

MUSIC FILM AI



MFAI · MUSIC FILM AI

# ONE UNIVERSE.

CREATE. PLAY. CONNECT.



WHITE PAPER & BUSINESS PLAN

**WATCH. LISTEN.  
PLAY. CREATE.**

One connected ecosystem for AI music, film and video, MFAI Radio and games, with the \$MFAI token on Robinhood Chain.

VERSION 1.1    30 OCTOBER 2026    SUPERSEDES V1.0 (4 OCT 2026)

Crypto is high risk. You could lose everything you put in. Not financial advice. DYOR. This document is not an offer or an invitation to invest. In the UK, crypto promotions are regulated by the FCA. See Chapter 26, Risk disclosure. Contract address announced only at [t.me/mfai\\_news](https://t.me/mfai_news).



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## CONTENTS

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## HOW TO READ THIS EDITION

LIVE

PLANNED · NOT LIVE

ILLUSTRATIVE

**Live** means usable on the MFAI sites on 30 October 2026, or a confirmed launch fact. **Planned** means intended but not live, with no committed date. **Illustrative** figures are planning examples, not forecasts. Nothing here is a promise of price, returns or listings.



## VERSION 1.1 / WHAT CHANGED

# CHANGELOG: V1.0 TO V1.1

Version 1.1 (30 October 2026) replaces Version 1.0 (4 October 2026). The product chapters are carried forward where they are still accurate. The token, launch and risk sections have been rewritten to match the confirmed launch configuration. Earlier editions remain available for comparison.

| AREA                         | V1.0 (4 OCT 2026)                                                                           | V1.1 (30 OCT 2026)                                                                                                                                                                                                                      |
|------------------------------|---------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Launch</b>                | Launch platform and mode left open                                                          | Sunday 1 November 2026 on Openfair (Robinhood Chain), using Openfair's Instant listing straight to Uniswap V3. No bonding curve.                                                                                                        |
| <b>Trading tax</b>           | Alternative tax rates discussed as options                                                  | Permanent 4% buy / 5% sell tax in an immutable contract with no admin keys. Part goes to the Openfair platform; the rest funds MFAI marketing, exchange listings and development.                                                       |
| <b>Liquidity</b>             | No liquidity lock claimed                                                                   | Liquidity locked by Openfair (verifiable on-chain once the address is announced).                                                                                                                                                       |
| <b>Contract address</b>      | Not supplied                                                                                | Announced only at <a href="https://t.me/mfai_news">t.me/mfai_news</a> . Beware of impersonators.                                                                                                                                        |
| <b>Supply and allocation</b> | 1,000,000,000 supply; 85% liquidity / 15% ecosystem; 9% / 6% example split (all "proposed") | Not restated. Final figures are those in the deployed contract and will be published with the contract address (Chapter 14).                                                                                                            |
| <b>Status notes</b>          | Many sections marked as pending founder review                                              | Removed. Launch facts are stated as confirmed; future features are marked PLANNED.                                                                                                                                                      |
| <b>Creator coins</b>         | Game tokens paired with \$MFAI only                                                         | New Chapter 12: PLANNED creator coins for music, videos and games, each paired with \$MFAI in its own pool. Not live.                                                                                                                   |
| <b>Games access</b>          | Not described                                                                               | PLANNED: lock or use \$MFAI to access AI games on <a href="https://mfai.games">mfai.games</a> . Not live.                                                                                                                               |
| <b>Roadmap</b>               | "Staking and bonding"                                                                       | "Staking" (planned). "Creator bond" renamed "\$MFAI lock" to avoid confusion with bonding curves.                                                                                                                                       |
| <b>Risk</b>                  | Short regulatory note                                                                       | New Chapter 26: full risk disclosure, including a note for UK readers.                                                                                                                                                                  |
| <b>Contact and links</b>     | Email, X, YouTube                                                                           | Adds <a href="https://t.me/mfai_news">t.me/mfai_news</a> and <a href="https://t.me/MFAIfun_official">t.me/MFAIfun_official</a> , plus <a href="https://app.mfai.fun">app.mfai.fun</a> and <a href="https://mfai.games">mfai.games</a> . |

Removed from v1.0: comparisons with other launch platforms, the alternative tax-rate options, the starting-valuation and liquidity-seeding discussion, and all pending-review notes on the launch.



## CHAPTER 01

# EXECUTIVE SUMMARY

Music Film AI (MFAI) brings watching, listening, playing and creating into one ecosystem. **MFAI.fun** is the main studio and discovery hub. **app.MFAI.fun** is the app and radio destination. **MFAI.games** is the gaming and game-creator destination. Shared identity, clear navigation and consistent design make these services parts of one product.

The opportunity is to connect entertainment with accessible creative tools. A listener can discover a creator; a player can become a game maker; a music creator can produce artwork and a video; a community can organise a competition around original content. Each new service should strengthen these journeys rather than create another isolated account or empty landing page.

The product scope covers AI images, a staged AI Music Studio, authorised singing and voice features, film and music-video workflows, free radio, original arcade games, community game publishing and a gaming launchpad. More expensive or complex features enter controlled pilots after the basics work reliably on phones and desktop computers.

## \$MFAI

\$MFAI is the ecosystem token on Robinhood Chain. It launches on **Sunday 1 November 2026** on **Openfair**, using Openfair's Instant listing straight to **Uniswap V3**, with no bonding curve. Liquidity is locked by Openfair. A **permanent 4% buy / 5% sell tax** is set in an immutable contract with no admin keys. Part of each fee goes to the Openfair platform; the remainder funds MFAI marketing, exchange listings and development. The contract address is announced only at **t.me/mfai\_news**.

\$MFAI is a platform utility, not an investment product. No price, return or listing is promised. MFAI Credits pay for services; Points and XP record participation and progression; these balances stay distinct from the token.

## PLANNED DIRECTION

MFAI plans to let anyone tokenise their music, videos or games as their own creator coin, each paired with \$MFAI in its own pool, so that \$MFAI sits at the centre of the creator economy. MFAI also plans to let users lock or use \$MFAI to access AI games on mfai.games. **Neither feature is live yet.**

Commercial success depends on retained users and service contribution, not on token trading volume. Execution proceeds through measurable gates: stable entertainment, reliable paid creation, controlled creator publishing and then a restricted creator-coin and game-token pilot.

## CHAPTER 02

# VISION AND CUSTOMER OPPORTUNITY

MFAI aims to make a complete creative journey easier: develop an idea, create an asset, publish it, attract an audience and build a reputation. The long-term ambition is an entertainment network with original content and creator tools, connected to a creator economy where blockchain functions are optional and clearly explained.

## AUDIENCE PRIORITIES

Casual listeners and viewers need immediate access to music, radio and genuine films. They should not have to understand tokens to enjoy the platform. Players need responsive games, fair scores and a reason to return. Beginner creators need guided tools, predictable costs and output they can save. More experienced creators need control, dependable exports and a practical route to distribution.

Game makers and creators who want their own coin form a later customer group. They need creation templates, testing, hosting, discovery, analytics and optional economic tools. A coin is only one possible feature of a successful project. A creator must be able to publish a song, video or playable game without launching a tradable asset.

## COMPETITIVE POSITION

MFAI competes for attention with streaming services, video platforms, browser games, standalone AI tools and blockchain launch platforms. This paper does not claim market leadership or a proprietary AI model. The differentiation is the connected workflow: one creator can make a song, generate its artwork, produce a clip, submit it for discovery and develop a related game.

That differentiation must be demonstrated through use. A wide menu does not by itself create an advantage. MFAI measures whether users actually cross between products and whether the combined experience improves retention, output quality or creator opportunities.

## MARKET VALIDATION PLAN

Begin with interviews and observed sessions involving listeners, players and creators. Test whether users can complete a task without assistance, what they currently pay elsewhere and what makes them return. Run small paid pilots before buying large compute commitments or hiring for multiple new products.

No verified market-size estimate, competitor revenue dataset or customer survey is included in this edition. The financial chapter therefore uses explicit, illustrative bottom-up assumptions rather than industry growth claims.



## CHAPTER 03

# ECOSYSTEM AND DELIVERY STATUS

The ecosystem has six product pillars plus a planned creator-coin layer, sharing a common account, asset library and discovery layer. The table records scope and status as of 30 October 2026; it is not a production certification.

| PILLAR             | DESTINATION                       | STATUS AND INTENDED ROLE                                                                |
|--------------------|-----------------------------------|-----------------------------------------------------------------------------------------|
| AI creation        | MFAI.fun / app.MFAI.fun           | Create area live with staged tools; Music, Voice and Video studios shown as coming soon |
| Music and film     | MFAI.fun and YouTube @musicfilmai | Original film and music catalogue; generation features staged                           |
| Radio              | app.MFAI.fun/radio                | Live: MFAI Radio plays public stations, Hot 97 as default                               |
| Original gaming    | MFAI.games and MFAI.fun arcade    | MFAI Invasion playable in the browser; further titles in development                    |
| Creator publishing | MFAI.games                        | Planned community arcade and game-creation workflows                                    |
| Gaming launchpad   | MFAI.games                        | Planned: optional game tokens paired with \$MFAI; not yet active                        |
| Creator coins      | MFAI ecosystem                    | PLANNED: music, video and game coins each paired with \$MFAI; not live                  |

## PRODUCT IDENTITY

The visual identity is cinematic black with emerald, gold and lime accents. Navigation exposes Create, Watch, Radio, Games, \$MFAI and Launchpad clearly, and every site cross-links to the others and to the \$MFAI token page. Motion can make the platform lively but must not obstruct controls on modest phones.

