
METAVVERSE2

WHITE PAPER

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· About Metaverse 2

What is Metaverse?



“Metaverse” is a compound word meaning virtual and supernatural universe. In this virtual world, people can meet each other, make a community and engage industrial activities.

Generally, most IT services such as 3D games are considered as Metaverse. However, on Metaverse 2 we’ve created new types of services allowing a variety of original user-generated content (**UGC**), trading systems using our unique virtual currency, and industrial activities. Metaverse 2 may no longer seem like a virtual world but a 2nd earth where we currently exist.

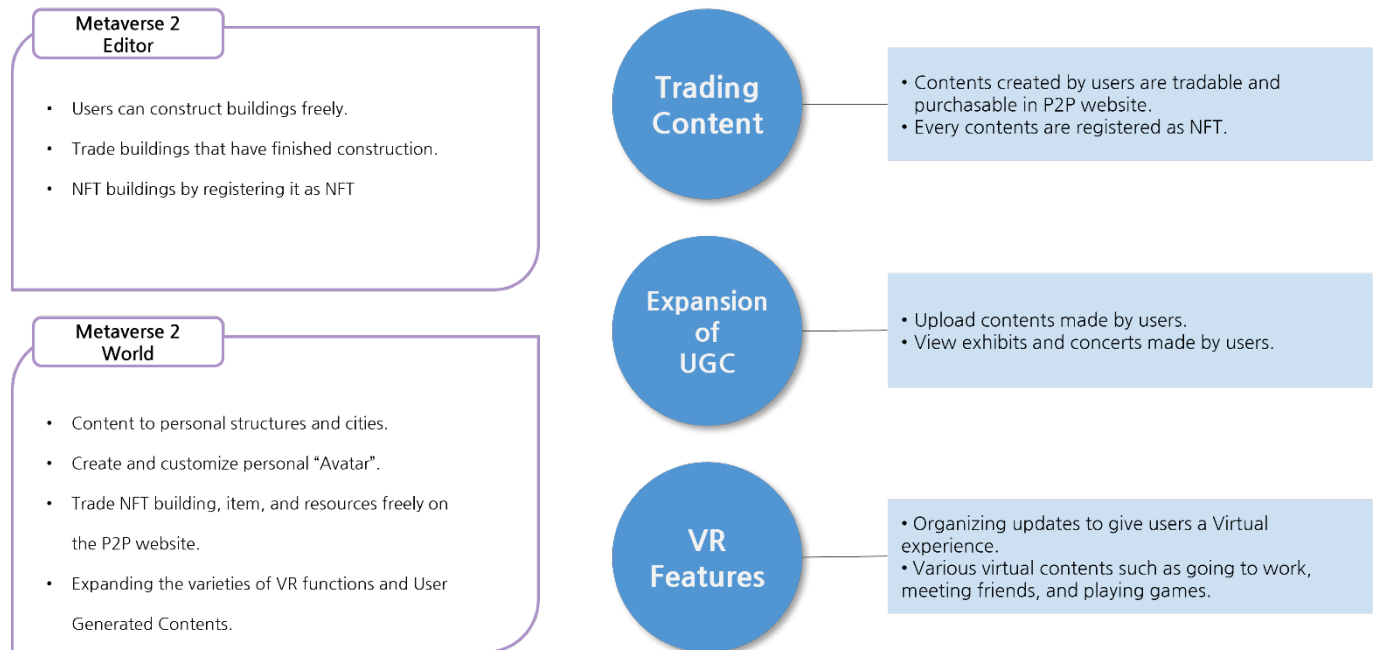
The crucial difference between Metaverse 2 other services are users can create industrial, economic businesses or activities such as resource management, production, and distribution of goods. As a result, Investment, financial technology, and economical activities are realistic and it’s taking place on world of Metaverse.

The world of Metaverse is the mixed reality that co-exists within us. People all around the world will start spending half of their lives living in a world of Metaverse.

Metaverse 2

❖ Multi-content combined with UGC and VR..

- Landmark, P2P Website, and Metaverse 2 Editor services.
 - Create your unique buildings and contents, which will be tradable..
- New “Metaverse 2 World” feature.
 - Avatars, Communication through SNS, User Generated Content, and VR.



Metaverse 2 may seem like a replica displaying this planet earth, but not limited to the real world. Meaning, users on Metaverse 2 may accomplish and experience what they've wished to achieve in the real world.

These days, time and unpredicted issues restrain people. Not being able to go for a walk, concert, travel to other places, etc. Metaverse 2 can make you go anywhere freely whenever you want. There won't be any chains to restrain you from going anywhere.

Terrain Engine used in Metaverse 2



The Terrain Engine we use in Metaverse 2 gives you the experience we never had. Earth looks like it's minimized but able to express every single detail that exists on earth, even if it's very rough terrain. People can travel and see any cities, forests, lakes, and any other place in this world just by a single touch on the map in 3D. Just you thought this is enough, Metaverse 2's efficient optimization technology, you can experience and enjoy all of these without any lags! You do not need high-spec hardware to enjoy this world. There would be no other way to travel freely on this green earth as we do.

Web Platform Technology used in Metaverse 2



In Metaverse 2, we allow users to trade sell/purchase virtual lands. Users can also bid for land and even bargain for it. The minimum land unit/size of virtual tiles is 10×10 meters on real-life(Earth). All users can own, purchase, and sell one compartment or multiple tiles on earth. The following is how we and the core technology manage all these.

Each land/tile is composed of multiple layers and unique location values. By doing these, provides high efficiency for rendering and gives the best experience to the users.

Each land/tile has a unique value and identifier. So, the land/tile status value quickly switches in real-time as the ownership changes.

To identify each other, all users around the world can see each other's flags. You can mark each land/tile with the national flag of your choice. Ownership of a tile is expressed as the national flag of your country.

Metaverse 2 interactions



Referral Bonus: When people who used your referral code sell their assets, you receive a 0.5% bonus of the sales amount.

MetaDollar incentives: Users would be incentivised with MetaDollar rewards (estimated at 0.1%) for listing assets for sale on the platform, which helps to create liquidity in the markets and enhances ecosystem growth (incentives only available when “Total Price” of the asset is above \$10). This incentive program would be funded from platform commissions for sale of assets.

Frequent Transactions



Other virtual real estate services have no price restrictions when reselling purchased assets. Therefore, the price is too high from the beginning, making it difficult for users who just have started. However, “Metaverse 2” supplemented this issue by setting a maximum resale price of twice the original price.

24/7 User Support



We operate 24/7 Korean telephone or e-mail support regarding deposit and withdrawal issues and guidance. We always support users' requests with care and from the user's point of view. When balance/cash sensitive issues or user complaints occur, our agents will investigate accordingly with responsibility.

MetaToken



The native cryptographically-secure fungible protocol token of Metaverse2 (**MetaToken**) is a transferable representation of attributed utility functions specified in the protocol/code of Metaverse2, and which is designed to be used solely as an interoperable utility token thereon.

MetaToken is a functional multi-utility token which will be used as the medium of exchange between participants on Metaverse2 in a decentralised manner. The goal of introducing MetaToken is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on Metaverse2 without any intermediaries such as centralised third party entity/institution/credit. It is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer. MetaToken does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will MetaToken entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. MetaToken may only be utilised on Metaverse2, and ownership of MetaToken carries no rights, express or implied, other than the right to use MetaToken as a means to enable usage of and interaction within Metaverse2. The secondary market pricing of MetaToken is not dependent on the effort of the Metaverse2 team, and there is no token functionality or scheme designed to control or manipulate such secondary pricing.

Further, MetaToken provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on Metaverse2, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. MetaToken is an integral and indispensable part of Metaverse2, because without MetaToken, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on Metaverse2. Given that additional MetaToken will be awarded to a user based only on its actual usage, activity

and efforts made on Metaverse2 and/or proportionate to the frequency and volume of transactions, users of Metaverse2 and/or holders of MetaToken which did not actively participate will not receive any MetaToken incentives.

We will be issuing secured 1 billion MetaTokens which are similar to crypto coins. 500 million MetaTokens have been issued and retained by the project, and allocated for interactions with user content like creating digital houses and buildings.

· Disclosure & Disclaimer

This whitepaper may be revised occasionally without any notice. This whitepaper is intended to provide general information to our users and does not possess legal jurisdiction. M Network Co., Ltd won't take any responsibilities for relying and guaranteeing the accuracy written on this whitepaper. Furthermore, our company owns the rights of development, distribution, and ownership of MetaToken. Details regarding the information of rights, obligations, responsibilities, and services regarding MetaToken are provided below.

MetaToken is a unique resource provided in Metaverse 2, and may be awarded to users for constructing buildings. Additionally, the amount of MetaTokens awarded varies depending on the price & type of the tile and landmark.

1. We will spare no effort to secure our MetaTokens. However, it may lose corporate affiliates' private keys, be subjected to data leakage, and data loss.
2. Metaverse 2 requires an insane amount of time and effort to create and polish this virtual world. We will try our best to update without any delay that is specified in our roadmap and whitepaper. However, update delays may occur due to personal circumstances.
3. Third-party may access your private keys and wallets, and we aren't responsible for any loss or damages.
4. In future updates, we will create varieties of content that users may spend their MetaTokens, not only for building structures.
5. Cryptocurrencies are likely to be subjected by governments, authorities, and investigators. Also, it may negatively affect MetaToken, the company itself, and corporate affiliates.
6. MetaToken is based and created using Solana. However, there is a chance to be transferred to different markets and blockchains. If the value of MetaToken drops or affects other blockchains, it may be transferred to other blockchains or create our main net.
7. Currently, various types of code-cracking systems are developed & upgraded rapidly. In addition to that, hackers are wiser than before. Causing our MetaTokens to be stolen or destroyed.
8. If MetaToken has been cracked, hacked, and stolen, we will carry out our protocol by terminating the current blockchain. Then recreating a new blockchain and recovering the original number of stolen tokens as same as before.
9. Refunds and cancellations are not available for bought MetaTokens..
10. "Halving" of MetaToken rewards depends on how much/many MetaTokens have been traded, distributed, and circulated on the market.

