Whitepaper

MACH
MACH PROJECT
Blockchain based P2P asset trading platform
<table>
<thead>
<tr>
<th>CONTENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>8</td>
</tr>
<tr>
<td>9</td>
</tr>
</tbody>
</table>
We live in flood of cryptocurrency. Numerous blockchain and cryptocurrency projects have continued to evolve and develop so far since 2008, when an anonymous developer named Satoshi Nakamoto published a short paper called ‘Bitcoin: A Peer to Peer Electronic Cash System’ In December 2017, the price of bitcoin had soared to per $20,000 and several cryptocurrency also hit record highs. Based on 2017, there was a huge craze for cryptocurrency. And the 2018 crash was also terrible. Some people raised their concerns about the cryptocurrency crisis that spread to other asset markets in the wake of the sub-prime mortgage loan crisis.

Amid the surge and plunge, the opinions on the future of cryptocurrency are also divided. Warren Buffett, chief executive of Berkshire Hathaway Inc., is one of the typical negationist of cryptocurrency. He has previously warned that the rise of cryptocurrency is a bubble. On the other hand, Microsoft Chairman Bill Gates has been advocating Bitcoin since 2014, saying, "Bitcoin is better than money."

In any case, cryptocurrency is now out of the chaos era and creating an invisible order in the midst of advocacy and concern. The bubble has already been turned off and the focus is on formal regulations at the moment when it is set to kick off in 2019. Now cryptocurrency is being recognized by investors as an investment like gold. But I want you to think about one thing in the flood of Coin. Why do blockchain and cryptocurrency exist? Is cryptocurrency the main purpose of investment replacements for asset? If so, are these cryptocurrencies for investors only? If not, what was created for and can be used? Cryptocurrency is clearly referred to as ‘Crypto+Currency’ but is it acting as a ‘currency’ besides an asset? Blockchain technology has many advantages, but what kind of merit does it offer to the general public people?

Our project began with this question. And back to principles, as you can see in the Bitcoin white paper, the cryptocurrency world that anyone in real life can use it immediately, this has become the motto of our project. Eventually, after many hours of thought, we had finished to this conclusion, “Let’s create cryptocurrency, which is widely used by ordinary people to benefit from blockchain in real life, and their trading platform.” The target is the market for individual asset trading; it is so routine that anyone may have had a chance to trade personal goods at least once in their life, and the market is very large.
Blockchain technology features a fully distributed P2P network and secure hosting of encryption applications, storing data, and means of easily transmitting monetary value in real life. Those who are interested in the potential of this blockchain are, in large part, big business operators interested in reducing the marginal costs needed to deliver products and services by transforming the existing centralization system into a distributed system, and individuals and small business operators interested in efficiently delivering products and services to consumers in their daily lives.

Just as most innovative and over-rated technologies are, the initial blockchain technology should also be able to cause a radical departure from existing procedures. The process of this departure is very advantageous to the big company, which has a huge amount of money and advanced technology, as it entails new costs and risks, and on the contrary, individuals and small business operators may not be happy with the attempt because it is difficult and dangerous to develop blockchain-based services.

But rather than create an ecosystem for the big company through such large and innovative technologies as modernizing the banking system, our project is interested in implementing a convenient interface in which everyday small and small actions can be incorporated into the blockchain. The ecosystem of these MACH projects seeks to ensure safe trading through blockchain technology for the numerous individuals and small business operators, who dominate the market, and by proving the reliability of the contract, individuals trading assets as well as small business operators can convert to revenue the value they have supplied, and the consumer wants to complete a fairer, more universal blockchain project where they can purchase goods or services at a cheaper price.

In addition, our project focused on making it self-sustaining and independent use available to millions of people without the cooperation or assistance of any outside industry. This is the direction the MACH project seeks to pursue, not wait for the ecosystem to be created, but at the same time it opens up and moves toward a real market that can be used in our real lives. Now we would like to give you a detailed introduction to these questions and to our objectives. Now I respectfully invite you to 'The Crypto World of Our Dreams.'
The market that we see is a market for trading personal assets, including game items, cryptocurrency and used goods. We create a P2P asset trading platform for these interpersonal trading. It is not a small-meaning Exchange platform that only trades cryptocurrency, but rather a large-scale trading platform that enables trading of all types and intangible assets that individuals can trade. That's why it's not 'Exchange' but 'Marketplace'. Everyone is free to enter and trade their assets securely on a P2P basis through a virtual Trading Room (VTR), and any personal asset can be traded if the parties want to.

