



**EARNSPHERE**

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EARNSPHERE



# The EarnSphere Project

**EarnSphere:** Your Gateway to Strategic Crypto Investments  
Join the Revolution: Empowering Community-Led Investments

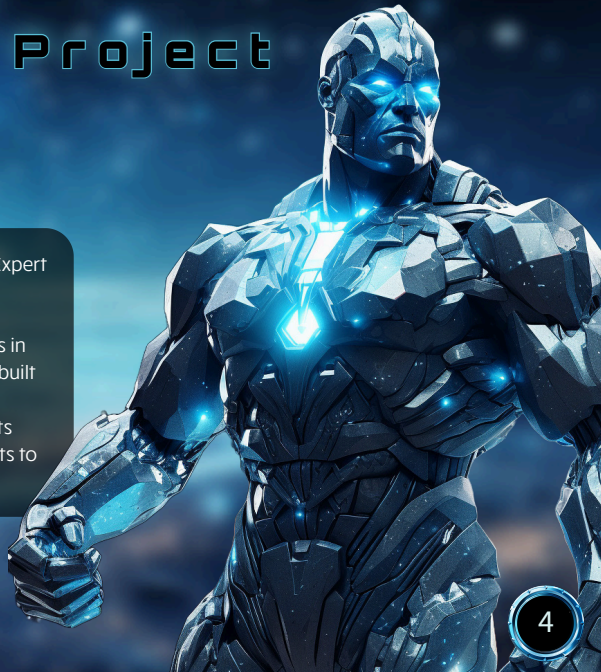
At EarnSphere, we're not just launching another cryptocurrency; we're revolutionizing the way community-backed investments shape the future of finance. Born from a vision two years in the making, our token stands as a testament to the power of collective action, uniting a vibrant community of investors with a common goal: to identify and capitalize on the most promising projects in the ever-evolving crypto market.



# The EarnSphere Project

**Our Mission:** Unlocking the Potential of Market Trends Through Expert Analysis

In the fast-paced world of cryptocurrency, the key to success lies in staying ahead. That's where EarnSphere excels. Our approach is built on a foundation of rigorous market analysis, conducted by our dedicated research and analysis department. This team of experts delves deep into the latest market trends, harnessing their insights to pinpoint strategic entry points into up-and-coming projects.





# The EarnSphere Project

**Strategic Investments:** Maximizing Returns While Minimizing Risks

What sets EarnSphere apart is our ability to make swift, informed decisions. Leveraging the collective buying power of our community, we're able to execute fast entries and exits in chosen projects, optimizing returns without triggering mass sell-offs. This delicate balance ensures the stability and growth of our investment portfolio, offering our investors peace of mind and the promise of profitability.



# The EarnSphere Project

## **Governance at Its Core:** Empowering Token Holders

At the heart of EarnSphere lies our commitment to community-driven governance. Token holders play a pivotal role in shaping our investment strategy, with the power to weigh in on potential token acquisitions. This inclusive approach not only fosters a sense of ownership and belonging but also leverages the diverse perspectives of our community to make smarter investment choices.

# The EarnSphere Project

## Why Invest in EarnSphere ?

**Expert Market Analysis:** Benefit from our team's expertise in identifying and acting on lucrative market opportunities.

**Strategic Investment Approach:** Enjoy optimized returns through our strategic entry and exit tactics in high-potential projects.

**Community-Driven Governance:** Have a say in the direction of our investments, reinforcing the collective strength of our token holders.

**Proven Community Track Record:** Join a well-established community with a two-year history of collaboration and success in the crypto space.



# The EarnSphere Project

## Secure Your Stake in the Future of Finance

EarnSphere offers you an unprecedented opportunity to be part of a pioneering venture that places community and strategic investment at the forefront. By joining us, you're not just investing in a token; you're investing in the future of decentralized finance, powered by a community that believes in the transformative power of collective action.

## Embrace the Opportunity: Invest in EarnSphere Today

Become part of our mission to redefine the landscape of crypto investments. With EarnSphere, you're not just an investor; you're a vital member of a community poised to make waves in the world of finance. Secure your place and be part of the journey toward a more inclusive, profitable, and community-driven future.



