

# MSMOON

## MANGO STICKY RICE MOON



## WHITEPAPER

[www.msmoon.net](http://www.msmoon.net)

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# 1) Executive Summary

MSMOON is the creator of MangoPlayX, a GameFi platform and multi-game hub designed to deliver real user engagement and sustainable token utility through continuous game releases and an integrated ecosystem economy. Unlike single-game token models that often suffer from short lifecycle risks, our platform focuses on long-term sustainability through a growing portfolio of games, active user participation, and revenue-driven **token** value mechanisms.

The platform generates revenue from in-game activities and platform services, with a portion allocated to token buyback and burn, supporting a deflationary model and long-term value alignment between users, players, and token holders.



## 2) Problem Statement

Current GameFi and blockchain game projects face several structural problems:

- Many projects rely on a single game lifecycle
- Token rewards are inflationary and unsustainable
- Lack of real use cases beyond speculation
- Weak long-term engagement models
- Revenue is not structurally tied to token value
- Short product lifespan leads to ecosystem collapse

As a result, many GameFi ecosystems experience rapid growth followed by rapid decline.

## 3) Our Solution

MSMOON introduces a multi-game hub model designed to extend ecosystem lifespan and stabilize token utility through:

- Continuous release of new games
- Cross-game token utility
- Platform-level economy instead of single-game economy
- Real usage-driven token demand
- Revenue-backed buyback and burn mechanism
- Sustainable reward loops

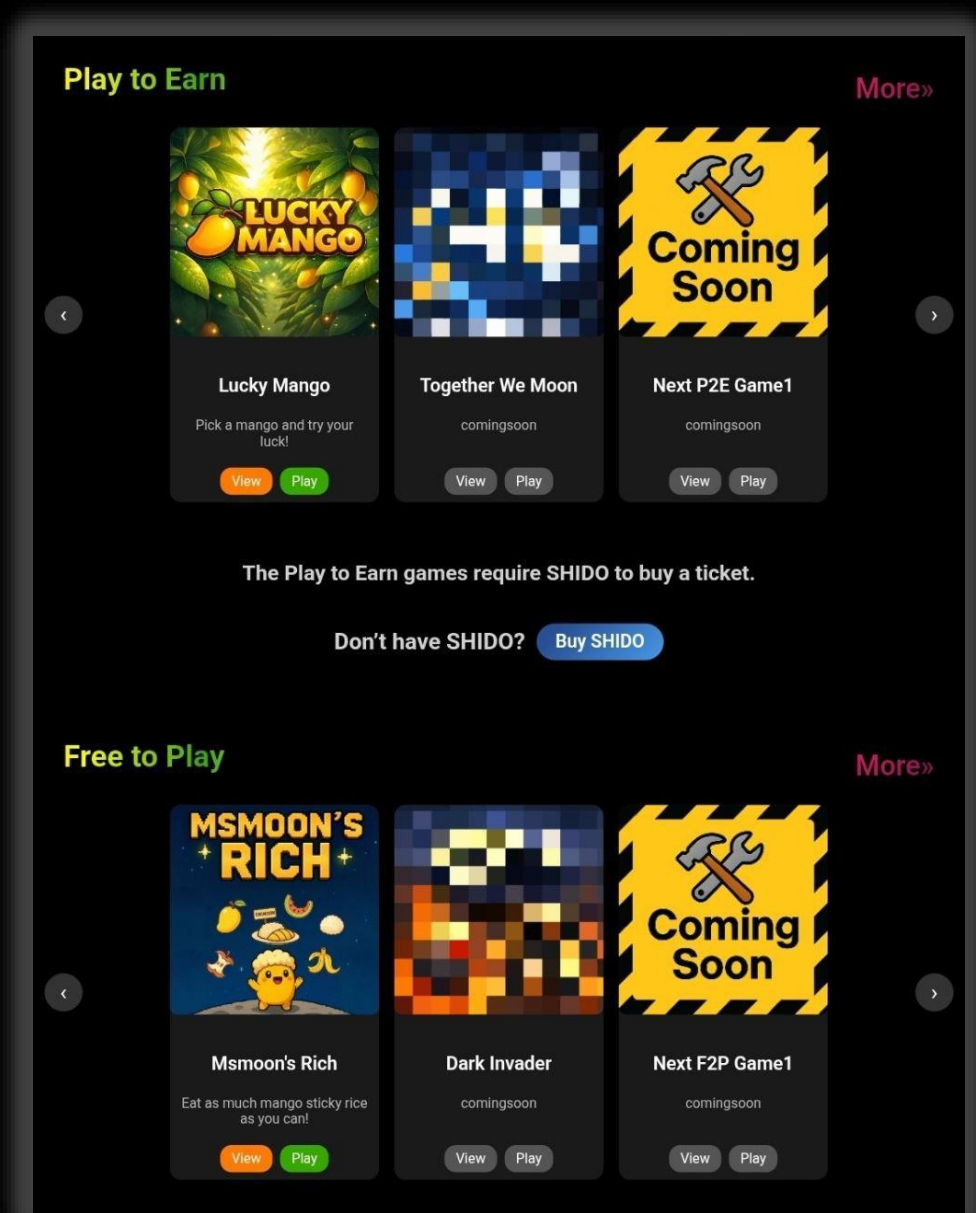
This creates a dynamic ecosystem where user activity drives platform growth and token demand.

