005 \text{ M} = 0.5 \text{ M}$
 - qwe: $20 \times 0.05 \text{ M} = 1.0 \text{ M}$

총 가치: $1.5 \text{ M} \geq 1 \text{ M} \rightarrow$ 탈출 성공!

5. Core Features

2) Hybrid Architecture



3) Fair Reward Distribution

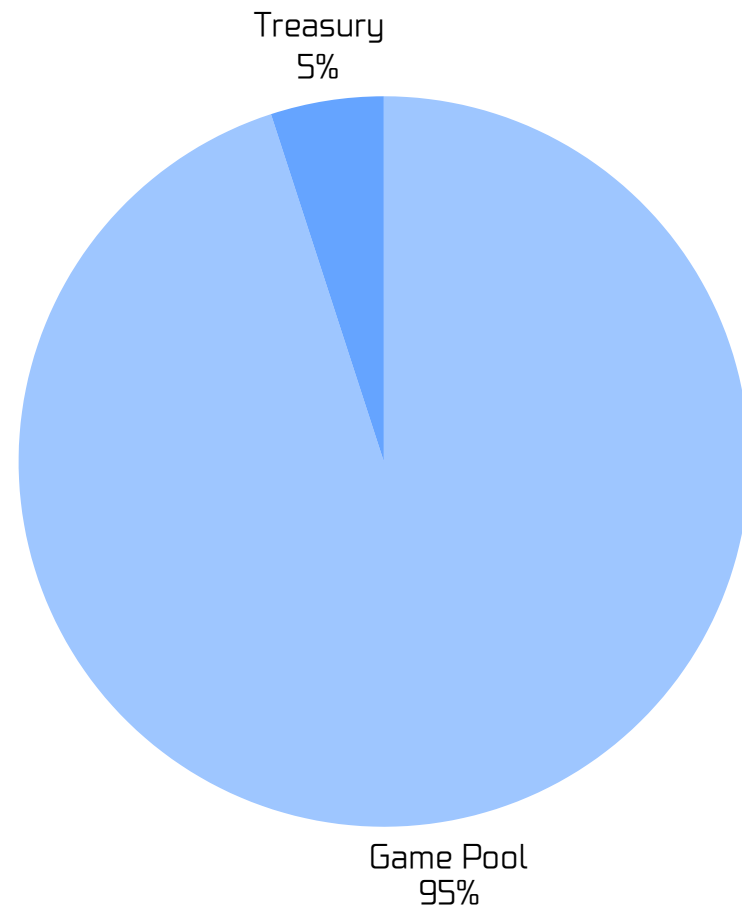
시나리오 A (탈출 성공): 수집한 모든 토큰 획득

시나리오 B (사망): 수집한 토큰은 맵에 재배치 → 다른 플레이어가 획득 가능

🔄 토큰 순환 생태계 | ⚖️ 제로섬이 아닌 Win-Win 구조 | 🎯 높은 재플레이 가치

6. Business Model

1) Main Revenue



입장료의 5% → Treasury (수익)
95% → 게임 풀 (보상)

→ 비즈니스 모델 으뜸 중에 으뜸, 수수료 받아먹기!

2) Sub Revenue

토큰 프로젝트 파트너십

게임을 마케팅 채널로 활용하여 신규 토큰을 홍보해주고 광고 수익 실현

NFT 스킨 & 아이템 마켓플레이스

- Slither.io 스타일 스킨 NFT
- 기능형 아이템 (Utility NFT)

정기적인 토너먼트 & 대회 개최

프리미엄 게임 세션 입장료 수취

7. Main Tech Stack

Frontend

- └─ React
- └─ TypeScript
- └─ Vite
- └─ Web3 라이브러리
 - └─ wagmi
 - └─ viem
 - └─ ethers
 - └─ @reown/appkit (지갑 연결)
- └─ 상태 관리: Zustand
- └─ 실시간 통신: socket.io-client
- └─ API: axios

