Tutusfx

An incentivized, blockchain-based, forex trade platform

Whitepaper

<u>NOTICE</u>

All contributions will be applied towards the Company's objects, including without limitation promoting the research, design and development of, and advocacy for the application of blockchain technology to trade applications through the development of an open and dependable forex trade platform, continuous improvements to its blockchain technology, and the building of the largest and most active forex trade platform in the blockchain digital world.

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(b)   you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);

(c)   you acknowledge, understand and agree that you are not eligible to purchase any TT if you are a citizen, national, resident (tax or otherwise), domiciliary and/or green card holder of a geographic area or country (i) where it is likely that the sale of TT would be construed as the sale of a security (howsoever named) or investment product and/or (ii) in which access to or participation in the TT token sale or the Tutusfx Community is prohibited by applicable law, decree, regulation, treaty, or administrative act;

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Background

1.1 An introduction to blockchain application

Blockchain is an immutable, decentralized, distributed database that is used to maintain a continuously growing list of records. Each block contains a timestamp and a link to a previous block. Every transaction is carefully hashed and signed onto the block.

Blockchain was invented in 2013 by Satoshi Nakamoto and has seen growing adoption over the years. Most executives and experts in the field expect the technology to take till 2024 to gain widespread adoption. However, quite a few applications have very recently begun to emerge with variations to the original application of Satoshi Nakamoto.

In his work, Nakamoto used Proof of Work to determine which of miner can find a block and how. Miners were to attempt to solve a random mathematical problem and the result would determine who enters the block into the blockchain. In more recent applications, more verification techniques have emanated including Proof of Activity, Proof of Brain, Proof of Stake, Proof of Contribution, Delegated Proof of Stake, and so on.

1.2 Trading applications will be the most important application of blockchain

As at December 2018, blockchain applications around the world had grown considerably. Blockchain has been applied can be applied in voting systems, loans and obligation, supply systems, financial systems, social systems, etc. Blockcoin implements Proof of Stake, Steemit uses Delegated Proof of Stake, Qunqun implements Proof of Contribution, etc.

The security of blockchain applications make them the perfect model for financial transactions. Its decentralized nature makes each user independent and allows the user the freedom to place trust of funds in the hands of someone of choice, rather than any central administrator.

1.3 Instrument trading in recent times

1.4 Instrument trading in blockchain

The Solution Tutusfx Community Provides

In order to enrich the Forex trade applications of blockchain, on the one hand, the threshold for the formulation and operation of blockchain applications should be lowered; on the other hand, useful and product experiences which exceeds expectations should be provided for trade and Network applications.

The first issue is that not everyone is capable of independently developing a blockchain-based Internet Network. The threshold to create and operate a Trade Network is quite high. Therefore, a one-stop solution is provided by the Tutusfx Community for anyone to create a unique Network without any thresholds. Meanwhile, with the help of TT Token Reward Mode, the operation threshold can be reduced effectively, with a short startup period.

In view of the application experience in blockchain, the solution provided by the Tutusfx Community comprises a bottom layer using a decentralized blockchain accounting-book to record the ownership information of trade products, and deal with the transaction of trade products by virtue of smart contracts so that the ecosystem economy of Network will be transparent and clear; while the application layer shall make use of efficient centric development architecture so as to fully guarantee the good performance of all read and write operations as well as to effectively avoid the problems of long confirmation duration, high cost and congestion-inducing, thus the smooth and interactive experience of Network products can be guaranteed at the extreme.

Tutusfx Community is conceptualized by the members of The Tutusfx Team, with the original members from the Steemit Nigeria and RedFishPillar Teams. The team is good at blockchain application and creation of blockchain tools.

Product scheme

3.1 What's Tutusfx Community?

Tutusfx Community is a blockchain-based incentivized Instrument Trade Network platform with a range of currency/commodity/cryptocurrency instruments. Users may create their own Trade Network on the Tutusfx Community without any coding or deployment. Users can obtain TT rewards from the Tutusfx reward pool by operating their own Network on the Tutusfx Community, or participating in the contributions of other Networks.

In order to promote the Network ecosystem, a new Network will be generated every 10 minutes after the formal online opening of the Tutusfx Community, and anyone can create an initiatory Network by paying to the Tutusfx Community a Network platform toll in TT (the initial price for such toll would be 10 TT). Each Network has a unique tag, which is convenient for the access and memory of Network members. The ownership of Network will be recorded on the blockchain and cannot be tampered. Networks and assets can be traded freely in the Tutusfx Marketplace.

3.2 Network form of Tutusfx

Tutusfx Community provides an innovative Trade Network. Like an autonomous "Facebook for trades", each Network is independent of each other. Members of a Network can perform dynamic releases, and follow each other. All dynamic releases of members can be collected on the in-site Public Network.

In order to prevent Network isolation, promote content circulation and inter-Network interaction, and ease information sourcing and distribution on the Tutusfx Community, the Tutusfx Community will provide a unique cross-site interaction mechanism which allows users reach other Networks and attract other users with interest in their own Networks, as well as synchronously read the dynamic releases and perform interactions with the off-site Network.

3.3 App store of Tutusfx

The Tutusfx Community will offer a Network App Store that would provide abundant trade tools and functions for all Networks. The App Store will be made available to third-party developers, who may develop apps and sell them on the Tutusfx Community, and receive TT

through the revenue sharing model. All transaction will be recorded on the blockchain to ensure open and transparent accounting.

3.4 Exchange market of Tutusfx Network

Network managers will be able to obtain TT daily by managing and operating their own Network. The value of a Network would grow with the increase in number of users. The Tutusfx Community would also provide a Network exchange market. The key information of each Network, such as proof of activity, revenue information, number of users and activity of users will be recorded on the public blockchain as evidence of the value developed by each Network. Networks with high stakes and activity are expected to fetch higher prices.