An infinite number of P2P assets can be traded through our trading platform. For example, digital assets include game items and game money, cyber money, mobile coupons, mobile data and cryptocurrency, while in-kind assets include mineral assets such as gold, silver and diamonds and used items such as mobile phones, clothes and bags. We start to provide trading environment for game items and cryptocurrency OTC, used items.
**AI Chatbot**

It's one of the key function of the trading platform we make. Our trading platform is the world's first AI chatbot-based P2P asset trading platform. When asset sellers and buyers pre-select conditions such as the trading price of their desired assets, our artificial intelligence-trading robot will find the most satisfactory trader based on them and close the deal. Our AI system does not simply match asset trading, but it supports the most optimal deal by applying maximum probabilities to meet the terms of the seller and buyer. To this end, we learn and apply huge deal-related big data.

**Cryptocurrency**

It's the basic environment we're making for. Basically a trading platform that uses cryptocurrency as a means of trading payment. The asset buyer uses cryptocurrency include MACH coin in our platform to purchase the assets that the seller intends to sell. By utilizing blockchain escrow and cryptocurrency, we store the trading detail data to blockchain at the end of each trading and store member’s KYC information. These data can dramatically reduce the risk of fraud in general trading as well as be safe.

**Community**

We hope that not only simple trading but also all users will have a useful information-sharing environment through our trading platform. To that end, we will provide many additional fun elements such as mobile games so that everyone besides trading can gather on our trading platforms to share information on various items, share opinions and have another fun. Our trading platform, in particular, will serve as a kind of mining pool in itself. We will serve variety of MACH coin reward mobile games. The more trading users make, the more MACH coins they will be able to get. It will also allow any MACH coin holder to participate in various coin airdrop events.
**High Safety**

The typical P2P trading way does not free the buyer from many fraud crimes because buyer send the price of the goods first to the seller. So many trading platforms also provide a safe trading environment, such as escrow systems, to prevent this, but are generally too expensive to use and charge to the seller, so sellers prefer to trading directly or require a higher price to buyer if buyer want to use it. From the buyer’s perspective, many buyers are engaged in direct trading to buy things more cheaply. We use the merit of blockchain to record trading data and to store traders' KYC details to prevent fraudulent trading in advance and to cooperate in resolving fraudulent trading by communicating to the investigative agency in the event of fraud.

**High Reliability**

Our trading platform creates an uninterrupted user experience even if countless sellers and buyers trade assets on our platform. For this purpose, we designs and applies high performance and stable service systems and actively utilizes advanced and reliable solutions. In addition, a convenient UI (User Interface) environment is designed and applied so that traders can trade it easily and quickly.
Typical asset markets that can be traded on the MACH trading platform

| Game Item Market |

To see the game item trading market, we need to know the characteristics of the game market in Korea and China. As of 2017, Korea now has the fourth-largest gaming market with 13.1 trillion won per year (online games 4.7 trillion won and mobile games 4.8 trillion won, etc) after the US, China and Japan (refer to the Korean game white paper of 2018). The figure accounts for 11.3 percent of the nation's total content industry sales, up from 116.3 trillion won in the cited period.

Meanwhile, the global game market is worth 150 trillion won. Especially China is an attractive market with a vast continent that is also considered one of the world's most populous countries, accounting for one-fifth of the world's population. In particular, Korean companies were making inroads into the market based on their commonalities and familiarity with the Korean Wave. In the case of China, it has developed enough to have 42 trillion won (approximately) market, overturning Korea's game market, which has been the country's main player. According to the 'China Content Industry Trend' report issued in September 2017, the figure stood at $32.82 billion (2,16.7 billion yuan) in 2017, and is expected to hit $49.16 billion (3,24.6 billion yuan) in 2020.

Along with the quantitative expansion of the game market, the market for intra-game item trading has also continued to grow, with the current market standing at 2 trillion won per year in Korea and 4 trillion won in China including Taiwan. For reference, China's online game market has developed since 2001 with an average growth rate of around 20 percent to date, and has already begun to surpass that of South Korea from 2005.