Homepages should show genuine outputs, playable titles and working calls to action. A public roadmap can describe future tools without presenting them as available. Token addresses and exchange badges appear only after verification.

## SHARED INFRASTRUCTURE AND SCOPE CONTROL

Users should find the same saved creations, preferences, progression history and help resources across products. Separate domains may share authentication through a carefully designed identity service, without exchanging credentials through URLs or keeping contradictory balances.

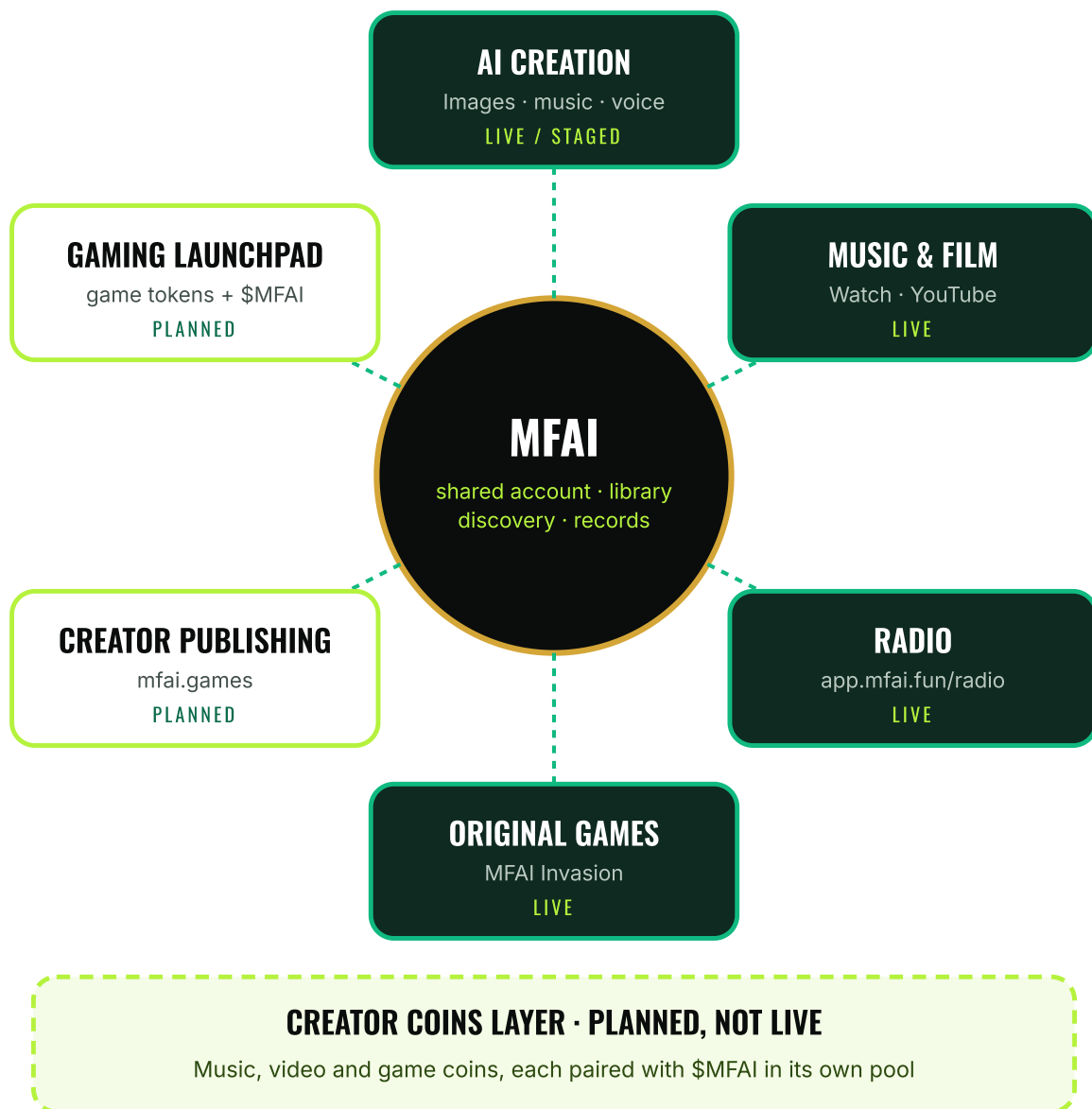
MFAI Originals centres on Invasion, Maze and Breakout. MFAI Runner was removed from scope. New games and collectibles are added only when they improve the experience and can be maintained. Every release carries an owner, acceptance criteria and a dated status.



## VISUAL GUIDE / PRODUCT ARCHITECTURE

# ONE CONNECTED ECOSYSTEM

Six product pillars share identity, discovery, saved assets and participation records, with a planned creator-coin layer centred on \$MFAI. The map shows intended scope; it does not certify deployment.





## CHAPTER 04

# USER JOURNEYS AND SHARED ACCOUNTS

## LISTENER AND VIEWER

A visitor opens the radio or Watch area, starts genuine content and can explore without a wallet. The interface explains any required tap to start audio. The visitor may follow a creator, save preferences or register for a persistent library. Viewing is valuable even when the person never buys a token.

## PLAYER

A visitor starts an original game as a guest. The game teaches its controls quickly, fits the screen and supports pause and restart. An account or verified wallet allows eligible scores, Points and achievements to persist. The invitation to save progress arrives at a useful moment rather than blocking trial play.

## AI CREATOR

A creator drafts an image, song or video idea, reviews the estimated processing cost and rights information, and chooses to generate. The system reserves Credits, displays the real job state and returns a usable asset or an explained failure. Saved work can be edited, downloaded or voluntarily submitted for public discovery.

## GAME CREATOR AND COIN CREATOR (PLANNED)

A creator chooses a supported template, edits the game, previews it and submits a version for review. After acceptance, the game receives a public page and analytics. Creating a coin for a song, video or game is a separate, optional, planned flow that explains the coin, its \$MFAI pairing, the \$MFAI lock, liquidity and contract permissions before any wallet signature is requested.

## ACCOUNT DESIGN

Wallet connection alone is not authentication. A signed challenge establishes wallet ownership with an expiry and replay protection. The MetaMask-first experience remains supported. Account linking requires proof of both identities and an auditable recovery process. The dashboard separates creations, game activity, purchases, Credits, Points, XP and on-chain balances, with a readable transaction history.

## SUPPORT AND ACCESSIBILITY

The MFAI virtual assistant ("Ask MFAI") guides people through creation, explains balances and helps resolve failed jobs. It uses approved product information, escalates payment, identity or disputed reward issues to a human, and must never claim to have completed a transaction or generated an asset when the system has not done so.

## CHAPTER 05

# AI IMAGE STUDIO AND CREATIVE TOOLS

Image generation is the foundation for a wider creative suite because it supports standalone users and the music, film and game workflows. A generated image may become cover art, a poster, a character concept, a game background or an approved promotional asset.

## CORE EXPERIENCE

The design includes a prompt, optional reference image, style selection, aspect ratio, visible Credit cost, queue status, preview and recent generations. Styles include MFAI Cinematic, Neon Noir, Action Poster, Metallic Chrome and Sci-Fi. Ratios include square, widescreen, vertical and portrait where the provider supports them.

The four-Credits-per-image setting is a provisional product configuration, not a permanent economic promise. Before selling Credits, MFAI maps the charge to actual provider cost, failed-job exposure, storage and support. Higher resolution or multiple variations may carry different, clearly displayed prices.

## JOB HANDLING

On submission, the server validates the request, checks entitlement and reserves the quoted Credits. A job identifier links the request to the provider response and final asset. Status moves through queued, processing, ready or failed. Eligible failed jobs release or refund the charge without a duplicate generation.

Every saved image keeps its title, creation time, prompt, provider or model version where available, output format and usage terms. Private reference uploads stay private unless the user deliberately publishes them.

## EXPANSION

Later tools can add image editing, background replacement, branded templates, character consistency and game asset packs. Coin artwork tools remain creative design services; they must not fabricate partnerships, prices, audit badges or exchange listings.

## ACCEPTANCE CRITERIA

An Image Studio release is complete when a new user can generate, retrieve, download and find an asset again after logging back in, and a failed request produces the correct balance adjustment. Success rate, completion time, repeat use and contribution per job determine expansion.

