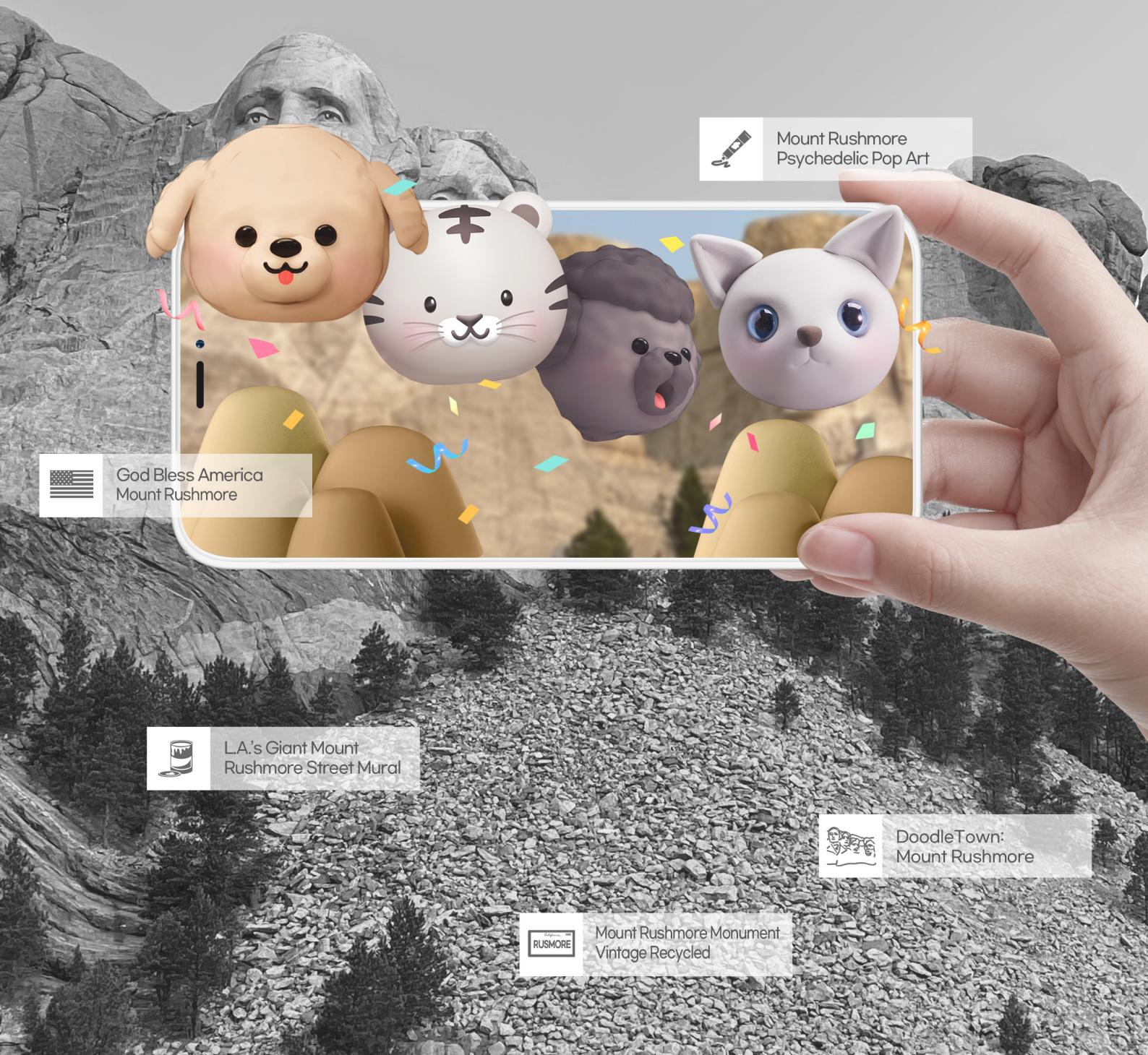


Massive Protocol

-Beyond Reality & Virtual-



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PART 1

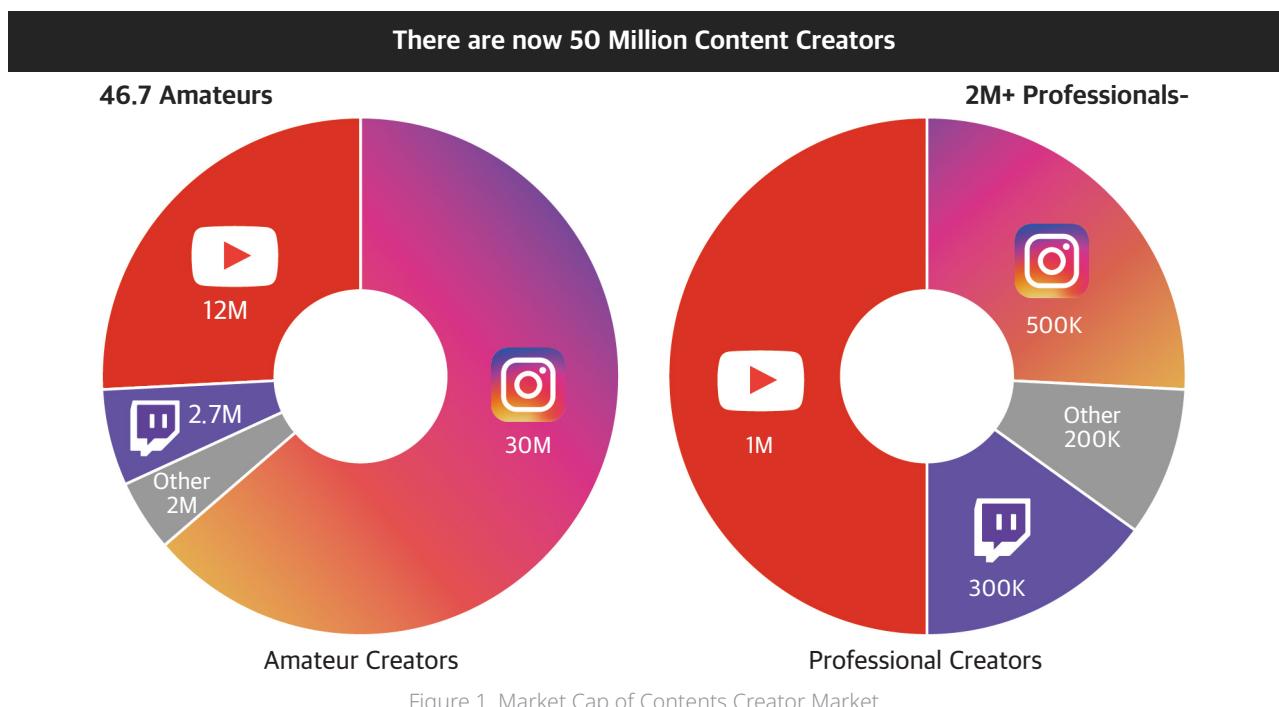
PART 1 : Emergence of The Creator Economy

The creator economy is bigger than just entertainment and it's bigger than just consumer—it's about people being able to use technology to build in new ways, and then being able to use the internet as distribution to share and monetize those creations. The creator phenomenon avoids simple categorization; no industry will go untouched.

01. Growth of Creator Economy

With more than 50 million independent content creators, curators, and community builders fueling this new trend, this generation of micro-entrepreneurs could grow to a \$104.2 billion market in 2022 with \$800 million in venture capital invested in these creator ventures year over year.