Meanwhile, Taiwan is emerging as a major game market as the Chinese and Korean game industries are in a slump due to their recent governments policy. Taiwan has developed online games on a similar scale to Korea's, and the market for trading items is also worth 1.5 trillion won. The Southeast Asian market is also attractive to Korean and Chinese online game makers in the future, and if their market grow, the market for trading items will naturally grow together as the game market grows.
In the case of Korea, game items have already been recognized as the property of their gamers and have developed into a so-called government-certified, nurturing market that pays taxes on profits through trading item. In the Korean item trading market, however, certain companies are almost monopolizing the 2 trillion won market, and the trading fees charged are so much. Using the trading platforms, user have to pay their trading fees almost 5 percent. The reality is that even if you use an item trading platform, you can't prevent 100 percent of item buying and fraudulent trading.

This is why analysts say that blockchain, a fundamental technology for cryptocurrency, can reduce problems that occur in game item trading. In the gaming industry, item trading fraud is not just a minimal crime. In some cases, an item costs up to tens of millions of won. For this reason, many people get involved in lawsuits. Therefore, preventing this is innovative for the gaming industry and the item trading market. According to the Cyber Security Bureau of the National Police Agency, the number of game item scams in South Korea stood at 4,555 in 2016, up 60 percent from 2,731. These scams can be solved by the MACH trading platform using blockchain.
Cryptocurrency OTC Market

Size of OTC (OTC) markets for cryptocurrency trading is huge enough to amount to $44 trillion as of end-2018. According to the results released by the Chain Partners Research Center in January 2019, about 25 percent of all digital asset trading were traded over the counter as of 2018. The report released by the Research Center estimated that the top 10 cryptocurrency trading platforms traded $119.8 billion a month, with the over-the-counter market worth $40 billion a month.

Cryptocurrency OTC is the way in which cryptocurrency holders trade directly through P2P with intermediaries, rather than regulated cryptocurrency trading platforms. The reason for trading cryptocurrency with OTC is that it can mitigate uncertainty about price changes arising from volume sales and purchases. This is because there is a risk that prices will change from time to time in an environment where everyone can recognize them if they are purchased or sold in bulk through cryptocurrency trading platforms. Therefore, cryptocurrency OTC are mainly used by large investors with financial resources.

The future of OTC is very optimistic as large investors are forecast to show more interest in the cryptocurrency market in the future. About 22 percent of global institutional investors already own digital assets and 40 percent plan to invest in digital assets within the next five years, according to a survey by Fidelity Investments. Many of them are likely to trade cryptocurrency through OTC.

Cryptocurrency OTC differs in part from that of traditional financial OTC markets. The process in which brokers make public information to only a few people to match buyers and sellers, and quickly conclude trading, is similar, but the level of security is different. OTC trading in the stock and bond markets can be reversed even if a wrong trading occurs, as the trading takes place after a grace period of one or two days after the trading is finalized. However, since trading of cryptocurrency OTC are implemented on top of decentralized blockchain, it is difficult to cancel because of trading take place immediately. This is why OTC trading using escrow are needed.

The participant of OTC market
| Used asset trading market |

Among the spot asset markets, one of the most prominent markets is the used asset trading market. A recent survey of consumer sentiment trends released by the Bank of Korea showed that the figure stood at 99.2 point as of August 2018, based on 100. Below 100 indicates pessimism in consumer sentiment, which is expected to continue to be lower. On the other hand, there are markets that rebound when the economy is forecast pessimistically or when the recession deepens, which is the P2P used asset trading market.

In late 2008, Korea's P2P used market was worth about 4 trillion won, and it grew so fast that it reflected the times of the financial crisis, and it jumped five times to about 20 trillion won as of 2018. The sum excludes those that cannot be counted as informal trading, such as used car and mobile data trading, which, if it included, will increase exponentially, making it impossible to determine its size. Since annual sales at convenience stores nationwide in Korea are worth 20 trillion won, one can guess how much potential the P2P used trading market has at present.

Used IT devices such as smartphones ranked 1st trading item, next is home appliances. This P2P used trading market has a similar environment in Japan. 'Merukari', a leading used asset trading platform, was a small online used asset trading platform a few years ago but its current market capitalization is 5 trillion won, boasting the size of Korea's Lotte Shopping. The company accounts for 50 percent of Japan's online used trading, and Japan's market for used trading assets stands at 300 trillion won, which is 15 times the size of Korea.

As of 2018, China is forming a 170 trillion won market and is rapidly growing at an annual average of 30 percent. The reason why China's market has been able to grow is because mobile applications specializing in second-hand trading have established a safety trading system along with changes in consumption perception. Competition between platforms is also intensifying. Following massive investments by Chinese IT dinosaurs Alibaba and Tencent, Paipaiershou (拍拍二手), an app specializing in used trading, which was officially launched by Jingdong late last year, has been active since 2018.

