**Tidal**

-Ghost Carapace-

The goal of the tidal project is to create a farming token that incentivizes people to create deep liquidity pools to stake tokens in, drain the market of excess numbers of farming tokens, and at the same time create a fun game where people can go surfing on two separate tokens... tidal and riptide. The Tidal/Riptide tokens can be obtained by staking in various pools.

**Proposed starting pools:**

**Core Value Pools**

* Tidal/surf~High apy
* Riptide/surf ~High apy
* Tidal/Eth ~High apy
* Riptide/Eth ~High apy

**Example Restaking pools**

* Uni: Pickle/eth ~low apy + restaking with pickle finance
* Uni: Farm/Eth ~low apy +restaking with harvest finance
* Uni: Drc/Eth ~low apy + restaking with dracula protocol
* Uni:Rot/eth ~low apy +restaking with rottenswap
* Uni:surf/eth ~medium apy + restaking with surf
* Sushi:shushi/eth ~medium apy + restaking on sushiswap

**Example Growth pools**

* Tidal/farm ~medium apy
* Riptide/farm ~medium apy
* Tidal/sushi ~medium apy
* Riptide/sushi ~medium apy
* Tidal/pickle ~medium apy
* riptide/pickle ~medium apy
* Drc/tidal ~medium apy
* Drc/riptide ~medium apy
* Rot/tidal ~medium apy
* Rot/riptide ~medium apy

Where is value generated? Riptide/tidal generate from two sources. First, riptide/tidal Growth pools + restaking pools allow for token staking into other projects like harvest,pickle, and sushi. This lets the tokens themselves accrue value in their respective pools against ever increasing amounts of farm, pickle, and sushi tokens. Secondly, tidal and riptide are inherently volatile and destructive. What does this mean? Tidal can destroy riptide by sending it to a wallet with riptide in it, and riptide can destroy tidal. Since the two tokens flow in phases, I anticipate holders to use tidal and riptide to destroy each other's tokens by "gifting" the lesser valued token to people who hold the more valuable token. In the process, tidal and riptide are going to wildly fluctuate in both supply and price waves. Both tidal and riptide have burn fees in addition to being able to destroy each other. The only real way to be safe with tidal and riptide is to farm your tokens, and ride the waves.   
  
 Tidal and riptide will be staked against pairs other than surf, but the highest paying apy will be surf. This means that people who play in the tide and the riptide will be locking up a large quantity of surf to get their tokens. Also, whales will be forced to put their tidal and riptide into the liquidity pools, or risk getting splashed on by someone holding the opposite token. While these tidal/riptide/surf wars go on, the actual value in the pools will continue to grow, and the actual worth of each LP token (as denominated in non-surf tokens) will grow at a steady pace. The tidal and the riptide price fluctuations will also draw in traders who will arbitrage between the high value staking pools, and the lower value surf/tidal/riptide pools. In the process, they will burn riptide and tidal tokens.

Tidal/riptide is a pair of cycle coins. This means that they have 2 phases. During the tidal farming phase, tidal will reward high apy (100%+) Once tidal hits its maximum supply cap, tidal will switch over to the riptide farming phase.

**Withdraw fees**:  
 People who withdraw from the tidal/surf or the riptide/surf liquidity pool will see 10% of their lp tokens taxed. The lp tokens are split into tidal/riptide and surf. The tidal/riptide tokens are used to buy surf, and all of the surf tokens are sent to the whirlpool. Surf whirlpools are the only pool with this mechanic.

**Tidal/riptide Burning schedules**:  
 During the tidal farming phase .42% of every tidal transaction is burned, and turned into riptide tokens. 6.9% of every riptide transaction is burned.  
 During the riptide farming phase .42% of every riptide transaction is burned, and turned into tidal tokens. 6.9% of every tidal transaction is burned.

**Tidal/Riptide reward schedule**:  
 Whenever the supply of tidal hits 42 or less tokens, tidal farming is triggered, and farms reward tidal.tokens minted per block, 0.000042  
 Whenever the supply of tidal hits 69 or more tokens, riptide farming is triggered, and farms reward riptide. tokens minted per block, 0.000042

**Tidal/riptide wipeouts**:  
 Whenever riptide is sent to an address containing tidal, tidal balance equal to the incoming riptide will be burned unless the address is protected by an NFT.  
 Whenever tidal is sent to an address containing riptide, riptide balance equal to the incoming tidal will be burned unless the address is protected by an NFT.

