



MAINFRAME PROTOCOL

LITEPAPER

Media Builder

Launchpad, video game builder, streaming platform builder.
Resource sharing and communication protocol. Powered by
the Theta blockchain.

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MainFrame Protocol

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THE PROBLEM

3D content creation and streaming website creation requires specialized knowledge and skills alongside large development teams.

THE SOLUTION

MainFrame Protocol aims to create a set of tools that would enable the easy creation and deployment of games or other rich content using the blockchain by ...anyone. Artists will be able to create a broad range of assets (characters, voices, music, environments, in game advertising) while game developers will be able to use the created assets in their projects with ease.

All the transactions between these parties will be enabled by the blockchain.

SPECIFICATIONS

Mainframe Protocol consists of a set of tools that can be used simultaneously or alone.

- **The Engineer:** An easy-to-use interface to the more complicated layers of game developing. The engineer allows the creation of a map using assets that can be bought from the marketplace (2d or 3d). Create and animate any scenario, whether it is a video game or the latest ads for that cool piece of technology.
- **The Marketplace:** The place where developers and artists can meet and exchange assets. Video game developers can choose to tokenize assets inside their video games. Anything can be tokenized, and the limit is the imagination.
- **The Streamer:** Streaming platform creator. Streamers can choose to reward their users for resource sharing either with Theta's TFUEL or MainFrame protocol's very own Frame token. MainFrame protocol has a low latency CDN component that enables users to stream audio/video at ~0.5 seconds latency. Users that decide to become nodes and share their resources with the P2P CDN will be rewarded with the Frame token for delivered bandwidth. Our protocol's CDN system is not a lossless system like Theta's HLS and it is a different type of CDN that would be more useful in real-time applications: like a decentralized Zoom. The network is secured using MainFrame's proof of content delivery mechanism and Nodes.

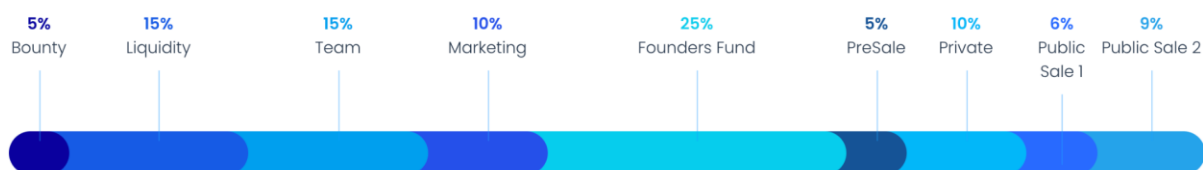
- **The LaunchPad:** An easy-to-use THETA project launchpad. Build your projects with any of the above tools then crowdfund your project.

TOKEN and TOKENOMICS

The symbol of the token will be MAIN. A total number of 100 million tokens will exist after all tokens have been minted.

For the public seed round and private round, there will be 15,000,000 vMAIN Tokens sold, these tokens shall not be traded or transferred until the MainFrame(MAIN) token is released. When the MAIN token is released there will be a swap smart contract to exchange your vMAIN tokens for MAIN tokens. The tokens will be available for transfer after the public sale round 2.

Token Allocation



Through tokenization MainFrame protocol aims to create an easily auditable and transparent system.

Integrating fiat payments also will help the MainFrame protocol encourage more content creators to use the platform and save non-experienced users from the intricacies/risks of using cryptocurrencies.

Our goal is to create a unified transparent blockchain system, meaning users choosing the app (fiat version of MainFrame protocol) will have a wallet created in our backend to bring all protocol proceeds (both fiat and crypto) into the system.

TEAM

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GLOBAL COMMUNITY

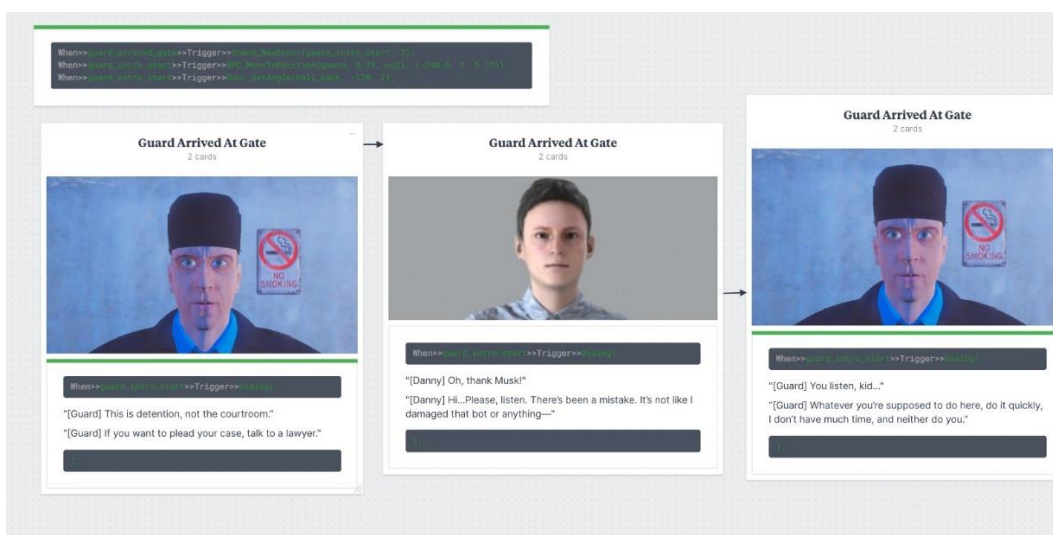
With a governance system, the community can help shape the platform to their own choosing by proposing ideas through a voting system. Users can also choose to delegate their votes. Engaging the content creators through a governance system will offer the team the possibility to better understand the wants and needs of the community.

