MOONRACE

WHITEPAPER

PRODUCED BY BRAVE ASTRONAUTS

MOONRACE.XYZ

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About This Whitepaper

The aim of this whitepaper is to outline the Moonrace memecoin mechanics and its future goals.

Intro to Moonrace

Moonrace is the first moon memecoin on Solana. It aims to be a community driven memecoin where holders derive value from daily airdrops.

1.1 Incentivizing coin holding

The issue with most memecoins is that they do not incentivise owners to hold, leading to large losses for investors. Moonrace allows owners to receive daily airdrops proportional to their current holdings, meaning that holders get to accrue value over time while remaining engaged with the community. Other coins will perform token burns which distribute value but do not encourage community interactions which is unfortunate.

1.2 Fixed supply

Moonrace has a fixed supply of 1 Trillion tokens. Meaning that the market cap will be \$1T once Moonrace reaches \$1 per token. Early users are given the opportunity to own this token for \$0.000005 which means if it reaches \$1 they will get a 20,000,000 % return. These type of returns are hard to find in other equity markets - only memecoins are able to solve this issue and Moonrace is best placed to do so.

1.3 Community Meme mechanics

To ensure fast growth, Moonrace encourages users to post memes by rewarding them with airdrops. Thus community makers are able to get early token distribution.

Airdrop calculation

Moonrace encourages daily interaction with the community with daily airdrops.

2.1 Airdrop mechanics

The airdrop mechanics are derived from the advanced formula found below.

$$4 * \frac{TokensHeld}{TotalSupply} * TeamAirdropToday$$

TokensHeld refers to the tokens the user holds over the TotalSupply which is 1 Trillion.
Everyday a new amount of tokens is randomly allocated to each team. Team members are able to claim the tokens in the pool until it expires.

2.2 Team allocation

A user's team is based on the first character of their wallet public key. If the character is even then they are on the orange team. Otherwise they are on the blue team.

2.3 Source code

Airdrop and team calculation is defined as noted below:

```
1    let first_char = signer.key().to_string().chars().nth(0)
2        .unwrap() as u8;
3    let team = first_char % 2;
4
5    if team == 0 {
```

```
 6          amount_to_airdrop = 4 * (moonrace_user_account.amount as f64)
 7              / (MOONRACE_SUPPLY as f64)
 8              * (airdrop_state.red_team_avail_today as f64);
 9      } else {
10          amount_to_airdrop = 4 * (moonrace_user_account.amount as f64)
11              / (MOONRACE_SUPPLY as f64)
12              * (airdrop_state.blue_team_avail_today as f64);
13      }
14
```

Community and engagement

The roadmap for community games will be released in v2 of whitepaper.