

SECONDCITY

Connecting the real and the virtual.

Welcome to Real Metaverse SecondCity.

Play, Building, Ownership, Business, Create Profit, all of that



Second City

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INTRO.

Games have been played since ancient humans in the past. Games have occupied an important part of all cultures and are among the oldest forms of human society. The game contains uncertainty of results, competition, divided places and times, a fabricated element, opportunity, stated goals, personal fun, sociocultural characteristic, etc.

Games make satisfy emotions such as simple play, human fun, and desire for winning and have been developed through social culture, economy, technological progress, etc. Games hereby have become entertainment beyond just enjoying and have created a variety of added value. As a result, it has become an industry in the global economy.

However, game companies monopolized most of the added value through games, and a lot of people raised questions about biased profit models and disproportionate game market economies because there were complaints and a thirst for it. As a result, games that try to solve these problems through blockchain technology have been continuously released and grown. Before blockchain technology was combined, users who owned an item had only the right to use the item. It was difficult to solve the problem without the control of the game company if the item was unavailable to the user in the game or if the game account was hacked and another user took the item. But games that combine blockchain can permanently secure digital ownership of items without the risk of hacking, forgery, or modulation.

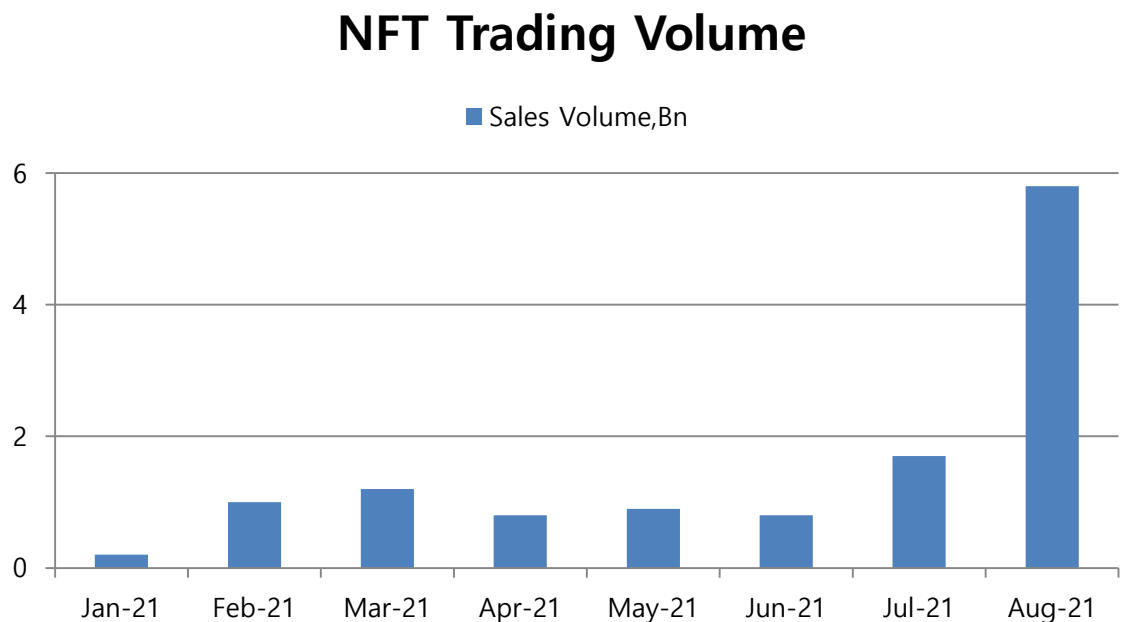
Through this technical progress, users' reactions, social atmosphere, etc., the market scale of games that combine blockchain is growing day by day. In line with that, it began to hit the world with the slogan 'play2earn,' and Axie Infinity (AXS), The Sandbox (SAND), and Decentraland (MANA) have firmly established in the game industry.

Market Trends

Blockchain Game Market Scale

The blockchain game market is expected to reach 62 trillion won by 2025. Various game companies in Korea are also currently actively engaged. Especially, they are focusing on securing important global IPRs(Intellectual property rights) in the game market. According to Bitkraft, a game venture capital company, the blockchain game market, which was worth 1.5 billion dollars last year, is expected to grow to 50 billion dollars by 2025. Also, Eric Schiermeyer, CEO of Gala Games, said, “If blockchain games rise to the mainstream in the game market, which is currently estimated to be 240 trillion won, it is likely to increase to 1,200 trillion won.”