· Project vision



To achieve our goal, “Mapbox” is applied to our mapping system. It's a system technology applying "Earth's Geographic Information".

In addition to that, we are aiming to build virtual industry(infrastructure) associated with "Metaverse 2". This infrastructure does not only create businesses such as education, marketing, shopping, and medical care. We will attempt to create many features regardless of how challenging and many experimental attempts are needed. Join us now, to enjoy more utilities in Metaverse 2.

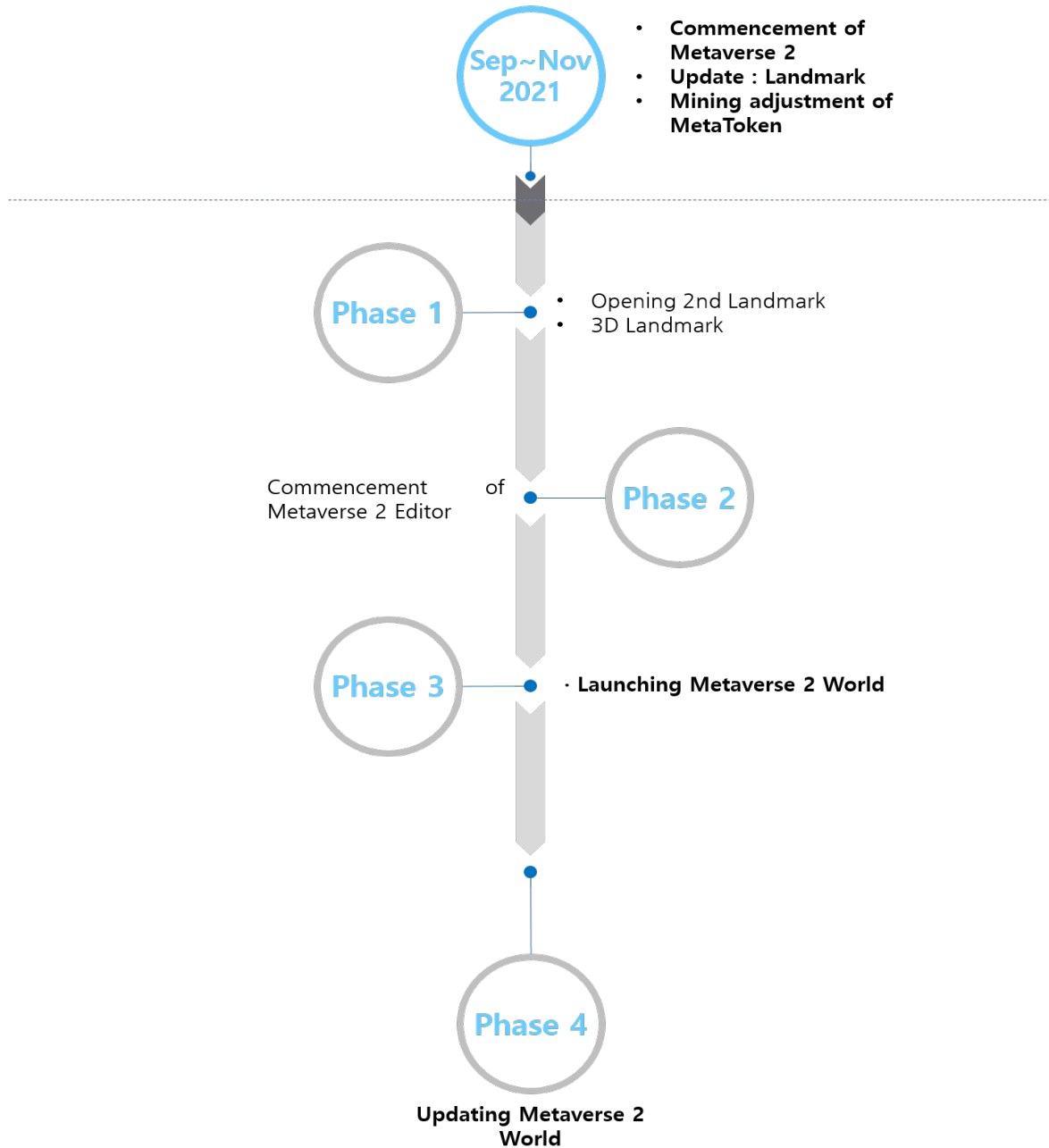
Examples of what users can do and what we are trying to achieve on Metaverse 2 are, creating unique buildings famous artists holding a live concert, or having virtual fan meetings with other users. In the virtual space, personal homes, shopping malls, charming villages, resorts, and other great things are all there and available to build and trade. Unique buildings and every other thing that could exist in the real world such as clothing and furniture can be made by users themselves. Items that can be created by users can be placed on the marketplace to trade with other users. Users can also engage in new economic activities in the world of Metaverse 2.

We are standing in front of a Metaverse 2 world that won't stop evolving. Joining us now will provide you with huge advantages making you a pioneer in Metaverse 2 world. Communicate with friends and enjoy yourselves in an exciting virtual world with futuristic technologies. Our names and stories will engrave on this virtual world by expressing our individuality. Let us create our own "History" on this utopia.

Please look forward to the fascinating virtual world!

Road Map

Update Roadmap of Metaverse 2



Metaverse 2's service and creation of MetaToken have been prepared for a long time. Additionally, our company is doing its best to give our users a new experience with our content.

Henceforth Records

	Phase 1	Phase 2	Phase 3	Phase 4
Keyword	<p>Landmark</p> <p>P2P Page</p>	<p>Editor</p>	<p>Metaverse 2 World</p>	<p>Word Update</p>
Road map	<p>Secondary Landmark Update</p> <p>3D'fy Landmark</p> <p>Commencement of MetaToken Mining</p>	<p>Commencing Metaverse 2 Editor</p>	<p>Metaverse 2 World Season 1</p>	<p>World Update</p>
Subject	<p>Secondary Landmark Update</p> <p>Commencement of MetaToken Mining</p>	<p>Metaverse2 Editor</p>	<p>Commencing Metaverse2 World</p>	<p>Avatar and communication Features</p> <p>UGC expansion / VR</p>
Details	<ul style="list-style-type: none"> A total of 16 landmarks are updated on the cities of Seoul and New York. 3D views of buildings are available when selecting the landmark tile. 	<ul style="list-style-type: none"> Planning to create a feature enabling users to trade structures, buildings, and items. Structures and items that are registered and evaluated as NFT are tradable in P2P market using MetaToken. 	<ul style="list-style-type: none"> Users can create and design personal terrain, structure, city, and building however they want. Several kinds of buildings and resources are added, and it is tradable using MetaToken in the P2P market. 	<ul style="list-style-type: none"> Avatar and customization features. Communication system (SNS) is added. Followed by, creating clothes and accessories feature, which is shareable through SNS. Virtual experience through VR such as, holding a concert and art exhibits. Experience the reality by Creating an office or have meetings through VR.

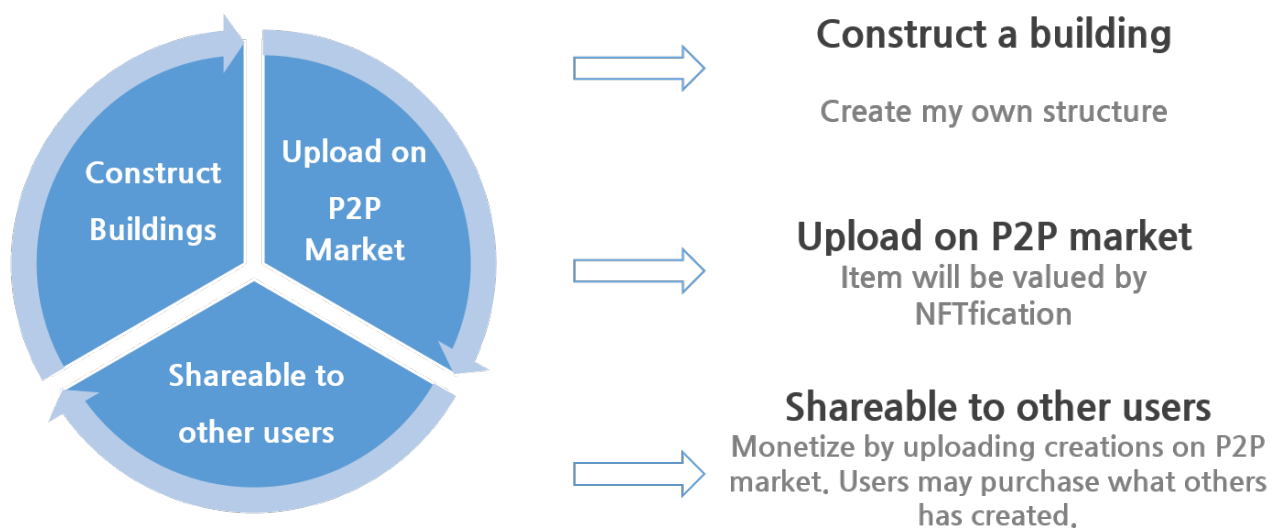
◆ Phase 1

- ① Secondary Landmark Update - A total of 16 landmarks in Seoul and New York is Updated
- ② 3D Landmarks - 3D landmarks are viewable when landmarks' tile is selected.

