

EarnSphere Whitepaper

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Background

This product is brought to you by the team behind the prestigious EverSafuV2 (ES2) project.

\$ES2 was a positive rebase token with high APY over a whole year, making it the longest successfully rebasing token.

The high APY was 383,000%, also making it the highest APY in the market among long-term successful projects.

ES2 was a community-driven project, led only by volunteers from all walks of life, i.e. with no single position being paid. Developers, marketers, community managers and every other role were occupied by dedicated investors.

New team members were picked from the community by old team members, based on longevity, loyalty and dedication.

ES2 was also the housing project for the previous FlokiPulse community which migrated into ES2 and received \$ES2 tokens according to their \$FPulse holdings.

ES2 was the creator of two NFT sets with staking utility to earn \$ES2, the OG and the G2 sets. In addition, the FPulse NFT set was added to the ES2 staking platform to also earn \$ES2. The fourth is the Crew NFT set, which is a long-term investment based on the idea of forming a Web3 platform with integration of these NFTs into Web2 games, altering the mechanics of these games significantly, and thus providing a new experience for avid gamers. This innovation, if successful, will pioneer the NFT integration in many ways that were not previously imagined, not only within the gaming industry.

The ES2 community and team were part of more than a hundred events, contributing to openness toward new ideas, and exposure for ES2 products.

The end of the year-long rebase highlighted the arrest of \$ES2 rewards to the community through the form of rebase, and the system remained with \$BUSD rewards only.

New Idea

What were the reasons behind a new and upgraded contract?

- 1- Providing ongoing development is part of the project's vision.
- 2- Switching from \$BUSD to \$USDT (\$BUSD will not be the stable coin for Binance by February 2024; what we did is anticipate the problem and find the solution early).
- 3- Rebase year ended, and so did the passive token rewards. Keeping it a dual-reward system necessitates the reintroduction of new features (\$ES reflections and \$USDT rewards).
- 4- Dissociating from the old rugged/scam EverSafu (completely different team) necessitates name change - google search used to bring confusion to potential investors.
- 5- Perfecting taxation flexibility - old contract had hard-coded burn/treasury/\$BUSD taxes that had to be the same on buys/sells except for a +2% on sells for \$BUSD. New contract ensures flexibility in every way possible, detaching buy and sell taxes from each other.
- 6- Addition of auto-LP to tax.
- 7- Addition of NFT fund to tax.

Prologue

While Earth was starting to turn dark and hopeless, when scams and rugs were piling up, when trustful followers turned into stone-hearted investors...

A shine in the dark of the universe glowed, a shine so bright that it was thought to be a new sun.

Humanity traveled to the moon already and found dust. Dust is not what you want, dust is not what you need.

That pure glowing spot in the sky is not as close as the moon, but sure glows brighter.

We have been there. A team of faithful and hardworking pioneers, we decided to go on that journey to discover that entity.

After a whole year of survival through the rough trip, we reached that planet, bluer than Earth, yet with no trace of water. The sand had a glitter. You could touch it, and feel a smooth texture to it.

Looking around, it seemed like a deserted place with this unknown substance.

Suddenly, we started to shake, the ground was about to crumble beneath our feet. A crack happened not too far from where we were, and we were first blinded by the floating particles.

When it settled down, three 4-meter tall human-shaped bodies appeared and were heading toward us. They were blue, muscular and with a glow in their eyes.

Honestly we couldn't move an inch. They spoke to us in a foreign language then translated:

"Welcome to EarnSphere. Where do you come from?"

"Earth" we answered.

"We have heard about Earth, but you are the first ones who came from there.

We are the Translucians. We are specialized in turning things pure and transparent... be it diamonds, souls or actions.

What you are seeing around is the elemental form of diamond, in its tiniest pressured-carbon state."

This is when one of them grabbed a chunk of that "sand" and it crystallized into a well-solid rounded diamond... just like that.

He said: "we turn the potential of this element into the form it deserves".

We spent weeks in that strange place, trying to figure out the how and the why.

It turns out the big "EarnSpheres" - what they called - can only be formed by Translucians. Looking it up, they were Titan gods that never even thought of going down to Earth. They are the ones that stayed where they were meant to be, and to fulfill their destiny...