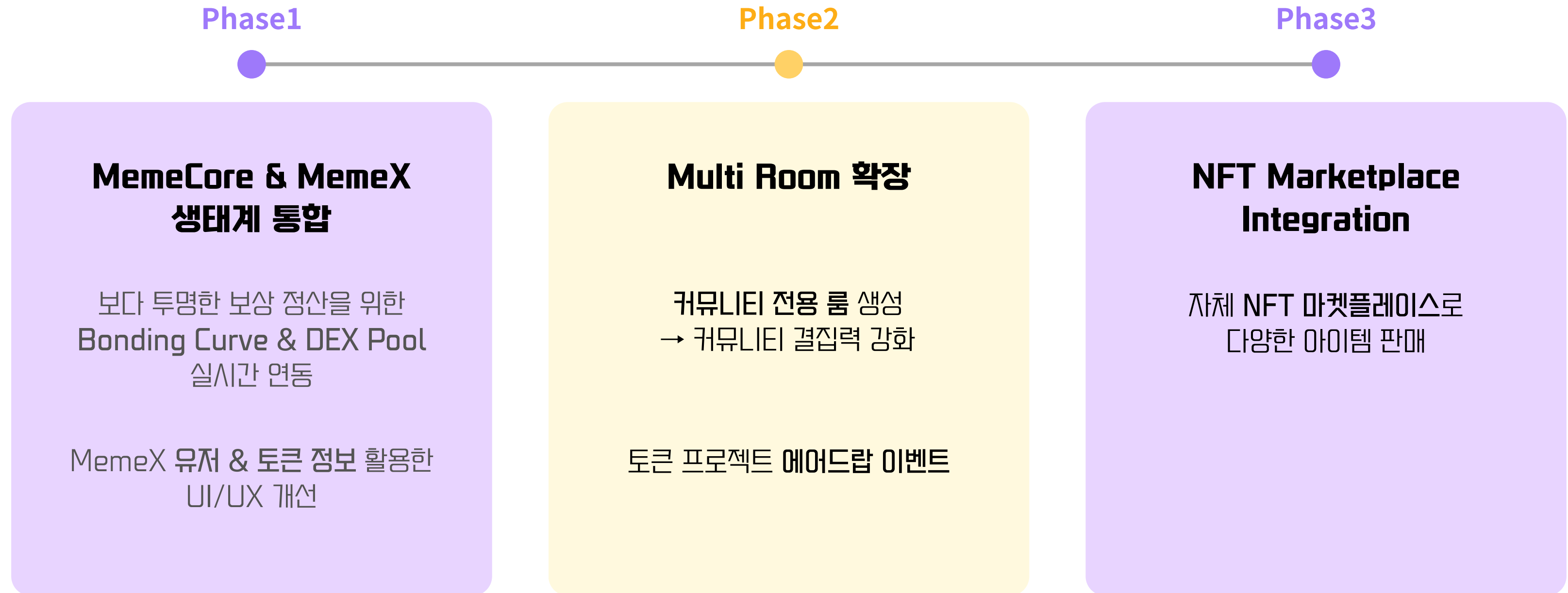
Backend

- └─ Express
- └─ TypeScript
- └─ Socket.IO
- └─ Ethers.js
- └─ Supabase Client
- └─ dotenv

Smart Contract

- └─ Solidity 0.8.28
- └─ Hardhat
- └─ OpenZeppelin Contracts
 - └─ IERC20
 - └─ Ownable
 - └─ ReentrancyGuard

8. Roadmap



MemEat[🍌]

Earn As Much As You Eat!

A New On-Chain Economy Unlocked With Just 1 Minute of Gameplay

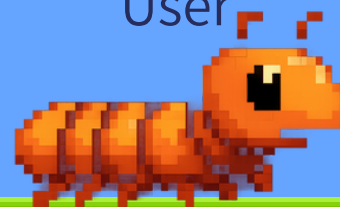
MRC-20

Multi Swap

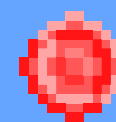
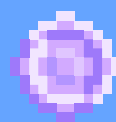
GameFi

Eat2Earn

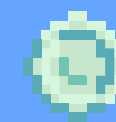
User



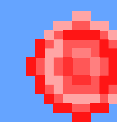
Eat!



