



# UpFinity

WhitePaper

# Introduction

World's First Innovative Token  
with UPGRADES Full of New Features

I am SURE that you have NEVER seen in any  
other tokens with these **killing features**

## Vision & Goal

- Make the legit token

Don't want to be meme / copy tokens.

- Add the unique features

Full of killing features which you never seen

- Provide the useful services

Want to provide helpful services

- Be the great thing

This will be a game changer

# Features

## Special features + basic features

### 1. 16+% Price Recovery at Sell

All the buyback systems are **wrong**.

They all do the auto buy BEFORE the sell.

So it gives more profit to the seller,  
which is **loss** for the buyers and holders.

This system do the auto buy AFTER the sell.

It does not give profit to the seller

and gives **actual profit** to the buyers and sellers.

So I named it 'Price Recovery',  
which really recovers the price.

All buyback systems require BNB balance to activate auto buy.

This system **doesn't require** BNB balance.

All buyback systems buy with fixed amount or proportional of  
current BNB balance.

Which means it has limitations following the sell amount,  
especially when the sell is very big or small.

This system **always** do the proportional buy based on the sell  
amount.

And because of the BNB balance,

all buyback systems need to decrease the buy amount when  
balance is low,

which leads to inconsistent, unpredictable\_token system.  
This system always have **consistent, predictable** token system.

## 2. Cake Dip Reward

Many people say 'buy the dip'  
But there is **no motivation** for people buying the dip.  
So I made this special feature.  
There will be a reward at buy until the ATH.  
This will motivate people to buy at the dip.  
And this reward can be **changed** by community's request.  
Currently I have set it to: CAKE

## 3. -5% Tax At Buy: Minus Tax System

Sellers can pay tax. That is agreeable.  
Why buyers have to pay tax?  
So I made this special feature.  
Buy tax is -5%. not even ZERO.  
Which means, all the buyers will get **5% more** tokens.

## 4. Dividend Party

Redistribution and other beneficial things happen at every transaction has 2 disadvantages.

- Buy/Sell has high gas fee
- People just regard it as a default

By making those things happen at periodical resolves these 2 issues.  
It can be set as a **event**.  
So I named it as a 'Dividend Party'

And to make it look special,  
I have set the sell token amount to: 9,876,543,210  
So people can notify this sell log is a dividend party.  
And by connecting a telegram bot for this event and announce it in telegram periodically,  
people will be more motivated.

At the dividend party, below will happen.  
Dip Reward will be added.  
Improved BNB Reward will be added.  
Liquidity will be added.  
Project Fund will be added.

## 5. Proportional Tax

All Anti-whale systems are **not good enough**.  
they all say like, if sell amount exceed 1% of the total supply,  
3% tax will be added.  
Then whales make a sell amount to 0.99% to avoid that tax.  
So I have designed this feature.  
Tax will be proportional to the % of the criteria.  
For example, if whale sell 5% of the criteria, 5% more tax will be applied.  
So they cannot avoid the tax.  
Always scalable based on the sell amount.

## 6. Accumulating Tax

All Anti-dump systems are not good enough.  
Same problem described in 'Proportional Tax' can happen.  
And they make those transactions multiple times to safely dump big amount.  
So I have designed this feature.

Tax will be accumulated during the time window.

For example, if whale sell 5% of the criteria. 5% more tax will be applied.

And if whale sell 4% of the criteria again during the time window,  $5\% + 4\% = 9\%$  more tax will be applied. and so on.

This accumulation will be reset to 0 when the time window is reached.

Current time window is: 1 day

## 7. Improved Anti-Dump System

All sells above 10% of current liquidity will be blocked.

All Anti-Dump systems are **not good enough**.

They set a sell limit based on total supply.

This is **not effective** when the market cap is high.

For example, initial liquidity was 100% of the supply, 1% of total supply sell limit can restrict sell impact close to 1% which helps stability of the system.

But if the market cap gets x10, liquidity token can be decreased to 10% of the supply, then 1% limit can make a sell impact close to 10% if x30, sell impact can be increased to 30% by single transaction.

So I made this feature.

Limitation is based on current liquidity, not total supply.

So it can always **restrict big price impact** even if market cap is high.

## 8. Improved Anti-Dump System 2

All sells above 1% of current liquidity will have 3% more tax.

Same reason with 'Improved Anti-Dump system'

## 9. Anti-Whale System

Max balance is limited to 1.1% of the total supply.  
With the 'Improved Anti-Dump system',  
this system ensures stability in the low and high market cap.

## 10. Anti-Bot System

Many bot or snipers use multiple transactions at short time.  
Especially do the buy / sell fast to take the profit,  
which results to loss for the investors.  
I have set all the buy / sell / tx to have 30 seconds of cooltime.  
(All honeypot checker flag this as a honeypot because of this  
system. So I am disabling this feature to erase the flag)

## 11. Anti-Spread System

All transfers above 10% of current liquidity will be blocked.

Whales try to avoid balance limit or buy/sell limit to spread tokens to  
many wallets.

This feature will block or at least discourage them,

## 12. Anti-Spread System 2

All transfers above 1% of current liquidity will have 1% more tax.

Same explanation with 'Anti-Spread System'

## 13. Improved BNB Reward System

All Manual Claim Reward systems are **wrong**.