By 2028, that will swell to 50 million. And this is a global trend accelerated by the pandemic.



02. Creator's problems: fans and revenue

To become a successful creator, you need true fans. True fans will surely demonstrate their passion through direct support for any type of content through the ultimate matchmaker of the Internet. It will be sponsored in the 21st century. However, centralized social platforms used a dominant way to connect creators and fans. These platforms used their power to become new intermediaries, keeping most of their sales for themselves, and putting advertising and algorithmic recommendations among creators and users.

PART 1

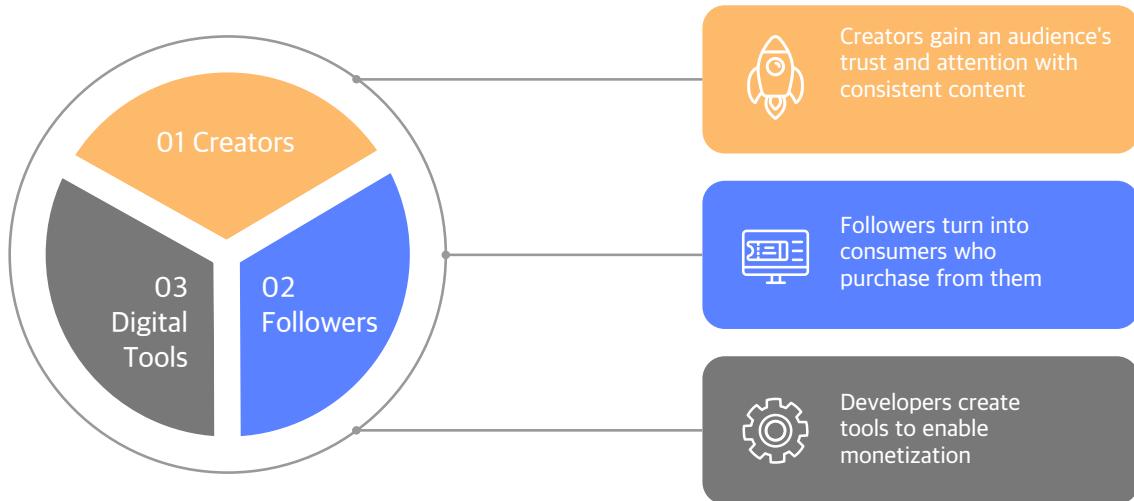


Figure 2. Creator Economy Working fundamentals

Creators have relatively greater difficulties in unstable profits and low stability. In recent years, not only various NFT creators but also traditional UCC creators often do not have stable production requirements except for some successful ones. There is a need for support for early creators to earn minimal profits to continue content production. This is because content can be continuously produced only when there is a minimum stable profit to continue the business. If direct support for creators is difficult, indirect support is needed through support projects such as spaces and services to collaborate with new creators in the early stages of entry. It is also necessary to diversify support methods.

03. Vertical Platform: Democraticization and Monetization of Creator Economy

More than 4 Billion people, almost 60% of the human population is on the internet and are using creator platforms one way or another. However, only a tiny percentage is part of the creator economy, as most people are only generating social capital. Crypto economy will turn social capital into an economic value making every one of us part of the Creator economy.

In the coming 5 years, there will be large number of platforms emerging which will broaden access to new forms of work, lower the barriers to entrepreneurship, democratize the means of production and distribution, and empower the community. Eventually, this will lead to the creator middle class, wherein not just the top 1% of creators make all money, but many creators will be making a full-time living using these platforms.

PART 1

Type of Work	Vertical-Specific Work Platforms							
Podcasters	 Anchor	 glow	 Supercast	 descript	 RADIO PUBLIC	 Castbox		
Audio Content Creators	 Knowable	 Spoon	 TINGLES	 SIMPLE HABIT	 beesk			
Writers	 substack	 ghost	 Revue	 WORDPRESS	 wattpad	 Medium		
Video Course Creators	 teachable	 THINKIFIC	 podia	 SKILL SHARE	 CREATIVE LIVE	 Udemy	 KAJABI	
Teachers	 Outschool	 VIPKID	 VIRTUALLY	 CAMBLY	 JUNI	 Platzi	 Epihub	
Community Leaders	 Circle	 mighty networks	 DISCIPLE	 slack	 tribe.			
Salespeople	 BRAVADO	 easy upp						
Restaurant Workers	 pared	 shiftgig	 Qwick					
Personal Shoppers	 Instacart	 dumpling						
Fitness Instructors	 PLAYBOOK	 blok	 FITPLAN	 SALUT	 Strydal			
Virtual Coaches	 Torch	 walden	 HireClub	 superpeer	 MENTORPASS			

Figure 3. Segment in Creator Economy

This is an example showing that the MZ generation (millennial + Z generation, born in 1981-2010) is emerging as a key supplier as well as major consumers in the creator ecosystem. It is in line with Sterling Campbell's venture capitalist's diagnosis in May that "the MZ generation is flocking to creative jobs at a time when traditional careers are limited by RPA (Robotic Process Automation)," adding, "More than 50 million people around the world think of themselves as creators."

PART 2

Part 2: Evolution of Creators [Web 2 to Web 3]

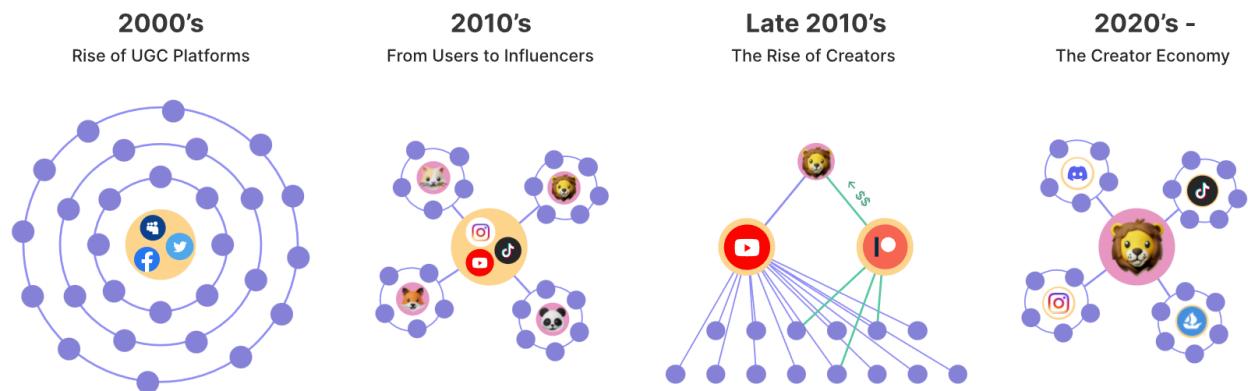


Figure 4. Evolution of Creator Economy

We are seeing an inflection point where the top creators are straddling 2 worlds - a) Web 2 centralized platforms (Instagram, TikTok, Twitter etc) where their audience (distribution) & engagement lives, and b) Web 3 platforms which promise to give the creators direct control and monetization opportunities.

