













Everything is possible, Sharing Services Platform



# CONTENT

 <b>01. Market Condition</b>  01. Global Product Rental Market 02. Camping, Tourism, Leisure Market 03. The Necessity of Premium Sharing Service	 <b>06. MITX Value Growth</b>
 <b>02. Introduction of MOBIST Platform</b>  01. MOHANG 02. Premium MOBIDEAL 03. MOBIST Membership	 <b>07. MOBIST Implementation Technology</b>  01. Technical Background 02. Purpose of Use 03. Technical Realization 04. Introduction of Klaytn-Related Technology 05. Improvement of Transaction Speed 06. MOBIST Platform Technology 07. MOBIST CASH
 <b>03. MOBIST Business Model</b>  01. Hobby Sharing Platform -MOHANG 02. Premium MOBIDEAL Service	 <b>08. MOBIST Economy</b>  01. MITX Cycle Structure 02. MOHANG Platform Reward 03. Smart Contract Fee Payment & Deposit 04. Incentive Program
 <b>04. MOBIST Membership</b>  01. Sharing Economy System Structure 02. Membership Structure 03. Membership Level/Benefits	 <b>09. Time Line</b>
 <b>05. MOBIST Multiplex World - Guild</b>  01. The Purpose of MOBIST Guild 02. The Roles of MOBIST Guild	 <b>10. MITX Distribution &amp; Application</b>
	 <b>11. Disclaimer</b>
	 <b>12. Update History</b>

## ABSTRACT

# “Experience whatever and wherever you like!”

Lifestyle with the MOBIST PLATFORM

MOBIST is a blockchain-based **lifestyle sharing service platform**.

MOBIST token (hereinafter referred to as 'MITX') offers diverse benefits that you may obtain through sharing. People taking part in the MOBIST ecosystem will share their lives to minimize the cost for maintenance and repair, and will improve the life quality.

MOBIST supports building a range of platform ecosystems for sharing. It offers a hobby sharing platform, premium hot deal service, member-only theme park, customized hotel reservation, special advertising service and hobby tool sharing system. It will serve partners that join the MOBIST ecosystem with a safe blockchain service to maximize customer satisfaction.

The keyword that MOBIST focuses on is sharing. One of the representative outdoor leisure activities is camping and it may be a burden to purchase all necessary equipment to go camping. Although you can afford to purchase all equipment, you may not have a place to store all the equipment and you may have to deal with the maintenance, repair and depreciation cost of unused equipment. With a twist view of the reality, Airbnb and Uber were created. Both services offer platforms to share individuals' houses and vehicles, and have developed into companies with market capitalization of over KRW 70 trillion (USD 60 billion).

MOBIST platform allows people to share equipment/tools and hobbies to lower the barrier for people to enjoy hobbies and to increase personal satisfaction. It focuses on connecting global travels by category of hobbies. Sharing hobbies may encourage strangers to come together. You may be reluctant to go on a trip with strangers, but you will be more willing to come together and enjoy hobbies with them. Some hobbies and leisure activities that you may enjoy with strangers include baseball, golf, mountain-climbing and fishing. In the existing market, there are online communities to search for those with the same hobbies or you may look for acquaintances to enjoy the activities together. However, they have several difficulties.

## ABSTRACT

MOBIST platform is built with the social media form. Initial Instagram, Facebook and YouTube started with individuals sharing their photos, images and text creations with their friends and acquaintances. However, they now have greater marketing roles or act as press to deliver information, and they are like search portal sites such as Google and Naver at the same time. Looking into the functional aspects, it is necessary to pay attention to how SNS is able to act as portal sites where more information may be acquired. Information in the existing search portal sites is mostly produced by media or companies, and the contents they made had a concrete revenue model. On the other hand, blog-type contents that individual created had several barriers to overcome in order to develop a revenue model. SNS had no such barriers and services like YouTube provided a clear revenue model. As a result, numerous contents were generated and the platform gained profit beyond imagination by merely sharing profit with individual users.

MOBIST has a reward system that is integrated into the sharing services – sharing products that individuals and companies have, and sharing knowledge on trip/hobby/lifestyle. Most rewards may be consumed to participate in the contents again, but several companies and individual users may make money. MOBIST believes that it is necessary to introduce a cryptocurrency so that their rewards and profit are safely kept and it is easier for them to spend money and receive refunds. Additionally, the main purpose of applying a cryptocurrency system is to facilitate interconnection with MOBIST cash in relation to guaranteeing digital assets of E Reward System that will be further explained in the document and platform use among overseas users.

Our mission is to build an ecosystem for MOBIST platform users to offer safe and convenient sharing services. Along with this, MOBIST will apply blockchain technologies and MITX to offer diverse services that partners may use with ease. All transaction processes between users and service providers will be recorded in blockchain, which will create a transparent, reliable lifestyle economy and open a new paradigm in the market.

MOBIST platform members will pay service charges with MITX and experience a wide range of services that ensure confidentiality and security of MITX and service data. Our mission is to offer quick, convenient and safe services based on the blockchain technologies.

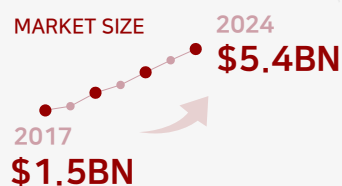
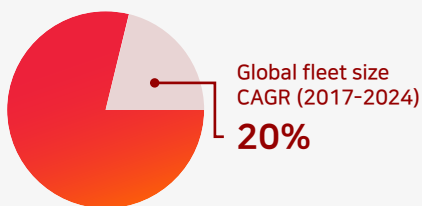
## 1. Global Product Rental Market

### 1) Car Sharing Market Trend

According to a new report from Global Market Insights, it is expected that the car sharing market size will exceed USD 11 billion by 2024. It anticipates that the number of members and global market share will increase about 20% every year. MOBIST is monitoring a quick growth of the car sharing market, and it predicts that car sharing has become popular mainly because of its convenience and cost reduction. The American Automobile Association (AAA) reported that it takes approximately USD 8,698 in average a year to own and drive a car. According to the sustainability research center in America, car sharing members have cut the monthly transport expenses ranging from USD 154 to USD 435. Furthermore, you need a parking space and car insurance to own a car, which may be partially solved with car sharing. The automobile industry is actively integrating advanced systems such as Internet of Things (IoT) and Location-Based Service (LBS) with car sharing. With the cutting-edge technologies, car access, payment and reservation setting will greatly improve. Such technological application will offer opportunities to encourage the market growth and to create profit in the car sharing market.

## CAR SHARING MARKET

Car Sharing industry surpass USD 11 billion by 2024



Global fleet size in 2017  
**100,000**

There are currently about **140+**  
car sharing service providers in  
Germany

Germany holds a majority of  
Europe car sharing market share

Business applications led the  
global car sharing industry  
landscape in 2017



As per the AAA, the average annual  
expense for owning and operating  
vehicles was **\$8,698** in 2015

Car sharing is still in its infancy in the premium luxurious product and service market and we are expecting further growth with the support of advanced technologies and charging (billing) system. Another trend we have observed is an increase in premium services that people experience, including super cars, fancy hotels and special vacation. It is said that almost half of all consumers purchase less products and purchase more experience.

Uber Technologies, Inc. offers a smart phone-based ride sharing service in America.

As of 2021, the enterprise value is estimated to be USD 68 billion (about KRW 75.3 trillion), the highest among global startups. Additionally, Uber has 1.01 hundred million monthly subscribers around the world as of the second quarter of 2021.

In America, Uber's ride sharing market share is 68%, whereas food delivery market share is 26%. The company provides a service with mobile apps to connect car drivers employed or shared with passengers. Currently, the service is offered in many cities throughout the world, which is in operation in 900 cities. Text messages or mobile apps are used for car reservations and the reserved car location is displayed on the app in real time for passengers. In the initial stage, vehicles like Lincoln Town Car, Cadillac Escalade, BMW 7 Series and Mercedes-Benz S550 were offered for passengers. Since 2012, the company has launched UberX in response to a greater market so that passengers will have more car options including models that are cheaper.

## 2) The Growth of Global Travel and Tourism Industry & Airbnb

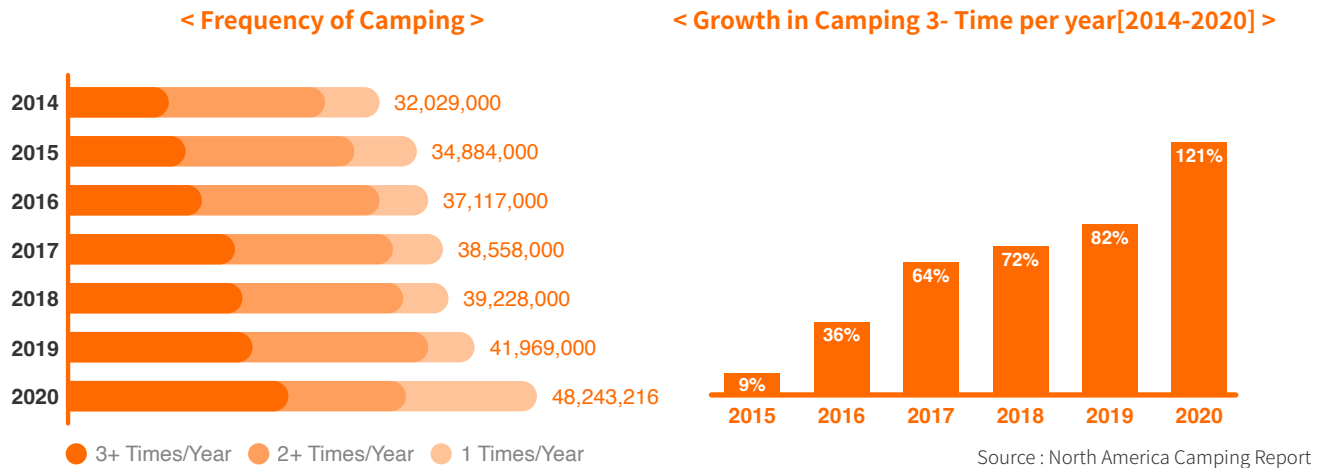
The private rental market size is estimated to be USD 90 ~ 120 billion (about KRW 106.47 ~ 141.96 trillion), which is growing twice faster than the accommodation market. The private rental market recorded double digit growth in 4 years with hotels still dominating the market share while hostels and campgrounds are losing the share. When it comes to Airbnb shares, Europe accounts for 43% of the total reservations, Asia and Pacific regions for 23% and North America for 22%. Its sales in 2019 was USD 4.8 billion (about KRW 5.6784 trillion) which increased from USD 3.5 (about KRW 4.1405 trillion) in 2018 and USD 2.6 (about KRW 3.758 trillion) in 2017. Its private rental market share in the world was 38%.

## 2. Camping, Tourism and Leisure Market

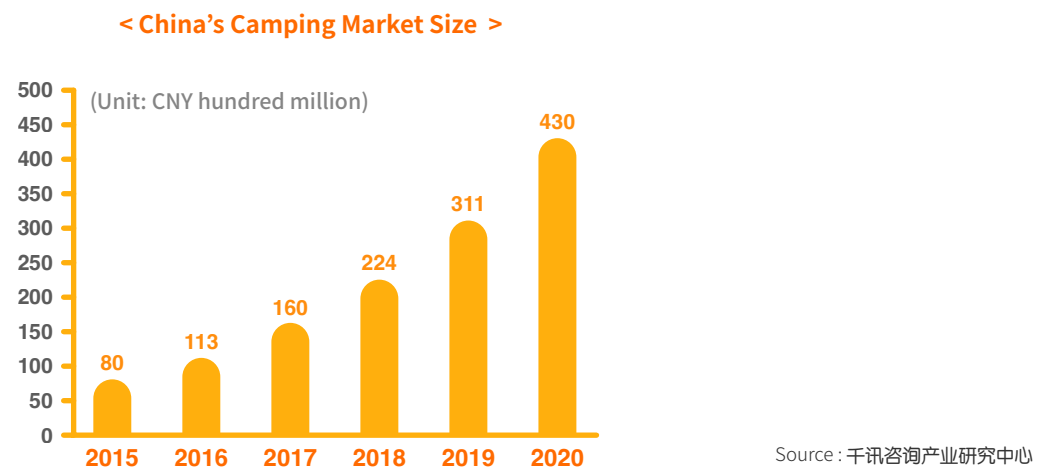
The COVID-19, a contagious disease has spread around the world and led to unprecedented changes in lifestyle. 'With COVID-19' campaign has alleviated the social distancing restriction and it is expected that there will be increased demand for hobbies and leisure activities including mountain-climbing, camping and outdoor sports. South Korea has natural environment that is less polluted and pursues environment-friendliness, making it more attractive than outdoor destinations in other countries. It is well-equipped with public transportation infrastructure and is safe to travel. Moreover, K-culture will spread rapidly around the world, which will trigger noticeable growth in the Korean tourism market when compared to other countries in the world. Thus, Korea will be the initial market for MOBIST sharing platform.

