mytime

White Paper 9.0

Introducing a blockchain platform to track your time and convert it into cryptocurrency

English version
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mytc.io

Abstract

The number of services that require a human's attention to operate is growing daily. However, our time is finite and will never be enough for all the activities which genuinely interest us. Our time is the most valuable thing we have. So, what if we transform time into a measurable value and provide services with a tool to attract and retain users?

mytime is an open blockchain platform that records the amount of time spent by users on a particular online service and converts it into cryptocurrency.

mytimecoin (MYTC) is the cryptocurrency backed by a user's investment of time; in other words, a **mytime** payment instrument.

The time spent in the service is validated by its registration in the blockchain as a transfer of cryptocurrency. Payment is made by the services which want a person's time and attention.

mytime operates on the Chronos protocol underpinned by the Proof-of-Time algorithm based on the Delegated Proof of Stake (DPoS) protocol.

Chronos and Proof-of-Time is a proprietary product developed by the **mytime** team.

Chronos ensures both businesses and users benefit from time validation:

- Users receive MYTC for their time spent on a service.
- Users don't have to change their usual daily routine to receive MYTC.
- Businesses gain a new tool to attract and retain their audience.
- Businesses reduce transaction costs and avoid unnecessary intermediaries.
- Businesses secure a mining share proportionate to their users' validated time.

Examples of how **mytime** can be used:

- Loyalty programs in which the company pays a user for time spent on a service, thereby motivating him/her to return.
- Selling user time to a third party in exchange for cryptocurrency.
- Compensation for time spent watching videos or playing computer games.
- A learning incentive system to propel users through online courses.
- Effective accounting for work hours.
- Per-minute royalties.

mytime — represents a revolution in how we account for and monetize time.

If someone only earns money during their normal working hours, it's now possible for them to get paid every single minute of the day through the services they use.

The platform will grow the economy of the crypto-community by uniting a large number of users, services, and businesses in a unified model.

Contents

1. Introduction

1.1. Challenge

There are more interesting things online than there is time to browse and enjoy them all.

Every minute of every day sees:

- 2.5 million posts shared on Facebook.
- 300 thousand tweets added on Twitter.
- 220 thousand photos posted on Instagram.
- 72 hours of new video uploaded to YouTube.

There will never be enough time to see, study, or use everything we want to, even if money was no object, time will always stop us in the end. Furthermore, we are developing a certain type of immunity to advertising making content creators change their delivery methods, which can cause a disconnect between the viewer and creator. Typically, we end up turning to product recommendations from other influencers or close friends. In an environment like this it becomes extremely difficult for businesses to compete for customer time and attention while still staying true to their original content.

1.2. The Big Idea

mytime enables companies to quite literally buy people's time. Imagine that a video game player is paid to play, or a reader motivated to read articles, or a passenger to use taxi services. Furthermore, companies may choose to incentivize users by rewarding them for achieving certain milestones described in smart contracts. For example, for a player a milestone could be reaching the next skill level. Once the time is invested or a milestone reached users are rewarded with **mytime**coins (MYTC) and get higher scores improving their ratings.

This tool is a far more efficient attention-getting method than any discount or bonus as it holds real-world value for users. They will be rewarded with MYTC for the amount of time spent on a product and for actions beneficial to themselves and the service. As more users and companies identify the value in this tool and participate in the **mytime** platform, their collective effort sends the value of this cryptocurrency upward.

1.3. The Economy of Time

You have heard it said a million times: time is money.

In 2002, Warwick University professor Ian Walker developed a formula* that calculated the cost of one minute of a person's time, depending on his or her salary and cost of living. The researcher showed that we spend time as an expression of money, whether we are brushing our teeth, preparing breakfast, or going to work.

After the scientific and technological revolution, time's value has multiplied. We are living at a faster pace now. We are using the internet to order food, buy clothes, arrange for dry cleaning, pay the bills, create content, and communicate across vast distances instantaneously. As a result, we spend more time doing the things that we like: communicating with friends and family, playing games, browsing the internet, and learning new things.

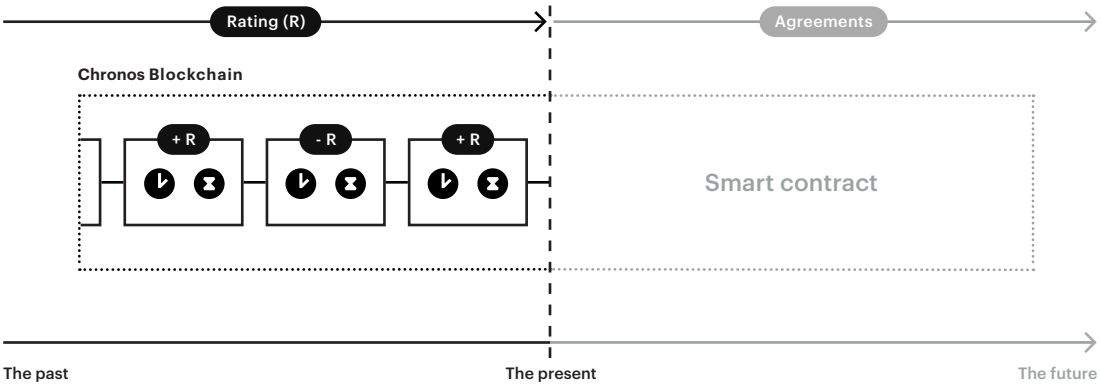
But instead of monetizing our time, we give it to brands by making purchases and viewing ads. On the brand's end, it is increasingly difficult for businesses to attract and retain an engaged audience due to significant competition. But companies and consumers alike benefit when time can be valued and purchased, describing in smart contracts the required actions needed to complete the exchange. Companies attract and retain an audience, while consumers see a financial return for the investment of their time in the service.

* http://edition.cnn.com/2002/TECH/science/05/29/time.money/

1.4. How mytime Works

mytime will enable services to make agreements with users on how to monetize their time and actions. The **mytime** platform guarantees the terms and conditions and the results of performing/non-performing the agreement are recorded in a smart contract. Upon contract execution, the service deposits the transaction amount and the user's time for the respective period is frozen (he or she cannot participate in other transactions during this time). Once the contract is fulfilled and the user has spent his or her time utilizing the service, he or she will be rewarded via MYTC cryptocurrency.

This process allows for services to garner higher levels of user attention and better business prospects. Due to objective limitations, no user will be allowed to spend more than 24 hours a day on the platform as a whole. Services can only buy real time from real people.



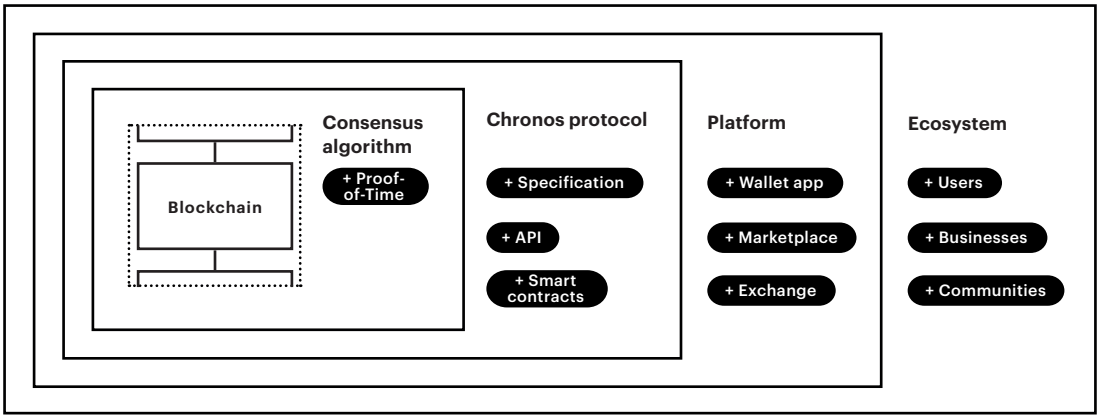
User time spent on services, and reward amounts, are recorded in the blockchain. The blockchain technology will prevent users from registering on different services at the same time, to avoid split attention. The blockchain also guarantees transparency and integrity of data and performance by both parties.