3.5 Product architecture of Tutusfx
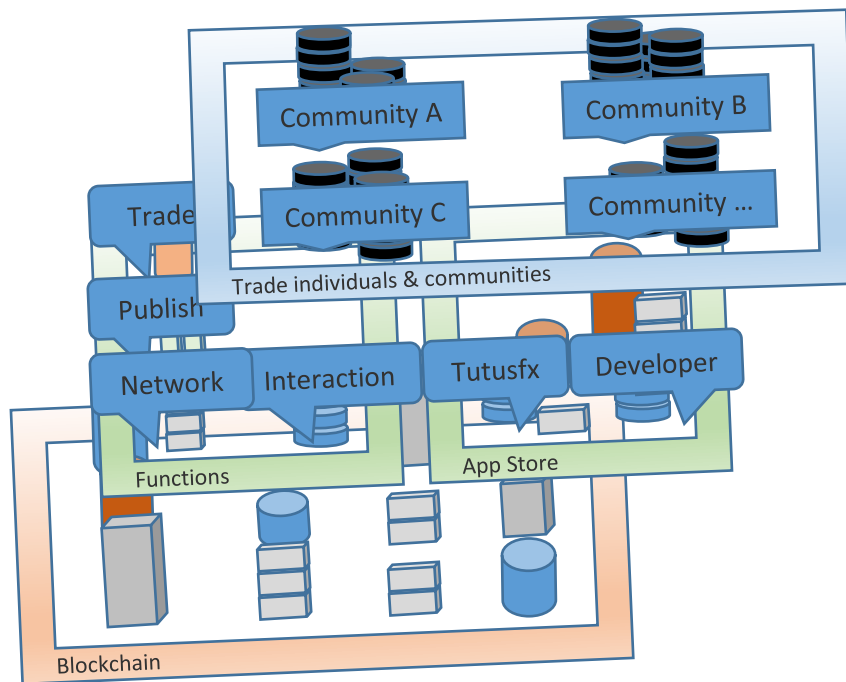
Figure 1 business model

3.6 Product elements of Tutusfx

3.6.1 Account system

The Tutusfx Community provides a complete account system. Users can join the blockchain on Tutusfx via mobile (phone) or online (PC) registration.

Each user will be equipped with an exclusive digital identity and the Tutusfx digital wallet, with this information recorded on the blockchain in the Tutusfx Trade Network.

Through the use of digital identity, users can access the ecosystem on the Tutusfx Community without restrictions, and enjoy various blockchain-based Network functions provided by the Tutusfx Community.

When entering a Network, users are required to add their identity in the Network, which indicates that users can join multiple Networks and have a standalone identity in each Network, and they can also participate in the construction of Networks, and at the same time trade in currencies, cryptocurrency and commodities. Eventually, all identities can be mapped to the exclusive digital identity that the Tutusfx Community has provided for users.

3.6.2 Timeline

Figure 2 Timeline (a timeline model from Qunqun)

As a basic function of the Tutusfx Community, all content published by a user will be collated and presented on a "Network". There are three types of Networks in each Network: Favorite, site and off-site.

Favorite: It is used to display the contents collated from other users in areas which the user has indicated previous interest.

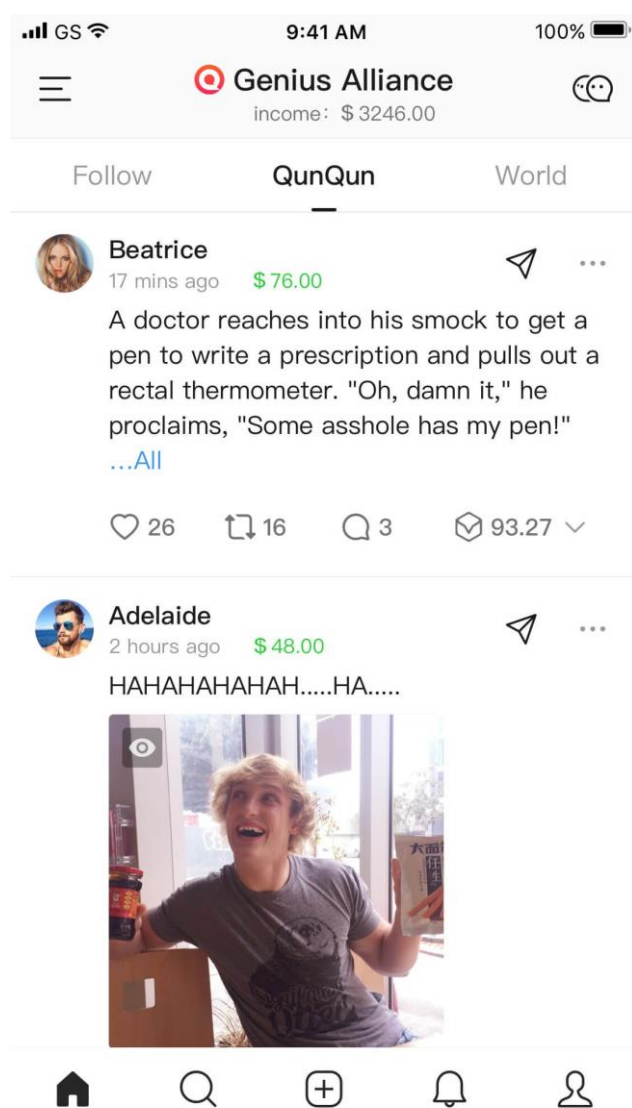Site: It is used to show the real-time dynamic release of all users in the Network and the information is arranged in reverse chronological order.

Off-site: It is used to show the content of user Network communities, transferred by members of the Network.

3.6.3 Content distribution

Tutusfx allows users to publish the contents in different media formats: text, images, videos and even live broadcast. A greater variety of media formats will be available in the future, such as links, long text, sign-in, Q&A, item transaction, etc.

3.6.4 Interaction function

Interaction module includes: Trade, buy, sell, upvote, downvote, comment, reward, forward, add network, share, etc.

1. Trade

Users can trade on a range of trade instruments. Each trade transaction is secured on a *"smart contract"*. The off-site content in this Network is equipped with the function of comment and interaction.

2. Buy/Sell

To place trade, users can request to buy or sell any available cryptocurrency, currency, commodity or other instrument. The off-site Timeline allows users to give likes on their favorite trade contents. The information is added to the disseminating data of the original content.

3. Upvote/Downvote

When consuming content in Timeline, users can give their favorite contents "thumbs up" according to personal preference. These are referred to as **upvotes**. The off-site Timeline also allows users to give likes on their favorite contents, and the information can be accumulated into the disseminating data of the original content.