NFT Trading Volume USD

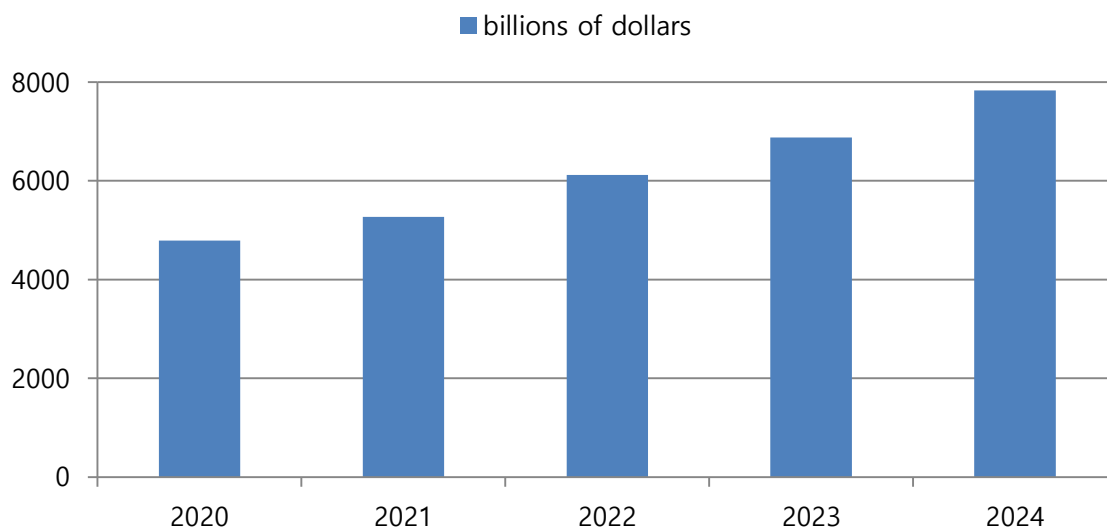


*Source: DappRadar, Dapp Industry Overview

Metaverse Market Scale

Microsoft and NVIDIA declared 'Metaverse' as a next-generation core business and introduced new technologies related to Metaverse. "I'm sure Metaverse will be a bigger new economy than the current one," said NVIDIA CEO. Mark Zuckerberg, Facebook CEO, said, "Metaverse is the next step on the Internet. I hope we will be recognized as a Metaverse company as time goes by." The Metaverse War of Global Big Tech Companies has begun in earnest. The Wall Street Journal (WSJ) reported, "there is a big tech war over Metaverse" adding, "This reflects the growing belief that Metaverse creates considerable wealth in reality." Metaverse is a combination of "Meta," which means transcendence or virtual, and "Universe," which means the real world, and refer to a virtual world linked to reality. The concept first appeared in the 1992 novel "Snow Crash", but remained in the realm of science fiction for a long time due to the lack of technology. However, as developed technologies such as networks, graphics, and artificial intelligence implemented the Metaverse world during the Fourth Industrial Revolution, the expectation for Metaverse as an industry got higher. On top of that, interest in the virtual world and demand for Metaverse technology accelerated rapidly as non-face-to-face society became common due to the COVID-19 pandemic. The scale of the Metaverse market, which is still in its early stages, varies widely from research institution to research institution. Bloomberg Intelligence predicted that the scale of the Metaverse market will grow from 478.7 billion dollars (approximately 564 trillion won) to 783.3 billion dollars (approximately 923 trillion won) in 2024. Morgan Stanley, a global investment bank, said "Metaverse will be the next-generation social media, streaming, and game platform," and suggested the scale of the Metaverse future market at up to 8 trillion dollars (approximately 9,434 trillion won).

Metaverse Market Scale

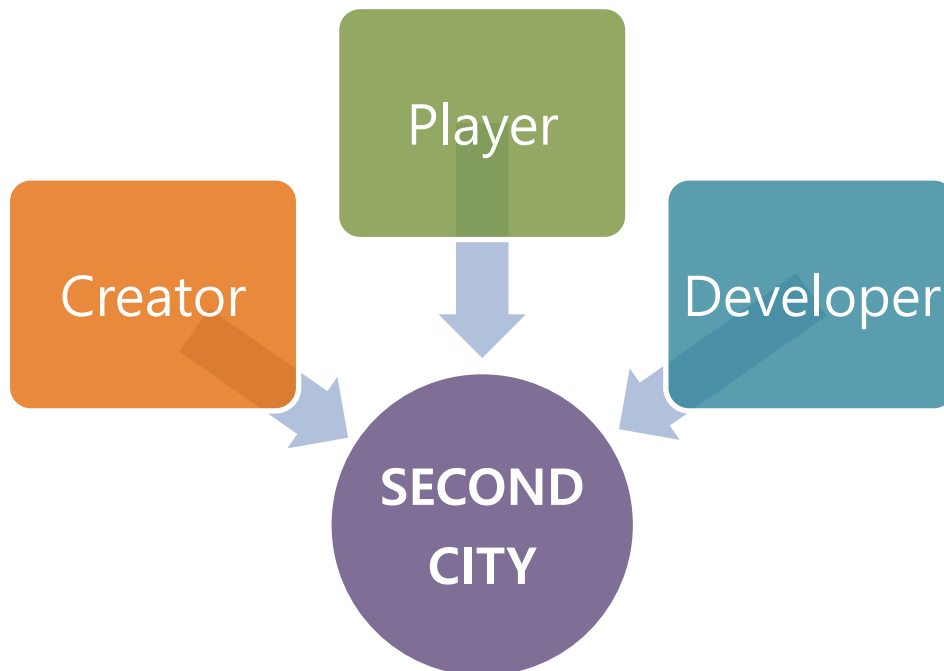


*Source: Bloomberg Intelligence

The SecondCity team was designed to aim for a true Metaverse beyond games in this market environment. Therefore, we are fully concerned about the essential concern of the Metaverse. Wouldn't the space that connects virtuality and reality be a Metaverse?