Your reward is **taken by others** as time passes.

(I have checked multiple famous tokens have this mechanism)

For example, if there is a 100 BNB in the reward.

And person A, B has 90%, 10% of the total supply.

If B claim at this situation, B can get 10 BNB.

But if A claim, A will get 90 BNB and there will be 10 BNB left.

If B claim at this situation, B can **only get 1 BNB**.

This happens because they have **shared** reward pool.

And they just calculate the reward only based on current reward size.

And because of this limited system,

they have to set **claim cooltime** for each wallet. (ex. 24 hour)

And because of the shared pool system,

they force people to claim at every cycle.

Or they will **lose reward** as time passes.

Main reason why they choose this kind of system is:

It is very hard to make a complete algorithm for this.

It needs to track all the balance history and reward amount.

And due to limitation of the solidity,

many workaround is needed to make this happen.

which need very complicated and high-skilled code.

And yes. **I have made it.**

It handles and tracks all the balance history and takes care of all the reward changes.

And it uses independent pool for each holder.

Because of this complete system,

There is **no minimum** amount token required for the reward.



Also it doesn't have **cooltime** cycle to claim.  
You can claim anytime when you want to :)

## 14. Auto-Liquidity System

1% of every sell will be added to the liquidity at 'Dividend Party'

Famous, well-known system so skip the explanation.

## 15. Auto-Burn System

0.5% of every sell will be burned

Famous, well-known system so skip the explanation.

## 16. Redistribution System

1.7+% of every sell will be redistributed at 'Dividend Party'

Famous, well-known system so skip the explanation.

## 17. Manual Big Buy Event

4% of every sell will be stacked in the contract as a BNB.  
And when the time is right, or requested by the community,  
it will be used for big buy.  
It motivates people to buy more.

## 18. Manual Big Burn Event

By the 'Anti-Spread System 2',  
tokens will be stacked in the Project Wallet.  
So there will be a manual Big Burn Event.  
It will deflate the token and also motivates people to buy.

## 19. Manual Big Lock Event

By the 'Auto-Liquidity System',  
LP tokens will be stacked in the Project Wallet.  
So there will be a manual Big Lock Event.  
It will increase the safety and stability of the token system,  
which will also motivates people to buy.  
(Lock is quite expensive to use frequently. So we are looking for  
cheap locker to do it)

## 20. Tracking System

Description Hidden. Will reveal it at the certain milestone.

# Locked Features

## 21. Feature BR

Description Hidden. Will reveal it at 1K holders OR October

## 22. Feature EB

Description Hidden. Will reveal it at 3K holders OR November

## 23. Feature 2U

Description Hidden. Will reveal it at 5K holders OR December

## 24. Feature CR

Description Hidden. Will reveal it at 10K holders OR January

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# Locked Services

# Locked Projects



# Tokenomics

## Brief Version

### -5% Buy Tax

You will get 5% more tokens at buy  
Cake Reward given until ATH (By Dip Reward)

### 20+% Sell Tax

1+% Dip Reward (Current Reward: CAKE)  
3+% BNB Reward  
4+% Manual Big Buy  
3+% Project Sustainability  
2+% Liquidity  
0.5+% Auto Burn  
4.2+% Fuel the Minus Tax System  
2.3+% Redistribution  
(3% Anti-Whale)

# Tokenomics

## Detailed Process of Sell

WARNING: Very complicated :)

When user trigger the sell,  
below process happens in sequence.

if contract has token amount more than 9,876,543,210,  
contract token is sold => contract sold BNB

user token is sold => user sold BNB

4% of [user sold BNB] is stacked in contract => Will be added to  
[contract stacked BNB]

If whale sell,

4% of [user sold BNB] is sent to Project Fund

80% (or 76% if whale sell) of [user sold BNB] is sent to user

if [contract sold BNB] exist, Dividend Party happens.

1% / 11.3% of [contract sold BNB] will be sent to Dip Reward  
System

3% / 11.3% of [contract sold BNB] will be sent to Improved  
Reward System

1% / 11.3% of [contract sold BNB] will be sent to Liquidity (BNB)

3% / 11.3% of [contract sold BNB] will be sent to Project Fund

if Dividend Party happens,

3.3% / 11.3% of [contract sold BNB] will be used to buy token =>

Contract Price Recovery Token

16% of [user sold BNB] will be used to buy token => User Price Recovery Token

(if Dividend Party not happens,

15.5 % / 0.5 % of [user sold BNB] will be used to buy token)

0.5% / 16% of [User Price Recovery Token] will be Auto Burned

if Dividend Party happens,

1% / 3.3% of [Contract Price Recovery Token] will be sent to

Liquidity (Token),

and Add liquidity happens.

Very small amount of token will be sent to PanCakeSwap Router

4.2% / 16% of [User Price Recovery Token] will be sent to fuel

Minus Tax System

if Dividend Party happens,

0.4% / 3.3% of [Contract Price Recovery Token] will be sent to fuel

Minus Tax System also.

1.9% / 3.3% of [Contract Price Recovery Token] will be used for

Redistribution

11.3% / 16% of [User Price Recovery Token] is stacked in contract

=> Will be added to [contract stacked Token]