Likewise, users can express their dissatisfaction with poor content according to personal preference by a "thumbs down". In this case, it is called a **downvote**.

4. Comment

When trading or browsing content, users can interact with the trader, content creator or other users based on the content through the comments section. The off-site content in this Network is also equipped with the function of comment and interaction.

5. Reward

Users can directly incentivize creators of high-quality content with TT. The amount of TT reward (less small transaction network transaction cost) will be owned by the content creator; neither the Tutusfx Community nor Network site-master/management team will get a share of this direct TT reward. In order to improve the reward function (as compared to a blockchain transfer), users of the Tutusfx Community will have a "Reward Now" function through the use of a preloaded, built-in, offline wallet.

6. Forward

Users can forward any content of interest to fans/followers, so as to reinforce trade relationship amongst Network members.

7. Add Network

The "Add Network" function is a basic function aimed at realizing cross-site function.

As members of a Network, users may view contents of other Networks. After finding other Networks on the Tutusfx Community, users may browse through the Networks and access the content. Users who are interested in contents from a Network and want to share it with

other members of their own Networks may use the "Add Network" function to share the content and creator to their own Networks.

The Networked contents will be displayed on the off-site Timeline.

The "Remove Network" function detaches a previously added Network from the user's Networks.

8. Share

When consuming content in the Network, users may share high-quality content to third-party trade platforms for their friends on other trade platforms.

The third-party sharing function on the Tutusfx Community supports several mainstream trade platforms such as Facebook, Twitter, Wechat, etc.

9. Services

3.6.5 Find

With growth in the Network and ecosystem, the increase in number of site-masters/managers and users will definitely result in a larger number of Networks. Therefore, users should have certain mechanisms to assist them in finding other users or Networks of interest. The Tutusfx Community will incorporate a "Find" mechanism to allow users connect with interesting content, users and Networks.

3.6.6 App Center

There are two categories of applications in the App Center. The first category comprises various functions and applications developed by the Tutusfx Community, while the other comprises applications developed by third-party developers with the tools provided by the Tutusfx Community.

To enrich the functions of Network, create more marketing channels, as well as to activate the Network, the site-master/management team may add or open the necessary applications according to the Network's requirements.

1. Applications developed by the Tutusfx Community

With the purpose of improving the operational efficiency of Networks, the Tutusfx Community provides each Network with abundant tools used for Network construction and operation. For example, a "Network Stats" App provides the statistical analysis function for new user data, held-out data, user behavior data and all content-related core data that has received interest during Network operation.

Meanwhile, the Tutusfx Community will provide a variety of Network robots (Bot) to assist the site-master/management team. For example, the @netfinder Bot can automatically generate the key contents (content topics) of the Network, as well as assist the site-master/management team to monitor the build of the Network. It is envisaged that the variety of Bots will play a vital role in development of marketing networks, public content and Network activation on the Tutusfx Community.

2. Applications provided by third-party developers

In line with the decentralization concept of blockchain technology, the Tutusfx Community will launch an open platform for third-party developers, while gradually improving its blockchain technology. Any competent developer may develop and provide a variety of third-party applications (e.g. various tools, trade and marketing networks, and tools for Network) based on the open API provided by the Tutusfx Community.

Reward mechanism

Tutusfx has set up a special ecosystem reward mechanism which uses the native Trade Token (TT) of the Tutusfx Community as the only mechanism for the payment of rewards. A double-layer reward mechanism based on the unique product of members' POA (Proof of Activity) and DPOS (Decentralized Proof of Stake) algorithm is formulated on the platform and used to incentivize the participants who make contributions to development of the Network and ecosystem.

The Reward Pool system would perform a calculation of reward distribution every 24 hours. According to the calculation result, TT rewards will be automatically distributed to the personal wallet of each participant.
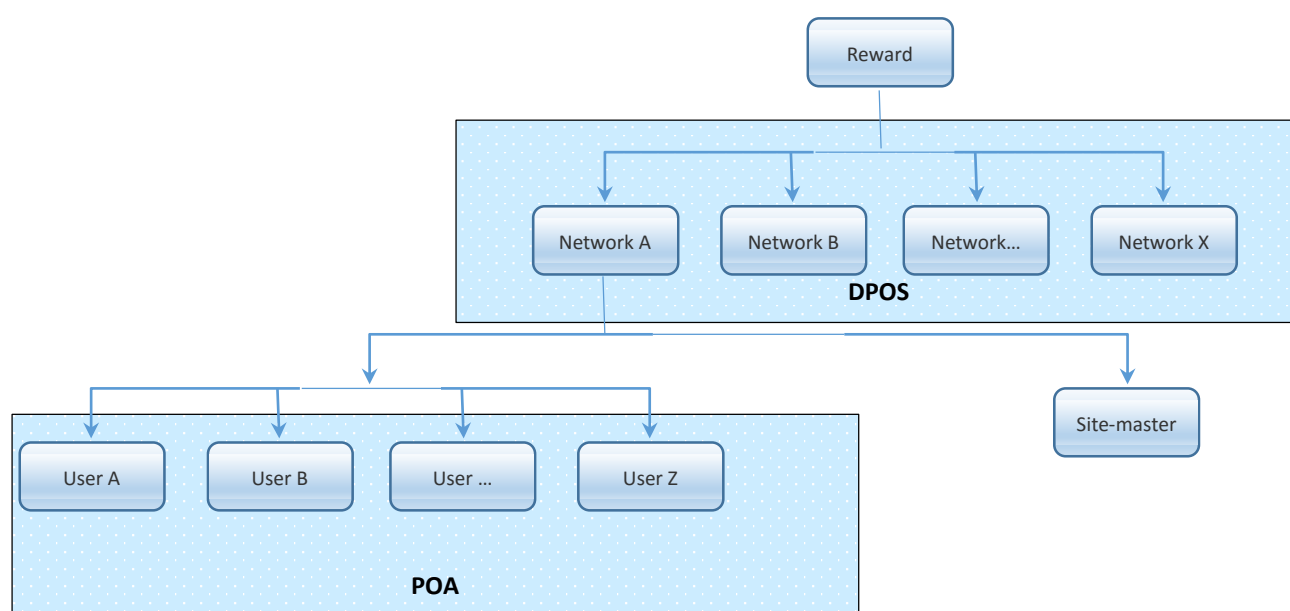

Figure 2 Schematic diagram for double-layer reward mechanism

4.1 Reward pool

Reward Pool is a Token pool exclusively used to incentivize users who contribute towards development of the ecosystem. Reward Pool will be replenished daily according to the reward elastic coefficient.

