

White Paper of Mojaik(Rev.1.8)

The Fastest BlockChain Ever!

Multi Chain, Multi Color, Multi Environment

But, One Economic System!



MOJAIK

Written by Solomon. October 6th, 2022

Revised on September 13th, 2023

Mojaik © 2022 solomon@mojaik.com <https://mojaik.com>

Prologue

As a study to use time, the world's most valuable asset, as money, the TimeStope project was started on October 10, 2020.

The TimeStope platform presented a methodology for mining the three types of Time called CheonJiln.

1.5 million TimeStope Android app users have tested for Time mining since it was launched on the Google Play Store.

Cheon (天) is based on the sky, and Time compensation was given for the act of watching an advertisement or the act of solving a mission. The profits generated from this were completely used for the project's operating and development costs.

(The TimeStope team has never secured direct funding from regular users, and has been maintaining the project for the past 5 years, relying solely on investment from some investors and income from advertising rewards on the app.)

Ji (地) is a land-based reward, and the Earth is divided into Quad Keys. It was designed to purchase land with a rewarded Time, and 1 Time was obtained every day from 1 purchased cell.

In (人) is based on human. It is a method of recording and saving 24 hours of a person, and users who participated in the TimeStope project are called "Witness". Witness is designed to invite new Witness, and Witness is designed to get 40% of the Time of new users.

The mining method of Time assets obtained in these three ways is called "Cheon, Ji, In (天地人 - Sky, Land, Human)" system.

However, the initial project, through the CheonJiln Project, awakened the value and preciousness of Time, and focused on expanding Witness through this. For this reason, the Time assets obtained from the project were stored in the database rather than strictly recorded in the blockchain distributed ledger.

This is an early transitional way to deal with relative values that cannot be defined as algorithms for humans. It is planned to create regularity that can be incorporated into the block chain by algorithmizing it without registering new Witness at this point exactly three years have passed.

The project will reach its second year on October 10, 2022. As of 2 years, no longer recruiting Witness. In addition, the existing quad key-based lands were no longer owned, and through this, the total number of lands owned by Witness is 400,000.

Rather than arranging 400,000 lands on the map of the earth, we want to distribute them over an abstract and logical space called Oasis, and connect them to a more limited and virtualized world.

Oasis is a 1,000 x 1,000 checkerboard space, with a total of 1 million spaces, and each cell has its own properties. It is divided into 400,000 cells that have already been distributed and 600,000 cells that have not yet been distributed.

In addition, new Witness will not be registered after October 10, 2022, and work for anonymity and decentralization will begin in order to be converted into a blockchain system.

After December 31, 2022, users will no longer be able to submit KYC information, and KYC identification of all users will be completed. After checking the validity of all Witnesses through KYC identification and confirming that there are no duplicates, it was decided to delete all individual identification data after June 28, 2023.

This is to completely remove doubts and the possibility of being transformed into other purposes after the authentication of the human-based mining method, which only needs to be judged on the validity of one individual, has been completed.

Convert from database ledger to blockchain ledger

The TimeStope platform is just an intermediate product of redistributing CheonJiln-based Time assets to Witness (human)-based Time.

The effective distribution of Time assets of individual users is verified through KYC discrimination. In order to increase the working efficiency and accuracy of the existing general KYC verification work, a technology called Action KYC was provided to increase the reliability of verification.

New subscriptions to the TimeStope platform with real names will not be possible after October 10, 2022, and verification of all real-name subscribers will be completed by June 28, 2023.

Duplicate accounts, fake accounts, and accounts that have not yet completed KYC will be cleaned up, and all information stored in an encrypted state for KYC will be permanently deleted.

Algorithmizing becomes possible from relative data to absolute data.

Since a new technical device that will convert the data of the TimeStope platform into a blockchain is needed, it was used to develop the Fee Chain over the past 1 year and 6 months. The platform will be released on October 10, 2022, and it is called Mojaik.

Fee Chain will be more often referred to as Mojaik. Mosaic, a work of art, is an abstraction technique composed of various colors by pasting several pieces on a single canvas. It is transliterated as Mojaik in the sense of completing a single master piece by composing various blockchains in one integrated environment in the same way as Mosaic.