The team then decided to try and split an EarnSphere. This was successful. It gave smaller spheres, and each of those was also split into smaller ones, to the point of going back to the sand they came from.

We are hereby sending you this message from EarnSphere. You have been called to come over and help split the spheres we are finding all over this place. We will then be able to distribute them to the people who deserve it the most - the diamond hands, they call them.

Rugged, scammed, believer or not... this is it, this is what we have been looking for, and we found it beyond the moon, in a place undiscovered and untouched by any human being... EarnSphere.

Step into the Portal and join the quest for success.

EarnSphere

- EarnSphere (ES) is a community-driven project with volunteering at its core. No role gets paid, including developers, marketers, community managers, etc.
- ES stands by the same values of the previous project - EverSafuV2.
- ES engulfs ES2 holders within it, in terms of man power, holdings and ambition.

Contract

- Contract Address:
0x49214162B736De0f0061C1Ba48E8D45eed3568bC
- Launch date: October 11, 2023
- Block chain: Binance Smart Chain (BSC)

Decentralized Exchange (DEX)

- \$ES is tradable on Pancake Swap (PCS)
- Make sure to open the following link from within your in-wallet browser, then connect your wallet.
- Buy \$ES:
<https://pancakeswap.finance/swap?inputCurrency=BNB&outputCurrency=0x49214162B736De0f0061C1Ba48E8D45eed3568bC>

Tokenomics

All numbers were translated via 1:1 from EverSafuV2 at the point of Snapshot done on September 23rd 2023, at 4pm UTC

- Regular token (no rebase factor)
- Total Supply = 864,834,759 \$ES (number reached with one year of positive rebase)
- Starting Burn = 188,275,746 \$ES
- Starting Liquidity = 72,101,807 \$ES (And 63.7 BNB)

All \$ES holders of more than 3\$ worth of \$ES at the time of the snapshot (from null address down to the last holder above 3\$), were airdropped \$ES in a 1:1 ratio compared to \$ES2.

Taxes

Specific Tax numbers are found in the Gitbook link:

<https://earnsphere.gitbook.io/taxes/>

- \$ES Rewards
- \$USDT Rewards
- Auto-Liquidity
- NFT Fund
- Treasury

\$ES Rewards

- A certain percent of the volume will buy \$ES and rewards it passively to all holders, increasing their holdings automatically.
- A holder receives \$ES reflections based on his holdings compared to the circulating supply.

Example:

Holder name: Joe

Holdings of total supply (as seen on BSC scan) = 0.5%

Holdings of circulating supply (accounting for burn) = 0.8%

Joe would earn 0.8% of all \$ES reflections

Distributor Loyalty Card System (DLCS) - \$USDT Rewards

Contents

- Definitions
 - Distributor
 - Loyalty Card System

- Distributor
 - Reward token
 - Schedule
 - Inclusion and exclusion criteria
 - Mechanism

- Loyalty Card System
 - Ranges
 - Dividends
 - True token holdings vs. Imaginary/Effective token holdings
 - Rewards format

- Advantages of the DLCS

Definitions

- Distributor

A distributor is an accumulation function into a wallet(s) that eventually triggers rewards distributions to all eligible receiver wallets.

- Differences between Regular Dividends and a Distributor function

Regular Dividends	Distributor
Traditionally needs a fee (on sells) to trigger rewards distribution	System triggers with a pre-determined fee
Unpredictable timing of passive payments – depending on volume, accumulation of rewards in the contract, and the need for a sell trigger	Highly predictable timing of passive payments – follows a pre-planned schedule
Costs high gas fees going on countless sells - to distribute to all wallets every time	Costs lower gas fees for rewards distribution to all wallets – done less frequently as per the predefined schedule
Sends rewards to all wallets, including small-sized inactive ones, causing loss of stable coins	Sends rewards only to active wallets above a certain percent of holdings of total supply – keeps stable coins flowing only to more likely-active wallets, i.e. closing the loss faucet

- Loyalty Card System

The Loyalty Card System is a Tier-based system.

It attributes holders within certain ranges according to their percent of holdings of total supply.