After a contract is closed, the service and the user rate each other by assigning scores. These scores help shape the reputation of **mytime** platform participants. Participants will have the ability to see each other's overall ratings, as well as the ratings of different services.

2. The mytime Platform

2.1. Architecture

mytime is a decentralised platform that uses blockchain technology, smart contracts, proprietary MYTC cryptocurrency, and additional services to connect users and businesses in a mutually beneficial manner.



The time spent on a service is registered by making entries on a blockchain-enabled ledger and confirmed by a transfer of cryptocurrency. Payment is made by the different services that want a person's time and attention.

Validated time is recorded in the blockchain as follows:

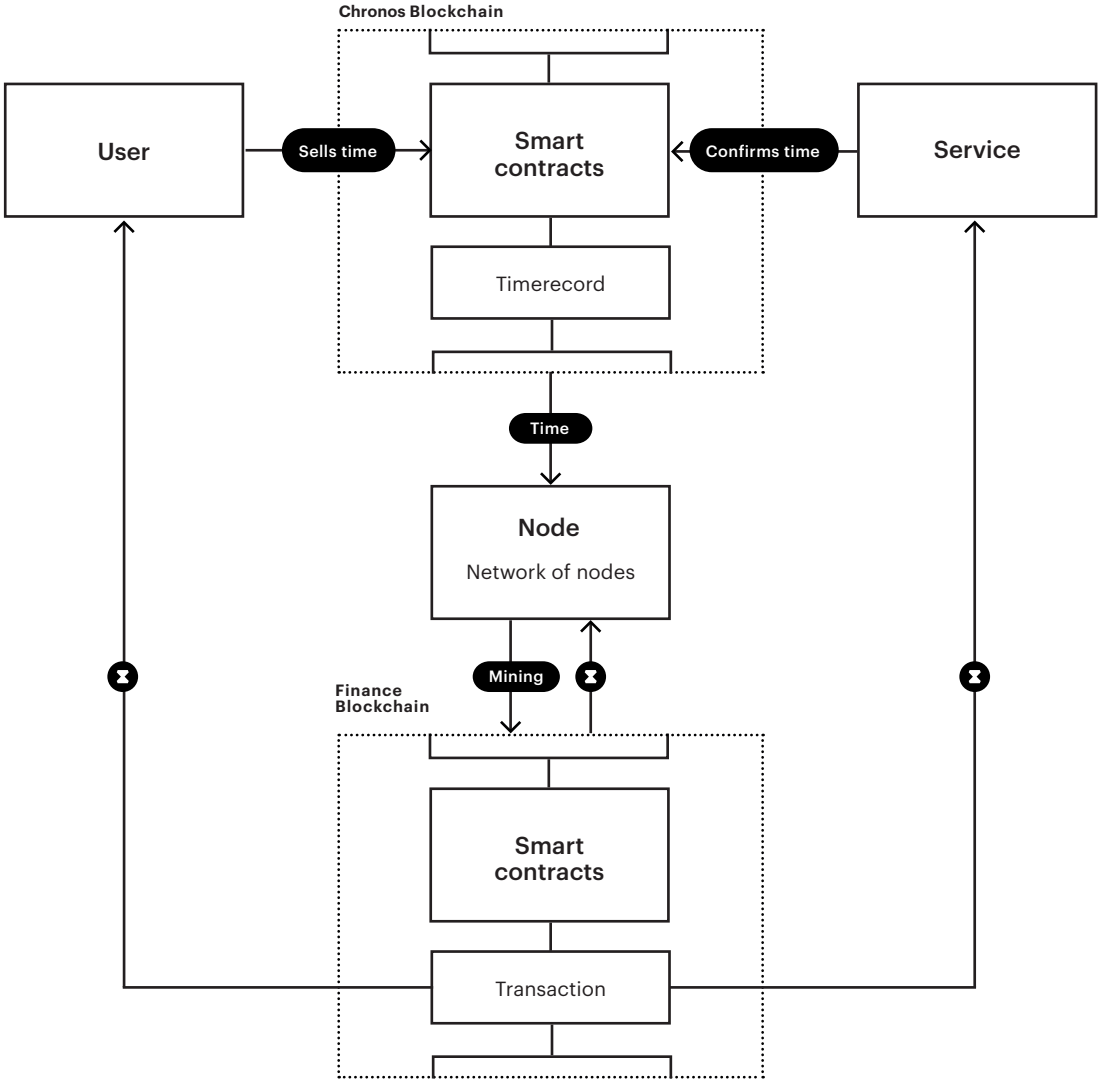
Service ID	User ID	Start time	End time	Σ MYTC

The service confirms the amount of time spent by a user on a service (e.g., 15 minutes from 10:25 to 10:40) and guarantees the user a reward in MYTC for this time.

A user cannot earn MYTC simultaneously by using two different services in the same time period. If the same time period is confirmed by several services, only one is selected following a priority order set by the user.

The **mytime** platform implements a Chronos protocol that validates the time a user spends on a service and turns it into a cryptocurrency.

The Chronos protocol operates on our Proof-of-Time algorithm based on DPoS, protecting and confirming the cost of time underlying the protocol.



Records confirming the time spent by a user on a service are kept in the time record blockchain.

Records of financial transactions in MYTC cryptocurrency between platform participants are kept in the finance blockchain.

The blockchains use Cardano, Plasma, EOS and Graphene technologies.

The blockchains are based on a network of nodes that provide the mining, encryption, and stability of the **mytime** platform. These nodes receive a reward for their work in MYTC.

The Chronos protocol is completely open-source - any developer can use it in their own projects to help their users get paid.

To support the **mytime** infrastructure, the following will be created:

- API Platform: a software interface for working with the **mytime** platform.
- Exchange API: a software interface for integration with cryptocurrency exchanges and trading MYTC for other cryptocurrencies.
- Basic application: a MYTC wallet and a marketplace that integrates with the **mytime** platform.

Furthermore, the **mytime** team is implementing several of its own services that will work to support the growth of its ecosystem. These services include:

- Monetizing and sustaining social communities.
- Paying people to play games.
- Getting people paid to send and receive instant messages.
- Motivating students to complete online courses.
- Getting users incentivized to watch videos.

2.2. MYTC Cryptocurrency

Every transaction on the **mytime** platform is made in the form of the MYTC cryptocurrency. Each platform participant will need to create a wallet to store their MYTC for use across services.

Steady demand for MYTC is driven by developers, businesses, advertisers, and holders as they find value in the **mytime** platform. **mytime** users may use MYTC as a liquid medium within the platform or sell them on other cryptocurrency exchanges.

2.3. Mining and Emission

Every minute users spend in a mytime-enabled service is compensated for in the form of MYTC. The more active a user is on a service, the higher the reward that a service pays out. This makes it profitable to be an active **mytime** user.

2.4. Smart Contracts

The **mytime** platform supports smart contracts like many other cryptocurrencies, this allows services to reward users for their time.

Smart contracts make it possible to implement:

- Contracts for a user's future time.
- Transparent accounting of time and remuneration.
- MYTC distribution in communities and gaming clans.
- Receipt of MYTC for fulfilling certain conditions.
- Exchange of data between services without directly accessing that data.
- Targeted sponsorship - payment of studies.

2.5. Platform Integration

Any independent developer can create his or her own service using the Chronos protocol, or have the ability to integrate that protocol into an existing service.

Tools are on the way to make it easy for developers to facilitate this. They will have access to:

- API for interacting with the **mytime** blockchain and DPoS voting.
- API for integrating cryptocurrency exchanges and MYTC trading for other cryptocurrencies.
- Infrastructure testing.
- Other services, with demand driven by the further development of **mytime**.

2.6. Services

Any software product can use the **mytime** API to interact with the **mytime** platform.

That service might be:

- A desktop application for any operating system.
- A mobile app running on any device.
- A web application.
- A messenger bot for Slack, Telegram, and the like.
- A plugin for any system, like JIRA.