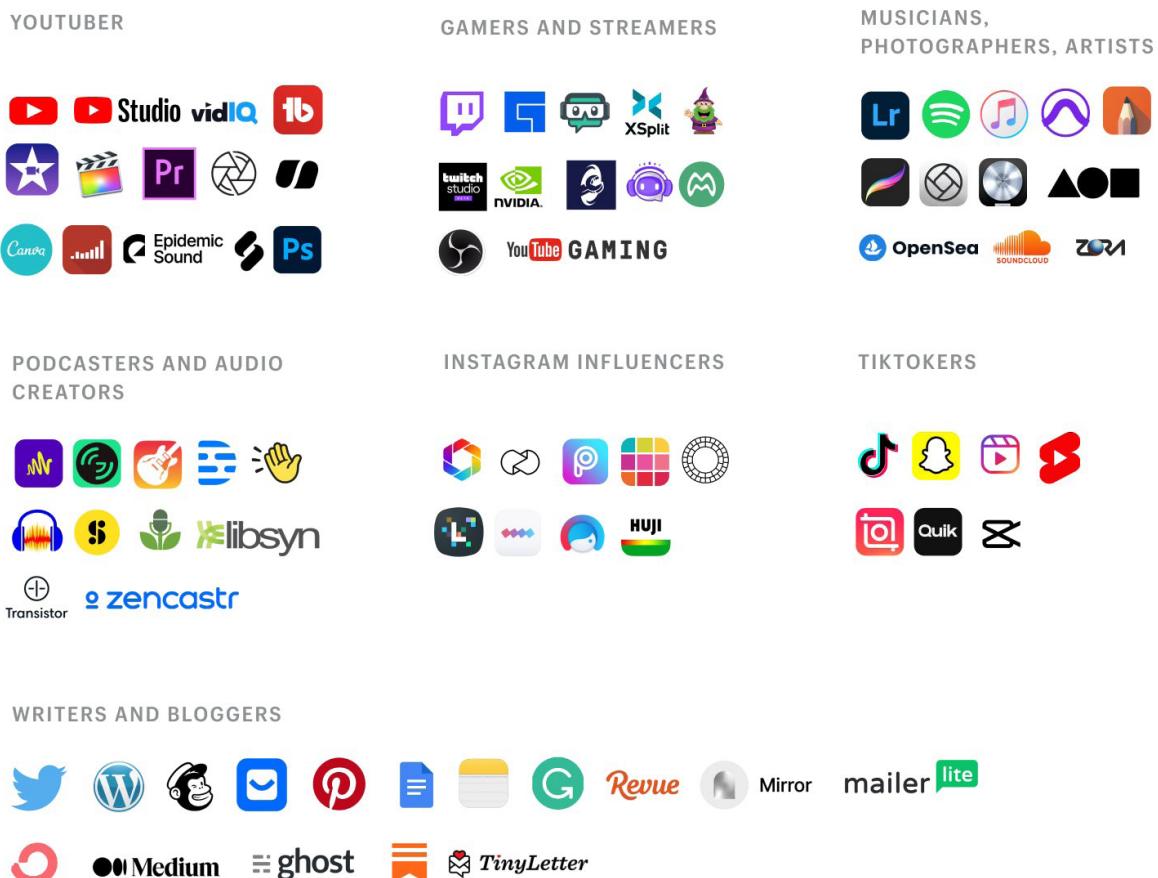


Figure 5. Creator tools classification by content platform

PART 2

01. Moving to Web 3

Creator tools enable micro-economies. The shift from Web2 to Web3 creates revenue streams which prioritize community ownership over individual ownership. By intertwining financial assets with social capital, we're now witnessing a new type of asset class dominated by online community coordination. This is the rise of micro-economies.

In Web2, creators monetize their work via SaaS or advertising models; they're paid for a newsletter, artwork, or craft on a regular basis, or earn through platform-inserted ads around their content. But, In Web3, creators monetize through the issuance of a social token or NFTs directly to their fans, with non-fungible tokens acting as digital media ownership.

02. Virtual Asset Marketplace and NFT Changes the Creator Market

The big picture is that emerging “tokenization” models, including non-fungible tokens, or NFTs, are creating new ways for collectors and investors to buy, sell, and trade digital art. More broadly, these innovations open the door to the tokenization of any products or collectibles that can be captured and owned digitally, and many new business models for creators.

Marketplaces powered by NFTs open up new revenue streams for creators, because anytime digital work is resold or their tokens traded on these platforms, the creator automatically gets a percentage of those secondary sales. It's all transparent and governed by code on the blockchain, and it's a big shift in creator economies.

1. NFTs: NFTs introduce a kind of digital scarcity and uniqueness that aims to give power back to creators. In the past creators have tried to adopt direct monetization in a bid to create scarcity. Using e-books, albums or even subscriptions. The major drawback has been the illegal duplication and distribution of these resources. Here's where NFTs come in. This technology with its verifiable on-chain records enables creators to maximally utilise the passion of a few 100 true fans rather than millions of fans. These 100 true fans could then be incentivized with digital bragging rights and other forms of exclusive access.

2. Social Tokens: social tokens would enable creators to have control of their relationship with their fans encouraging more direct engagement. The fans on the other hand would see supporting the artist, not as an act of help but rather as an investment. These fans would do all they can to assist the creator's success. As the creator's success would determine the token's success leading to profit for the community of fans hodling the token.

3. Data ownership and portability: The current web 2 structure puts creators at a loss whenever they attempt to leave a platform or even get de-platformed by the platform itself. Such would mean leaving behind their audience on these platforms. Future-centric platforms have to give creators total ownership of their audience.

4. DAOs - community ownership and decision making: DAOs – decentralized autonomous organizations are a perfect model of community-focused platforms. They are online communities owned and operated by their members. Membership is mostly through a community token. Bringing this into the creator economy would mean decisions on algorithms, monetization and even what features to be developed on these platforms would be jointly made by the community.

PART 3

Part 3: Bridging Web 2 <>> Web 3

We are now at beginning of the second renaissance – a digital renaissance led by creators who are traversing both Web 2 and Web 3 worlds with their fans. This will give rise to platforms that enable the next generation of creator economy companies to be built. We see this as the inflection point from where the size of the market will grow exponentially by lowering the barriers to entry for new startups.

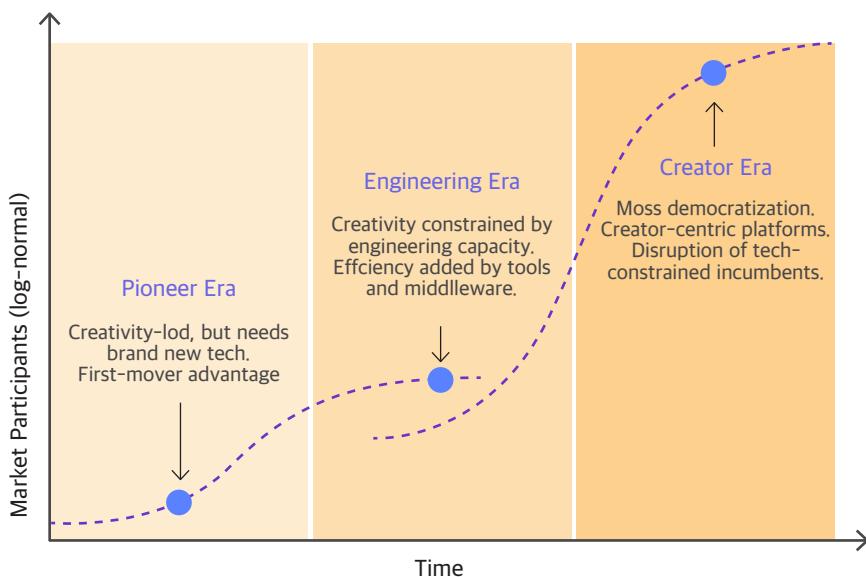


Figure 6. Evolutionary cycle of the creator economy

The problem is that the platforms available to creators remain on the Web2-based platform. Historically, whenever a new platform emerges or a change in market behavior occurs, the prerequisite has been the emergence of the most suitable new method. We now have enough history to look back and see a predictable pattern play out: whether it was desktop publishing in the past — or e-commerce and 3D engines more recently

The problem is that the developer tools available today for the above-mentioned creator economy developers are akin to website development in the early 1990s – primitive and archaic. We aren't kidding! History has shown that whenever a new computing platform emerges, or a behavioral shift happens – it's preceded by the developer tools needed to build great products. This was the case for desktop computers, the internet, and mass smartphone adoption. We are currently in the tools boom for the creator economy.

