

# MVSFI Whitepaper

Ver1.1

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<https://www.mvsfi.net>

# 1. Background

## 1.1 Blockchain Industry Overview

Blockchain technology is gradually popularizing in various industries and brings a new round of technological revolution. Since Bitcoin appeared in 2008, the value of the global blockchain industry is expected to exceed \$2.2 trillion in 2022. Blockchain technology and products based on blockchain technology have gradually become key research and development focus. The most competitive and promising blockchain technology direction is the infrastructure that can effectively support the MetaVerse and GameFi.

## 1.2 Blockchain-based Game Overview

Currently, five of the top ten DApps on Ethereum are games, seven of the top ten DApps on EOS are games, and eight of the top ten DApps on TRON are games. Combining the game industry and blockchain technology is the next trend.

- **Game:** The current blockchain-based game mode is simple. Many games are not very entertaining and the life cycle of the game is short.
- **Player:** With the popularization of blockchain, blockchain games are constantly attracting public attention. The number of players participating in blockchain games has grown steadily. However, they are mainly speculative players, but they have valuable spending capabilities. On the other hand, blockchain games have certain technical thresholds for players. Therefore, the current number of players is still small, and the overlap rate of players in a multitude of games is high.
- **Developers:** Game developers are mainly individuals and small teams at the time being, and small and medium-sized game companies have begun to enter the scene, providing more competition. However, the development of the industry is still in its infancy, and the growth potential is enormous.

## 1.3 Problems in the Blockchain Game Industry

Since the current public chain infrastructure was not designed with games in mind, it cannot be perfectly compatible with the game ecology, resulting in the inability of large-scale blockchain game projects to be built on the current public chain. Game developers, game operators, or game players are facing the following problems:

- **PoW high energy consumption consensus mechanism.** Some public chains still use the PoW consensus mechanism that consumes a lot of electricity, which is not in line with the current carbon neutrality concept.
- **The gas fee is too high.** The gas fee for minting an NFT item in some public chains costs hundreds of dollars, which increases the threshold for ordinary investors, resulting in the low activity of blockchain game DApps, low user base, difficulty in forming scale effects, and restricting the development of game ecology.

- **Slow transaction speed.** Due to the confirmation mechanism of the blockchain, when users transfer assets, they need to wait for several minutes to several hours to complete the transfer of assets. This transaction speed makes blockchain games lack flexibility and quick response capabilities and cannot have the same user experience as the traditional game.
- **Lack of development standards.** Since the current public chains do not have game development standards, small game development teams usually start from scratch in the game development process. It is not easy to put all game elements on the chain.
- **Difficulties logging in.** Players need to download wallets that support the game, deposit digital currency, and keep private keys to play different games, which is difficult for most people unfamiliar with blockchain.
- **Centralized storage.** Most blockchain games still use centralized servers to store user assets. In the era of decentralization, if a user cannot fully control his digital assets, his assets are no different from a string of ordinary digital codes in traditional games. Therefore, blockchain games require high TPS performance and decentralized storage infrastructure.

## 2. Vision of the MVSFI Project

The vision of the MVSFI project is to build a fully decentralized one-stop metaverse infrastructure solution:

- The MVSFI project will develop the easiest-to-use Metaverse ecosystem infrastructure, providing everyone with the safest and most convenient way to create, buy, sell and trade digital assets. The transparency, fairness, credibility brought by the game on-chain will completely change the traditional game industry for a series of centralized evil risks such as opaque game values and cheating.
- The MVSFI project provides a new decentralized platform for various Metaverse projects, aiming to become a Web3 platform that gathers outstanding creators, developers, and users. Simply put, MVSFI is "Steam" + "Web3".
- The MVSFI project uses the self-developed TENSOR chain as the underlying infrastructure. The TENSOR chain adopts the native PoS consensus mechanism and VRF random mechanism, which perfectly adapts to various operations of blockchain games in design. The self-developed TENSILE serves as the underlying storage side chain, which can permanently store large-capacity data in the blockchain and protect various assets of users. Through the redesigned blockchain technology, MVSFI will reconstruct the relationship between various players in the game industry: Game manufacturers and the player community can agree on players' interests. Players can obtain a better game experience and ownership of game assets on the chain. Loyal players will spontaneously maintain the game's balance, introduce more innovative ideas, and help manufacturers gain more users in the metaverse era.