# CONTRACT



## **Contract Address**

0x548aCOB9C43E4858CA1aE8A7b4Eae493d24B5fba



## **Launch date**

March 15, 2024



## **Block chain**

Ethereum Blockchain

# Decentralized Exchange (DEX)



SES is tradable on UniSwap

Make sure to open the following link from within your in-wallet browser, then connect your wallet.

**Buy SES:**

<https://app.uniswap.org/swap?outputCurrency=0x548aCOB9C43E4858CA1aE8A7b4Eae493d24B5fba>

# TOKENOMICS

<b>Total supply</b>	<b>1,000,000,000</b>
Public presale tokens sold	98,464,080
Bonus + prize tokens for presale contributors	29,145,111
Private sale tokens	23,000,000
Starting liquidity	33,674,715
Locked backup liquidity	67,000,000
Starting burn	200,000,000
Locked for future burn boosts	100,000,000
Locked for listings mid-term	100,000,000
Locked for listings long-term	50,000,000
Team tokens	120,000,000
Roles vested payments	50,000,000
Treasury assets	53,200,000
Unlocked for continuous liquidity buildup	75,516,094

# TOKENOMICS

LP locked for 1 year

**Vesting schedule:**

10% of public presale tokens unlock at launch, then 10% every 3 days.

Team tokens/treasury assets/private sale tokens/burn boost tokens unlock on April 30, 2024.

This is followed by vesting of team tokens and treasury assets with unlocking of 20% every month.

Treasury assets will never be sold.



\***Public Presale link:** <https://gempad.app/presale/OxC735DceE397e1C1206d4EE8793Dca1cad96920F8?network=Ethereum>

## Audited by Solidproof

Please find the published audit report here: <https://github.com/solidproof/projects/tree/main/2024/EarnSphere>

### Summary of the audit with comments from the team (1/2):

- Contract is with no critical or high alert issues.
- Medium and low alert issues were either fixed or acknowledged as being necessary for the context of ecosystem functions.
- Ownership is not renounced, which lets the team change certain functions when needed, such as max wallet size when burn milestones are reached, taxes within certain limits, tax wallets in case any of them had a security breach, etc.
- Multisig safe wallet was created, co-owned by 3 team members, and requiring at least 2 of them to sign any transaction that leads to a function change in the contract. A hack of a person's wallet will not be enough to access the contract and change the functions.
- The total supply of 1 billion tokens is rigid. The circulating supply can only shrink due to continuous token burns.

## Summary of the audit with comments from the team (2/2):

- No blacklisting function.
- Max transaction tax is set at 6%, meaning the taxes can never be set above 6% for buys and 6% for sells.
- Initial buy and sell taxes are set at 30% for an anti-bot and anti-sniper strategy, then lowered to the indicated 4% tax on buys and 6% on sells.
- A wallet can be exempted from tax, and this wallet will be owned by the treasury and used to buyback tokens, burn them or form LP, without being taxed.
- A wallet can be exempted from max wallet size, making it possible to have the MotherSphere and FamilySphere wallets cross that limit with no problem that would affect their proper functioning.
- The max wallet size can be changed, which will help lower the maximum amount of tokens that can be held in a wallet once we reach certain burn milestones. These milestones will lower the requirements to achieve a position in DLCS tiers.

# TAXES

## Initial Taxes:

Buy Transactions 4%

Sell Transactions 6%

## Initial token distribution to tax wallets by the contract (out of 100%):

16% Burn

17% Liquidity

17% Treasury

16% Development

34% DLCS Rewards

When the "swapMin Tokens" threshold is reached in the contract, any sell will trigger the above distribution.

Burn tokens (16%) will be sent to the null address.

Half of the liquidity tokens (8.5%) will form the token side of auto-LP.

## The remaining 75.5% are sent to swap for ETH then the ETH is distributed as follows:

11% Liquidity

23% Treasury

23% Development

43% DLCS Reward



# Auto-Burn

A percent of the ETH volume will buy \$ES tokens and send them to the null address:  
**`0x00dEaD`**

Purpose: burning of tokens automatically by trading volume insures persistent shrinking of the circulating supply, which contributes to deflation of the remaining supply and improved valuation over time. The automatic feature provides certainty of accomplishment of the given contract function, along with transparent and easily trackable growth of the amount of \$ES tokens in the null address.



