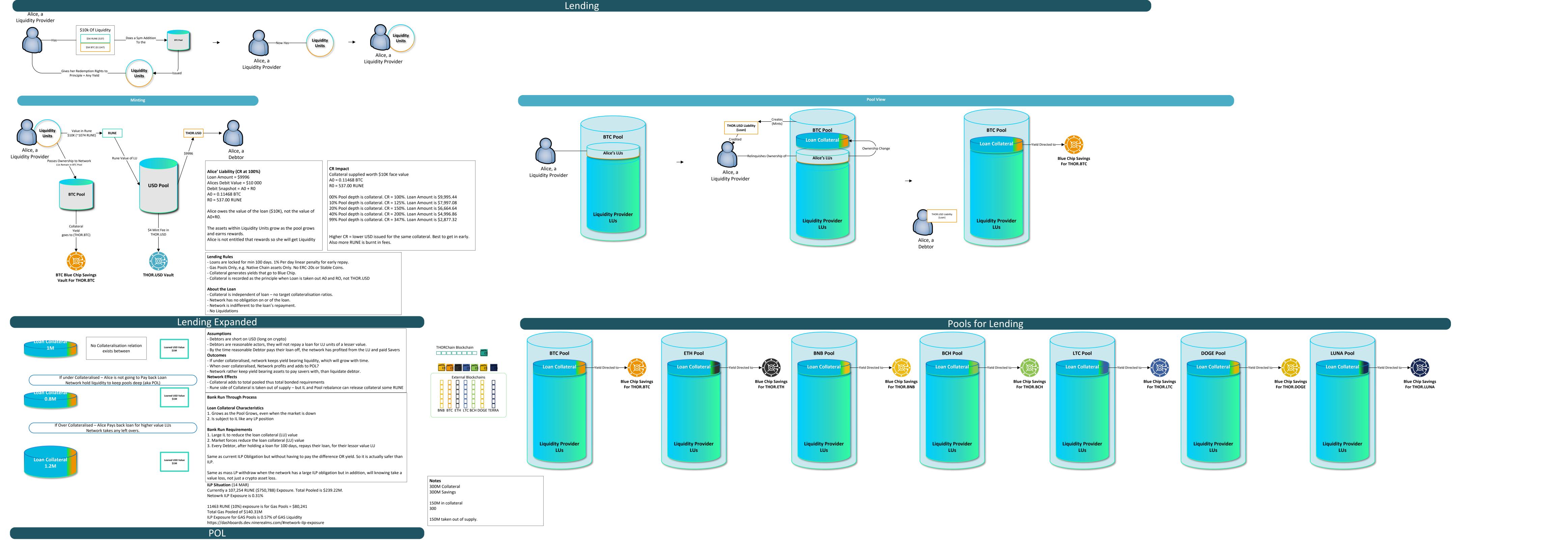


Fees The deeper USD Pool, the cheaper minting and redeeming is. Fees are income for USD THORSavers

As pool is the deepest pool, it produces the lowest fees possible. Minting: RUNE is the Fee, which is Burnt, Converted to USD and sent to the Vault. Redeeming: THOR.USD is the Fee which is sent to the Vault. RUNE is not created.

Effect on RUNE Supply Net: For each Mint/Redeem, RUNE is Burnt but never re-created. Deflationary effect on Rune Supply.