Starting from the initial TimeStope platform's

Witness database, some basic preprocessing is required to be converted to a blockchain. It converts the existing asset called Time into a mainnet asset called Fee. Time is a database-based asset, and in this state, we call it cTime (connection Time, creative Time). cTime is a database state that can be transferred between users, but it is still just a database that cannot be transacted.

Converting cTime stored in the database into a blockchain network is called tokenizing. If converted to Time Token through tokenizing, Time can be freely exchanged for Fee on Mojaik (swap.timestope.com).

When exchanging, the exchange fee is fixed, and 3 Time can be converted to 1 Fee in both directions. The fee is 3%, and the fee is paid based on Fee.

Fees charged to users are used as ecosystem maintenance currency (EMC) and are not burned.

A relative asset Time token, an absolute asset Fee

The TimeStope platform is an intermediate product of the process of redistributing CheonJiln-based time assets to Witness (human). Humans are relative beings who pursue relative values and live with different dreams.

Time produced from its relative existence is a relative asset, and the intermediate operation to algorithmize the relative asset is called tokenizing.

Through tokenizing, cTime is converted into Time Token τ .

Blockchainised Time is converted into τ , and τ is converted into an absolute asset, Fee (ϕ).

3τ is 1ϕ , and its conversion rate is fixed.

Originally, the exchange rate of Time and Fee was planned to be decided by the market, but due

to the influence of the Terra and Luna incidents in March 2022, we came to the conclusion that the incomplete exchange rate of the binary coin system could cause problems due to market disturbances by powers. Therefore, the optimal ratio to completely exchange Time for Fee was 3, and the basis for calculating the ratio has been announced through the community. Since Time is a relative asset, if it is insufficient, new issuance is possible, if necessary, with the authority of the system administrator, but conversely, in the case of Fee, it is impossible. Therefore, the absolute asset value must be higher than the relative asset value, and in order to maintain it, the concept of Ecosystem Maintenance Currency (EMC) was introduced.

Genesis Block and Staking

The first Mojaik, which will be launched around October 10, 2022 (In order to create a more complete Genesis block, it may be October 9th or October 11th), will be named Asadal Chain (First Chain of Fee Chain). Asadal Chain has 4 shards and consists of shards 0, 1, 2, 3.

The official blockchain ID of each shard will be assigned as shard0 – 1682841000, shard1 – 1682841001, shard2 – 1682841002, shard3 – 1682841003.

Fee Currency can be cross-sharded. Each shard will initially issue 10 billion Fees, and a total of 40 billion Fee assets will be created in the Genesis block.

Among the 40 billion fee assets initially issued from Asadal Chain, 20 billion fee assets are called Ecosystem Maintenance Currency (EMC). EMC is an asset that is only used for internal payments and cannot be transferred to unauthorized wallets. EMC will stake all of them, and the assets issued by staking are used for free conversion when exchanging Time and Fee.

The Fee generated per block of 1 shard per second is 33 Fee, and if this is calculated as 4 shards, Fee of 4,162,752,000 per year is newly issued by staking.

The new issuance volume is 10% of the initial issuance volume. However, if the total amount of Fee does not increase by exactly 10% per year and the initial cost of 1 Blood is applied as 1,000 gWei, the fee conversion cost of blood to be used per transaction is 0.021 ϕ . (Blood is a replacement word for gas in the Mojaik system. Ethereum's smart contract starts from the concept that the Ether mainnet is assumed to be a single gigantic machine, and gas is consumed to execute the smart contract. On the other hand, Mojaik defined the entire system as one human society, and decided to call it Blood, the original energy of the human being. Also, since the pronunciation of Fee refers to Blood in Korean, Mojaik, a Korean network, will replace Gas with Blood in the future.)

The asset is destroyed every time it is transferred. If 1,000 transactions occur per second, it disappears by 21 ϕ .

In some cases, the available total amount of Fee may be smaller than the initial issuance amount.