## CHAPTER 06

# AI MUSIC STUDIO AND AUTHORISED VOICE

The MFAI Music Studio is an approved future product within the Create area and is shown on MFAI.fun as coming soon. The recorded build order is to complete and test the virtual receptionist before the music implementation.

## CREATION MODES

Wizard mode asks about subject, mood, genre, vocals, lyrics and duration one step at a time. Basic mode offers a prompt, lyric helper, instrumental switch and common settings. Advanced mode provides a structured lyric editor, arrangement sections, tempo, instrumentation, energy, language and other controls the provider actually supports.

Users see the cost before generating and keep their draft if a session is interrupted. Results include an audio player, lyrics where applicable, genuine variations and save or download actions. Extension and remix controls stay unavailable until the provider performs them reliably.

## PERSONAL LIBRARY

The library organises Songs, Vocals, Videos, Mixes and Drafts, each with title, artwork, date, duration and processing state. Search, rename, duplicate, continue editing, download and voluntary submission support a practical workflow. No fabricated tracks are displayed as a user's creations.

## AUTHORISED SINGING AND VOICE

A later phase can create performances from authorised source recordings and lyrics, with consent, permission records and clear retention settings. The product does not offer non-consensual impersonation or exact celebrity voice copies.

## MIXING, RIGHTS AND COMMERCIAL DESIGN

Mix and mashup tools accept material the user has the right to transform. Start with a reliable song-generation workflow and measure cost per successful saved track, then add singing, video and mixing in separate stages. Output rights follow the provider and source material; payment alone does not guarantee unrestricted commercial rights.

Finished songs are also natural first candidates for the planned creator-coin feature (Chapter 12), which remains optional and not live.



## CHAPTER 07

# FILM AND MUSIC VIDEO PRODUCTION

MFAI's film identity combines an existing original-content catalogue with planned creator tools. The Watch area features genuine material from the official Music Film AI channel (YouTube @musicfilmai) and approved community submissions. Titles, dates and thumbnails come from actual release records.

## DISCOVERY AND CATALOGUE

The homepage shows a curated selection and links to a fuller catalogue, without duplicate cards or invented episodes. Each item needs an accurate title, source, description, thumbnail and playable destination.

## PRODUCTION WORKFLOW

The planned AI Video Studio workflow is Upload, Describe, Generate and Preview. A user selects authorised media, describes the story, chooses duration and format, reviews the price, then sees the real processing state. Short vertical clips, music-video sequences and cinematic personal stories can be separate presets with different cost limits.

Longer video needs shot planning, continuity, audio alignment and editing, so MFAI begins with manageable clips and scene assembly before promising long films. Partial failures are visible at scene level, with options to retry only the failed work.

## PERSONALISED CHARACTERS

Using a person's likeness or voice requires permission and a clear explanation of how uploads are used. Character profiles are private by default and revocable where operationally possible. Generation must not imply that depicted people endorsed a project.

## DISTRIBUTION AND REVENUE

Completed assets may be downloaded or submitted for review; submission is not automatic publication. Future creator revenue sharing requires written terms covering eligible revenue, deductions, payout timing, disputes and removal rights. A creator may later choose to tokenise a video as a creator coin under the planned feature in Chapter 12.

## CHAPTER 08

# MFAI RADIO AND MUSIC DISTRIBUTION

MFAI Radio is the low-friction listening entry point at **app.MFAI.fun/radio**. It is live and free to use, with no MFAI-inserted advertising at this stage. Third-party stations may carry their own advertising; MFAI does not control those broadcasts.

## PLAYBACK

Hot 97 is the default station. The station list covers Hip Hop and international genres, including Desi Hip-Hop, Punjabi, Bollywood, Thai Pop, Asian, Latin Urban and French programming, drawn from live public streams checked before they appear. A supported station must start, recover from interruption and remain controllable on the target device.

Browsers may require a tap before audible playback. The product shows a small MFAI-branded play control when needed and never presents silence as a playing state. A station that only permits an official player must use an allowed integration or be excluded.

## EXPERIENCE

The visual design includes an animated dancer, equaliser and branded player. Reduced-motion and low-power modes preserve listening without demanding animation. Visual work follows playback reliability in the delivery order.

## CREATOR DISTRIBUTION

Future uploads and personal playlists are separate from rebroadcasting existing stations. Creators submit audio with ownership declarations and metadata, then receive a review decision. Upload does not imply broadcast approval or a royalty agreement.

## NATIVE APPS

An iOS or Android release would package a proven mobile experience with tested background playback, interruption handling and accessible controls. This paper makes no claim that an app-store release exists or is approved.



## CHAPTER 09

# MFAI ORIGINALS AND COMMUNITY GAMING

The arcade gives users a recurring activity and sets the quality standard for future creator games. Free guest play is central. A wallet or account may add saved progress and eligible rewards, but is never a condition for trying a game.

## ORIGINAL TITLES

**MFAI Invasion** is an arcade shooter playable now in the browser (keyboard on desktop, touch on mobile), with scores sent to a real leaderboard. **MFAI Maze** is an original collection-and-chase game with energy nodes, AI hunters, levels and power states. **MFAI Breakout** uses paddle and ball play, destructible blocks, combos and original power-ups. Maze and Breakout are in development.

All titles share account integration, session history, personal bests and a consistent way of awarding Points. Mobile viewport problems must be resolved before campaign traffic is directed to a game.

## PROGRESSION AND COMPETITION

Leaderboards reflect genuine server-accepted sessions, with daily, weekly and all-time views. Achievements encourage mastery and varied play rather than repeated automated actions. Creator rankings measure player satisfaction and retention, not token price.

## REWARD FAIRNESS

Unlimited free spins or attempts need not mean unlimited economically valuable rewards. Disclosed eligibility checks and sustainable award rules apply. No paid chance-based token feature is part of this plan. Browser-submitted scores never mint a valuable balance automatically: server validation, session timing, replay detection and anomaly review are required, with an appeal path.

## AI GAMES AND \$MFAI (PLANNED)

MFAI plans to let users lock or use \$MFAI to access AI games on [mfai.games](#). **This is not live.** Free guest play of MFAI Originals will remain available. Terms for any \$MFAI access (amounts, lock periods, what is unlocked) will be published before the feature is switched on.

## COMMUNITY EXPANSION

New formats are chosen by player retention, development cost and mobile suitability. Seasonal challenges, creator competitions and cosmetic rewards can refresh existing games before the catalogue grows.

## CHAPTER 10

# GAME CREATION AND PUBLISHING

The game creator product aims to turn an idea into a playable browser game without the user managing hosting or a complex development environment. Its first scope is deliberately limited to a few tested templates.

## CREATION WORKFLOW

A creator selects a genre, describes the objective, chooses visual assets and adjusts supported rules. The system configures a draft and opens a playable preview. The creator tests controls, win and loss states, level progression and mobile layout before submission. Version history lets the creator restore a prior working build.

AI assistance may generate art, descriptions, dialogue or bounded game logic. Generated code is treated as untrusted: the preview environment isolates it from wallets, private account data, service keys and other games, and restricts network access and expensive execution.

## PUBLICATION REQUIREMENTS

Each submission needs a title, description, thumbnail, instructions, creator identity, asset-rights declaration and tested build. Review checks functionality, harmful content, deceptive monetisation, excessive resource use and accessibility. Rejections come with actionable reasons; approved versions get stable identifiers and rollback.

## DISCOVERY AND ANALYTICS

A public game page shows genuine screenshots, a playable build, creator profile, instructions, ratings and leaderboards. Analytics distinguish visits, game starts, completed sessions, repeat players and meaningful play time. Bot activity does not improve rankings.

## COMMERCIAL OPTIONS

Creator services may include paid Credits, storage, premium templates or hosting tiers. Any revenue share specifies the gross amount, deductions and payout.

The non-token route is a full product path. A creator who only wants to make and publish a game is never forced into a liquidity pool. Tokenisation is an optional later choice after the game works and the creator understands the responsibilities, so the launchpad extends creation rather than replacing it.



## CHAPTER 11

# GAMING LAUNCHPAD AND GAME ECONOMIES

**PLANNED · NOT LIVE**

PLANNED: the gaming launchpad is not active yet. Game tokens, pools and marketplace trading on MFAI.games are shown as “not yet launched”.

The launchpad is intended to help eligible creators launch an optional game economy after publishing a playable game. Each game token is paired with \$MFAI in its own pool, with a configurable \$MFAI lock. It is one part of the wider creator-coin plan described in Chapter 12.

## PLANNED STAGES

First, the creator passes game and account eligibility checks. Next, the interface shows the token supply, allocation, permissions, \$MFAI lock, pool assets, initial configuration and all fees. The creator reviews the exact wallet actions. After confirmed deployment and pool creation, the platform indexes the addresses and enables the public economy page.