Meme



Oops



1. Problem

Structural Problems of the Meme Coin Market



A meme-coin ecosystem optimized only for **short-term speculation**



A **pump-and-dump structure** where liquidity rapidly evaporates



Meme culture contributors receive **no rewards**

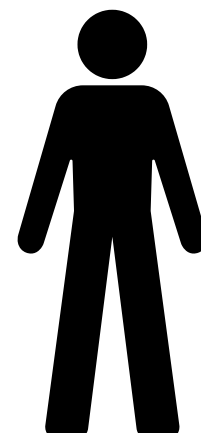


No **real utility** after holding the token



what am I supposed to do with Meme coin?

Just hold it



Until when??



Hey???

...

2. Solution

MemEat

A DeFi game that gives real utility to meme coins

A sustainable Meme-economy built on on-chain Multi-Swap

M ↔ MRC-20, and Multi-Swap between MRC-20 tokens

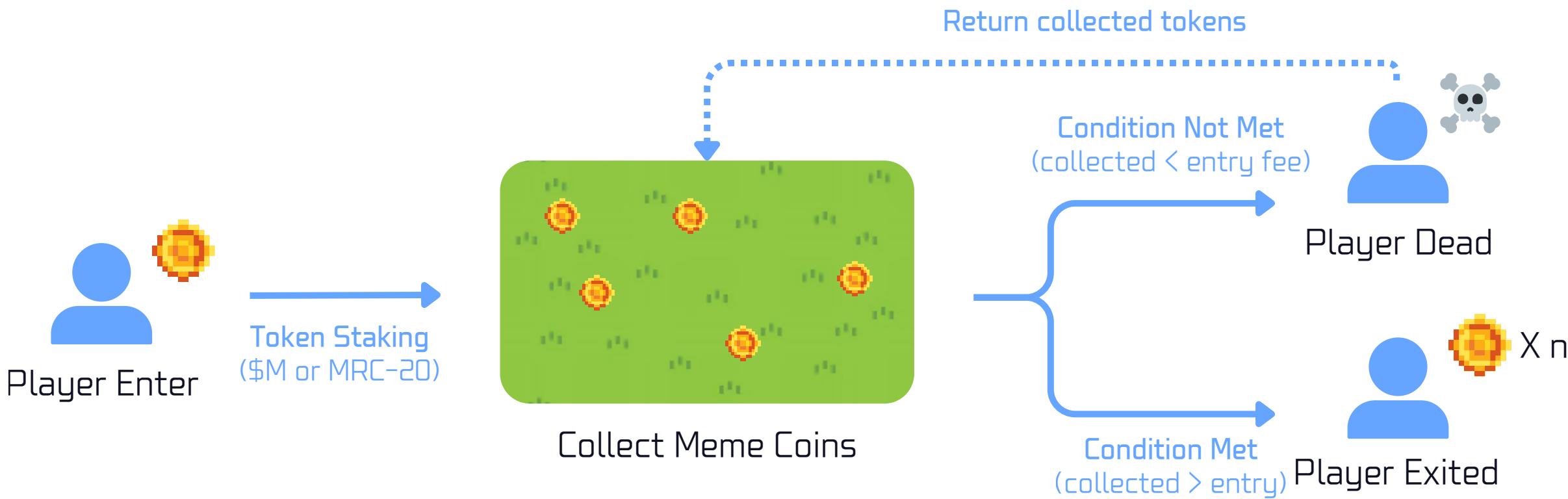
Players naturally accumulate various meme coins without directly buying them, and frequent transfers and swaps organically create liquidity and demand across the ecosystem.

An on-chain circular economy where user activity itself moves the market — all without external subsidies.

