

TopFlower 1.4.0

*Note: Blue text is new update content

I. Description

- Players entering the game will receive 2 pieces of free land (how is free land different from NFT land will be discussed later).
- Players need to plant a lot of flowers to earn a lot of tokens.
- Each piece of land can grow 1 flower called 1 farm.
- Need at least 1 flower for the user to start the game.
- Actively play mini-games like LuckyBox, GiftBox,... to receive gifts like BuffItem.
- When there is a BuffItem, add it to the farm to maximize productivity, each buff item of the same type can only be added to 1 farm, after 1 cycle all buffs will reset.
- Farm is always active and gives "basic" productivity if you do not have time to take care of it.

II. NFT in the game

- Land - NFT land: the selling price on the system is 160 TPF, 25% discount to 120 TPF.
- Land free, the system gives each user 2 pieces, land free only has the effect of 30% of the added buff, but if you use the "Magic Free to NFT" BuffItem, the land Free will have the same effect as the Land NFT (ie full buff), this buff will be reduced by 10% after 1 farming cycle.
- Flower NFT, selling randomly with 8 types of flowers: Sunflower, Gerbera, Daisy, ArtiChoke, Lotus, Lily, MossRose, Carnations; The selling price on the system is 200 TPF, 50% off to 100 TPF.
- NFT flowers and soils last forever.
- Only 200 NFTs can be purchased per day

And we sell 3 packages

- Package 1: 8 lands + 12 plants

=> saleoff 40% => 2,208 TPF

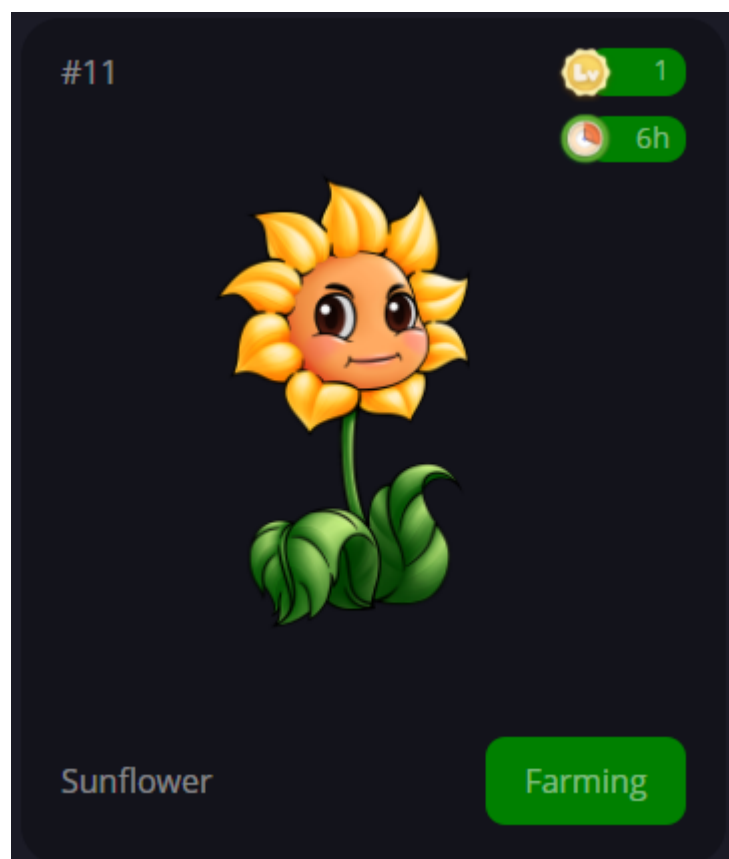
Package 2: 20 lands + 20 plants

=> saleoff 50% => 3,600 TPF

Package 3: 40 lands + 60 plants

=> saleoff 60% => 7,360 TPF

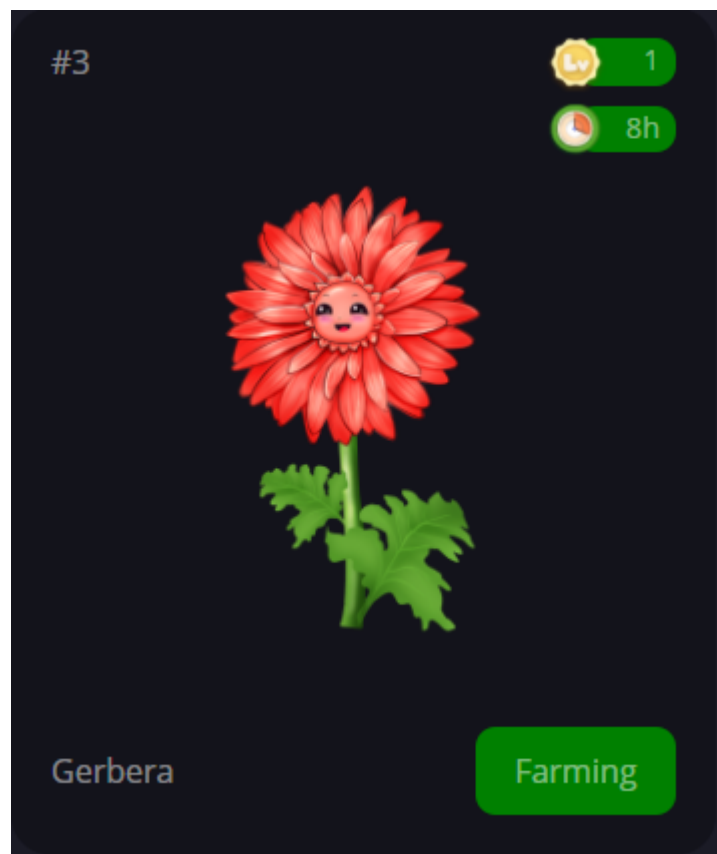
- Sunflower:



Farming cycle: 6h

Harvest: 2F

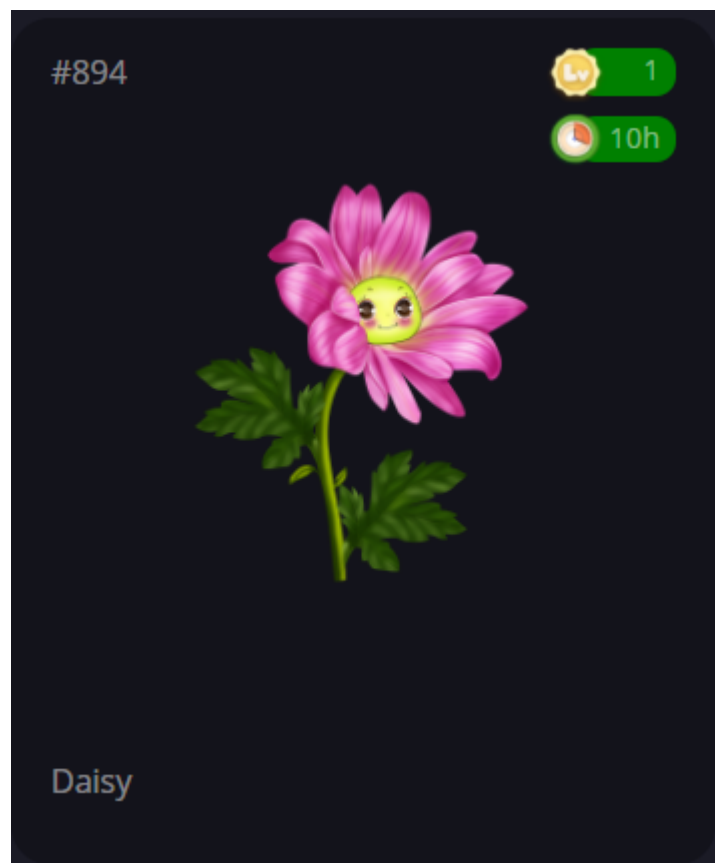
- Gerbera:



Farming cycle: 8h

Harvest: 2F

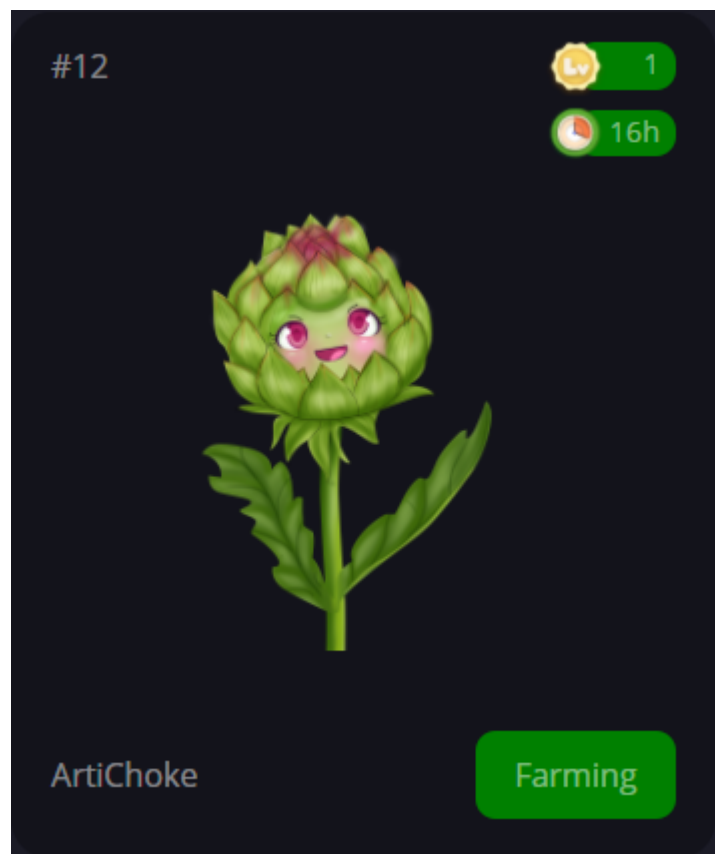
- Daisy:



Farming cycle: 10h

Harvest: 2F

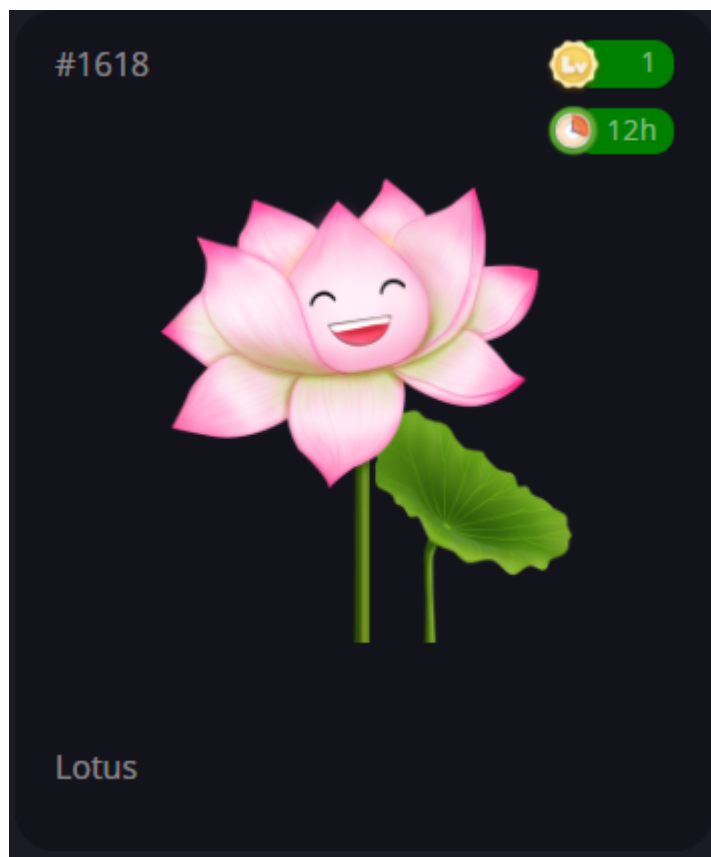
- ArtiChoke:



Farming cycle: 16h

Harvest: 2F

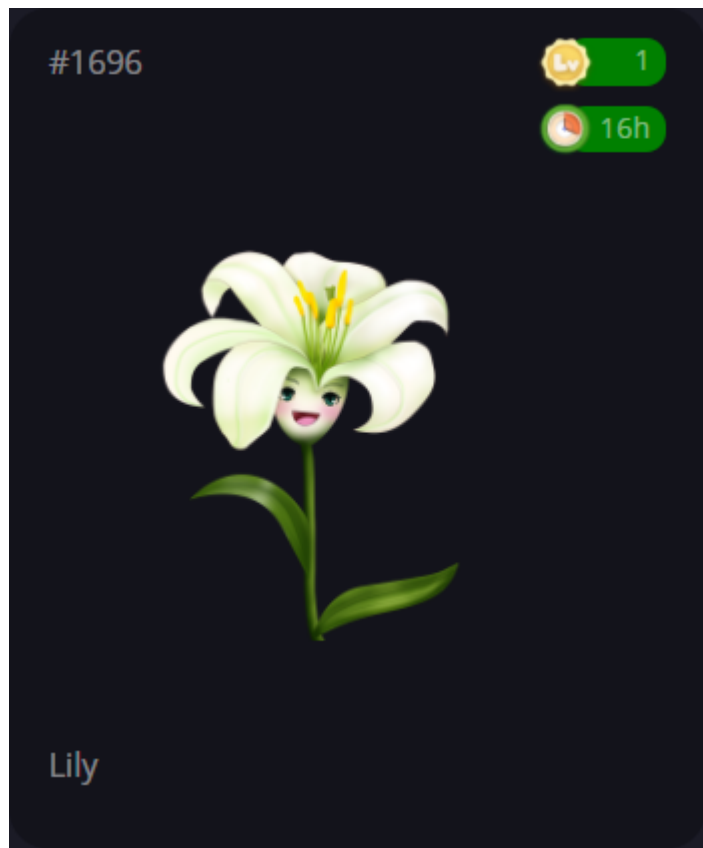
Lotus:



Farming cycle: 12h

Harvest: 4F

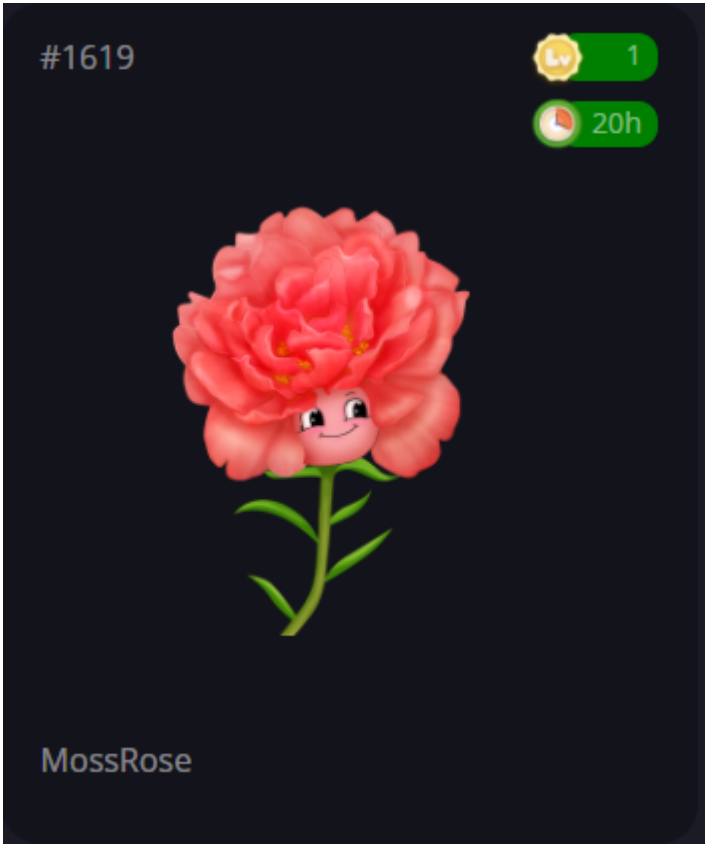
Lily:



Farming cycle: 16h

Harvest: 4F

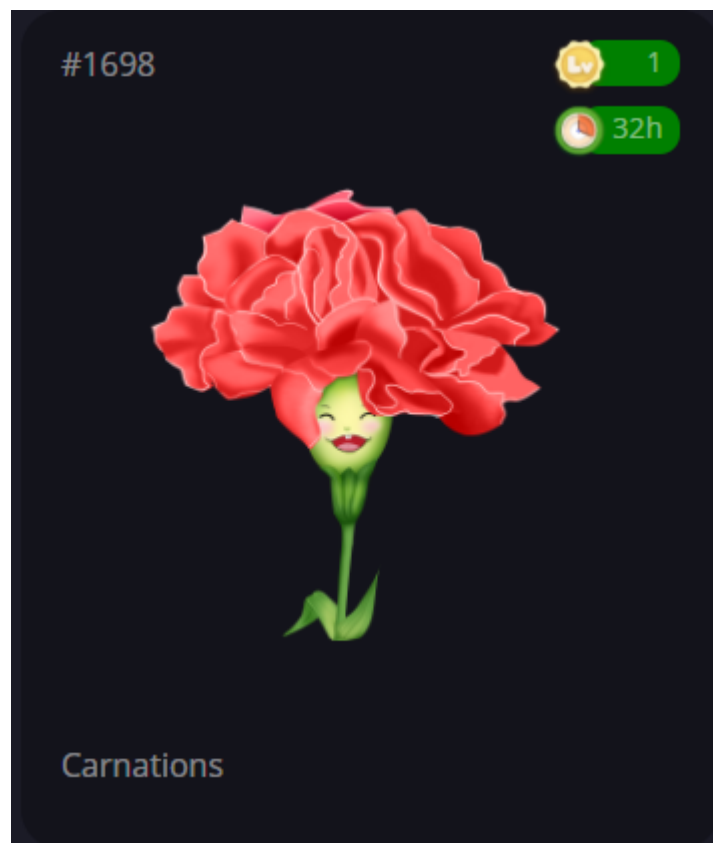
MossRose



Farming cycle: 20h

Harvest: 4F

Carnations:



Farming cycle: 32h

Harvest: 4F

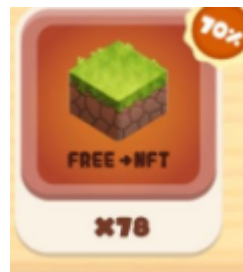
*The flower will have a level and age, the flower just bought from the offering is level 1, the age is 1

- Level up: 2 flowers of the same type with the same level will be combined into a new flower with level +1, for example: 2 sunflowers at level 1, combining will produce level 2 sunflowers, the higher the level, the more benefits you get. after.
- Age up: after "level x age x 15", the flower will increase by 1 year, which means that the harvest cycle will increase by 1 hour, for example, sunflower flower level 2, age is 1, then after $2 * 1 * 15 = 30$ cycles, will be 1 year old, ie sunflower flower now has level 2, age is 2, age 3 requires $2 * 2 * 15$ need 60 cycles. The age of the flower will determine the ability to get buff item when opening the box, the older the age, the chance of receiving a buff is 5%-10% less than the previous age.

III. In-Game Items

- Currently Buffitem will help increase the maximum productivity of the farm, each flower will be added 3 buffitem of the same type.

Buff Magic Free to NFT:



This buffitem helps free land (only receives 30% of the effect of buffs) has the same effect as NFT land (receives the full effect of buffs), after 1 cycle, the value will decrease by 10%, when reaching 0%, the land returns to its free nature.

Buff shortens harvest time:



This buffitem helps the farm to shorten x% of the harvest, for example the flower has a 10h cycle, add this buff, then after 3.5 hours we will harvest.