## \$MFAI LOCK AND POOL LIQUIDITY ARE DIFFERENT

A \$MFAI lock is a deposit held under defined lock and withdrawal rules. Pool liquidity is assets placed in a market-making pool. The same \$MFAI cannot be counted as both a refundable lock and freely usable liquidity. The implementation must use separate deposits or clearly disclose a design that converts one into the other and changes the depositor's rights. (v1.0 called the lock a “creator bond”; it has nothing to do with a bonding curve.)

## REQUIRED LAUNCH DISCLOSURE

Each game economy will publish token supply, creator allocation, vesting, fees, upgrade and mint permissions, liquidity custody, withdrawal rights and lock expiry. It states who controls the game and whether discontinuing it affects the token. A tradable asset does not guarantee players, revenue, liquidity or resale value.

## FAILURE HANDLING AND PILOT CONTROLS

Deployment, locking and pool creation may need several transactions. The flow tracks each state, avoids duplicate deployments or deposits on retry, and shows what already happened on-chain if a step fails. Refundability depends on the contract, not the website message.

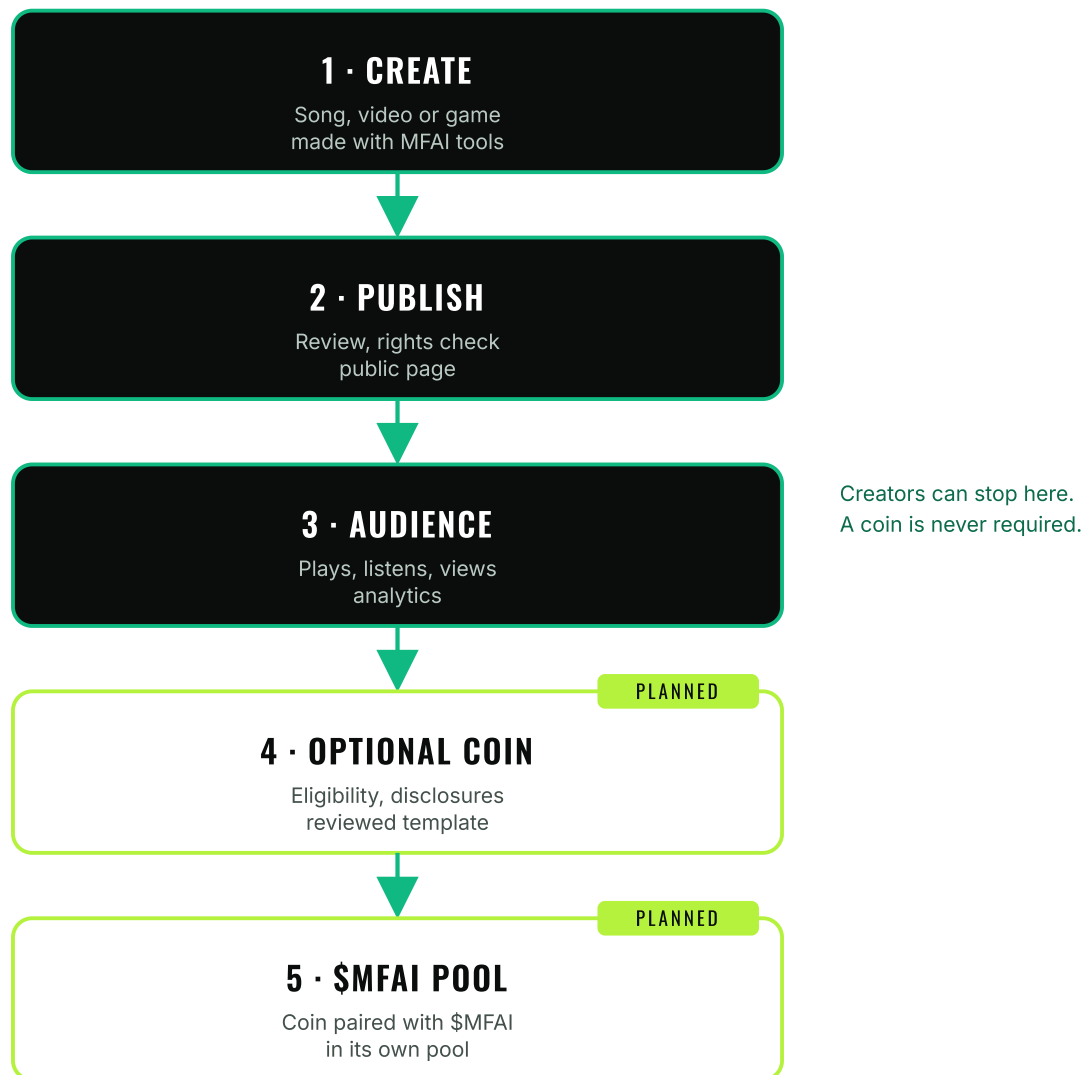
The pilot begins with a small allowlisted creator group, capped exposure and reviewed contract templates. Game tokens do not inherit \$MFAI's tax or settings. Success is a useful publishing economy, not the number of token launches.



## VISUAL GUIDE / CREATOR JOURNEY

# FROM CREATION TO AN OPTIONAL COIN

The song, video or game is published first. A coin is an optional later choice, subject to eligibility, reviewed contracts and published terms. This flow is PLANNED and not live.





## CHAPTER 12 / NEW IN V1.1

# CREATOR COINS AND THE \$MFAI HUB

**PLANNED · NOT LIVE**

PLANNED, NOT LIVE. Creator coins cannot be created today. Design, contracts, fees and the start date are not set. Any launch will be announced at [t.me/mfai\\_news](https://t.me/mfai_news).

## THE IDEA

MFAI plans to let anyone tokenise their music, videos or games as their own creator coin. Every project coin, whether a song, a film, a video series or a game, is paired with \$MFAI in its own pool, with \$MFAI locked in as the paired coin. Each project therefore has its own pool and its own market, and \$MFAI sits at the centre of all of them.

## HOW IT IS INTENDED TO WORK

- A creator publishes a work on MFAI first (a track, a video or a playable game).
- The creator may then choose to create a coin for that work. This is optional.
- The coin is paired with \$MFAI in a dedicated pool; \$MFAI is locked as the paired asset.
- The project page shows the coin, its pool and every disclosure listed in Chapter 11.
- Fans can support a creator through the creator's own coin; creators can keep making work without a coin.

## WHAT THIS IS, AND WHAT IT IS NOT

This is a product feature for creators and their communities. It is not a promise of price, returns, trading volume or demand for \$MFAI or for any creator coin. A creator coin can lose all of its value. A pool can have little or no liquidity. MFAI does not endorse a project because it has a coin.

