



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.



DService

CGN server component



Highly Scalable

Always available compute resources



Flexible

Zero fixed recurring costs



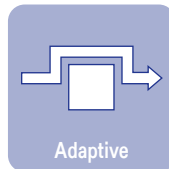
Speed

Edge connectivity and delivery



Resourceful

Enables new sharing economy



Adaptive

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



Simon Choi
Chief Legal Counsel

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TOKENOMICS

Private Sale

50,000,000 Dyncoin Tokens for sale.
Token Price: €0.15
Minimum Purchase Size: €250,000
50% additional bonus tokens redeemable 6 months after main sale

Presale

190,000,000 Dyncoin Tokens for sale in 3 tranches.
Token Price Tranch 1: €0.17
Token Price Tranch 2: TBD
Token Price Tranch 3: TBD
Bonus tokens are redeemable 6 months after main sale completion.

Presale Bonus Tokens

25% Bonus tokens on purchases above	€100,000
20% Bonus tokens on purchases above	€50,000
15% Bonus tokens on purchases above	€25,000
10% Bonus tokens on purchases above	€20,000
5% Bonus tokens on purchases above	€5,000

Main Sale

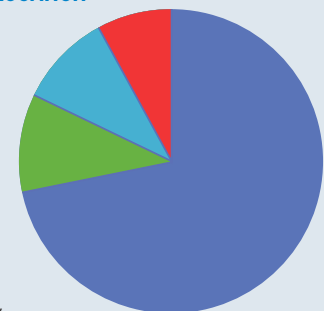
The public sale will be structured as a series of market-driven offerings as follows:

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

Total Token Supply - 5,000,000,000

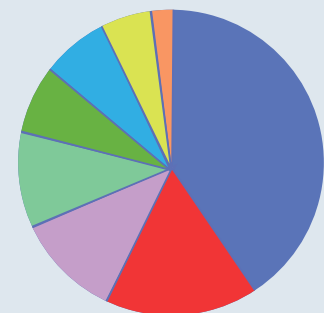
Tokens for Sale - 3,600,000,000

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%