4.2 Network reward distribution--- Delegated Proof of Stake

Reward Pool will perform the first-layer of reward distribution using a Delegated Proof of Stake (DPOS) algorithm. 10% of distribution is distributed to the delegated network witnesses who witness the network's activities. This distribution is done according to a Delegated Proof of Stake algorithm (defined below).

The calculation of DPOS is as follows: Reward Pool will calculate value of each activity and the corresponding time taken by the witness to find the block. The witness reward (W_m) is defined as:

$$W_m = \sum_{i=1}^{k} (a_i/b_i)$$

Herein, a_i is the value of activity i in the block, while b_i is the time taken by the witness to find the block and k is the total number of activities.

4.3 Users reward distribution--- Proof of Activity

After DPOS distribution to the Network witnesses from the Reward Pool, the remaining TT will be distributed to the site-master/management team and users participating in the development of the Network, based on a certain percentage. The site master/management team may be entitled to adjust the distribution ratio with users participating in the development of the Network, so long as the ratio apportioned to the site-master/management team does not fall short of 5% and does not exceed 50%. The initial distribution ratio of site-master/management team to users would be 50%:50%. At this ratio, 10% is returned to the Network witnesses, 45% is returned to site-master/administrator and the other 45% received is returned to users participating in the Network according to a Proof of Activity algorithm (described below).

POA (Proof of Activity), implies that TT in the Reward Pool shall be distributed to each Network and its contributors, based on its activity.

The calculation of POA is as follows: Reward Pool will calculate the valid DAU, valid posts, valid number of post, valid page views, valid number of page view, valid likes, valid number of like, valid comments, valid number of comment, the average number of posts view, the average online duration, peak concurrent users and number of new users of each Network every 24 hours. The activity (A_m) of each Network is defined as:

$$A_m = \sum_{i=1}^{k} a_i F_i$$

Herein, k is the number of factors, while F_i stands for the value of all factors proving the Network activity obtained by using normalization algorithm, a_i is the weight of different factors.

The daily allocation is new currency of R. All existing Networks shall be included in the distribution. Accordingly, the overall reward R_m obtained by each Network shall be:

$$R_m = \sum_{j=1}^{n} \frac{A_m}{A_j} * R$$

Herein n is the number of Networks within the whole ecosystem by the end of distribution.

Ecosystem

5.1 Tutusfx Company LTD.

The Tutusfx Company Ltd. (the Company) is the entity which develops and maintains the Tutusfx Community.

The Company will continuously promote the application of blockchain technology to Forex trade applications through the development of an open and dependable trade application platform, continuously improve blockchain technology, and build the largest and most active Network platform in the blockchain digital world, and at the same time provide a greater selection of better Network tools and products for the whole ecosystem, and enlarge user experience so as to create continuous user activity in the Network on the Tutusfx Community.

5.2 Site-master/management team (Trade Network account holder)

A site-master/management team is the owner of a single Tutusfx Network.
Anyone or any institution may subscribe to an initiatory Network on Tutusfx and become the owner of the Network simply by paying 9.99 TT.

As the operator of a Network, the site-master/management team shall be responsible for the content and activity of the Network. Site-master/ management team shall be in charge of user acquisition, maintenance of users, Network activation, production of high-quality contents, enabling positive discussions, and creation of compliant communication atmosphere.

As the solid basis of all site-master in the ecosystem, the Tutusfx Community will incentivize site-master/management teams with TT according to the operation of all Networks, and based on the unique POA (Proof of Activity) mechanism.

5.3 User

Users can be regarded as the cornerstone around which the ecosystem and Network on the Tutusfx Community is built. They are the building blocks of the ecosystem.

After registering on the Tutusfx Community, users may join any Network that they are interested in. Users may trade currencies, cryptocurrencies, commodities, publish analysis and other content of interest as text, images and videos, participate in the Network construction, as well as interact with other users in the Network. Users who create high-quality content will be able to receive Proof of Content (POC) rewards (paid in TT) daily.

Users are the major driving force of consumption in the ecosystem, and will be required to pay TT in exchange for various products and services on the Tutusfx Community (e.g. payment of reward, purchase of content, purchase of apps, purchase and/or using of online tools).

5.4 Developer

Developers play an important role in the diversified ecosystem on the Tutusfx Community. The Company's goal is to drive the whole Network ecosystem based on blockchain technology and build an open and dependable trade application platform. Not only will the Company provide basic technical support, anyone or institution possessing developmental capability can develop the third-party applications for the ecosystem on the Tutusfx Community.

5.5 Advertiser

Advertisers are an important part of the economy on the Tutusfx Community.

With the growth of various Networks, the Tutusfx Community will gradually introduce eco-friendly advertisers into the Network. Part of the advertising revenue will go to the Company and applied in accordance with its objects, while the rest will be paid to the Reward Pool in the form of TT.

Outlook

The Tutusfx Community aims to become the largest and most active trade platform in the blockchain digital world. With the rapid promotion of digital currency users and penetration of the market, it is envisaged that the Tutusfx Community model will gradually fulfill its potential and exceed geometric growth.

In order to continuously support the development of Networks on the Tutusfx Community, it is planned that the commercial revenue of the Tutusfx Community will mainly come from the following ways:

6.1 Sales and transactions of virtual goods

The Tutusfx Community Tutusfx will develop and design various virtual goods on the Network platform (e.g. forms of Network themes, skins, paid virtual items, as well as various personal virtual images for individuals). Some of these virtual goods may be obtained for free, while the rest will be sold in exchange for TT.

There will be a transaction market on the Tutusfx Community which is able to support transfers between users, as well as the transaction of various virtual goods. The Tutusfx Community will charge a commission in TT for these transaction costs.