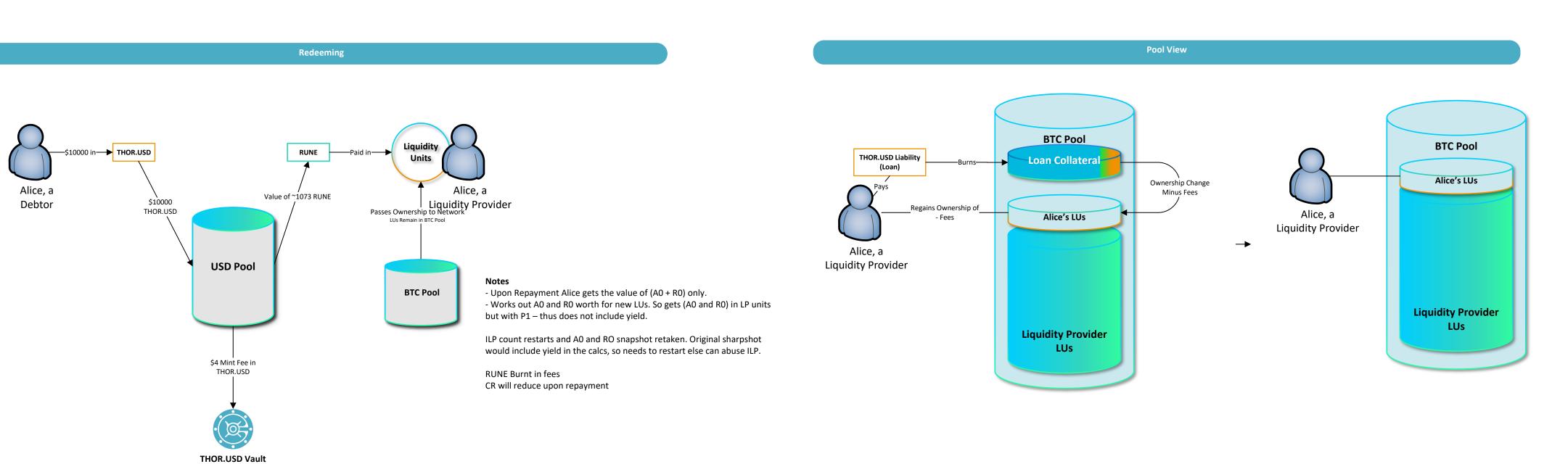




USD Mint Fee

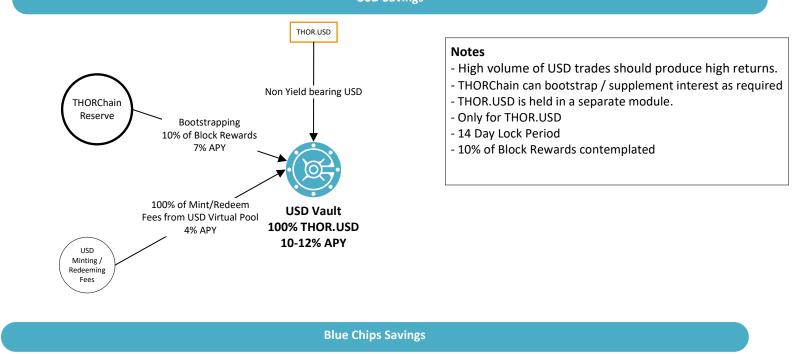
USD Burn F

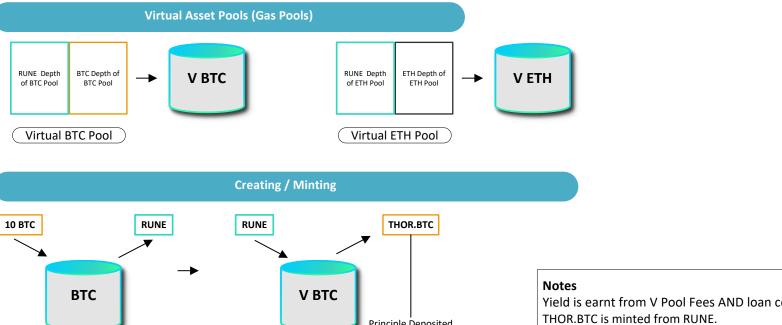
THOR.USD Vault 100% THOR.USD



Proposed THORChain THORFi Design

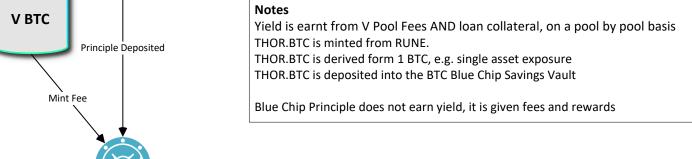
\$1M





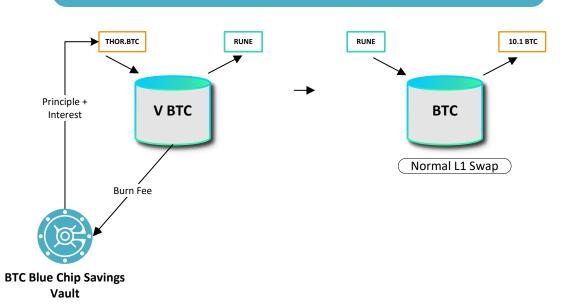
BTC Blue Chip Savings

Vault



Each time THORSavings are interacted with, the excess LUVI is skimmed and paid to the savers-vault to be redeemed.

