



TYT

— White Paper —

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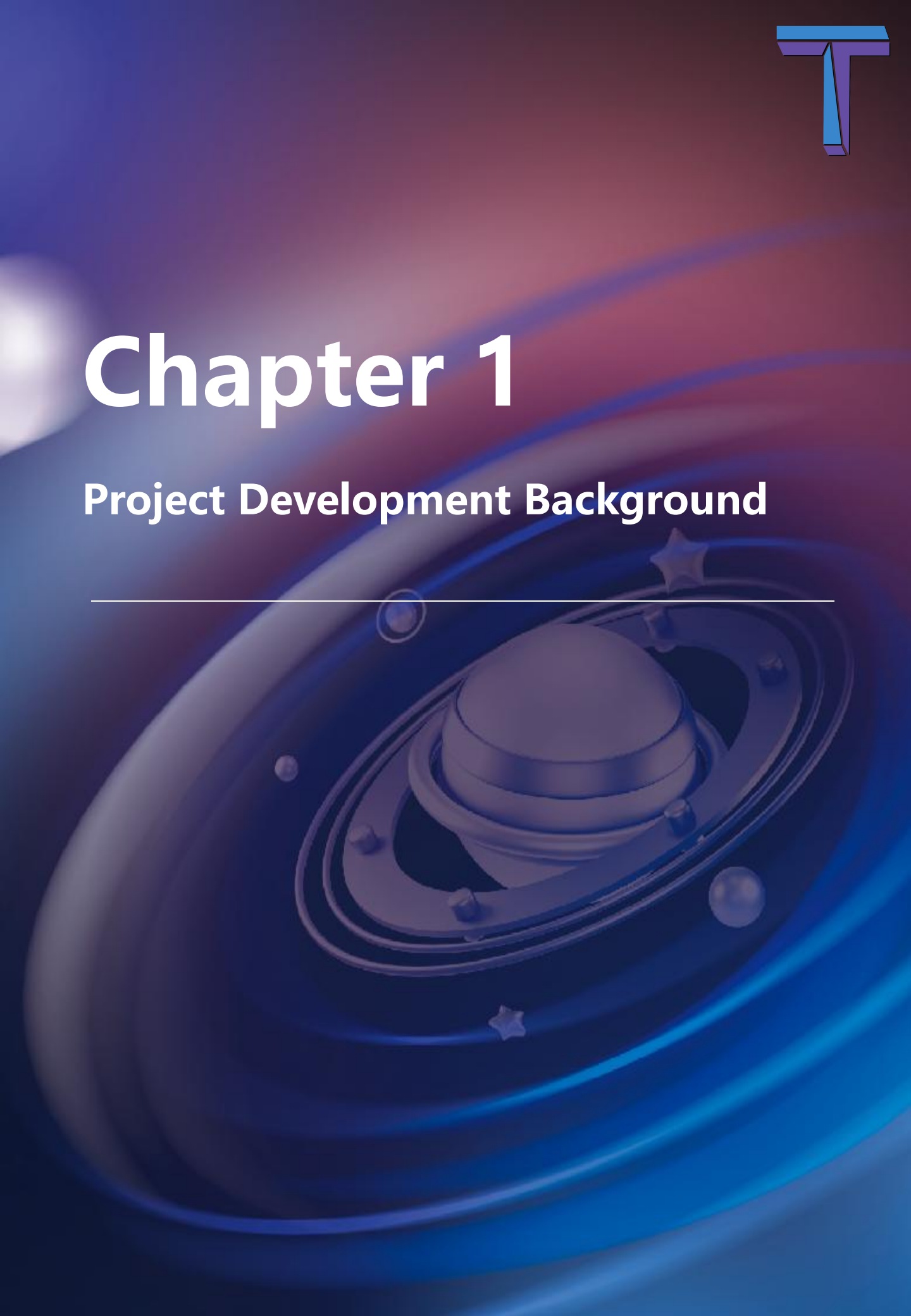
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Chapter 1

Project Development Background



1.1 Blockchain and game applications

Blockchain is a bookkeeping technology that is maintained by multiple parties and uses cryptography to secure transmission and access, enabling consistent storage of data, making it difficult to tamper with and preventing repudiation, also known as Distributed Ledger Technology.

Thanks to the features and advantages of blockchain technology, a new distributed infrastructure and computing paradigm is formed by blockchain data structure to verify and store data, consensus algorithm of distributed computer nodes to generate and update data, cryptography to ensure the security of data transmission and access, and smart contracts composed of self-contained scripting code to program and manipulate data. In addition, blockchain technology

technology can establish reliable trust between peers in the network, making the value transfer process free from the reliance on intermediaries, disclosing information and protecting privacy, making joint decisions and protecting individual rights, and this mechanism improves the efficiency and reduces the cost of value interaction.

With the rise of NFT model, blockchain, digital currency and games will collide with new sparks, especially the NFT-led DeFi ecology, driven by pledge lending and liquidity mining model, the whole market landscape is undergoing profound changes and the future advantageous market is full of opportunities. Gaming is one of the earliest and largest blockchain application areas. Blockchain+gaming is exciting because it empowers players and enhances their experience. Through blockchain gaming, players can enjoy several key benefits, such as

1) Game item ownership

All props and elements in the game can be chained. Whether it's scarce resources, rare props, coveted loot, and characters and avatars, any entity in the game environment can exist as a crypto asset. Typically, this is represented on existing blockchain networks as homogeneous tokens (in the form of game tokens) or non-homogeneous tokens (in the form of props and avatars). The core component of the blockchain is that it provides users with ownership of its value. When game elements are on the chain, they can interact directly with the player. When avatars and accounts are associated with the player's wallet, players can send their collected loot, and accumulated currency to their wallet, which they have earned during the game. In such a system, players can harvest what they have sown. They rarely have various props, which will always belong to the player. The developers have no right to take back anything the player has won, and even if the game is closed, these items still belong to the player. They can send props, etc. to other wallets and sell them to others for a realistic profit. The player's ownership of their items allows them to pick tangible fruit from their efforts and successes.

2) Demonstrable fair game play

Wrong gameplay sucks. When players cheat their opponents, or when the game doesn't work the way people expect it to, the experience is terrible for every player. Blockchain games enable "provably fair gameplay". When a game is on the chain, the game logic and gameplay elements are also shared. The consensus mechanism that secures the blockchain network also secures the game. This means two things for players. One, cheaters or anyone else who tries to violate the player cannot succeed. If their actions contradict the game logic, their activity will be rejected; and two, the game is transparent.



3) Cross-game communication

When players stop playing their favorite games, what do they do? Either they quit, or the game disappears. That is, either the community leaves or the developers stop running it. Unfortunately, there's not much they can do except find the next game and start from scratch. Games exist in suspended independent universes. In the current industry, there is no continuity from game to game. With blockchain, all of this changes. When games and game assets exist on the blockchain, they can communicate with any other environment that is on the same blockchain. If a developer makes a sequel to a game, props from the previous game can be carried over to the second game. Incarnations can be used in multiple games. Quests or events can be carried out across games. More importantly the player may never have to start over from scratch. Ideally, the player has a single generic avatar that follows the player from game to game. The player's virtual currency and props can be used across games.



