

What is Darling Waifu?

Website: http://DarlingWaifu.com

Darling Waifu brings freshness to the monotonous NFT game environment with original art and an economy dictated by the users and external factors that connect the digital space with real life.





Waifu Power (WP)



The Waifu Power (WP) is the statistical power each Waifu has and will determine the Farming power and level of each Waifu.

FARMER WAIFU CATEGORIES

1 STAR FARMER WAIFU (15-WP/ 50-WP) 44% Chance Drop



2 STAR FARMER WAIFU (50- WP/ 100-WP) 35% Chance Drop



3 STAR FARMER WAIFU (100-WP/ 150-WP) 15% Chance Drop



4 STAR FARMER WAIFU (150-WP/ 200-WP) 5% Chance Drop



5 STAR FARMER WAIFU (200-WP/ 250-WP) 1%Chance Drop





1 STAR FARMER WAIFU (15- WP/ 50-WP)
44% Chance Drop

Tractor Space (Slot)



Tractors are differentiated by their stars. For each star the tractor has is the amount of Farmer Waifus it can carry.

TRACTOR CATEGORIES

1 STAR TRACTOR (1 Space) 44% Chance Drop



2 STAR TRACTOR (2 Spaces) 35% Chance Drop



3 STAR TRACTOR (3 Spaces)





5% Chance Drop

1%Chance Drop

15% Chance Drop





1 STAR TRACTOR (1 Space) 44% Chance Drop

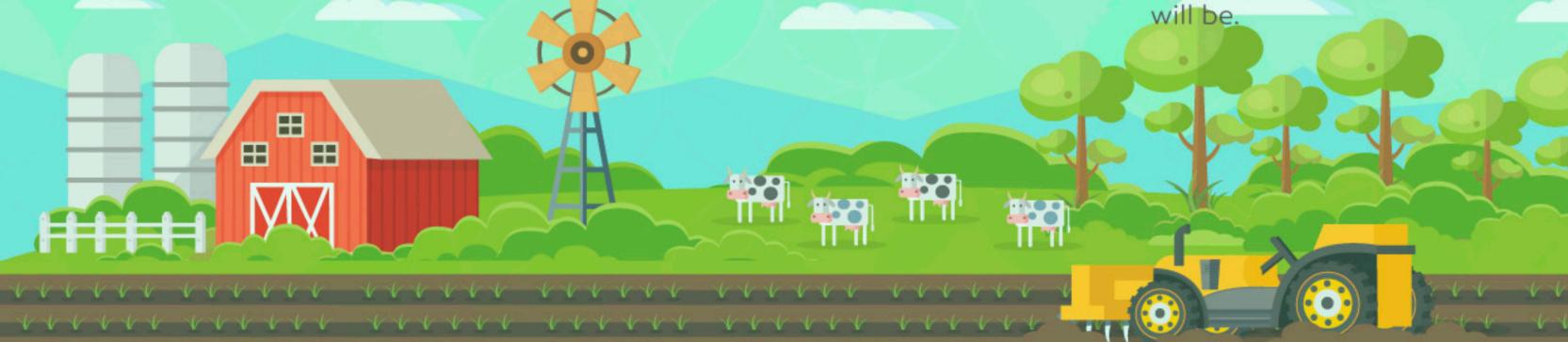


Farm Fields

Farmer Waifus will explore their farms in search of materials. There are 6 different types of materials to be farmed in the Farmer Waifu world. Each player will decide what material they would like to farm and which difficulty. The bigger the farm, the more materials the Waifu will receive and the higher WP will be needed to farm the resources.