This system allows variable allocation of rewards depending on those ranges.

Distributor

- Reward Token

The reward token is the token that eligible holders will receive from the Distributor wallet.

USDT is the reward token.

- Schedule

Weekly distribution of rewards accumulating in the Distributor wallet

Snapshot day-time > Monday-00:00 UTC

- Inclusion criteria

Percent of holdings of total supply should be above the minimum threshold of 0.1%

- Exclusion criteria

Any sell transaction on that week

OR

Any transfer transaction on that week

PS: Buying, holding, claiming LP farm or NFT rewards are NOT exclusion criteria

- Mechanism

Example

Holder name: Joe

Holdings: 0.5% of total supply

- Scenario #1 (SUCCESS)

Joe's holdings are considered above the minimum threshold for inclusion into the distribution.

Joe wants to make sure he earns his next week's USDT rewards.

As of the 1st Monday 00:00 UTC, Joe only holds OR buys some tokens until the 2nd Monday 00:00 UTC. He also claims some NFT rewards.

On the 2nd Monday 00:00 UTC, Joe receives the USDT rewards he earned over the past week.

- Scenario #2 (FAIL)

Joe's holdings are considered above the minimum threshold for inclusion into the distribution.

Joe made good profit on his ES holdings and feels he has to sell to take out his initial investment at least.

As of the 1st Monday 00:00 UTC, Joe was eligible for this week's payment.

However, on Wednesday, Joe sells part of his holdings. He became NOT eligible for this week's USDT payment.

He has to wait until the 2nd Monday 00:00 UTC to start earning USDT again and make sure he doesn't sell or transfer tokens on that new week, in order to receive the earned USDT on the 3rd Monday 00:00 UTC.

Loyalty Card System

- Ranges

Range	Holdings equal to or above ... of total supply
Diamond	2%
Platinum	1%
Gold	0.5%
Silver	0.25%
Bronze (minimum threshold)	0.1%

- Dividends

Dividends correspond to the amount of holdings that dictate the deserved rewards.

Example of Regular Dividends format without threshold:

Joe holds 0.5% of total supply, and we assume he holds 0.8% of circulating supply (accounting for burn).

Thus, Joe will receive 0.8% of the USDT rewards.

Example of Regular Dividends format WITH threshold:

New circulating supply includes tokens of holders with % of total supply above the minimum threshold.

This means Joe could be holding for example 1.5% of the new circulating supply, thus earning 1.5% of the USDT rewards.

- True token holdings vs. Imaginary/Effective token holdings

True holdings are the exact amount of tokens a holder has.

Imaginary/Effective holdings are derived from the True holdings by a predefined equation.

Using this predefined equation allows Tier-based allocation of rewards, compared to the traditional allocation based on true holdings alone.

Example of True holdings

Joe has 0.5% of total supply (4,324,174 ES)

Example of Imaginary/Effective holdings

0.5% of total supply makes Joe a holder within the Gold range.

If Gold range applies a modifier of x3, then Joe has:

$4,324,174 \times 3 = 12,972,522$ ES imaginary/effective holdings.

These modifiers create a new imaginary/effective circulating supply.

- Key points within the EarnSphere DLCS:
 - It is based on circulating supply that only includes holders with percent of holdings of total supply above the minimum threshold; i.e. Bronze range and above.
 - That circulating supply is further modified to an imaginary/effective circulating supply, based on which the USDT rewards are distributed; i.e. in a tier-based format.

- Rewards Format

Range	True Holdings*	Modifier	Imaginary/Effective Holdings*
Diamond – 2%	17,296,696	x5	86,483,480
Platinum – 1%	8,648,348	x4	34,593,392
Gold – 0.5%	4,324,174	x3	12,972,522
Silver – 0.25%	2,162,087	x2	4,324,174
Bronze – 0.1%	864,835	x1	864,835

*This table shows the lowest % and holdings within any certain range for example purposes

Joe has 0.5% of total supply (4,324,174 ES).

He sits in the Gold range with a modifier of x3.

Joe has $4,324,174 \times 3 = 12,972,522$ ES imaginary/effective holdings.