## 3. The Solution of the MVSFI Project



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### **3.1 TENSOR - Blockchain for the Metaverse**

We name the blockchain TENSOR. A matrix is a two-dimensional grid of numbers, a subset of tensors. Tensors can be either two-dimensional matrices or high-dimensional matrices such as three-dimensional and four-dimensional, so tensors are extensions of two-dimensional matrices, which means Tensor chain extends the current public chain.

As the underlying blockchain infrastructure of the MVSFI project, the Tensor chain can bring changes to the entire game industry based on a fair and transparent mechanism and community consensus. We believe that Tensor will build a solid infrastructure for the rapid development of the MVSFI project.

### **3.2 TENSILE - Permanent Mass Storage Side-chain**

The storage side chain is named Tensile, which means to stretch. As the permanent storage side chain of the Tensor blockchain, Tensile is the extension and expansion of Tensor.

The blockchain is essentially a distributed storage ledger to maintain the consistency of user assets. At present, most public chains focus on transaction calculation rather than storage. However, the large-capacity data of games has become the essential requirement for games development based on the current public chain. The MVSFI project will develop a large-capacity data permanent storage side-chain Tensile. The fast, safe, and stable characteristics of Tensile will provide developers and users with large-capacity data storage on the chain to solving the issue of centralized institutions' control of user assets. Our solution eliminates the need for anyone to rely on third-party centralized data storage services.

### **3.3 MFDEX - Dual Liquidity Hybrid Decentralized Exchange**

MFDEX is a dual-model hybrid decentralized exchange using Curve V2, which does not rely on external oracles to reach the "equilibrium point" but on the trading game in the traditional AMM system until the system is in equilibrium. MFDEX significantly improves aggregated liquidity and capital efficiency while integrating order book transactions to provide users with sufficient liquidity while considering users' habits of using CEX.

MFDEX supports the trading of a variety of protocol tokens, including but not limited to TEC20, TEC721, TEC1155, etc. MFDEX will provide users with a decentralized exchange to solve all trading needs.

### **3.4 MFBRIDGE - Multiple Cross-chain Platform**

The MVSFI project uses smart contracts to implement a multi-heterogeneous cross-chain system(MFBRIDGE) which is based on the TENSOR blockchain and the project's unique multi-chain technology. Users can transfer or use assets between different chains through MFBridge.



MFBridge's relay contract protocol supports cross-chain smart contract calls and cross-chain atomic settlement to realize automatic cross-chain transactions between tokens.

MFBridge simplifies the token exchange and contract invocation between different public chains and achieves better scalability.

MFBridge will support mainstream blockchain mainnets.

### **3.5 Third Party Game Development Support**

The MVSFI project comes with a blockchain game module engine as a blockchain game platform, which provides developers with SDKs, tutorials, tools, etc., so that they can develop products efficiently.

For game developers, the cost of making games from scratch is pricey. Different types of games have different logic. The TENSOR chain of the MVSFI project provides various types of game development modules, covering all basic game architectures. Users can use module resources through the web interface.

The MVSFI project will establish a game fund to support developers and help traditional developers transform from traditional games to blockchain games.

## **4. TENSOR**

At present, most public chains and their extension solutions are usually designed for DeFi applications or simple on-chain asset exchange. However, the needs of games are entirely different, and the behavior of on-chain interactions is significantly different from DeFi. Game players pay more attention to the playability and experience of the game, and problems such as high gas fees and congestion will bring players a terrible experience. The MVSFI project has developed the Tensor chain to solve the above issues. Tensor will make the following improvements based on other public chains:

### **4.1 Clean and Carbon Neutral**

Tensor chain is an environmentally friendly chain. The proof-of-work (PoW) system has caused colossal energy consumption and has been criticized by many governments and environmentalists worldwide. Tensor chain adopts the Delegated Proof of Stake System (DPoS) to optimize the performance of the blockchain and reduce energy consumption.

### **4.2 Token Incentive Mechanism**

The token of the Tensor chain is TSR and the main purposes of the TSR token are to incentivize validators on the Tensor chain and get as many users involved as possible in the governance of the protocol. TSR token holders can:

- Stake Tensor tokens to become a Tensor chain validator node. Validators are chosen at random to create blocks to get token rewards and are responsible for checking and

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confirming blocks they don't create, which is similar to the "mining pool" of PoW.