◆ Phase 2

❖ Metaverse 2 Editor

- Creating structures and buildings by using Metaverse 2 Editor
- Upload NFTfied items on P2P market.

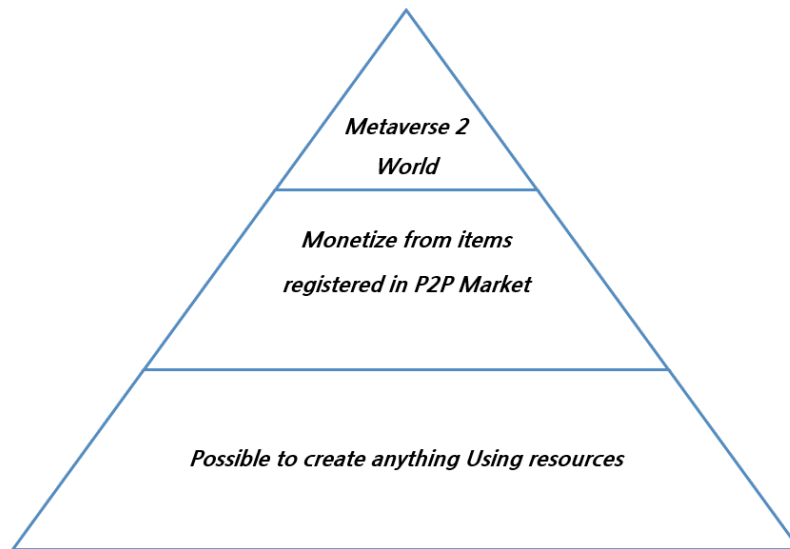


① Commencing Metaverse 2 Editor

As new content, a new tool called “Metaverse 2 Editor” will be added to our services. Users can now create their own and original structures, and those creations are converted as NFT (Non-Fungible Token). Lastly, NFT is tradable using MetaTokens on our P2P website.

◆ Phase 3

- ❖ 1. Concept key point of “Metaverse 2 World” - Monetize by uploading your creations on P2P Market.
- Create and design buildings, and structures in the “World”.
- Spend/use resources to create NFTfied items, then upload in P2P Market for monetization. All creations are examined and inspected by our system.

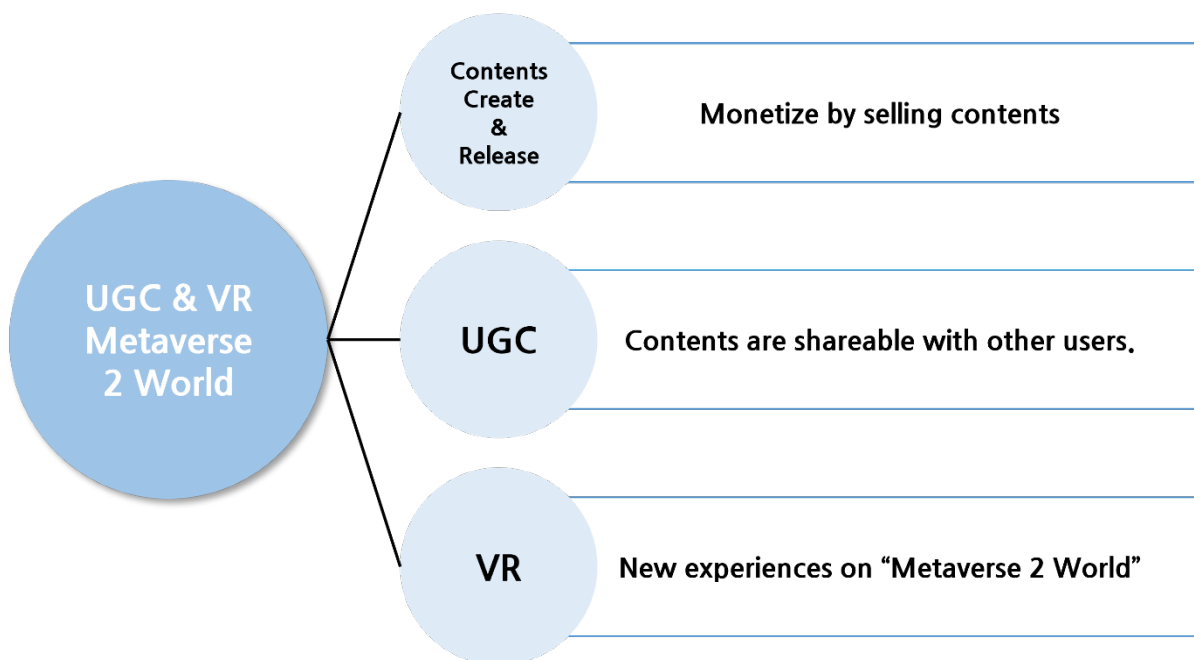


- The World of Metaverse 2 - Season 1 (Resources and Build Structures)
 - Create your original structures, cities and terrains.
 - Resources and varieties of structures will be added, and the creations are tradable using MetaTokens in P2P.

◆ Phase 4

❖ **Concept key point of “Metaverse 2 World” - Create and experience avatars and contents in the virtual world.**

- Create your own content and share it with other users.
- Later, by adding VR functions, you can meet other users in the virtual world to experience various contents, and trade contents such as costumes and artworks.



① The World of Metaverse 2 - Season 2 (Avatar, SNS features and updates)

- Features to create and customize your avatar.
- Communicate with friends using Chat and SNS.
- New features to create and trade accessories and clothing.
- Design the interior of the buildings that users have created.

② The World of Metaverse 2 - Season 3 (User Generated Contents)

- Create and launch users' original content on a field.
- Users can open a live concert and/or open art galleries such as museums.

③ The World of Metaverse 2 - Season 4 (VR)

- Experience the world using VR features.
- Meet and communicate with your friends using VR features.

Media Reports

MTN Money Today - Shin Youngil's BIZINFO PLUS

<https://www.youtube.com/watch?v=RaCR9cnUckM&t=217s>

CBC New - Is it possible to experience Virtual Reality of Digital Earth in "Metaverse 2"

https://youtu.be/nc-PU_uGu4Q

Global Economy - Enjoy the "Secondary ego". Secondary earth embodied in 3D technology created by Metaverse 2

<https://youtu.be/OtFlab53nz0>

Maeil Economy TV - MZ generation are interested on "Metaverse 2"