**The Riptide/tidal pool**.   
This is a non-incentivized pool. Transactions to and from the riptide/tidal pool address do not trigger wipeouts. They do however trigger burns according to the tidal/riptide farming phase.  
  
**Pool Burning**:   
Tidal sent to the Riptide/xyz pools burns itself, and some of the riptide.   
Riptide sent to the Tidal/xyz pools burns itself and some of the tidal.

**Listing**: 4.2 tidal and 4.2 riptide will be locked in liquidity against various pools

**NFT sale**  
 We are selling 42 bronze tridents and 20 silver trident NFTs. The nfts will be sold for .42 eth and .69 eth respectively. 7 golden tridents will be distributed as rewards.   
The Tridents:   
Bronze: https://rarible.com/token/0xd07dc4262bcdbf85190c01c996b4c06a461d2430:78947  
Silver: https://rarible.com/token/0xd07dc4262bcdbf85190c01c996b4c06a461d2430:78955  
Gold: https://rarible.com/token/0xd07dc4262bcdbf85190c01c996b4c06a461d2430:78963

**Development funding**:

NFT sales go towards the development and funding of the project.

**NFTs**:  
Surfboard benefits: Addresses that have surfboards from surf.finance take 50% reduced damage from wipeouts.   
Trident benefits: Owners of Tridents will have a portion of their tidal and riptide tokens IMMUNE to wipeouts. Tridents come with 3 levels of power. Gold, silver, and bronze.  
All liquidity pools are automatically considered to be golden trident holders + surfboard holders.

**Trident NFTs** (69 total):  
42 bronze tridents  
20 silver tridents  
7 golden tridents (not for sale, will be given to those worthy to wield them)

**Wipeout schedule**  
Wipeout burning calculation (no nfts)  
new tokens = absolute\_value(existing tokens - incoming tokens)  
  
Wipeout burning calculation (with board)  
new tokens = absolute\_value(existing tokens - (incoming tokens/2))  
  
Wipeout with bronze trident  
protected tidal/riptide balance=.2496  
if balance after damage calculation < .2496 new balance =.2496  
else new tokens= absolute\_value(existing tokens - incoming tokens)  
  
Wipeout with silver trident  
protected tidal/riptide balance=.42  
if balance after damage calculation < .42 new balance =.42  
else new tokens= absolute\_value(existing tokens - incoming tokens)

Wipeout with gold trident  
protected tidal/riptide balance=.69

if balance after damage calculation < .69 new balance =.69  
else new tokens= absolute\_value(existing tokens - incoming tokens)  
  
Wipeout with bronze trident + surfboard  
protected tidal/riptide balance=.2496  
if balance after damage calculation < .2496 new balance =.2496  
else new tokens= absolute\_value(existing tokens - (incoming tokens/2))  
  
Wipeout with silver trident + surfboard  
protected tidal/riptide balance=.42  
if balance after damage calculation < .42 new balance =.42  
else new tokens= absolute\_value(existing tokens - (incoming tokens/2))

Wipeout with gold trident + surfboard  
protected tidal/riptide balance=.69

if balance after damage calculation < .69 new balance =.69  
else new tokens= absolute\_value(existing tokens - (incoming tokens/2))  
  
**Governance of the tides...**  
The governance of tidal, and the voting of proposals is in the hands of trident holders.   
Bronze tridents each have .2469 voting power.   
Silver tridents each have .42 voting power.  
Golden tridents each have .69 voting power.  
  
There are additional undisclosed powers that are going to be integrated into the tridents after launch. The project is being coded in such a way that parameters are set to allow trident upgrade contracts to be added. At least 3 powers are proposed as of now. (and they are awesome)

**Fees:**   
there is a 4.2% dev fund fee whenever someone farms tidal or riptide.

tidal: https://etherscan.io/address/0xe385a77a06ffbd4616f3db530ef524724df9230f

riptide: https://etherscan.io/address/0x83448c8e9c643854f827406a76b346134ce547c3

poseidon https://etherscan.io/address/0x86d747c5a27b3BbD7fE5f63F212bC1c751F96f71

Liquidity lock against surf:  
https://ethplorer.io/tx/0xa9571843774fbf471eaf4461e277c0e75e181c1bf974a6a351aa74defc6cfd7f  
https://ethplorer.io/tx/0x0c90facbc0018477f4561bf271b1cf7806988a4e419ef32c7a78e2d7b5a67070