- Choose to be a Tensor chain delegator and receive TSR as the block reward. The delegation of TSR is neither staking nor depositing. It is Tensor's voting and reward system designed to secure the blockchain network through participating in the block validation and support community governance. The validator node with more TSR delegation amount can have a higher probability of creating a block. The delegator will receive TSR token rewards according to the proportion of the amount of TSR he delegated to the total amount of TSR of the validator node.
- Have the right to vote on the corresponding community governance according to the amount of TSR tokens they hold.

In addition, Part of the gas fee paid for using a DApp will be sent to the DApp developer, which means developers will get TSR rewards based on the usage of their DApps. This mechanism will encourage DApp developers to develop more excellent applications, which is beneficial to the ecosystem of MVSFI.

### 4.3 Validator Nodes

Tensor nodes can become validators through registration. Validators are nodes that have the right to block proposals. The server hardware requirements for running Tensor Chain validator nodes are low, contributing to Tensor chain's decentralization. The DPoS of the Tensor chain means that the block created by the validator node needs to be verified by the node's signature before it is considered a valid block, and the reward for this block will be sent to the validator node and the delegator. Each validator node is equal, which avoids the disadvantages of centralized voting caused by super nodes, so the Tensor chain is more decentralized.

### 4.4 Tensor VRF Variant algorithm

Tensor uses the "Verifiable Random Function (VRF)" combined with the Signidice algorithm to provide a native random number generator on the chain.

The randomness in VRF is defined here as:

- For an ideal hash function, its value range should be discrete and uniformly distributed. Given different input values, its output should be irregular, and randomly scattered and distributed in the range of the value range.
- Each round of election will use a seed as the input of VRF, and then VRF will output a random hash and  $\pi$ . The random hash is the input value of the next VRF process and  $\pi$  is the proof of the user selected by cryptographic sortition. The seed here is the hash value, and the seed of the genesis block will be obtained through a distributed random number generator.
- Before running cryptographic sortition, Tensor chain will set the number of nodes participating in cryptographic sortition ( $\tau$ ) in advance. The seed of round  $r$  will be determined by the VRF of round  $r-1$ , and the seed and  $\pi$  of each round will be recorded in the block in round  $r$ . The seeds of each round are related and bound to the seeds of

the previous round. VRF makes it impossible for malicious people to predict the output of VRF, making them unable to predict who will be the winner of the next round, thus improving the security of Tensor chain.

- At the same time, once the Tensor chain reaches an agreement on the block in round  $r-1$ , the entire network will know the seed at the beginning of round  $r$ . If a malicious person participates in the block proposal process of the round  $r$  and packs some invalid transaction information, then most honest users will regard this block as an empty (invalid) block; the seed for the  $r$  round  $r(\text{seed}_r = H(\text{seed}_{r-1} || r))$  will be determined by the encrypted hash function  $H$  (which can be assumed to be a random oracle).

Tensor's cryptographic sortition makes the winners of each round have unpredictable randomness and has a cryptographic hash function  $H$  as an alternative random function scheme to ensure the security and fairness of the Tensor system. Because there is only one block in each round that will be accepted by everyone, if it is found that this block is likely to be attacked or a malicious person makes a block proposal, the block will be rejected instead of verified. And the system will re-propose the block. This also reduces the possibility of forking, and at the same time shortens the block confirmation time, making payment and other applications on the blockchain no longer out of reach.

Through the Tensor VRF Variant algorithm, each DPoS node of Tensor chain has a random and fair chance to generate blocks according to the number of delegated tokens of the node, which enables each DPoS node of Tensor chain to have the opportunity to become a validator. Tensor's incentivising methods help keep validators honest, thereby increasing the trustworthiness and security of the network.

DApp developers can directly use this function in the contract code, which improves the efficiency of DApp development and realizes fairness and transparency.