On the other hand, the darkness in used trading market is growing at the same time as the used trading market is growing. For example, the fraud, the seller list a hypothetical item from the beginning for the purpose of fraud, receives cash from the person who wants to purchase it, and either does not send the item or sends the wrong item. The damage is enormous, some statistics say, as such fraud accounts for 10 percent of the total market for used trading. Recently, there have been news reports that voice fishing (fraud) organizations are jumping into the scam of selling used. Recently, it was reported that teenagers who pocketed billions of won by manipulating the secure payment service, which is used as a safety device, were caught. They explained that they were selling products cheaply and said they could make a safe payment trading, but they were found to have cheated by using a method to write down the account number of a cannon bankbook in a fake safe payment notice mail sent by them.
Our trading platform enables to be secure trading with using escrow through blockchain technology effectively block the dark side of this market and provide an environment where all traders can trade assets safely and conveniently.

| Mobile Digital Asset Market |

Assets are broadly divided into digital assets and in-kind assets, and digital assets include cryptocurrency or game items. They are such a big, sure market that this white paper was introduced separately, but recently there is a growing market exist too. It’s the mobile digital asset market, typically with mobile data and various mobile gift coupons.

The item that can be seen frequently in used trading platform is mobile data trading. Usually, middle and high school students trade a lot, and they are very active though small amount of money. Mobile gift coupons are also an asset trading market that cannot be ignored, and they are buying and selling mobile gift coupons issued by famous bakeries and coffee brands through online trading. It’s a satisfactory form of deal for sellers or buyers because they try to sell at a lower price than is usually available.

Our trading platform has a blockchain-based escrow system, so you can sell or buy any asset. Mobile data and coupons can also be safely traded through our platform.
Solid ecosystem formation

The MACH project does not require the cooperation of the surrounding industry in order to activate the coin ecosystem. For example, in the case of game item trading, unlike the other coin project concept, our blockchain ecosystem is formed by the participation of gamers, not the cooperation of game companies. This is because we believe that the owner of the game item is not the game company but the gamer. Gamers simply deposit the cryptocurrency into our trading platform to buy the game items they want, we can make the deal safe. Item sellers can receive MACH coins if buyers deposit MACH. But if they want to trade with other cryptocurrency, they have to pay small exchange fee.

Comparison between general coin ecosystem (left) and MACH ecosystem (right)

The most secure P2P trading

When it comes to asset trading, there’s no way that the seller and the buyer meet and the two do business. Since only two people are matched and the trading is carried out, any asset may be traded once the interests of both sides are met. What our project needs to do is to mediate between the two sides so that they can deal safely. The P2P trading method pursued by MACH platform is to ensure that all trading are safely traded through the escrow system, which utilizes the characteristics of the blockchain that is not modifiable once recorded. And these escrow trading take place on blockchain linked in the Virtual Trading Room (VTR).
Focus on creating trading platforms

Blockchain is a good technology, but it must be a necessary means of ecosystem and should not be an objective. We don't have a priority to issue coins. In the current asset trading market, it is a priority to create a trading platform so that users can use it more conveniently, easily, safely, and cheaply. To realize these goals, apply blockchain technology and issue coins. Of course, if the value of the trading platform goes up, the value of the coin will go up as well.

Broad P2P asset trading coverage

We aim to trade all the assets available for trading on P2P way. The main purpose of issuing MACH coins, the world's first AI chatbot system, and the use of VTR technologies are all just the means to apply to pursue a boundless ecosystem aimed at creating a safe and convenient P2P asset trading market.
MACH Trading Platform refers to a P2P Safe Asset Trading Platform that can be traded in MACH coin and other cryptocurrencies. The trading platform is applied in mobile, PC and hybrid version, and the App version if necessary. MACH coin is a cryptocurrency used when a trader registers as a member of the MACH trading platform and trades assets. Now MACH trading platform currently in service open beta version.

MarketMACH trading platform
Key Features of the MACH Trading Platform

- Cryptocurrency trading with blockchain-based escrow system
- Secure P2P trading through a Virtual Trading Room
- Support AI chatbot-based trading environment
- Automatic Translation System (ATS), Multilingual Translation Trading for Foreign Traders
- Various cryptocurrency exchange services
- Provide many interesting elements, such as game services, to revitalize the
MACH Trading Platform Infrastructure Configuration Diagram (Concept, Operations). MACH trading platform has its own 'Region' such as South Korea, China and Japan to enhance safety of services and carry out general-purpose process.
Features of MACH Trading Platform

Application of AI Chatbot Technology
AI Chatbot is a technology that connects numerous businesses, services and individuals, such as finding services and data in a timely manner that require optimized data for consumers and easily accessible services without any installation. AI Chatbot Market is already popular overseas.