The creators are making content and experiences for people, and their competitive advantage comes from their unique understanding of certain communities, new ways of connecting with audiences, new forms of storytelling and mastery of new forms of expression.

But these creators have become frustrated by the constraints that existed in the Engineering Era: technology bottlenecks, lack of agility in processes, lack of capital, time, and general limitations on creative expression.

PART 3

Creators demand something that's truly for them — and they need it urgently, because there's a rapidly accelerating population of creators to compete with and the quality of the competition is improving.

What solves their pain?

Creating solutions at this stage of the market is more difficult. The requirements are as follows.

1. An understanding that creators need to connect more directly with communities and learn/react/grow with far greater agility.
2. Methods for easily monetizing creator effort, and connecting creators with markets of audiences and buyers.
3. Workflow oriented towards the pragmatic realities of the creator's process.
4. Inversion of the bottoms-up engineering mindset of stacking up technological blocks, to a top-down approach that's geared towards creator empowerment. Typically, this means: more visual, more responsive, more organized and less technical.

How to be solve

1. Creators to build a professional profile-based on their on-chain (NFTS, POAPs, Tokens, Votes, etc) and off-chain data (Discord, Discourse etc). This way, they can show the rest of the world what they've done, while relying on 'proof of work'.
2. Access to financial products like loans and insurance to creators at fair rates
3. Enable creators to build their own NFT and social token.
4. Social identity verification of a creator for Web3 companies. Acting as a bridge between web2 & web3.

PART 4

Part 4: MAV Creator Economy

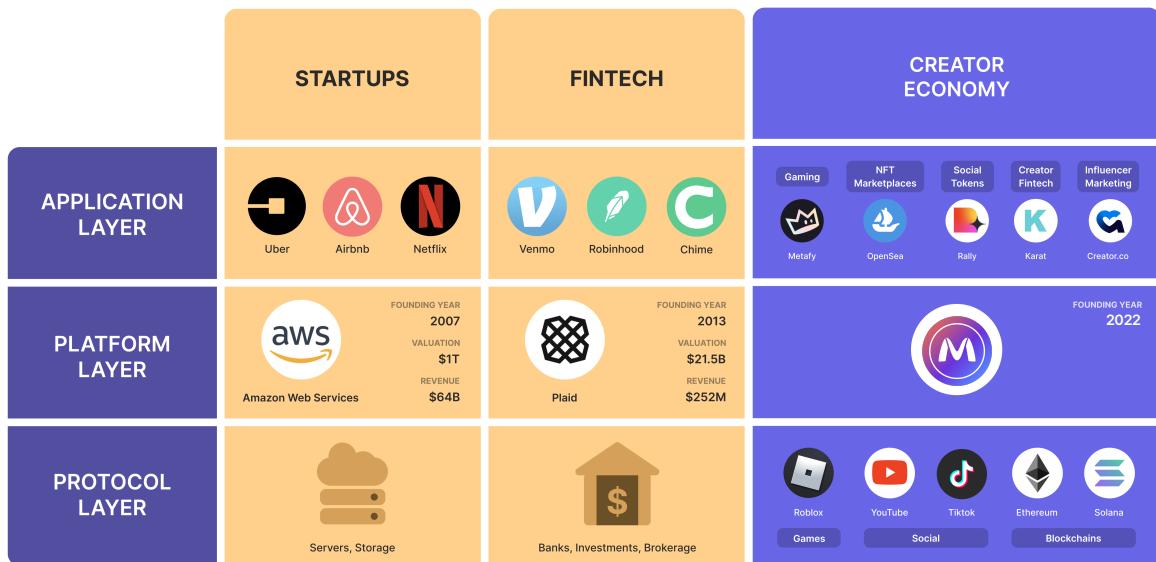


Figure 7. Ecological system of the creator economy

Massive Protocol will provide Creator Economy services in a variety of areas, including Creator financial platforms (social token issuance and trading), NFT marketplaces, and marketing.

How MAV Helps

The most different thing about the Creator economic platform is that it is not just consumption, but economic activities are possible due to users' content or item creation. In the MAV Ecosystem, production and consumption are possible, and social tokens are used to store and exchange values. Social tokens generated uniquely by each creator, it'll help creators and fans run their own ecosystem.

Users can contribute to the world's values by providing digital content created by themselves. Anyone can be a content creator. Because anyone can express and participate, participants are both creators and users who voluntarily build the world. You can produce creations indefinitely, such as space, your own blog, taking pictures and videos, and making avatar costumes.