So, we started looking for answers in real life. And we tried to make everything in this real-world to materialize in virtuality. Inevitably, Metaverse SecondCity was founded which reflected the reality.

SECONDCITY



What is the true Metaverse? If it is a combination of “Meta,” which means virtual, and “Universe,” which means the real world, wouldn't it be Metaverse which is a virtual reality world? SecondCity tried to make everything in this real-world materialize in virtuality. SecondCity is a Metaverse that reflects reality, it connects reality and virtuality, and secures safe copyright and ownership by building a system in which numerous creators around the world produce, play, and trade their creations. Also, it will provide a variety of content to simply play users and allow SecondCity producers and consumers to form an organic economic structure.

Metaverse ‘SecondCity’ Overview

SecondCity has a total of four cities in the early days of Seoul, New York, Beijing, and Tokyo.

Each city consists of four sections, a total of 10,000 Land NFT.

Land NFT holders can be mined CITY tokens, build buildings on each piece of land, and create revenue by running or leasing businesses in those buildings.

1. Building Structure

SecondCity is designed to purchase land and build buildings on its land to run whatever you want.

There is the answer to “whatever you want” is the structure of buildings in SecondCity. Existing Metaverses have an open structure, which is the way characters enter the building and move directly to the upper floor using stairs. In this case, it would be easy and good to use building systems or tools provided by game companies, but in terms of content, the functions that can be done are extremely limited. This is because users cannot make functions that are not provided. And it’s practically not even realistic.

Who would use the stairs to go up and jump off to the first floor again in reality.? It is rather realistic to arrive at another floor as if you were just teleporting to the second and third floors by elevator and become an individual space. The core of the SecondCity is the building can make each floor into an open structure of mini-world type by building blocks method. For example, the first floor of the building makes an open structure, and it is made into a mini-world type to move through a warp by elevator from the second floor. The reason why buildings with mini-world structures are important is that anything can be produced and serviced as Unity using building.

For example, assuming that an English academy is created and a video content provision business is serviced by a Metaverse, an open building cannot selectively control access, has no privacy in conversation, and cannot prevent content from leaking out. Also, there is no means of receiving payment for access. However, if the second, third, and fourth floors are all in respective mini-world types, the story is different. Once, access can be selectively controlled on each floor, it is a private space, and it can make profits through admission ticket payment, and rent each floor to different people.

SecondCity will offer basic modeling on each floor, designs and sources of elevator roles to the public, aid 3D modeling exchanges between users, and the built-in modeling provide the ability to stack blocks and build buildings in any way you want, and the following features are available.

First, you can rent by building floor.

Second, you can run a company.

Third, you can run a content business.

Fourth, you can do business such as delivery and shopping linked to off-line.

Fifth, whatever you want to imagine can now be implemented in 3D on SecondCity from the 2D on

the Internet.

2. Commerce System

SecondCity has three types of stores. There exist world stores (interpersonal transactions), in-game stores (sales of the game company), and private stands (installation within buildings). SecondCity commerce system automatically exposes items on world stores that have been registered for sale on individual private stands that are provided by the game company. World stores can explore all items put out on market, but do not possess the power for immediate purchase.

In essence, this means that one must move to the product stand of the building that sells the product and try it on the character before actual purchase. People without buildings are not allowed in commercial activities because they fail to own a private stand. Therefore, it was necessary to include a wholesale function. This wholesale function of the world store allows for one to sell other people's products on their stands.

Wholesale function: Metaverse is virtual reality. Commerce is one of the many important things that are part of this virtual reality. All existing games and Metaversees also engage in commercial activities through transactions. But something was missing that needed to be considered- the idea 𠄎 the basis of any commerce is wholesale.

The market cannot grow unless there is wholesale trade. SecondCity actively supports creators' activities. Anyone talented in design can work as a creator in designing a variety of clothes, accessories, hair, props, rides, and skins that a character can wear. These creations will be able to be uploaded through the City Hall building for gameplay and can be issued as NFT at any time.

It becomes possible to sell NFT products, and these products can also be sold through others who own a well-placed building in SecondCity. World stores offer wholesale functions that reach beyond simple item search purposes. As a result, profits made by wholesale creations or items that have been allowed to sell on the stands of others can be automatically distributed to suppliers.

First, one can run a store business without owning any private items.

Second, one can operate an NFT item store that belongs to another person.

Third, it becomes possible to operate large shopping malls such as department stores.

3. Subway and Airport

There are subways (warp zones) in close vicinity to each other that are placed in appropriate locations throughout the SecondCity Map.