Since the maximum amount of transfer is initially limited to about 2,500 transactions per share, the maximum amount of deletion may disappear from a total of 4 shards by 210 ϕ . In contrast to the new issuance of 132 ϕ per second, if the maximum of 210 ϕ disappears, the total amount will decrease sharply after one year.

However, if the value of Fee rises, the value of Blood will decrease.

The value of Blood is scaled in width from a maximum of 1000 gWei to a minimum of 1 Wei.

1 gWei = 1 Giga Wei, that is, 1,000,000,000 wei, and Blood cost will be lowered from 1,000 gWei to 1 Wei, which can ultimately lower the cost by up to one trillionth.

In an environment where unrestricted traffic is required at some point in the future, all possibilities of blockchain networks should remain open to running the lowest cost of transport.

The goal of the Mojaik platform is

- Unlimited transaction speed
- Low cost of transmission

To realize this, an unlimited chain can be mosaiced, and the price of Blood can be lowered by 1/1 trillion to prevent a sharp drop in the total amount due to excessive burning of Fees that can occur with unlimited transactions. This is a methodology that makes it possible to reach the goal of low transmission costs.

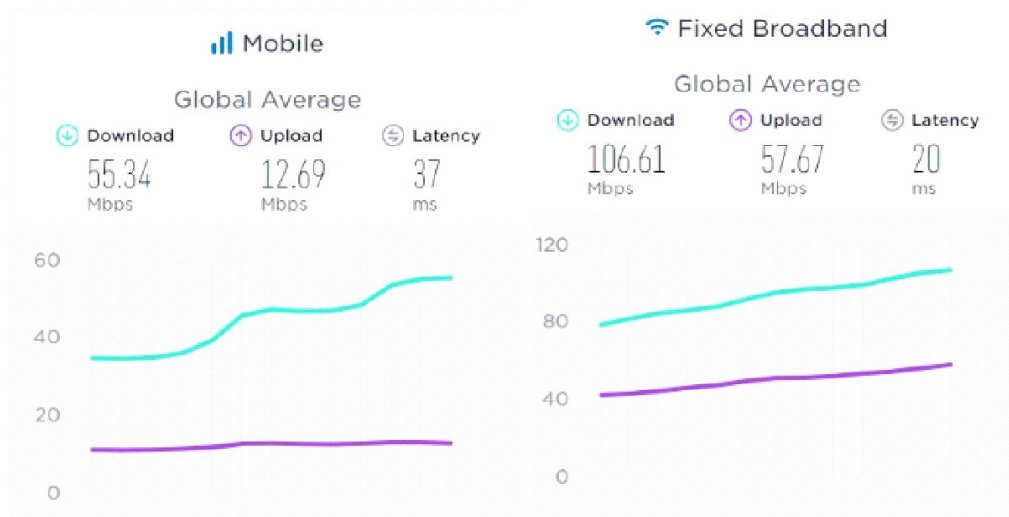
Why are we aiming for unlimited transaction speed?

The TimeStope team expects that the blockchain industry will follow the development process of the Internet industry.

The early Internet was slow and expensive. We aim for fast and affordable transfers. This is why we exist, and a goal that sets us completely apart from other networks.

No blockchain network seeks to realize that essential goal.

Global Speeds June 2021



Since the invention of ENIAC (Electronic Numerical Integrator And Computer), mankind's first digital program method in 1946, human life has prospered through the network Internet along with computers. In the early 1990s, the popular commercialization of TCP/IP-based Internet began in earnest, after that, the development of HTML ushered in the era of the World Wide Web (WWW). As mankind began to search for the usefulness of networks in earnest, the speed of networks developed dramatically.

The Internet in the early 1980s was called SDN (System Development Network), and the initial speed was 1200 bps. If the speed of 1200 bits per second is converted to the current megabyte speed, it can be converted at the speed of $1200 \text{ bits / Second} = 0.0012 \text{ Megabyte/Second}$.

The global average internet speed is 55 Mbps for mobile and 106 Mbps for fixed networks. This is a whopping 88,333 times faster than the initial speed.

Hyperlink technology is the core technology that the Internet spreads rapidly and many people use the Internet, and it spreads to create the present networked world. When we talk about the history of the Internet, we have overlooked Hyperlink. Obviously, the most powerful technology in HTML is Hyperlink technology, Hyperlink connects us to countless other websites.