## 4) Platform Overview

The platform consists of:

- MangPlayX - game hub
- Unified player account system
- Shared token economy
- Cross-game reward structure
- Reward & achievement systems
- Leaderboards and competitive features

Players can move across games while remaining inside the same ecosystem economy.



## 5) Game Ecosystem Model

The ecosystem is designed around continuous content expansion.

Core Principles:

- Multiple games instead of single flagship game
- Different genres to attract different user segments
- Shared token usage across games
- Shared achievement & ranking systems
- Recurring engagement loops
- Game Pipeline: The platform maintains a rolling development pipeline to ensure continuous game releases and feature updates.



## 6) Token Utility

The ecosystem token is used for:

- Game entry tickets
- In-game purchases
- Tournament participation
- Reward
- Staking mechanisms

The token is required for functional participation — not only speculation.

# 7) Tokenomics

Token Name : Mango Sticky rice Moon

Symbol : MSMOON

Total Supply : 1,000,000,000

Allocation :

- Public (pool, public sale, community, airdrop, staking, reward) 50%
- Management wallet (expense, marketing) 25%
- Team (lock until July 17, 2026) 25%





## 8) Deflationary Mechanism

A portion of platform revenue is allocated to:

- Token buyback from the open market
- Permanent token burn

Revenue Sources:

- Game entry tickets sale
- In-game purchases
- Tournament fees
- Platform services

Flow :

Platform Revenue → Buyback → Burn → Reduced Circulating Supply

This ties real platform performance to token supply reduction.

## 9) Economic Sustainability

The ecosystem is designed with:

- Token sinks across multiple games
- Recurring usage requirements
- Competitive entry fees
- Cosmetic & utility purchases
- Reward balancing controls

Goal: To build Sustainable platform profitability



# 10) Technology Stack

Blockchain : Shido Network

- Smart Contracts for reward and token systems
- Secure wallet integration
- Scalable game backend architecture

All critical contracts are designed for audit readiness.

# 11) Security Approach

- Smart contract audits
- Multi-sig treasury controls
- Rate-limited emissions
- Anti-abuse reward mechanisms
- Fair play monitoring



# 12) Roadmap

- Rebuild MangoPlayX Website for Web3 Integration  
Upgrade the MangoPlayX platform to support Web3
- Create Free-to-Play Game  
Develop engaging free-to-play games to attract fun-focused users, increase engagement, and promote the platform
- Develop P2E Game  
Launch Play-to-Earn (P2E) games to generate long-term revenue for the platform
- Burn \$SHIDO & Buy Back \$MSMOON  
Use profits to burn \$SHIDO and buy back & burn \$MSMOON to increase value



## 13) Risk Factors

Potential risks include:

- Market volatility
- Regulatory uncertainty
- User adoption risk
- Technical vulnerabilities
- Game popularity variance

Users and participants should evaluate risks independently.

## 14) Legal Disclaimer

This document is for informational purposes only and does not constitute investment advice, financial advice, or an offer to sell or solicit securities. Participation in the ecosystem involves risk. Users should comply with local regulations before participating. MSMOON tokens do not represent equity, ownership, or claims on company assets. The value of tokens may fluctuate significantly, and regulatory changes may impact participation. Users and participants are solely responsible for their own decisions and should seek independent financial or legal advice if necessary.