6.2 Application and tools revenue sharing

The Tutusfx Community will provide tools for third-party developers to provide applications and SNS tools for the Network, and charge a portion of the revenues of these applications and tools as fees.

6.3 Advertising revenue

Advertising is one of the critical revenue streams for the Tutusfx Community. With the help of intelligent and reliable blockchain advertising and value analysis systems, the Tutusfx Community combines advertising with a blockchain reward model, effectively connecting the advertisers with users so as to maximize the interests of all parties.

The average revenue per user (ARPU) metric for digital currency users is several times that of traditional mobile Internet users, which is expected to assist the rapid development of the Tutusfx Community.

Technical realization

There are three layers included in the overall technical architecture of the Tutusfx Community: client, blockchain platform and underlying architecture.
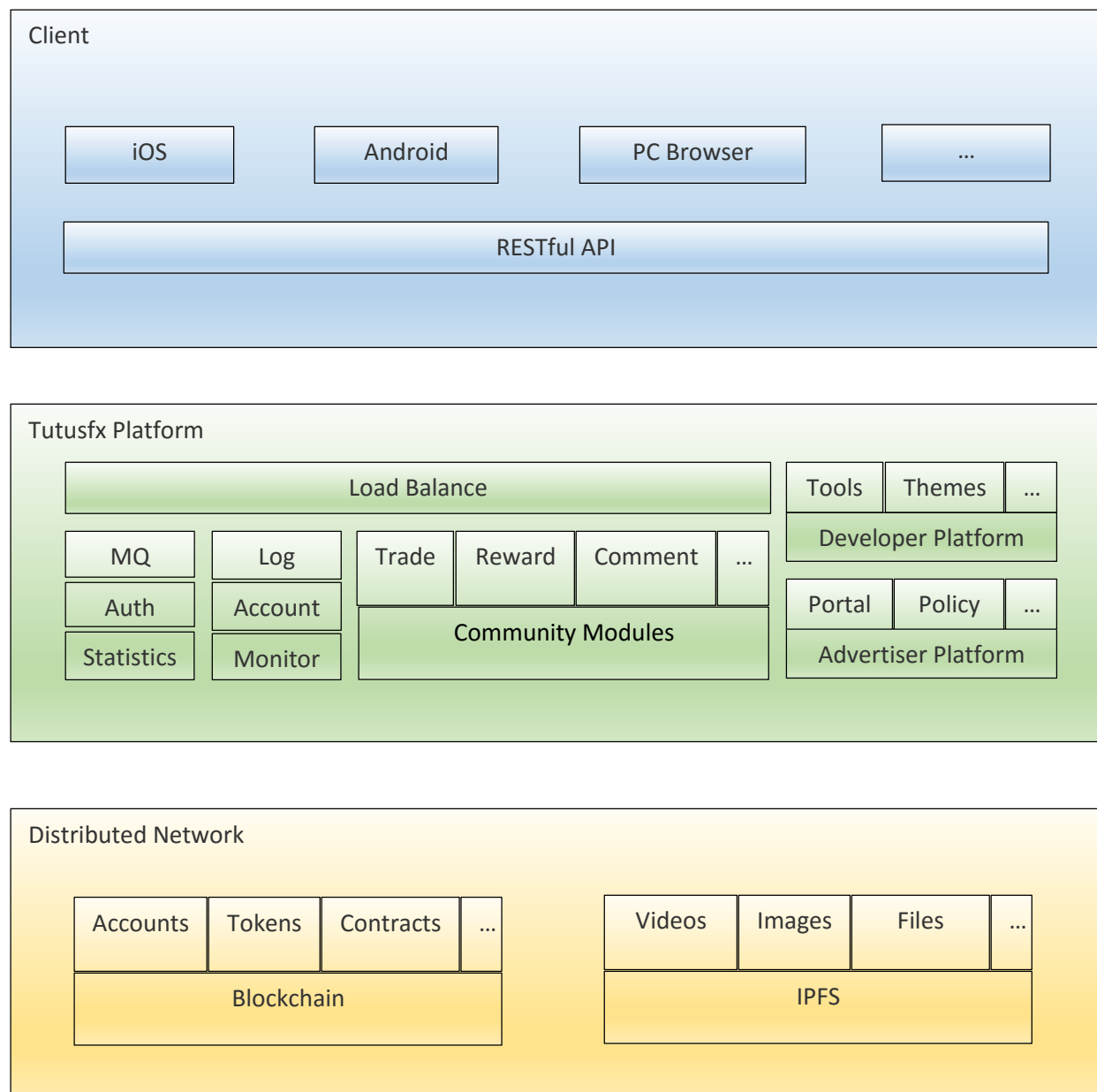

Figure 3 Architecture diagram of overall technology

7.1 Client

Client refers to various terminal products which the Tutusfx Community has provided for users to meet their different demands (including iOS, Android, etc). The Tutusfx Community will also provide a full-featured RESTful API.

Any developer may develop tools based on these API.

When fully developed, the Tutusfx Community will provide a site-master/management team with a Network management tool (Dashboard) which includes themes, functions, application plugin tools, etc.

7.2 Network platform

Clients can access the services provided by the Tutusfx Community via RESTful API. In order to provide RESTful API with high availability, high concurrence and high performance, the components such as load balancing, log storage, service monitoring, message queue, authorization checking, account unification and data statistics will be established within the Tutusfx Community.

Account module provides basic accounting service for the ecosystem on the Tutusfx Community. Such a unified Tutusfx account will be able to ensure security of funds, as well as allow users to trade and enjoy all accompanying services, quickly and easily. Users may view information of other Networks within the ecosystem, and also interact with users from other Networks (e.g. liking, commenting and adding Networks).

Statistics module aims to record and save all core operations of the Tutusfx Community so as to perform various data analysis. The data analysis includes calculation of blockchain activity, trade profits and losses, user contribution, developer sharing, etc.

The Tutusfx Community will provide various tools for developers to develop the third-party applications that are suitable for the ecosystem on the Tutusfx Community based on the various interfaces provided by the Tutusfx Community. After the launch of the developer platform, the Tutusfx Community will offer technical documentation and sample programs so as to help developers get started quickly.