### 1) Camping Industry & Market in North America and Asia

In 2020, the ratio of campers who first started camping in 2019 among total 'campers' in North America was 21%, the highest figure in the past 5 years. Those who were not into camping became new campers owing to the COVID-19 pandemic. People had less indoor activity options and camping which minimizes contact with others emerged as a sole escapeway.



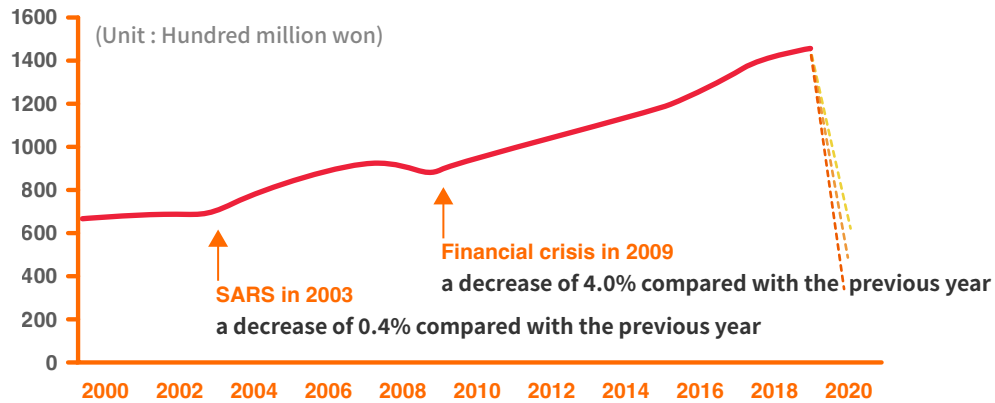
Owing to the increase in national income and new lifestyle in China, more people are investing in leisure activities. The Chinese government even designated camping as one of the important industries for the national health improvement, and cooperates with the local governments and large companies to develop the camping industry such as expanding campgrounds. Chen Xun Consulting and Industrial Research Center (千讯咨询产业研究中心) predicted that the camping market size in China will grow about 40% annually and increase to CNY 43 billion (about KRW 7.9 trillion) by 2020.



## 2) World Tourism Market

The number of overseas tourists has steadily increased from 2000 to 2019. However, the COVID-19 pandemic has restricted travels in 2020, which resulting in the decreased number of tourists to about 80%. The United Nations World Tourism Organization (UNWTO) forecasts that travels will activate in 2022.

## < The Number of Overseas Tourists & Prospect >



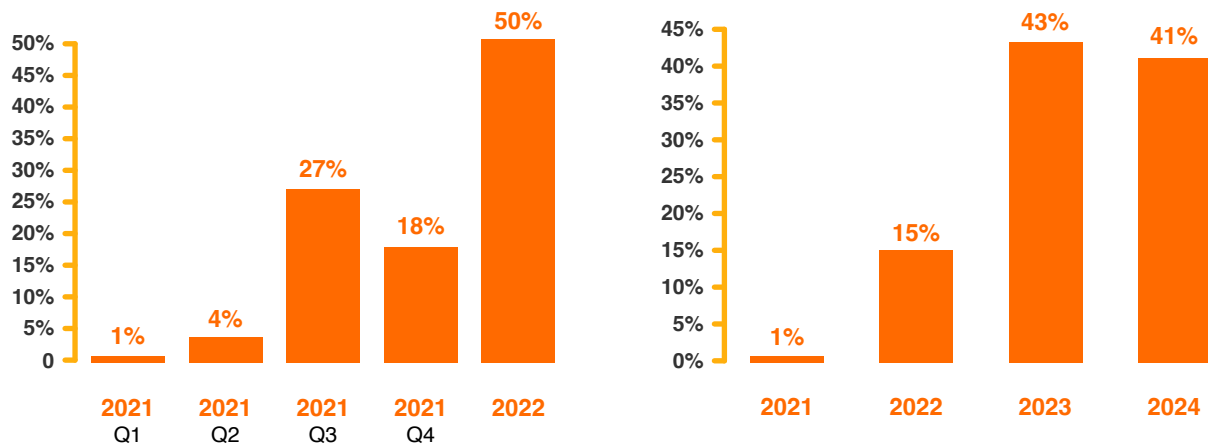
### 2020 COVID-19 Scenario

(By global travel restriction release point)

- 610 (a decrease of 58% compared with the previous year): When released in July
- 440 (a decrease of 70% compared with the previous year): When released in September
- 320 (a decrease of 78% compared with the previous year): When released in December

Source: UNWTO (United Nations World Tourism Organization, May)

## < The Impact of COVID-19 on Tourism and the Expected Time of Recovery >



Source: UNWTO Report on the Impact of COVID-19 on tourism and the expected time of recovery



It is mostly expected that the travel industry will restore to its glory days of 2019 in 2023 or 2024. With the world's vaccine distribution and shift to 'With COVID-19', it has been forecasted that the travel industry will recover rapidly to the level similar to that of 2019.

The world tourism market that accounts for 10% of the national GDP and employment in each country continues to grow. The world's tourist population in 2018 was 1.3 billion people and it increased to 1.8 billion people in 2019, demonstrating an annual average growth of 2.9%. In particular, UNWTO reported that the tourism industry in Asia will form a greater part. The number of tourists in APEC countries was 3.2 hundred million people in 2018, accounting for 24.4%, which increased to 5.3 hundred million people in 2019, accounting for 29.6%. In connection with the Fourth Industrial Revolution, the tourism industry is restructured based on the online services. There has been changes to the travel demand focusing on self-guided tours, mobile services and experience-based travel programs. Countries around the world are launching tourism policies with national support for economic revitalization.

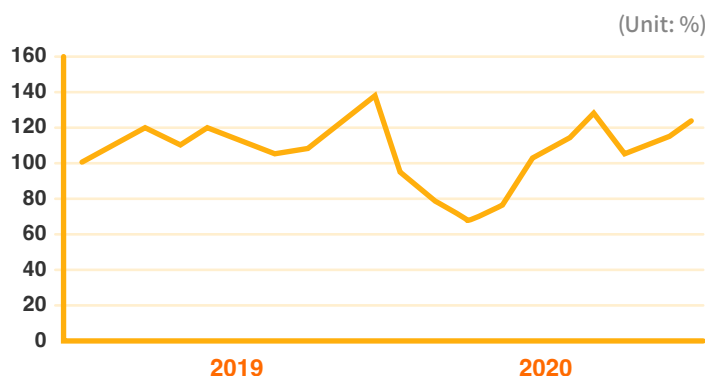
### 3) Global Leisure Market

"The prolonged COVID-19 pandemic has led to a rapid growth of indoor leisure goods in Denmark."

The market for leisure goods has expanded because outdoor activities increased in Europe. With less opportunities for overseas travels owing to the COVID-19 pandemic, more Europeans are going on a trip to nature like mountains and seas within Europe. According to a survey conducted by Denmark's outdoor activity committee (Friluftsrådet), more than 1/4 of the respondents visited natural zones that they have not visited before the pandemic, and those who frequently visited the zones were fairly young ranging from 18 to 35 years old. This is because Europeans who enjoy exercising and regard having a healthy lifestyle as important go outside for activities to supplement physical activities that decreased as gyms are closed.

The Denmark Environment Agency (Miljøministeriet Naturstyrelsen) conducted a survey and found that the number of people visiting natural parks from March 15 to May 1, 2020 increased 65-160% from the same period of the previous year. According to the survey, Amager Hareskov visitors increased 70-160%, and every year Møns Klint, a limestone cliff is crowded with visitors so the trail had to be temporarily closed. The Denmark government is also encouraging people to engage in outdoor activities, distributing a list of places with the natural scenery and expanding natural zones where camping is permitted. Accordingly, more Europeans will be enjoying outdoor activities resulting in increased demand for various supplies for such activities.

#### < Yacht, Sports and Camping Sales Increase >



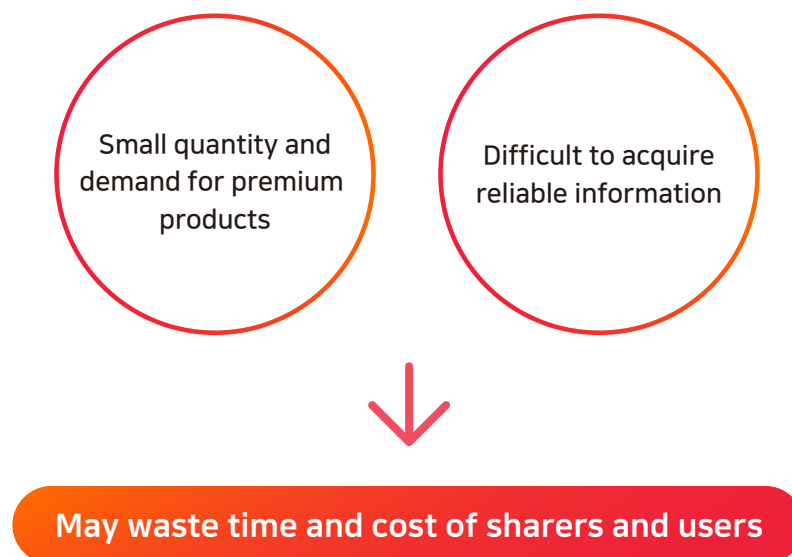
Source: Statistics Denmark (Danmarks Statistik)

### 3. The Necessity of Premium Sharing Service

There are diverse share services in operation, yet there are several issues to resolve in the premium sharing services. Premium products are usually high-priced, so users are more sensitive about the product state. Additionally, the absolute quantity of supply and demand for premium products and services is small, which makes it difficult for users to acquire information on reliable services.

Therefore, most premium sharing services offer a small quantity of products that several companies provide and they may contain unreliable information which may cause sharers (owners) and users to waste time and spend more money. In consequence, people may become hostile toward premium sharing services. It should also handle privacy protection because there may be personal information misuse cases particularly for wealthy members. It is definitely a market trend that platforms which may address the problems will be launched, and the necessity of innovative services that link sharers with users will gradually increase.

#### Issues of the Existing Premium Services



## 02 INTRODUCTION OF MOBIST PLATFORM **M O B I S T**

MOBIST Platform is an online service implemented in the blockchain network, which integrates distributed services into a blockchain system. Users have to visit each website to use several services like car rental, hotel reservation and experience programs and it is inconvenient for users to sign up for a membership, insert personal information and register payment information. For overseas services, it may be time-consuming and costly because of the limited payment method. At MOBIST platform, users may apply the MOBIST blockchain payment system to enjoy diverse services included in the MOBIST ecosystem (with MITX). Regardless of time and space, people around the world may make reservations and payments with ease.



**CAR RENTAL**

**EQUIPMENT SHARING**



**SPECIAL TRIP**

**HOTEL & RESORT**



**VIP SERVICE**

Partners joining the MOBIST ecosystem may record necessary information in the blockchain to provide a reliable public ledger on MOBIST platform. Platform participants may easily access the recorded information, but it is impossible for third parties to intervene so platform participants will receive (essential) information with transparency. MOBIST platform not only satisfies such necessity, but also creates a distributed data storage that is highly reliable to solve the asymmetric information issue of online platform markets. MOBIST platform is based on a distributed blockchain database that records all information. For each service, a blockchain certificate by membership that will be archived in the distributed registry will be issued and MOBIST platform creates reports that market participants may immediately make reservations and payments. Any information on partner companies will be accumulated in the MOBIST ecosystem database throughout the duration it is used and big data are applied to offer customized services for participants. MOBIST platform will offer a range of quality services in cooperation with the best developers and partners.