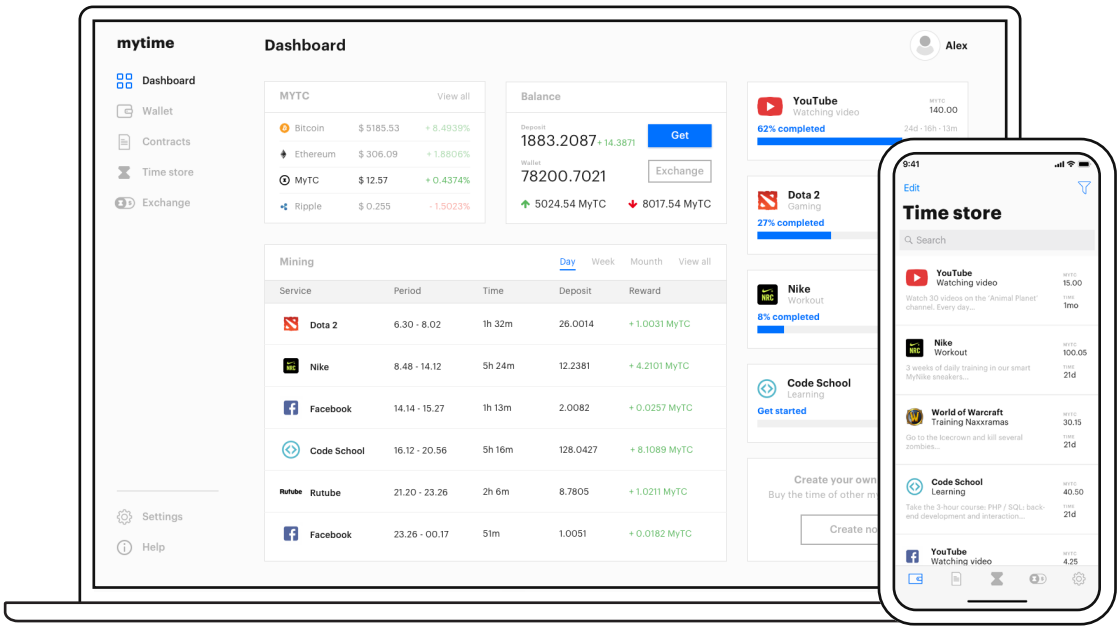
The service validates users' time and actions by default. For this purpose, it can be configured either manually (by specifying in **mytime** the amount of time the user interacted with the service) or automatically (by integrating a third-party solution into **mytime** for time and action validation). If needed, our developers will provide several basic solutions for any services to make sure they accurately record and confirm user time.

2.7. Basic Application

A basic application has been developed for the **mytime** platform that allows users to start working within the **mytime** ecosystem. The basic user application includes the following components:

- A wallet.
- A miner client that guarantees a certain minimum income.
- A market for goods and services exchanged for MYTC.

The basic application, designed for entry-level users, is available for rapid development. It allows a **mytime** user to immediately monetize their time, conclude contracts with services, buy and sell MYTC, and receive guaranteed income from their MYTC mining effort.



2.8. Chronos Foundation

The development of the community will be handled by a separate structure — the Chronos Foundation.

We will grow and support the community around the platform to help sustain global distribution and high penetration of the MYTC cryptocurrency.

This support will include:

- Developing the Chronos protocol and its basic implementation, all open-source.
- Helping services integrate with **mytime**.
- Developing standardized solutions for accurate recording of user time.
- Investments in services that integrate with **mytime**.
- Encouraging alternative implementations of the basic protocol mechanisms.

3. Examples of Services and Integrations

mytime enables all types of contractual relations between its participants, where one is ready to buy the time and actions of the other. These mechanics have been used for quite a while in various industries:

- Companies pay their staff based on time spent on work-related activities.
- Media platforms and games measure the time their users spend on their web-sites and products.
- Taxi systems estimate the cost of a trip measured by its duration.
- Video hosting that calculates the viewing time to determine the optimal frequency of ads.

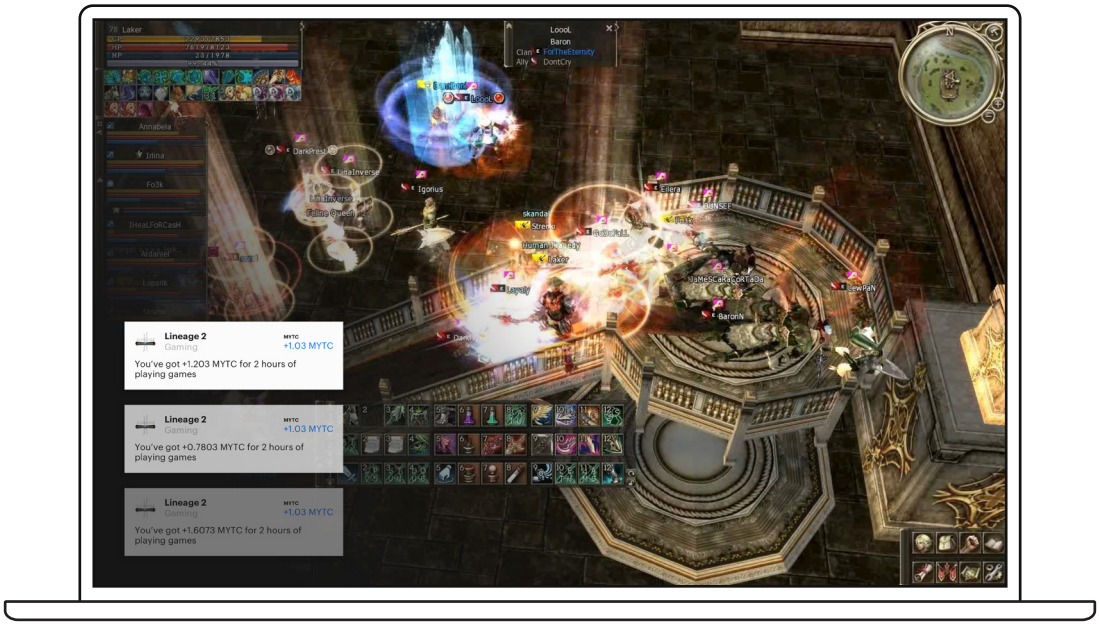
mytime is a business solution to digitize and make it a liquid asset. Below are several illustrations of this.

3.1. Gaming

Problems:

1. Low engagement due to the huge selection of gaming options.
2. Generally negative user attitude toward Free-to-Play* games, often described as Pay-to-Win** games

Solution:
With help from the **mytime** platform, game publishers can simultaneously solve both these problems by redistributing income from paying users to compensate others for time spent in a game.

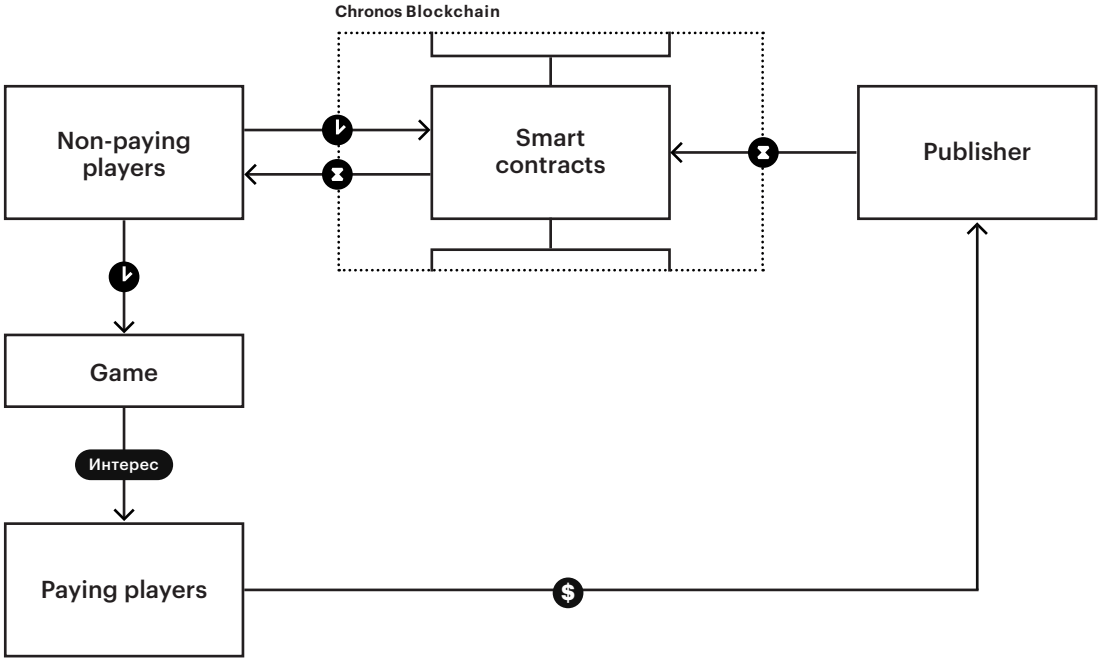


How it works:

1. The publisher buys MYTC using money received from its paying users.
2. The publisher enters into smart contracts with the players in MYTC for the time they undertake to spend in the game.
3. Users receive MYTC just for playing.
4. The user attitude becomes joy instead of irritation or boredom. “Wow, they pay me to play?!”

*Free-to-Play — a business model promoting computer games free-of-charge for players.
**Pay-to-Win — a Free-to-Play sub-model where results are not achievable without paying.

5. As a result, the average user lifetime significantly increases.
6. Paying users have certain superiorities or advantages in the game over those who play for free, and to enjoy a game they need non-paying ones to continue to play to keep the player base high.
7. Longer lifetime of non-paying audience results in longer lifetime of paying users and, consequently, their increased LTV***



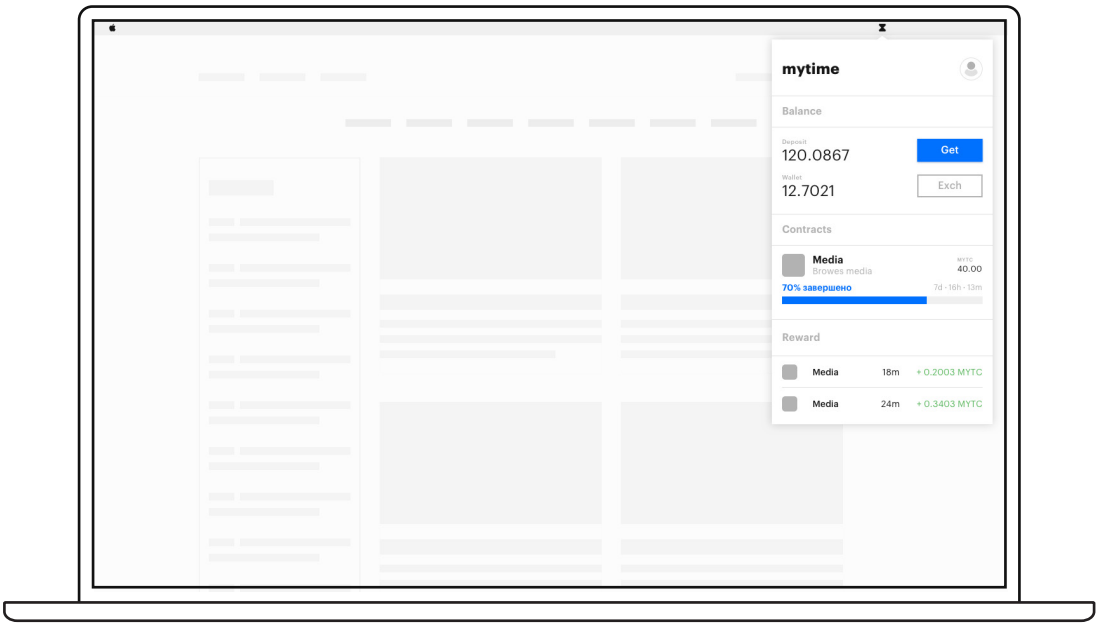
Benefits:
The publisher eases irritation for the non-paying audience, motivating them to play longer and more often. This means the lifetime of paying players also increases.

*LTV - Lifetime Value is a company's total profit derived from one customer throughout the relationship.

3.2. Media

Problem:
Audience attraction and retention is as difficult as it has ever been due to competition from new media companies, social networks, and independent bloggers. Publishers need a stable, high-quality audience in order to successfully fulfil their advertising contracts.

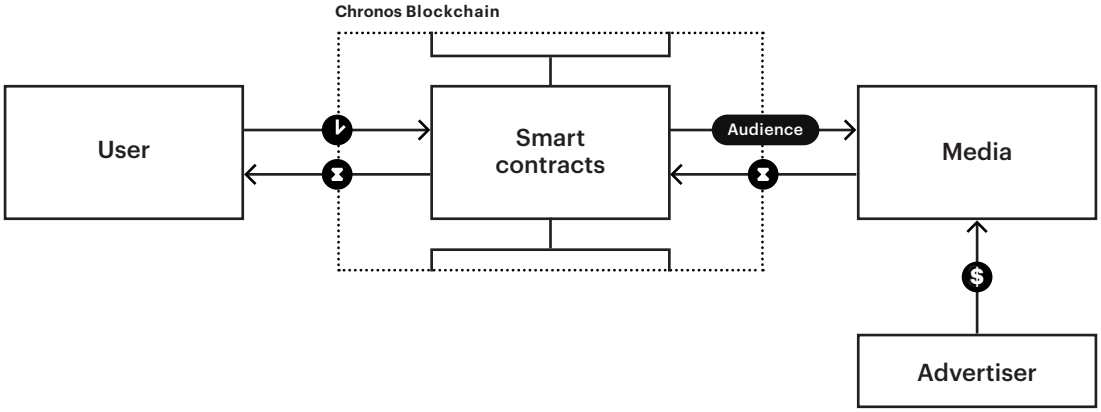
Solution:
With help from the **mytime** platform, a media company can buy the time and attention of its target audience via smart contracts, as well as pay authors for time users spend reading their content.



How it works:

1. The media company buys MYTC for conventional currency.
2. The media company executes smart contracts to purchase time from its most desirable target audience.
3. Interested users accept the contract and spend time on the publisher's site, receiving MYTC in exchange.

4. By rewarding its audience for staying on site, the media company becomes more attractive for advertisers.
5. The media company pays MYTC to its authors for the time users spend reading the content.
6. The longer time users spend reading the company's content, the higher their rating is.



Benefits:
Because they are receiving MYTC, users read more pages more often, therefore helping the publisher reach their page view goals.

3.3. Video Content

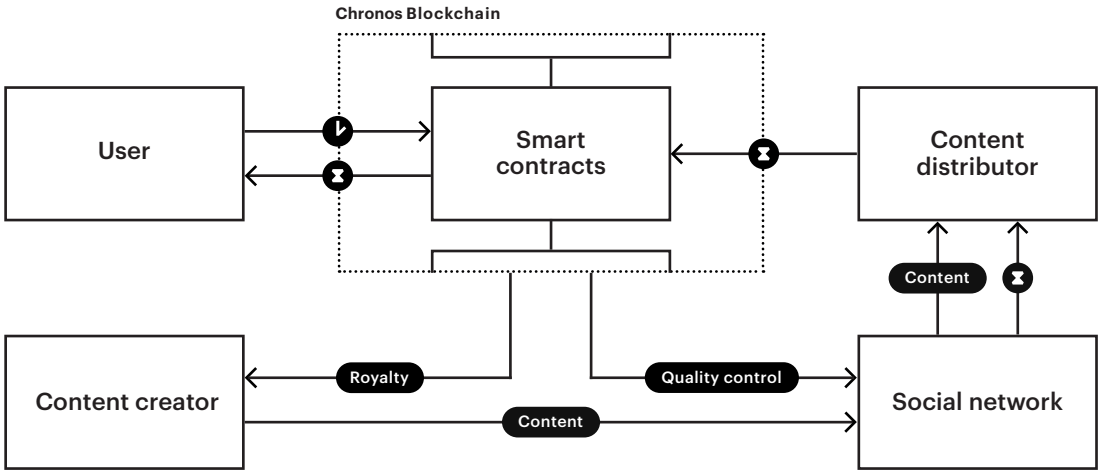
Problem:
Sites that distribute content (social networks, video hosting services, chat rooms, other public places of the internet) want users to spend time on their platform by consuming their content because as average viewing time climbs the number of ad impressions grows, as well. The problem is that content creators ought to be paid for their role in the interaction as well, but this can be extremely complicated using conventional currency.

