The Master Farmer Project Whitepaper

1. Goals

● To provide as safe a place for crypto farming as possible while still making people money, various pool types each with its own risk levels, as well as sound economics.

● To fight inflation with a 2.5% burn per token transfer and a 1% global steady decay function

● To maintain relevancy by adding various use cases for the CROPS token, and keeping the CROPS token relevant to the world of Crypto farming and crypto in general.

2. Introduction:

DEFI is filled with various types of "farming tokens". Many tend to only last for a few days, have no value, and can produce an infinite supply of tokens that in turn have an ever decreasing value which replies on new people to constantly join and stake value.

Many successful crypto Farms are now using various mechanisms to prevent an unfair distribution of rewards which ends up rewarding only the first stakers and the last end up with peanuts.   The mechanisms which we have chosen to employ are: Transactional Token Burn and Daily Token Decay.

Farming on Master Farmer, the user is rewarded with CROPS Tokens, Users are rewarded for staking which provides liquidity to the token, increasing the token's value and stabilizing it.   The CROPS Token will have various useful functions.

3. The CROPS Token

The CROPS token is the Master Farmer ERC 20 Token. In the beginning it will be only used for farming on our site and traded/held on Uniswap. But later it will have other uses. CROPS is rewarded to users for staking on the Master Farmer Farm. In order to prevent the value of CROPS from depreciating over time, and at the same time encourage users to continue farming - we will implement two decay functions.

4. Global Burn

To combat the inflation caused by constant minting of tokens, 1% of our tokens will be removed from existence each 24hr period. . We burn 1% of all tokens in existence every single day. As there are 6500 blocks mined each day, our token cap is capped by this function:

Max supply = (CROPS issued per block * number of blocks per day) / (burn rate)
The burn rate is set to 1%, per day, of all tokens in circulation at launch.

This function encourages users to stake to prevent them from lowering their supply, which discourages whales and other price manipulators. This function operates on all active wallets, similar to a rebase operation. However, as opposed to rebase - this only reduces the supply not the price.

5. Burn Per Transaction

In order to ensure that the token price appreciates over time, we will burn 2.5% of every transaction. The more CROPS are utilized, the less tokens are in circulation, resulting in price appreciation. We believe that the combination of a global burn with a transactional burn will result in a healthy and liquid token that appreciates in value over time.

Block issuance. 1 CROP will be issued in each block to stakers in the Master Farmer system. Once governance decisions kick in, this can be changed in order to reduce the asymptotic total supply.

6. Token Launch

Token lockups. To prevent dumping, a typical phenomena in new farming projects, we are implementing lockups, which ensure strong liquidity and price stability in Uniswap.

7. Instant Staking

Unlike most crypto farms, Master Farmer farmers will be able to stake directly to our website with only ETH in their wallet. They simply go to the farm page and choose a pool and click stake, they then choose the amount

of ETH they wish to stake, the smart contract will buy CROPS tokens with half of the ETH amount and stake them on Uniswap for the user. Making their life a lot easier will bring a lot more farmers to our project.

8. Initial Pools

Risk	Low	Medium	High
CROPS Emission	10%	30%	70%
LP Token Lock	1 day	3 days	7 days
Pools	ETH:CROPS	ETH:CROPS	ETH:CROPS
	USDC:CROPS	USDC:CROPS	USDC:CROPS

9. Lottery

As the Global Decay Feature needs to be triggered by someone, we have decided to make it work like a lottery so that the person who triggers it, it will be available 4 times per day, will receive 10% of the burned tokens.

This is our 'Thank You' to the person who triggers it and helps with the token's deflation/

10.   Gambling

The first Slot Game of the Master Farmer Project will burn all tokens that are lost on the game. Another deflationary aspect of our wheelhouse.

11.   The Project Fund

The project fund will receive 1.5% of all farmed tokens. These tokens will be used to fund future development. Ultimately, our goal is to transition the dev-fund to be community controlled using governance decisions. The community will determine how these funds are distributed, e.g., salaries,

future projects, marketing, etc… Also, the community may vote for these funds to be burned and/or distributed between all holders.

12.   Governance

In order to encourage an active and lively community, the CROPS token will also act as a governance token. Users staking in the CROPS:ETH and CROPS:USDC pools will be able to use these Uniswap LP tokens in order to vote on upcoming features and the overall behavior of the system (e.g., burn rates).

13.   External revenue pools - ERFs

One of the first votes will be for external revenue pools. This plan is for 5% of all CROPS tokens issued are put in a special fund, and sold on the market. The proceeds will be put into the ERF. The ERF invests those tokens into stablecoin pools and safe investments that generate safe guaranteed income.

Every month, 1.5% of the ERF, or the profits generated by the revenue fund that month (whichever is less) is used to purchase CROPS tokens off the market and burn them permanently. As the project matures, this continually increasing source of burned tokens will push the price of crops higher. The external revenue fund will only be used for reinvesting, and will only be used in investments that carry no dollar devaluation risk, such as the USDC-DAI pools. The external revenue fund will not be used for any purpose other than rebuying crops tokens off market, and permanently removing them in order to increase crops market capitalization.

14. Mobile Farming and Games

Once Master Farmer has raised some capital we will also introduce Mobile Farming/Staking and add a mobile version of our Master Farmer Burn Game.etc.