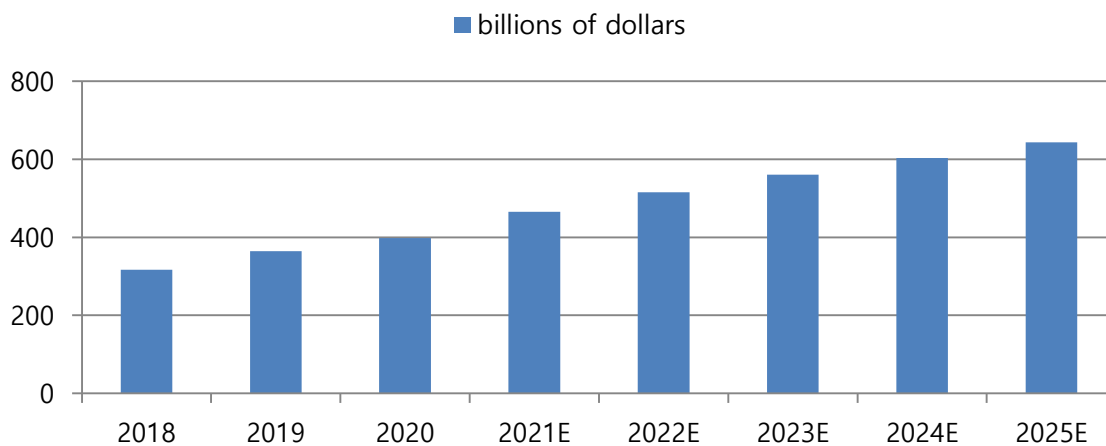
One must channel through this subway to move to the desired location and reach a designated building.

The building you own can be set as an immediate access location for when you move or log on to the game. The reason for adopting this method is to reflect reality and to foster increased game playtime. Let us think in terms of reality: why does land become expensive, why do buildings rise in value, and why do houses with good businesses attract people?

It might be a loss for users if moving from location to location is too convenient. Even if your home is placed in an ideal spot, you cannot benefit from this scenario. There is no reason for remote land to be put up for sale at a cheap price. In addition, the subway can receive advertisement offers from anyone and can send out short commercial videos to users who use the subway. This means that SecondCity may emerge as another advertising medium. In many ways, subways and airports are important assets and serve key functions. There are already games in existing metaverse that allow you to move anywhere on the map for the sake of convenience or ease of travel. Nevertheless, it is also possible to lead to the elimination of all users who are logged on to the game while this provides convenience.

Although exaggerating convenience may be helpful in some respects, if we allow users to warp unconditionally to designated spots, then the value of the land or building will decline, the population will be swiped, and certain locations will lose their appeal for work travel. This is precisely why the subway and airport are needed. Additionally, the airport can be used to travel between cities.

Global Online Advertising Market Scale



*Source: Grayscale, Metaverse Report 2021, Statista 2021.10 Digital Advertising

4. Fantasy Land

Fantasy Land is not just any playground. This space will be the beacon of success for indie games with its endless content material. Today, there are many, many different developers in the world. It becomes easier to develop games through “Unity,” a powerful game development engine. Unity-

related asset stores are already selling modeling files at reasonable prices, reducing the need for designers all together.

Unity is a platform that allows you to create games just by purchasing a few assets. Everything created using this platform can be produced and modified through the guide we provide. It can also be uploaded directly to Fantasy Land to provide service. Starland is a prime example of what this method can provide.

In addition, uploaded games will be automatically promoted in order of popularity, access, and sales in SecondCity, allowing many users to head onto Fantasy Land to enjoy games. SecondCity will also provide a payment system that will lead to profit for developers.

5. City Hall and District Office System

We have put much energy and thought into developing Metaverse. Imagination is a key factor; imagination is a good thing and not restricted. But we can all agree that it is extremely difficult to realize one's imagination. We invested a lot of time and discussed many systematic measures to make our imagination come alive. The result of this is the City Hall, a central management institution, and the ward office, a variant of the DAO.

You can immediately start building through objects offered by SecondCity or develop your buildings using individual objects which allow you to develop functions of each floor that can then be installed on your land after purchasing your land. These buildings will be applied to City Hall for review. The same goes for items, different rides, and avatar skins.

The publishing of NFT is also an important aspect of City Hall. Through continuous development, we will place more functions concerning City Hall.

Everything made by users including items and buildings will be called into the game through the upload system from the City Hall building. During this process, there will be a simple screening. The screening will be done to examine if items do not meet expectations, or whether buildings meet specifications.

Further, users who want to issue NFT will also need to apply through the City Hall. They will need to upload their modeling file, apply for NFT, and pay a certain fee to create their NFT that they can wear or ride on, as well as sell on external NFT exchange sites. Of course, all buildings built in SecondCity can be made into NFTs. The City Hall is where all this activity is handled. There will be one City Hall per city.

The district office divides each city into four equal parts and exists as four ward offices. District Offices may impose a small amount of tax on CITY tokens mined to Land NFT holders. The head of the District Office and its members can exist as users in the form of a clan. They will have the authority and function of the District Office, attracting events and businesses in the region through votes by Land NFT holders of the region. A competitive structure will emerge among District Offices.

Through this interaction, the activities of Land NFT holders in each district will be further induced, creating a free competitive market.