<https://youtu.be/Algo0dm5xXc>

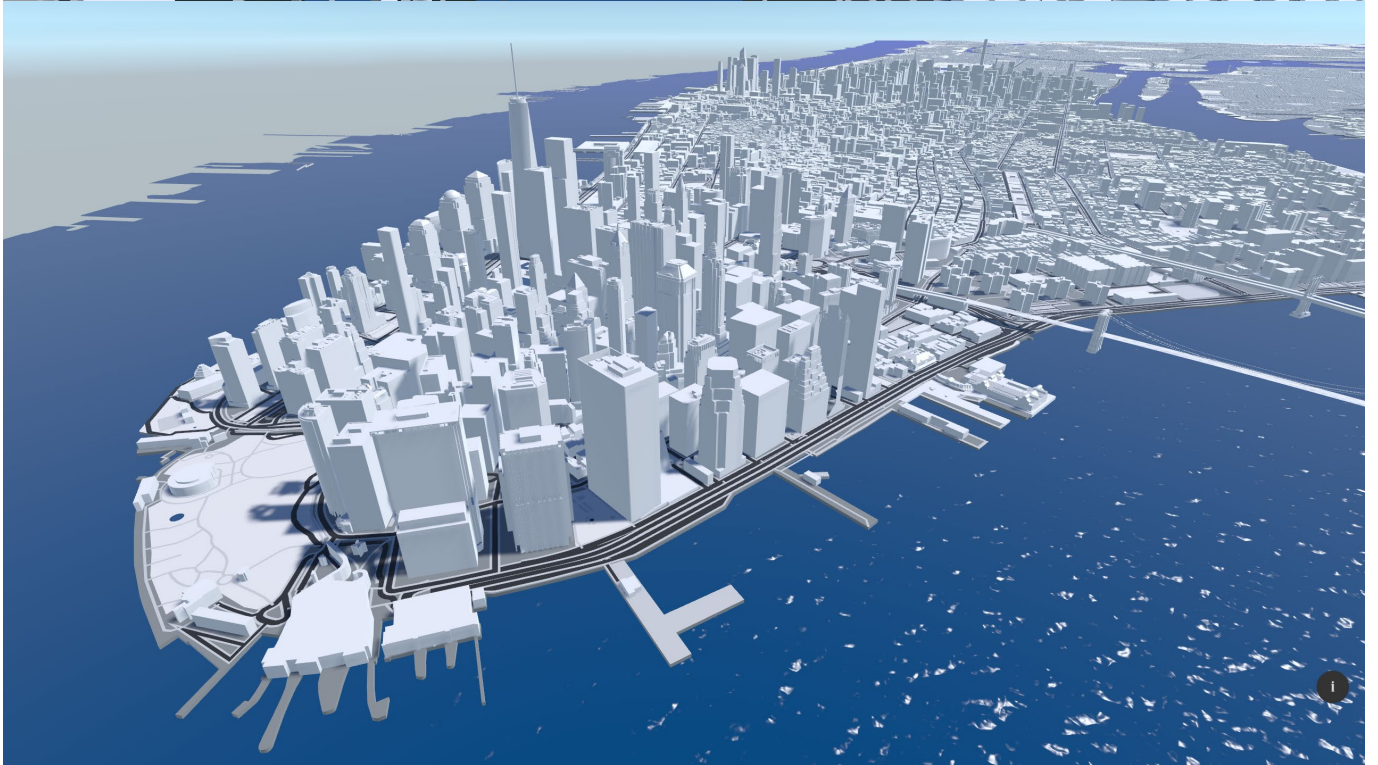
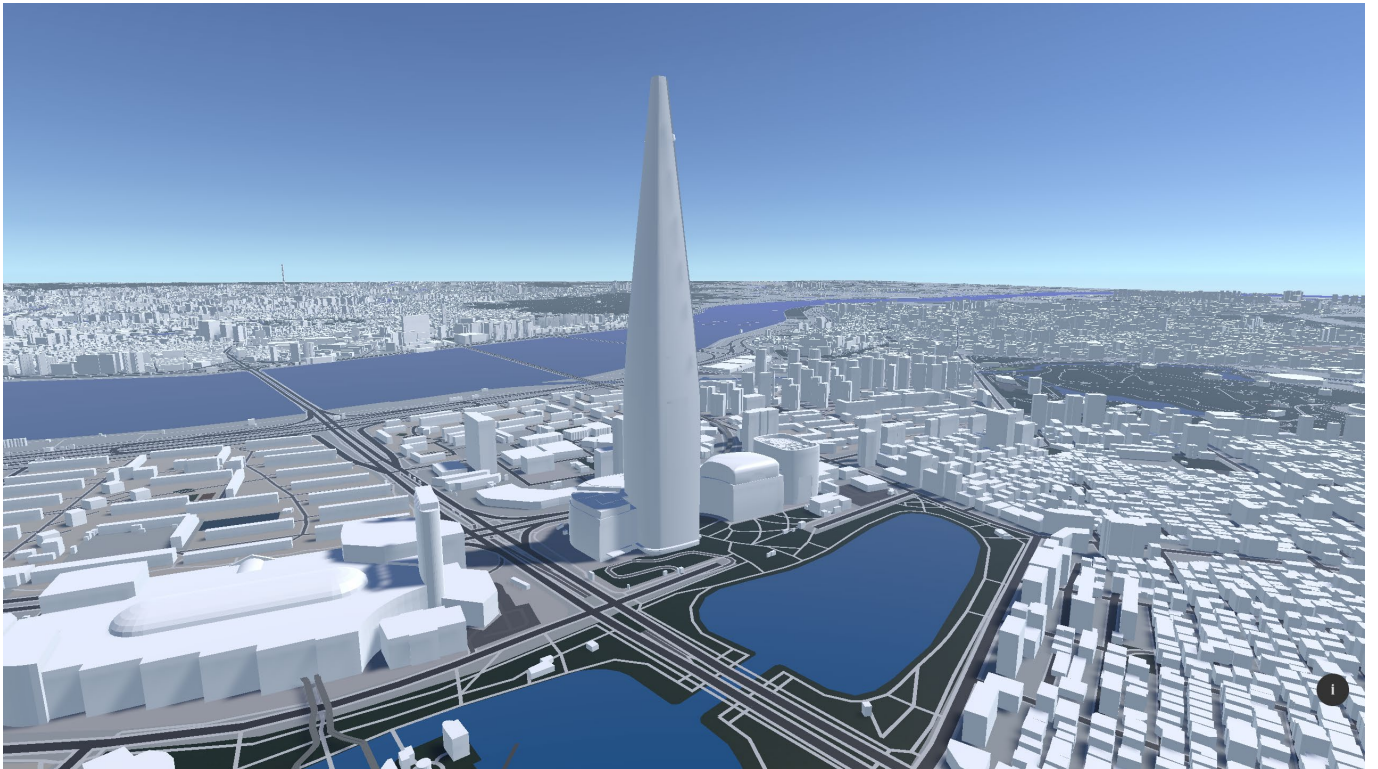
SBS Biz - Metaverse platform developers.

<https://youtu.be/e16uL5Kz--U>

· The World of Metaverse2



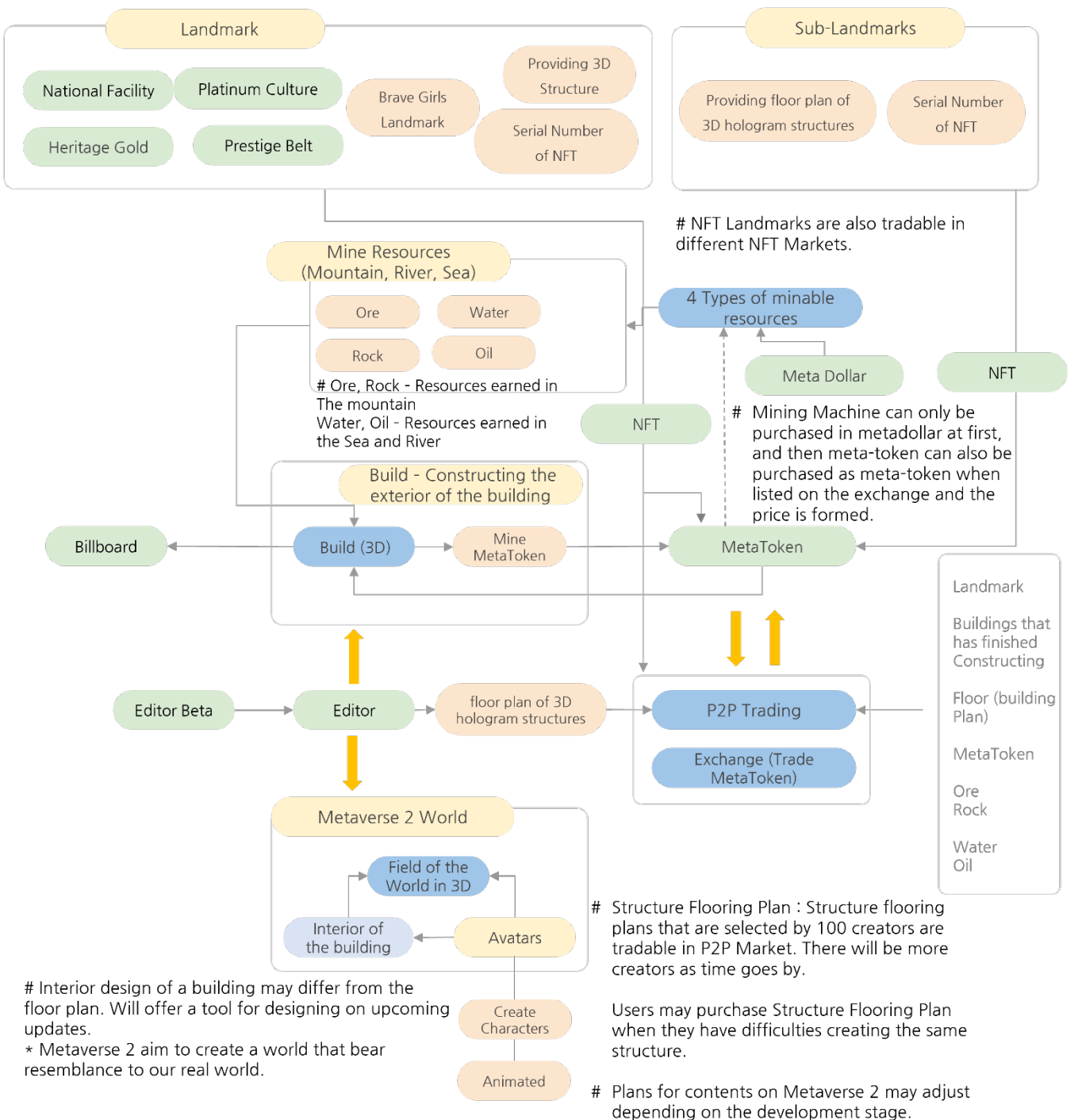
The beginning and the first main cities on Metaverse are; one of the biggest cities in Korea “Seoul Metropolitan City” and “New York City” one of the biggest industrial cities in the US. All lands are tradable and engageable in industrial activity. These tiles are provided to users by tiles in a particular size, and users may create buildings on top of it.



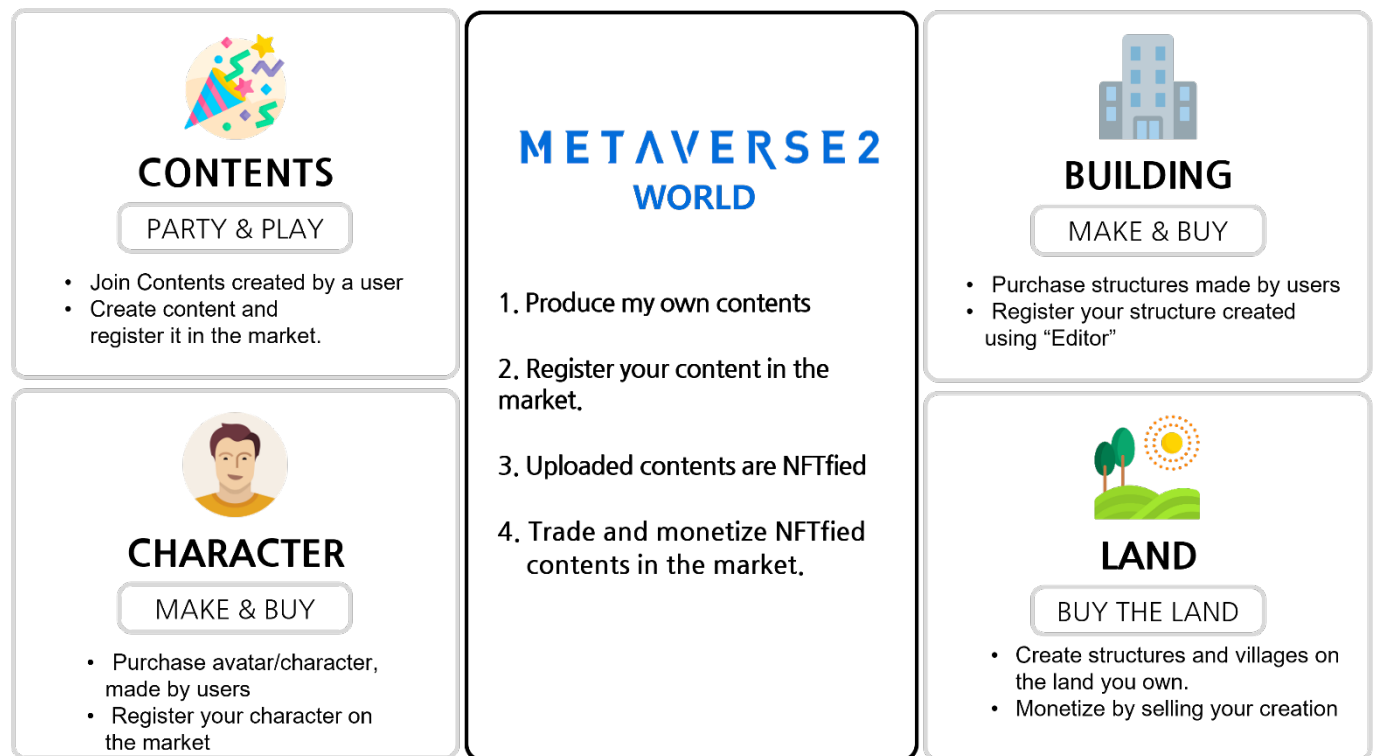
Currently, cities of Seoul and New York is available. Other areas will be available on our future updates.