7.3 Underlying architecture

The underlying technology architecture of blockchain + IPFS will be adopted by the Tutusfx Community.

7.3.1 Blockchain

Part of Tutusfx's core services is formulated on the blockchain technology. The native Network of the Tutusfx Community (Tutusfx Blockchain), which is designed to be more suitable for Trade Networks, will be launched in the future.

1. Account

Mark of user's sole digital identity;

2. Token

The native cryptographic token designed to be used on the Tutusfx Community (TT) is based on ERC-20 standard. Users may check their TT balance through the Tutusfx Community or any application which supports ERC-20 standard. Before the launch of Tutusfx Blockchain, to get around the technical barrier, the Tutusfx Community will issue the representative token on the Steem blockchain, and perform a transfer once the development of the Tutusfx Blockchain is complete. This transfer will have no effect on the usage and digital assets of users.

3. Smart contract

A "smart contract" is issued on request to users for creation of Network, financial and several other transactions. Various constraints shall be written into the smart contract in the Tutusfx ecosystem. The realization of some blockchain-related contracts is as follows:

① *Network information*

Anyone can establish a Network by paying certain amounts of TT to the Tutusfx Community. In order to mark the uniqueness and ownership of that Network, Network information and ownership will be written into the smart contract of the Tutusfx Community.

The creation and transferring of Network are shown as follows:

‣ Create a Network

Anyone can establish a Network by paying TT. Network information and ownership will be written into smart contract of Tutusfx. The sample code of contract is as follows:

```
//Network data structure struct

siteInfo { string name; string

status; bool is_exist; address

owner; uint32 price;

}

uint32 SITE_CREATE_PRICE = 10;

mapping (address => uint256) public balanceOf; // account balance  mapping

(bytes32 => siteInfo) public site_info; // Network list  event Transfer(address indexed

from, address indexed to, uint256 value); /**

* Create a Network

*/

function createSite(address owner, bytes32 site_key, string name)

public returns (bool success) {

//Check whether the identity is already taken. require(site_info[site_key].is_exist ==

false);

//Check balance, ORIGIN_PRICE refers to the cost of creating a Network. The initial price is
9.99TT

require(balanceOf[owner] >= SITE_CREATE_PRICE);

//Set       the       Network       ownership

site_info[site_key].is_exist        =         true;

site_info[site_key].owner = owner; //Set the

status as running site_info[site_key].status =

"running";   //Set   the   Network   name

site_info[site_key].name = name;

// Deduct expenses, TUTUSFX_ACCOUNT refers to the account of Network platform

_transfer(owner, TUTUSFX_ACCOUNT, SITE_CREATE_PRICE); return true;
```

}

‣ Purchase a Network

If users want to purchase a Network available for sale, they can perform the fee purchasing and ownership transferring independently by virtue of calling smart contract. The sample code of contract is shown as follows:

/**

* Purchase a Network

*/

function buySite(bytes32 site_key) public returns (bool success) { //Check whether the

Network is for sale. require(sha3(site_info[site_key].status) == sha3("for_sale"));

// Check whether the account balance of contract caller is adequate.

require(balanceOf[msg.sender] >= site_info[site_key].price);

//Account transfer

_transfer(msg.sender, site_info[site_key].owner, site_info[site_key].price);

//Ownership transfer

site_info[site_key].owner = msg.sender; return true;

}

Apart from the above functions, the smart contract of Tutusfx will also save the core operational data such as user scale, active reservation, eco-reward, etc.;

②Ecosystem rules

The shared proportion of POA rewards that is shared by site-master/ management team and Network users.

Rules for revenue sharing between the Tutusfx Community and third-party developers of applications.

Rules for sharing of advertising revenue between the Tutusfx Community, site-master/management team and users of the Tutusfx Community.

Quantity of TT required to create a Network.

Minimum quantity of TT required to place a trade.

Other ecosystem rules that shall be included with the development of the Tutusfx Community.

7.3.2 IPFS

IPFS network is a fine-grained, distributed and highly compatible content distribution network. The photos, videos, documents and "*smart contracts*" generated by users on the Tutusfx Community will be stored on IPFS. The Tutusfx Community will record statistics to the resources usage of each Network, and take measures (e.g. warnings and account suspension) against users found to have abused resources.

Issuance plan

8.1 TT

In order to motivate developers of the blockchain and participants, and improve the ecosystem on the Tutusfx Community, the native cryptographic token designed to be used on the Tutusfx Community (**TT**) is a major component of the ecosystem on the Tutusfx Community.

TT is a non-refundable functional utility token which will be used as the unit of exchange between participants on the Tutusfx Community. TT does not in any way represent any shareholding, participation, right, title, or interest in the Company, its affiliates, or any other company, enterprise or undertaking, nor will TT entitle token holders to any promise of fees, revenue, profits or investment returns, and are not intended to constitute securities in Nigeria or any relevant jurisdiction. TT may only be utilized on the Tutusfx Community, and ownership of TT carries no rights, express or implied, other than the right to use TT as a means to enable usage of and interaction with the Tutusfx Community.

In particular, you understand and accept that TT:

(a) is non-refundable cannot be exchanged for cash (or its equivalent value in any other virtual currency) or any payment obligation by the Company or any affiliate;

(b) does not represent or confer on the token holder any right of any form with respect to the Company (or any of its affiliates) or its revenues or assets, including without limitation any right to receive future revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property), or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to the Tutusfx Community, the Company and/or its service providers;

(c) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument or any other kind of financial instrument or investment;

(d)is not a loan to the Company or any of its affiliates, is not intended to represent a debt owed by the Company or any of its affiliates, and there is no expectation of profit; and

(e)does not provide the token holder with any ownership or other interest in the Company or any of its affiliates.

The contributions in the token sale will be held by the Company (or its affiliate) after the token sale, and contributors will have no economic or legal right over or beneficial interest in these contributions or the assets of that entity after the token sale.

To the extent a secondary market or exchange for trading TT does develop, it would be run and operated wholly independently of the Company, the sale of TT and the Tutusfx Community. The Company will not create such secondary markets nor will it act as an exchange for TT.