In the early days of the Internet, there was no Hyperlink, and the connection was made by directly

entering an Internet address. As hyperlinks were developed, it has made it possible for mankind to achieve innovations that are easily connected with a single click.

In the early days, Hyperlink was the most core technology to create services such as Yahoo, and later it was developed into technologies such as Google and Facebook, and the predictable direction of these technologies is more traffic and more storage capacity.

The Internet is expanding at an infinite speed in the process leading to computers and mobiles, Hyperlinks and the World Wide Web.

In 2009, just 13 years ago, Bitcoin was released, and the history of blockchain began. At that time, the speed of Bitcoin was only 7-8 TPS. Bitcoin existed in the illicit realm, and none of the mainstream scholars predicted its current state.

In July 2015, Vitalik Buterin launched an Ethereum network based on smart contracts. It is a method of extending the function of delivering a message when transmitting Bitcoin, inserting a very small program code, and executing the code through a VM (client-based). This is called a smart contract.

As the first blockchain network, smart contracts create tokens as a result of contracts, and tokens create a new economy.

From this time on, the blockchain created the basis for tremendous development. The initial Ethereum network speed was only 20 TPS.

In 2022, Ethereum faced fundamental changes with ver 2.0. The existing POW method is upgraded to Beacon Chain, and by composing 64 shards, the processing speed of 16,000 TPS is thousands of times faster than in the past.

Ethereum is the first blockchain network to support smart contracts, and is currently the fastest and most powerful network with a beacon chain transition.

Because blockchain technology is so useful, it will somehow be used in real life in the future. At that time, it is clear that the current speed of Ethereum 2 will be insufficient. However, the Ethereum network will overcome the speed limit through new updates.

However, it should not be overlooked that the very update is Ethereum's most fundamental problem.

Ethereum has, and will continue to be, divided into several forking over time with Ethereum Classic, Ethereum POW, and Ethereum 2.

We have to realize that this phenomenon is very deformed.

For example, someone bought a new wallet because of an old wallet, but without throwing away the old wallet, the money in the old wallet is copied to the new wallet, and the money is still there in the old wallet too. If every time you purchase a new wallet, a new asset is copied, then can Ethereum be called a cryptocurrency?

The essence of the Ethereum 2 merge was not actually merging, but a stop, and it was a permanent stop of the existing Ethereum POW method. To solve this, Buterin announced that it would no longer be able to create new blocks through extreme difficulty, but the current situation in which Ethereum POW is running proves that this was an illusion.

This actually happened through the merge event. We need to pay attention to this and know that this is wrong. Is Ethereum really a technology or magic?

Vitalik Buterin talks about the commercialization of cryptocurrency in 10 years, but it should be technology, not magic, that supports it.

Mojaik

So, how can we get out of the way of updates and upgrades, and be forward-looking without risky events like merges?

The answer is Mojaik platform. Mojaik is an economic model that enables unlimited TPS on a realistic basis under a platform based on the absolute and relative value of Fee and Time. It refers to a system in which multiple multi-chains can work perfectly as a single exchange rate system, and to express this in the most intuitive way. Mojaik platform transliterated Mosaic.



For example, if Ethereum 2, which has recently been successfully merged, is a high-performance computer with a single CPU with 64 cores, Mojaik is an open platform that can adopt multiple CPUs. Initially, only one 4-core CPU is plugged in and operated. Mojaik platform is a technology that, in some cases, newly adds several types of CPUs in real-time of parallel processing.

The Mojaik platform is distinctly different from other platforms. It is a blockchain platform that treats the blockchain as if it were a single component.

If one CPU fails in a computer using multiple CPUs, it is possible to replace the blockchain just like replacing the CPU.

In famous blockchain networks including Ethereum, Solana, Klaytn, phenomena happened that blockchains sometimes stopped due to unknown reasons. Fortunately, the cause can be identified and the hang problem is resolved, but in some cases, if the blockchain is no longer usable, the blockchain network will come to an end. Mojaik can fundamentally solve even that problem.