Contents Map

METAVERSE2 CONTENTS MAP



The Community & Environment of Metaverse 2



The "Editor" in Metaverse 2 will keep updating with varieties of functions. The functions we create include; creating buildings, clothing, and accessories. Lastly, creations users have made may be used for UGC.

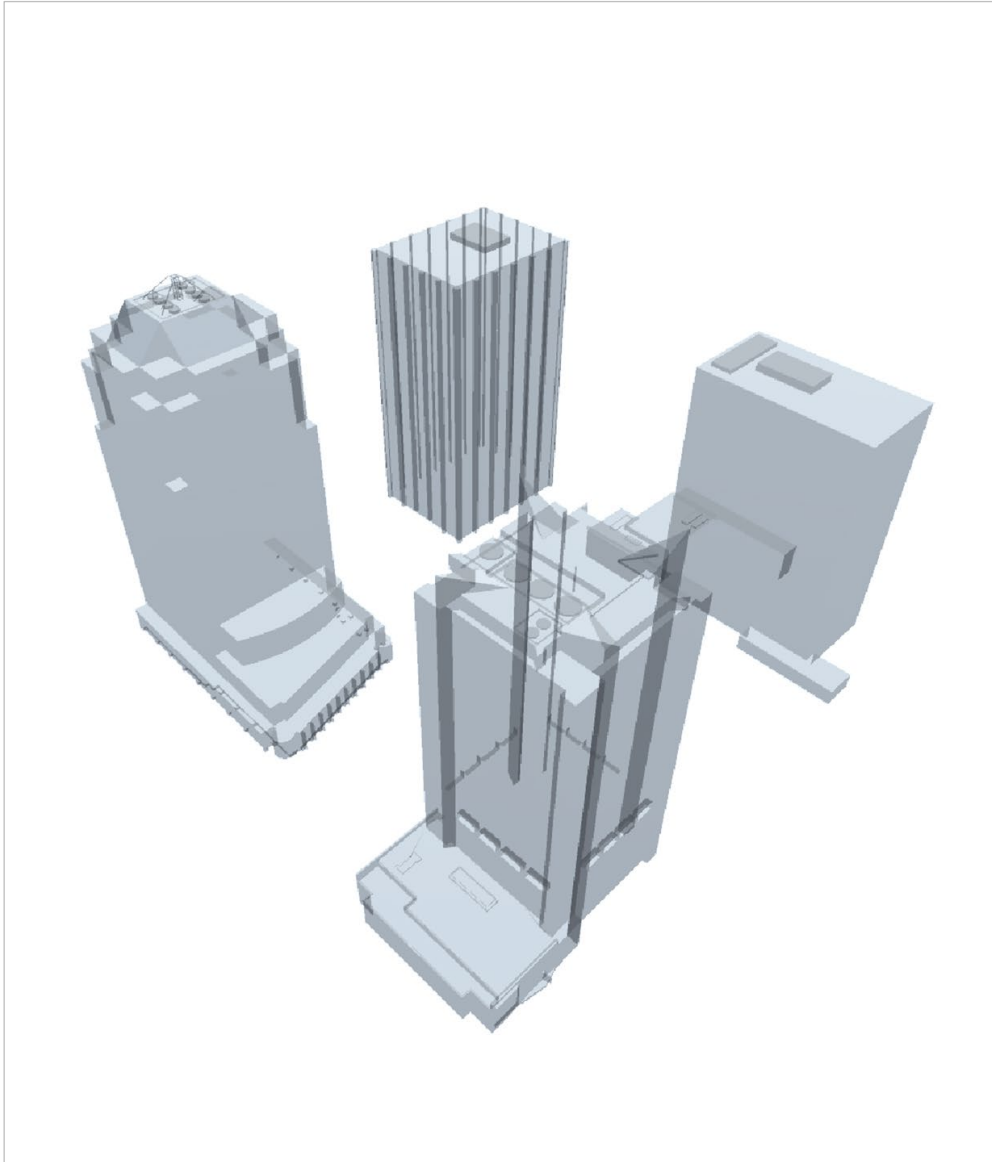
Through a variety of peer-to-peer interactions, users may earn active income in Metaverse 2 by engaging in a variety of industrious and economic activities, for example:

Singers may perform in the concert hall that is created by users and earn income from the admission fees that the audience pay.

Creative users may design and create NFT'fied buildings and creations for sale/rental. NFT'fied creations are stored in our networks as secured assets, and it is tradable in our P2P website.

As creations that are made by "Metaverse 2 Editor" keep being traded, the economic structure will form in Metaverse 2. This will encourage users to create more UGC.

Metaverse 2 Editor



- **Creations**

Players can create anything they've imagined through "Metaverse 2 Editor".

- **Trade Creations**

NFT'fied creations are tradable and shareable between users.

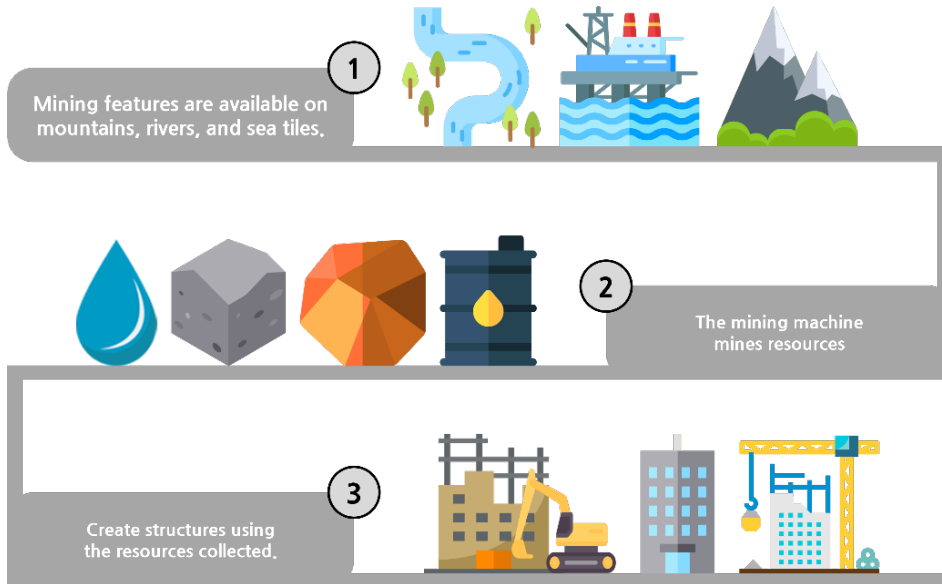
- **Content Development**

Users can develop and trade their own content by using "Metaverse 2 Editor".

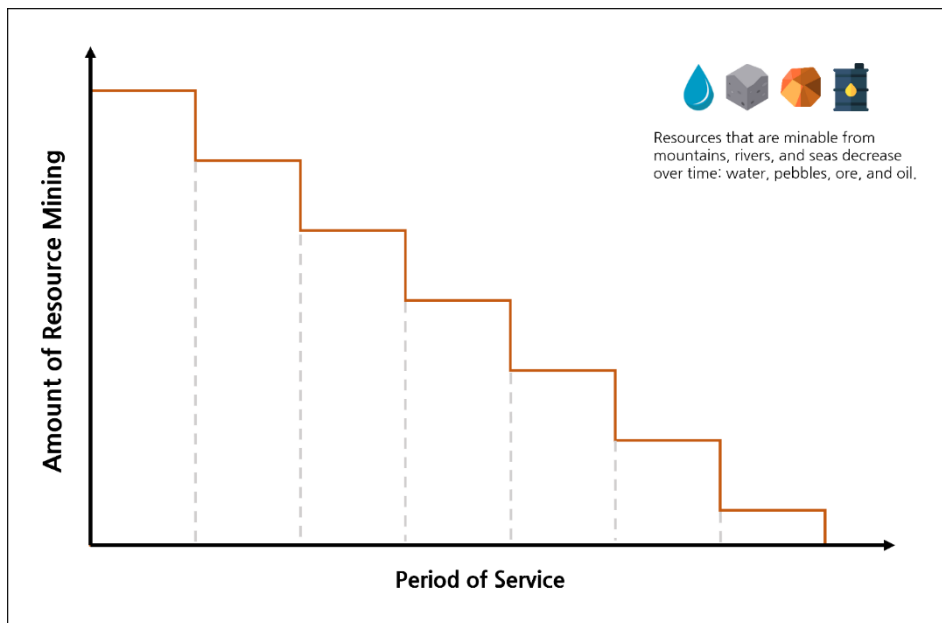
- **Advertisement**

Users may promote/advertise on the building they've created by using LED displays. Earning income from advertisements are also allowed.