4) Cost reduction

The payment rate of game development industry is low and the related cost may be higher than the revenue. Without a good revenue model, even if the game has a certain user base, expenses such as game distribution, server maintenance, and player services may be an unaffordable burden for developers. By building games on the blockchain, all these costs can potentially be outsourced to miners or validators. Online games Publishing and distribution could be a zero-cost affair.

5) Enhanced player base

Existing and future players in blockchain games are an interesting subset of the consumer base. These players take a keen interest in their gameplay and gain more attention through game revenue. Blockchain games connect developers with a community of "super players" with more resources and investment in gaming. Both parties can build more positive, productive and beneficial relationships than traditional gaming rivals.

1.2 DeFi and the development of NFT

With the introduction of ethereum smart contracts, the concept of DeFi, which is the concept of distributed finance, emerged in 2018. The significance of DeFi is that it has the ability to build financial scenarios through contracts, and through smart contracts people can complete financial services without the involvement of intermediaries, such as lending, stable coins, token trading, derivatives trading, insurance, forecasting, etc. It presents

Different financial service characteristics from the previous completion. For example, it has a tamper-evident and transparent ledger, a non-human controlled contract, and even the developer of the contract, the developer of the protocol, cannot control the operation of the contract, which is a new financial ecology with many possibilities.

DeFi provides unprecedented liquidity to the entire crypto world through liquidity mining, pledged lending, automated market making, etc. In 2021, DeFi becomes a more mature financial marketplace and may even become part of centralized finance. In addition, NFT is also experimenting with possibilities in various areas. The concept of NFT has since originated from a pop-up application, CryptoKitties (crypto cats), NFT stands for Non-Fungible Token, meaning non-homogenized tokens, mainly issued by the ERC-721 standard.

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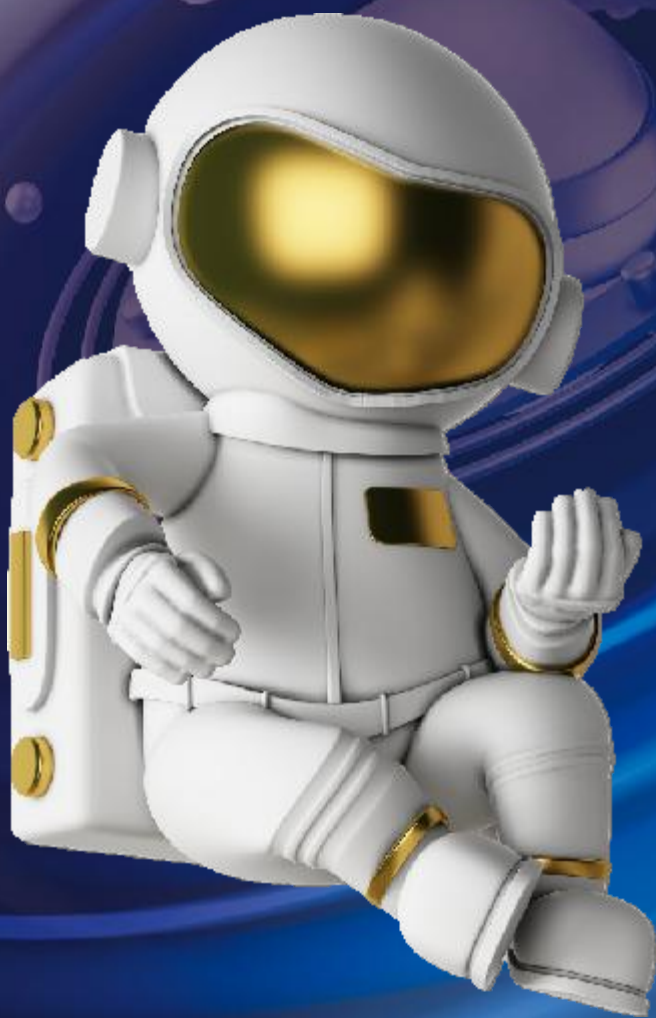
NFTs are unique, non-detachable Tokens, such as Tokenized game props, tickets, artwork, etc. NFTs are based on the ERC721 standard, followed by the ERC1155 protocol. That is, each ID represents not a single asset, but a class of assets, allowing multiple tokens to be created in bulk at once. Overall, a non-homogenized token is a unique digital asset. Assets like Bitcoin are fungible, meaning that all Bitcoins are identical and interchangeable.

Currently, we can now clearly see that the main application areas of NFT include games, artwork, domain names, collectibles, virtual assets, and real asset pass-through (STO), with artwork and games in particular receiving more attention in the market. Some game props and artworks are naturally unique and non-detachable, which is exactly coupled with NFT, so NFT can effectively prevent counterfeiting and fraud of such items. The NFT market has been growing rapidly since the end of 2020. There is growing interest from traditional companies looking for new business.



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In addition, as the technology continues to evolve, more money is entering the space. We have just seen a dramatic rise in interest in NFT in the crypto market over the past few months, with total transaction volume already exceeding billions of dollars. with a market capitalization of over \$30 billion and 24-hour trading volume of over \$34, NFT represents 0.7% of the total cryptocurrency transaction value. Although the current NFT share figure may seem small, its huge potential has attracted industry attention. In the context of global digital transformation, NFT will play an irreplaceable role in the future blockchain ecology, and may even become a key driver and cornerstone for many industries to achieve digital economic transformation. For exchanges, it is worth thinking deeply about how to seize the opportunity under the new windfall and use it to promote the development of digital economy.



1.3 The rise of the metaverse concept

The Metaverse, a concept that originated in science fiction or points to the "ultimate form" of the Internet, comes from author Neal Stephenson's science fiction novel "Snow Crash" and describes a world where people interact with software in three dimensions as virtual images. The Metaverse Conceptually, the term Metaverse consists of Meta and Verse, with Meta representing transcendence and verse representing the universe, which together usually represent the concept of "beyond the universe": an artificial space that runs parallel to the real world. Looking back at the development of the Internet, from PC LAN to mobile Internet, the immersion of Internet usage has gradually increased and the distance between virtual and reality has gradually decreased. In this trend, the Metaverse, where immersion and participation are at their peak, is the "ultimate form" of the Internet.

Technically, based on the traditional Internet, the Metaverse will be supported by many independent tools, platforms, infrastructures, protocols, etc., as it places higher demands on immersion, participation, and sustainability. As the maturity of AR, VR, 5G, cloud computing and other technologies increases, the metaverse is expected to gradually move from concept to reality.

Technically, based on the traditional Internet, the Metaverse will be supported by many independent tools, platforms, infrastructures, protocols, etc., as it places higher demands on immersion, participation, and sustainability. As the maturity of AR, VR, 5G, cloud computing and other technologies increases, the meta-universe is expected to gradually move from a probable meta-universe: virtual and reality are highly interoperable, and closed-loop economies are attached to open source platforms. Although there is no meticulous description of the final form of the meta-universe in the industry, by refining its features we are still able to identify four core attributes of the meta-universe.

- Synchronization and anthropomorphism. The virtual space is highly synchronized and interoperable with the real world, and the interaction effect is close to the real one. This means that all the events in the real world will be synchronized with the virtual world, and users will get close to real feedback when interacting in the virtual metaverse.