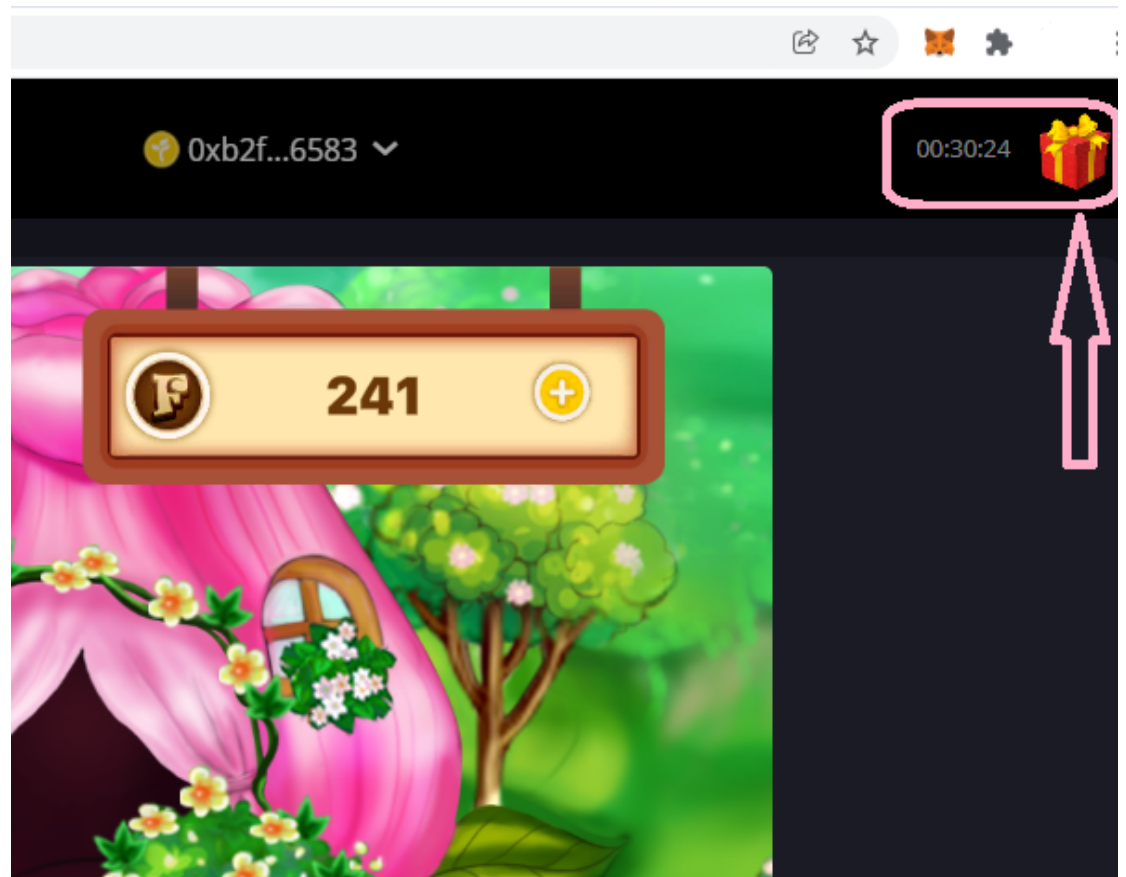
Buff doubles output F



This buff item helps the farm increase the ability to harvest 2 times the output of the flowers. For example, if you add this buff, 90% at the end of the farming cycle will get double F.

IV. MiniGames and Gifts

- Currently in the game there are the following gifts and minigames:
- GiftBox, in the upper right corner of the web, after 3 hours, opening the box will show the number of times to open LuckyBox and/or F (will vary according to the game **economy**).



- Opening LuckyBox will yield: BuffItem - extremely useful for farming; coin F in the game; the number of times to open LuckyBox.
- In addition to receiving the number of times to open the LuckyBox from LuckyBox itself, from the GiftBox, you also get 1 opening when you buy the first flower, 3 times for the second flower, 5 times for the third flower, from the 4th flower onwards, you get 2 turns. Similar to 7 turns when buying the first land, 11 turns when buying the 2nd land, 13 turns when buying the 3rd land, from the 4th land onwards will receive 2 turns.
- Each day will only open LuckyBox limit, the limit formula is: $(\text{NFT} \times 10)$, for example you have 9NFT, you will be opened $9 \times 10 = 90$ times LuckyBox in 1 day.

V. In-game Units

Currently in the game there are the following units:

- TPF: is the token in the game.
- F: stands for Flower, harvested from flowering plants, we can exchange 4F to get 1TPF, transaction fee 4%, example: you exchange 4F for 1TPF, minus 4% fee you have 0.96 TPF. One change min is 1TPF, max is 5000TPF. Each change is 4 days apart.
- We can reduce the rate of 4F to 3F, 2F to get 1 TPF, or reduce 4 days to 3, 2, 1 day can convert the next TPF. The method is to wait for the next ver.
- H (Honey): new unit in the game, how to have and use H will be updated in the next version.

VI. Economy

- The game is in the form of farming "play to earn", then there will be pve, pvp, 3d metaverse modes; These modes will increase interactivity, increase the rich source of tokens to earn.
- The average rate of return in the game leaves in 7-15 days depending on what you open in the LuckyBox minigame.
- Current ROI ratios that users can achieve:
- Flower has an average cotton-harvesting cycle of 15 days.