Mining Resources

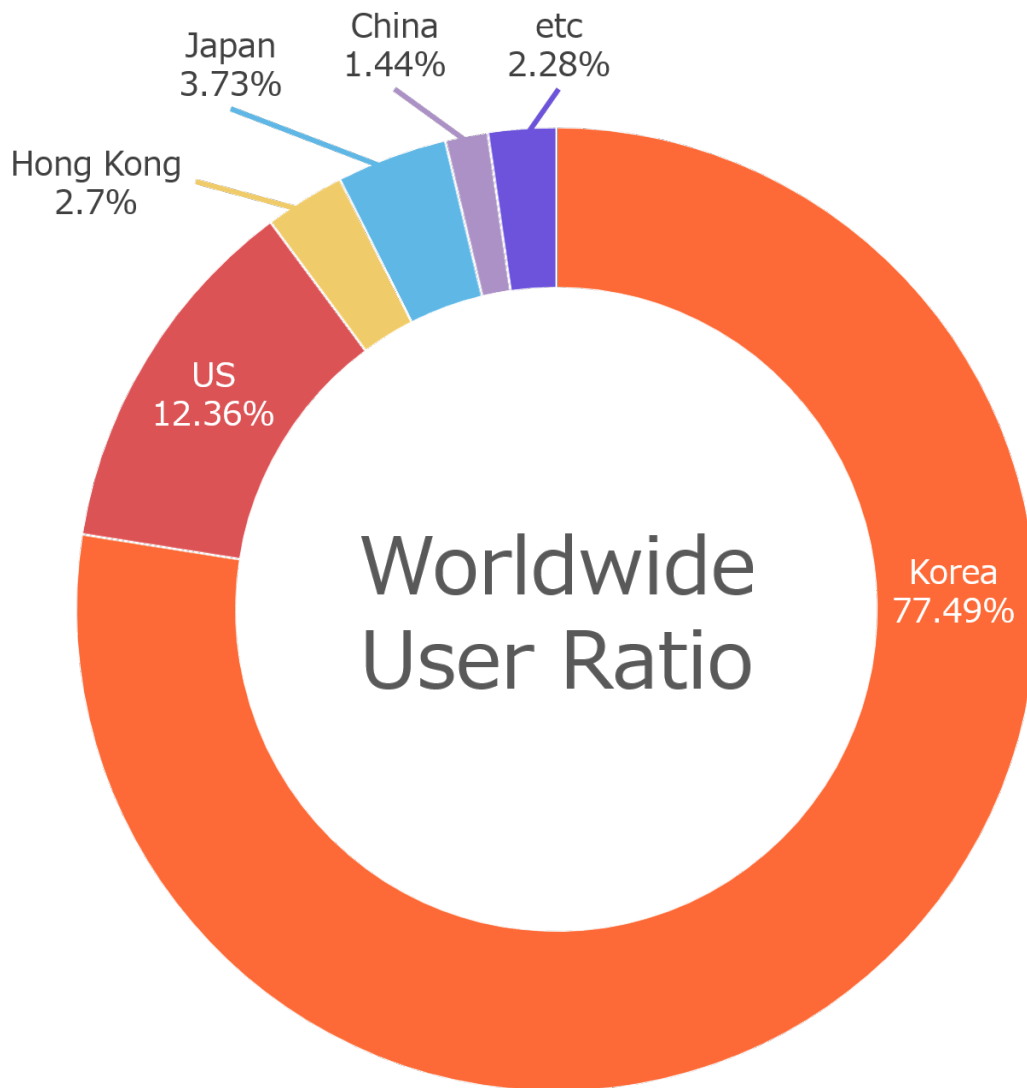


Currently, four types of resources are minable in the world of Metaverse2. The resources are used for constructing and creating buildings.

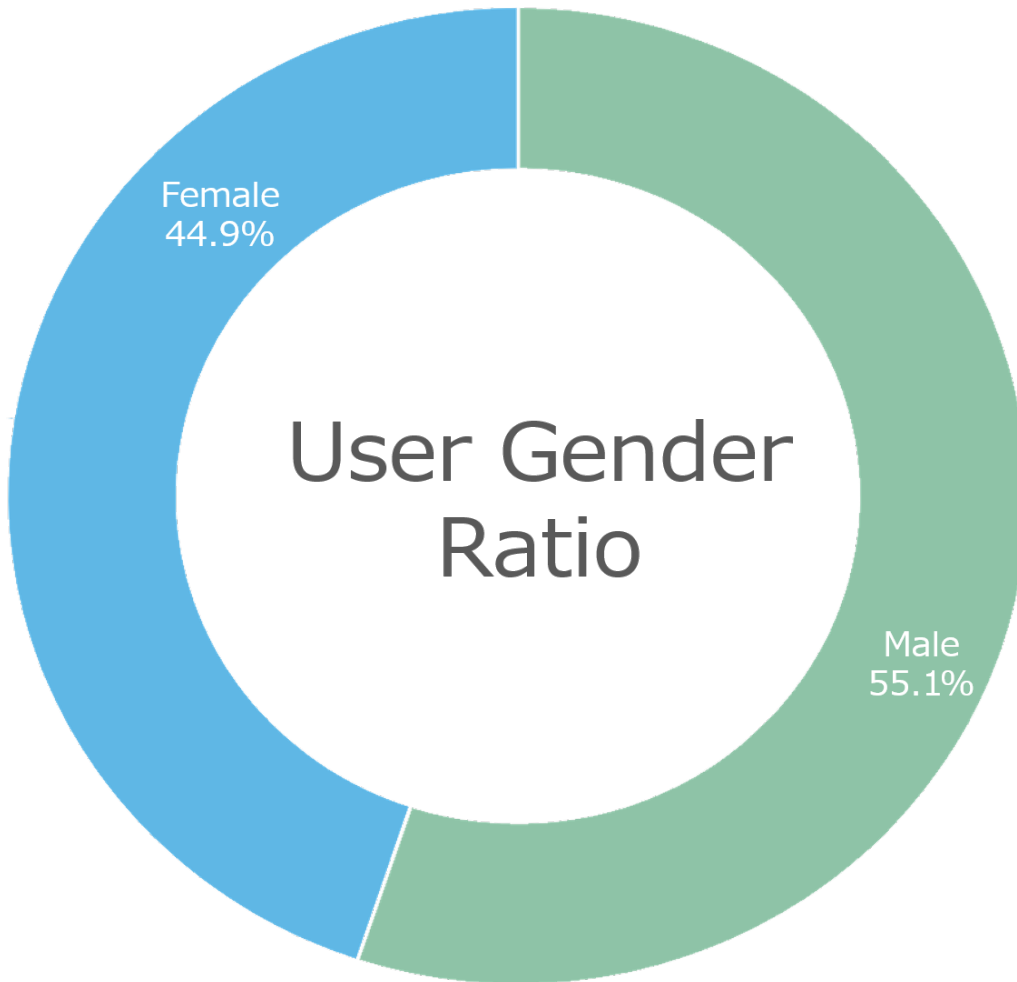


In the world of Metaverse2, various resources are minable but limited to the tiles of mountains, rivers, and the sea. Resources are used as materials for constructing/creating a building. Users may "mine" water, pebble, ore and oil resources by purchasing and installing a Miner on an owned Tile, and interacting with the Tile. The price of a resource tile increases by \$0.5 on the first purchase that no one has purchased and placed a Miner yet. Miners will only last for three months regardless of whether it is mining.

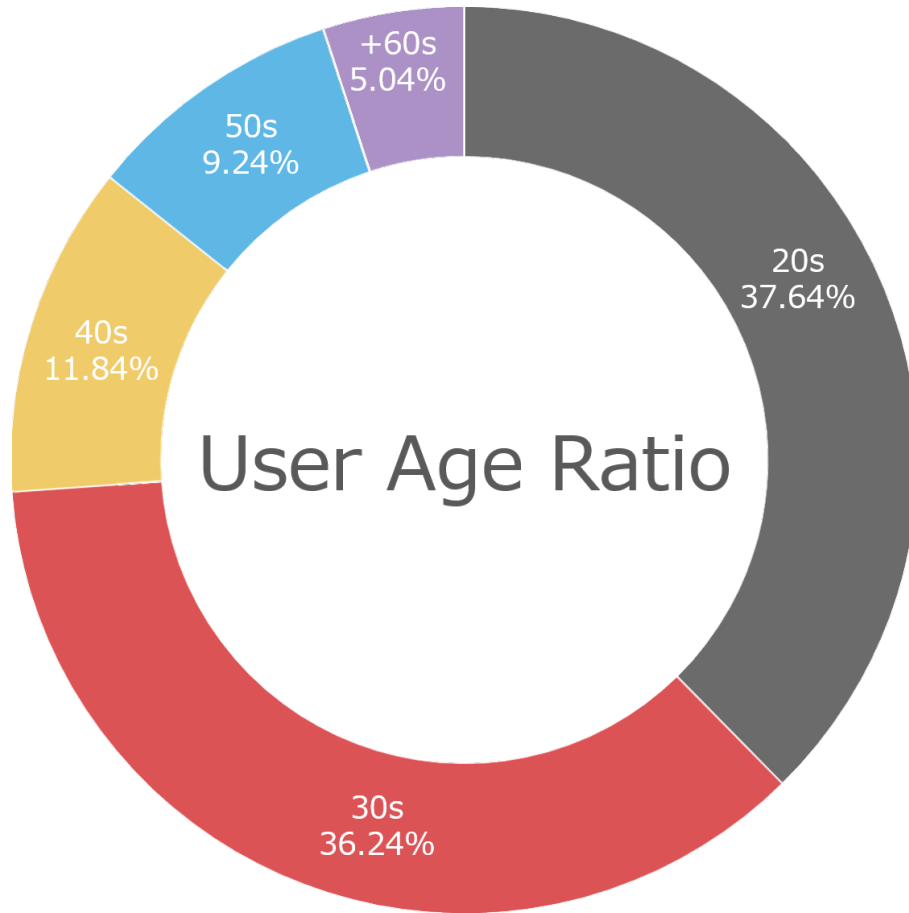
User Data & Statistics



As of November 10 2021, we currently have 44859 users. 77.49% users are from Korea and 12.36% from the us, followed by 2.7% Hong Kong, 3.73% Japan, 1.44% China and 2.28% globally. Currently users from Korea and US are showing the most interest on Metaverse 2.