The District Office and the City Hall have the same application functions for the sake of user convenience. Each district will have various offices serving the same functions to enhance convenience.

6. Hunting Gates

Hunting is such an important content in man-made game systems. Almost all games developed by humans have an aspect of hunting. Metaverse is no exception. Hunting gates have a back story to them. Revealing this back story one by one will also be an attraction factor, and leveling up from this will make your character shine. However, because SecondCity has a Pet system, characters cannot rely solely on leveling to increase strength.

However, there is little room for not being able to do anything just because your character is weak. This is because the essence of the game itself is not a hunting game. Numerous unknown gates are open throughout SecondCity. When users enter this place, they move to the hunting ground (dungeon) to fight monsters. Monsters will drop gold and items, and characters will be able to achieve growth by leveling up. As the level increases, the number of functional and wearable items will similarly increase, as well as different effects.

Due to the nature of the Metaverse game, PK is yet to be decided, but the process of hunting and actions are being developed to its full potential. Gates throughout the city map may disappear or be newly created, and stores near existing gates are likely to prosper in business.

7. Pet Breeding System

What does it indicate when anyone can raise a pet while not everyone can own land?

Due to the nature of Metaverse, people with a lot of money outside of the game are likely to also be better players. But this situation is different for Pets. This is because anyone can raise and breed pets depending on individual effort. There are many reasons why pets should be stronger than characters.

First, characters cannot be traded between individuals, but pets are property that can be traded as NFT. Also, having a strong or unique pet is equally as advantageous as having a good land site. Due to rewards like airdrops, the value of pets will grow exponentially to the growth of the economy.

The pet consists of a total of 10 tiers and these tiers can be raised through leveling and synthesis. Users can also send pets to automatic hunting for rewards and receive pet protection (buff) during dungeon hunting.

Pets are made of NFT, and the game will sell pets in 10 different grades that users will need to reach. Pets will be another delight in SecondCity by allowing anyone to produce value from it if they put in the necessary effort.

8. Landmark Construction Site and SNS Collaboration System

There are many landmarks seen around the world. Some of these buildings are purely artistic, while others are commercial buildings owned by large corporations. Landmark construction sites also exist in SecondCity to reflect this reality. These will be built and operated under special circumstances, often on large land sites. Various companies can participate in this for domestic and foreign marketing.

In SecondCity, one Land NFT is about 50m². A building can be built up to the second floor, and users can purchase the rights to build higher up to the fourth floor at a cheap cost according to the rules of the game. The higher the building, the more expensive it becomes, which reflects on the maximum floor limit restriction placed in the real world.

However, the landmark construction site is owned by the game company in advance and is used in special cases to build landmark-class buildings. In this case, the height limit may be put on hold, and the name of the landmark will be Second OOO. For example, it can be termed the Second Eiffel Tower or the second Lotte Tower.

Landmark sites will be reserved for the revival of SecondCity.

If users decide to commute to work at a virtual office in SecondCity, existing messengers may not be enough, mainly due to the absence of collaborative tools. SNS collaborations will be used in SecondCity as SNS equipped with workflow functions, but we plan to develop this into a free collaboration tool that can be used separately from the game.

SecondCity's SNS is also faithful to social functions. It will have functions that allow mutual friends to visit each other's homes, as well as party systems. This will be connected to the access control function of the building.

Infinite Possibilities

SecondCity will provide any imaginable system. SecondCity is different from games that simply advocate Metaverse with only NFT investment elements. The development environment of the SecondCity, NFT, the structure of the building, and the commercial system all come together in SecondCity to create a metaverse of infinite possibilities.

It is a Metaverse different from existing games, in that it provides a unique autonomy that allows for various types of investment, advertising, commerce, content, and services. For example, cyber universities may provide university education content within SecondCity, and all Internet services- legal, academic, or Internet broadcasting- will be provided in SecondCity. All of this is based on the open-world concept, which is made possible through mini-world structured buildings, commercial systems, and Unity. Various realistic factors and feasible technologies come together to create SecondCity. Just like how you are the protagonist of your life, you will also be able to become the protagonist in SecondCity.

Roadmap

SecondCity has been planned and developed since 2017. We have come up with the following Road Map to create a true metaverse ecosystem through LAND NFT and CITY tokens.

(The timing and order of the below Road Map may be changed according to market conditions.)

2022.05

1st Beta test scheduled

Estimated 2500 in Seoul, 1,000 in Beijing, 1,000 in New York, and 1,000 in Tokyo

2022.06

CITY token to be listed on DEX exchange

NFT's exchange site is scheduled to open

Starland Open Beta scheduled.