# Auto-Liquidity

A percent of the volume will contribute to the strengthening of the liquidity pair (\$ES/ETH) in the decentralized exchange.

This automatic function of the contract provides insurance for the ongoing supplementation of the liquidity with additional ETH dependent on the volume of trading, and thus allows for a continuously improving liquidity for exiting holders and selling traders.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Contents

### Definitions

- Distributor
- Loyalty Card System

### Distributor

- Reward token
- Schedule
- Inclusion and exclusion criteria
- Mechanism

### Loyalty Card System

- Ranges
- Rewards Allocation
- True token holdings vs. Imaginary/Effective token holdings
- Rewards format

### Advantages of the DLCS



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Definitions

### Distributor

A distributor contract is a contract that allows claiming of the accumulated ETH rewards corresponding to a specific wallet.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Definitions

### Differences between Regular Dividends and a Distributor function.

#### Regular Dividends

Traditionally needs a fee (on sells) to trigger automated and frequent rewards distribution

Unpredictable timing of passive payments - depending on volume, accumulation of rewards in the contract, and the need for a sell trigger

Costs high gas fees going on countless transactions - to distribute to all wallets every time

Sends ETH to all wallets, including small-sized inactive ones

#### Distributor

System deployable at a pre-determined fee according to Gwei, making sure to input the rewards into the contract at the lowest fee possible

Highly predictable timing of payments - follows a pre-planned schedule

Costs lower gas fees for rewards distribution to all wallets - done way less frequently as per the predefined schedule

Sends rewards only to active wallets above a certain percent of holdings of total supply - keeps ETH flowing only to more likely-active wallets, i.e. closing the loss faucet

# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Definitions

### Loyalty Card System

The Loyalty Card System is a Tier-based system.

It attributes holders within certain ranges according to their percent of holdings of total supply.

This system allows variable allocation of rewards depending on those ranges.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Distributor



### Schedule

Weekly assessment of each wallet's behavior at the checkpoint of Sundays 8PM UTC.  
Accumulated ETH Rewards are made available for claiming at monthly intervals.

### Reward Token

The reward token is the token that eligible holders will receive from the Distributor contract.  
ETH is the reward token.



### Inclusion criteria

Percent of holdings of total supply should be above the minimum threshold of 0.1%



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Distributor

### Exclusion criteria

Any sell transaction on a given week causes the wallet to lose its earned rewards for that week's calculation

Any transfer transaction on a given week causes the wallet to lose its earned rewards for that week's calculation

PS: Buying and/or Holding are NOT exclusion criteria



### Mechanism

Example

Holder name: Joe

Holdings: 0.5% of total supply



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Distributor



### Scenario #1 (SUCCESS)

Joe's holdings are considered above the minimum threshold for inclusion into the distribution.

Joe wants to make sure he earns his next week's ETH rewards.

As of the 1st Sunday 8PM UTC, Joe only holds OR buys some tokens until the 2nd Sunday 8PM UTC.

On the 2nd Sunday 8PM UTC, ETH rewards are allocated toward Joe's wallet, awaiting the enabling of the monthly claim function.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Distributor

### Scenario #2 (FAIL)

Joe's holdings are considered above the minimum threshold for inclusion into the distribution.

Joe made good profit on his SES holdings and feels he has to sell to take out his initial investment at least.

As of the 1st Sunday 8PM UTC, Joe was still eligible for this week's payment.

However, on Wednesday, Joe sells part of his holdings. He became NOT eligible for this week's ETH rewards.

He has to wait until the 2nd Sunday 8PM UTC to start earning ETH again and make sure he doesn't sell or transfer tokens on that new week, in order to get allocated the earned ETH of that new week on the 3rd Sunday 8PM.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

Loyalty Card System

Ranges

Range	Holdings equal to or above .. of total supply
<b>DIAMOND</b>	2 %
<b>PLATINUM</b>	1 %
<b>GOLD</b>	0.5 %
<b>SILVER</b>	0.25%
<b>BRONZE</b> (minimum threshold)	0.1 %

# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Loyalty Card System

The amount of holdings dictates the deserved rewards.