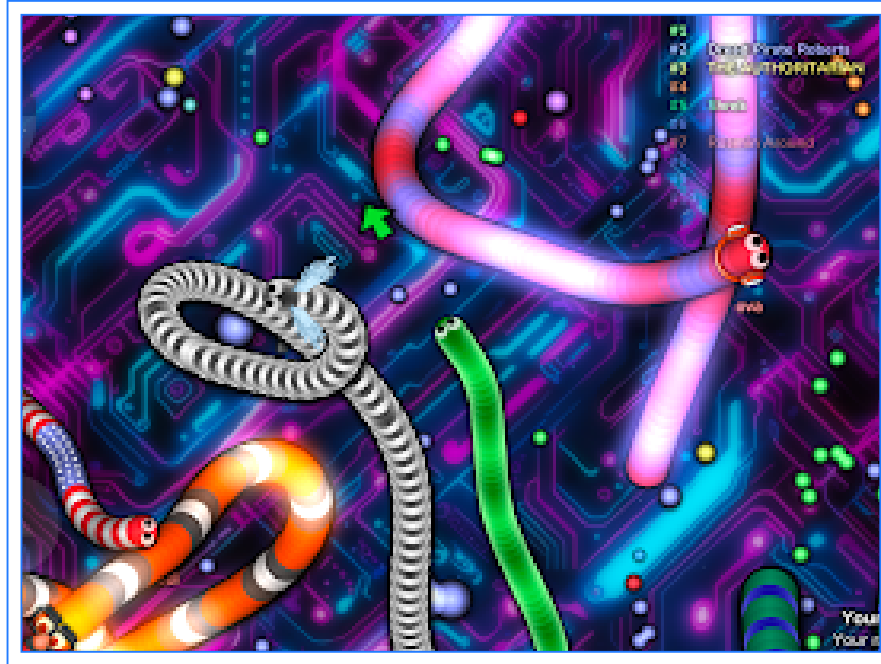
A fully transparent and fair reward system

Every player starts under the exact same conditions.
Rewards are automatically distributed on-chain based on gameplay results and skill.

Through a fully on-chain, manipulation-free verification structure, we enable a truly fair economy where anyone earns strictly based on skill.



3. Why Snake Game?



A classic genre that has existed since the 1970s — the Snake game.

1. An intuitive model that anyone can play instantly without needing rules.

Fast entry → Instant gameplay → Instant rewards

2. Short play sessions, high turnover

**A short-round structure → high frequency
→ a large number of on-chain transactions.**

→ This is the fastest and most powerful way to attract MemeCore's high-turnover, community-driven user base.

Increased Utility for Meme Tokens

Used as game entry fees and in-game assets.

→ Your tokens get automatically advertised as other players eat them inside the game.



More Token Liquidity

Increased MEC-20 trading volume

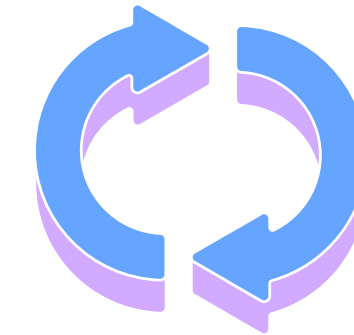
→ Automatic accumulation of Meme Vault Points



Driving Secondary Usage

Tokens randomly collected in the game can be:

- Reused as entry fees
 - Traded or staked inside MemeX
- Additional Meme Vault Points earned