## 1. MOHANG

New adventures like traveling to unknown places around the world, the first encounter with golf clubs and fishing rods, and mountain-climbing searching for a hidden scenery beyond description may be frightening, but exciting. However, there are several obstacles you may face, including purchasing expensive equipment to enjoy leisure activities, insufficient knowledge on proper use of equipment and danger involved in outdoor activities. MOHANG lowers the barrier to entry so that anyone can enjoy leisure activities and offers opportunities to experience joy and excitement in sharing what you like to do with others.



MOHANG offers an application-based platform service for global users with smartphones. Here are the key functions.

- Users participate in a quest and creates travel contents on leisure activities. They may evaluate, donate and withdraw the received reward.
- Users may create a hobby club that people may like to share with others.
- Users may spend less on leisure activities and share the venue and equipment to gain profit.
- Users will make new friends who will join the adventure and record their memory and experience.

### MOHANG

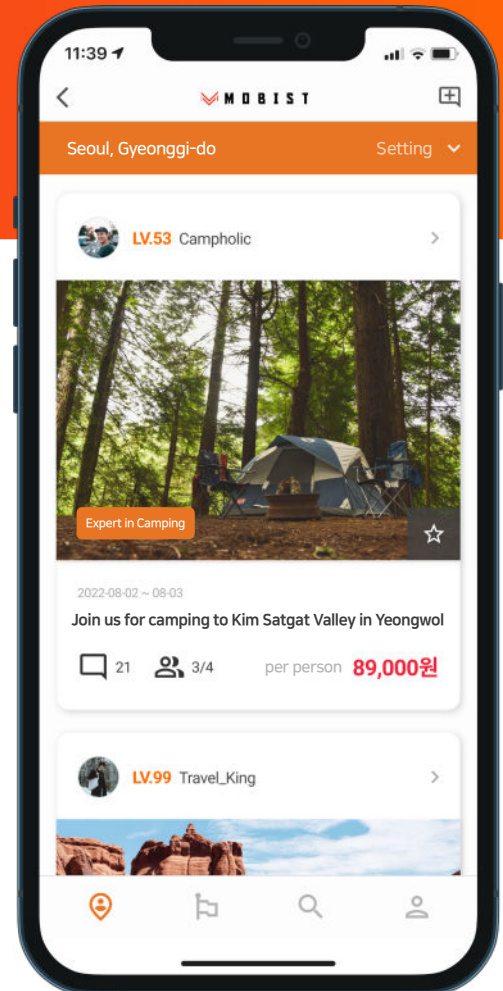
MOHANG is a global user who uses a smartphone  
Application platform services are provided for use.

#### [Core Value]

"Concentrates on lowering the barrier to enjoy hobbies  
and increasing personal satisfaction"

#### [Platform Main Functions]

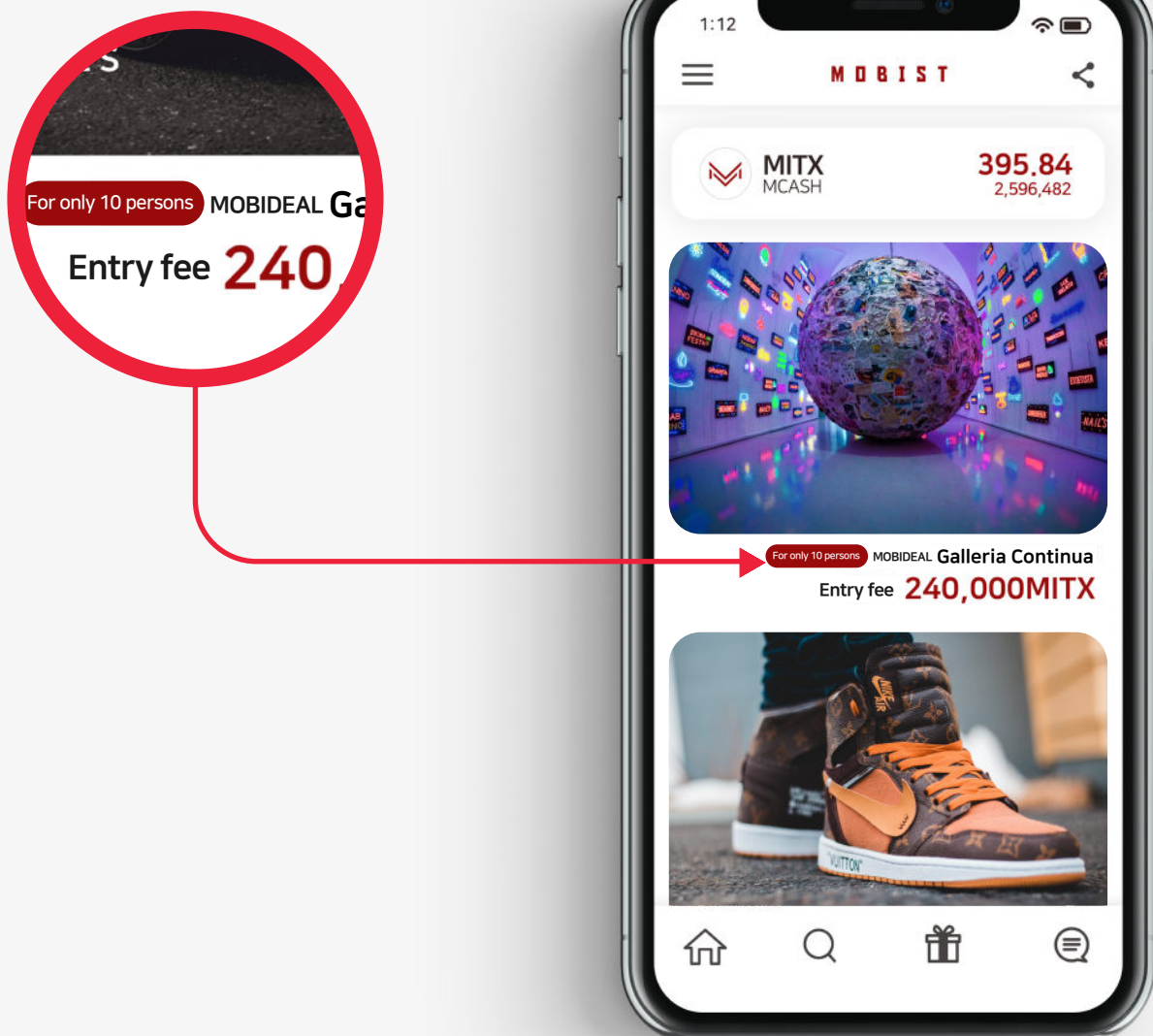
- Membership service
- MITX rewards and payment
- Uploading, searching and checking posts
- Creating and purchasing travel packages
- Affiliate membership and mission registration
- Online/Offline sales of hobbies/leisure activities



"I can share what I like with others like games and even make profits with less burden  
on enjoying hobbies as well as make friends to face new challenges  
and record their memories and experience, all the excitement and pleasure at MOHANG."

## 2. Premium MOBIDEAL

Premium MOBIDEAL is a platform that offers MOBIST's event information for multiple users who own MITX and users may participate in the event. With the received and paid MITX, users may take part in MOBIDEAL and purchase goods in the form of first-come-first-served basis, lottery and auction. MOBIST partners may use the Premium MOBIDEAL app which includes the general shopping mall functions for advertising and promotion, and the app includes functions for users to receive diverse benefits in return for information delivery. It will be expanded into a promotional launching space for luxurious brands that may enter new markets of the national level.



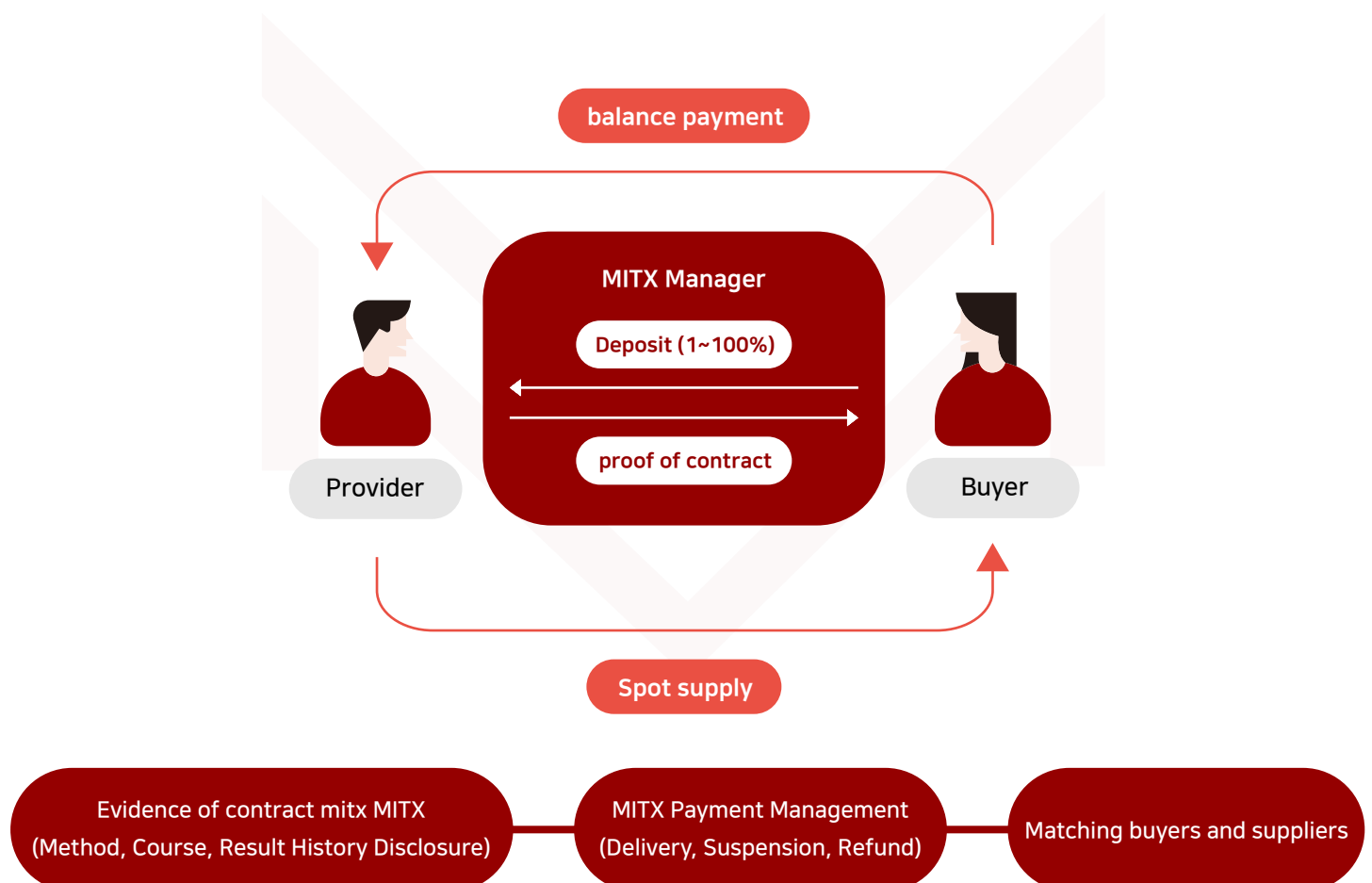
MITX will be used for safe transaction of high-priced spot commodities at Premium MOBIDEAL.

Owing to the nature of expensive products, there may be problems in the purchasing process. Complicated production processes are required for cars, camping/leisure activity equipment, jewelries, premium watches and artworks, and it is difficult to secure their raw materials, making them highly scarce and expensive. For this reason, there are limited suppliers who may provide luxurious goods and several distribution stages are inevitable between the producer and purchaser. Furthermore, it is highly likely that a person who purchased the item may look for another purchaser afterward. Consequentially, purchasers and sellers have no choice but to do transactions through a central agency that guarantees credit, and they may have to pay for additional charges depending on the payment method and this can be ineffective. According to the asymmetry of information and a few participants, transactions may be mainly between 1 supplier and multiple purchasers, or 1 purchaser and multiple suppliers, and it is difficult to build a sound market economy due to unfair information. This results from a lack of proper matching between commodity owners and purchasers and absence of competitions.