Taking an example of an imaginary/effective circulating supply of 1 billion tokens:

$(12,972,522 / 1,000,000,000) \times 100 = 1.29\%$

Joe will earn 1.29% of the total USDT rewards (as compared to 0.8% if it were for example a regular dividends system)

This next table compares lower ranges to the Diamond being the standard of rewarding 100% potential rewards.

It also compares rewards between the traditional system and the tier-based system.

Diamond-standard percentages: holdings vs rewards

Holdings	Traditional Rewards	DLCS Rewards
Diamond – 100% (2% of total supply)	100%	100%
Platinum – 50% (1% / 2%)	50%	40%
Gold – 25% (0.5% / 2%)	25%	15%
Silver – 12.5% (0.25% / 2%)	12.5%	5%
Bronze – 5% (0.1% / 2%)	5%	1%

Bronze-standard ratios: holdings vs rewards

Holdings	DLCS Rewards	Extra Profit (compared to Bronze)	Extra Profit (compared to lower range)
Bronze 0.1% - (a)	b	1x	1x
Silver 0.25% - (2.5a)	5b	2x (bought 2.5a; rewarded 5b; $5/2.5=2$)	2x (result of 2/1) Silver vs Bronze
Gold 0.5% - (5a)	15b	3x (result of 15/5)	1.5x (result of 3/2) Gold vs Silver
Platinum 1% - (10a)	40b	4x (result of 40/10)	1.33x (result of 4/3) Platinum vs Gold
Diamond 2% - (20a)	100b	5x (result of 100/20)	1.25x (result of 5/4) Diamond vs Platinum

a = holdings of bronze

b = weekly rewards of bronze

- The last column is interpreted as follows:

Jumping from Bronze to Silver is 2x more profitable.

Advice: If a holder has 0.24% of total supply (Bronze), buying 0.01% puts him/her in the Silver range, which earns them at least 2x more USDT.

Going further up to 0.3% for example surely earns them even more USDT.

Jumping from Silver to Gold is 1.5x more profitable (i.e. being in the Gold range is at least 1.5x better in terms of USDT returns).

And so on.

Advantages of the DLCS

- Promoting buy pressure to reach more appealing higher ranges.
- Discouraging sells that otherwise make a wallet NOT eligible for the current week's USDT distribution.
- Discouraging sells that could drop a wallet's holdings into a lower range.
- Discouraging transfers that otherwise make a wallet NOT eligible for the current week's USDT distribution (Transfers alter the mechanics of Tier-based systems by frequent changes of holdings, even worse for imaginary/effective holdings).
- Effectively creating stronger support levels by holders above 0.1%, bringing stability against the usual cryptocurrency high volatility, especially against dumps.
- Rewarding holders/buyers with more USDT as sellers exit with tokens and thus exiting the DLCS for that week. The holder taking profit by selling, makes the other holders take more profit by holding – this makes both sellers and strong holders in a more satisfactory state.

Auto-Liquidity

- A percent of the volume will buy \$BNB and add it to the Liquidity pair of \$ES/\$BNB in Pancake Swap.

NFT Fund

- A percent of the volume will buy \$ES and add it to the NFT fund pool.
- The NFT fund pool feeds the NFT staking pools.
- The MS splitting (discussed in MotherSphere section) also can feed the NFT staking pools.
- If the staking pools are large enough, staking rewards are boosted.
- If the staking pools are small enough, staking rewards are slowed.

Treasury

- A percent of the volume will buy \$BNB and add it to the ES Treasury.
- The ES Treasury has many expenses to take care of, including but not limited to:
 - Manual Burn / Deflation
 - Investment Fund (IF)
 - Competitions & Prizes
 - Marketing & Development

Manual Burn – Deflation

- Whenever the ES Treasury has an overflow of \$BNB while accounting for all other expenses, it will buyback \$ES and send them to the null address.
- MS splitting (discussed in MotherSphere section) can also contribute to burn by buying \$ES with the \$USDT then sending them to the null address.
- This contributes to shrinking the circulating supply, improving the floor price of \$ES, which effectively means deflation.

Investment Fund (IF)

Contents

- Definition
- Treasury Allocation to the Investment Fund (IF)
- IF Schedule
- Community Scouting Protocol
- IF Division Filtering Process
- Voting System

Definition

- The Investment Fund (IF) is the activity of investing into other cryptocurrencies.