Just like an overseas press release titled ‘AI Chatbot and Blockchain are perfect harmony’, AI Chatbot can play a role of Man-less, which reduces costs and increases user convenience greatly. In other words, when asked by AI chatbot, they will automatically find suitable customers and find assets to trade. It can also reduce trading time very quickly, which increases the speed of trading in the entire trading market quickly, enabling more trading. If the seller registered the goods on the trading platform and the buyer wanted to purchase them, AI Chatbot will guide the seller through the VTR by using push messages or e-mail when requesting the trading. Since all three parties, including two customers, will participate in the conversation, smooth dialogue will be immediately possible.
VTR

It is a ‘Virtual Trading Room’ provided by the MACH trading platform, a meeting place between asset traders. AI Chatbot will play a mediating role so that both buyers and sellers can safely trade with MACH coin, and will automatically disappear when the deal is finished. The asset trading history and final trading results are recorded in the blockchain through the VTR to prevent fraudulent trading.

The trading process through the VTR is as follows: First, the asset seller registers the item and the buyer searches for it. When the seller finds the best buyer, the buyer requests the trading, and the MACH trading platform sends a signal to the seller by mobile or e-mail to get the deal. Traders will be invited to the VTR, which looks like a SNS messenger window, to proceed with the trading while AI Chatbot arbitrates, and AI Chatbot will arrange the order of the item in order to safely trade the assets, serving as an escrow in the order of final bargain-trading request-MACH deposit-checking of goods and trading completion. Once the deal is completed, traders can naturally exit the VTR and the VTR will automatically disappear. Note that these VTR appear to only between the two traders.
ATS
It is one of the main features supported by the MACH trading platform. ATS stands for ‘Automatic Translation System’ and is a multi-language auto-translation function. It tracks the IP of users who access the MACH trading platform, identifies the area, and supports automatic translation into Korean, Chinese, English and Japanese according to the criteria. For example, if there is a person in China who wants to sell his used cell phone and those who want to buy it are in Korea, the Chinese materials posted by the seller will be automatically translated into Korean and shown.

Other asset trading platforms can operate only with their own country due to language problems and currency problems. However, if AI Chatbot uses multi-lingual engines, AI Chatbot will translate between languages and help with trading, so it will support international free trading with cryptocurrency.

Account authentication
The official name of this patent is ‘The system and its method of identification using a bank account’, which is a non-face identification process that is normally carried out by checking the account number of the bank’s bankbook issued through the face identification. On the current MACH trading platform that trading with cryptocurrency, the MACH trading platform will provide cash trading in the future. At that time, bank account identification will first confirm that the account is the same as the asset seller’s membership information, and then transfer the trading amount.

When an asset seller enters a bank name and account number for verification, the authentication server on the MACH trading platform sends a ‘One Time Password’, and the asset seller immediately checks his account and enters the received OTP number into the MACH trading platform authentication platform, which is then verified by the authentication server.
Cold wallet and authentication service in credit card form

The official name of this patent is 'IC Card Information Security Transmission System and Online Payment and Authentication Method using it', which is a patent for cold wallet system and certification services to be serviced later in the MACH platform. As the value of cryptocurrency has soared recently, the number of hacking attempts is also increasing. No matter how secure the solution is, it is not fundamentally safe to attempt to hack into such a system that is connected externally and online. Therefore, a variety of cold wallet products for cryptocurrency users have recently been launched. But so far, cold wallets, which are kept entirely by individuals, have not become popular due to the risks of stability and loss.

This patent is a patent applied to the creation of cold wallets using IC chips of credit cards that we can easily store and move around, enabling the transmission of multiple cryptocurrency and MACH coins received from MACH trading platforms directly to cold wallets mounted on PCs or mobile devices. The main data of the cryptocurrency is distributed to the terminal, and the key to restore is divided into the IC chip. In addition, as a means of authentication mechanism, a decentralized certification of individual is placed in a blockchain to ensure security and integrity, and this IC chip can be authenticated at any time by connecting with a person's public key.
MACH coin concept

MACH coin is an exclusive coin for MACH trading platforms, offering various functions such as guarantees for trading as well as switching to other cryptocurrency. MACH coin can be purchased at a price on MACH trading platform. MACH Coin has been developed as a hybrid architecture (Off-chain/On-chain based solution) to support large amounts of coin transactions in the MACH ecosystem. In other words, the input and output of MACH coins are activated in on-chain, the transaction details such as VTR data, are stored off-chain.