Map disclosure and retention of NFTLAND information, as well as distribution of full-scale teaser video

2022.07

2nd additional minting or public sale scheduled

2022.08

Estimated to open City Hall and LAND of each city

2022.4Q

Landmark Construction

Additional content to be expanded

Release SECONDCITY 2.0

Token Economy

Token distribution ratio (3 billion CITY tokens in total)

1. 5% to the development team (150 million)

Plan to release for 5 years in line with market conditions after 2 years of total lock-up

2. 5% (150 million) to investors

Plan to release lock-up for 30 months at 3.3% per month after initial 6 months

3. LP (liquidity pool) & ecosystem 30% (900 million) to be used for ecosystem

4. Marketing 8.5% (255 million)

Listed and used for internal and external agreements, marketing expenses

5. 15% (450 million) of corporate lockups planned to be lifted in line with market conditions over 7 years after 3 years of initial lock-up

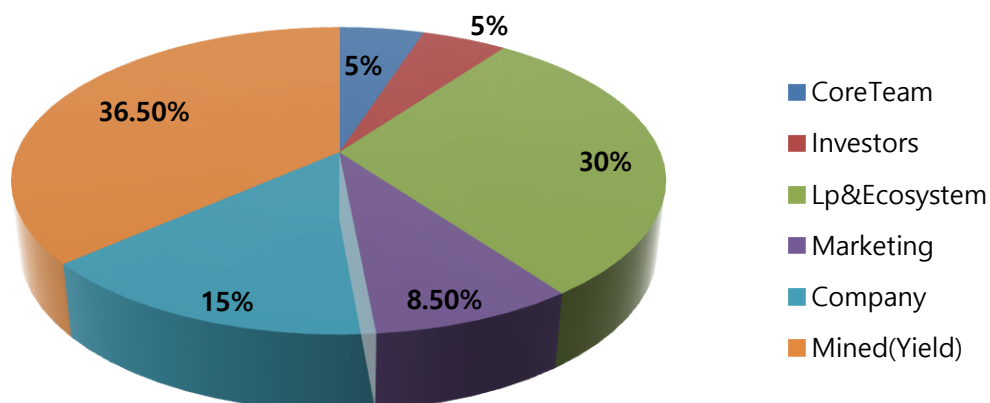
6. Mining 36.5% (1.095 billion)

600,000 pieces per day will be distributed to 40,000 LAND NFTs, and 15 pieces per land will be mined daily

The amount mined from unsold LAND NFT will be used in airdrop events for the holder

The residual volume will be subject to incineration, and advertising rewards will be paid after complete mining following 5 years

Ratio





CITY Token

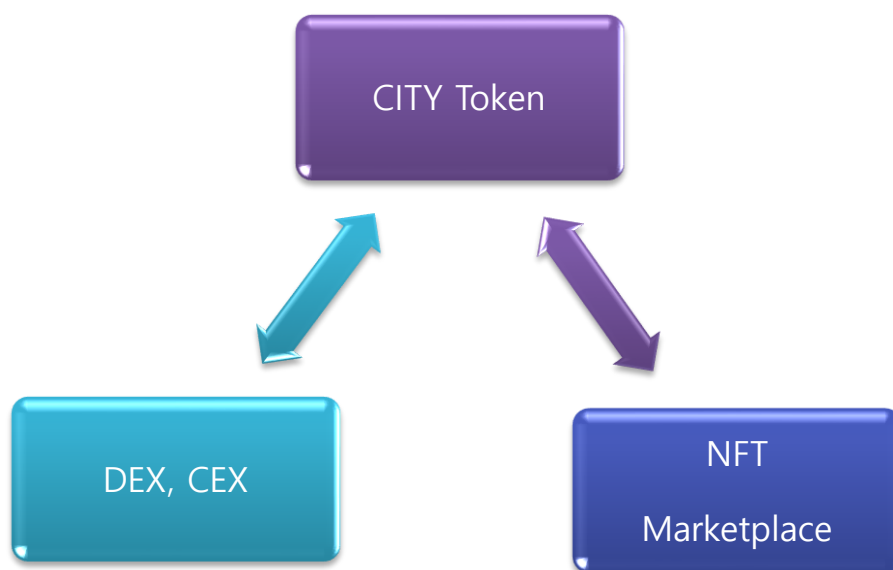
A decentralized approach to City Token

CITY tokens are to be listed only on external exchanges, without being marked within the game and owned only through personal wallets

1. Can be used at own NFT exchange site when trading NFT Land.
2. Can be used at its NFT exchange site when trading NFT pets.
3. Can be used at its NFT exchange site when trading NFT items.
4. Can be traded at External DEX and CEX.

Incineration

1. Incineration of all NFT transactions, excluding Clayton gas and system maintenance costs, etc
2. Incineration of a portion of the company's holdings in line with the market environment
3. Incineration of surplus existing in marketing and ecosystem supplies in line with the market environment (DAO progression)
4. Partial incineration of token purchased in-game items
5. Partial incineration of tokens used to undo maximum floor restrictions



SECOND Gold

A Centralized System

SEC Gold is cyber money that is used as currency within the game system.

1. SEC Gold is sold at in-game stores for 1 cent (12won) value per unit.
2. SEC Gold adjusts market price under the following operational policies
3. The withdrawal button is not to be displayed on IPs in countries where P2E is prohibited.
4. May not be listed on external exchange sites and can only be exchanged for a CITY token on its exchange site.