## 4.5 Tensor Block

Delegators can use the wallet to select the validator and delegate their tokens. When the online validator's delegated tokens are greater than the threshold, the validator becomes the proposer, and the proposer has the qualification for cryptographic sortition:

- In each round, all proposers form a committee, and all members of the committee generate VRF random numbers based on the consensus of the entire network.
- All members of the committee use VRF random numbers to conduct cryptographic sortition based on the effective commission amount of the entire network and their own commission amount, and finally three lucky winners will be selected. The probability of a lucky winner's elect is always positively correlated with his delegated amount (the weight of his own assets in the total assets).
- The lucky winner has the qualification to produce the block. He uses his private key to sign the block and writes the VRF consensus data in the block. Each block has its own "difficulty". The difficulty is composed of the number of rounds elected by the cryptographic sortition, the last block generation interval of the validator node (under the same conditions, the longer the block generation interval has a higher probable



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value), and a random number;

- All validator nodes verify the VRF data of the block and check the cryptographic sortition and signatures to prevent dishonest nodes.
- All validator nodes choose the best block according to the cumulative difficulty.
- Because of network transmission, validator's own software and hardware failures, and assumptions about the existence of many dishonest validator nodes in the entire network, at a certain height, there may not be any new blocks generated.
- Tensor chain uses a multi-round cryptographic sortition mechanism to avoid this situation. Assuming that when there is no new block generated (for example, the proposer deliberately does not broadcast its own block), other proposer nodes will continue to repeat the cryptographic sortition process until a new block appears. The number of cryptographic sortition rounds will be used as part of the VRF random number to become the consensus data on the chain, and it is also an important component of the block difficulty.
- Nodes with a smaller number of rounds have greater difficulty, that is, the priority of candidate blocks decreases as the number of rounds increases.

## 4.6 Dual Virtual Machine

Tensor Chain will be seamlessly compatible with the Ethereum ecosystem. Developers can use all of Ethereum's development kits, wallets, and other infrastructure, including the instructions and API interfaces of the Ethereum Virtual Machine.

Many projects such as ETH2, Polkadot have decided to use WASM. Tensor Chain will also support WASM Virtual Machine with better performance and security.

Since most of Ethereum's tools rely on web3.js, Tensor Chain deploys a custom web3 program that allows communication with Ethereum contracts through interfaces in the web3 library.

## 4.7 Native support for ZK Rollups

Tensor chain is fully EVM compatible, but that doesn't mean it's a copy of EVM. To reduce gas fees and improve transaction performance, Ethereum introduced the Layer2 solution. But the data interaction between different Layer2 solutions becomes a new obstacle. With this in mind, Tensor Chain introduced zkEVM, which can verify zero-knowledge proofs for EVM. zkEVM empowers developers to build EVM-compatible zk-Rollup applications on Tensor Chain.

## 4.8 Tokenomics

The total supply of 90 million TSR is distributed as such:

- 5% to Angel Investment for Genesis Node
- 10% to shareholders (Tensor team) with 5 years vesting
- 5% to shareholders (cross-chain team) with 5 years vesting



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- 5% to shareholders (DEX team) with 5 years vesting
  - 10% to shareholders (Tensile team) with 5 years vesting
  - 20% to institutional investors
  - 10% to Marketing
  - 5% to ecosystem foundation
  - 30% to validator and delegator reward

## 4.9 Token Deflation Model

The TSR token release adopts a deflation model. Gas fees of all transactions will be destroyed proportionately. The Tensor chain can adjust the release of the validator and delegator reward to balance the supply and demand of the token emission. At present, the Tensor chain will distribute validator and delegator reward according to the following rules:

- GAS
  - 50% burn.
  - 5% to Dapp developer.
  - 45% to validator, of which 10% of the tokens will be distributed to node, 90% distributed to delegator.
- Validator and delegator reward
  - 30% of the GAS (TSR source is “30% to validator and delegator reward” mentioned in tokenomics) to validator, of which 10% of the tokens will be distributed to node, 90% distributed to delegator.

Tensor Chain will always maintain a deflationary model.

## 5. TENSILE

The decentralized storage of user game assets in blockchain games is a core problem to be solved. If this data is integrated into the existing blockchain through a third-party protocol, it will be too expensive to store on-chain. Therefore, accessing data is costly for current blockchain games, and the content is not permanently stored. As the demand for decentralized data storage grows, a scalable decentralized low-cost data storage protocol is necessary.

Tensile's data store, just as a blockchain is a linked collection of blocks containing transactions, is a set of blocks containing data, linked to multiple previous blocks from the network. Tensile enhances the privacy of the protocol through a user interface, complete end-to-end encryption, sharing and access control, providing users and developers with a decentralized storage solution.

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Tensile is built on HTTP, and users can access all data stored on the network using a

browser. Since the Tensile network itself is agnostic to its content, the network can be used to store a variety of sensitive information. Users can access data stored on the Tensile network anytime, anywhere.