Mojaik platform enables unlimited TPS. This is because you can attach the CPU as fast as you want. We call this Mojaik, and the entire platform that operates Mojaik is called Mojaik gallery.

The method of attaching multiple mosaics on top of Mojaik gallery, completely eliminates the need for new updates in the future. It can be understood that if a new mosaic is attached when a new function is needed, and the existing function is no longer needed, this could be interpreted as a method of detaching an old mosaic.

The first key to Mojaik is that, through the operation of multi-mainnet, unlimited transmission speed and low transmission cost, the essential problems that blockchain networks have, has been eliminated theoretically and technically.

Secondly, the unity of each mainnet is created through the Fee currency system, so the value of the Fee operated in all mainnets becomes essentially the same.

Third, it is possible to fully prepare for the future variability of the blockchain network, allowing technology to adapt to changes according to the needs of times at any particular time.

The specific advantages of Mojaik system are as follows.

- You can increase the baud rate at any time to the desired level.
- If there is a problem with the blockchain, it can be replaced with a new technology. A badly designed blockchain is redesigned and operated in a new direction, but it can be safely modified and replaced without affecting the assets of users who have been active in the wrong blockchain.
- Each blockchain can be operated in a variety of ways. Various VMs can be configured differently for each mainnet.
- As the transmission speed increases, Gas decreases, so that the target of low transmission cost can be easily reached. If it is a single mainnet system such as Ethereum, the goal of extremely low transmission cost is impossible. This is because a single chain causes the network load to become heavy as the transmission cost is lowered, and the blockchain

network load cannot be distributed.

- All blockchains are operated with one currency called Fee as well as diversity.
- Adoption of new technologies in the unplanned future is possible at any time.

Mojaik economic model

The first mosaic is Asadal, and multiple mosaic chains will continue to increase.

As Asadal is the first Mosaic, the second expansion will prove the usefulness of the Mojaik platform. The second mosaic is Babylon. Babylon is a network of twins with Asadal.

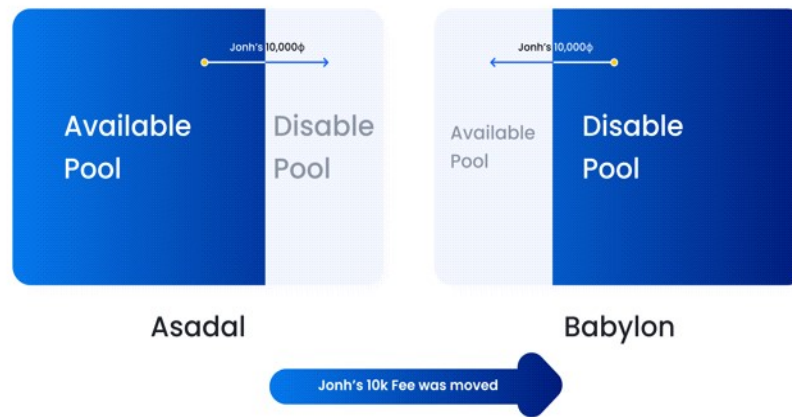
We will briefly explain the Mojaik economy model as a working example of the two networks of Asadal and Babylon.

Suppose that there are only two countries in the worldview of Mojaik.

Asadal is the first nation and a second nation established to cope with the sudden overpopulation. Let the second state be Babylon. Babylon is a new land, a land where no one exists yet. Let's say you transfer the assets that exist in Asadal to Babylon. Both countries use the same monetary system, but due to regional limitations, each country must use only the currency that exists in their territory.

John wants to move the 10,000 ϕ he has in Asadal to Babylon. Asadal has too many transactions, and the speed doesn't seem to be as fast as it used to be. Rumor has it that Babylon is a new land, so the pace is fast and all Time assets can only be exchanged in Babylon in the future. Naturally, a lot of the liquidity will go to Babylon.

First, 10,000 ϕ is transferred to Asadal's central bank account. The central bank makes 10,000 ϕ into disable assets. Disable assets have characteristics similar to Ecosystem Maintenance Currency (EMC). It is used for insider trading and allows staking. However, disable assets only operate like EMC, the ecosystem-maintaining currency, only for the moment they are stored in the disable asset pool, and can be returned to available assets at any time at the request of users.