PART 4

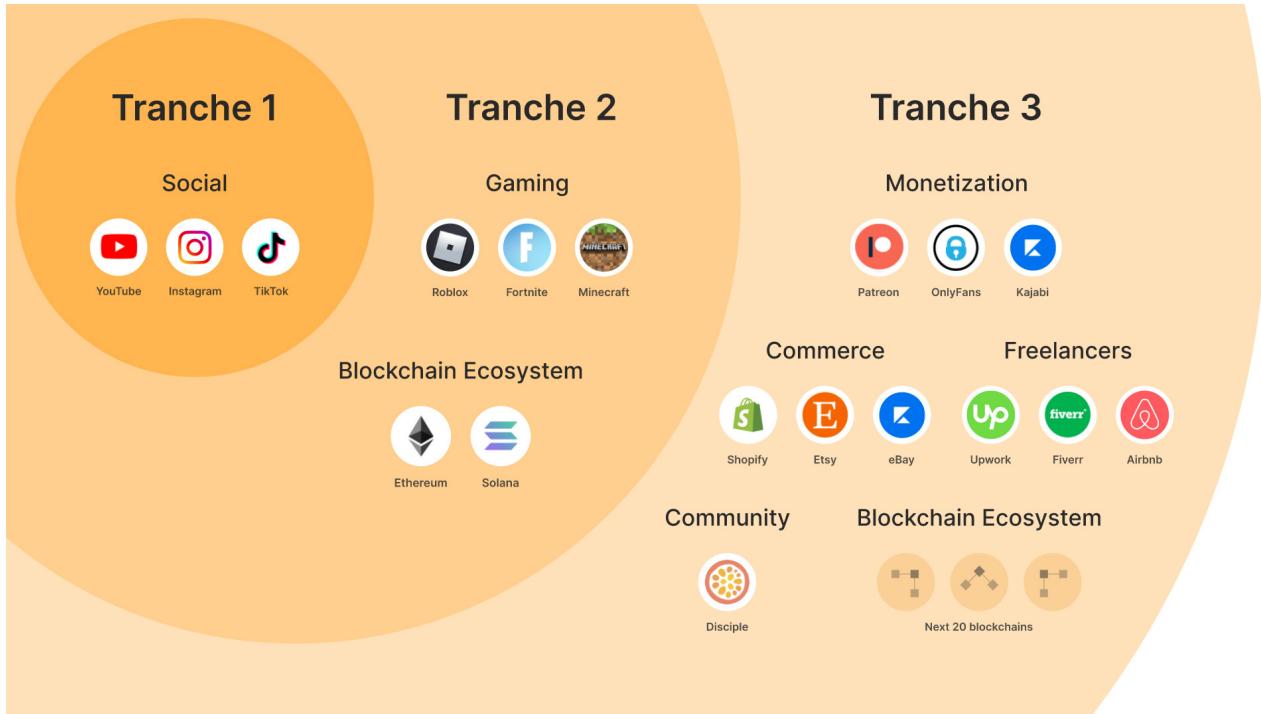


Figure 8. Development of a Democratic Blockchain System

As virtual currency acquired through virtual world activities is exchanged for real currency and ownership of digital assets is guaranteed, the economic ecosystem in the virtual world is activated. Large companies are not waiting for consumers, but entering the virtual reality where they stay, providing future customers and potential customers with a play culture, while simultaneously improving sales in virtual and real life.

Therefore, the MAV protocol stimulates the potential and limitations of many stakeholders in promoting the development of transitional periods of changes in the times such as virtual assets and web3, and enables them to utilize new methods.

MAV aims to :

- ① In order to achieve the ecological changes brought about by participants, it provides a tool to encourage a divided world view to coexist by reflecting virtual reality in the real world.
- ② In a way that transcends geographical limitations, such as time and location, in the process of participation.
- ③ Provide a basic and flexible methodology for a large number of participants.
- ④ Develop an expanded list of social governance networks for deeper reflection as well as fundamental tools for the development of the creator ecosystem.

PART 4

\$MAV is used as the platform currency for Massive Protocol. By introducing AR technology, can display and view of creator's creations anywhere in the real world, and viewers (users) can easily view the creations or purchase NFTs issued by Creator without space or equipment restrictions. We would like to provide creators and viewers with convenience, fun, and various benefits in an unconstrained space that is not limited to a virtual framework, as well as Yield farming.

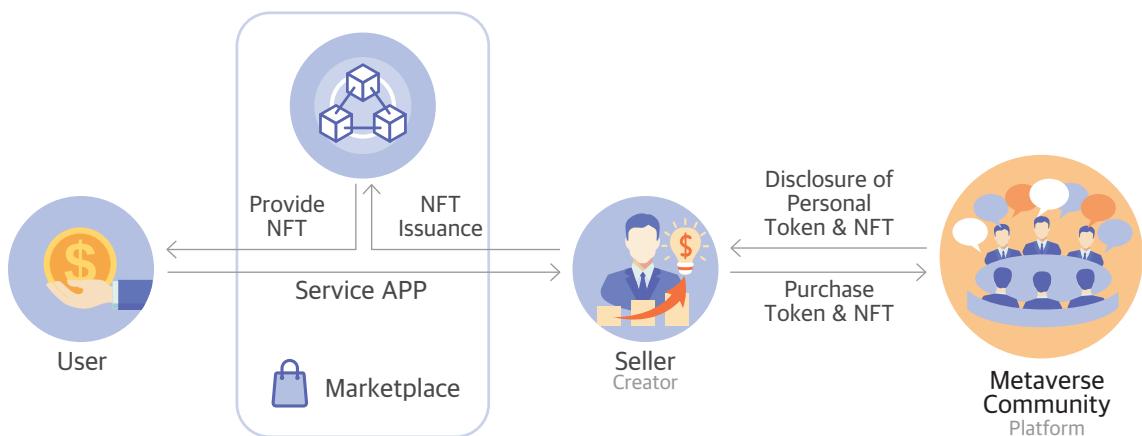


Figure 9. NFT Registration and Deployment

The MAV platform will serve as a link between the inevitable virtual world and the world of people living in reality.

PART 5

Part 5 : Key Economic Mechanism of Massive Protocol

In the Massive Protocol, Creators and their supporters create their own ecosystems and create new challenges to distribute revenue within them.

All participants in Massive Protocol can propose policies related to key aspects of the ecosystem without a centralized management entity, participate in decisions by voting, and earn \$MAV as a reward for participation.

Massive Protocol's NFT Marketplace is a new channel for artists to launch and monetize their work, bringing together creators and fans not only related to art but also music, sports, and performances with web 3 technology.

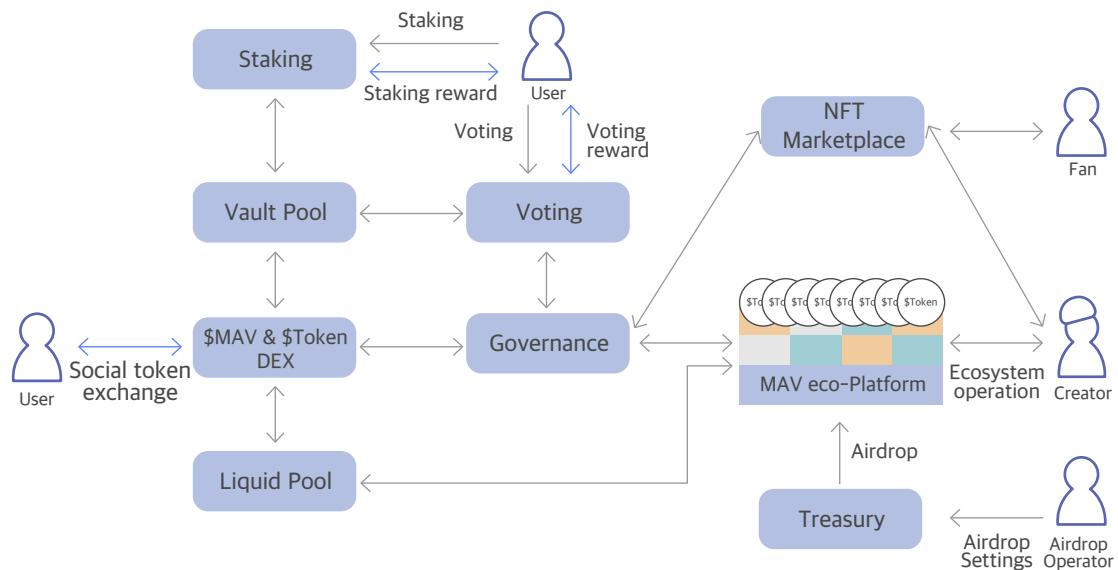


Figure 10. System Design of MAV Platform Service

01. Social token: crypto community supporting creators

Massive Protocol creates a new Web 3 ecosystem for the creator economy by enabling creators and artists from all walks of life to build an independent, tokenized economy with the community.