To solve the above-mentioned problems, MITX offers the following functions:

- \* Offers an unlimited credit guarantee system ranging from 1% to 100% of the product price
- \* Offers a matching environment for multiple suppliers and purchasers

MITX will develop a safe open market for members and MITX users to provide an environment to enjoy exclusive, luxurious lifestyles. Based on MOBIST's spot-centered blockchain environment, multiple participants will separately act as multiple guarantors to provide a safe environment for transactions.



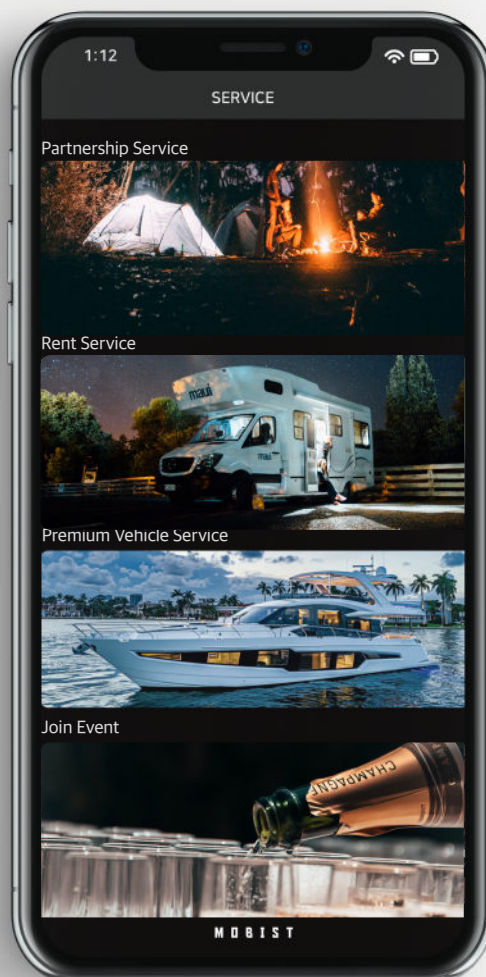


### 3. MOBIST Membership

Partner companies operating MOBIST membership services may build and take part in an individual business model. MOBIST Group will directly operate membership applications described in the White Paper and detailed service policies will be notified in the platform.

Membership application is a wallet-type platform that includes MITX Manager. Diverse functions are available in the membership application, including MITX deposit/withdrawal, MOBIST staking, membership assessment, profit details, MOBIST cash management, rent and offline services. Membership application is a user-friendly tool for MITX users, and additional functions will be available such as MOBIPAY secure payment that is applicable in offline stores and MOBIST cash interconnection with other companies. Membership application will be further developed to meet users' requirements so that car, bicycle/yacht, hotel, resort and restaurant reservations are possible. Here are services that may be added to the membership application.

- Participatory car camping theme park
- MOBIST multiplex world - guild
- Discounts for rental products
- Partner service benefits
- Premium vehicle benefits (car, yacht, etc.)
- Hot deal events
- Information on limited editions and events
- Platform advertising product benefits





MOBIST business structure begins from consumers and suppliers taking part in the sharing/business market with products that are highly scarce and expensive with high depreciation and maintenance cost as well as offline services on equal terms. It is inevitable to invest a lot in marketing when products and services have to be promoted offline where access to information is obviously limited and online where people are exposed to excessive information. As a result, customers sharing or buying products may have to spend more money and time. Accordingly, MOBIST is offering a stable business model by adopting a system that verifies customers who are likely to buy products, highly-reliable enterprises and product sharers. Profit generated from the business model will be returned to members and partner companies participating in the MOBIST environment.

## 1. Hobby Sharing Platform, MOHANG

### 1) Tour Package Service Charge

As a Trip Master, users may create tour packages at MOHANG. Tour packages that the Trip Master created are filtered with regional and conditional settings and provided as the information. When tour packages are normally operated, service charges are generated from payments that participants make. Then, the final return is calculated after the reward paid to participants according to the policy and payment charges to the external company are deducted.

### 2) Profit from Product Sharing

There are 2 business models for sharing products that MOHANG operates.

First is to lend products that MOBIST owns. When products for sharing are applied to tour packages that the Trip Master creates, a part of the service charges is generated as return. Excluding the profit from MOBIST products, the remaining will be given as a reward to the Trip Master. It is regarded as a sales incentive offered to the Trip Master who created sales from products for sharing with the developed tour packages.

Second is to lend products that supporters (individual and corporate members who consigned products for sharing) consigned for operation. MOBIST franchise bases (guild) receive products for sharing that are consigned from individual and corporate owners and store/manage the products. Users may rent products that supporters consigned, create tour packages and easily enjoy hobbies. Guild is an offline space for product management. MOHANG's guild is a place where products for sharing are stored, repaired, maintained, managed, returned and sold. It may generate additional revenues with cafe/restaurant operation, consumable sales, receipt of online orders, and rest area and theme park management.

### 3) Profit from Quest

With a general membership registration, members may create a quest as AD providers (advertisers). A quest may be a visit to specific places, taking photos on activities and uploading posts. Trip Master should add missions when creating tour packages of AD providers to perform a quest created in various forms. Members using tour packages should fulfill the registered quest requirements and the quest is directly linked to the profit of offline business. As a marketing device based on cost per visit, it will give rewards and excitement to users, and provide effective marketing tools to AD providers. AD providers need MITX to create missions. A deposit-type MITX or MOBIST cash is needed to create a quest and the paid quest cannot be refunded without a special reason. Yet, it is an effective promotional means that accompanies cost according to the marketing performance as it is consumed only when members are registered. In particular, it is expected that small business owners, countries and tourist cities may take part in the service as it is specialized to attract people to visit a certain place. The marketing expenses spent in this way are paid as service charges and MOBIST cash for prepayment will increase the demand for MITX.

#### 4) E-Rewards (Equipment Rewards) – Sales Profit

As a means to strongly motivate people to take part in the platform other than offline programs to share hobbies, MOBIST offers a E-Rewards service. It is a reward system that replaces MOBIST cash acquired when using E-Rewards, and items of fantasy in line with the MOHANG platform concept will be rewarded. Users will receive items as rewards just like in RPG (Roll Playing Games) and they may immediately sell items or collect them to gain special functions. Users will have a sense of purpose to use MOHANG services, collecting items as they have special functions like game items. E-Rewards will form an e-commerce market so that users may transact rare virtual resources and own new market value.

#### 5) Profit from MITX Ecosystem

The quest business model and E-Rewards described in the previous sections have a cycle in the MITX ecosystem. When users fulfill missions, payment is induced from AD providers and platform users visit offline stores to pay for products. Profits generated from mission fulfillment are given as a reward for users and the acquired rewards may be stored/transacted as MITX which is highly secured. Also, MOBIST cash converted into MITX will be repurchased in the MITX form at the transaction center for AD providers to register mission products again. Thus, transactions in MITX ecosystem built in MOHANG will continue to generate service charges as profits.

#### 6) Commission for Product Sales

When users collect information on travel and hobbies and get familiar with the community, there will be more users who wish to purchase personal equipment. Members will share objective product information within MOHANG platform and buy products that will support them in enjoying leisure activities. Moreover, manufacturers or distributors may upload and sell their products. MOHANG will provide a platform and charge a fee for product sales. For frequently-used consumables or popular products, members may make payments and receive products from guild, so-called a direct pickup service. In other words, MOBIST is planning to adopt a system that allows members to use tour packages and receive purchased products at the same time. With this, it will be easier for users to enjoy travels/hobbies and it will build a new distribution system that may lower the cost of delivery and shipping.

## 2. Premium MOBIDEAL Service

Shopping is one of the pleasures that we do not want to miss. MOBIST offers not only sharing services, but also opportunities to enjoy shopping. MOBIDEAL service comprises of products that many people would like to own and all MOBIST users may take part in the event. However, different benefits will be granted for members.

MOBIDEAL service is offered in an auction form and the initial bidding price is lower than the market price. To participate in MOBIDEAL, users need a certain amount of MITX, which is linked to MOBIST sales. As more people take part in the MOBIDEAL service, members will receive more profits and MOBIDEAL services with products of scarcity value will be offered.

The most attractive point of MOBIDEAL is that it is a premium shopping event that not all can participate in. It differs from other online auction events in that the number of participants is restricted by auction/lottery.

All MOBIDEAL participants' information is confidential and participants are invited to other events depending on the number of events that they took part in so it may seem like playing an exciting game. Additionally, the events will be expanded to daily necessities or low-priced goods which will be the strongest motivation to join MOBIST membership.

## 1. Sharing Economy System Structure

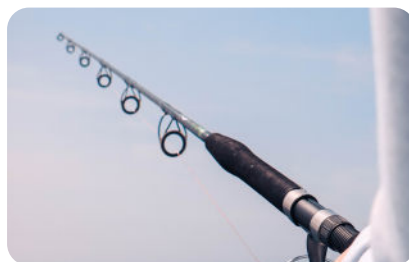
MOBIST shares expensive products that individuals/corporations own and offers safe rental services with personal information and spot commodities properly secured, all of which are to provide opportunities for special experience that consumers desire.

Members joining the sharing economy system may share their personal assets to create profits and provide rents with charges. Any individual/corporation that possesses assets like cars, camping gears, hobby/sports equipment, yachts and pensions that are not used frequently may prove the ownership at the platform and provide consumers with items that they need to gain profit. Also, profits from MOBIST commissions generated when building/operating the sharing economy system will be returned to members so that users may continuously take part in the MOBIST system.

The supply of private properties that are expensive is low against the demand. This is largely because owners may lose properties owing to the risk of loss and damages. MOBIST classifies customers who can compensate for damages with the membership service and MITX deposit to retain membership is set as pledged asset to quickly compensate for damages when it is inevitable. With this, product sharers may feel safe to take part in the sharing economy and members will be able to conveniently use the sharing service with membership proven with MOBIST blockchain.



CAMPING CAR



HOBBY GOODS



CAMPING EQUIPMENT



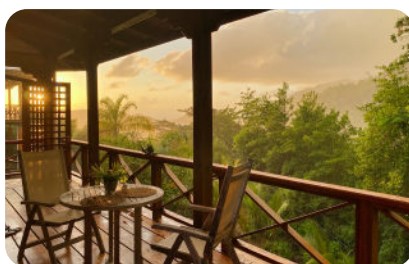
YACHT



SPORTS EQUIPMENT



RECREATION ABILITY



SUMMER HOUSE



MANPOWER



TRAVEL KNOWLEDGE

## 2. Membership Structure

MOBIST is an integrated service based on blockchain that aims to offer membership programs to build an efficient and transparent market. MOBIST membership is mainly divided into Premium Line and Public Line.

Premium Line is classified into Triple S, Double S and Single S, and it is assigned with the ranking system according to the number of MITX staking. MOBIST offers membership services by member level for member holding the required quantity of MITX staking. The reasons for MITX staking are to facilitate stable operation of platform services by giving a sense of belonging for members with MITX and to increase investment demand through stabilized MITX flow. Furthermore, members may receive profits created from sharing and advertising services at MOBIST platform. Additional membership line will be created when the number of users increases and membership services expand, and it will be shared in the official website and platform.

### Premium Line

Membership Level	Triple S	Double S	Single S
Benefits	<ul style="list-style-type: none"> <li>- Offers opportunities to participate in Premium MOBIDEAL</li> <li>- Offers profits gained from MOBIST sales/advertising according to the staking quantity</li> <li>- Provides vouchers (coupons) by membership level</li> </ul>		

MOBIST is an integrated service based on blockchain that aims to offer membership programs to build an efficient and transparent market. MOBIST membership is mainly divided into Premium Line and Public Line.

Premium Line is classified into Triple S, Double S and Single S, and it is assigned with the ranking system according to the number of MITX staking. MOBIST offers membership services by member level for member holding the required quantity of MITX staking. The reasons for MITX staking are to facilitate stable operation of platform services by giving a sense of belonging for members with MITX and to increase investment demand through stabilized MITX flow. Furthermore, members may receive profits created from sharing and advertising services at MOBIST platform. Additional membership line will be created when the number of users increases and membership services expand, and it will be shared in the official website and platform.