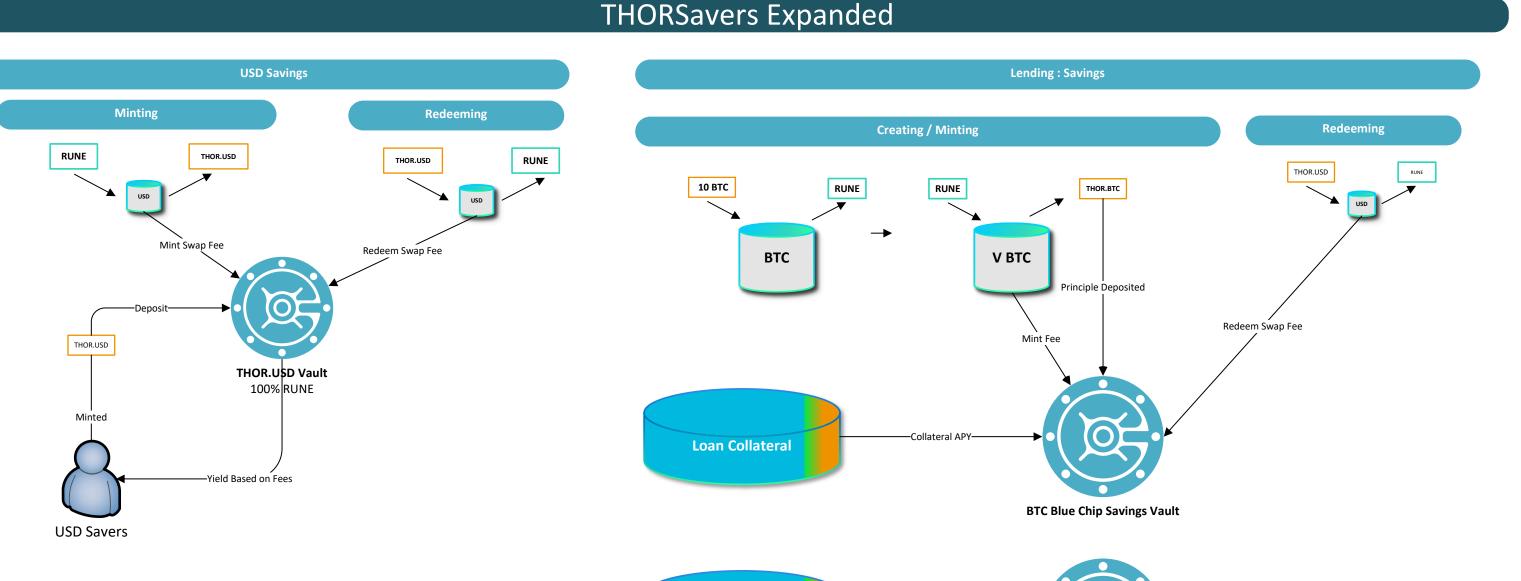
THORSavers



Redeeming

Normal L1 Swap

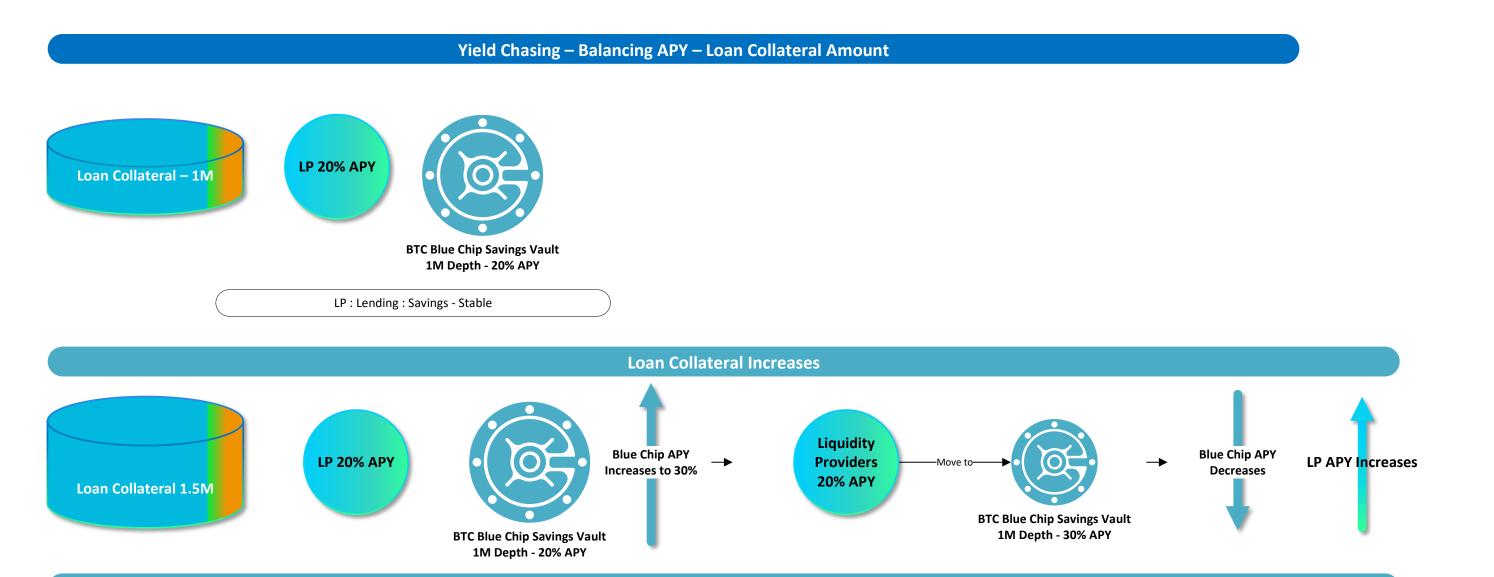




1M Loan Collate

GrassRoots Crypto Created: 10 Mar 22 Last Modified: 7 Apr 22

Liquidity Provider : Lending Collateral : Savings Depth



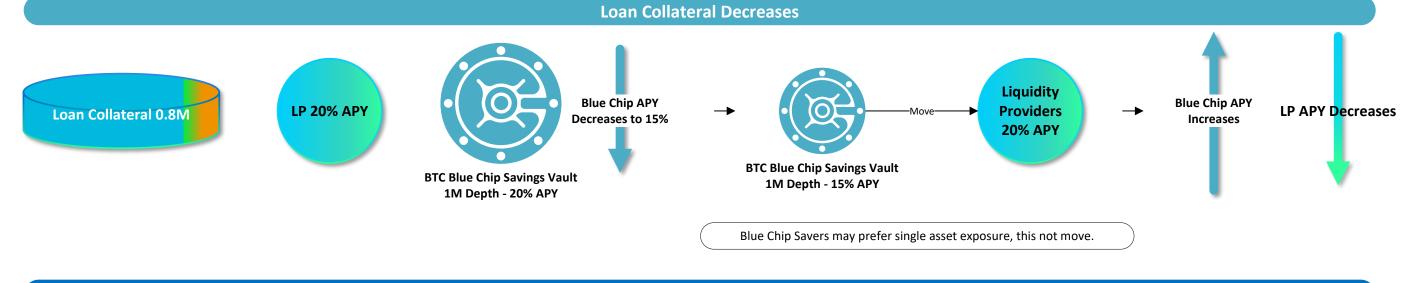
Economics Network Income **Current Income Stream** -Normal L1 Swaps & Arbs (Unchanged) Synth Income Streams - Mint (Arb on Asym Rune Add) - Redeem (Arb on Asym Rune Withdraw) - Swap moving from L1 to Rune or visa versa - L1 to Synth - Synth to L1 -Synth Swap (Arbs post Mint and Redeem) -Withdraw L1 asset post redemption (L1 Swap and Arb) USD Mint and Redeem - Minting USD - Taking out a Loan - Redeeming USD - Fully repaying a Loan - Mint and Burn for THOR.Assets Effects on RUNE. 1. Minting USD reduces RUNE Supply, fees are permanently lost 