### Example of Regular holdings format without threshold:

Joe holds 0.5% of total supply, and we assume he holds 0.8% of circulating supply (accounting for burn, for example purposes).

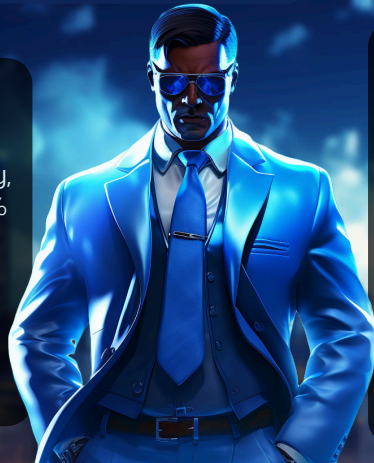
Thus, Joe will receive 0.8% of the ETH rewards.

## Rewards Allocation

### Example of Regular holdings format WITH threshold:

New circulating supply includes tokens of holders with % of total supply above the minimum threshold.

This means Joe could be holding for example 1.5% of the new circulating supply, thus earning 1.5% of the ETH rewards.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Loyalty Card System

### True token holdings vs. Imaginary/Effective token holdings

True holdings are the exact amount of tokens a holder has.

Imaginary/Effective holdings are derived from the True holdings by a predefined equation.

Using this predefined equation allows Tier-based allocation of rewards, compared to the traditional allocation based on true holdings alone.

#### **Example of True holdings**

Joe has 0.5% of total supply (5,000,000 SES)

#### **Example of Imaginary/Effective holdings**

0.5% of total supply makes Joe a holder within the Gold range.

If Gold range applies a modifier of x3, then Joe has:  
 $5,000,000 \times 3 = 15,000,000$  SES imaginary/effective holdings.

These modifiers create a new imaginary/effective circulating supply.



# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Loyalty Card System

True token holdings vs. Imaginary/Effective token holdings



### Key points within the EarnSphere DLCS:

It is based on circulating supply that only includes holders with a percentage of holdings of total supply above the minimum threshold; i.e. Bronze range and above.

That circulating supply is further modified to an imaginary/effective circulating supply, based on which the ETH rewards are distributed; i.e. in a tier-based format.

# Distributor Loyalty Card System (DLCS) - ETH Rewards

Loyalty Card System

Rewards format 1/5

Range	True Holdings*	Modifier	Imaginary/Effective Holdings*
<b>DIAMOND</b> 2 %	20,000,000	x 5	100,000,000
<b>PLATINUM</b> 1 %	10,000,000	x 4	40,000,000
<b>GOLD</b> 0.5 %	5,000,000	x 3	15,000,000
<b>SILVER</b> 0.25%	2,500,000	x 2	5,000,000
<b>BRONZE</b> 0.1 %	1,000,000	x 1	1,000,000

\*This table shows the lowest % and holdings within any certain range for example purposes

# Distributor Loyalty Card System (DLCS) - ETH Rewards

Loyalty Card System

Rewards format 2/5



Joe has 0.5% of total supply (5,000,000\$ES).

He sits in the Gold range with a modifier of x3.

Joe has 5,000,000 x 3 = 15,000,000\$ES imaginary/effective holdings.

Taking an example of an imaginary/effective circulating supply of 800,000,000 tokens:  
 $(15,000,000 / 800,000,000) \times 100 = 1.875\%$

Joe will earn 1.875% of the total ETH rewards (as compared to 0.8% if it were for example a regular reward system)

# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Loyalty Card System

## Rewards format 3/5

This next table compares lower ranges to the Diamond being the standard of rewarding 100% potential rewards. It also compares rewards between the traditional system and the tier-based system.