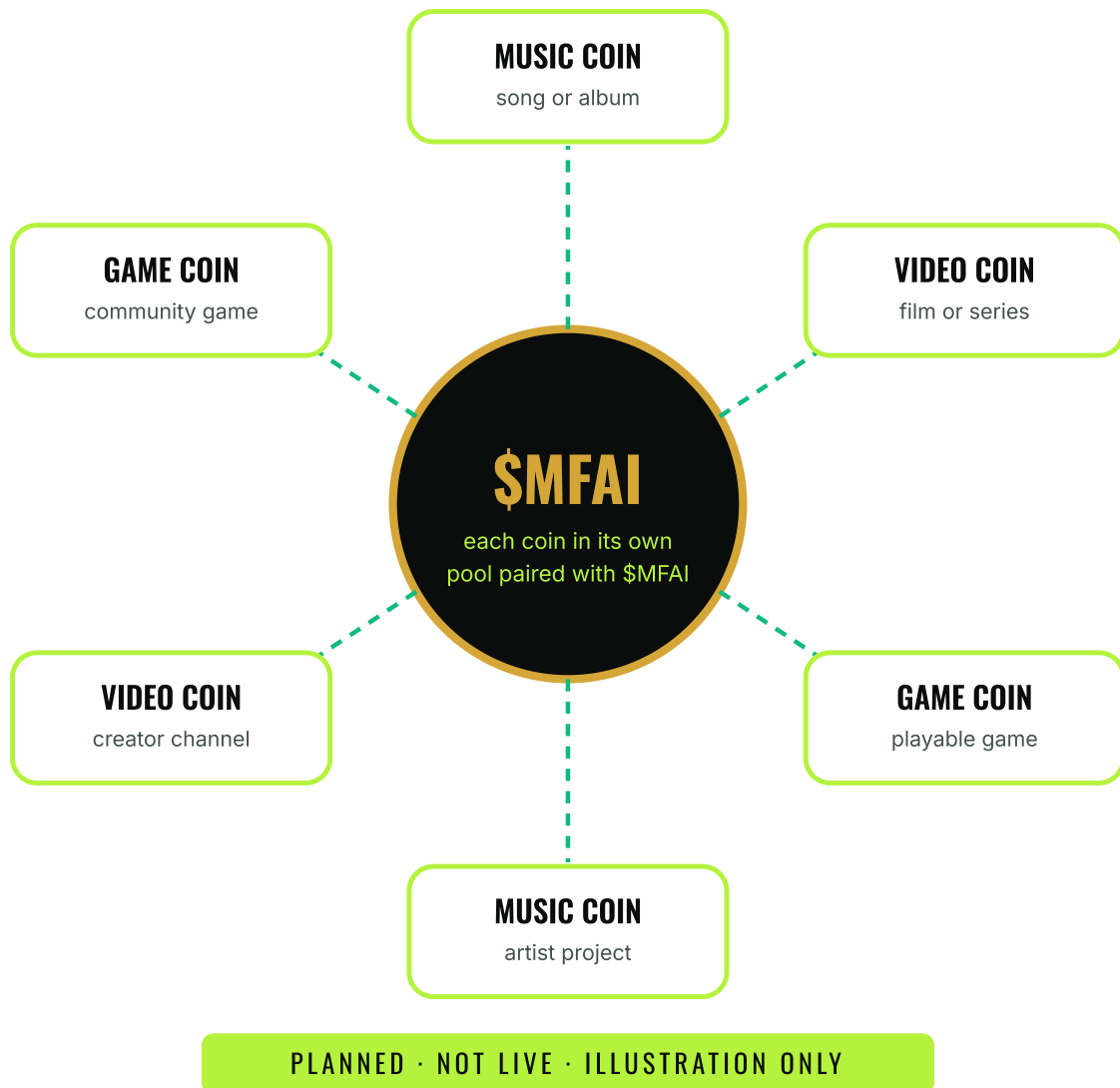
## SAFEGUARDS PLANNED BEFORE LAUNCH

- Eligibility checks and a published-work requirement before any coin can be created.
- Standard, reviewed contract templates; unsupported token features blocked.
- Full disclosure of supply, allocations, fees, permissions and lock terms before signing.
- Rights checks so creators can only tokenise work they own or are authorised to use.
- A pilot with a small group of creators before wider access.

## VISUAL GUIDE / CREATOR COIN HUB (PLANNED)

# \$MFAI AT THE CENTRE

Each music, video or game coin is planned to have its own pool paired with \$MFAI. Illustration of the planned design only. Not live.





## CHAPTER 13

# CREDITS, POINTS, XP AND TOKEN UTILITY

MFAI uses four distinct balances. Their names, histories and explanations make it hard to confuse service entitlements with money or progression.

| BALANCE             | PURPOSE                                          | LIMITS                                                                               |
|---------------------|--------------------------------------------------|--------------------------------------------------------------------------------------|
| <b>MFAI Credits</b> | Payment for AI processing and creative services  | Internal and non-tradeable; no direct redemption for \$MFAI                          |
| <b>MFAI Points</b>  | Participation and configurable platform benefits | Off-chain; no fixed cash or token value                                              |
| <b>XP</b>           | Progression, achievements and reputation         | Not a payment balance or cash entitlement                                            |
| <b>\$MFAI</b>       | On-chain ecosystem token on Robinhood Chain      | Launches 1 Nov 2026; utilities activate only with real contracts and published terms |

## CREDIT PURCHASES AND USE

Fiat purchases let ordinary creators pay without acquiring a token. A later token payment route can quote \$MFAI against a defined Credit package, with an expiry, price source and slippage policy. Credits are reserved at job creation, settled on completion and released on eligible failures. Payment callbacks are safe to receive more than once.

## POINTS AND REWARDS

Points support achievements, cosmetic benefits, promotions or future eligibility. They are not a promise of token distribution. Any token campaign publishes a finite budget, eligibility period, claim rules and allocation method; historical Points create no unlimited future claim.

## \$MFAI UTILITY (ALL PLANNED)

- Paired asset for creator coins and game tokens, each in its own pool.
- \$MFAI lock for creator-coin and game-token launches.
- Lock or use \$MFAI to access AI games on [mfai.games](https://mfai.games).
- Acquiring Credits, optional staking and specifically funded rewards.

Holding \$MFAI is not ownership of any company, entitlement to revenue or guaranteed access to every future product. More platform use does not mechanically mean a higher token price; product performance and token activity are reported separately.



## CHAPTER 14 / REWRITTEN IN V1.1

# TOKENOMICS AND LAUNCH

This chapter replaces v1.0 Chapter 13 ("Proposed tokenomics and liquidity"). It states the confirmed launch configuration.

| PARAMETER                    | LAUNCH CONFIGURATION                                                                                       |
|------------------------------|------------------------------------------------------------------------------------------------------------|
| Name and ticker              | Music Film AI · \$MFAI                                                                                     |
| Network                      | Robinhood Chain (chain ID 4663)                                                                            |
| Launch date                  | <b>Sunday 1 November 2026</b>                                                                              |
| Launch platform and mode     | Openfair, Instant listing: trading starts directly on <b>Uniswap V3. No bonding curve.</b>                 |
| Liquidity                    | Locked by Openfair                                                                                         |
| Trading tax                  | <b>4% on buys / 5% on sells, permanent</b>                                                                 |
| Contract                     | Immutable, with no admin keys. The tax cannot be raised, lowered or removed.                               |
| Use of the tax               | Part goes to the Openfair platform. The remainder funds MFAI marketing, exchange listings and development. |
| Contract address             | Announced <b>only</b> at <b>t.me/mfai_news</b> . Beware of impersonators.                                  |
| Total supply and allocations | As set in the deployed contract; published with the contract address                                       |
| Audit                        | None yet                                                                                                   |

## WHAT THE PERMANENT TAX MEANS

Every buy through the pool pays 4% and every sell pays 5%. Because the contract is immutable and has no admin keys, the tax stays at 4% / 5% for the life of the token; nobody, including MFAI, can change it. The tax is in addition to the Uniswap V3 pool's own trading fee and network gas. It does not end at any fundraising target.

## LISTINGS

After launch, MFAI plans to apply for CoinMarketCap, CoinGecko and exchange listings where possible, and may use other launch platforms later. No listing is promised or dated. Announcements appear at [t.me/mfai\\_news](https://t.me/mfai_news).

## VERIFICATION

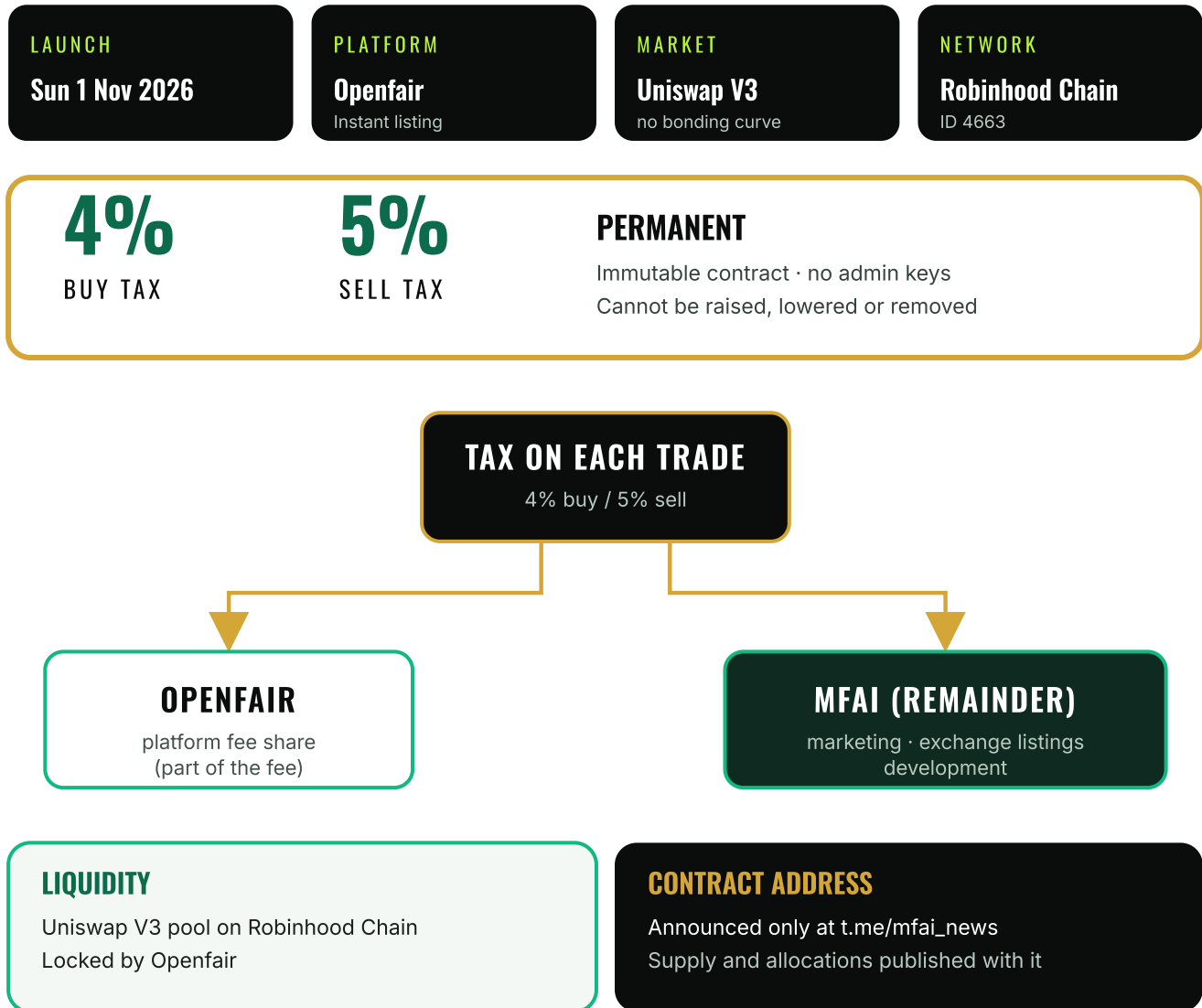
Once the address is announced, anyone can check the contract source, tax settings, supply and liquidity lock on the Robinhood Chain block explorer. If anything published by MFAI differs from the deployed contract, the contract is authoritative and MFAI will correct its materials.