We currently have higher male users, and the gender ratio is 55.1% men and 44.9% women.



The user age ratio is the following; 37.64% 20s, 36.24% 30s, 11.84% 40s, 9.24% 50s, and 5.04% higher than 60s. Concluding, the early 20s, and 30s are showing the most interest.

Economic System

In Metaverse 2, users can utilise tokens to interact with various activities within the ecosystem.

Users	The Company
MetaToken	Proceeds from selling tiles
Rental Fee	Commissions from users' trading activities
Admission Fees	Advertising fees
Advertisement	
MetaDollars incentive program	
Referral Bonus	

User

Meta Token MetaToken is an encrypted virtual currency that can be obtained from Metaverse 2, and will be generated as an incentive for users to purchase land Tiles and create buildings. As the native platform currency, MetaTokens are used for various activities for trading and creating clothes and furniture, as well as to access content within the Metaverse2 ecosystem.

Rental Fee Users or organization may create their buildings then rent their spaces to other users, for such amount of MetaToken rental fees as they may prescribe.

Admission Fee Some buildings/landmarks have features to exhibit artworks or live performances. The owner of the properties can make a profit by setting an admission fee in MetaToken.

Advertisement Users can charge advertisers a fee in MetaToken to make advertisement profits if they own a building that has a billboard for advertisements.

MetaDollar rewards Users would be incentivised with MetaDollar rewards (estimated at 0.1%) for listing assets for sale on the platform, which helps to create liquidity in the markets and enhances ecosystem growth (incentives only available when “Total Price” of the asset is above \$10). This incentive program would be funded from platform commissions for sale of assets.

Referral Bonus When new users join Metaverse2 and/or sell their assets with a user's referral code, the referrer will receive a 0.5% bonus of the sales amount.

Company

Sale proceeds	The initial price of one tile is sold as 0.1 MetaDollar.
MetaDollar Commission Fee	When users trade tile/land, our company will receive 5% commission fee from the total price as MetaDollar.
Advertisement	Advertising fees for businesses.

MetaToken Mainnet - MetaChain

We are preparing to establish a Mainnet furnished with enterprise-class stability, the 'MetaChain' highly optimized. The objectives of the MetaChain are as follows.

- Creating an environment and ecosystem that quickly adapts to developing DApps and BApps, based on 'MetaChain.'
- Generating a Block at a rate of less than 400ms.
- Transmitting transaction data 50K per second.
- Effortlessly maneuvered by anyone.
- Creating a GUI environment where even amateurs can easily create Crypto Coins.
- Supporting projects and businesses' using Tokens based on MetaChain.

Issues of the previous Mainnet

Since Bitcoin was available for transactions in 2009, Numerous people have developed numerous blockchain platforms. Nevertheless, most of them couldn't obtain suitable awareness, and the reasons are as follows.

High barriers for entry.

Using the system provided by other blockchain platforms requires basic knowledge for proper use, such as the principle of operation inside the system. Therefore, high barriers are a significant factor in increasing the entry of non-professional users.

Giving users a problematic experience.

In most blockchain platforms, users experience difficulties even for a simple transaction. Because; takes too much time to optimize the transaction system, users need to type in many passwords causing an account lock if they lose the password.

Features of Mainnet.

The Mainnet of Metachain will unite all Metaverse services.

The network blockchain of Metaverse2 will merge and create a vast environment when connecting with various Metaverse Platforms and NFT platforms.

In the future, this ecosystem will elevate as it connects to various blockchains worldwide.

To distinguish the originality of the Mainnet of MetaChain, we are leading R&D for our goal as follows.

Optimize barriers for entry.

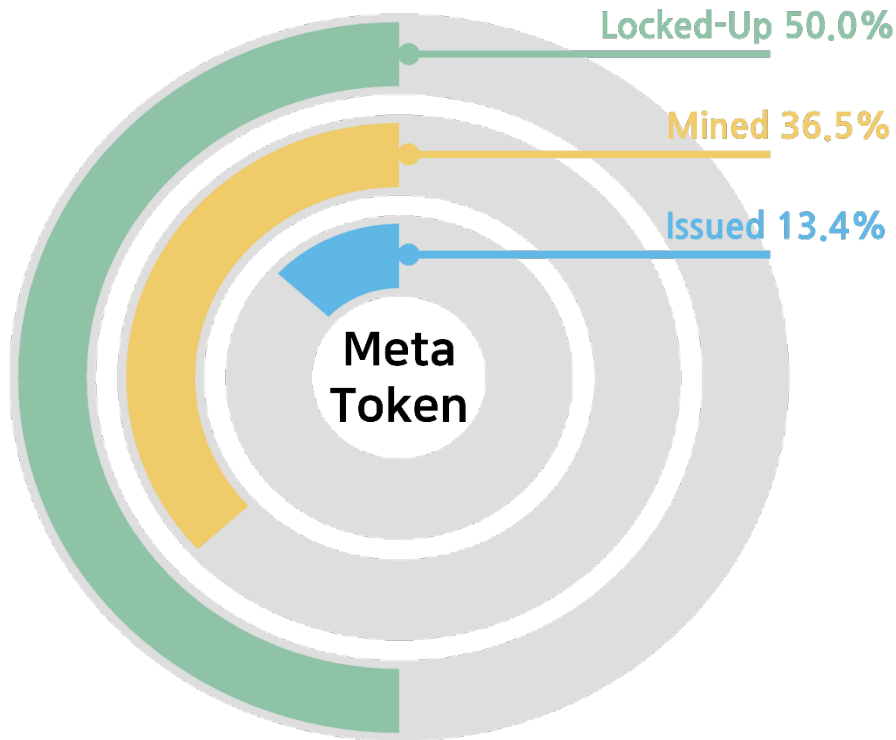
- A simple system that anyone can efficiently utilize.
- Platform-based sub-coins can be created only with UI operation without coding.
- In developer mode, scalability can achieve sufficient through programming.
- Strong protection and security features.

A familiar experience for users.

- Swift actions on the web and mobile-based platforms.
- Quick processing speed for Block creation and transaction processing.
- Manage every feature such as; NFT, Assets, cryptocurrency, and system-based sub-coin, using a single wallet.

Solana-based MetaToken will be considered independent MetaChain in the Mainnet when MetaChain is developed.

MetaToken



Details (As of Dec 22, 2021.)
<ul style="list-style-type: none"> • Total MetaTokens: 1,000,000,000 (1 billion) • Locked up: 500,000,000 (500 million) • Already issued: 134,241,750
<ul style="list-style-type: none"> • First issuance of MetaToken: 2021 3Q • Incentive program starts: 2021 4Q
<ul style="list-style-type: none"> • Contract Address: ANXqXpSkTEuCnR27YK2AoHnH2CCbiSaKYAKcDQVMi6ar

During the initial stages, MetaToken is built and based on the blockchain of Solana. Therefore, MetaToken is a crucial and necessary resource that associates the growth of Metaverse2. MetaToken is used on all transaction elements, such as purchasing an asset or trading items.

MetaTokens were issued as rewards for users acquiring land up till October 2021. As a result, the total amount of MetaTokens issued was 132.24 Million.

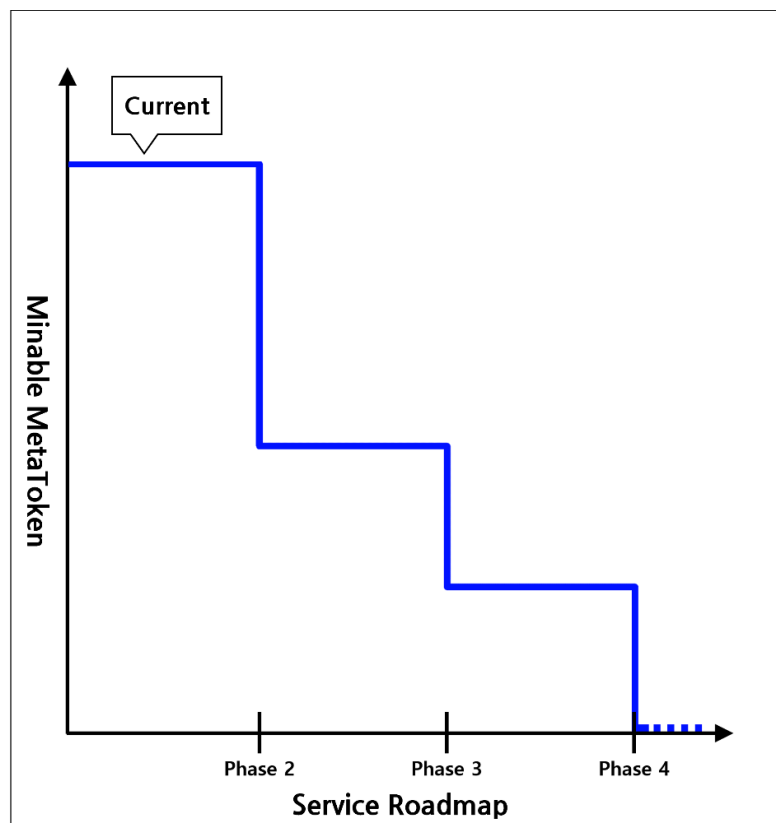
Currently, 36.5% MetaTokens that aren't locked up are only acquirable by constructing buildings on owned land. Users would also need to spend MetaToken for constructing buildings.