### Diamond-standard percentages: **holdings vs rewards**

Holdings	Traditional Rewards	DLCS Rewards
<b>Diamond</b> - 100% (2% of total supply)	<b>100 %</b>	<b>100 %</b>
<b>Platinum</b> - 50% (1% / 2%)	<b>50 %</b>	<b>40 %</b>
<b>Gold</b> - 25% (0.5% / 2%)	<b>25 %</b>	<b>15 %</b>
<b>Silver</b> - 12.5% (0.25% / 2%)	<b>12.5 %</b>	<b>5 %</b>
<b>Bronze</b> - 5% (0.1% / 2%)	<b>5 %</b>	<b>1 %</b>



# Distributor Loyalty Card System (DLCS) - ETH Rewards

Loyalty Card System

Rewards format 4/5

Bronze-standard ratios: **holdings vs rewards**

Holdings	DLCS Rewards	Extra Profit (compared to Bronze)	Extra Profit (compared to lower range)
<b>Bronze</b> 0.1% - (a)	b	<b>1 x</b>	<b>1x</b>
<b>Silver</b> 0.25% - (2.5a)	5b	<b>2 x</b> (bought 2.5a; rewarded 5b; $5/2.5 = 2$ )	<b>2x</b> (result of 2/1) Silver vs Bronze
<b>Gold</b> 0.5% - (5a)	15b	<b>3 x</b> (result of 15/5)	<b>1.5x</b> (result of 3/2) Gold vs Silver
<b>Platinum</b> 1% - (10a)	40b	<b>4 x</b> (result of 40/10)	<b>1.33x</b> (result of 4/3) Platinum vs Gold
<b>Diamond</b> 2% - (20a)	100b	<b>5 x</b> (result of 100/20)	<b>1.25x</b> (result of 5/4) Diamond vs Platinum

a = holdings of bronze

b = weekly rewards of bronze

# Distributor Loyalty Card System (DLCS) - ETH Rewards

Loyalty Card System

Rewards format 5/5

The last column on the previous page is interpreted as follows:

Jumping from Bronze to Silver is 2x more profitable

Advice: If a holder has 0.24% of total supply (Bronze), buying 0.01% puts him/her in the Silver range, which earns them at least 2x more ETH.

Going further up to 0.3% for example surely earns them even more ETH.

Jumping from Silver to Gold is 1.5x more profitable (i.e. being in the Gold range is at least 1.5x better in terms of ETH returns).

And so on.

# Distributor Loyalty Card System (DLCS) - ETH Rewards

## Loyalty Card System



## Advantages of the DLCS

- Promoting buy pressure to reach more appealing higher ranges.
- Discouraging sells that otherwise make a wallet NOT eligible for the current week's ETH rewards.
- Discouraging sells that could drop a wallet's holdings into a lower range.
- Discouraging transfers that otherwise make a wallet NOT eligible for the current week's ETH rewards (Transfers to other wallets that can sell - to avoid selling from the rewarded wallet - is thus penalized).
- Effectively creating stronger support levels by holders above 0.1%, bringing stability against the usual cryptocurrency high volatility, especially against dumps.
- Rewarding holders/buyers with even more ETH as sellers exit the DLCS for that week. The seller takes profit by selling, while the holders take more profit than in other tokens by holding. This balances the satisfaction for both sellers and holders.

# DLCS Cycling

- DLCS tiers will be modified over time according to the circulating supply.

Range	% of total supply	% relative to Diamond
Diamond	2%	100%
Platinum	1%	50%
Gold	0.5%	25%
Silver	0.25%	12.5%
Bronze	0.1%	5%

At initial circulating supply

Range	% of total supply	% relative to Diamond
Diamond	0.5%	100%
Platinum	0.2%	40%
Gold	0.075%	15%
Silver	0.04%	8%
Bronze	0.01%	2%

At 50% circulating supply (50% burned)

Range	% of total supply	% relative to Diamond
Diamond	1%	100%
Platinum	0.45%	45%
Gold	0.2%	20%
Silver	0.1%	10%
Bronze	0.04%	4%

At 75% circulating supply (25% burned)

Range	% of total supply	% relative to Diamond
Diamond	0.25%	100%
Platinum	0.075%	30%
Gold	0.02%	8%
Silver	0.0075%	3%
Bronze	0.0025%	1%

At 25% circulating supply (75% burned)

# DLCS Cycling



Notice how, over time, the road to higher tiers becomes steeper.

**Example:**

At initial ranges, holding 0.1% of total supply puts you in the Bronze range, compared to 2% for the Diamond range (Bronze has 5% of a Diamond's holdings). At 50% burn, Bronze will only require to hold 2% of what a Diamond range wallet is holding.

# Development

A percent of the volume will contribute to ETH fees to the development costs and maintenance, whether by the in-house developer(s) or external expenses.