## VISUAL GUIDE / LAUNCH AT A GLANCE

# \$MFAI LAUNCH AND FEE FLOW

Confirmed launch configuration for Sunday 1 November 2026. Contract address announced only at [t.me/mfai\\_news](https://t.me/mfai_news).



Pool trading fee and network gas apply in addition to the tax. No audit yet. No price, return or listing is promised.

## CHAPTER 15

# TREASURY, REWARDS AND STAKING

MFAI's share of the trading tax funds marketing, exchange listings and development. Treasury and rewards are kept in separate wallets so that operating spend and community distributions can be traced. Strong controls are still needed over who can sign and who can change programme rules.

## SPENDING THE TAX RECEIPTS

Tax receipts are used for the three published purposes: marketing, exchange listings and development. Material spends are recorded with a reason, destination and approval record and summarised in periodic public updates. A treasury's market value is not the same as spendable operating cash.

## REWARDS

Any rewards programme publishes a maximum allocation, a qualifying activity, an eligibility window and an appeal process before it starts. Token rewards do not pay AI providers unless they can be converted to cash without unacceptable market impact. Allocation sizes and release schedules will be set against the deployed supply; v1.0's illustrative 9% / 6% split and its monthly emission example are not carried forward.

## STAKING (PLANNED)

Optional \$MFAI staking is a planned programme that may provide status, access, Credits or funded token rewards. Any reward must come from a disclosed reserve or actual revenue; locking tokens does not itself generate revenue. **No fixed APY or return is offered.** Staking is not live.

Before activation, contracts must explain lock duration, withdrawal rules, emergency controls and reward calculations, modelled for low, concentrated and maximum participation. If a reward budget falls, future terms may change prospectively while existing obligations are honoured.

## REPORTING

Publish periodic wallet balances, distributions and material transfers. Use multi-party signing, limited hot-wallet balances and documented approval thresholds where operationally supported.

## CHAPTER 16

# BUSINESS MODEL AND PRICING

MFAI's most controllable revenue source is charging for a useful service whose cost can be measured. Paid creation leads the commercial model. Advertising, launchpad fees and marketplace activity are later opportunities and are not assumed before the product and agreements exist. MFAI's share of the \$MFAI trading tax is reported separately from service revenue.

| REVENUE STREAM                         | CUSTOMER VALUE                                | LAUNCH CONDITION                            |
|----------------------------------------|-----------------------------------------------|---------------------------------------------|
| Credit packages                        | AI images, songs, voices and video processing | Reliable jobs, payments and refunds         |
| Optional subscription                  | Included Credits, storage and creator tools   | Clear limits and positive unit contribution |
| Creator services                       | Templates, hosting and publishing support     | Working creation and moderation             |
| Sponsorship                            | Defined, labelled audience placements         | Rights, reporting and signed terms          |
| Marketplace fee                        | Licensed asset or template transactions       | Ownership, payouts and disputes implemented |
| Creator-coin / launchpad fee (planned) | Completed coin and pool deployment            | Reviewed contracts and fee disclosure       |

## PRICING METHOD

For each processing type, estimate provider expense, success rate, payment cost, storage, support and promotional usage. Set the Credit price with margin for normal failures and cost changes, and re-quote before a paid action if the price changes. Avoid unlimited compute plans without an enforceable boundary.

## EXAMPLE UNIT ECONOMICS (ILLUSTRATIVE)

An illustrative image sold for an effective £0.20 with £0.08 of variable costs contributes £0.12 before fixed costs. A song sold for £1.00 with £0.45 of variable costs contributes £0.55. These are planning examples carried over from v1.0, not actual MFAI prices or supplier quotes.

## ADVERTISING POLICY AND REVENUE QUALITY

Radio stays free of MFAI-inserted ads at this stage. Later sponsorship starts with clearly identified placement outside the audio stream. Measure refunds, repeat purchases, contribution per customer and support burden; exclude unsold tokens, hoped-for listings and uncontracted partnerships from service revenue.

## CHAPTER 17

# FINANCIAL SCENARIOS AND FUNDING

The monthly scenarios below are **illustrative operating cases** carried over unchanged from v1.0. They are not forecasts, targets or current results, and they say nothing about the \$MFAI token price. All values are GBP; net receipts are service billings after refunds and indirect taxes, before variable costs.

| MONTHLY MEASURE        | PILOT  | BASE CASE | EXPANSION |
|------------------------|--------|-----------|-----------|
| Active users           | 1,000  | 5,000     | 20,000    |
| Paying share           | 3%     | 5%        | 6%        |
| Paying users           | 30     | 250       | 1,200     |
| Net receipts per payer | £12    | £15       | £18       |
| Net service receipts   | £360   | £3,750    | £21,600   |
| Variable costs at 45%  | £162   | £1,687.50 | £9,720    |
| Contribution at 55%    | £198   | £2,062.50 | £11,880   |
| Fixed cash costs       | £1,000 | £3,000    | £9,000    |
| Operating cash result  | -£802  | -£937.50  | £2,880    |

## BREAK-EVEN AND SENSITIVITY

At £3,000 monthly fixed costs and a 55% contribution margin, service receipts must reach about £5,455 per month: 364 paying users at £15, or 7,280 active users at 5% conversion. In the base case, a margin drop to 40% raises the monthly loss to £1,500; at 2% conversion the loss becomes £2,175.

## FUNDING

Development is funded partly by MFAI's share of the \$MFAI trading tax, which depends entirely on trading activity and may be small or zero. It is not guaranteed income. Maintain a rolling 13-week cash forecast, protect customer obligations and essential hosting before discretionary marketing, and pause expensive new features if runway falls below three months. Token holdings are excluded from cash runway until a conversion actually settles.

These cases exclude one-time legal, audit and development costs, financing and corporation tax, and are not statutory profit forecasts.

## CHAPTER 18

# GROWTH AND COMMUNITY DEVELOPMENT

Growth moves people from discovery into useful activity and then repeat use. Films, music and games attract different audiences; the plan measures whether visitors become retained listeners, players or creators.

## OFFICIAL CHANNELS

X: [x.com/Mfai\\_fun](https://x.com/Mfai_fun) · Announcements: [t.me/mfai\\_news](https://t.me/mfai_news) · Community: [t.me/MFAIfun\\_official](https://t.me/MFAIfun_official) · YouTube: [@musicfilmai](https://www.youtube.com/@musicfilmai). Campaigns consistently link the correct main site, app, radio, games and \$MFAI token page. Every post leads to a specific experience: listen to a station, play a challenge, watch a genuine release or try a working tool.

## COMMUNITY MILESTONES

Followers and wallets are different counts, and a wallet is not necessarily a unique person; they are reported separately. Early-access registration explains what is offered and never promises an undefined token bonus.

## CONTENT CADENCE

A weekly rhythm of short product demonstrations, a creator or film feature and a community challenge or progress update, adapted for X, YouTube and Telegram without inventing releases. Campaign links are tracked to see what brings people back after a week.

## ACQUISITION EXPERIMENTS

Small capped tests use real product footage. Compare the cost of a visitor who completes a meaningful action and returns, not cost per impression. An illustrative £100 campaign producing 100 activated users has a £1 activation cost; if only 20 return in week two, the retained-user cost is £5.

## LAUNCH COMMUNICATION

Launch messaging leads with AI music, film and video creation, MFAI Radio and the games. Token posts state the launch facts plainly (date, Openfair Instant listing, permanent 4% / 5% tax, contract address only via [t.me/mfai\\_news](https://t.me/mfai_news)) with a risk line, and never discuss price targets or returns. A launch-day support rota and a clear incident channel matter as much as the poster.

## CHAPTER 19

# PARTNERSHIPS AND CREATOR EXPANSION

Partnerships should add a measurable capability: original content, reliable infrastructure, distribution, creator education or access to a relevant audience. A social-media message or follow-back is a lead, not a partnership.