Solution:
On the **mytime** platform, sites that distribute content will be able to buy audience time for viewing video content and pay royalties to video producers proportionate to the viewing time.

The parties can describe terms for additional rewards in a smart contract, covering things like special viewer bonuses for watching an advertisement to the end.

How it works:

1. The content distribution site buys MYTC cryptocurrency for fiat money.
2. The platform creates a smart contract to purchase time from users, spelling out copyright royalties.
3. Those who are interested accept the contract and spend time watching the video content and receive MYTC as a reward.
4. The platform pays copyright royalties in MYTC for viewing time.
5. The longer the user's viewing time, the more their rating grows.
6. Total viewing time and exposure to advertising increases as a result.



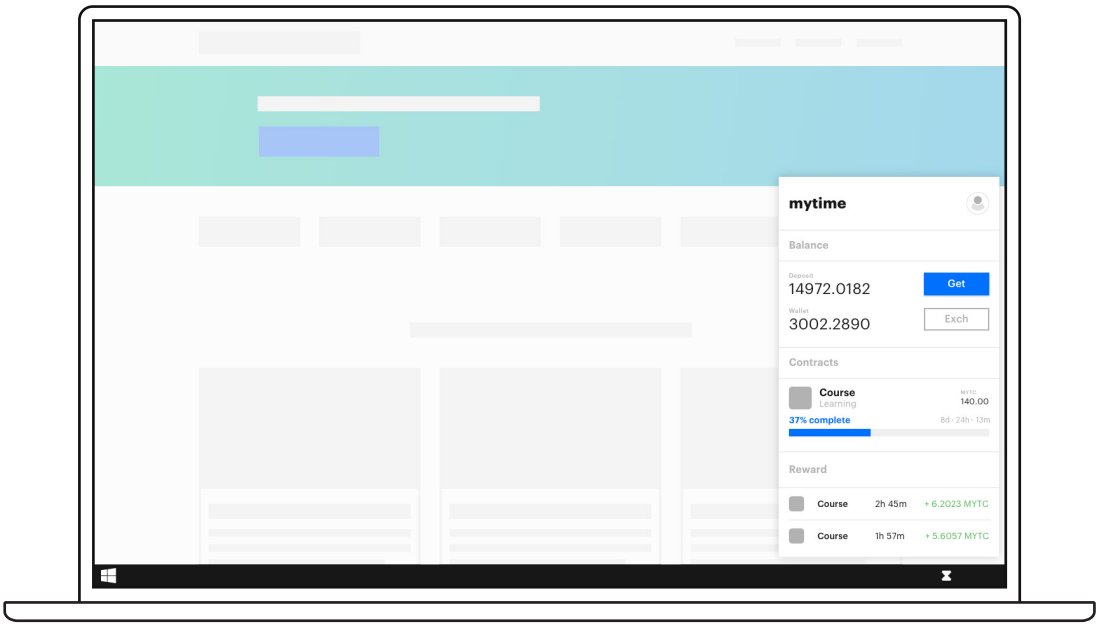
Benefits:

- In exchange for MYTC, the user spends more time watching video.
- By paying MYTC as royalties to video producers, the site gets rid of the need for long, complex fiat payments.

3.4. Education

Problem:
From parents to government, everyone wants to see students succeed in order to ensure a sustainable future. But it can still be difficult to target the use of educational grants and resources effectively.

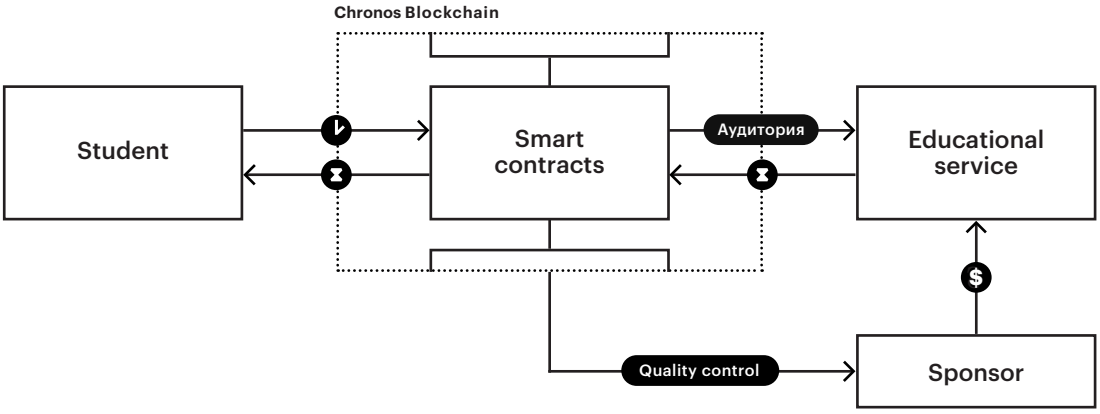
Solution:
Educational services, like Coursera, can use the MYTC cryptocurrency to subsidize the time their students spend engaged in study. Services can buy this time and attention (either for the entire course or its parts) by establishing conditions via a **mytime** smart contract.



How it works:

1. A charitable foundation, for example, pays for the time students spend training in an educational institution.
2. The educational service purchases the cryptocurrency for conventional money and transfers it to students as compensation for time they have spent studying or completing tasks or milestones (passing a course, successful testing, etc.).

3. Students spend the necessary time meeting those conditions, receiving MYTC in exchange.
4. Sponsors receive confirmation that their students are participating and learning.
5. The more time students spend studying and the more successful they are, the stronger their reputation becomes.



Benefits:

- Full transparency of all transactions enables interested parties to monitor both a student's time spent studying and the spending of money designated for education.
- Since there are no intermediaries like in banking, it's possible to pay for the training with micro transactions, and to pay for individual sessions or consultations.

3.5. Communities

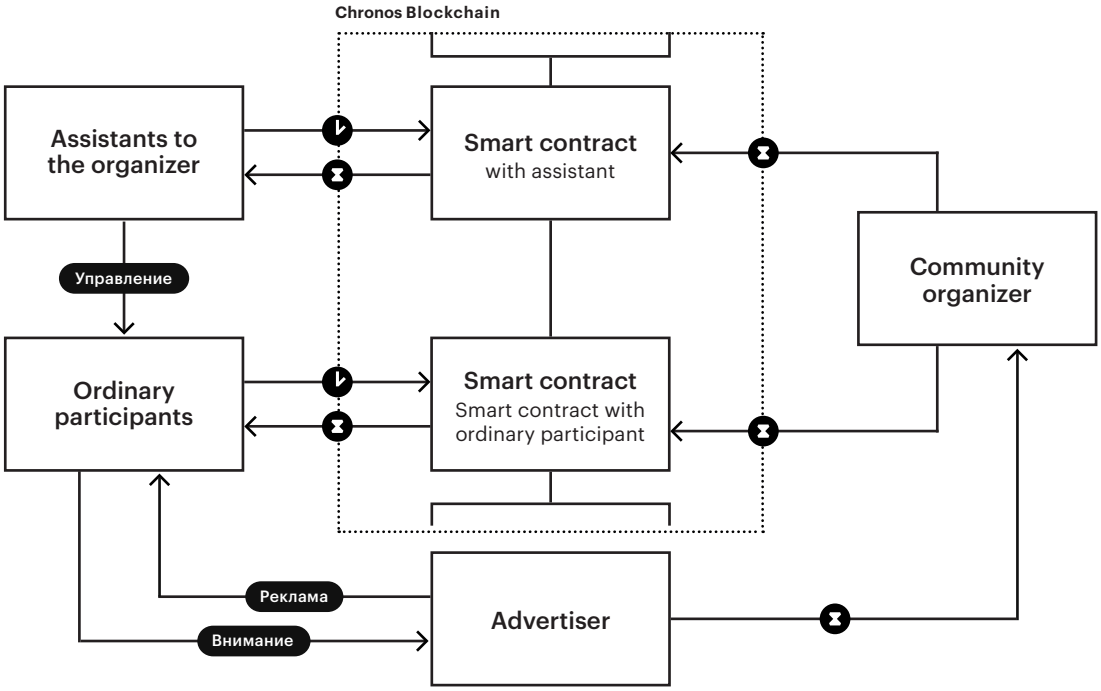
Problems:
Online communities such as chat rooms, computer game clans, messaging groups, and forums have difficulties organizing their different activities:

1. Online community organizers and their assistants work hard and are often unpaid, therefore the turnover is high. New people need training constantly.
2. It's not easy to build a meaningful community full of regular participants online, people come and go often.