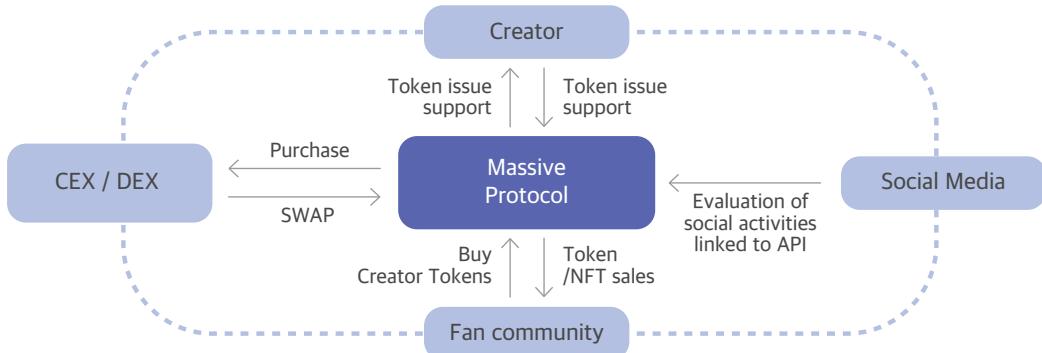


Figure 11. Social Token Services Structure of MAV protocol

PART 5

User (Fan)

Users access Massive Protocol by connecting a personal wallet, such as a meta mask. You can purchase creators' NFTs with their social tokens. In addition, having a social token allows you to sponsor your favorite or promising creators, and if the ecosystem is activated by the creator's activities in the future and the value of the creator's social token increases, you can also benefit from the sponsorship. A fan with a creator's membership NFT can also get special benefits that are different from ordinary fans, making it a structure in which creators share profits with fans. You can also contribute to the creator ecosystem through various community activities and receive \$MAV as a reward.

Creator

1) Creator Tokenization Process

Any creator can create an account and submit an application for Social Token Launchpad. Enter the direction of the community, token economy information, and your own community information and apply. Upon completion of the review, your own social token will be issued on the Ethereum sidechain, and you will receive support for the MAV Creator program, which consists of resources on how to get the most out of it, and ongoing support from the MAV team for community growth.

2) Administration Process

When social tokens are issued, a fan community page is created, and creators can register and manage various benefits, campaigns, and events to be provided to their social token holders (fans) on the fan community page. In the Massive protocol, creators can create and develop their own creator economy without relying on the platform.

Exchange

To purchase a social token, must obtain \$MAV first. Users can purchase from a centralized or decentralized exchange where \$MAV is listed. Exchange with social tokens is possible with \$MAV, and exchange between social tokens is also possible. The exchange of social tokens is operated by Automated Market Maker (AMM) with a specially designed mechanism. Demand and supply for tokens is a key factor in determining prices, and the creator's activities on social media are also included in the pricing factor. If creators work hard and work hard, the token value will increase, and if they neglect their activities, the token value will decrease.

Decentralized Finance

In the Massive Protocol, all social tokens are paired with \$MAV. Demand for \$MAV can increase the value of social tokens, and demand for social tokens can increase the value of \$MAV tokens. Massive Protocol provides Yield

PART 5

Farming Pool to \$MAV holders. The compensation pool allocation is compensated per block and is constructed with the short- and long-term interests of the holders as the top priority.

1) Liquidity Pool

In order to increase \$MAV liquidity to distributed DEX exchanges, \$MAV is paid as a Liquidity Pool (LP) reward by providing a staking pool to LP token owners who have provided \$MAV liquidity.

2) Vault Pool

Users can stake \$MAV in Vault Pool, and user will earn \$MAV and Voting Rights (vMAV) as a reward for staking.

Community Activity Rewards

Users (Fan) can participate in the creator economy for the purpose of sponsoring their favorite or prospective creators, and in addition to the special benefits in the process, they will be paid \$MAV in proportion to their social token holdings at a certain point in time. These community activity rewards are available in the MAV Network Rewards pool.

Governance

Massive Protocol aims to be a decentralized and decentralized (DAO) platform. Instead of being platform dependent, users and creators will build a framework for overall ecosystem growth through voting governance. The basic premise of ecosystem growth determines the key issues of the protocol, and the activation of governance and fan communities creates a virtuous cycle that enables the continuous increase in value of \$MAV and social tokens.



Figure 12. Image of Decentralization and Decentralization Platform

PART 5

MAV protocol's future social-fi economic model can be used in addition to similar ways such as Post-to-Earn, Share-to-Earn, Comment-to-Earn, etc., meaning that all participants' influence and activities in MAV social networks (governance) are decentralized. MAV will have its own microeconomy. NFT and FT can be used, owned, and collected by users.

02. MAV Protocol NFT

Massive Protocol operates an NFT marketplace where user can trade digital works created by creators. This is a marketplace for creators, and transactions can be done with social tokens. Through NFT, creators' creations can be numbered in a unique series to make them irreplaceable digital assets, and NFT becomes a new channel for creators to release and monetize their works.

Creator can publish anything digitally, such as video, music, games, text, or program code, in NFT. In the meantime, creators and fans have been connected by social platforms, so these platforms have great influence and authority, but NFT using blockchain technology reduces the role of intermediary to a minimum.

Fans can purchase NFTs issued by Creator with social tokens issued by their sponsor. Creators and fans can directly share digital assets and sponsor or pay.



Figure 13. NFT Trading Flow

MAV protocol's NFTs will not simply exist as wallet-stored JPEGs, but will be implemented and used in a true service app for NFT. The value of NFT can be exchanged for profits and assets on the NFT marketplace, allowing participants to increase themselves. Like existing art investments, they buy works of famous artists or invest in works in anticipation of the future potential of promising new artists. In particular, compared to real art works, NFT works can be bought and sold with a few clicks, so the circulation of funds is fast.

PART 5

Until now, NFT works have focused their value on NFT, which is published together rather than the work itself. The focus is on possession rather than exhibition or appreciation. However, soon, from purchase to exhibition and appreciation, it will take place on one platform.

MAV Protocol has built content in the form of implementing NFT galleries in real space through AR and exhibiting works. If you visit the virtual gallery, you can not only appreciate the work, but also check the owner and transaction history. Users can sit in the park and search for NFT works with apps built into their smartphones, preview works before purchase, and check NFT issuance and transaction history. In addition, if you have a favorite work, you can purchase it directly in connection with the NFT marketplace. Buyers can arrange and decorate NFT works in their own spaces and enjoy them with other users. The experience of visiting offline galleries to appreciate and purchase works is the same in digital virtual spaces.

03. Between reality and virtual, AR Exhibition

The MAV platform plans to develop by providing services that users around the world can enjoy anytime, anywhere. The support of this plan is technology that has become popular due to the expansion of the spread of smartphones. Through various map apps, smartphone users can check their location in real time if they are connected to the wired and wireless Internet, and enjoy NFT exhibitions anywhere.

Utilities are a big factor in Creator NFT's success. If there is an NFT collection, creators can use AR to differentiate their projects from thousands of other projects by adding unique visions and fun to the collection. In addition, collectors can see their favorite works in real life, making them feel more intimate.

MAV team will expand the area where NFTs (by creators) can be displayed using AR, so that all users around the world can experience various AR NFTs in the real and virtual world.

Part 6 : Tokenomics

01. Ecosystem

MAV's ecosystem consists of MAV teams that operate the platform, creators, communities (fans), and business partners.