## CREATOR PROGRAMME

Recruit a small founding group of musicians, filmmakers and browser-game creators. Offer a defined pilot allowance, hands-on feedback and optional featured placement, in return for deliverables such as a completed song, playable game or documented workflow. These creators are natural candidates for the planned creator-coin pilot.

## AI AND INFRASTRUCTURE PROVIDERS

Select providers by output quality, latency, price, failure handling, licence terms and reliability. Keep adapters between MFAI and external services so a provider change does not mean rebuilding every interface.

## MUSIC AND RADIO RELATIONSHIPS

A stream integration is different from a commercial broadcast arrangement. Agreements should state territories, playback method, attribution, advertising rights, reporting and termination.

## BLOCKCHAIN RELATIONSHIPS

\$MFAI launches through Openfair on Robinhood Chain. Using a platform or network does not mean sponsorship or endorsement by its operator, and MFAI does not claim a partnership with Robinhood, Openfair, Uniswap or any exchange. A token listing is separate from a technology integration; partnership language or logos are used only when an actual agreement supports them.

## EXPANSION ORDER AND DECISION CRITERIA

First a reliable English-language core, then languages and station categories as demand appears, then templates, creator subscriptions and licensed assets. Approve an expansion when it serves a known user need, has an owner and a funded plan, and does not reduce the quality of existing products.



## CHAPTER 20

# ROADMAP AND DELIVERY GATES

Except for the token launch date, timings are planning windows, not commitments. Work overlaps only where people and budget allow.

| PHASE                             | TIMING                        | REQUIRED OUTCOME                                                                                                 |
|-----------------------------------|-------------------------------|------------------------------------------------------------------------------------------------------------------|
| Foundation                        | Live and ongoing              | Reliable navigation, MFAI Radio, MFAI Invasion, cross-linked sites and account records                           |
| \$MFAI launch                     | <b>Sunday 1 November 2026</b> | Openfair Instant listing on Uniswap V3; contract address via <a href="https://t.me/mfai_news">t.me/mfai_news</a> |
| Listing applications              | After launch                  | Apply to CoinMarketCap, CoinGecko and exchanges where possible; nothing promised                                 |
| Paid creation                     | Planning window               | Tested assistant and reliable image or music purchase journey                                                    |
| Creator pilot                     | Planning window               | Reviewed game publishing, creator library and useful analytics                                                   |
| \$MFAI staking                    | Planned                       | Published terms, funded reward source, reviewed contracts; no fixed APY                                          |
| Creator coins and launchpad pilot | Planned                       | Music, video and game coins paired with \$MFAI; allowlisted creators; reviewed templates                         |
| \$MFAI access to AI games         | Planned                       | Lock or use \$MFAI to access AI games on <a href="https://mfai.games">mfai.games</a> , with published terms      |
| Expansion                         | Evidence-led                  | Video, native apps, marketplace and new creator services                                                         |

## GATES

**Paid creation:** verify payment, reservation, generation, download, saved assets and refunds end to end; complete the receptionist dependency before the Music Studio. **Creator:** show a small group can publish stable builds with manageable moderation, sandboxed code, rights checks and appeals. **Creator coins, launchpad and staking:** reviewed contracts, tested wallet flows and failure paths, separate lock and liquidity treatment, and accurate on-chain indexing. **Expansion:** new languages, native apps and advanced video follow retention, support and margin evidence.

A monthly roadmap review records completed work, reasons for delay, revised priorities and removed scope. Removing an unhelpful feature is better than keeping a permanent non-functional promise.

## CHAPTER 21

# TECHNOLOGY AND DATA ARCHITECTURE

A shared identity and data layer sits behind the public experiences. This chapter defines target behaviour; it is not a claim that every part is already implemented.

## CORE SERVICES

Web clients call authenticated server endpoints for balances, generation, publishing and payments. A job queue dispatches work to external AI providers. Object storage holds private sources and completed assets with access controls. A database stores accounts, permissions, ledgers, jobs, game versions and moderation decisions. Every financial or reward event has a unique identifier and reason; corrections are traceable adjustments, never silent rewrites.

## BLOCKCHAIN BOUNDARY

Robinhood Chain mainnet uses chain ID 4663 with ETH as gas; its public RPC (<https://rpc.mainnet.chain.robinhood.com>) is rate-limited and not recommended for production use [R1]. MFAI uses suitable production infrastructure and verifies network configuration independently.

The \$MFAI token contract is deployed through Openfair as an immutable contract with no admin keys, with Uniswap V3 liquidity locked by Openfair [R2]. Planned on-chain components include creator-coin and game-token contracts, their \$MFAI-paired pools, \$MFAI locks, staking and reward claims. High-frequency game activity and AI processing stay off-chain. An indexer maps confirmed events into the dashboard and handles retries, duplicates and reorganisations; a pending transaction is never shown as settled.

## PAYMENTS AND PRICE CONVERSION

Server-side webhooks reconcile fiat purchases. A token-to-Credit route needs a defensible quote source; a thin pool is not a safe basis for valuing broad platform obligations. Card receipts and chargebacks are kept separate from token receipts.

## OPERATIONS

Separate development and production environments, restricted secrets, backups and monitored error reporting. Feature flags disable an unhealthy provider or an unready token function without taking down radio and free games. Restoration and rollback are tested.



## CHAPTER 22

# SECURITY, RIGHTS AND OPERATIONAL RESILIENCE

Security and content rights are operating requirements. **No security audit of \$MFAI or MFAI's platform has been completed yet**, and this chapter does not claim legal review or licence assessment.

| RISK                           | CONTROL                                                                | EVIDENCE                                                       |
|--------------------------------|------------------------------------------------------------------------|----------------------------------------------------------------|
| Token contract                 | Immutable Openfair contract; no admin keys; source verifiable on-chain | Explorer verification after address announcement; no audit yet |
| Impersonation / fake contracts | Address published only at t.me/mfai_news                               | Pinned announcement; warnings on all sites                     |
| Reward farming                 | Server validation and bounded campaigns                                | Abuse tests and appeal process                                 |
| AI cost overrun                | Quotas, reservations and provider limits                               | Budget and failure tests                                       |
| Voice or media misuse          | Consent records and moderation                                         | Rights workflow and removal channel                            |
| Playback or provider outage    | Verified alternatives and clear status                                 | Device tests and incident playbook                             |
| Treasury concentration         | Separate wallets and transfer reporting                                | Wallet policy and approval record                              |

## CONTRACT CONTROLS

Because the \$MFAI contract has no admin keys, nobody can pause it, mint more tokens or change the tax. That removes some risks but also means bugs cannot be fixed in place. Future MFAI contracts (creator coins, locks, staking) will document minting, upgrades, fees, pausing, claims and withdrawal authority before launch.

## CONTENT AND PRIVACY

Obtain permission for uploaded music, voices, likenesses and game assets; provide reporting, review and removal. Private drafts never appear in public galleries. Retention, deletion and data export policies precede large-scale collection.

## REGULATORY READINESS AND INCIDENTS

Qualified review of the actual activities, entity and target markets is needed for token distribution, paid launchpad services and public promotion. A disclaimer alone does not make an activity compliant. In an incident, assign an owner, restrict the affected feature, preserve evidence and communicate what is known via t.me/mfai\_news.



## CHAPTER 23

# TEAM, GOVERNANCE AND REPORTING

MFAI is a small, founder-led project. **The team is not publicly named yet.** MFAI will not publish invented biographies or unverified company details to make this document look complete. Readers should weigh this when assessing the project.

| RESPONSIBILITY           | ACCOUNTABLE WORK                                                     |
|--------------------------|----------------------------------------------------------------------|
| Founder and product lead | Scope, budget, release priorities and launch decisions               |
| Engineering              | Application reliability, integrations and deployments                |
| Contracts                | Creator-coin, lock, staking and launchpad implementation and reviews |
| Creative and editorial   | Film catalogue, creator quality and radio programming                |
| Community and growth     | Campaigns, support coordination and honest reporting                 |
| Operations and finance   | Cash planning, payments, treasury records and obligations            |
| Moderation and support   | Rights reports, abuse decisions and user resolutions                 |

These roles describe required work, not confirmed hires. One person may cover several roles; sensitive financial changes get independent review where practical.

## SPENDING GOVERNANCE

A written budget with an owner for each category. Marketing needs an objective and measurement plan; development needs a scoped deliverable and acceptance criteria. Material treasury movements need a reason, destination and approval record.

## PUBLIC REPORTING

Regular updates via [t.me/mfai\\_news](https://t.me/mfai_news) cover shipped features, known issues, campaigns and upcoming milestones. Treasury reports show opening balance, receipts (including MFAI's share of the trading tax), spending, distributions and closing balance by asset.

## GOVERNANCE AND VERSION CONTROL

No DAO, token voting right or community control of the treasury exists. Holding \$MFAI gives no governance rights. This white paper keeps a changelog; economic changes get a version number, date and explanation, and earlier editions stay available.