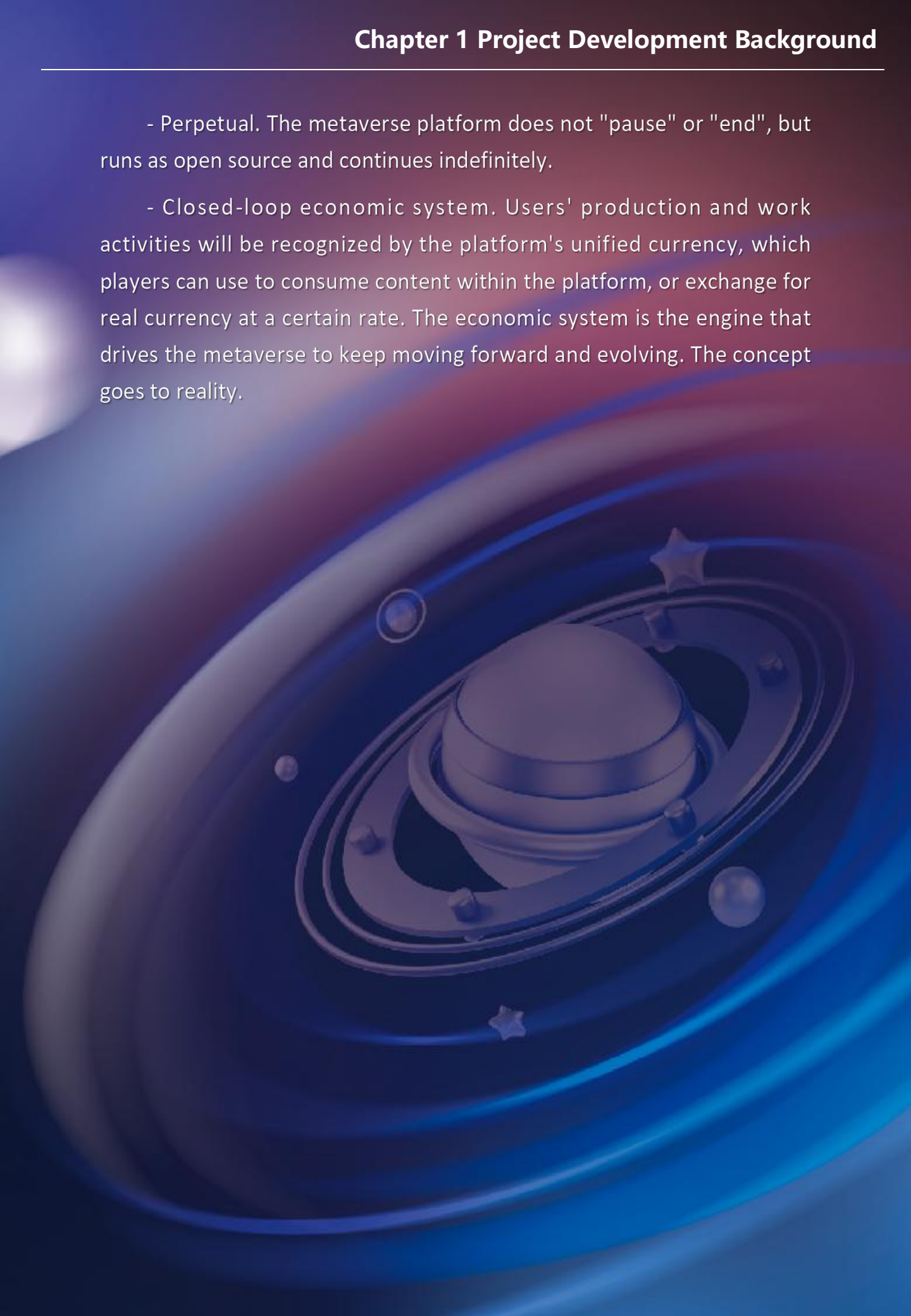
- Open source and creation. Open source means both open source technology and open source platform, and the metaverse will encapsulate and modularize the code to different degrees by setting "standards" and "protocols", so that users with different needs can create in the metaverse, forming a native virtual world and continuously expanding the Meta-universe Edge.



Chapter 1 Project Development Background

- Perpetual. The metaverse platform does not "pause" or "end", but runs as open source and continues indefinitely.

- Closed-loop economic system. Users' production and work activities will be recognized by the platform's unified currency, which players can use to consume content within the platform, or exchange for real currency at a certain rate. The economic system is the engine that drives the metaverse to keep moving forward and evolving. The concept goes to reality.



1.4 Birth of TYT

TYT believes that games are the primary form of the meta-universe.

In terms of product form, games are the prototype of the metaverse. As a virtual world constructed by people based on the simulation, extension and wild imagination of reality, the product form of games is similar to the meta-universe.

(1) In terms of synchronization and realism, games give each player a virtual identity, such as a user name and a game image, and can form social relationships and meet new partners in the game community by virtue of this virtual identity; at the same time, games constitute a cognitively demanding environment through a rich story line, frequent interactions with players, realistic graphics, coordinated sound effects, etc., so that players must use a lot of brain resources to focus on This makes players use a lot of mental resources to concentrate on what is happening in the game, thus creating the so-called "immersion".

(2) In terms of open source and creativity, players have full freedom within the framework and rules set by the game, and can simply enjoy the game graphics and sound effects, as well as pursue the ultimate equipment and operations, etc.

3) As for the economic system, each game has its own game currency in which players can shop, sell, transfer money, and even withdraw cash. In summary, several basic needs of the meta-universe are integrated in the game, making the game the most likely track to build the prototype of meta-universe. Based on the fusion of Web3.0, holographic Internet technology, blockchain and NFT, the values shown in the metaverse concept are in line with the core values of the Internet, and TYT believes that the metaverse may be the ultimate form of the Internet. Therefore, we take the game as the entry point to create TYT - a virtual life blockchain game based on NFT + metaverse, which makes the link between reality and virtual more efficient and the circulation of value more abundant.





Chapter 2

TYT Project Overview



2.1 Introduction to the TYT project

NED : Female is created by MCM Foundation of America in conjunction with famous overseas media organizations (Twitter, LinkedIn, etc.). The U.S. MCM Foundation has asset management, real estate investment, funds, financial services, investment finance, foreign exchange, stocks, oil and gold mining, corporate asset restructuring and other businesses.

TYT has an international senior operation team and a technical team with double masters overseas to build a NFT financial meta-universe ecology that integrates meta-universe, city management, diplomatic war, land development and other applications that are infinitely open and truly evolve infinitely on their own.

TYT combines the two blockchain categories of NFT and metaverse, aiming to create a decentralized online virtual reality-like game platform that integrates characters, props and life storyline into virtual social, where players can participate in different games of collecting and raising virtual, life, action, etc. All the benefits brought by TYT will be presented in the form of native All benefits generated by TYT will be presented in the form of in-game native tokens TYT.