# Treasury

**A percent of the volume will contribute to ETH fees to the ES Treasury.**

**The ES Treasury has the following roles:**

**Marketing and  
other outstanding  
expenses**

**Investment  
Fund (IF)**

**Monthly  
Lottery**

# Lottery

**Lottery wallet address:** 0x385b2c108a6397c87e06f612428b13edea4260f0

- The Treasury contributes a sum of ETH to the monthly lottery event.
- DLCS holders-only lottery. Eligible wallets are the ones in the DLCS by the time of the lottery event.
- No action is required from the DLCS holders to enter the lottery.

## Eligible Wallets

## Entries

Diamond

20

Platinum

10

Gold

5

Silver

3

Bronze

1

## The Twist:

The Null, the MotherSphere and the FamilySphere addresses are included in the lottery.

- If Null address wins › ETH prize is used to buyback and burn SES tokens.
- If MotherSphere wins › ETH prize is added to the MotherSphere ETH pool.
- If FamilySphere wins › ETH prize is added to the ETH pool payout of **the following month** for FamilySphere shareholders.



# Investment Fund (IF)

**Archived Results:** <https://earnsphere.gitbook.io/earnsphere/>

**Investment Fund wallet address:** `Oxc59fa8ad50c924ab4ca2ee33ac8e82bfc329d371`

## Contents

Definition

Treasury Allocation to the Investment Fund (IF)

IF Schedule



# Investment Fund (IF)



## Definition

The Investment Fund (IF) is the activity of investing into other cryptocurrencies



## Treasury Allocation to the IF

IF will use part of the Treasury ETH to invest into other cryptocurrencies.

The amount of ETH invested will be decided by the ES Team, according to plans and availability of funds.

# Investment Fund (IF)



## IF Schedule

IF will attempt to invest its ETH on a weekly basis into other blue chips or stable coins.

IF helps to diversify the Treasury assets, making it more immune against market one-sided manipulations or fluctuations.

Blue chips/stable coins investments will be decided by the ES Team, with input taken from the community, if any.

Spending or Reconversion of assets to ETH will be decided by the ES Team, with input taken from the community, if any.

# MotherSphere (MS)

**Archived Results:** <https://earnsphere.gitbook.io/earnsphere/>

**MotherSphere Wallet address:** 0x447C3ec2978c6E24959179F72EEb204b1159EE44

## Contents

Definition

MotherSphere (MS) Holdings

MS ETH Rewards

MS Splitting Decisions



# MotherSphere (MS)

## Definition



- The MotherSphere (MS) is, like its name states, the Mother of all spheres.
- It is responsible for running the ecosystem passively on a **quarterly** basis.

## MS Holdings

- MS is one of the largest DLCS-eligible holders.
- MS is considered an ES Treasury property.



## MS ETH Rewards

- MS earns ETH rewards as a Diamond range holder.
- This ETH is the property of the community-at-large.



# MotherSphere (MS)



## MS Splitting Decisions

ETH earned by MS will be left to accumulate over 3-month cycles.

Every quarter, MS will split - meaning the ETH sphere will turn into the following functional categories:

### FIRST QUARTER

Burn (ETH is used for buyback and burn of SES tokens)



### SECOND QUARTER

Liquidity (Half of the ETH amount is used to buyback SES tokens, and these will be paired with the other half of the ETH amount, then added to current LP)



### THIRD QUARTER

Second DEX (ETH is paired with the tokens that unlock at 9 months, and the pair will be used to create a new LP on a second DEX)



### FOURTH QUARTER

Second Chain (Similar to the Second Quarter, however the pair will be available to expand on a second blockchain)