Solution:
Using the **mytime** platform, one can turn a community into a small business, selling member attention to its advertisers. For example, a gaming clan leader might sell ads for a strategy game on its site.

How it works (for a gaming clan):

1. An advertiser purchases MYTC for conventional money and concludes a smart contract with a gaming clan leader, for example, using it to buy clan member time and attention.
2. The clan leader pays participants in MYTC for the time they spend on the clan's activities.
3. Assistants can get paid, which results in reduced turnover.
4. Clan member lifetime and involvement increases.
5. The clan's website becomes increasingly attractive to advertisers looking for attention from that audience.



Benefits:

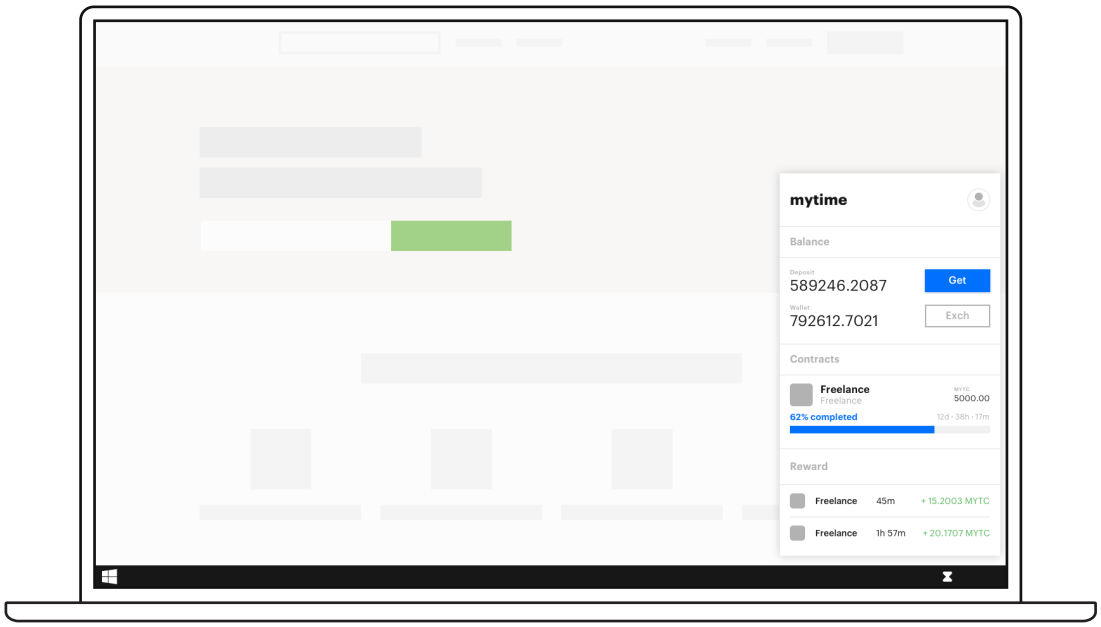
Clan members receive MYTC for the time spent on clan development, increasing their involvement as well as the clan's appeal to advertisers.

3.6. Freelance and Hourly Rates

Problems:

1. Hourly pay on freelance sites comes with risks. A contractor might take on lots of work at once and miss deadlines.
2. Periodic payments for small amounts of work are interesting to both parties, but inconvenient to the customer due to complex and long calculations.

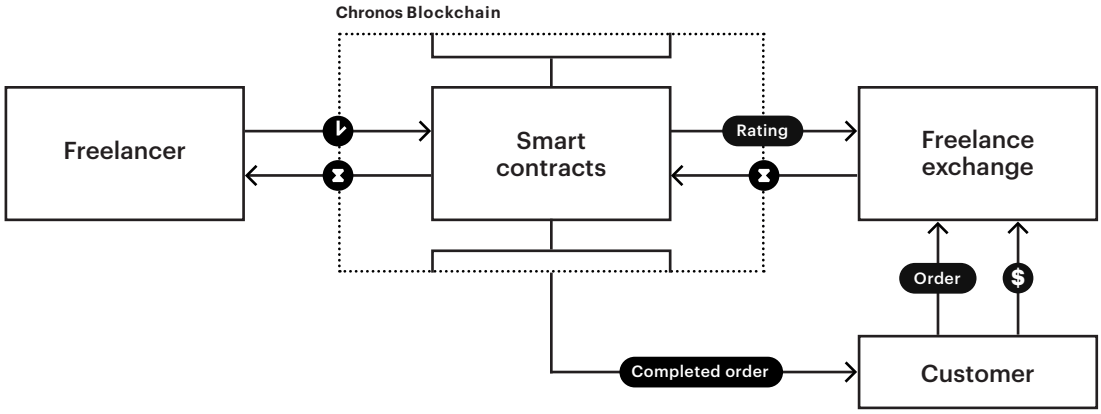
Solution:
The terms for interaction between the customer and the service provider are described using a **mytime** smart contract. The customer buys MYTC cryptocurrency and pays the contractor for the tasks to be completed and the time spent on the project.



How it works:

1. The freelance site integrates **mytime** to conduct smart contracts and make entries in the blockchain.
2. The customer buys the contractor's time and deliverables on the site using MYTC.

3. Contractors receive payment in MYTC for their time and successfully delivered work and, if necessary, convert it into conventional money.
4. The site and the customer receive additional compensation from mining.
5. The contractor's reputation grows with every successfully completed order.
6. Confirmed working time and hourly payment increase the effectiveness of contractors across industries.



Benefits:

- The technology confirms the user's time, protects the customer, and does not allow the contractor to spend the same time on different customers.
- Freelance sites, contractors, and customers are all earning from mining.

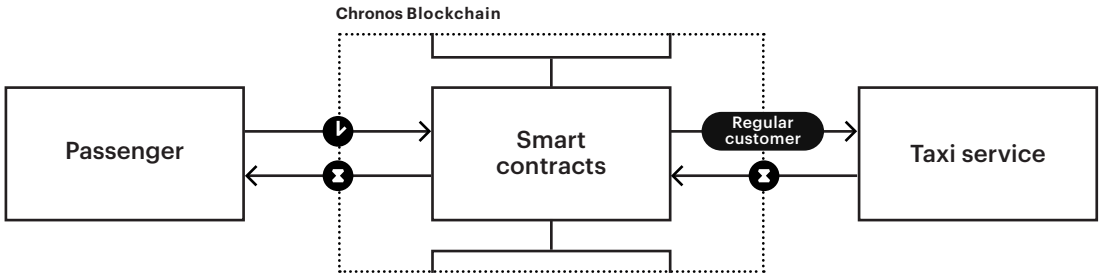
3.7. Taxi

Problems:
There are a lot of different taxi aggregators on the market. A user selects a taxi service based on price and previous experience, and these comparisons can be made in a few clicks. This makes it difficult for taxi companies to retain customers and win their loyalty.

Solution:
With help from the **mytime** platform, the taxi service implements a cashback system that pays for the client's time spent on a trip. The client and service alike receive the MYTC cryptocurrency.