### MITX

A small quantity of staking is possible at Public Line and differentiated services are offered.

### Experience

EXP points are gained from activities at the platform, including participating in quests, uploading posts, and purchasing and renting products.

### Level

When EXP points are accumulated through diverse activities, the level goes up. The level of Public Line is a measure that shows the member activities, which is the standard for offering membership benefits.

### Medal

It is an evaluation tool that is developed from Facebook 'Like' which is displayed with members post contents or share product at MOBIST platform. The number of medals may affect the level of Public Line.

### E-Rewards

It is a virtual item that members will receive when they complete quests that companies or individuals created in relation to economic activities such as product purchase, sharing, rent and service use. Items differ according to the membership level.

### Title

It is a title given to members who fulfilled a certain standard with activities within the platform. It is a reward for members' contribution regardless of the membership level.



## 1. The Purpose of MOBIST Guild

MOBIST Guild is an open offline space where members may rent products for sharing. It may be a rest area or service area, or space to park members' cars and exhibition hall where innovative items of startups displayed. As a premium space for members, GUILD acts a hub of tours and will be a landmark for regional economic vitalization around the world.



## 2. The Roles of MOBIST Guild

### 1) Managing Products for Sharing

At MOHANG, MOBIST's hobby sharing platform, users may share products they own and create profits. We have been thinking that we need an offline space for efficient management of products that are consigned. When members register products for sharing at MOBIST Guild, the following procedure will be in progress: registering rental products, e-contracting for profit sharing, product insurance, product quality testing and pricing rental products. When members purchase rental products from the app, they may pick up products at MOBIST Guild and even return them to the guild. When members state that products are damaged, lost or missing in the returning process, they may be repaired, parts replaced, discarded, requested for compensation, handled with insurance and/or reported depending on the circumstances. With its key role of managing products for sharing, users may conveniently enjoy hobbies and tours, and franchise businesses and job creation are expected with the new global guild bases.

### 2) Car Camping Theme Park

Car camping has emerged as one of the camping markets that is rapidly growing around the world. As we are seeing its quick growth, there are diverse issues in proportion to consumers' interest. We have focused on the matter that car camping lacks recreational elements. People who enjoy car camping want an independent space equipped with necessary facilities, yet it should be inexpensive, environment-friendly and accessible. The theme park for car camping equipped with the basics will be linked with small business owners in the community to add recreational elements. MOBIST Guild will be systematically interconnected with MOBIST platform for reservation, payment and membership benefits.

### 3) Rest Area

Thanks to the spread of Internet, smart phones and social media, local commercial areas and stores that have become popular online instead of metropolitan business districts perform well with higher sales. It implies that changes to the market including personal media growth, expanded fandom and greater influence of contents have altered the way to go on a trip and spend money. MOBIST Guild will be a new local rest area. It will be a space for young and creative business owners without rest areas for meals, entertainment, relaxation and shopping to follow their dreams. With this, MOBIST Platform will have bigger synergy effects, becoming a cycle for growth and important axis for MOBIST ecosystem.

### 4) Online/Offline Pickup Mall

MOBIST platform not only permits sharing personal products, but also has e-transaction functions so that secondhand and new products may be sold/purchased. In particular, MOBIST plans to build a system that links to MOBIST Guild so that members may visit the guild to pick up the purchased products. With such pickup service, members may buy supplies or equipment that they need for trips and hobbies and receive the purchased items from the pickup mall. Since MOBIST Guild is closer to the travel destination than the residential area, it will be convenient for members to buy fresh products and bulky goods. Additionally, the pickup mall may display and sell innovative items of startups and local products, offering promotional effects.

There may be physical constraints to ownership, but you will be given more opportunities to experience when sharing. MOBIST platform is designed to grow quickly as more people join the service. Thus, MOBIST platform will open a sharing service of cars, equipment for hobbies and rare products so that all users may easily access products for sharing.

When you purchase an expensive car, you will have to first pay for the car and spend 7% of the purchase price to pay for the vehicle registration and acquisition taxes. Additionally, you will have to get your car insured, spend money for parts, repairs and maintenance, wash your car and have your car regularly inspected. You may be spending unnecessary energy on a car that you will not drive frequently.

However, if you purchase a car from MOBIST platform, you may use the car only with the insurance, registration and acquisition taxes, and find it easy to repair, wash and park the car. MOBIST will not limit its service to cars, but share other products in diverse services.

Accordingly, MOBIST is planning to speed up in developing MOBIST Wallet for membership authentication and platform applications. Then, MOBIST will run a trial test stage to confirm an ecosystem model and build a separate blockchain network.

MOBIST will focus on expanding services and MOBIST platform so that members with MITX are served, including car rental and repair/maintenance services, F&B reservation, tour package reservation and sharing hobbies/leisure activities. As more people participate in services, MITX value will naturally increase owing to its scarcity.

In this way, MOBIST platform will quickly grow as more people join services and the increased value owing to growth will be shared among MOBIST ecosystem participants.

MOBIST platform will encourage service businesses to grow rapidly and reach its goal through stable development environment and a wide range of service experience. Ultimately, it will develop into a new ecosystem that goes beyond a mere payment means. Our goal is to list MITX in global exchanges where major cryptocurrencies are transacted so that MITX transactions are possible anywhere at any time. MITX will be a key cryptocurrency that is used for payment at MOBIST platform.



## 1. Technical Background

With the spread of Internet in 1990s, we have entered the information age and countries around the world are now interconnected and intertwined. With this, national or regional boundaries started to collapse and people got enthusiastic about Internet. Then, various industrial sectors expanded and reconstructed their business based on Internet. As a result, we are now living in an environment and enjoying lifestyles that would never have happened 20 years ago. The Fourth Industrial Revolution is a step up from technologies like computers and Internet that represent the Third Industrial Revolution. Diverse technologies developed in the Third Industrial Revolution, and it converged with core technologies of the Fourth Industrial Revolution such as blockchain, IoT and AI. Experts predict that the Fourth Industrial Revolution will account for a greater proportion in the future industry. Governments, universities, research institutes and companies throughout the world are investing unsparingly in technologies relevant to the Fourth Industrial Revolution and putting in efforts to conduct related researches. Thanks to the efforts, the industry is growing at fast pace. Blockchain technologies continue to grow and the latest KLAYTN has proven its competitiveness to replace Ethereum with quick transaction speed and low fees. Like Ethereum, KLAYTN supports Smart Contracts. With these characteristics in mind, MOBIST is to issue KLAYTN-based MITX.

## 2. Purpose of Use

MITX is intended to act as a way to use services and make payments within MOBIST platform. According to the given purpose, MITX (MOBIST Token) is issued through KLAYTN's smart contracts. MITX is a type of coin that is transacted in KLAYTN and it can be used at MOBIST platform.

## 3. Technical Realization

MITX is a token issued from KLAYTN main net through smart contracts. MOBIST built a blockchain ecosystem where MITX transactions are possible. Just like MOBIST Cash, MITX will be used for transaction at MOBIST platform and MOBIST platform operates in an independent ecosystem which differs from that of KLAYTN.

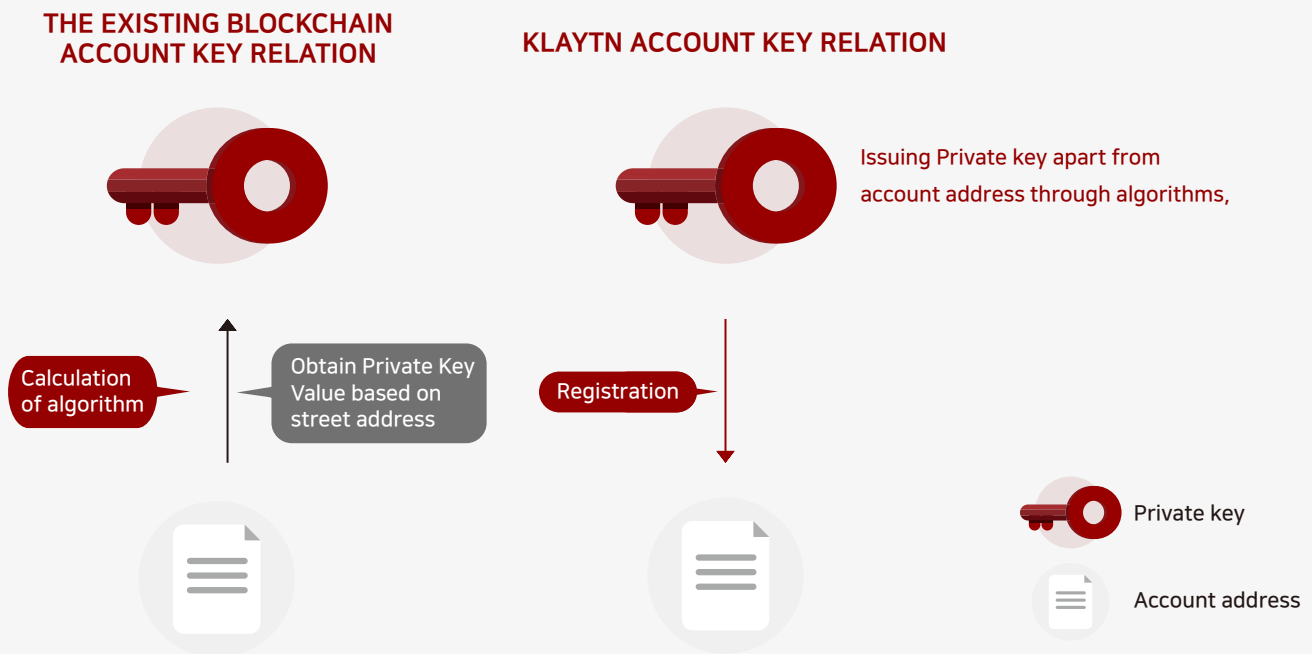
MITX produced based on the KIP-7 standard is transacted at KLAYTN. Its transaction fee is cheaper and transaction speed is faster than Ethereum, making it more efficient to be adopted.

## 4. Introduction of Klaytn-Related Technologies

### 1) Security

Like Bitcoin and Ethereum, Klaytn uses secp256k1 curve. Existing blockchain platforms apply a way of deducing an account address from a private key. Since the private key is interconnected with the address, it is a risk that exposed private keys lead to exposed account addresses. It is the actual user's responsibility to minimize its exposure, but when it is inadvertently exposed, such account will no longer be secured.

### KEY EXPOSURE



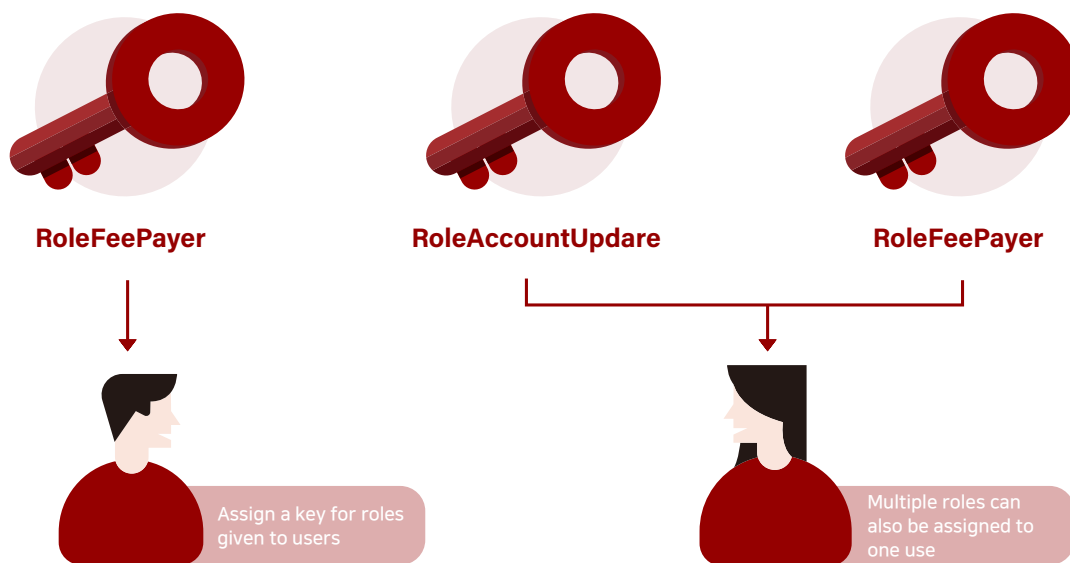
In case of the existing blockchains, a new private key is issued which links to a new account when the key is exposed. This is an extremely complicated task because existing transaction details will no longer exist and a new account address should be notified to all transaction subjects as well as confirmed that transactions are possible without an issue. However, when the new address is not properly informed to all transaction subjects, wrong transactions are likely. To cope with the problem, Klaytn separates the account address from the key, which facilitates account management.

