Musketeer

Please take this token and its tokenomics as the **lottery game**. Minimal price to buy or sell the token is 10$ (you cannot buy for less than 10$ and cannot sell the tokens, unless their value exceeds 10$). The game can only start, when there are equal or more than 1000 holders. Before reaching the 1000 holders, all 3% of fee will be redistributed to all the holders equally, every day. When we reach 1000 and more holders, the lottery game starts as described below:

5% fee consists of 3% + 2%

- **3% redistribution consists of 2% to the winners and dev wallet (RA) and 1% to all the holders (RB)**- this is described in the text further
- 2% is liquidity pool - **question is, if 2% is enough**

3% REDISTRIBUTION (prize pool):

2% Redistribution A (RA)

- Of all holders, equally, only 8% can be winners. The number of winners will depend on the percentage as stated in tokenomics and percentage of the winning prize of whole winning prize pool - so the first winning position (0,01% of all the holders) will get the percentage (20%) which you can see in the tokenomics sheet. Second position (0,03%) will get 18%,but and the winning prize will be equally redistributed between more holders than on first position. And the winning pools continues on, until you get 10th winning position, where 3% of all holders, will get 3% of the prize pool, again, please check the tokenomics sheet.

- Now we are done with the winners. Next thing is Devs wallet, where we need to get 0,10% of all price pool, so the total amount of redistribution from the price pool will be equal to 100%, so basically we need to receive 0,10% of the whole price pool every day, in the same minute the winners will receive tokens they have won.

- When all the percentage of winner holders are summed up, it should always be equal to 8%.
- When all the percentage of redistribution price are summed up, it should always be equal to 100%.

1% Redistribution B (RB)

- Last thing we have, is to redistribute the 1% of the **3% division** to all the holders, **equally** between all the holders, without the difference how many of tokens the certain holder wallet owns. This redistribution will be executed at the same time the 2% RA model will be executed.

2% LIQUIDITY POOL:

This is the topic where we would like to hear from you what should work the best. If you say, we need to increase the % of liquidity pool, we will increase the fee %, but the tokenomics formulas will have to be the same as stated above.

Basics:

The question that concerns me, is the execution time of redistribution. We would like to execute it once a day, does not matter when, but once a day at the same time. For example every day at 23:00.

Q: How long will it take to execute the redistribution? Seconds - minutes?

Winners should be chosen automatically and RANDOMLY. We do not want to choose manually, because we could choose the same addresses more times and the game will not be fair.

Q: Which algorithm are you going to use for this requirement?

Q: Which wallet will be the Devs wallet? When it will be created and connected to contract?

Q: To which wallet will be the fees transferred and from which wallet the redistribution will be executed to the holders?

Q: While the winning prize transfers are being executed, to which wallet the new fees from buys and sells will be transferred?