## CHAPTER 24

# METRICS AND DECISION RULES

The primary measure is weekly retained users completing a meaningful activity: a qualifying listening session, a genuine game session or a completed creative task. Segments are measured separately so automated play or giveaways cannot hide weak paid-creator retention.

| METRIC              | DEFINITION AND DECISION USE                                            |
|---------------------|------------------------------------------------------------------------|
| Activation          | First completed useful action divided by eligible new visitors         |
| Week-one retention  | Activated users returning in days 7 to 13 divided by that cohort       |
| Creator completion  | Creators saving a genuine output divided by creators starting a job    |
| Payment conversion  | Paying users divided by eligible active users in the period            |
| Contribution margin | Net service receipts less variable delivery costs, divided by receipts |
| Reward cost         | Cash and token distributions reported separately per qualified user    |
| Runway              | Available operating cash divided by expected monthly cash burn         |
| Cross-product use   | Users completing useful actions in at least two product pillars        |

## INITIAL OPERATING THRESHOLDS (INTERNAL, NOT PROMISES)

At least 95% of technically valid generation requests should reach a usable output or an explained, resolved failure; paid balance reconciliation should have no unresolved discrepancies; severe mobile blockers should be zero before a major campaign. A provisional 20% week-one return rate serves as a review trigger, revised with product-specific evidence.

## DECISIONS

Increase spend only when acquisition is traceable, retention acceptable and support capacity exists. Do not pay for wallet counts alone. Reprice or limit a generation feature when its contribution turns negative. Never replace poor service economics with assumed token appreciation.

## REPORTING INTEGRITY

Exclude staff tests, bots and duplicate events. Publish methodology changes alongside major metric changes.



## CHAPTER 25

# LAUNCH FACTS AND OPEN ITEMS

This chapter replaces v1.0's "Launch readiness and decisions". It lists what is settled for the 1 November 2026 launch and what is still open.

| ITEM                                                  | POSITION AT 30 OCTOBER 2026                                                                   |
|-------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| Launch date                                           | Sunday 1 November 2026                                                                        |
| Launch platform and mode                              | Openfair Instant listing to Uniswap V3 on Robinhood Chain; no bonding curve                   |
| Trading tax                                           | 4% buy / 5% sell, permanent; immutable contract, no admin keys                                |
| Use of tax                                            | Part to the Openfair platform; remainder to MFAI marketing, exchange listings and development |
| Liquidity                                             | Locked by Openfair                                                                            |
| Contract address                                      | Announced only at <a href="https://t.me/mfai_news">t.me/mfai_news</a>                         |
| Total supply and allocations                          | Published with the contract address; the deployed contract is authoritative                   |
| Security audit                                        | None yet                                                                                      |
| Team identity                                         | Not publicly named yet                                                                        |
| Operating entity                                      | Not yet published                                                                             |
| Exchange and tracker listings                         | Plans to apply; none promised or dated                                                        |
| Creator coins, launchpad, staking, \$MFAI game access | PLANNED; not live                                                                             |

## AFTER LAUNCH

Publish the contract address, supply and allocation figures and liquidity-lock evidence together in [t.me/mfai\\_news](https://t.me/mfai_news), so that anyone can reconcile them with the deployed contract. Keep a public status page showing what users can do now, what is in pilot and what is planned, and keep campaign links aligned with those states. Any difference between published materials and the contract is corrected before further promotion.

MFAI will keep improving entertainment and creation tools regardless of token activity. The strongest public record is a short, verifiable list of what has actually shipped.

## CHAPTER 26 / NEW IN V1.1

# RISK DISCLOSURE

**Crypto is high risk. You could lose all the money you put in. This is not financial advice. DYOR.**

- **High risk and total loss.** Cryptoassets are highly volatile and speculative. The price of \$MFAI can fall sharply or to zero, and you may be unable to sell at any price. Only use money you can afford to lose entirely.
- **No promises.** MFAI makes no promise or forecast of price, value, returns, yield, trading volume, liquidity or exchange or tracker listings. Planned listing applications may be refused or never happen.
- **Not financial advice.** Nothing in this document or on MFAI's websites or channels is financial, investment, legal or tax advice. Do your own research and consider independent professional advice.
- **Permanent tax.** Every buy pays 4% and every sell pays 5%, permanently, on top of pool fees, slippage and gas. The tax cannot be reduced or removed, which makes frequent trading expensive.
- **Immutable contract, no admin keys.** The contract cannot be changed, paused or fixed. If a flaw is found, it cannot be patched in place.
- **No audit yet.** No independent security audit of the \$MFAI contract or the MFAI platform has been completed. Smart contracts can contain bugs that lead to loss.
- **Team not publicly named yet.** The people behind MFAI are not publicly identified at this time and no operating entity is named in this document. This limits your ability to hold anyone accountable.
- **Third-party dependence.** The launch relies on Openfair, Uniswap V3 and Robinhood Chain. Failures, changes or outages at any of them could affect trading or the liquidity lock. MFAI has no partnership with these providers.
- **Impersonation and scams.** Fake tokens and fake "support" accounts are common. The only official source for the contract address is [t.me/mfai\\_news](https://t.me/mfai_news). MFAI will never ask for your seed phrase or private keys.
- **Planned features may not happen.** Creator coins, the launchpad, staking and \$MFAI access to games are plans, not commitments. They may change, be delayed or be cancelled.
- **Regulatory and tax risk.** Laws on cryptoassets differ by country and are changing. Access may be restricted where you live, and you are responsible for your own tax obligations.

## NOTE FOR UK READERS

In the UK, promotions of cryptoassets are regulated by the Financial Conduct Authority (FCA). This document is not an offer or an invitation to invest in, buy or sell \$MFAI or any other cryptoasset, and it has not been approved by an FCA-authorised person. Cryptoassets are largely unregulated in the UK, and if something goes wrong you are unlikely to be protected by the Financial Ombudsman Service or the Financial Services Compensation Scheme (FSCS).

## NOT AN OFFER

This document describes a product and a utility token for information only. It is not a prospectus, offer document, solicitation or invitation in any jurisdiction, and it creates no contract or obligation. Do not acquire \$MFAI if doing so is unlawful where you are.



## CHAPTER 27

# CONTACT, OFFICIAL LINKS AND SOURCES

## CONTACT

Email: [mfaifun@protonmail.com](mailto:mfaifun@protonmail.com)

## OFFICIAL LINKS

| PURPOSE                                 | LINK                                                                                                          |
|-----------------------------------------|---------------------------------------------------------------------------------------------------------------|
| Main site and studio hub                | <a href="https://mfai.fun">mfai.fun</a>                                                                       |
| \$MFAI token page                       | <a href="https://mfai.fun/mfai">mfai.fun/mfai</a>                                                             |
| App and MFAI Radio                      | <a href="https://app.mfai.fun">app.mfai.fun</a> · <a href="https://app.mfai.fun/radio">app.mfai.fun/radio</a> |
| Games and launchpad                     | <a href="https://mfai.games">mfai.games</a>                                                                   |
| X                                       | <a href="https://x.com/Mfai_fun">x.com/Mfai_fun</a>                                                           |
| Announcements (contract address source) | <a href="https://t.me/mfai_news">t.me/mfai_news</a>                                                           |
| Community chat                          | <a href="https://t.me/MFAIfun_official">t.me/MFAIfun_official</a>                                             |
| YouTube                                 | <a href="https://youtube.com/@musicfilmai">youtube.com/@musicfilmai</a>                                       |

The \$MFAI contract address is announced only at [t.me/mfai\\_news](https://t.me/mfai_news). Treat any other source with caution.

## SOURCES

[P1] MFAI AI Music App saved requirements, 6 September 2026. [P2] MFAI final pre-launch product brief, 28 August 2026. [P3] Founder launch decisions, 29–30 October 2026: Openfair Instant listing to Uniswap V3, permanent 4% / 5% tax, contract address via [t.me/mfai\\_news](https://t.me/mfai_news), creator coins paired with \$MFAI, listing applications. [R1] Robinhood Chain documentation, “Connecting to Robinhood Chain”, [docs.robinhood.com/chain/connecting/](https://docs.robinhood.com/chain/connecting/). [R2] Openfair documentation and site, [openfair.app](https://openfair.app) (Instant listing, liquidity lock, immutable contracts), accessed 30 October 2026. Citing R1 and R2 implies no affiliation.

## GLOSSARY

**Instant listing:** Openfair launch mode where trading starts directly on Uniswap V3, with no bonding-curve phase. **Trading tax:** a percentage of each buy or sell taken by the token contract. **Liquidity:** assets in a trading pool. **\$MFAI lock:** \$MFAI held under defined lock rules (formerly “creator bond”). **Creator coin:** a planned coin for a song, video or game, paired with \$MFAI. **Credits:** internal service entitlements. **Points:** off-chain participation records. **XP:** progression.

## VERSION RECORD

v1.0, 4 October 2026: founder review edition. v1.1, 30 October 2026: launch facts, permanent tax, creator-coin vision, full risk disclosure (see the Changelog page).