MACH coin is based Etherium blockchain(ERC-20), and once the MACH platform's ecosystem grows bigger to a certain point, it will be upgraded to a hybrid architecture that fits our platform.
MACH coin usage

_game item trading_
Any game’s asset can be traded if they want to. Coin trading is done on the MACH trading platform and actual item delivery is carried out through accessed game.

_Digital asset trading_
Digital assets include mobile data, mobile coupons and cryptocurrency (including OTC), all digital assets that the seller want to sell can be traded on the MACH trading platform.

_Spot asset trading_
Similarly, all types of assets that the seller can sell are negotiable on the MACH trading platform. In particular, used goods trading that can lead to fraudulent accident can be safely traded on MACH trading platform.
MACH coin is a reliability-based payment. MACH coin, in combination with the blockchain of MACH trading platform, pursues a new way of safe trading payment platform that goes beyond the other platform. The other escrow platform is not being used well because of many problems like expensive fee. But MACH coin, in addition to MACH trading platform, seeks to address these problems by making a secure trading without fee using the characteristics of the decentralized system, blockchain.

MACH coin ecosystem
_Incentive
MACH coin can basically be purchased directly from MACH trading platform with so many cryptocurrencies like BTC or ETH. The seller may request withdrawal with MACH coin, there is no fee. Note small exchange fee will be charged when trade with other cryptocurrency. MACH coin holders can receive incentives simply by working hard on the MACH trading platform. In addition to the activities of buying or selling goods, additional activities such as reviews, analysis, and comments of the goods can also provide additional incentives.

_Value stability
All the costs and incentives that arise within the MACH ecosystem, including the MACH trading platform, are through the same cryptocurrency, so continuous inflow and outflow is made. In addition, the MACH trading platform discloses the official exchange rate between MACH coin and other cryptocurrency, and is superior in terms of volatility and value stability because the buyer can buy our coin with this rate, and also seller knows that rate and coin value.

_Easy to use
It’s easy to buy MACH coins and do everything with the coins you've received as incentives. MACH coin is also very simple to transmit between wallets and MACH trading platform wallets. It is easy to log-in and start using services.

_Cash value
MACH coin also has a future listing plan to famous exchanges, and the MACH coins received as a trading and incentive can be sold to that cryptocurrency exchanges anytime. Even though it is not through exchanges, MACH coins can also be sold directly because P2P trading are also possible.

_Extensibility
MACH coin is currently available in MACH trading platform, but it can be used when other services are launched. Currently, MACH coin focuses on online trading intermediaries, but it can be extended by making off-line payment.

_Investment value
MACH coin is expected to grow its value rapidly in the near future with network effects due to the characteristics of the asset trading market, which attracts more traders. As the supply of MACH coins is limited to up to 200 million MACH in contrast to the increase in the global asset trading market by participants in the MACH ecosystem.
MACH coin issue and distribution

The issue of MACH coin is for the development of MACH protocols and the creation of ecosystem based on them, and those who support them can participate in coin events through the remittance of their cryptocurrency.

※ Total: 200,000MACH, Circulating: 100,000MACH, Max: 200,000MACH
※ Team, Advisor, Member Lock: 100% (available from the end of the IEO, 12 months).

The total number of MACH coins to be issued is 200 million, of which 5 percent will be allocated for founder, co-founder, 20 percent for institutional investors, 10 percent for the MACH project team and stock holders that works hardest to create the MACH ecosystem, and 35 percent for the company’s holdings for the MACH ecosystem, 20 percent for the pre sales and IEOs. 10 percent for the marketing include airdrops and bounties. The company’s holdings in MACH(35 percent) is a reserve for maintaining the stable value of MACH coins, which can be incinerated in full if the value of MACH coins decreases. This is an approximate ratio, which can be changed if adjustment is deemed necessary for future activation of the actual MACH protocols.
_coin distribution
[Founder & Co-founder] 5% - founder and co-founder of MACH coin
[Team] 10% - Incentives for MACH development and Operations team members, advisors and suppliers, stock holders
[Institution] 20% - MACH coin institution investment
[Token Sales] 20% - Private, Public Pre-sale, IEOs, etc
[Marketing] 10% - Marketing
[Reserve] 35% - Reserve for stable operation of MACH coin

_MACH trading platform’s profit structure_
The revenue structure of the MACH trading platform can be largely divided into the fee system and additional revenue. Fees have a three-tier system of use fees that may arise from members trading assets through the MACH trading platform. First, there is no fee if the trading is carried out through MACH coin(excluding gas fee). Second, trading fee will be charged when asset traders proceed with trading with other cryptocurrency rather than MACH coin. Third, when asset traders proceed trading with cash-based points, they will be charged escrow and exchange fee.