8.1.1 Application scenario of TT

Application scenarios of TT include but not limited to:

1.   Purchase a Network: Users can purchase an initiatory Network from the official platform of Tutusfx, or they may purchase a mature Network which is on sale via the market on the Tutusfx Community.

2.   Purchase paid content: Users can purchase paid content prepared by other users.

3.   Purchase third-party applications: Some third-party applications are not for free, therefore, users shall purchase them by paying TT.

4.   Purchase virtual goods or tools, instruments and items: Users can purchase various on-sale virtual goods or participate in Network activities, or purchase tools and/or items.

5.   Placing trade: Users can initiate trade activity with TT. Profits from trades are added and losses are subtracted in TT.

6.   Advertisements: Advertisers may advertise effectively through the blockchain advertising system on the Tutusfx Community through the payment of TT.

7.   Tutusfx Reward: The Tutusfx Community will incentivize users and site-masters that make contributions to the Network with TT.

8.   Network Reward: Users may use TT to incentivize creators of high-quality content on the Tutusfx Community.

9.   Trade Reward: Users may get TT on closing a trade on profit margin.

8.1.2 Methods to obtain TT

1. Participate in the supporting programs of private placement and purchase TT with Bitcoin, Steem or any other approved, available purchase option on Tutusfx (http://www.tutusfx.com/approved/sellers).

2. Participate in the development of the ecosystem on the Tutusfx Community to obtain TT as a reward.

3. Participate in trade of cryptocurrency, currency or commodity and close the trade at profit margin.

4. Publish high-quality content and obtain TT rewards from other users.

5. Purchase TT from third-party transaction platforms.

8.2 Distribution plan

The initial issuance of Tutusfx is 1 billion TT, based on the following distribution plan:

8.2.1 Presale

The proceeds of the presale of TT will be applied towards technological research and development, cost of hardware and bandwidth, project operation, and market promotion of projects on Tutusfx Community.

8.2.2 Funding for the Company

The project to develop the Tutusfx Community is a long term project. In order to ensure continuous development of the Tutusfx Community, it is necessary for the Company to continuously recruit excellent talents to work on the project. At the same time, as part of the development process, some important nodes will be reached and more partners will be needed to complete it. This portion of the supply of TT will be applied towards incentivizing

team members and business partners who may contribute to the development of the Tutusfx Community at later stages.

8.2.3 Ecosystem reward fund

The initial token sale for the Tutusfx Community will set aside 25% of TT for the ecosystem reward fund, which is mainly used to make up the bonus pool of the first-year platform. The system will determine the reward elastic coefficient according to the POA index, and allocate the corresponding amount of TT to the bonus pool daily.

Thereafter, the ecosystem reward fund will be supplemented in the form of additional issuance of TT yearly after the second year. The additional issuance each year will be 9.5% of the total amount from the second year, and this will decrease by 0.5% yearly until it falls to 1%.

8.2.4 Tutusfx team and early contributors

The Tutusfx team and early contributors had provided various products, technical support, funds, and great help for the birth and development of the Tutusfx Community. This portion will be set aside to reward the Tutusfx team and early contributors for their contributions.

8.3 Distribution of tokens

Distribution ratio	Allocation plan
45%	Presale stage
10%	Funds of management meeting
25%	Ecosystem reward fund
20%	Tutusfx team and early contributors

Table 1: Token distribution plan of Tutusfx

The amount of TT sold at the presale will account for 45% of the initial (450 million TT), and is only open to specific purchaser. The goal is to raise approximately $1 million worth of STEEM. The presale is only available to specific overseas buyers (i.e. for countries where it is not against laws, regulatory requirements and applicable restrictions).

8.4 Commitment to freeze TT

The 10% of TT held by the Tutusfx team will be frozen after the presale, for a total period of 33 months. The first unlocking event is within 6 months after the completion of the presale, later on, the unlocking part of each quarter will be not more than 10% of the total amount of the holdings of the Tutusfx team.

8.5 Utilization of sale proceeds

8.5.1 Utilization of sale proceeds

The sale proceeds will mainly be used in the following aspects to support the development and operation of the Tutusfx Community:
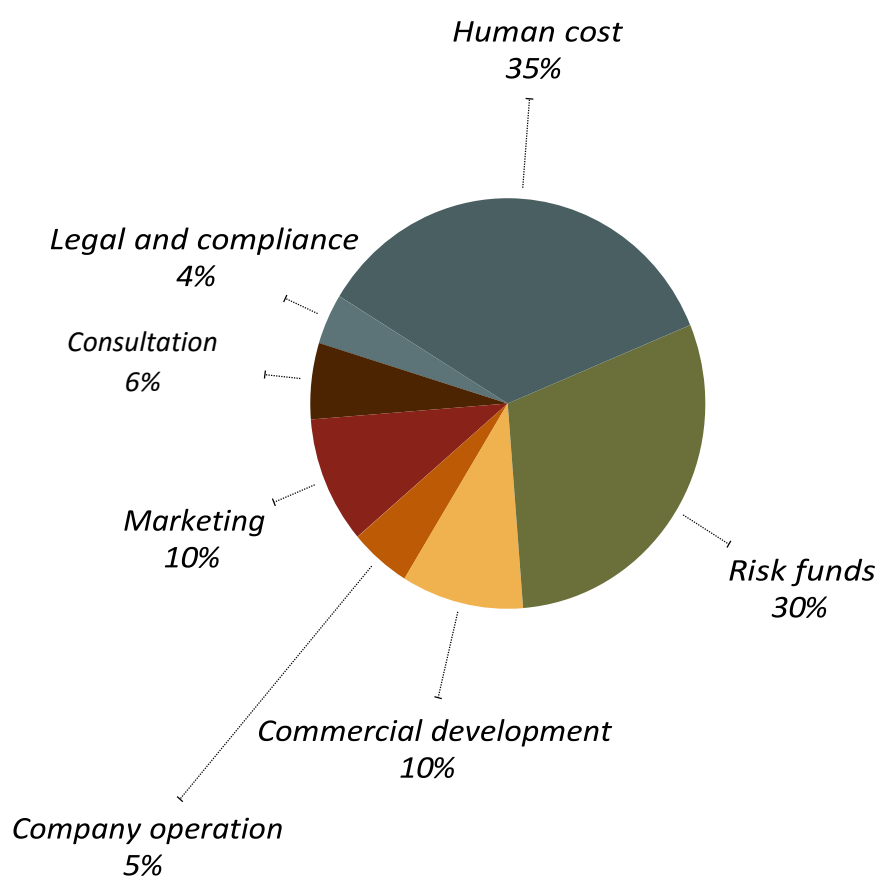