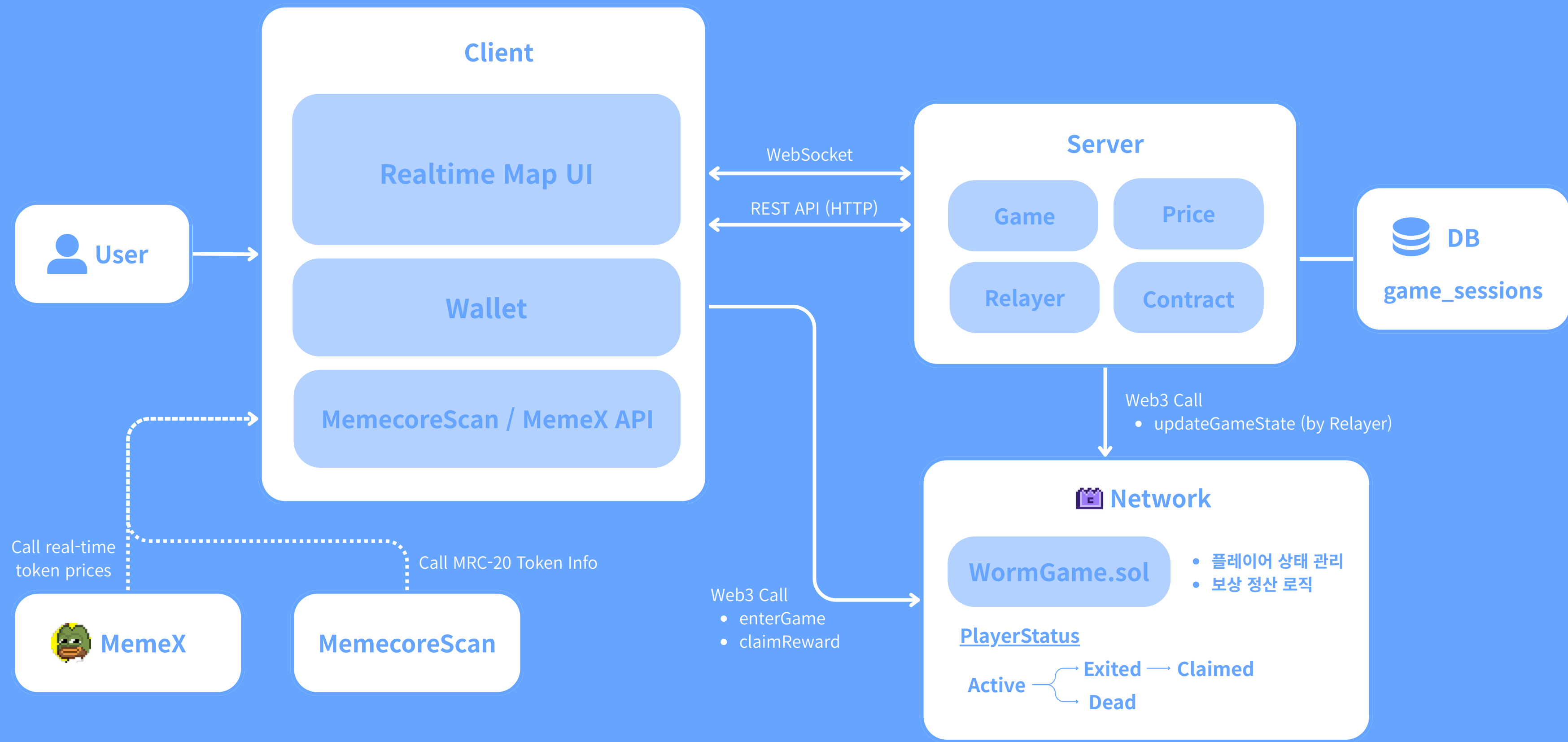


Competition & Re-engagement

Leaderboards, escape success rates, and performance metrics drive continuous user participation.

→ A virtuous cycle that creates a sustainable token liquidity engine.

4. Architecture



5. Core Features

1) Multi Token Entry System & Dynamic Exit Condition

Entrance

Entry With Any MRC-20 Token

- Enter using native M or any MRC-20 token
- Real-time price oracle (MemeX API)
- Dynamic entry fee calculated as equivalent to 1 M



1 M

OR



117 MXT

Exit

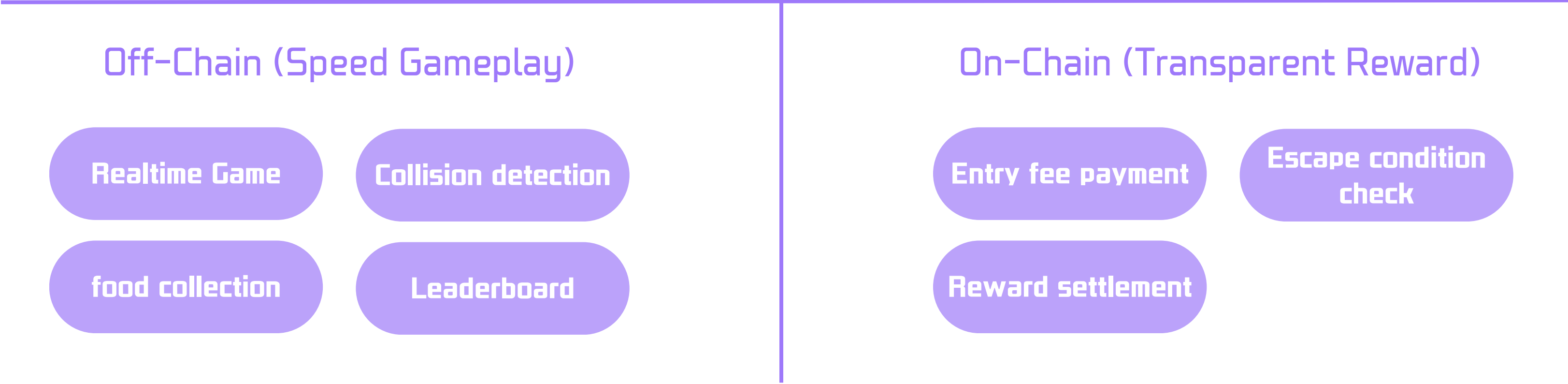
Escape Conditions Using Token Price Volatility