Metaverse2 encourages users to purchase land to construct buildings, as well as other interactions with the land/building and will issue MetaToken rewards for such user activity. Additionally, when all the MetaTokens have been mined, we will be unlocking the remaining MetaTokens for users to Mine. The amount and price assurance of MetaToken is determined by the number of users' mined tokens only. Therefore, we are concluding that our company does not own any MetaToken.

Environment in Metaverse 2

MetaToken is a crucial and warranted resource/asset that may be earned by interacting within the world of Metaverse2. MetaToken is essential to enjoy contents in Metaverse 2. Lastly, users can create items that are tradable by registering as NFT. These items are tradable user-to-user or trade in the marketplace.

- **Mining**



Users can receive MetaToken rewards from the structures and buildings they've built on the land they own, and interacting with such land. The amount of rewards distributed depends on the price, structure type and number of the tile and structure. POS (Proof of Stake) method is applied to the MetaToken incentive system.

The level of MetaToken rewards for users will be higher during the initial phases to encourage participation, but over time the mining efficiency will be reduced each phase of the progress (i.e. "Halving").

MetaTokens may be awarded based on the following conditions and processes.

1. First, select “Manage Buildings”, then purchase buildings using MetaToken.
2. Second, construct the building on the tile you own. (The tile must not be on “Sale”)
3. As time goes, the full amount of MetaTokens rewards for constructing buildings will be generated (The amount of MetaToken awarded depends on the price of the land and the type of building)

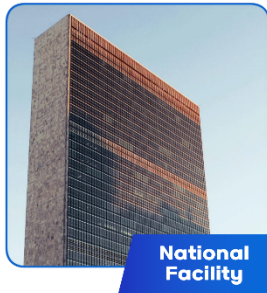
- **Consumption**

Users in Metaverse can purchase creations (buildings, resources, etc), and assets using MetaToken.

Landmarks in Metaverse 2

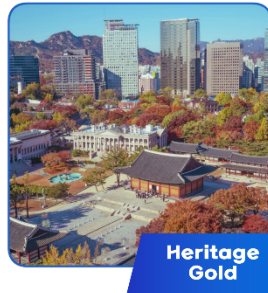
Landmark

The classification of landmarks is separated into four types. Additionally, the exterior and the interior of the landmark will be implemented in 3D. Lastly, the owners of a landmark can earn from owning a landmark's profit.



National Facility

Facilities considered crucial and operated by the government



Heritage Gold

Nationally Protected Areas



Platinum Culture

Culture Complex and Business Centers



Prestige Belt

Luxurious resident areas and commercial hubs

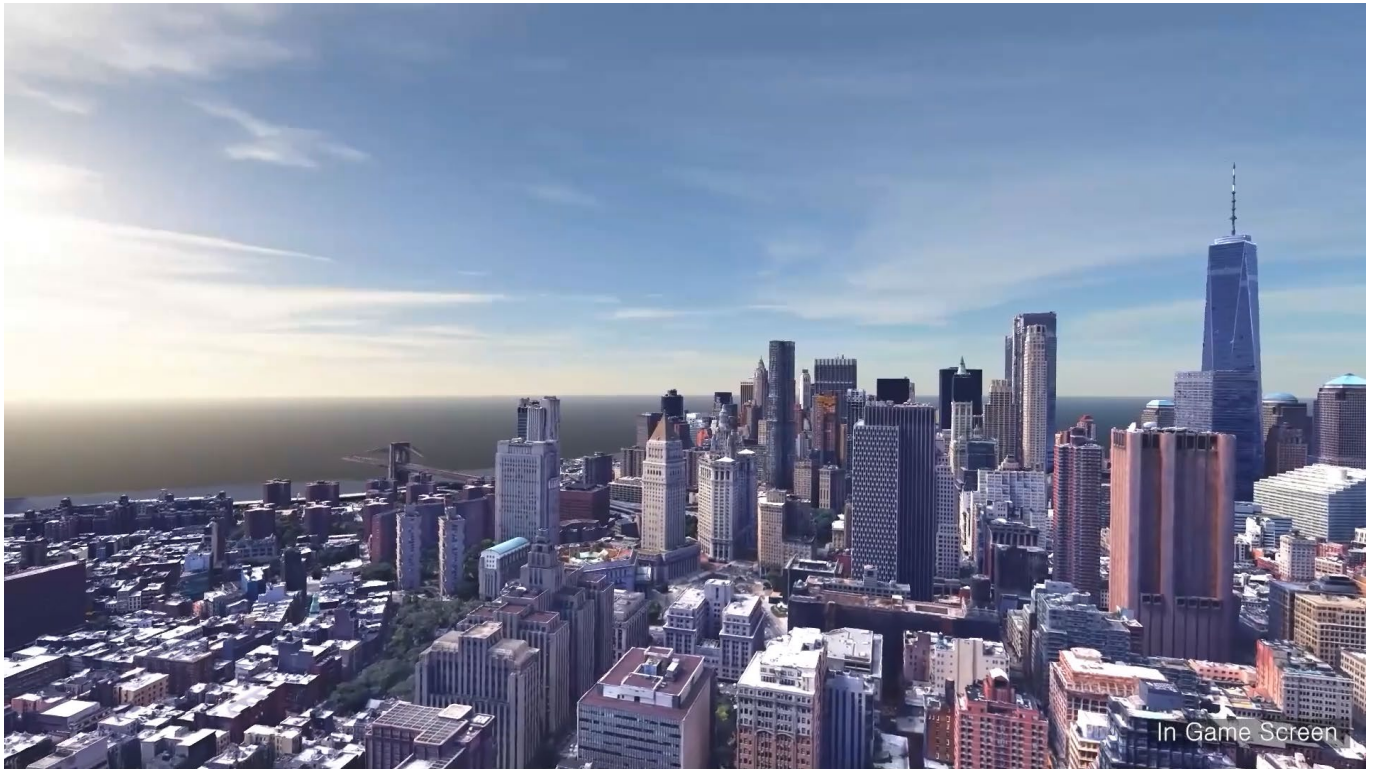
- Advertisement revenue can be earned when users own a tile that includes billboards for advertising in culture complex and commercial hub areas.
- An admission fee is earned when owning a landmark tile that includes exhibits features. Users can design and create any art-related creations, then let other users tour around.
- Famous artists or influencers can hold a live concert, public performance, and festival on selected landmarks. The owner of the land can earn partially from it.

In Metaverse 2, the landmark is defined as “Important or Famous” creations/buildings.

For example, the Statue of Liberty located in New York and Lotte World in Seoul only exist in one place. These land, tiles, creations are recorded, preserved, and protected by our DB, and all logs such as trading info, who owns when, etc are saved.

Once we add these to optimize these updates, there will be unimaginable ways to trade and create things coded with NFT.

Currently, landmarks are categorized into 4 types but, we are planning to create more types of landmarks. For more details, please refer to the information below.



Landmark Categories

Category	Description
National Facility	Facilities considered crucial and operated by government.
Heritage Gold	Nationally protected areas.
Platinum Culture	Culture Complex and Business Centers.
Prestige Belt	Luxurious resident areas and commercial hubs.



Landmarks located in the cities of Seoul and New York are as followed below.

Category	Seoul	New York
National Facility	Seoul City Hall National Museum of Korea	Headquarter of UN New York City Hall
Heritage Gold	Deoksugung Palace Jongmyo	Statue of Liberty Metropolitan Museum
Platinum Culture	Lotte Tower Lotte World: Magic Island	Washington Square Park Lincoln Center
Prestige Belt	Nine One Hannam Seoul Forest Trimage	Manhattan Time Square Hudson Yards

· Our Company

About “M Network”

Innovative technology and endless challenges will revolute our current society and will lead humanity to a technical revolution.

M Network will become a trustable and reliable partner in society by, quick adaptability, and providing convenient features to every IT user. We will spare no effort to serve as an IT leader, as well as stakeholders in various spectra, leading the global market with quick adaptability.

Core Value of “M Network”

M Network aims to lead modern society before anyone else by creating new values through the process of destroying old customs and creating revolution based on, creation, innovation, and globalization.

Creative

Unique concept and design are created by countless challenges.

Innovative

Establish a new approach & steps ahead of others.

Global

Enjoy alongside the people globally.

Official Channel and Contact Points of Metaverse2

Company Home Page	https://www.mnetwork.io/
Metaverse 2	https://metaverse2.com/
facebook	https://www.facebook.com/metaverse2
YouTube	https://www.youtube.com/c/Metaverse2
Discord	https://discord.gg/metaverse2
Telegram	https://t.me/RqEXQ6c_xZBiYTk1
Instagram	https://www.instagram.com/metaverse2_kr/
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