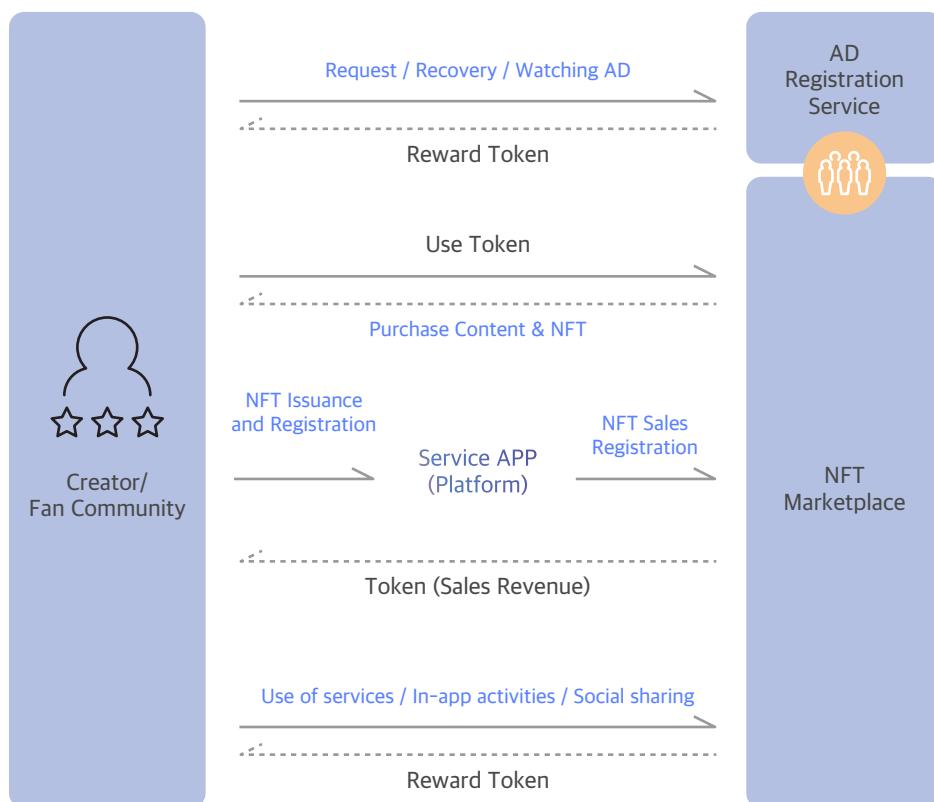


Figure 14. MAV's Ecosystem

A. Creators

Every creator, artist, musician, gamer, celebrity, athlete, or content producer builds their own token economy around social tokens and NFTs. Creator tokens are used for community loyalty, rewards for participation, and create special benefits or rewards for holders (fans).

B. Communities (Fans)

Using and holding the creator's coins who they support, they show loyalty and support for the creator, and the creator coin owner can receive pre-sale access, exclusive products and discounts, and receive \$MAV compensation depending on the community activity. Also, depositing \$MAV tokens, can enjoy a variety of services, including staking income and offering discounts and promotions.

PART 6

C. MAV Team

The MAV team is responsible for the overall operation of platform development and seeks to expand business partners. The MAV platform will continue to add service models to support various NFT exhibitions and social activities to ecosystem participants. In addition, we strive to maximize the enjoyment of social life by participating creators from various fields in the local area to provide more diverse entertainment to ecosystem participants.

D. Business Partners : Advertiser and Agencies

Business partners in the MAV are distributed around the world. As the number of participants in the platform increases and the platform becomes active, business partners are expected to increase further. Business partners have opportunity to promote their businesses to participants around the world who use the MAV platform.

02. \$MAV Token Utilities

Massive protocol is a social platform that helps all creative editors, artists, musicians, gamers, celebrities, athletes, or content producer create their tokens and create a fan community and digital economy with their content. \$MAV is the governance token of the massive protocol, and \$MAV holders can vote on proposals and policies for ecosystem development.

A. Staking

- Liquidity Pool

To increase the liquidity of distributed exchanges, Staking Pool is provided to LP token owners who provide \$MAV liquidity to specific exchanges to compensate for \$MAV tokens with a Liquidity Pool reward.

- Vault Pool

\$MAV Staking Participants earn full voting rights(vMAV) related to overall governance, as well as staking rewards. Even if participants staked the same amount of \$MAV, the pool vote(vKSP) earning may vary depending on the staking period. This means that longer-term participants in governance get more votes and have more influence on the growth of the Massive Protocol ecosystem by gaining strong decision-making power.

B. Transaction Fee

In the Massive Protocol's NFT Marketplace, a fee will be incurred for minting NFT or secondary transactions between members. These fees will be used to revitalize and expand the Massive Protocol ecosystem. The commission rate is controlled by governance determined by a vote involving members of the ecosystem.

C. Incentives for fan community activities

Community activity rewards are incentives that exist to reward creators who actively participate in Massive protocols. The more active the community is, the more rewards it receives, \$MAV rewards the community. For each community receiving a reward, each participant in the community receives a \$MAV proportional to the community's

PART 6

coin holdings. Therefore, both creators and fans benefit directly. Community Activity Rewards are available in the \$MAV Network Rewards pool.

D. The governance

Massive protocol governance builds a framework for overall ecosystem growth by voting. Ecosystem will determine the key issues in the protocol accordance with basic premise of growth. Increase participation in \$MAV Staking through a governance structure that directly connects value increases, such as NFT Marketplace Fees rates, Network Rewards, and Staking Pool ratios, and benefits of participants. This not only creates a stable price base for \$MAV, but also creates a virtuous cycle in which governance and fan community activation enable the continuous increase in value of \$MAV.

E. Advertising Service

Platform users can also gain information through AR advertisements that appear on the service APP screen while exploring NFT exhibitions scattered around the world, or enjoy special benefits provided by affiliates. Based on the platform's technology, advertisement images are converted into 3D images and implemented as AR contents. Users of the MAV platform recognize advertisements more intuitively as 3D images that appear in the real world through augmented reality.

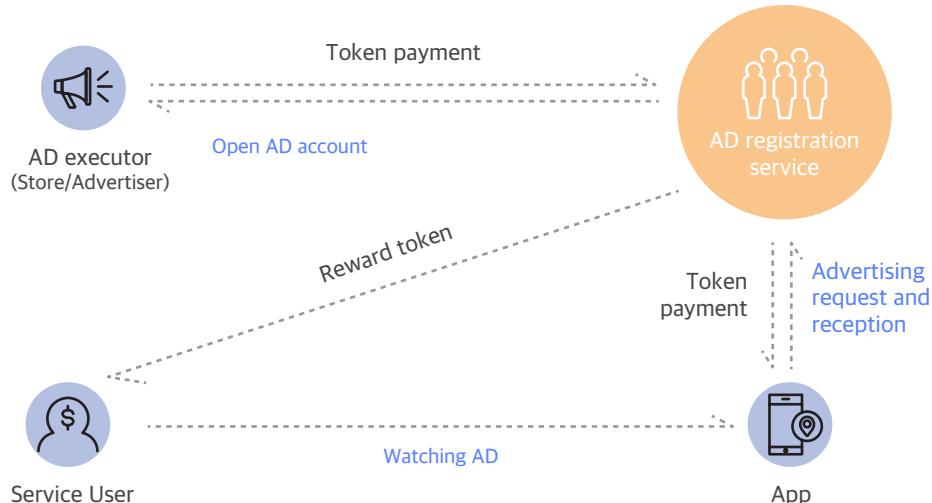


Figure 15. Advertising registration and revenue Flow

Advertising by business partners on the MAV platform provides accurate target strategies and high advertising effects based on your location. Advertisements incorporating AR technology are linked to the real world, so unlike traditional advertisements that distribute focus to attract consumers' attention, they can naturally blend into individual experiences. According to the findings, AR generates nearly twice as much visual attention as ordinary images.