Where to use Second Gold

1. Used for general non-NFT items such as weapons, defenses, potions, accessories, and clothing

2. Used for building rental, admission, and usage fees
3. Used for various fees on City Hall, airport, subway, etc
4. Cannot be withdrawn from personal wallets in IPs of countries where item P2E is prohibited

Place of Acquisition

1. Purchase from in-game stores
2. Acquired through Hunting Drops
3. Acquired through Pet Automatic Hunting Rewards
4. Acquired through selling general items
5. Acquired through Advertising Rewards
6. Acquired through performing quests

Incineration

1. City Hall, airport, and subway fares.
2. Admission and usage fees
3. In-game item purchase fees
4. In-game store system fee
5. Incineration of a portion of transaction fees between individuals according to market conditions

Market Adjustment

1. 1SEC Gold cannot exceed 1 cent since the in-game store sells 1SEC Gold for 1cent
2. Swaps between CITY tokens and SEC gold are traded at less than 1 cent value.
3. When sales items become insufficient in DEX, the drop rate at the acquired destination is increased and the incineration rate is decreased.
4. If there is a shortage of purchases in DEX, the drop rate is decreased and the incineration rate is increased.
5. The company monitors the total volume and maintains a price of 0.7 to 1 cent to function as a stable currency within the game.

Cash

Used for in-game payments using Master and Visa credit cards

To be paid to NFT Landowners as advertisement rewards

To provide content usage reward to Fantasy Land Developers

Usage:

1. Used to pay for various paid content within the game.
2. Used to purchase in-game items from Mini World created by individual developers of Fantasy Land.
3. Used as paid advertisements, etc

Place of Acquisition

1. Land NFT holders: Advertising rewards for subways and airports after 5 years when all CITY tokens are mined
2. Fantasy Land Developer: Distribute with the company when selling contents and items on individually developed mini-world
3. Creator: When individually created items that are accepted as cash items are sold at World Stores, sales will be distributed with the company
4. Business operator: Profits made from content sales excluding fees for cash payments
5. Others: Revenue profit excluding all business fees using cash



Estimated Annual Distribution Volume of CITY Tokens

2022: A total of 100 million to 150 million units will be distributed

2023: 400 million to 500 million units to be distributed

2024: A total of 800 to 900 million units will be distributed

2025: A total of 1.2 to 1.3 billion units will be distributed

2026: A total of 1.5 billion to 1.6 billion units will be distributed

2027: A total of 1.7 to 1.8 billion units will be distributed

Skills

Introduction to Klaytn's Main Network

Klaytn is a blockchain platform for dApp(dApp distributed applications) developed by Ground X, a subsidiary of Kakao Co., Ltd. Ground X developed its global blockchain platform, Klaytn, utilizing IT powerhouse South Korea's advanced technology. On September 13, 2018, Han Jae-sun, CEO of Ground X, presented about Klaytn at the Upbit Developer Conference (UDC) event held on Jeju Island. As of today, fifty-one services are in operation in 15 countries.

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Blockchain Structure of Clayton

Klaytn provides a blockchain-based environment for application development to increase user availability. Such application can be utilized smoothly by users through a user interface that is also available through Klaytn. In particular, the Byzantine Fault Tolerance(BFT) algorithm blockchain tends to maximize efficiency by securing fewer nodes and deploying networks on local area networks (LANs). These blockchains visibly ensure enhanced performance, network security, and transparency. Although nodes can be limited in this scenario, increased benefits in performance and reliability have attracted companies like Oracle and Amazon. In addition, it becomes possible to easily add the security and transparency of a public blockchain to a private blockchain. Ultimately, Klaytn seeks to provide a balanced and efficient blockchain by combining inspection with personal consensus.

Structure

Klaytn is based on the open Internet P2P network, where each of the three layers of nodes plays different roles within the system.

Consensus Node

Consensus Nodes (CN) deploy transactions into new blocks and form a consensus network that is responsible for identifying blocks using the Byzantine Fault Tolerance (BFT) algorithm. For each newly created block to be added to the chain, CN is responsible for executing a smart contract for transactions that are transferred to the contract address. Unlike other nodes in the network, CNs communicate with each other through broadcast protocols. The set of CNs is altered only by agreement among existing CNs.

Ranger node

Ranger Nodes(RNs: Ranger Nodes) download newly created blocks from the Consensus Node (CN), and consistently communicate with each other while storing copies of the blockchain. Ranger nodes (RNs) validate new blocks selected by Consensus Nodes and verify whether Consensus Nodes are only vaguely aware of the content of a given block's height. Anyone can join the network as a Ranger Node (RN).