1. Free land + flower NFT

- a. **Play without buff**, average 15h to 3f, you need to recover capital 100TPF = 400F, then need $15 \times 400 / 3 = 2,000h$, **~83 days will payback.**
- b. **Play full buff**, assuming perfect (buff free to nft full, buff 90% x2 f full, buff shorten the full harvest), 1.5h to 5.7F, you need to recover capital 100TPF = 400F, then need $1.5 \times 400 / 5.7 = 105.2h$, **~4.38 days will payback.**
- c. **Play 75% buff**, let's say 75% perfect (buff free to nft full, buff 75% x2 F 75% of the day, buff shorten harvest 75% of the day), 3.75h out 5.25F, you

need to recover your capital $100\text{TPF} = 400\text{F}$, it takes $3.75 \times 400 / 5.25 = 285.7\text{h}$, which is **~11.9 days to payback**.

- d. **Play 50% buff**, let's say 50% perfect (buff free to nft full, buff 90% x2 F 50% of the day, buff to shorten the harvest by 50% during the day), 7.5h out 4.5F, you need to recover your capital $100\text{TPF} = 400\text{F}$, then it takes $7.5 \times 400 / 4.5 = 666.7\text{h}$, **~27.7 days to payback**.

2. NFT soil + flower NFT (calculated according to Pack 3 package)

- a. Play without buff, 15h to 3F, you need to recover $144\text{TPF} = 576\text{F}$, then need $15 \times 576 / 3 = 2,880\text{h}$, **~120 days will payback**.

- b. Play full buff, assuming perfect (buff free to nft full, buff 90% x2 f full, buff shorten the full harvest), 1.5h to 5.7F, you need to recover $144\text{TPF} = 576\text{F}$, then need $1.5 \times 576 / 5.7 = 151.5\text{h}$, **~6.3 days will payback**.

- c. Play 75% buff, let's say 75% perfect (buff free to nft full, buff 75% x2 F 75% of the day, buff shorten harvest 75% of the day), 3.75h out 5.25F, you need to recover your capital $144\text{TPF} = 546\text{F}$, it takes $3.75 \times 576 / 5.25 = 411.4\text{h}$, **~17.1 days to payback**.

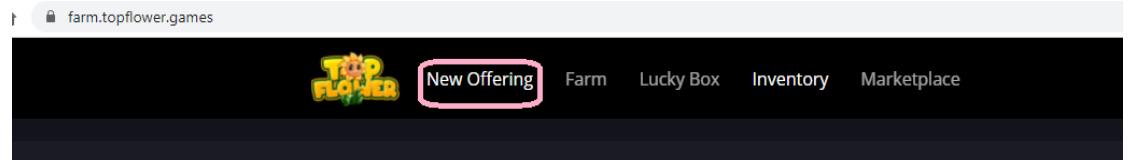
- d. Play 50% buff, let's say 50% perfect (buff free to nft full, buff 90% x2 F 50% of the day, buff to shorten the harvest by 50% during the day), 7.5h out 4.5F, you need to recover your capital $144\text{TPF} = 576\text{F}$, then it takes $7.5 \times 576 / 4.5 = 960\text{h}$, **~40 days to payback**.

The above ROI does not include F from minigames

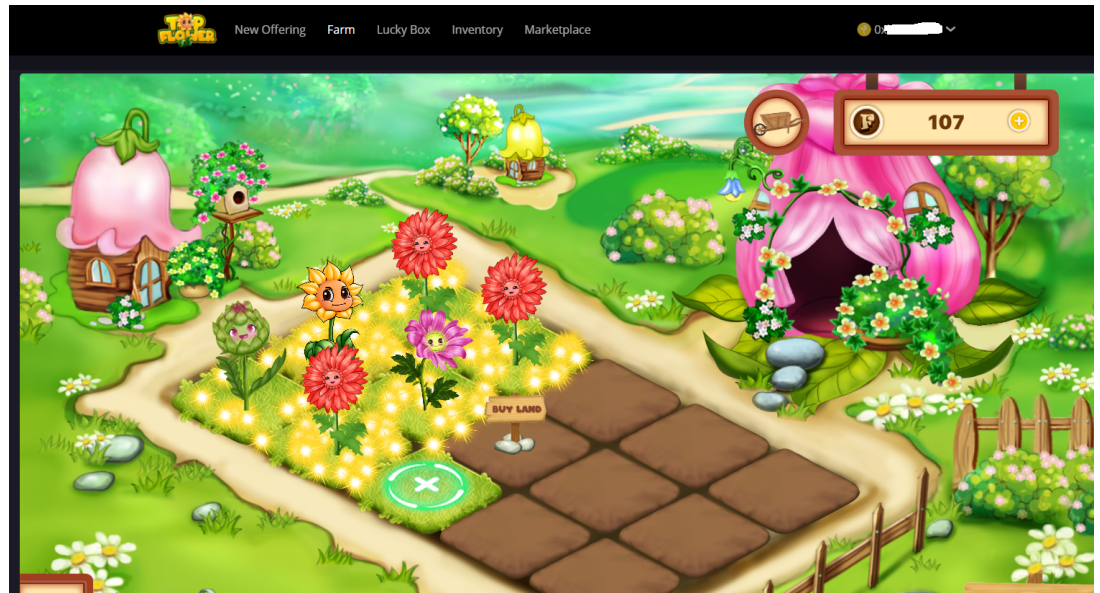
Don't forget LuckyBox also returns dc F, the number of F depends on the number of flowers you own, and we always have many saleoff programs to attract and accelerate the payback for players.