2. Redeeming USD Increases Supply, fees are permanently lost 3. Half Loan Collateral is RUNE, which is mostly 'locked' till the loan is paid. 4. Minting THOR.BTC (THOR.ASSET) Reduces RUNE Supply, fees are permanently lost 5. Higher the CR, the more RUNE is burnt. Net Effects are 1. Permanently Reduction in Total RUNE Supply via fees 2. Reduction in Circulating supply when loans are created, USD is Minted, Synths are minted or THOR. Asset are minted 3. Circulating supply is increased, when point 2 is reversed but its not 1:1 – always a net loss due to fees. 4. Circulating supply is increased when a liquidity pool experiences IL (price change) or swapping / arbing.



Given Collateral of \$1M 200K in rewards is paid to Blue Chip savers regardless of the amount of holders or capital invested. Blue Chip Savers principle is NOT actually bearing, only single asset exposed.

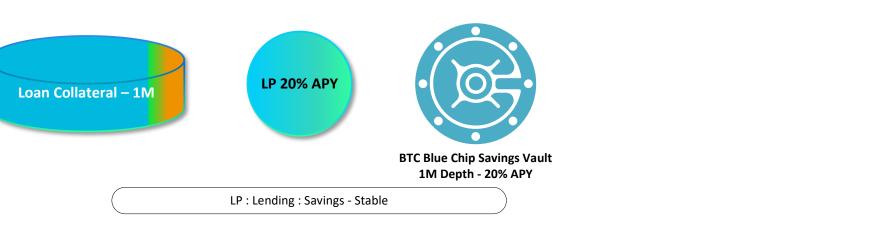
1 Person with \$5, will earn \$200,000 PA. 500 People with \$200 each will earn \$200,000 PA

Loan Collateral can produce a torrent to liquidity for savers. More loans – more rewards for savers.



Yield Chasing – Balancing APY – Blue Chip Savings Vault Depth







Increased Rune Price

If Rune Increase, due to supply shortage.

1. Depth of USD Pool gets deeper 2. Total Pooled capacity (and Total Bonded) increases, which enabled more LPs, Synth Minting and Loans – which allows better saving yield 3. Promotes Bond Wars -> Increased Bond -> IP move to LPs -> Increased rewards to LPs and Blue Chip Savers 4. Attracts more assets in the pool due to arbing - > Deepens every pool -> Reduces swap fees

RUNE Price effects all parts of the Network and Deepens pools.

Deep pools is the end goal.