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TYT game ecology integrates strategy, collection and cultivation, and has strong gameplay. It is also the main body of NFT meta-universe ecology at the current stage. TYT uses games as a diversion to create traffic for TYT in the early stage, give tokens real circulation value, open up the transaction channel between users and the platform, provide broader traffic support for TYT ecology 2.0, and thus build the consensus base of TYT. With the technical support of Coinan Smart Chain, TYT virtual life blockchain game system has the characteristics of decentralization, transparency and pass incentive. Moreover, TYT has rapidly gathered a large group of international top blockchain talents, aiming to take the online gaming industry as an opportunity to drive industry changes and build the world's top blockchain gaming infrastructure and NFT, meta-universe ecological application system. TYT integrates third-party resources through blockchain network and token mechanism to merge online virtual environment and physical environment to create a borderless entertainment world and create unprecedented entertainment experience for global users.

In the future, TYT will continue to expand its diversified ecology including storage cloud platform, game distribution platform, game prop trading platform, NFT prop asset exchange, advertising platform, meta-universe mining and incubator to provide complete game solutions for players, miners, R&D and channel providers. Developers can also create blockchain applications through the TYT toolset, as well as get comprehensive NFT service support through other platforms.

2.2 Project Ecological Construction

As a blockchain game supported by the NFT+ meta-universe concept, TYT contains the following core segments in terms of platform ecology construction.

1) NFT game system

With the support of BSC underlying technology, TYT can provide developers on Dapp with easy-to-use and perfect blockchain game infrastructure, including visual development kits and on-chain ecological environment, so that developers do not need to pay attention to the implementation of blockchain technology, but can directly complete the development of blockchain games in a graphical way with low threshold and fast and efficient. TYT hopes to provide players with a fair, just and open game environment with transparent data and rules, and no backstage manipulation of prop drop rates or malicious inducement of consumption. At the same time, TYT hopes to carry the value fission of digital asset economic model through NFT model and help developers and players to achieve better consistency of interests.

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- An application development framework for multiple operating systems and multiple blockchain environments supported by the BSC underlay.

- Fully scripted, componentized and data-driven application development tools are provided.

- A high performance application-oriented, leveraging existing toolsets, tightly integrated with the blockchain interface layer, allowing all games to easily support blockchain.

- Enabling the NFTification of game assets and props, allowing anyone to participate in the generation, production, investment and collection of NFTs, giving better value to every subject involved in the game.

In addition, TYT can also support third-party developers to program, debug and publish decentralized game applications and hybrid architecture game applications for blockchain environment. At the same time, TYT integrates including blockchain-based distributed user account system, wallet and NFT digital asset circulation, which can realize the off-chain permanent storage and cross-chain use of game asset NFT within the application. In this way, it forms.

- helping developers who are interested in developing game product derivatives to assetize the content they produce, enabling them to continuously gain revenue in the process of using, managing and circulating the assets, and providing a convenient and decentralized game distribution channel.

- Helping fans and players transform the data formed by their time and energy consumption and the props obtained by their consumption into assets that can be safely stored and circulated, and giving players the right to manage and commercialize them.

2) Meta-universe game ecology

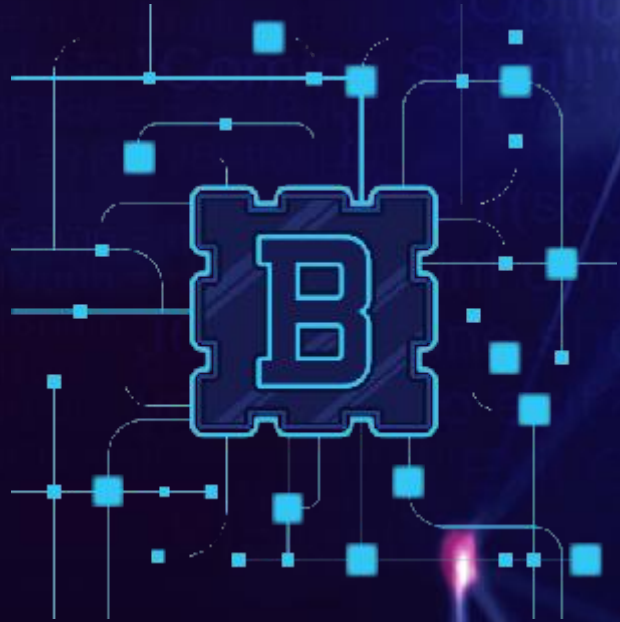
TYT believes that in the Internet world created by the metaverse, people are both participants and creators. The experience people have now with virtual games is unparalleled by the unparalleled excitement and huge explosion of power brought by the metaverse at that time. In the future, with the continuous development of VR and AR technologies and the support of blockchain technology for transactions, this blockchain-based decentralized platform metaverse is expected to move from a certain gaming crowd to a larger audience. In the crowd, the line between reality and gaming will become more blurred and virtual will become closer to reality. As far as the current technology is concerned, the most likely way to realize the meta-universe concept is through games. TYT is using the existing technology and the metaverse community concept of virtual life blockchain game to form its own metaverse model. TYT is using the existing technology and the concept of virtual life blockchain game's metaverse community to form her own metaverse model.



Chapter 2 TYT Project Overview

In TYT's Virtual Life blockchain game, the metaverse concept has several key features.

- Identity (identity)
- Friends
- Immersiveness
- Anywhere
- Variety
- Low Friction (low latency)
- Economy
- Civility



The TYT metaverse game ecosystem builds game worlds that enable gamers to use specific blockchain assets in each game of the game multiverse, a truly user-owned virtual world where users have full control over the content environments and applications they create, which can range from any static 3D scene to applications or games with more interactive features. At the same time, the TYT metaverse gaming ecosystem is dedicated to building a deeply immersive virtual world in which players can collaboratively create virtual worlds and games without the need for central authority management, disrupting existing game makers, and allowing players to build, own and monetize gaming experiences in the blockchain using the platform's utility token TYT.

2.3 Core Business Value

With the concept of applying the NFT+ metaverse concept deeply into the game ecology, TYT will open a new value Internet era with the support of the core ecology such as NFT game system and metaverse game concept. Thanks to the advantages of continuous development and innovative technology, extensive commercial application, and refined governance, TYT is competitive in the following aspects.

- Technology: TYT has very mature and strong technical support, and has accumulated rich industry and technical experience in many fields such as blockchain, games, artificial intelligence, NFT, meta-universe, VR/AR, etc., and has made industry-leading breakthroughs in the development and application of blockchain underlying technology.

- Industry resources: TYT team perfectly brings together senior people with multi-industry industry, years of practical operation experience, and profound insights into industry development. Moreover, TYT will sign strategic cooperation agreements with top leading companies in the target industry, which will provide strong support for TYT's entry into the target industry, thus truly promoting the practical implementation of TYTNFT+ metaverse game application.

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- **Business Governance:** Unlike general gaming projects, TYT has a clear and explicit strategic plan for the target industry and a self-governing community model to continuously empower a free, fair and high-value ecosystem to prosper. TYT is more focused and professional to leverage the distributed decentralization, tamper-evident and cryptographic security and peer-to-peer transfer of value of blockchain technology to penetrate and rapidly gain market share in targeted industries.

- **Fund Management:** The management of TYT's funds will be led by the TYT Eco-Development Foundation and will strictly adhere to the principles of fairness, equity and openness, with the development of TYT as the primary goal. The use of funds will be disclosed to all investors on a regular basis to ensure the openness of the use of funds.