Meanwhile, the MACH trading platform will offer several additional services as well as asset trading among its members. There are revenues from these additional services include service fees, item sales fees, and game coin transfer fees from mobile games to MACH trading platform, as well as revenues from third parties such as mobile games or cryptocurrency and banner ads, shopping malls.

<table>
<thead>
<tr>
<th><strong>Trading Fee</strong></th>
<th>0% fee for cryptocurrency trading(excluding gas fee), trading fee for cash-based &amp; other cryptocurrency escrow trading</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Other additional revenue</strong></td>
<td>reward-type mobile/online games, sales revenue from MACH shopping mall, etc.</td>
</tr>
<tr>
<td><strong>Coin/Game listing fee to our trading platform</strong></td>
<td>The fees for listing third-parties coin/game to MACH trading platform</td>
</tr>
</tbody>
</table>
The MACH project was first planned in January 2018. In June 2018, White Paper 1.0 version was published, and in October 2018, MACH Coin was issued. It currently hosted the 1st IEO in January 2019 and launched the MACH trading platform close beta in March 2019. As of May 2019, the MACH trading platform is launched open beta service under the brand ‘MarketMACH(www.marketmach.com)’ The MACH trading platform aims to be public serviced at 3Q in 2019.

In 2020, we will launch PC cafe that can use MACH coins. PC cafe designs sound game culture and provides information such as cryptocurrency prices in addition to various games. MACH coins and vouchers can be purchased through Kiosk platform in PC café, which can purchase goods.

In 2021, DCS (Decentralized Certification Service) will be launched using blockchain. Up to date, as the Internet age, personal data has been legally required and managed by the service provider to use any service that we do not want. The era of blockchain, such personal data is re-managed by individuals. DCS is a decentralized certification (authentication) system that prevents illegal sharing of personal information and is highly secure with storing in the database in blockchain system.

The MACH project aims to become a blockchain-based total game and entertainment publishing company in 2021. Now MACH coin is ERC-20 based, but if we would change our main-net in the future, also coin and dApps can be changed too. In 2019, we plan to officially launch mobile games in which MACH coins are rewarded, and launch a decentralized DCS certification service, which is managed mainly by its owner in 2021.

Meanwhile, MACH coin, which is used in MACH trading platform, will be listed to several external cryptocurrency exchanges when MACH coin’s value is being stabilized. The listing will be focused to major cryptocurrency exchanges. The schedule of listing can be changed depending on the MACH coin’s ecosystem environment, the listing costs and conditions.
2021
- To be Total Blockchain based Game & Entertainment Company

2020
- Game Station PC cafe Launching, Hold 1st Blockchain Game Developing Contest
- Launching 30th Blockchain based Mobile Game in Game Station (Developing / Listing)

2019
- MarketMACH Game / Coin Listing '10th (at least each other)
- Marketing & PR all over the World
- MarketMACH Chinese / Japanese ver. Launching
- MarketMACH Public ver. Launching
- Game Station Launching, Listing 2 Mobile game for Reward MACH
- Market MACH Shopping Mall Launching
- MarketMACH Open Beta Release (Korean ver.), MACH Adventure Launching
- MarketMACH 2nd Close Beta Release
- MarketMACH 1st Close Beta Release
- MACH 1st IEO (Chainb exchange in Korea)

2018
- MACH Token (ERC-20)
- Investment from Crypto fund
- Begin to develop Market MACH Platform, MACH Adventure Game
- White paper v.1.0 published
- MACH Project Planning

05 MarketMACH open beta release
07 Begin to develop MarketMACH Platform, MACH Adventure Game
12 To be Total Blockchain based Game & Entertainment Company
12 Game Station PC cafe Launching, Hold 1st Blockchain Game Developing Contest
12 Launching 30th Blockchain based Mobile Game in Game Station (Developing / Listing)
Introducing key members