VII. How to play the game

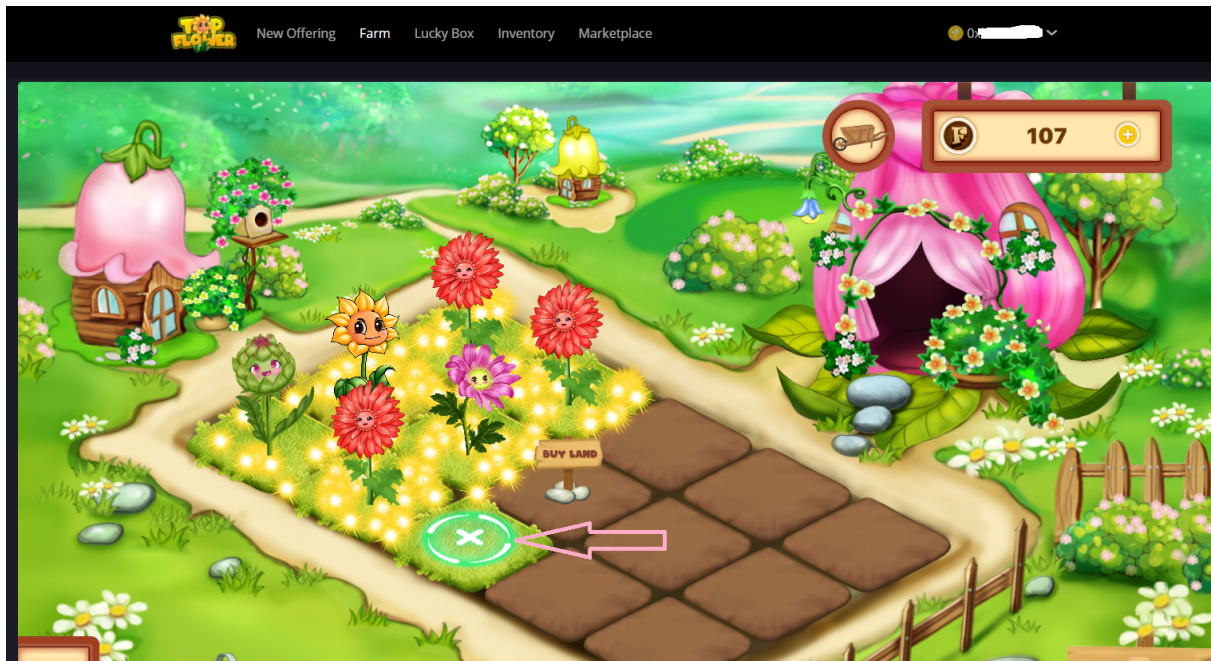
- Go to the web: <https://farm.topflower.games/>
- Buy Offering(Land and Flower): <https://www.topflower.games/>



- Farming: <https://farm.topflower.games/farm/>



Plant a Flower:

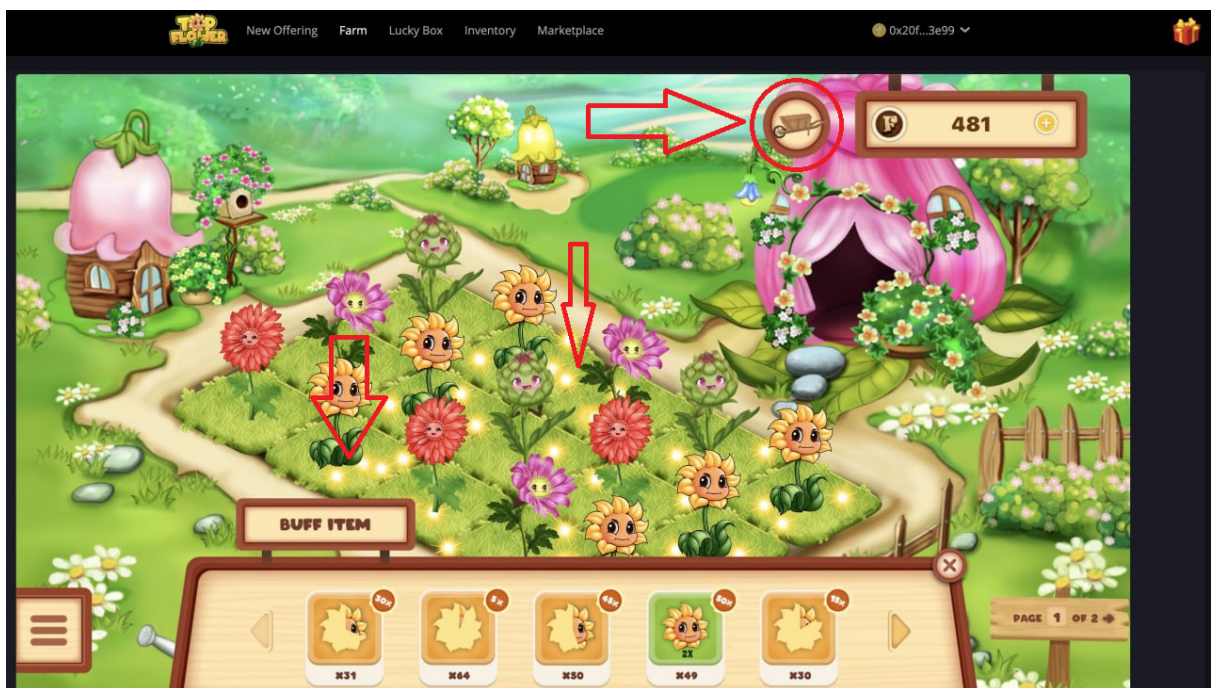


add buff: drag the buffitem to the farm:



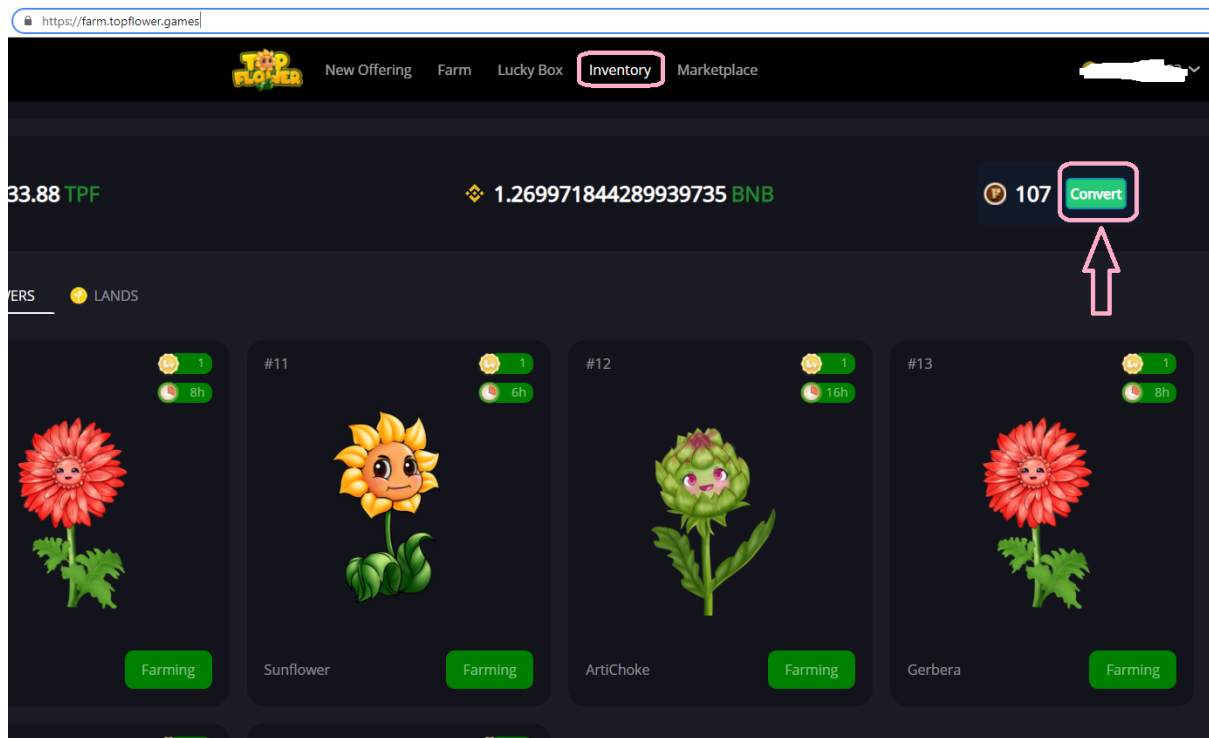


Harvest: click on the farm that is dropping cotton to harvest, or click on the icon to harvest all.



Withdraw F to TPF:

Go to inventory, select “convert”.



Enter the amount F to withdraw, and click “Convert”, then confirm each step on the metamask.



Note:

- Prepare enough / excess gas and check the correct information to convert successfully.
- In case the conversion fails; reject, trans fail will switch to pending state, after 24 hours you come back, click convert for the system to continue processing.
- In case of successful conversion, after 4 days (96 hours) you can convert the next command.
- F will be subtracted and kept until the process is successful.
- After successful conversion, you will have to wait 96 hours (4 days) for the next conversion.
- Once you have agreed to convert, you will not be able to cancel or change the number of F until the conversion is successful.

For Android mobile users, you can play games on kiwi browser

- You especially note, all formulas, all calculations, all random (random) are regularly calculated by the team for the purpose:

- Benefits of new users.

- Profits of old users.

- Long-term stable and sustainable game and economy.

Have fun playing the game!