# FamilySphere (FS)

**FS Wallet Address:** Ox24931334826F2Dc999eAD49b623550991C3F0e10

## Contents

Definition

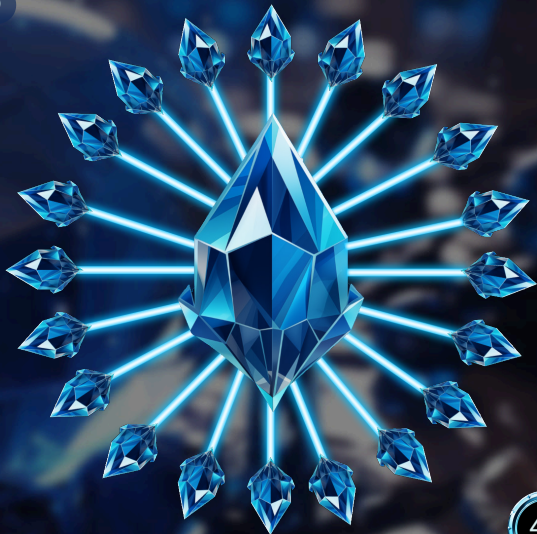
ETH Investment

FS Shares

ETH Rewards

FS Resurrection

FS Eternal Flame



# FamilySphere (FS)

## Definition

### DIAMOND

- The FamilySphere (FS) is a Diamond range wallet and is considered one of the ES Treasury holdings.
- A family member is a shareholder in that FS.

## ETH Investment

- To become a family member, an investor has to send the specified amount of ETH to the FS.
- That ETH will be used for buyback of SES tokens by the FS, growing it and potentiating its ETH revenue from DLCS.



# FamilySphere (FS)

## FS Shares

- Max 100 shares per FS lifetime.

Investment	FS Max Rewards	Profit
1 ETH	1.15 ETH	15%
0.5 ETH	0.55 ETH	10%
0.2 ETH	0.21 ETH	5%

Note that, regardless of the share/investment size, the monthly payout is similar; however, as seen in the table above, the end max profit varies.

## ETH Rewards

- Family members will share between them the ETH distributed to the FS each month by the DLCS.

### Example:

If 1 family member exists, they will get 100% of the ETH received by the FS.  
If 100 family members exist, they will each get 1% of the ETH received by the FS.

# FamilySphere (FS)

## FS Resurrection

1. Once a family member reaches their max rewards (as noted in the table), their investment expires.

3. It will continue payments to active family members until the last family member that entered receives their max rewards.

2. Once the FS logbook reaches 100 family members (including previous ones that expired)

→ It is considered saturated and can accept no more family members.

4. Following the end of its lifetime, FS resurges like a phoenix into a new lifetime, and starts with empty slots for 100 new potential family members.



# FamilySphere (FS)

## FS Eternal Flame

On a **quarterly** basis, FS will burn all the excess tokens it bought back during that quarter using the ETH invested in it by its family members.



# Decentralized Application (DApp)

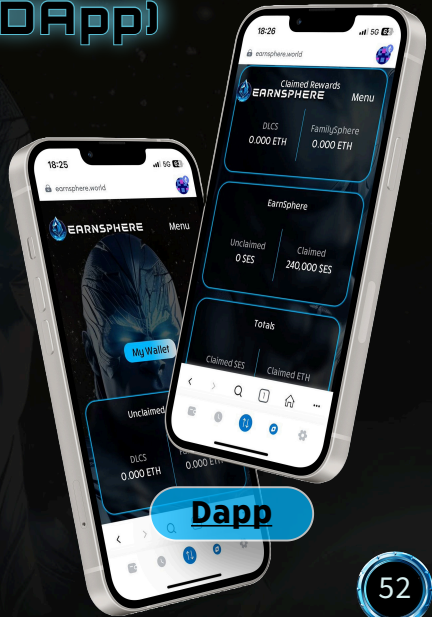
How to Claim your ETH rewards?

Our user-friendly, secure and swift Dapp will help you do that within seconds!  
And it's all built into the website for ease of access!

- 1- Go to: <https://www.earnsphere.world/dapp>
- 2- Connect the wallet that holds your SES tokens.
- 3- Claim the pending rewards.
- 4- Sign the transaction.

Enjoy your monthly passive income with EarnSphere!

Connect



Dapp

# Socials



<https://earnsphere.world>



<https://t.me/EarnSphere>



[https://x.com/earn\\_eco](https://x.com/earn_eco)



<https://instagram.com/earnsphere?igshid=OGQ5ZDc2ODk2ZA==>



<https://www.facebook.com/profile.php?id=61550691422516&mibextid=ZbWKwL>



<https://www.threads.net/@earnsphere>



<https://www.tiktok.com/@earnsphere>



EARNSPHERE