- **Development Space:** TYT's target industry is the trillion-dollar gaming market. The development team ensures sustainability by drawing up a sound governance structure to effectively manage matters such as general deliberations, code management, financial management, compensation management and privileged scope of operations.

To sum up, with the support of core competencies, the commercialization logic of TYT is clear. Based on the BSC framework system, each technical link and organization of TYT has a strong target and logical gene, and numerous modularized and transformed technical solutions or mechanisms are proposed on this basis.

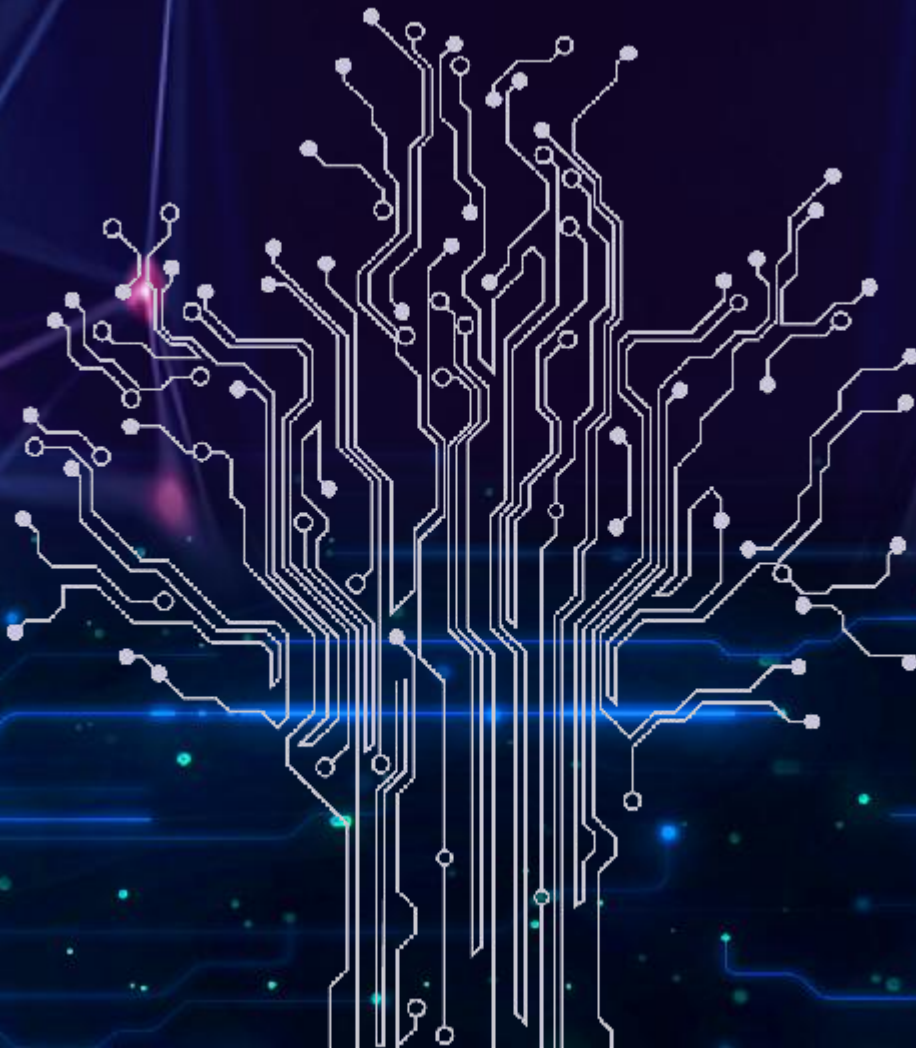
1) User Ecology

- TYT will create a digital crypto unique pass - TYT - for all users.
- Provide users with a low-threshold, high-security wallet to become a secure payment platform for players to participate in the chain tour.
- Create a digital token that circulates in the global gaming scene: TYT supports the transaction and settlement of the entire ecology.
- Build a benign and sustainable ecology around users, including NFT games, pledge mining, etc.



2) Technical Level

- Modularization of blockchain functions, integration in BSC engine and its front-end development tools, direct coverage of DAPP third-party developers, penetration of TYT tokens into hundreds of thousands of games and applications, covering more than one billion users worldwide.
- Integrating blockchain technology into the back-end service logic, using node servers all over the world to provide developers on DAPP with a fast communication solution and a trusted smart contract server logic.
- Around developers, we will build a complete development toolset, documentation and development community to provide the most complete and convenient developer ecology.



3) Operation level

- TYT will cooperate with professional game and application globalization distribution team to integrate the content of TYT payment system for globalization operation and ensure the circulation of TYT ... worldwide.

- We will continue to improve the construction of DAPP chain game platform, and will reach strategic cooperation with top global media giants to promote games and products based on TYT technology in the future.



4) Incentive level

In TYT, users can order games through a special interface. The brand commercial can choose some settings for the game and slot. The interface then calculates the cost of the game. Anyone who wants to play the game when the campaign is ready, a smart contract is formed. Any participant who wants to play the game must pay a certain fee. There are several ways to get TYT tokens and be able to join the game. During registration, users use social networks to confirm their identity. In order to join, they will receive tokens. First, these tokens can only be used to check the game. Only after receiving the reward can the user exchange the tokens for prizes or cash them in.

Redeeming tokens for prizes or cashing them out. When an existing user invites a friend to join TYT, they will receive a token reward. Once an invited user joins at least one game, tokens become available. Another way to get tokens is to buy them from an external exchange. Each user account is connected to a wallet address. Users can add tokens they have purchased outside the system to this wallet.

Finally, each time a user wins a game, they receive tokens as a reward. Some games have only one winner who can receive more tokens. In others, many people who complete the game share the reward fund. Users can exchange their tokens for merchandise from TYT partners.

2.4 Project Team



Williams

Williams is the COO of the project, and the core members of the project are the first group of smart contract developers from Ether and BSC, and the project brings together a large number of core developers and top talents in blockchain, big data and other technical fields.



Johnson

Johnson is the co-founder and CEO of the project, EMBA of China Europe International Business School, and Master of Computing of Dalhousie University, Canada. He is responsible for the research and development of Internet infrastructure technology applications, and has participated in many internationally renowned projects, and is a pioneer in blockchain technology.

2.4 Project Team



Miller

Project Technical Director, is an 18 year veteran in software development, computer security and IT industry related. PhD in Computer and Big Data, architect, database expert, exchange building technology expert.



Michell

A world-renowned expert in blockchain gaming applications and a global leader in the commercial application of blockchain technology. He has served as a board member of the European Union Business Council, a PhD in sociology from Columbia University, a researcher at the Center for Financial Studies, and is a global authority in the field of intelligent gaming and entertainment technology applications.



Chapter 3

TYT Technology System

3.1 Blockchain API

1) APIs

APIs are critical to blockchain technology. TYT will officially open up blockchain technology through the API (Application Programming Interface) published on the BSC developer platform, providing a new application scenario for participants in various industries. Access mode.

TYT's API allows applications to register users, query the blockchain, and publish transaction-related signals, allowing developers to quickly test chain codes or query the status of transactions. Therefore, TYT will build a vertical application platform of game pan-business, which is committed to aggregating game enterprises and game service organizations in various industries around the world and providing high-quality multi-domain services.