Figure 4: Distribution ratio

8.5.2 Description of utilization of sale proceeds

Projects	Proportion	Description
Human cost	35%	The development of the Tutusfx Community requires the participation of experts from various fields, such as the Internet, blockchain, distributed network and finance. The amount raised is projected to meet initial two years' costs incurred.
Company operation	5%	The company will adopt the typical management model of an internet company. The amount raised is projected to meet two years' costs incurred.
Marketing	10%	After the products on the Tutusfx Community are launched, this portion is projected to meet two years' of costs incurred in branding, advertising, and cross-domain cooperation.
Commercial development	10%	The Company will support and explore the commercial development of various Networks to maximize the value of the Tutusfx Community.
Consultation	6%	With the development of various technologies such as blockchain, streaming and even AI, VR and AR technology, this portion is set aside to study how to incorporate these technologies into the Tutusfx Community.
Risk funds	30%	To prepare for unforeseen circumstances.
Legal and compliance	4%	It is used to engage outstanding legal and compliance experts in the fields of digital currency, blockchain and financial technology.

Table 2: The description of utilization of sales proceeds

Planned development roadmap

September 2018

Formulation of preliminary project concept

October 2018

Fulfilled requirement collection and analysis of integration of blockchain and forex Trade Networks

Early in November, 2018

Formed the startup team

Mid-November, 2018

Finish technology research and model selection, and establish the system structure and scheme

Late in November, 2018

Validate the project name "Tutusfx" and finish the first version of product prototype

Late in December, 2018

Marketing and presale of TT

January, 2019

Accomplish the development of the rock - bottom framework

February, 2019

Accomplish the primary function, reward system and WEB client for the Network on the Tutusfx Community

March, 2019

Make alpha test and develop the iOS and Android App

2nd quarter of 2019

Open beta version will launch

3rd quarter of 2019

App Store and tools system will launch; migrate to the best Public Network

4th quarter of 2019

Networks over 5,000 and users over 1 million

1st quarter of 2020

Advertising system will launch, and users over 2 million.

Team

Tutusfx Community is conceptualized by members of Tutusfx Company Ltd (The Company).

The Company is focused on developing products which exceed expectations.

Team

Advisors & Strategic Partners

Prof. F. E. Aburime

Advisor

Head of Department, Mathematics, Madonna University.

Prof. E. E. Ekabua

Advisor

Head of Department, Mathematics & Computer Science, Delta State University.

Dr. Ogini (Ph.D)

Advisor

ICT Director, Delta State University.

Strategic partners

Cooperative partners

Risks

You acknowledge and agree that there are numerous risks associated with cryptocurrency trading, currency trading, commodities trading, purchasing TT, holding TT, and using TT for participation in the Tutusfx Community.

1. Uncertain Regulations and Enforcement Actions

The regulatory status of trading (including and not limited to currency, commodities and cryptocurrency trading), TT and distributed ledger technology is unclear or unsettled in many jurisdictions. It is impossible to predict how, when or whether regulatory agencies may apply existing regulations or create new regulations with respect to such technology and its applications, including TT and/or the Tutusfx Community. Regulatory actions could negatively impact TT and/or the Tutusfx Community in various ways. The Company (or its affiliates) may cease operations in a jurisdiction in the event that regulatory actions, or changes to law or regulation, make it illegal to operate in such jurisdiction, or commercially undesirable to obtain the necessary regulatory approval(s) to operate in such jurisdiction.

After consulting with a wide range of legal advisors and continuous analysis of the development and legal structure of virtual currencies, the Company will apply a cautious approach towards the sale of TT. Therefore, for the presale, the Company may constantly adjust the sale strategy in order to avoid relevant legal risks as much as possible. For the presale, the Company is working with _____, a boutique corporate law firm in Nigeria with a good reputation in the blockchain space.

2. Loss of Talent

The development of the Tutusfx Community depends on the continued cooperation of the existing technical team and expert consultants, who are highly knowledgeable and experienced in their respective sectors. The loss of any member may adversely affect the Tutusfx Community or its future development.

3. Competitors

It is possible that alternative networks could be established that utilize the same or similar code and protocol underlying TT and/or the Tutusfx Community and attempt to re-create

similar facilities. The Tutusfx Community may be required to compete with these alternative networks, which could negatively impact TT and/or the Tutusfx Community.

4. Security weaknesses

Hackers or other malicious groups or organizations may attempt to interfere with TT and/or the Tutusfx Community in a variety of ways, including, but not limited to, malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Furthermore, there is a risk that a third party or a member of the Company or its affiliates may intentionally or unintentionally introduce weaknesses into the core infrastructure of TT and/or the Tutusfx Community, which could negatively affect TT and/or the Tutusfx Community.

5. Failure to develop

There is the risk that the development of the Tutusfx Community will not be executed or implemented as planned, for a variety of reasons, including without limitation the event of a decline in the prices of any digital asset, virtual currency or TT, unforeseen technical difficulties, and shortage of development funds for activities.

6. Other risks

In addition to the aforementioned risks, there are other risks (as more particularly set out in the Token Purchase Agreement and Trade Placement Agreement) associated with your purchase, holding and use of TT, including any which the Company might not anticipate. Such risks may further materialize as unanticipated variations or combinations of the aforementioned risks. You should conduct full due diligence on Tutusfx Company Ltd. (and its affiliates), the Tutusfx team, understand the overall framework and vision for the Tutusfx Trade Community prior to purchasing TT.

Contact us

Official website: https://www.tutusfx.com

Email address: contact@www.tutusfx.com

Social Media

Facebook：https://www.facebook.com/tutusfx

Steemit：https://www.steemit.com/@tutusfx

Telegram：https://t.me/tutusfx

Twitter：https://twitter.com/tutusfx

Medium：https://medium.com/tutusfx

LinkedIn：https://linkedin.com/tutusfx