If necessary, the account owner may change his or her encryption key and use a new key. In other words, even if the private key is exposed, it can be easily changed without altering the account and the owner's asset can be kept safely. It is important to maintain account stability to continue existing transactions, so when an account needs to be changed, all related transactional information will be deleted and it is a trouble to inform the changed account. In terms of account management, Klaytn is more effective because it separates the key from the address, forming a weak relation.

## 2) Payment by Proxy

One of the important characteristics of MITX is that it uses the Klaytn function to pay transfer fees by proxy. Transfer fees are generated when an account transfers tokens or a transaction occurs, which should be paid with KLAY. The problem is that all account activities require KLAY, which is a fee charged for MITX transfer that should be paid with KLAY. MITX supports a function to pay such fees by proxy with the Klaytn main net. With the function, MITX users do not have to purchase and transfer unnecessary KLAY and can build a system with only token transfers.

It will be more convenient for those using the platform so that they may use services with ease. Even the platform operators do not have to spend money to distribute KLAY.



## 5. Improvement of Transaction Speed

As the ICO figure of Ethereum drastically increases, it saturates the Ethereum network and recently, people have been paying more fees for token transactions in Ethereum. Considering the matter, MITX issues tokens at Klaytn to tackle the problem.

MOBIST is aiming for stable operation with Klaytn-based tokens so that low TPS (transaction per second) and expensive charges, which are limits of the Ethereum payment system, may be improved and quick, inexpensive transactions are possible in a new system. MOBIST projects will be active in adopting verified and enhanced technologies, and work toward developing MOBIST platform into a stable and reliable system.

## 6. MOBIST Platform Technology

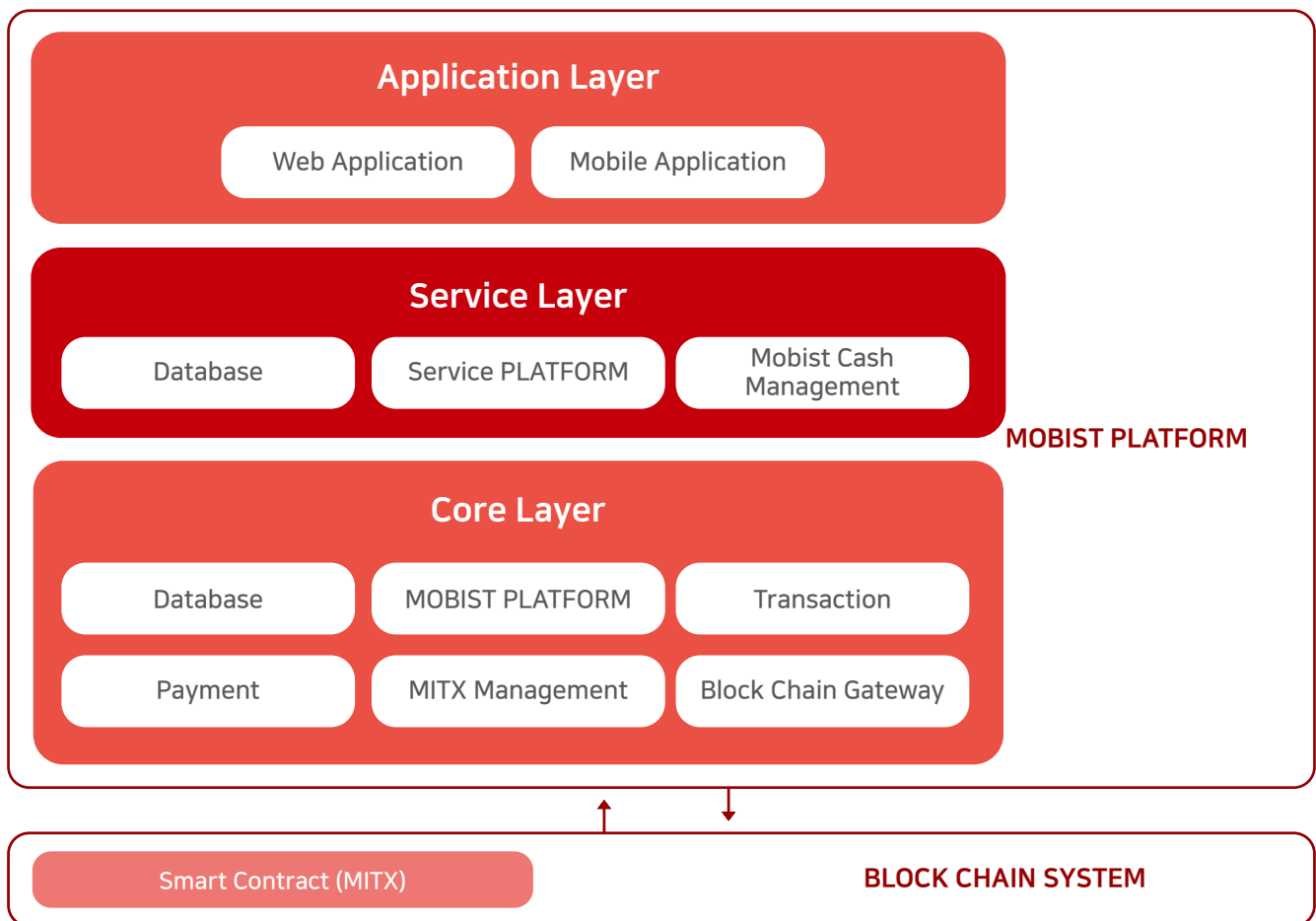
### 1) Purpose of Use

MOBIST platform may be defined as a blockchain-based platform to facilitate sharing and purchasing through MOBIST services. Diverse service providers running a business with cars, hotels and resorts may use the platform to offer services easily and quickly. MOBIST platform is developed to provide an environment for service providers, sellers or rental service providers to build a system that transacts their products and services.

MOBIST platform is designed as a modular architecture that service providers may execute independent blockchains. With the design, voluntary implementation is guaranteed without interruption and noise prevention is fulfilled. Users will have opportunities to experience diverse products and services offered and integrated into the MOBIST platform ecosystem. Personal ID, account and asset are integrated and interoperable within the platform. Assets and their values accumulated with service interactions are compatible and available within the platform. Above all, MOBIST platform is extendable which makes it possible to implement functions necessary for global services.

### 2) Technical Realization

MOBIST platform is composed of the following 3 layers.



## a . Core Layer

MOBIST Cash is used within MOBIST platform as an asset for transaction. MOBIST cash is a payment means between sellers and purchaser at the platform. MOBIST Cash and MITX, a Klaytn token based on KIP-7, may be exchanged at any time with MITX Manager, a token exchange system. When service stability and interoperability of MOBIST platform are verified, a platform that adopts MITX will be configured after conducting related researches and thorough assessments

## b . Service Layer

Service Layer is an upper layer of the Core Layer, which provides development tools (API, SDK) for service providers (the third-party, premium service providers). With the tools, MOBIST Cash will be applied to services and user transactions at MOBIST platform can be recorded in their own system. Additionally, it offers a range of operation tools and related policies required for service operation. MOBIST platform is designed as a dual structure of 'MITX,' a token based on the KIP-7 standard, and 'MOBIST Cash.' MITX is transacted among users in the Klaytn system with smart contracts, while MOBIST Cash is an asset distributed at MOBIST platform.

## c . Application Layer

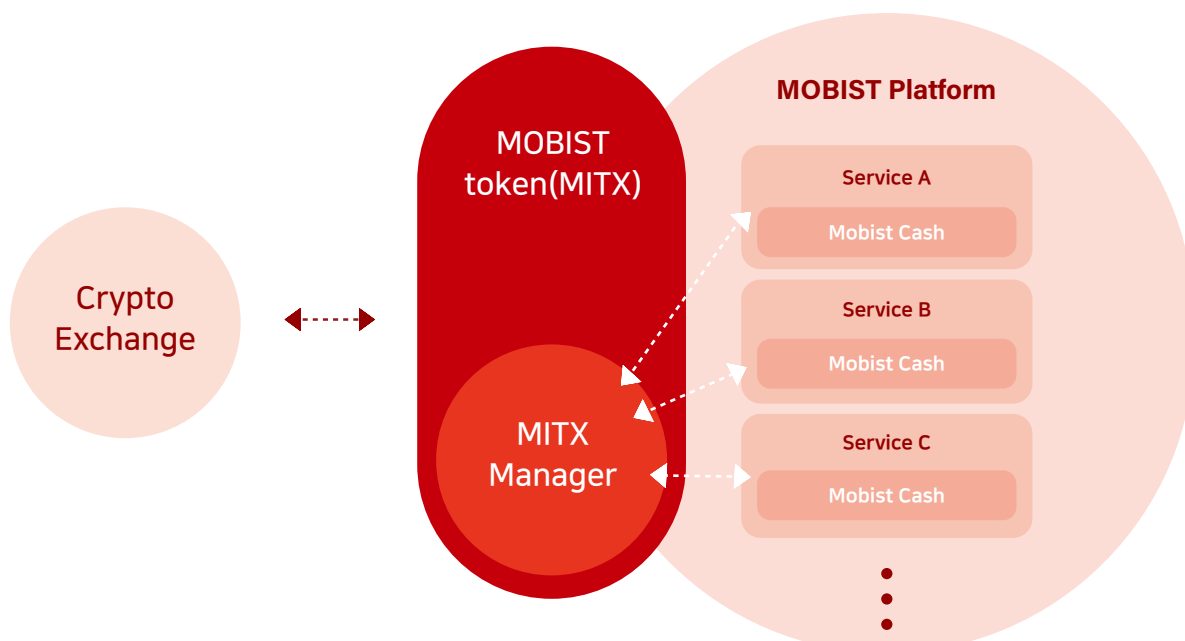
Application Layer is an uppermost layer of mobile application programs and websites for content creators. MOBIST platform application displays other service providers' contents, offering a space for users to access and setting options for them to manage their digital assets.

MOBIST platform is defined as a blockchain-based platform ecosystem to circulate and activate service applications. Enterprises may use MOBIST platform as a tool to quickly and easily offer users with cars, hotels and resorts.

MOBIST platform is designed as a modular architecture that service providers may execute independent blockchains. With the design, voluntary implementation is guaranteed without interruption and noise prevention is fulfilled. Users will have opportunities to experience diverse products and services offered and integrated into the MOBIST platform ecosystem.

Personal ID, Wallet and asset are integrated and interoperable within the platform. Above all, MOBIST platform is extendable with functions to stably process activities necessary for content services.

## c . Application Layer



MITX is created/managed through Klaytn main net, but MOBIST Cash is a payment means for transactions at the platform, which is created and used in MOBIST platform only through transfer of MITX that is created and transacted at Klaytn.