John's 10,000 φ assets are stored in Asadal's unused asset pool. 10,000 φ from Babylon's disable asset pool equal to that disable asset is transferred to John's Babylon personal wallet.

Let's assume that 100 million Fee of Asadal's assets are to be relocated to Babylon.

The sum of all mosaics of inactive assets is $(N-1) \times (\text{total available assets})$.

*N is the total number of mosaics

If there is only one mosaic of Asadal, the sum of disable assets is 0, but if Babylon exists, $(\text{total available assets}) = (\text{total disable assets})$. That is, the sum of $(\text{total disable assets})$ and $(\text{total available assets})$ of Asadal and Babylon is $2 \times (\text{total available assets})$.

The formula for calculating the total available assets is as follows.

$(\text{Total available assets}) = (40 \text{ billion Fee (initial volume)} + 4 \text{ shards}) \times \text{rewards per 33 seconds} \times 60 \text{ seconds} \times 60 \text{ minutes} \times 24 \text{ hours} \times 365 \text{ days} \times (N \text{ years running} - 4 \text{ shards}) \times \text{actual average TPS per second} \times 60 \text{ seconds} \times 60 \text{ minutes} \times 24 \text{ hours} \times 365 \text{ days} \times N \text{ years running}$

$(\text{Total disable Assets}) = (\text{Number of Mojaik} - 1) \times (\text{Total Available Assets})$

Value of Fee and Time, and Reward in Mojaik

Fee is an asset that can be staked at any time, and the minimum delegable asset is 100k Fee.

To calculate the actual flow of Fee, use the following formula.

$(\text{Real Flow of Fee}) = (\text{Total Available Assets}) - \{(\text{Total Delegated Assets}) + (\text{Undelegated Assets among Reserved Assets})\}$

Fee is an asset issued from the blockchain network of the POS operation method. Therefore, since Fee has a clear purpose of staking, the flow of Fee actually distributed decreases as staking occurs more. The value of Fee is expected to continuously rise.

Time is a Trinity reward token based on time.

In order to maintain the blockchain, the Mojaik platform requires the participation of many users, and a reward system was designed to compensate for this.

The human reward starts with a reward of 24 hours a day for users who initially signed up for the TimeStope app, and the amount of compensation decreases by halving every year. After October 10, 2022, compensation of 6 sTime per day will be implemented. The reward is halved each year.

In relation to the land reward of land (L2) obtained through the TimeStope app and the CityWalk app, owners will receive a reward of 3 Time per land. All lands are virtual lands in the shape of a 1,000x1,000 checkerboard. If you own the land, the land will continuously issue 3 cTime every day.

Sky reward is time rewarded through advertisement rewards, mission rewards, each leader's reward, or Smart Deposit in the TimeStope app and CityWalk app.

The reward of the Mojaik platform is very important. This is because, when more people participate in Mojaik, the number of users who share the usefulness of Mojaik increases. If the participation rate of users cannot be predicted in advance and the reward is compensated mechanically, damage to the value of Time may occur due to unpredictable errors and fraudulent participation in the blockchain afterwards. Since human life is different from machines, it must be organic, and it is very difficult to introduce a method of combining relative values with absolute values into the blockchain.

In the text, it is explained that Time is continuously used for the purpose of compensation, and it is relative.

In general, blockchains, node compensation is performed according to the absolute rule initially set, but in Mojaik, node compensation is implemented according to the absolute rule through Fee.

In order to implement compensation in a way that is not initially stipulated, a compensation rule should be added, and this will be explained as relative.

The first Time reward rule is the reward for Oasis. Oasis is a virtual space made up of 1 million cells.

Ownership compensation for one cell is 3 Time, which is equivalent to 1 Fee.

The second Time reward rule is a maintenance reward for valuable cryptocurrency and tokens. This is called Smart Deposit. Smart Deposit allows crypto assets such as Bitcoin to be combined with the value of time in Mojaik. Smart Deposit is a system that allows everything that exists to pass through the line of time, and to compensate for the value that exists on time with Time.