STAFF
MEET the TEAM

Solomon Choi
Founder / CEO

Seok tae Hwang
Advising Director

Steve Sung
Co Founder

Dong young Seo
CFO

Dong hoon Kim
CTO

Mr. Ban
Project Counsellor

Simon Kim
Chief Developer

Jong min Kim
Developer

Young jae Seo
Developer

Ji hyun Oh
Management

Dana Ham
AD / Marketing

Ga young Lee
Designer

Jae hyun Jo
Operator

Jeong hee Park
Operator
CO-WORKER

Ki won Choi
Market Researcher

Na rae Kim
AD Maker

Hui joong Kim
Designer

Dae yeon Kim
Designer

Eun jung Park
Communicator

ADVISOR

Antonio Kim
AI Company founder

Min a Jung
Allison+ Partners Korea CEO

David Choi
Brain & AI researcher

Joo Phil Jung
‘Blockchain Today’ publisher

Steve Cho
Connector in the game field

Sung Phil Lee
Connector in the game field

Sang woo Park
Connector in the Marketing field
ADVISOR
MEET the TEAM

Jason Lee
Blockchain news team leader

June hyung Ban
HISWILL COMMS CEO

Jong jin Kim
Connector in the game field

Emmy Seo
marketer

Young seop Lee
Online game and researcher

Ji hoon Kim
Connector in the game field

Investor
MEET the TEAM

Hyun woo Bin
Coin investor & Book author

Chang bin Son
Institutional investor
If you are interested in the MACH project, please read all the contents of the MACH project exemption clause carefully. We encourage you to consult legal, financial, tax and other experts if you feel you need it.

| Legal notice |

(a) This white paper has been distributed for general reference purposes only with regard to the MACH protocol project at the time of creation and may be amended without prior consent through future versions.
(b) No one has any obligation to enter into contracts or legally binding contracts relating to the sale of MACH coins. In addition, Funds should not be received on grounds on the basis of this white paper. The sale of a MACH coin is made through a legally binding contract and the details are provided separately from this white paper.
(c) Under no circumstances shall this white paper be construed as a token sale or purchase offer by the MACH token publisher/company.
(d) This white paper is not provided in business plans, business manuals, proposals, etc. and shall not be construed under any jurisdiction as an investment proposal or recruitment plan, such as securities, units of business trust, units of collective investment plan, etc.
(e) The MACH token should not be understood, classified or treated as an opportunity for buyers to participate in the MACH protocol platform, MACH token, product or receive any portion of the return on investment/income/payment/profit or amount. The information contained in this white paper has not been reviewed, inspected or approved by regulatory authorities.
Distribution and Propagation Limits

Distributing all or part of this white paper may be prohibited and restricted by legal or regulatory requirements. In such a case, you must understand the restrictions and seek legal advice and comply with them. MACH and MACH employees, agents, and associates (hereinafter referred to as ‘MACH and company’) are not responsible for them.

Exclusion of Liability

(a) MACH and its associates specify that they do not explicitly or implicitly guarantee or describe the accessibility, quality, fitness, accuracy, adequacy, and completeness of MACH tokens and related services, and that they are not liable in connection with this.
(b) MACH and its affiliates, including the information contained in this white paper, do not describe, guarantee, promise or claim authenticity, accuracy, or completeness to any person or person. Therefore, the legal liability is not contractual or illegal and is applied to the maximum extent permitted by the relevant legal regulations.

Warning Statements for Future Forecast Statements

(a) Certain expressions in this white paper contain predictive statements about the future, future events, and prospects of the project. These forward-looking statements may also be included in presentations, interviews, videos and other public releases other than this white paper.
(b) Future forecasting statements include a variety of risks and uncertainties. These statements do not guarantee future performance and should therefore not be relied upon. No liability shall be borne by MACH and its affiliates for any future losses caused by these changes.

Potential Risk

Before deciding on the purchase and participation of MACH token, the business, financial status, operational results, and prospects of MACH token may be affected materially and negatively. In such cases, you must make a purchase only if you are fully aware that the value of the MACH coin may be lost in whole or in part.
etc.
No person other than the content contained in this white paper is authorized to provide information/explanatory for MACH tokens, MACHs and associates, even if this information / description is provided, it should not be construed to be authorized or representative of MACH or their affiliates.
No information in this white paper shall be deemed to be business, legal, financial, or tax advice to MACH token, MACH or any of its affiliated companies.

Contact: io@onlykcs.com
Introduction of MACH project: mymach.io
MarketMACH: https://www.marketmach.com
Company: https://www.onlykcs.com