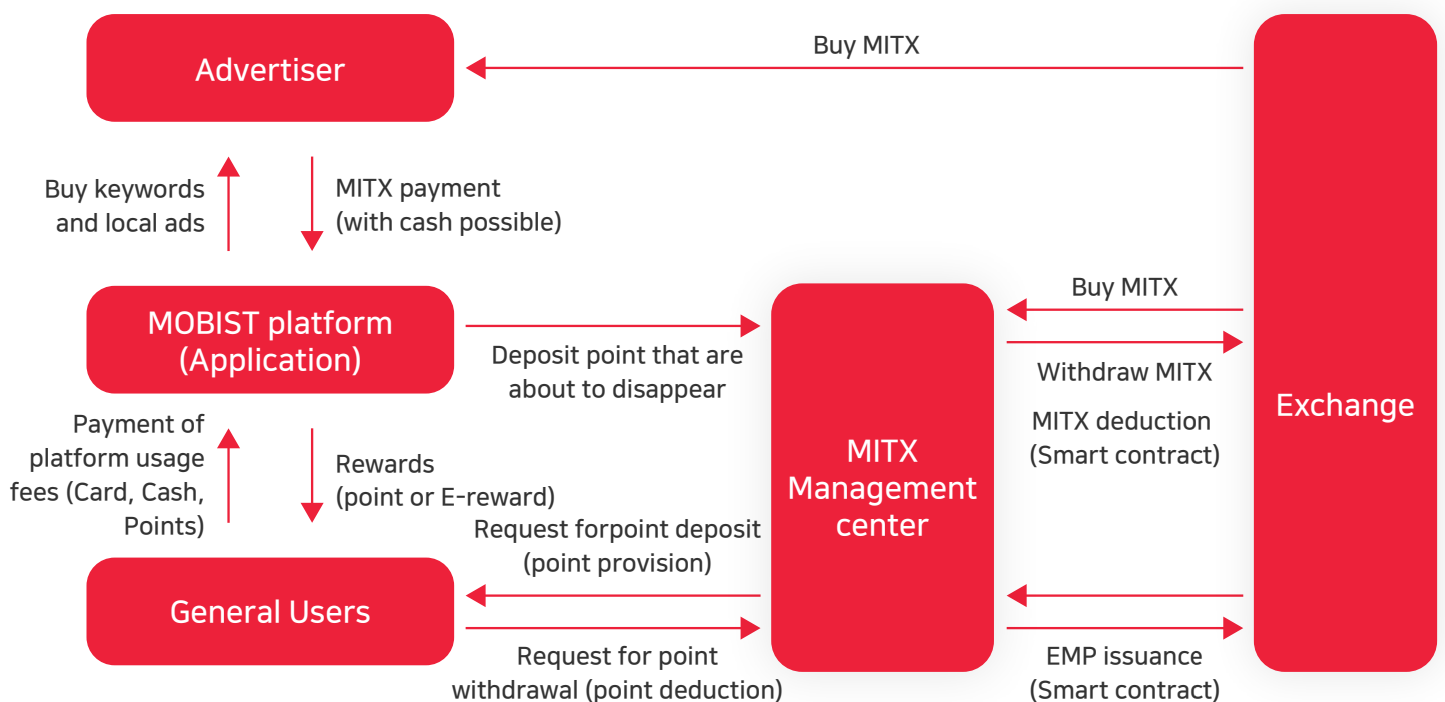
The requested MITX will be shown from relevant users. Users may use the issued MOBIST Cash to reserve products for sharing. MOBIST Cash that users have may be exchanged into MITX. To do so, MITX Manager withdraws MITX requested from the balance where MOBIST Cash is stored and transfers it to users. When MOBIST Cash is withdrawn, it will disappear.

MOBIST Cash is available in various setting options through its flexible and extendible architecture. MOBIST Cash is a generic term of virtual assets that flow in the MOBIST platform ecosystem, and it can be created in various forms according to the platform operation requirements. All derived cash types are interchangeable at MOBIST platform.



## 1. MITX Cycle Structure

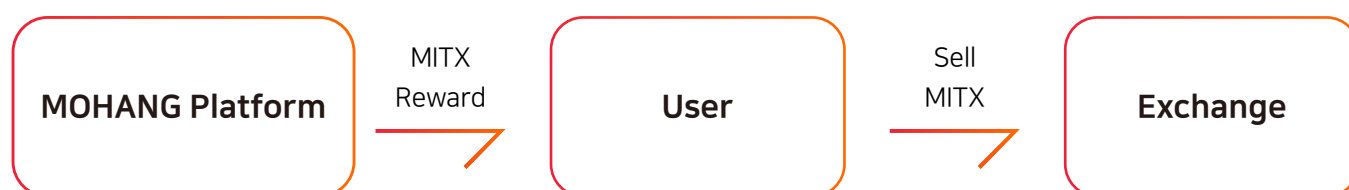
In total, 10 billion tokens of MITX, a cryptocurrency issued at MOBIST, based on Klaytn will be issued. MITX will be used by a Trip Master, a content creator who creates profits, AD provider who creates quests, supporter who shares their personal equipment and gains return, and platform keyword and local advertisement buyer. MOBIST is reasonable and fair in distributing inflations generated as content users and content creators generating revenue coexist in the platform.



## 2. MOHANG Platform Reward

With the MOHANG platform growth, MITX will be distributed to users in various ways. When users create travel contents, share equipment for hobbies, upload posts, recruit users exceeding the minimum number of people and/or achieve missions, MOBIST issues MOBIST Cash or E-Rewards. This can be exchanged into MITX and sold at the exchange. Considering that the growth of MOHANG platform is highly correlated to the increase in service use, it is fair and reasonable to distribute profits generated according to the growth to users. Here are specific ways to provide rewards.

### Supplied MITX Flow



### 1) Creating travel/tour contents

When users become Trip Masters in MOHANG platform to create travel packages, MOBIST will provide rewards for gains from operating expenses, rental fees and service charges for using products for sharing.

### 2) Sharing hobby equipment and rewards

When MOHANG users consign their cars, camping gears, leisure activity goods and golf items for sharing within the platform, the received MOBIST Cash or E-Rewards will be exchanged into EMP and provided to users.

### 3) Uploading posts

One of the key MOHANG functions is that one's travel record can be uploaded in social media (SNS). This is a form that combines product reviews of other platforms with blog postings, and users who upload posts will receive MOBIST Cash as a reward. Also, MOBIST will hold events to choose the best travel record uploaded, and the winner will receive a greater reward.

### 4) Recruiting users exceeding the minimum number of people

For payment on additional users at MOHANG platform, all travel package participants will receive rewards at the same ratio.

### 5) Quest reward

When users accomplish a quest that AD providers (enterprise, organization, local government, member, etc.) created, they will receive rewards.



### 3. Smart Contract Fee Payment & Deposit

There are mainly 2 ways of using MITX. First is to pay smart contract fees for MITX transfers. Second is to use as digital cash for services in the platform. Excluding the first case which is the basic token fee payment, the following describes different cases of use in the platform.

#### 1) Users' MOBIST Cash charging and membership service

Users may purchase MITX to charge MOBIST Cash that is used to subscribe membership services at MOBIST platform. This is because users may have not enough rewards from product payment to charge MOBIST Cash, and it is intended to offer opportunities for users to make good use of MOBIST Cash.

#### 2) AD Providers' deposit for quest creation

You will need a lot of MOBIST Cash to execute a quest. MOBIST Cash that is only used in MOHANG platform can be charged with general payments, but it cannot be transferred and will not be affected by increase in MITX price according to the business growth. Charging MOBIST Cash to create quests is intended to safely manage one's asset, to deposit and withdraw tokens with no limits and to facilitate transfers. Also, it offers opportunities for AD providers to receive benefits when charging MOBIST Cash with MITX, which is likely to increase the rate of purchasing MITX.

#### 3) E-Rewards, e-commerce money

MOBIST platform differs from others in that users may enjoy services as if playing games. Virtual items that users may obtain when using the platform and accomplishing quests have special functions, and just like game items that people crave to collect, it will become scarce. Users will have two options – receiving MOBIST Cash by simply selling and sharing products and receiving benefits by collecting specific items as a set. Users will be excited to collect items that will appear in a certain probability, and there may be an e-commerce market where rare items will be sold and bought. In such case, MITX will be used to buy items, and more transactions for items mean further increase in demand for MITX.

#### 4) Purchasing rights to use platform keyword and local ads

When there are more users at MOBIST platform, there will be demand for keyword and local banner ads regardless of the service use. Accordingly, products with target marketing will be in operation. The advertising price will be fixed with the amount of MITX and the consumer price will be set according to changes to the MITX price. In the end, advertisers have to purchase MITX for banner advertising and demand for MITX will increase according to the keyword with high search rate and expansion in service area.

## 4. Incentive Program

### 1) Design Goals

Our incentive program is designed to create ecosystem values and continue growth. This is only possible when all MOBIST platform participants (including users, service providers and platform operators) are given reasonable motivation and expectation.

To do so, MOBIST is running a 'MOBIST Cash Incentive Program' and complying with the following design principles.

(A) When participants create value and continue to engage in activities, it can be regarded as a platform ecosystem.

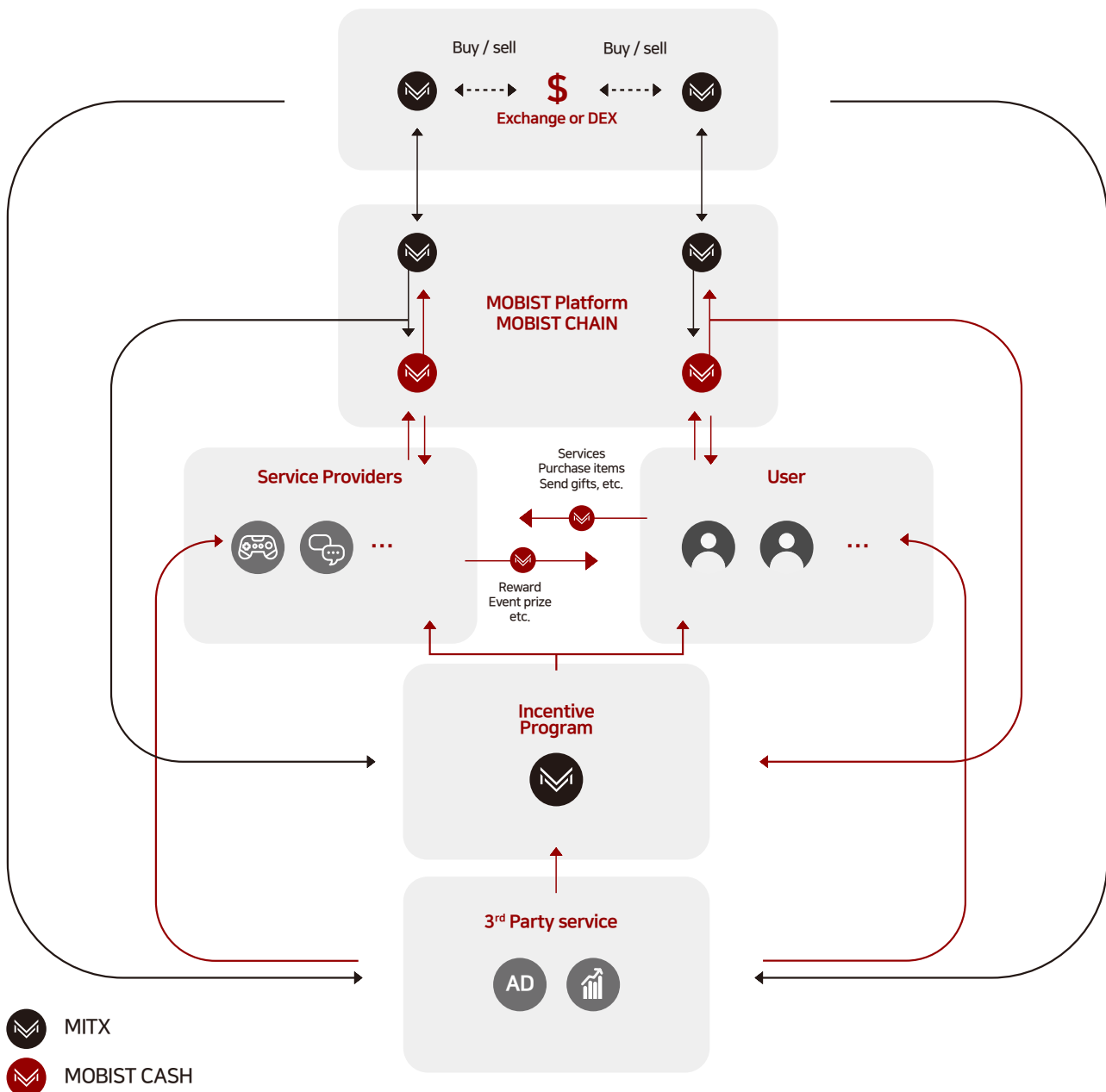
(B) Here, 'value' may be determined by the number of participants and activity scale.