2) Cooperative open interface

TYT's pan-game commercial platform is a cross-industry service platform, which is integrated and developed based on the actual situation, supporting openness and high selectivity. Therefore, in order to facilitate business system docking with participating organizations, TYT's blockchain system provides an independent API gateway to provide the business functions provided by TYT's blockchain system to the public in the form of REST API to realize the interface of collaborative operation. On the one hand, cooperating third parties can quickly access the TYT blockchain system and integrate with their other internal systems, and obtain real-time user data through the platform. On the other hand, when the cooperating third parties have these game data models, the unique user information is less likely to be stolen or accessed by other operators due to the encryption mark, which is better to achieve anonymity, security, reliability and uniqueness.



3.2 User service layer

1) TYT Smart Wallet

TYT will develop an exclusive TYT smart wallet in the ecology. Users can make more than 100 kinds of chain payments and more than 30 kinds of traditional payments through the TYT smart wallet, connect to major exchange ports, make payment transactions based on real-time exchange rates, deduct the equivalent amount of TYT, make second-level transactions and arrive in real time.

- One-stop management: Unify the management of multiple digital currencies through the TYT smart wallet, which not only supports the storage and management of mainstream assets such as Bitcoin and Ether, but will also support the standard protocols of smart contract platforms such as Ether and BSC, and quickly increase the tokens issued based on each platform. While reducing the burden of user management, it also provides wallet service support for new user blockchain projects, allowing project teams to focus more on core services.

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- Decentralized service: TYT Smart Wallet upholds the core tenets of blockchain, providing users with a decentralized digital currency storage solution where the wallet key and private key information for all types of currency addresses are stored in the user's local system. At the same time, TYT Smart Wallet offers a convenient key backup solution - users only need to make one backup, write down 12 words and save them to a safe place. Even if a digital currency category is subsequently added, the 12 words backed up can be used to restore all categories of digital currency assets.

- Multiple security guarantees: In addition to giving users full control over the wallet key, TYT Smart Wallet also provides multiple signature technology guarantees and two-step authorization verification for digital asset management of different sizes, and users can choose to perform verification methods such as cell phone verification code, fingerprint, and live body during transfer transactions to ensure the security of digital currency assets in all aspects.

- Multi-language support: The TYT Smart Wallet Program will support multiple languages in the mainstream digital currency market such as Chinese, English, Japanese and Korean, clearing language barriers to create a world-class wallet application.

Blockchain wallets are software programs that store cryptographic digital currencies, and each registered user of TYT has a private key (secret number) to their wallet. This key is the only way to access their digital currency address, and therefore the only way to receive or send credit. In the wallet, users retain their application passes in the TYT ecosystem, and changes in application passes correspond to changes in information in the TYT mainnet ledger. The essence of managing a wallet is to manage the private key, which has little chance of being recovered if it is lost.

2) Privacy Protection

In order to solve the problems of information inequality and evaluation falsification, TYT will encrypt and save the identity information into the system through asymmetric encryption technology. To ensure that the information on the chain is valid, true and secure. The specific application principle is as follows: each user of TYT needs to register on the system, and the registered user has a unique private key to prove the real information of identity. Each user with the private key can record information on the blockchain and can also view the information within the permission.



Chapter 3 TYT Technology System

The mechanism of TYT privacy protection is as follows.

- Public key and private key generation: the user first has to generate a 256bit private key (yellow key) from the cipher text by SHA256 (Security Hash) algorithm. when the HASH function is used, the Data.length changes and the hash value length remains unchanged; each Data character corresponds to a unique hash value, which can be used as a data It can be used as a fingerprint. This private key is encrypted with elliptic encryption algorithm to generate a public key (light purple key), which can be known to everyone. Everyone can use this public key to get the user's address through the HASH function. Due to the one-way nature of the HASH function, i.e., $\text{Hash}(x) = y$, it is difficult to find x through y . It is almost impossible to crack the public key through the address, or to crack the user's private key through the public key.

- Encryption and Decryption: Encryption - If someone (e.g., the user) wants to encrypt the data, he or she encrypts it using the public key. Decryption - the private key is needed for decryption, which only the user knows.



3.3 Security mechanisms

TYT uses a combination of asymmetric encryption (RSA) and symmetric encryption (AES) to meet both data security and privacy protection needs without losing overall performance. Asymmetric encryption is also a digital signature technology, based on the elliptic curve cryptography of public and private keys to achieve, involving a hash function, the sender's public key, and the sender's private key. The public and private keys are differentiated and correlated, and the public key can be generated based on the private key. The content encrypted by the public key can only be decrypted by the corresponding private key.

The content encrypted by the private key can only be decrypted by the corresponding public key. The transaction information stored on the blockchain is public, but the user identity, assets and other information involve the privacy of the data subject. To protect privacy, TYT performs secondary encryption and authorization processing on these private information, and these data can only be accessed by the other party holding the query key, thus ensuring data security and personal privacy.

By adopting homomorphic-like encryption technology, TYT can effectively solve the privacy problem of public blockchain. This technology can balance the transaction information and private information of stored data subjects in the blockchain, so that the public blockchain has the privacy effect of private blockchain without changing the properties of the common blockchain.

3.4 Non-homogeneous digital asset (NFT) data structure

Non-homogeneous digital asset (NFT) is a type of digital asset applied in distributed bookkeeping networks where asset instances have uniqueness and can be made more flexible to serve blockchain online games by optimizing the structure of NFT.

TYT redesigns the data structure and adds custom data storage to accommodate possible game data and extended content. The prop data in TYT is only fully recorded in the block data during generation and attribute changes, and only the hash pointer is recorded during normal transactions and flows.

The hash pointer is recorded to ensure that the volume of block data does not grow too fast due to long-term transactions. Asset and contract data separation: Homogeneous, non-homogeneous assets (NFT) and smart contract data are stored separately on the chain. there will be a large number of continuously occurring transactions in TYT's network, and the computational cost of asset resolution and flow needs to be reduced as much as possible. the separation of assets and contracts enables the separate resolution and execution of contracts and the operation of necessary results on the chain.

Chapter 3 TYT Technology System

Under the design of asset and contract data storage separation, the asset owner has all the rights of the asset, and the operation of the asset can only be completed by the owner's authorization. It can avoid the situation that asset properties are damaged or other assets are invoked by modifying the contract content due to the lack of asset-contract separation, and it is easier to achieve cross-chain acceptance of non-homogeneous assets (NFT) without considering the constraints of contract factors, so the separation of asset and contract is a more secure design.



3.9 Virtual Machines for Large-Scale Games

TYT has sufficient high concurrent processing capacity. Most of the current networked games, when the user scale reaches a certain level, their servers need to process a large amount of data in a short period of time, which is not possible in the existing Ethernet network.

TYT adopts an innovative consensus mechanism, with a theoretical throughput of about one million TPS. Its high concurrent processing performance is sufficient to support the development and normal operation of existing games under a reasonable data management model design, which basically meets the operation requirements of large-scale networked games in the platform and ensures that the user's game experience is almost indistinguishable from that of existing centralized games. As the data interaction frequency of large-scale online games is very high, DNF has set a record of 600,000 people online at the same time, and Steam game platform has an amazing figure of 14.2 million people online at the same time.