How it works:

1. A taxi service issues a smart contract to pay for the time its customers spend on a trip.
2. The contract appears as a special offer within the company's app.
3. Interested customers accept a contract and make a trip by taxi, receiving MYTC for it.
4. MYTC users can be offered a bonus for a long waiting time.
5. The taxi service rewards its customers, reduces irritation over long trips, and motivates customers to choose their service over its many competitors.
6. Users and services observing smart contracts have a higher rating.



Benefits:
Doing micro transactions via MYTC cryptocurrency to increase loyalty is much easier compared to fiat currency transfers.

4. Market expansion

4.1. mytime RoadMap

Q1 2017

Conceive the idea for mytime
Define the value of transforming time into cryptocurrency

Hold market analysis
Study the possibilities of using the blockchain technology in ways related to time mechanics

Q2 2017

Create the mytime team
Acquire all necessary competencies to start the project

Identify mytime values for the market
Test mytime values on a large number of businesses

Develop the mytime ecosystem architecture
Take the key decisions on the architecture of the mytime ecosystem

Q3 2017

Negotiate with advertising companies and online communities
Reach preliminary arrangements with major market players

Launch mytime.io
Launch the project website

November

PR
Broad media coverage of the project. Conclude mytime agreements with businesses

December

Token sale
Launch the token sale from the 10th to the 25th of December*

Q1 2018

Produce the Chronos protocol specification
The protocol specification is ready and tested for potential vulnerabilities

Promote the mytime brand
5 companies enter into mytime agreements. Large-scale events in different cities around the world are arranged

Q2 2018

Implement the Chronos protocol
Perform private protocol testing

Launch the first mytime applications
mytime is used in a test environment

Audit the mytime ecosystem
Audit the entire mytime ecosystem before launching publicly

* The token sale procedure, and terms and conditions will be detailed later, follow the site updates.

Q3 2018

Public launch of the mytime ecosystem
Official mytime launching

Launch the first applications
The mytime team and partner applications are up and running on the network

Pilot launch of smart contracts in the mytime ecosystem
Test the smart contract technology in the mytime ecosystem

Q4 2018

Chronos Foundation activities
The Chronos protocol is actively implemented into business processes and distributed by the Foundation

Public launch of smart contracts
Developers can create applications that make use of smart contracts

2019

Integration to leading industries
Implementation of shrink-wrapped and mass market solutions.

2020

Scaling up and expansion
Integrate mytime with large education platforms
Mytime finds application for sponsorship projects related to education

6. Team

6.1. Founders

Eduard Gurinovich
Chief Executive Officer

- Founder of CarPrice, an online auction for used cars, and CarMoney, a service for getting loans secured by cars. In two years of CarPrice activity raised $80m from key industry investors (Baring Vostok, Almaz Capital, Mitsui), opened 50+ offices across Russia, Japan, India, and Brazil. Attracted $10m+ into CarMoney.
- IT startup investor in the field of artificial intelligence and robotics startups.

Georgy Chumburidze
Chief Strategy Officer

- Entrepreneur and investor in IT, telecom, digital entertainment, Ad Tech and related industries. $90m raised from key industry investors (Baring Vostok, Winter Capital, Kismet Capital).
- Innova (localizer MMORPG — Lineage 2, Point Blank, Aion, Blade & Soul, RF Online). 20m+ accounts.
- Founder of Vertikal (telecom infrastructure).
- Ruform investor and Board of Directors member (B2B-brand Pladform, B2C-platform Rutube).
- Investor and license co-owner in the KidZania project in Russia, the U.S., France, and Canada.

Armen Gulinyan
Chief Business Officer

- Founder of Pladform and CEO Ruform (Pladform + Rutube) sharing 25% of Russia's video adverts market (10b+ views a year), vk.com major partner.
- Expert in online advertising.

Maksim Ploskonosov
Chief Marketing Officer

- Founder of RMG Group, RoboMarketing (technology companies integrating the AI, Big Data, ML technologies into corporations and AdTech).
- The founder of LPgenerator, a leading landing page designer in the Russian community.
- Professional marketer and crypto investor.

Sergey Shashev
Chief Technical Officer

- Founder of AntTrader (an algorithmic trading startup) and Dexpa (Data Science-projects in AdTech)
- Head of R&D projects in NAUMEN (development of data-driven systems for state and private corporations).
- Expert in blockchain technology, big data, and machine learning.

Alexander Zelenshikov
Chief Product Officer

- 17 years in game development, including Novy Disc, Nival, and Obsidian Entertainment.
- Expert in game development.
- Expert in customer applications, security, and enhancement.

6.2. Experts

Anna Putsykina
Head of Legal

- 15 years of experience practicing law.
- Experience in international law firms and in-house counsel.
- M&A, project finance, international tax structuring, contractual work.

Oleg Kobyzev
Marketer

- 12 years in marketing and sales.
- Traffic, conversion, and automatic funnels.

Evgeniy Ivanov
Developer

- 19 years in game development at Creat Studios, Nival, and Obsidian Entertainment.
- eSports and server development.
- Expert in high-load systems.

Alex Garkoosha
Blockchain expert

- Co-founder of Modern Token and blockchain advisor. Produced his first smart contract in Serpent in 2014.
- Participated in ICO Humaniq, the project raised $5.2m.

Stepan Kamentsev
Software architect

- 14 years of experience in R&D and the development of intelligent systems at Naumen, Smart Technologies, and SIACS.
- Distributed systems for data analysis, NLP, Data Mining, DevOps, and Full Stack.

Alexander Khramtsov
Developer

- 10 years of experience developing web applications at Naumen and Smart.
- Full stack development, development management, smart contract and blockchain project architecture.

Ilya Evdokimov
Developer

- 12 years in the engineering of complex systems.
- Blockchain expert.

Dmitriy Devin
Art-director

- The founder and CEO of Wikipedia of Things, over 10 years of design experience.
- A lecturer at the Strelka Institute of Architecture, Media and Design, Skolkovo, and HSE.

Andrew Kos
Designer

- More than three years in design.
- UI/UX and web design.

Alina Tolmacheva
Chief Editor

- 7 years in journalism as the former editor of Cossa, VC.ru, and The Secret of the Firm.
- An expert in creating content about business, marketing, advertising, and new technologies.

Kirill Orlov
Editor

- 10 years in journalism as the chief editor of RBC's information projects and TopGear.
- An expert in creating content about new technologies.

9. Disclaimer

The information contained in this White Paper may be incomplete.
The contents hereof do not suggest any contractual relations, nor are binding to the Company, and may be further changed as the **mytime** ecosystem is developing.

This White Paper does not contain any investment, legal, tax, regulatory, or other financial recommendations.

This White Paper should not be considered as the only correct, comprehensive information for use in evaluating MYTC transactions.

Nothing in this White Paper should be regarded as a request for investment, nor should it in any way be regarded as an offer to purchase securities in any state jurisdiction.

This document is not subject to any state jurisdiction that prohibits or otherwise restricts cryptocurrency transactions.

Certain statements, assessments, and financial data contained in this White Paper constitute hypotheses, rather than factual information.

Given unidentified risks and other uncertainties associated with the project, its actual performance may differ materially from the forecasts reflected herein.

The Company neither offers nor distributes MYTC nor conducts business in the United States of America, People's Republic of China, Republic of Korea, the State of Israel, the UK, Singapore, or other countries and territories where digital token and currency transactions are prohibited or subject to special regulations or restrictions.

MYTC are not offered, distributed, or otherwise disposed to legal residents or citizens of the United States of America (including all states and the District of Columbia), People's Republic of China, Republic of Korea, the State of Israel,

the UK, Singapore or other countries or territories where cryptocurrency is prohibited or in any way restricted.

Actions taken by such people to acquire MYTC will be regarded as illegal, unauthorized, and fraudulent. Such actions may lead to negative consequences in accordance with laws applicable in a particular jurisdiction.

Every potential MYTC holder shall note that this White Paper is presented on the grounds that the reader is authorized to read the document.