Business partners who want to advertise through the MAV platform pay for their ads with \$MAV. \$MAVs introduced into the platform for advertising are used to activate and expand the MAV platform ecosystem.

PART 7

Part 7 : Token Distribution

NAME	Massive protocol (MAV)			
Main-net	Based on ERC-20			
Total Issuing	3,000,000,000 MAV			
Distribution	Community	63%	1,890,000,000	Airdrop&Mining
	Initial Liquidity	3%	90,000,000	
	Team	9%	270,000,000	Lockup(24M) Unlock evenly(2Y)
	Advisors	3%	90,000,000	Lockup(24M) Unlock evenly(2Y)
	Operations	13%	390,000,000	
	Marketing&Partnership	9%	270,000,000	Lockup(6M) Unlock evenly(3Y)

1) Community (Airdrop, Mining) / Total Distribution Amount : 1,890,000,000 MAV

Refers to the volume used for liquidity mining programs, community activity incentives, staking compensation, governance compensation, etc. to build a community and grow a creator base.

2) Operations / Total Distribution Amount : 390,000,000 MAV

Refer to the cost of hardware/software-based operations such as events to secure participants and early community supporters to build the Massive Protocol ecosystem, airdrop volumes, and side chains.

3) Marketing &Partnership / Total Distribution Amount : 270,000,000 MAV

Refers to the cost of providing various events and collaborating with creators, brands, community partnerships, and business models.

4) Team & Advisor / Total Distribution Amount : 360,000,000 MAV

Means of a team member and advisory group of the MASSIVE protocol.

5) Initial liquidity / Total Distribution Amount : 90,000,000 MAV

Refers to the volume of supplies initial liquidity in CEX and DEX exchanges.

Lock Up Plan

Team & advisor volume is locked up for four years from the date of issuance, and unlocks evenly for one year after four years.

Part 8: Roadmap



- 2022. 1Q
 - Business plan development and feasibility examination
 - Business development and modeling
 - Establishment of overseas foundations and corporations
- 2022. 2Q
 - Establishment of domestic corporations
 - Recruitment of affiliates
 - Advertising platform planning and service manuals development
 - Recruitment of NFT creators
- 2022. 3Q
 - Launching pilot and global service
 - Recruitment of cooperative networks for domestic and foreign companies and retailers
- 2022. 4Q
 - Launching official service
 - Other project partnership
- 2023. 1Q
 - Recruitment of additional NFT creators
 - Expansion of cooperative networks for domestic and foreign companies and retailers
- 2023. 2Q
 - Additional language support
- 2023. 3Q
 - Expansion of cooperative networks for American companies and retailers
- 2023. 4Q
 - Optimization of Ads recommendations using AI technology
- 2024. 1Q
 - Expansion of cooperative networks for European companies and retailers
- 2024. 2Q
 - Expansion of cooperative networks for other Metaverse projects
- 2024. 4Q
 - 3D Ads service

PART 9

Part 9 : Legal Disclaimer

The reason of writing this white paper is to share the purpose and technical orientation of Massive Protocol at the time of writing, and it is NOT TO ENCOURAGE INVESTMENT in Massive Protocol team or Massive Protocol Platform. Therefore, the information including the business operation and financial status may be changed, and this white paper or website may be changed or deleted frequently.

The content of this white paper DOES NOT RESTRICT the Massive Protocol team and is subject to change in accordance with the ongoing research and development. This white paper DOES NOT TO INTEND TO PROVIDE ADVICE ON INVESTMENT, LEGAL REGULATION OR FINANCE OR ACCOUNTING, nor does it imply an intention to provide criteria for assessing virtual assets. It is also clear that NO PART OF THIS WHITE PAPER IS CONTAIN THE INTENTION OF RECOMMENDATION.

This white paper contains forward-looking information about projects or future business prospects. These statements are not historical facts and can be identified by words "will", "forecast", "expectation", "plan", "prediction" or other similar words. These forward-looking statements are also included in presentations, interviews, videos, and other publicly available materials.

This white paper includes the future, expected performance, or achievements of the Massive Protocol team. The statement regarding future expectations includes a variety of risks and uncertainties. This statement does not guarantee future performance and it SHOULD NOT BE OVER DEPENDENT. The actual performance and progress of the Massive Protocol team may differ from the expectations set by the forward-looking statement.

CUSTOMER SHALL BE SOLELY RESPONSIBLE FOR ANY INVESTMENT THAT ARISES AMID THE ABSENCE OF A FORWARD-LOOKING STATEMENT BASED ON FORWARD LOOKING INFORMATION OBTAINED FROM THE Massive Protocol websites or other materials.

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- 3) Whether the white paper is suitable for investors to achieve a specific purpose.
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- 5) Whether it was duly prepared and distributed under the laws of the countries of the world, and whether the contents violated the laws of the countries of the world.

In addition, the scope of exemption from liability is not limited to the above examples.

The regulatory framework applied to the blockchain technology, to the provision of virtual assets and to the platform is uncertain, and any change to regulations or policies can have a significant impact on platform

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development and the utility of virtual assets.

The business model using the blockchain faces uncertain regulatory environments in many countries. In the near future, various jurisdictions may adopt laws, regulations, or guidance that affect the platform, which may change the value of virtual assets. In such cases, laws, regulations, or guidance may directly and negatively affect the operation of the Massive Protocol team. The effects of future regulatory changes are unpredictable, but they can be significant and have a real adverse effect on the development and growth of the platform, and the adoption and utility of virtual assets.

It may need to obtain licenses, permits and/or approvals (collectively 'regulatory approval') to carry out the operation business. Failure to obtain such permission with respect to the platform or failure by the relevant authorities to renew or revoke regulatory approval for any reason may adversely affect the business of the Massive Protocol team.

There is NO GUARANTEE in the future that the authorities will not impose stricter requirements on the Massive Protocol team or that the Massive Protocol team will be able to adapt in timely to changing regulatory requirements. These strict regulations may limit the ability of Massive Protocol team to operate their businesses, and if Massive Protocol team do not comply with those requirements, they may be subject to nonconformity measures.

Furthermore, if the costs (financial or other) to comply with the newly implemented regulations exceed certain criteria, platform maintenance can no longer be carried out commercially and the Massive Protocol team can discontinue the service. It is also unpredictable how governments or regulators will implement laws and regulations which can affect accounts distribution technologies and its applications program, including platforms and virtual assets. Massive Protocol team may be required to discontinue operations in the jurisdictions that make it commercially impossible or undesirable to obtain the regulatory approval. Virtual assets may hold little, or no value under the circumstances described above.

No agency has officially reviewed or approved the information in this white paper, and no such action has yet been taken under any jurisdiction.

If any of the people who read this white paper use it to make their own decisions and actions, it is based on the judgment of the person, and THE RESULT OF IT IS ENTIRELY ATTRIBUTED TO THE PERSON, REGARDLESS OF PROFIT OR LOSS, and the Massive Protocol team DO NOT BEAR ANY RESPONSIBILITY.

Any related services provided by the Massive Protocol team are provided in a usable state, but the Massive Protocol team do not guarantee the accessibility, quality, suitability, or completeness.

Executives and employees of the Massive Protocol team shall not claim or make any form of statements, warranties, or promises to the entity or individuals of the integrity, accuracy and completeness of all information presented in this white paper, including relevant statements, warranties, or promises.