Simply put, Tensor Chain is responsible for the confirmation of all transactions and assets, and large-capacity data will be stored on Tensile in a simple, fast, and permanent way. Tensile provides a decentralized storage infrastructure for blockchain game development to prevent data loss and tampering. We will no longer rely on centralized server storage.

## 6. MFDEX

### 6.1 Easier to Use with Better Performance

MFDEX combines the advantages of centralized and decentralized exchanges, providing high-performance order book matching trading and automatic market maker (AMM) trading. The mechanism used by the price oracle machine inside MFDEX is EMA (Exponentially Moving Average), which calculates the reference price according to various preset parameters. Therefore, in the MFDEX trading pool, there is no need to set the price range of liquidity, and the system automatically balances the liquidity of LP to the market price according to its oracle price. The price equilibrium point of MFDEX will constantly move, which will produce a constantly changing price curve. The ever-changing curve concentrates liquidity towards the market price, improving capital efficiency and reducing impermanent losses while also reducing slippage for users.

### 6.2 NFT Marketplace

MFDEX is also a cross-chain NFT trading platform with the following features:

- NFT trading: XRC721, XRC1155 and other types of Tokens can be traded in the form of order book;
- Tensor/Tensile interface module: MFDEX connects to the Tensor chain/Tensile side chain to map user assets to the platform.
- Royalties: MFDEX supports payment of royalties to creators. Every time an NFT is sold, the original owner receives royalties.

## 7. MFBridge

MFBridge is a cross-chain product that allows users to transfer their funds between other public chain networks and Tensor network. The MVSFI project will also provide straightforward, fast, secure wallets that support mainstream public chains, allowing users of the MVSFI project to manage various digital assets in one wallet.

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Three cross-chain types:

- Heterogeneous cross-chain: Convert native tokens which can be heterogeneous chains in one blockchain home network into tokens in another foreign network.
- Isomorphic cross-chain: Swap tokens provided by existing contracts in the foreign network and mint tokens in the home network.
- Message cross-chain: data is transferred between two blockchain networks so that the data can be interpreted as arbitrary contract calls.

Three cross-chain roles:

- Administrators:
  - Add/remove validators.
  - Set daily limits on two bridges.
  - Set maximum per-transaction limit on both bridges.
  - Set minimum limit per transaction on both bridges.
  - Upgrading contracts when bugs occur.
  - Set the minimum signature required by validators for user transactions.
- Validators:
  - Provide 100% uptime to relay transactions.
  - Listen for events on the home bridge and sign off to relay assets on external networks.
  - Listen for events on the home bridge. When there are enough signatures, transfer all the collected signatures to the external contract.
  - Listen for events on external bridges that depend on bridge mode and send approvals to the local bridge to relay assets from the external network to the local network.
- Users (Take ERC20 assets sent to Bridge contract as an example):
  - ERC-TO-NATIVE: Transfer foreign ERC20 tokens to the foreign bridge to receive the home ERC20 tokens of the home bridge, and transfer the home ERC20 tokens to the home bridge to unlock the foreign ERC20 tokens of the foreign bridge.
  - ERC-TO-ERC: Transfer foreign ERC20 tokens to asset management intermediary contracts that interact with foreign bridge, mint home ERC20 tokens on the home network, transfer home ERC20 tokens to local intermediaries that interact with home bridge, and unlock foreign bridge ERC20 tokens.

## 8. MvsDAO

In the blockchain world, there are many types of DAOs, including social DAOs, protocol DAOs, and project-based DAOs. The MVSFI project is a DAO based on game clubs and players.

With the development of the Metaverse, the importance of community management is also growing. When the MVSFI project is launched, everything will be handed over to MvsDAO to serve all community members.

The supporters of the MVSFI project will move towards the "community officer." The



"community officer" is different from the project side and pays more attention to the development of the community. MvsDAO is not about business but people.

Regarding the future development of the MVSFI project, everything is decided by MvsDAO, by voting, by players, and everything belongs to the community.

The weight systems allow the community to decide the development direction of the MVSFI project. The philosophy of MvsDAO is as follows:

- **Transparency:** We believe that the blockchain should be invisible in our games. Whether players consider themselves blockchain professionals or not, we enable all players to enjoy the game without paying attention to the underlying blockchain technology.
- **Owned by Players:** Players can truly own what they get in our games. If the player acquires a game asset, then it belongs to the player. The player's assets and any inherited state are verifiable assets on the blockchain that the player can trade with others on the MVSFI platform.
- **Decided by Community:** We interact with our community to develop the game and test various hypotheses. The community determines the direction of each game's design.