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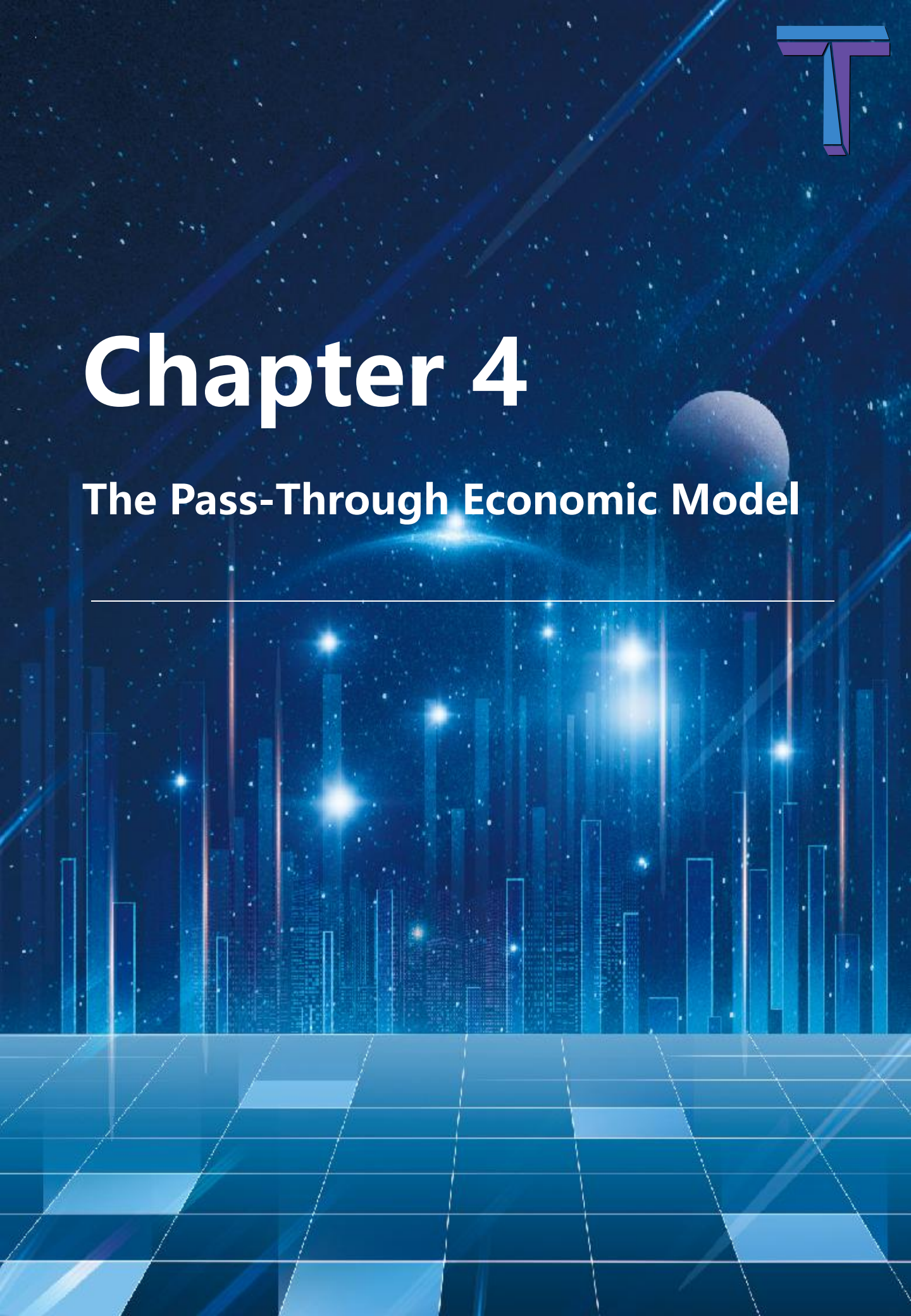
If each online user's data submission is considered to initiate a consensus request, TYT's limit throughput capacity is insufficient to support such a level of processing requests. Instead of witnessing and processing all running games at the same time, a single witness delegate can focus on witnessing and crediting blocks for multiple games of the same type. Moreover, in this model, data submission/witnessing for different games is a relatively asynchronous process, with each game choosing the appropriate delegation mode, while data validation in the asynchronous mode can be done through on-chain database services, i.e., users validate and complete data access on the chain. This process is very efficient and sufficient to support player data operations in large-scale game scenarios. A contract is a program that can be executed automatically while acting as a participant in the system, performing predefined tasks according to the basic rules of the environment (compiler rules), defining inputs and outputs, accepting and storing values, and sending out information and values. Smart contracts are designed on the premise of the "principle of distrust", where each node considers itself untrustworthy of each other.

Virtual life's contracts support the definition of witness delegation.



Chapter 4

The Pass-Through Economic Model



4.1 Token Issuance and Distribution

TYT

TYT is a value token circulating in the TYT ecosystem with a 10 billion issue number and a value attribute that combines DeFi, NFT and Meta-Universe. TYT is also a functional token used on the TYT platform. It is a fun, practical, virtual currency designed to be widely versatile for the circulation of all types of value assets. At the same time, TYT token also provides support for exchange, trade, and auction for NFT game items or props, and provides superior liquidity for the ecology through pledge and liquidity, realizing the incentive of pass-through of data and assets, creating a new high-value pass-through for global players and investors.

4.2 Pass Incentives and Circulation

1. TYT can be used in the game to purchase NFT props, game gold, acceleration services, etc. It can also be exchanged for other secondary assets, such as USDT. The incentive methods of TYT include but are not limited to.

- Value creation: including (A) the contribution of the act of creating digital assets, i.e. developing games and making props. For a single digital asset (including games, applications, in-game/in-app props), the amount of platform incentives awarded is proportional to the value of that asset created by the participant and inversely proportional to the duration of the TYT platform and the total asset value of the system, with a cap on the total amount of incentives.

(B) Contribution to the value of the digital assets created, i.e. creating assets up to a certain scale of fees and asset circulation to receive TYT. for a single digital asset (including games, apps, in-game/in-app props), the amount of incentive awarded is proportional to the total asset circulation of that asset created by the developer.

- Platform Contribution Incentive: Users who contribute to the TYT community will receive TYT. initially, we award TYT based on the historical contribution of the developer community. Later on, the platform will use various forms such as bounty tasks and free assets (e.g. free gift of developers' game character images) to motivate developers to develop new features, upgrade, bug fix, test and other community behaviors to the platform. This portion will be allocated from the asset set-aside and platform share portion of the platform foundation.

- Asset Circulation: to get TYT by giving out the prop assets acquired in the game. the incentive of this part is related to the game play and economic system, which is decided by the game developers and the market law, and the platform does not make rules and quantity restrictions in principle.