Treasury Allocation to the IF

- IF will use part of the Treasury \$BNB to invest into other cryptocurrencies.
- The amount of \$BNB invested will be decided by the ES Team, according to plans and availability of funds.

IF Schedule

- IF schedule will be as follows:

Alternating weekly investments between Blue chips/stable coins and DeFi projects – i.e. 1 week in a Blue chip or a stable coin, then 1 week in a DeFi project, and so on.

- Blue chips/stable coins investments will be decided by the ES Team.
- DeFi investments will be more oriented towards projects with the potential of passive revenue stream to the Treasury.

These will follow the process explained next.

Community Scouting Protocol

- The IF Division will propose a timing for the ES community to shill other projects (in a voice chat, or in main chat, or in other ways as stated by the IF Division).
- Community members will have the responsibility to propose eligible DeFi projects – i.e. projects that fit the criteria of being long-term-oriented, sustainable, rug-free, and with passive income.

IF Division Filtering Process

- The IF Division then reviews the proposed projects roughly to first filter out obvious non-eligible projects.
- Then it reviews the remaining projects deeper and picks the few best options.
- The IF Division's decisions in the filtering process are at the discretion of the IF Division alone – i.e. with no community members' or other team members' involvement.

Voting System

Step 1

- The IF Division lists the DeFi projects it picked on a community voting poll in the ES Telegram group.
- Telegram poll voting happens over 3 days.
- Top 3 winners will qualify for the next voting step.

Step 2

- Voting eligibility: Voters will be the DLCS holders, i.e. all holders of Bronze range and above.
- This step also happens over another period of 3 days.

Votes per wallet

Range	Number of Votes
Diamond	5
Platinum	4
Gold	3
Silver	2
Bronze	1

MotherSphere (MS)

Contents

- Definition
- MotherSphere (MS) Holdings
- MS \$USDT Rewards
- MS Splitting
- Voting System

Definition

- The MotherSphere (MS) is, like its name states, the Mother of all spheres.
- It is responsible for running the ecosystem in a dynamic turbo mode.

MS Holdings

- MS is the largest DLCS-eligible holder of 13% of total supply.
- MS is considered an ES Treasury property.

MS \$USDT Rewards

- MS earns \$USDT rewards as a Diamond range holder.
- This \$USDT is the property of the community-at-large.

MS Splitting

- \$USDT earned by MS will be left to accumulate over 2-week cycles.
- Every 2 weeks, MS will split – meaning the \$USDT sphere will turn into one of the three functional categories:
 - Liquidity (turns into \$BNB and feeds the \$BNB of the LP pool)
 - Burn (turns into \$ES and burns in the dead wallet)
 - NFT Fund (turns into \$ES and feeds the NFT staking pools)

Voting System

- Community input is key.
- Every 2 weeks, the DLCS holders will vote for MS splitting.
- Voting will happen over a period of 3 days.
- Votes can go to LP, Burn or NFT Fund.
- End result of the voting will dictate MS splitting.

- Voting eligibility: Voters will be the DLCS holders, i.e. all holders of Bronze range and above.

Votes per wallet

Range	Number of Votes
Diamond	5
Platinum	4
Gold	3
Silver	2
Bronze	1

Decentralized Application (DApp)

- ES has its own DApp.
- It is accessible by opening the following link from within the in-wallet browser, then connecting the wallet to import the required data.
- DApp link: N/A

Socials

Website

<https://www.earnsphere.net>

Telegram

<https://t.me/EarnSphere>

Twitter/X

<https://x.com/EarnSphere?t=4lsRonbWljvTffGYtVhBzQ&s=09>

Discord

<https://discord.gg/8AfSBB6hXn>

Zealy/Crew3

<https://zealy.io/c/earnsphere/questboard>

Instagram

<https://instagram.com/earnsphere?igshid=OGQ5ZDc2ODk2ZA==>

Facebook

<https://www.facebook.com/profile.php?id=61550691422516&mibextid=ZbWKwL>

Threads

<https://www.threads.net/@earnsphere>