Each potential holder may independently assess the legality of acquiring and carrying out other operations with MYTC based on the laws and codes applicable in a given jurisdiction, both in the case of buying them from the Company and in the case of reselling them, and carrying out other operations with them.

This English White Paper is the official source of information about the MYTC project. In translating this document into other languages, some information may be lost, damaged, or distorted.

The accuracy of the translation is not guaranteed. In the event of any inconsistencies or collisions between White Paper translations, this official English version shall prevail.

Before participating in the project it is strongly recommended that each prospective participant/holder consult with legal, investment, tax, financial and other advisors in order to gain a better understanding of the risks and to calculate the potential benefits and effects. It is also strongly recommended to read the information below.

7. Project Risks

Acquiring MYTC comes with a high degree of risk. Multiple factors can have a significant negative impact on the cost of these digital assets, as well as on the entire **mytime** platform.

The following is a list of risks and uncertainties that may become reality for MYTC holders, and it is not exhaustive.

7.1 Risks associated with MYTC value

7.1.1. Absence of rights, application areas, functionality and other attributes

MYTC does not grant any rights, has no scope, functionality or features, other attributes, explicit or implied, including any spheres of use, purpose, functionality, attributes, or features of **mytime**.

MYTC is not a tool for owning any assets of the Company, nor can it be considered as an intangible asset.

The Company makes no commitments and provides no guarantee to the holders on acquiring any rights through MYTC, or on their application, functionality, attributes, or features.

7.1.2. MYTC market failure

Since there was previously no open market for MYTC, the launch of the project may not lead to the formation of an active or liquid market of MYTC. The market price of MYTC may be volatile.

Despite the proposed demand for MYTC, the active market may not form after trading begins, or may cease to develop. As a result, the owner would not be able to perform MYTC operations in a timely fashion.

In the worst-case scenario, the market will not form or will cease to exist, and MYTC holders will lose the opportunity to sell them.

7.1.3. Speculative risks

The evaluation of cryptocurrencies in the secondary market often lacks transparency. The cost of MYTC can fluctuate greatly within a short period of time.

7.1.4. Risk of loss of value

There is a significant risk that a holder of MYTC may lose all his or her contribution because of depreciation.

The Company does not guarantee the value of MYTC, nor predicts their liquidity. The Company is not and shall not be held liable for the market value of MYTC, or their liquidity.

7.1.5. No refund

The Company is not obliged to redeem MYTC, or to otherwise refund their holders, for whatever reason.

MYTC value is not and will not be guaranteed, including their inherent value. Therefore, the refund of contributions may not be possible. Apart from that, it may be limited by laws and regulations that differ from the laws and regulations applicable to MYTC holder.

7.2. Blockchain and software risks

7.2.1. Untimely processing of smart contracts

In Bitcoin and Ethereum blockchains, block production can occur at arbitrary times, so there is a risk of untimely performance of smart contracts. The holder should be aware of this and consider its probability.

Bitcoin and Ethereum-blockchains may not process a transaction at the exact moment the buyer expects it, and the buyer might not receive MYTC on the same day that it completes the necessary action.

7.2.2. Network overload

Bitcoin and Ethereum networks are subject to congestion, when transactions can be lost or delayed. Individuals and groups can deliberately congest entire networks, trying to gain an advantage.

7.2.3. Development risks

None of the properties or the forecasts for the **mytime** ecosystem set out in this White Paper have been tested in practice. Their development may face insurmountable technical obstacles.

The **mytime** platform may fail to operate or may operate in a way different from the initial concept. MYTC may not get their intended functionality.

In addition, the **mytime** platform may become obsolete or lose relevance in the development process or right after launching due to the fast pace of innovations.

7.3. Security Risks

7.3.1. Risk of losing private keys

MYTC may be stored in a digital wallet or other storage requiring a digital key (or combination of keys).

The loss of keys associated with a digital wallet or vault will result in the loss of access to their balances. Additionally, a third party may get access to the private keys from the holder's wallet and, consequently, access to the MYTC they contain. The Company is not liable for the losses that this may entail.

7.3.2. mytime infrastructure security

Hackers or other bad actors may try to intervene in a smart contract, or otherwise interfere with aspects of how **mytime** functions. These may include malware attacks, denial-of-service attacks, and other digital disruptions.

7.3.3. Failure to connect open cryptographic keys to the holder's account

In the event that the MYTC holder does not provide access to connect open cryptographic keys to his or her account, it may cause a third party to incorrectly recognize its MYTC balance in the Ethereum blockchain when initial balances of a new **mytime** blockchain are formed.

7.3.4. Incompatibility of a cryptocurrency wallet

A wallet or cryptocurrency storage system used by the holder must be technically compatible with MYTC. Failure to use compatible technology may result in the MYTC holder not gaining access to their MYTC.

7.4. Development risks of mytime

7.4.1. Third party dependency

Even after the launch, **mytime** will rely wholly or partially on third parties for the adoption and implementation of certain functions, as well as for continuing the development, maintenance and support of the platform. There is no guarantee that these third parties will do their job properly.

7.4.2. Development team dependency

This project exists as the result of effort by the **mytime** team, who are responsible for maintaining the competitiveness of the ecosystem overall. To lose members of the management team (or to fail to attract and retain additional staff) could have a significant adverse impact on **mytime**.

The competition for staff with relevant experience is high due to the small number of qualified specialists. This shortage of personnel seriously affects the ability to attract additional qualified management, which can have a significant negative impact on the platform.

7.4.3. Lack of interest in the platform

Even if the platform is completed and launched, the success of the platform depends on the interest and participation of third parties. Their interest cannot be guaranteed.

7.4.4. Risk associated with other projects

The platform can prompt creation of alternative projects promoted by unaffiliated third parties.

7.4.5. Other factors

The development of the platform can terminate due to lack of funding, loss of key personnel, lack of commercial success, and other factors.

7.5. Risks associated with business of the company

7.5.1. Conflict of interest

Company units may be involved in transactions with affiliated entities. Conflicts of interest may arise within the Company or between the Company and affiliated parties. Transactions with related parties may fail to comply with the arm's length principle.

7.5.2. Emerging markets risks

The Company (or some of its units) can operate in emerging markets countries subject to high risks, including significant legal, economic and political risks.

7.6. GOVERNMENT RISKS

7.6.1. Inadequacy of regulatory framework

The legal status of cryptographic tokens, cryptocurrencies, and other digital assets remains unidentified in many countries. Predicting how quickly and how public authorities will regulate these assets, as well as the blockchain technology that facilitates it, is not possible.

Changes in legislation may adversely affect the Company and the prospects for the technologies developed by it.

The Company may stop distributing coins, developing a platform, or its activities in a specific jurisdiction in the event that such actions are found to be illegal, or legislative changes will make them economically impractical.

7.6.2. Failure to obtain, maintain, or renew licenses and permissions

Although there are no statutory requirements for the MYTC Company or holders to receive any licenses or permits, there is a risk that such requirements will be introduced in the future.

Regulatory authorities may establish requirements for cryptocurrency traders, including requirements for compliance with various standards, getting licenses, and the like.

In this case, an exchange trading MYTC could be suspended for an indefinite period.

10.6.3. Risk from state regulation

The Company operates in a new industry and may be subject to increased supervision and control.

The Company's property and operations are regulated by various state authorities and are subject to annual inspections.

The inspection bodies may conclude that the Company has violated laws, decrees, or regulations if it cannot refute these findings or rectify the violations in a timely manner.

Failure to comply with the applicable laws can lead to significant penalties, ranging from fines to criminal prosecution.

Any toughening in state regulation of the Company's activities may increase the Company's expenses and adversely affect its operations.

10.6.4. Illegal or arbitrary actions by state bodies

Sometimes public authorities show a high degree of freedom. Under the influence of commercial or political considerations, they act selectively, arbitrarily, without prior notice, or in a manner contrary to the law.

This creates risks for the Company's operations. Additionally, such conditions allow competitors to gain various privileges and preferences from state bodies, equating to direct competitive advantage.