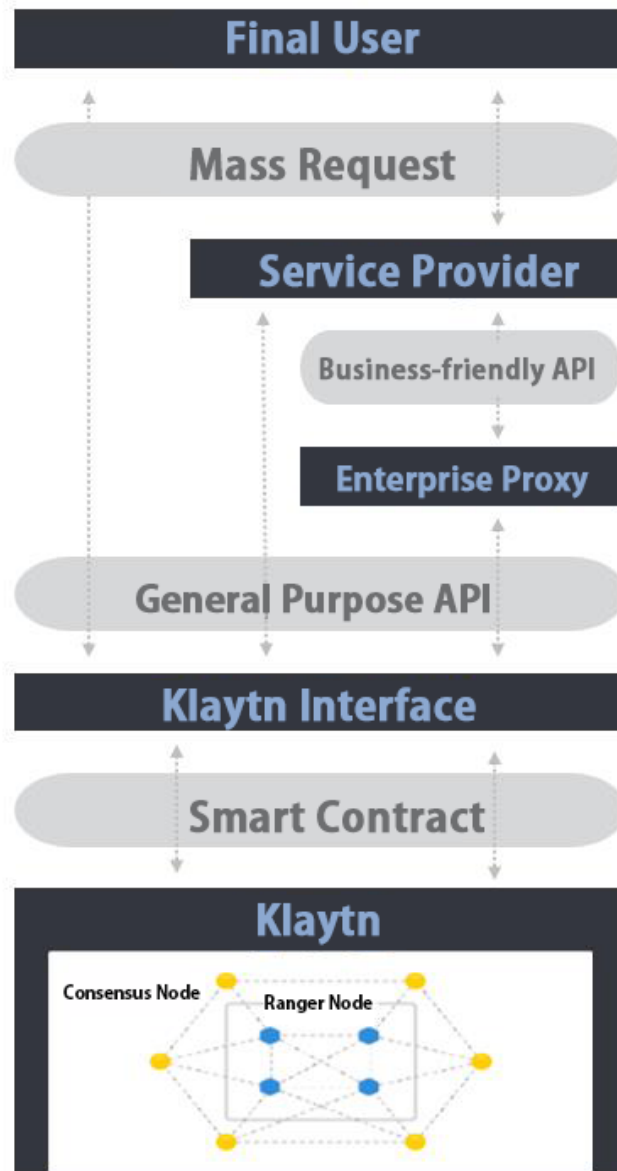
The Client

Clients are light participants who track blockchain information in RNs network. The client encodes and transmits transactions to CN or enterprise proxy according to the use case.

Consensus Nodes and Ranger Nodes are essentially the same. Ranger Node may appear to be a Consensus Node that does not participate in the consensus process. Klaytn separates the role of the Consensus Node from that of the Ranger Node to induce consensus and block replication more efficiently. The degree of such separation is subject to change over time.

Advantages of Using Klaytn

The throughput of the blockchain represents the number of requests that the platform can process per hour. Platforms with multiple systems operating simultaneously have made increased attempts to improve blockchain throughput. On the blockchain platform, several services operate in parallel with each service that requires independent throughput. Currently, the physical throughput of the blockchain platform restricts the execution of the DApp. Klaytn introduced the concept of a Service Chain to increase the transaction processing rate (TPS) per second. While Bitcoin takes 10 minutes to initiate a transaction and an entire hour to fully complete a transaction, the Klaytn platform plans to reduce the time to process and expand transactions to 4000 transaction processing speed (TPS) per second. This dramatically increased blockchain processing speed by collecting only DApps that affect each other, eliminating the need to consider ordering elements in other service chains when deciding on block orders. The blockchain where data is stored can only be used in separate spaces, and it stores data separately using Service Chain. Within the DApps isolated by Service Chain, the service provider can acquire resources by freely inducing smart contract functions and exchanging token shares. Management convenience is enhanced by placing related Dapps in the service chain so that they can be used in the union without the need to sign individual contracts. A Service Chain consists of a single DApp or associated DApp, where the developer either distributes the contract to an existing Service Chain or leaves it in a new Service Chain, where the chain leaves the latest block data of the Service Chain in a designated chain called Regionchain, which verifies the latest block data in the Service Chain using checkpoint and is also responsible for forming ordering among Service Chains. By enabling multiple Service Chains to run on a single physical node, hundreds of thousands of Service Chains can be deployed on one node depending on the platform's activities.



CITY Token

The CITY token was created using solidity and was manufactured according to the ERC20 standard for various exchange transplants. In addition, for adaptation to various metaverse environments, this token was produced based on the Klaytn network that poses such advantages.

This token is written based on solidity, making possible free network transfer. It is also possible to transplant it onto the main network that utilizes solidity other than Klaytn and even possesses characteristics that easily allow it to create its network.

The CITY token employs some of the natures of virtual currency but transparently discloses the operator's authority and the financial status of each executive to protect investors' rights and interests and is specially designed so that such information can be confirmed at any time in Klaytnscope. The operator can manage the currency volume of each executive through the Lock system and can check in real-time how much currency is consumed through the Burn account.

- TEAM -

We continually push our limits for a better future.



CEO

LOUIS KIM



Technical Director

EXE.K



Blockchain Director

CAST.C



Planning & Strategy Director

DOBBY



Marketing Director

RUSTY JUNG



Investment Managing Director

HOON

Glossary

P2E : Play to earn

NFT : Non-Fungible Token

DEX : Decentralized Exchange

CEX : Centralized Exchange

DAO : Decentralized Autonomous Organization

Gacha System : It is a system that draws a 'random box' type item

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