



A cutting edge Infrastructure-as-a-Service that reduces current costs and lets you earn money with unused CPU power.

This is the missing DServices platform for DApps • Pay as you go with Dyncoin.

### THE PROBLEM

Today's massive adoption of cloud-based client-server applications such as websites, software installed on PC's or one of the 2-3 million mobile apps, has resulted in tremendous growth of infrastructure required to reliably operate the back-end services which power these applications. To operate these services, application developers must acquire and manage servers, usually in a data center or utilizing cloud services such as AWS and Azure. These services, while convenient, are surprisingly expensive to deploy and operate. Data centers have huge capital costs associated with their sophisticated operational systems. Cloud infrastructure services, themselves hosted in data centers, have the same underlying expense structure and are usually even more costly to use. In both cases, scaling have exponential cost effects both in bandwidth, cpu power required and specialized programming required to make edge network operation work properly.

Nearly a hundred million servers and more than two billion PC's and mobile devices are powered on and running at any given time, with roughly 30% of those resources sitting idle at any given moment. The amount of powerful, available but untapped compute power is so vast, it's difficult to grasp.

### SOLUTION

We are building the Content Generation Network Infrastructure-as-a-Service (IaaS) offering. We will pay you (and anybody) to let us use the idle time of servers, mobile devices and PC computers. We will pull together these unused resources and restructure them into a vast, highly scalable, reliable, edge-capable, CDN-compatible, robust network of highly available compute resources. We will then lease this infrastructure in the form of a distributed services delivery infrastructure to the operators of cloud-based applications, who will use our powerful, convenient and reliable systems to operate their services at scale and at much lower cost than conventional methods.

We have coined the term "DService" to describe the services component of cloud-based applications and DApps that run in the CGN. Anybody will be able to develop their own DService and run it in the CGN. A new utility token called Dyncoin will enable any customer to pay as they go. This levels the playing field for any sized organization to make scalable client/server apps without all the up-front infrastructure costs. As the native currency of the CGN, Dyncoin is used to pay for all consumption of services and to pay out to the many providers of idle computer time.

### CGN MAIN FEATURES

The mediarich.io CGN solution is a complex cutting-edge IaaS solution which enables a CPU-powered sharing economy for everybody. It will launch with the first DService, a world class highly scalable dynamic image and video processing engine to provide immediate value for just about any application requiring content adjustments and preparation.



CGN server component



Always available compute resources



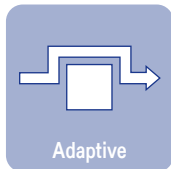
Zero fixed recurring costs



Edge connectivity and delivery



Enables new sharing economy



Support for microservices

### TEAM



Sean Barger  
Founder & CEO



David "DJ" Jennings  
CTO



Matt Butler  
VP Engineering



Brian Rice  
Lead Databases and DApps



Oliver Jensen  
Strategy & Project Management



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### ADVISORS



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### TOKENOMICS

#### Private Sale

September 30, 2018 - January 31, 2019  
240,000,000 tokens allocated for both private and presale.  
Soft Cap €4M/Hard Cap €20M - 50% additional bonus tokens are redeemable 6 months after the close of the main sale.

#### Presale

April 1, 2019 - April 14, 2019  
240,000,000 token sale continues with market-driven pricing.  
Soft Cap NONE/Hard Cap €120m (includes Private Sale)  
The bonus will start at 25% on the first day decreasing linearly by 1.5% daily, ending at 5.5% on the 14th day. Bonus tokens are redeemable 6 months after the close of the main sale is completed.

#### Main Sale

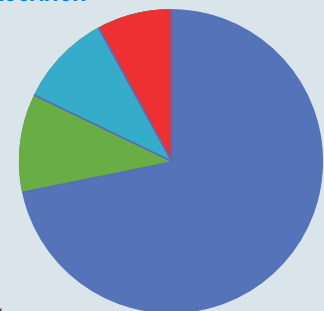
Q2- TBD  
The public sale will be structured as a series of market-driven offerings as follows:

- 29 hours periods
- 10,000,000 tokens to be sold each period
- Sale continues repeatedly
- Sale ends when no tokens remain

#### Token Symbol - DYNCOIN

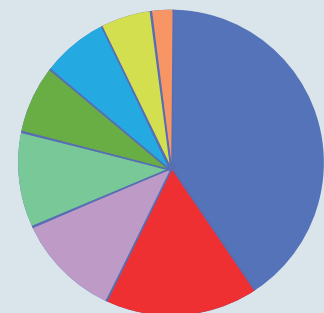
- Private Sale Start - September 1, 2018
- Private Sale Ends - January 31, 2019
- Presale Start - April 1, 2019
- Presale End - April 14, 2019
- Main Sale Start - Q2, 2019
- Main Sale End - TBD
- Total Token Supply - 5,000,000,000 (five billion)
- Tokens for Sale - 3,600,000,000 (three billion, six hundred million)
- Token Model - Multiple market-driven 29-hour offerings

### TOKEN ALLOCATION



- ICO - 72%
- Team Reserve - 10%
- Advisors & Early Investors - 10%
- Token Swap For Partnerships - 8%

### ALLOCATION OF FUNDS



- Engineering / Development - 40%
- Ecosystem Re-Investments - 17%
- Marketing - 11%
- Operations - 10%
- License Initial DService - 7%
- ICO Related Expenses - 7%
- Contingency - 5%
- Legal - 2%