For example, James owns 1 Bitcoin. If he owns it for two years, what profit does he make other than Bitcoin? When you own a real estate asset, you generate rental income and equity, most likely the value of the property increases, and when you deposit cash in a bank, you generate interest income. Except for POS-type mainnet coins, all POW-type coins and tokens do not generate profits for ownership. With Mojaik, James who owns 1 BTC can receive Time reward in return for his possession.

Integrate with multiple chains

Mainnets such as Ethereum, BSC, Solana, and Polygon are mainnets that operate based on ERC20, and each has its own characteristics.

Mojaik mainnet has the universality to operate basic smart contracts such as ERC20.

This means that it is not operated exclusively with other blockchains, but can be operated integrated with them.

For example, FEE (Mojaik) is the mojaik-based main coin FEE, FEE (Eth) is a token created under Ethereum, and coins can be divided into FEE (BSC), FEE (SOL), FEE (POL), etc. .

This means that the goal of Mojaik Mainnet is not to differentiate the crypto economy, but to integrate it.

Through the Bridge server, FEE coins and FEE Tokens can be exchanged 1:1 under specific conditions.

Mojaik Team

Board of directors



Seung Il Chung (Solomon)

Co-Founder | CEO

Graduated from Seoul National University. He developed the Internet tax invoice system for the first time in Korea in 2000, and based on this system, it has been established as a standard for electronic tax invoices around the world. In 2006, he moved to Vietnam, studied search engine technology, and collaborated with Vina Games to create a service called Zing. In 2008, he returned to Korea and was recognized for his skills by winning the Excellence Award at the SK Telecom Mobile Contest and the Grand Prize at the Venture Award hosted by KT. He is the founder of the Korean national software maestro course in 2010. As a professor of the "SW Maestro Course" held in accordance with the provisions of Article 10(Nurture software experts) of the Software Industry Promotion Act enacted by law, he contributed to the technological development of mobile applications in Korea. After that, he became interested in technology patents while providing mobile-related technologies through Intellectual Ventures Korea. After that, he started researching social enterprises while working as an IT expert at the Small Business Power Plant under the Beautiful Fund.

Developed Korea Electronic Taxbill in 2000

Developed Zing Chat (Vietnam) in 2006

Korea Venture award grand prize in 2009

Founded Korea National Software Maestor Course in 2010

Blood project in 2017

TimeStope project in 2020

Fee.Chain (Mojaik platform) project in 2022

Developer Team



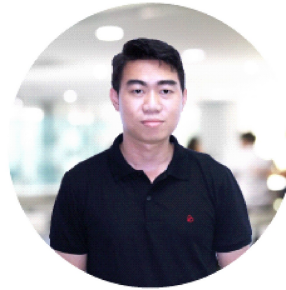
Aron Lee Chief Software Engineer



Liam Choi
Software Engineer Manager



John
Software Engineer



Zack Nguyen
Software Engineer



D.K. Cao
Software Engineer



Henry
Software Engineer



Oliver Do
Software Engineer

Management Team



Tharo

Designer



Mamoiris

Manager



Talitha

Manager



Yink

Manager

International Team



정순 



Vivek Surana 



우열이 



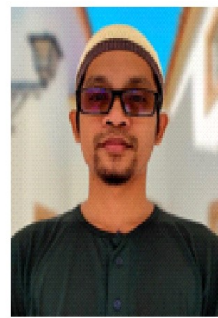
Yangbin Kang 



Amr
Wageeh



Pleizz



Naufil SF



duhan



로우웁스



cqw10086



한결



Ehsan
Salehi





Prince
Ghimire



썬타



Orange Ye



Nguyen
Hoang Nam



Abdul Waheed



Yetiş Çetiner



borhan323



like David



ahmanik47



melyont



Muhammad
Zaheer



koshkei



막시무스



Mohammed
Ruman



Si Thu Aung




번개천둥





yyww1030 



mkrathore 



타임사랑 



Baron C 




dang van vuong 



신성 



Naing Win Aung 



cniraula 



Younie 



AMIT KUMAR MEHTA 



salman 



golden lion 



nami0806 



Jover 



Emeka
Nwasah 



James Dean 



Taha Yaşar 



saribly 



AminahRos 



superego 



Yangfan Shen 



İsmet Başak 



Alexeide
Torres
Rivero 



Meidiyans
yah 



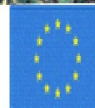
Arzam
Husain



Bijay B.