MainFrame Protocol will be a system designed by the users for the users.

MAINFRAME ENGINEER

Blockchain-powered asset marketplace connects buyers to assets they can use to create video games and provides a custom builder for video games and streaming platforms.

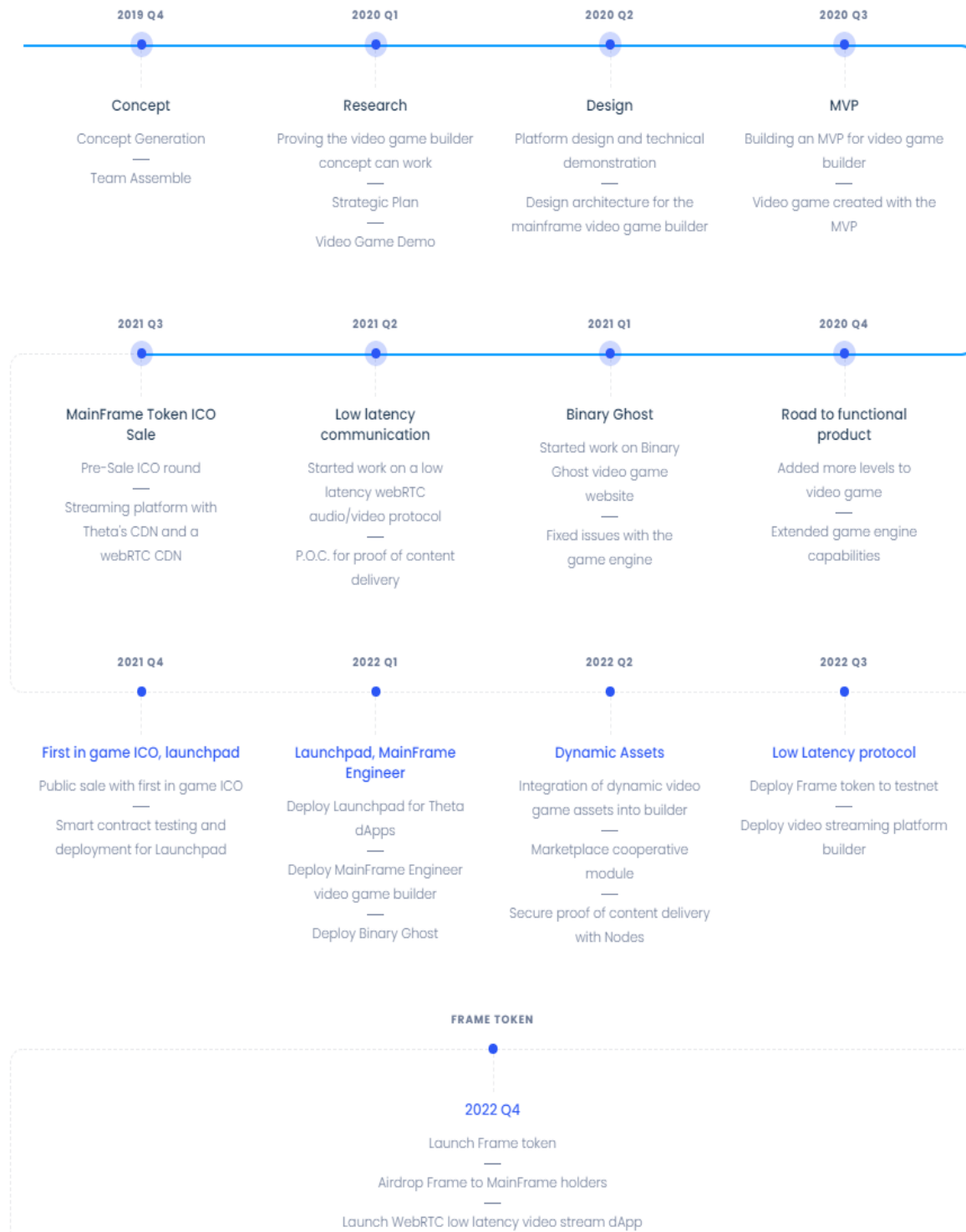
The Platform will earn fees from the marketplace as well as video game creation, streaming platform creation, and deployments. Users will be able to use a simple interface and drag and drop resources to create their scene/level and setting the level objectives.



So far MainFrame's focus in game building has been an educational one, creating a game like Binary Ghost which emphasizes on teaching cyber security skills, but in a fun interactive way. This has shown the potential of the Engineer platform. Integrating a complex game logic with external virtual machines where users will test their security skills with a 3D video game has proven that the game builder can be used in exciting ways.

Both Fiat/Crypto payment methods will be accepted.

ROADMAP



ADVANTAGES

- MainFrame protocol running on the Theta blockchain would provide **cheaper transaction costs** to operate smart contracts.
- The MainFrame builder suite would enable users to create apps only to the extent of the limits of their imagination.
- Our team aims to **dissolve parts of the hosting costs** by integrating P2P storage technologies like Sia Skynet and SkyDB.
- **Only MainFrame token holders** get to participate in crowd-funded projects on our platform
- MainFrame will support **staking**.
- Provide the platforms that use our CDN with a **low latency** audio/video delivery system that rewards the users with the Frame token.

VISION

MainFrame Protocol aims to bring game development to the fingertips of the non-technical person. Being a teacher who wants to develop educational games or a marketer who wants to create a new generation of rich advertising or being a video content sharing platform that does not afford high costs for CDNs, you should have all the tools you need under the MainFrame Protocol.

Using our token, **MAIN**, we plan to drive future developments alongside our community. Our vision is to simplify content building for people to bring their ideas to life much faster and not stop the creative flow. MainFrame Protocol enhances the creativity in you.