## 9. Team

The co-founder of the team has joined the blockchain industry since 2013, witnessed the rapid development of the blockchain industry, and has a deep understanding of the public chain and blockchain game industry. He has clear goals and plans for the development of the MVSFI project.

The MVSFI project is developed by a technical team in Southeast Asia. The team has more than ten years of project experience in the game industry, and the games run by the team have more than 100,000 daily active players. The team members have many years of work experience in the large-scale game and blockchain industry, are skilled in business, and have a high degree of professionalism.

## 10. Roadmap

2022 – Q1	<ul style="list-style-type: none"><li>● Founder's(Genesis) Node</li><li>● Release of Tensor mainnet, Tensor explorer and Tensor wallet</li><li>● The first version of Mvsfi, an important milestone for the project.</li></ul>
2022 – Q2	<ul style="list-style-type: none"><li>● Release of cross-chain product that allows users to transfer their funds between BSC network and Tensor network.</li><li>● Game publishing</li><li>● Release of NFT marketplace</li></ul>
2022 – Q3	<ul style="list-style-type: none"><li>● Release of SocialFi</li><li>● Release of privacy solution</li></ul>

## 11. Risk Warning and Disclaimer

## 11.1 Risk

TSR, the native digital token of the MVSFI Project, is the subject matter of an asset. Holding an TSR can be regarded as an asset investment. The MVSFI Project team is obliged to make corresponding risk warnings as a reference for users when investing. Holding TSR represents an understanding and willingness to accept its risks. The following are the main risks that TSR prices and the MVSFI project may face:

- Policy risk: There may be price volatility caused by unstable policies on blockchains in countries and regions around the world.
- Transaction risk: The trading behavior of the secondary market will affect TSR's price at all times. The secondary market for emerging digital currencies has a larger volatility than the traditional market, and there may be drastic fluctuations in prices.
- Technical risk: The underlying technology of the blockchain is in a high-speed development stage, which is a requirement for the MVSFI project. There may be a situation where the development of the MVSFI project is hindered due to the stagnation of the technology.
- Operational risk: Risks caused by uncertainties in operating factors such as MVSFI's business strategy, inter-bank competition, and cooperative institutions.
- In addition, the MVSFI project also faces many risks, including but not limited to the world economy and environment, blockchain development, corporate operations, and other unpredictable events. Participants must conduct rigorous and careful analysis and realize this responsibility.

## 11.2 Disclaimer

The introduction and description of the basic condition of the project in this document is an invitation to the general public. It is not and cannot be regarded as an investment or declaration of commitment to any specific or unspecified subject. It is neither nor can it be considered as a specific team's project. It's not a commitment nor a guarantee. The MVSFI team reserves all rights to modify, delete, add, abrogate, and interpret related behaviors of this document.

Those who have the intention to participate, invest, and cooperate in this project must clearly understand the full risks of this project. Participants shall enter into a written cooperation agreement for participation in this project. The cooperation agreement shall clearly and completely indicate the cooperation, participation or investment. Participants should indicate in written or verbal form that they have fully understood and accepted all the risks that the project has generated or may have, and take corresponding responsibility.

The sole purpose of our whitepaper and all other information on our website is to provide relevant and reasonable information to potential token holders in order for potential token holders to determine whether to undertake a thorough analysis of our project with the intent of acquiring TSR token.

The information contained in or provided from or through our whitepaper or website is not



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The “Token and TSR” referred to in this project as a digital asset is not contained in the project team’s server and has a complete and independent value separate from the project team. The value of the TOKEN and TSR is completely determined by the recognition of the value and exchange value of the relevant market participants. It should not be regarded as bonds, securities, or any form of securities, nor is it a project team’s, company’s equity, shares, ownership or control.

- Based on the TOKEN generated by this project, the value of TSR is affected by the market environment and the degree of acceptance of market entities. The project team cannot guarantee the value of the TOKEN and TSR.
- The TOKEN, TSR, has the risk of being lost, tampered with, stolen or mishandled. The project team cannot guarantee the storage, retrieval, and modification of the relevant virtual property.
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**Release Statement**

For different versions of the MVSFI Project White Paper, the latest version shall prevail.

**Right of Interpretation**

The MVSFI Project team has the final power of interpretation of this White Paper.