- Entry: 1 M (asd 2007H)
- Collected during gameplay: asd 100 + qwe 20
 - asd: $100 \times 0.005 \text{ M} = 0.5 \text{ M}$
 - qwe: $20 \times 0.05 \text{ M} = 1.0 \text{ M}$

Total Value: $1.5 \text{ M} \geq 1 \text{ M} \rightarrow \text{Exit!}$ 

5. Core Features

2) Hybrid Architecture



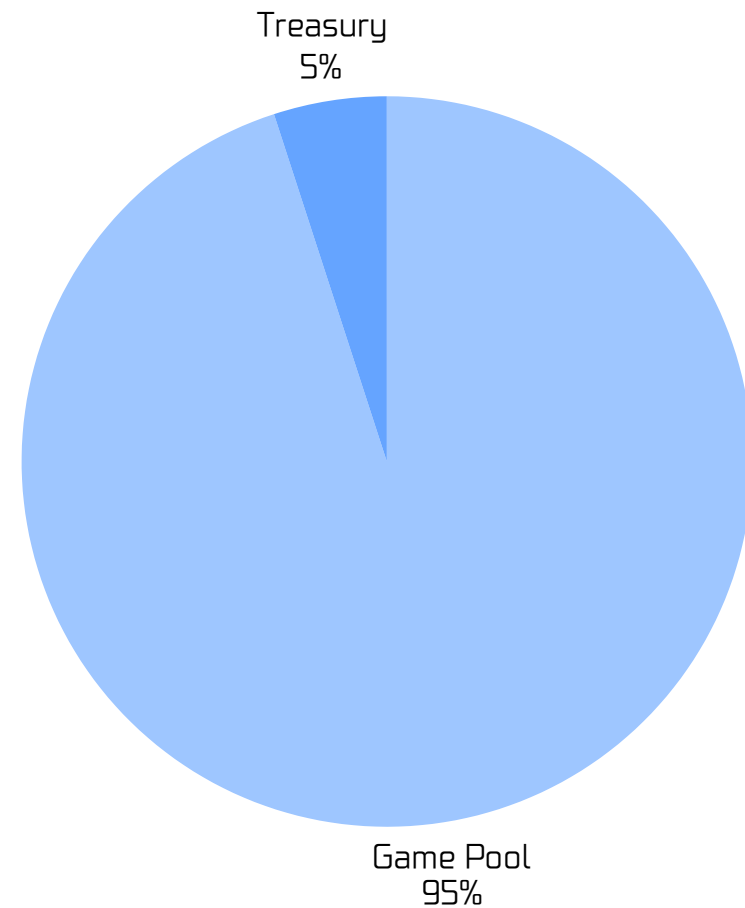
3) Fair Reward Distribution

- Scenario A (Escape Success): You keep all tokens you collected.
- Scenario B (Death): Collected tokens are redistributed on the map, allowing other players to collect them.

 Token Circulation |  Win-Win, Non-Zero-Sum |  High Replay Value

6. Business Model

1) Main Revenue



- 5% → Treasury (revenue)
- 95% → Game Reward Pool

One of the best business models
: pure fee capture!

2) Sub Revenue

Token Project Partnerships

- Use the game as a marketing channel to promote new tokens
- Generate advertising revenue

NFT Skins & Item Marketplace

- Slither.io-style cosmetic skin NFTs
- Functional Utility NFT

Regular tournaments & seasonal events

Premium sessions with paid entry fees

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