AFAK



Md. Al Amin



Dikko kallah



Md.
Aheteshamul
Haque



victory



Legal Restriction Notice

Please read carefully all of this disclaimer. If you are unsure about your future actions, we recommend that you seek advice from legal, financial, tax, or other experts.

1. As of the time of writing, this white paper has been distributed only for general reference purposes related to the TimeStope and Mojaik projects, and may be reviewed and modified. It should be noted that this white paper reflects the latest information as of the date of the cover and is not the final version. After that date, the information described in this document, such as the business operation and financial status of the TimeStope Project, may change. This white paper may be updated irregularly. If it is unavoidable, the contents of the document can be changed, and no compensation or liability is assumed for the change.

2. No one is obligated to conclude a contract or legally binding contract related to the sale of Time and Fee, and funds should not be received based on this white paper. Trading other than ICO provided by the head office of Time and Fee must be done through a legally binding contract or a legal intermediary institution, and the parties to the transaction cannot receive any legal protection against transactions or purchases in unspecified methods. In case of any inconsistency between the contract and the contents of this white paper, the contract shall take precedence.
3. In any case, this white paper shall not be construed as an offer to sell or purchase coins by the Time and Fee issuer/distributor/company, The presentation of this document or the document itself should not be based or relied on for contract and investment decisions.
4. This white paper is not provided as a business plan, business prospectus, proposal, etc., and should not be construed as an investment proposal or solicitation, such as securities, units of business trusts, units of collective investment plans, etc. in any jurisdiction.
5. Time and Fees related to the Time Platform and Fee Chain shall not be understood, interpreted, classified, or treated as an opportunity to receive investment returns, income, payments, profits, or a portion of the amount from buyers.
6. This document may not be reproduced, distributed, or disseminated in whole or in part in a jurisdiction where the coin issuance method specified in this document is regulated or prohibited.
7. If you wish to purchase Time and Fee, you must not understand, interpret, classify, or treat Time as follows. This includes currencies other than cryptocurrencies, bonds and stocks issued by any institution, rights to these bonds and stocks, options, derivatives, guaranteed return on investment or avoid loss, or rights under Impersonated Contracts for Difference and Other Contracts for this purpose, collective investment plan, Unit of securities such as business trust, etc.
8. TimeStope(Mojaik) team and the company do not guarantee any value of Time and Fee. We do not guarantee the value of fiat currency and exchange value in any name.
9. TimeStope(Mojaik) Team does not take any responsibility for the retention, management and maintenance of users' data regarding Time and Fee. All liability and risk lie with each individual.
10. In the name of the TimeStope(Mojaik) team, no one directly or indirectly assigns Time and Fee to trading in a market that has not been officially designated by the TimeStope(Mojaik) team. Responsibility for all transactions may be civil or criminal liability between individual traders, but TimeStope(Mojaik) Team or the company will not take any action for any responsibility, management, duty, or maintenance.

11. TimeStope(Mojaik) team and the company are not responsible for the value of all assets related to Time and Fee, and their maintenance, management of data, hacking accidents, embezzlement of employees, and server network problems.

Distribution or dissemination of this document in whole or in part may be prohibited or restricted by the laws or regulatory requirements of any jurisdiction. If restrictions apply, you must familiarize yourself with the restrictions that may be applied by possession of this white paper, seek legal advice, and comply with them, and TimeStope LLC, Habros Corporation, Bloodland Corp., Sell Me Time LLC, Directors(BOD), employers, employees, agents, affiliates, etc. take no responsibility.

In case of reading or possession of this white paper due to distribution and dissemination, this white paper or its contents shall not be shared with others by distribution, duplication, or other means for any purpose, and you must not allow or cause this to happen.