(C) When the number of participants and their activities increase, the volume of MOBIST Cash will also increase.

(D) Eventually, an increase of MOBIST Cash volume implies that the MOBIST ecosystem is growing and developing.

(E) MOBIST places a higher value on service use and activities of cycle, and will build an incentive system within the developed ecosystem.

(F) Platform operation is guaranteed based on MOBIST platform according to the set rules.



## 2) Expected Effects of the Incentive Program

As the number of users and their activities increase, the ecosystem value will grow and more MOBIST Cash will flow in and out.

A part of the dispersed MOBIST Cash will be saved onto the MOBIST Cash Incentive Program and will be used as resources to activate the MOBIST platform ecosystem. The reduced asset will be distributed to participants (users, enterprises and platform operators) who pursued ecosystem value creation according to the characteristics of MOBIST platform. Distribution is implemented based on the blockchain and smart contract with consistency, transparency and reliability. Users will receive incentives according to the appropriate criteria on contribution of their activities (for instance, service rental and reservation activities) to the ecosystem. The received incentives or rewards may be exchanged to MITX at any time. Users will be attracted to incentives given as suitable rewards based on their activities and will be motivated to continue performing activities. Service providers may use MOBIST Cash rewarded from the MOBIST Cash Incentive Program as additional service resources. The program allows service providers to apply cash for business operation to enhance reliability or exchange it into MITX. The mechanism of financial benefits will be a clear motivation for content creators to continue or increase contributing to the ecosystem.

Additionally, service providers will sense a strong tie and have responsibility while participating in the MOBIST ecosystem. MOBIST Cash will lead to value creation with suitable activities and prevent users to act improperly within the ecosystem. Ultimately, MOBIST Cash aims for better content service quality gradually and promotes competition in good faith among companies.

MOBIST platform may be applied to ensure a reward pool for ecosystem operation. Therefore, it is possible to secure a

## 3) How to Operate the Incentive Program

MOBIST Incentive Program is fundamentally implemented with a smart contract at MOBIST platform. It manages the balance of MOBIST Cash in the program that exists as the result of asset reduction, distribution goal and rule setting, asset distribution, and saving and distribution. The program's reward pool is mainly divided into 2 parts.

First, MITX distributed to execute MOBIST economic tasks is partially exchanged into MOBIST Cash and saved in the MOBIST Cash Incentive Program. The saved cash will be the first seed money of the program.

Second, gains from platform operation are partially accepted in the Incentive Program and will be used as resources. Incentives may be distributed to those who joined the ecosystem for a certain period to attract more participants. MOBIST Cash stored in the MOBIST Cash Incentive Program will be given as a reward.

The evaluation method for users receiving incentives, incentive granting cycle, scale and other issues will be opened to public when management stability is secured through trial run and other activities.

MOBIST Foundation which issues MITX launches MOBIST platform based on its original technologies for development and accumulated know-how.

First of all, the foundation will issue Klaytn-based MITX for quick platform configuration and transactions without interruption and have it listed in the cryptocurrency exchange. Then, it will be converted into a main net.

MOBIST never invests in future without expectation.

We build an innovative service platform that is realistic and may lead trend, and pursue realistic values. Although it is difficult to estimate the value of intangible cryptocurrency, one of the biggest differences that separates MITX from other cryptocurrencies is that it is a tangible asset that we can see, hear and touch. In other words, MITX is special because it is an existing good. MOBIST tokens has the value of movable assets, properties and quasi-properties, which can be estimated and used as real assets.



10 billion MOBIST tokens (MITX) will be issued in total and 3 billion out of the total tokens issued will be distributed as sales quantity. 20% of the tokens issued is the reserved quantity with 15% for marketing/partners, 10% for ecosystem management (rewards), 10% for teams, 5% for advisors and 8% for development. If there is no liquidity issue, up to 20% of the tokens issued will be burnt.

## Token Sale (30%)

It is distributed entirely to participants for raising configuration expenses to support MOBIST projects.

## Reserve Cost (20%)

It is used as extra cost for unexpected expenses included in MOBIST projects. (1-year lockup)

The amount raised from MITX sales will be used for successful configuration of MOBIST Platform and development of basic technologies.

## Marketing / Partner (15%)

It is used for MOBIST project promotional activities and when affiliating with partner companies.

## Ecosystem (10%)

It is used to compensate members and encourage them to continue their activities.

Token Sale

30%

## Found Team (10%)

It is allocated to the MOBIST foundation team, and it is split and released by 1/365 every day from 12 months after it is listed. (1-year lockup)

## Development (8%)

It is allocated for MOBIST development and operation, and it is split and released by 1/12 every month from 12 months after it is listed. (1-year lockup)) **2% token burning completed (March 18, 2022)**

Reserve Cost

20%

Marketing / Partner

15%

Ecosystem

10%

## Advisor (5%)

It is allocated to MOBIST advisors, and it is collectively released 24 months after it is listed. (2-year lockup)

Found Team

10%

Development

10%

Advisor

5%

Everything is possible, Sharing Services Platform



Please carefully read the following details of the Disclaimer. If you are unsure of your action, we recommend you to advise experts in law and tax.

## Legal Notice

(a) The White Paper is distributed with the sole purpose of informing related parties of the MOBIST Project as of the date the document was prepared, and it may be reviewed and revised. The White Paper contains the latest information according to the version written on the cover, and be aware that it is not the final version. Any information in the document may change, including its business operation after the version is distributed. The White Paper may be irregularly updated.

(b) No one has the right to conclude an agreement or legally-binding pledge on MITX sales and no one should receive money based on the document. MITX transactions will be conducted through a legally-binding contract and related details will be given apart from the White Paper. For conflicting matters between the contract and White Paper, the contract will be prioritized for interpretation.

(c) The White Paper should not be interpreted as token sales or purchase proposals from MITX Foundation in any circumstances, and presenting the White Paper or the document itself should not be the basis for making decisions to conclude a contract and invest; or no one should rely on the White Paper to make such decisions.

(d) MITX transactions are made with a legally-binding contract and its details will be provided apart from the White Paper. For conflicting matters between the contract and White Paper, the contract will be prioritized for interpretation.

(e) MITX should not be understood, interpreted, classified and handled as opportunities for purchasers to receive return on investment or any partial return in relation to MOBIST platform and MITX.

(f) The entire or part of the document should not be copied, distributed or spread in the jurisdiction where the token issuance method specified in the White Paper is restricted or prohibited.

(g) The information in the White Paper was not reviewed, inspected or approved by the regulatory authorities. Such measures will not be taken in any jurisdiction in the future as well.

- i) Any other currencies other than cryptocurrencies;
- ii) Bonds and shares issued by other organizations;
- iii) Rights, options and derivatives related to such bonds and shares;
- iv) Restricts distribution and spread of rights under the false contract for differences and any other false contracts for the purpose of guaranteeing return on investment or loss aversion.

## The limitation of deployment and dissemination

(a) All or part of the White Paper may be prohibited or restricted for distribution or spread according to the legal or regulatory requirements of the jurisdiction. When it is prohibited or restricted for distribution, you should be aware of the restrictions applicable to you for having the document and request for legal advices to comply with the requirements. MOBIST, our employees, agents, affiliates, etc. (hereinafter referred to as 'MOBIST and the affiliates') will not be responsible for your action.

(b) When you have the opportunity to read or keep the White Paper as it is distributed and spread, you should not share the document or its information in copies and any other ways for whatever purpose, or allow and give cause to have such case occur.

### Warning on Predictive Statements

(a) Certain expressions in the White Paper are predictive statements on the future, future cases and prospect of the project. They are not based on historic facts and are identified as expressions similar to words like 'planned,' 'estimated,' 'believed,' 'expected,' 'prospected,' and 'foreseen.' Other disclosed materials like presentations, interview and video clips other than the White Paper may have such predictive statements. The predictive statements in the White Paper include, but not limited to the outcome, performance and achievement of MOBIST and the affiliates.

(b) Predictive statements may imply diverse risks and uncertainty. They do not guarantee any performance and you should not heavily rely on the statements. When risks and uncertainty become a reality, the actual performance and growth of MOBIST and the affiliates may differ from the expectation described in the predictive statements. MOBIST and the affiliates are not obliged to provide updates to the predictive statements when the situation changes. It is your responsibility to accept unrealized predictions when taking actions based on the predictive statements specified in the White Paper as well as websites and other materials of MOBIST and the affiliates.

(c) As of the date the White Paper is prepared, MOBIST project is not complete or in full operation. The document is written with the premise that MOBIST project will be complete and in full operation. However, it should not be interpreted as a guarantee or pledge for its completion and full operation.

### Potential Risk

(a) Prior to your decision to take part in MITX purchase and participation, we recommend you to read the following carefully and analyze and acknowledge related factors and risk. Risk includes, but not limited to:

- i) Any risk arising from purchaser's negligence on storage such as restricted access to MITX owing to ID loss and missing private key for digital wallet that stores MITX;
- ii) Any risk related to changes in value after MITX issuance because of the global market and economic situation. MOBIST may fail to support necessary fund for development of the MOBIST ecosystem or maintain its ecosystem as intended owing to the uncertainty of MITX value.
- iii) Any risk related to changes in political, social and economic environment; changes in the stock or cryptocurrency market situation; changes to the regulatory requirements of countries where MOBIST and the affiliate run the business; and changes to the capabilities of MOBIST and the affiliates to survive or compete under such circumstances. Some countries may apply existing or new regulations on blockchain technologies that are not in favor of MITX and accordingly there may be significant changes to the MOBIST ecosystem and project such as MITX abolition/loss.
- iv) Any risk related to changes to the necessity of fund from MOBIST and the affiliates, and changes to their procurement abilities to fulfill the necessary fund. Insufficient funds may have an impact on MOBIST platform development, MITX use and its potential value.
- v) There may be diverse cases that will lead to discontinuance and dissolution of MOBIST activities or suspension of launching plans, including unfavorable changes to the MITX value, failed business relations and claims for intellectual property rights by competitors during development/operation. It may have a negative impact on the MOBIST ecosystem, MITX and its potential use.
- vi) Any risk related to absence of interest on MOBIST platform and services from enterprises, individuals or any other organizations, and limited public's interest on creation and development of the distributed application program. The absence of interest may restrict financing or have an impact on MOBIST project development, token application and its potential value.



- vii) Any risk of making significant changes to major functions and specifications of MITX or MOBIST platform before launching or implementing the MOBIST project ecosystem. MOBIST intends to have MITX and MOBIST functions as specified in the White Paper. Nevertheless, changes are applicable.
  - viii) Catastrophic incidents such as force majeure and natural disasters may have an impact on business operation of MOBIST and the affiliates as well as other uncontrollable elements. Mining attacks and attacks from hackers or other individuals may lead to stolen and loss of sales return, stolen and loss of MITX and impediment of capabilities to develop the MOBIST ecosystem.
  - ix) MITX and other cryptocurrencies are new technologies that are not yet verified, which will continue to develop. MITX functions are not complete, and there is no guarantee for completion. Owing to the technological development, the developed encryption technologies and methods as well as changes to the agreed protocols and algorithms will act as risks to MITX sales, MOBIST project, MOBIST ecosystem and MITX application.
  - x) MITX and other cryptocurrencies are new technologies that are not yet verified, which will continue to develop. MITX functions are not complete, and there is no guarantee for completion. Owing to the technological development, the developed encryption technologies and methods as well as changes to the agreed protocols and algorithms will act as risks to MITX sales, MOBIST project, MOBIST ecosystem and MITX application.
- (b)** When the above-mentioned risks and uncertainty become real situations, there will be a practical and negative impact on the business, financial status, operational outcome and prospect of MOBIST and the affiliates. In such cases, you may lose all or part of the MITX value.

No party has the right to provide information/explanation other than matters specified in the White Paper regarding MITX, MOBIST and the affiliates, and related business and operation. It should not be regarded that such party is given the authority from MOBIST and the affiliates or represents MOBIST and the affiliates even when the information/explanation is provided.

## Update History

V2.000: Changes to details and information updates (April 29th, 2022)