- Behavior incentive: Various effective behaviors in TYT platform, community and platform games will be exchanged into TYT according to certain contribution degree, for example, users register platform account and participate in various interactions in the community to obtain TYT, and the platform will confirm whether users' behaviors are effective by analyzing the dimensions of access validity, information integrity and behavior rationality, and the incentive of TYT issuance. The number of incentives is proportional to the content of interactions (such as posting, likes, replies, etc.) and inversely proportional to the total number of users and duration of the platform, and the total number of incentives is capped.

In addition to circulation within the TYT ecosystem, it will also circulate within third-party game applications developed on the BSC public chain and exist as a value pass. This will accelerate the circulation rate of TYT, add more circulation value attributes to the scarce TYT, and raise the overall value and price. For game players, they can use TYT to spend money on games. It can also be used as a basic means of cross-border payment, thus bringing more benefits to themselves. When TYT is connected to mainstream global platforms, gamers can enjoy the convenience of broader global entertainment and leisure brought by TYT. scenarios for using TYT include but are not limited to

- Redeeming development resources (e.g. game character images, etc.) from third-party developers.
- Redeeming value-added services such as development functional components from the platform.
- Seeking game gold and prop assets from in-game or asset circulation platforms. Paying a fee to developers for each flow of props during their complete life cycle based on the platform's asset rights management mechanism.
- Posting bounty tasks in the community, initiating and participating in voting on community matters.

In the future, TYT will adapt to more diversified business needs by continuously improving the exploration of business models for game applications and meet the data sharing across the business chain of games, which means that TYT has enough common and standard ways to record data, can represent various structured and unstructured information, and can meet the cross-chain requirements needed with the expansion of business scope. And this provides more value flow basis for the versatility of TYT.

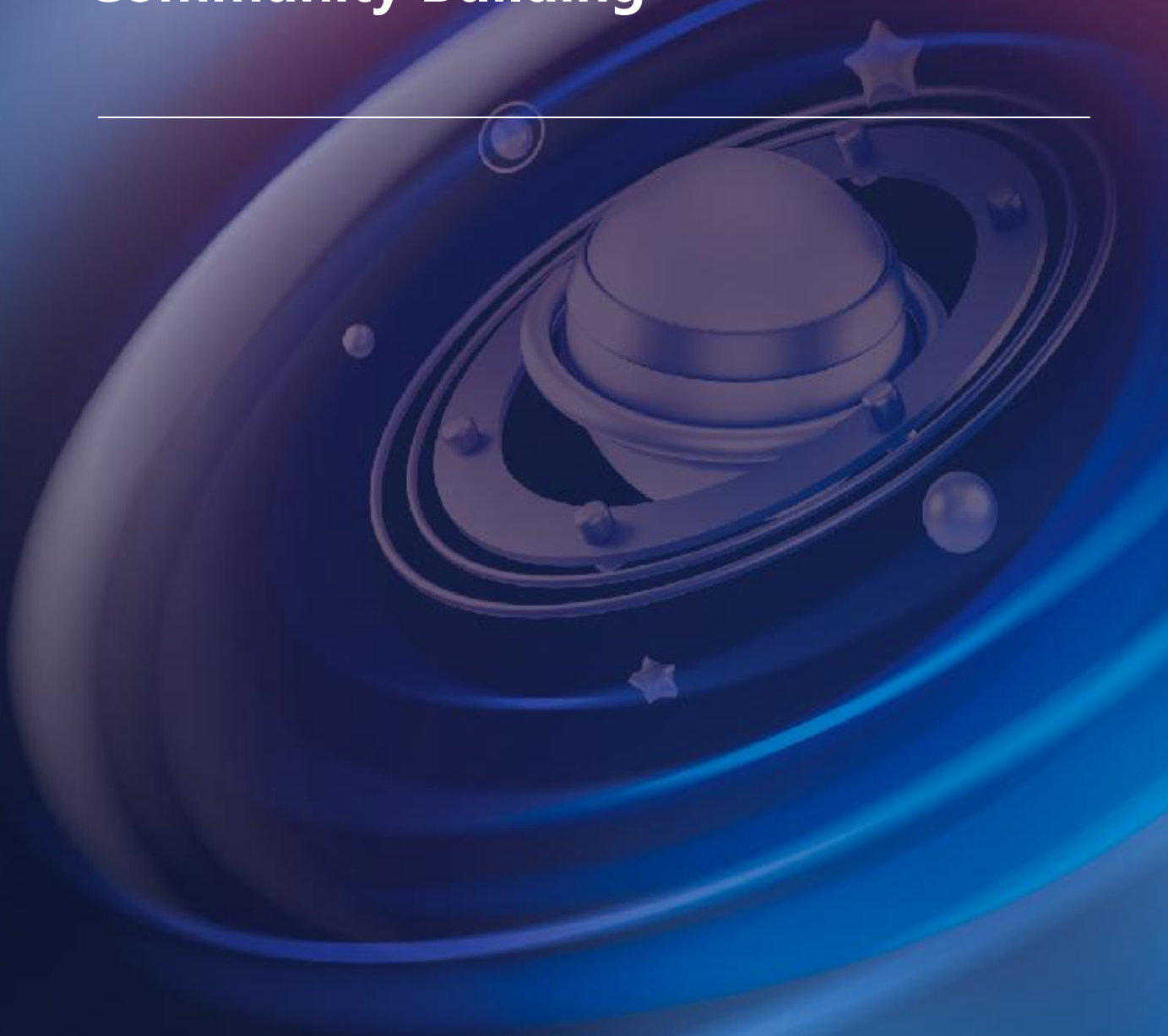
2. NEDs can be obtained from official task rewards, resource rewards, or through mining. After users obtain NED, NED will have a wider circulation, NED and global fiat settlement, NED supports the circulation and payment fees of all links in the ecology, such as payment and receipt, transfer, fiat trading, coin charging, coin withdrawal, coin voting, STO gateway; coin allocation, mortgage, public welfare, game mall, etc. All circulation and transaction fees use NED as the medium.





Chapter 5

Community Building



There is a strong consensus in the TYT community to build a DAO self-governed community with 100% community self-management. After the project is launched, the community will vote to develop their own decentralized applications and DAPPs. the global community building of TYTDAO follows a highly decentralized, through a combination of on-chain and off-chain model. after all the programs of TYTDAO are set up successfully, it can start to operate according to the original rules. In the process of operation, it can also maintain and upgrade itself according to the actual situation, and through the continuous self-improvement mechanism, it not only eliminates the trust problem, but also achieves an unprecedented level of collective coordination, thus forming the technical foundation of TYTDAO.



Smart contracts give a technical implementation of the rules of TYTDAO.

- the pass-through economic model gives a realistic incentive basis for the distribution of the benefits of TYTDAO

- The blockchain itself is connecting individuals or organizations around the world, allowing the expansion of TYTDAO to break through geographical limitations.

Tokens are used as proof of value circulation and incentives, and then smart contracts are used to determine member collaboration relationships and benefit distribution models. There is no clear identity between members, such as investors, developers, collaborators, operators, consumers, etc., all become part of the community by holding tokens. The members can continuously optimize each other through the contract structure.

continuously seek the shortest path to maintain efficient synergy and better development direction.





Chapter 6

Risk warning and disclaimer



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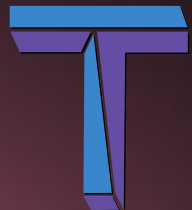
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