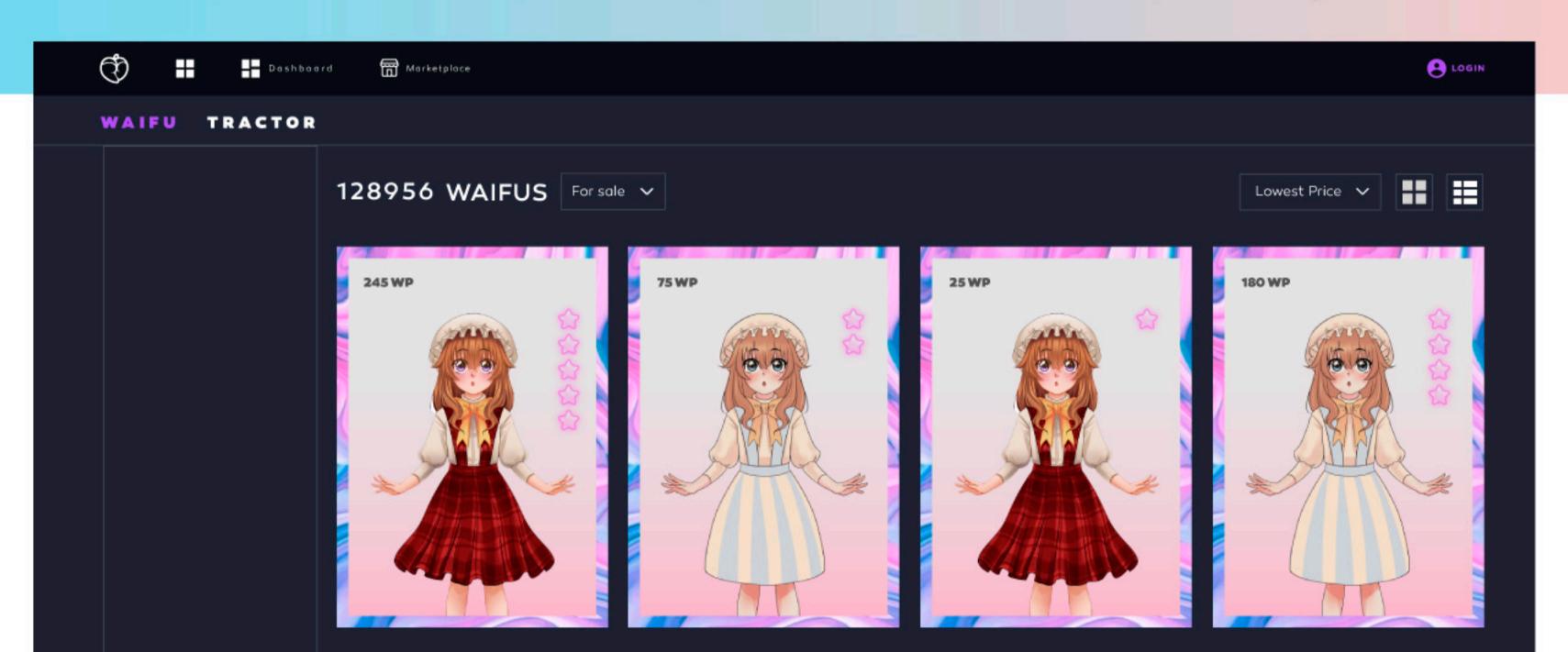
The game will start with 6 farm difficulties per material and with time, larger farm difficulties will continue to be added. The Farmer Waifus will store their harvest in greenhouses and every 15 days they will be able to sell their materials to the market. Because of the difficulty of farming these materials, each Waifu crew will be allowed to farm 1 time daily.

The initial Waifu Power (WP) needed to farm the first difficulty on each material will be 100 WP and every 100 WP will allow you to farm the next difficulty until the 6th level is reached. Farmer Waifus will not be able to farm higher difficulties if the required WP is not met. Due to different bugs and crow menace, each difficulty will have a % of winning rate. The higher the difficulty, the lower the winning rate



MarketPlace

There will be a P2P NFT Marketplace where players will have the opportunity to improve their Farmer Waifus crew and their economy by being able to buy, sell and mint NFTs. These transactions will have a 5% market fee in which this 5% will be redirected to the refill rewards pool. The marketplace will operate under \$PEACH token which will be standard in order to perform any transaccion for buying, selling or minting new NFTs. NFts owners will decide the market price for their NFT on sale, so we encourage other users to be alert in the marketplace for the great deals.



Oracle NPC Market

What is an Oracle?

Oracles are code structures that work as a bridge between the real world and digital blockchain protocols. The purpose of implementing a price Oracle in the game is to not only maintain the entry price to the game and regulate payouts but to also give a longer lifespan to the ecosystem.

- If the Price of \$PEACH token increases, new players will still have to pay the same amount in USD to enter the game.
- Minting Waifus will have the same cost in USD value
- Payouts will be in USD value to help balance the economy

By using the Oracle, Darling Waifu will ensure a well organized ecosystem being able to sustain itself for a longer period of time. The idea is to give the ultimate achievable user experience by implementing the appropriate technologies in order to maintain a large number of active users. Besides, this would attract new players to interact in the metaverse by offering a reasonable entry and payout prices.



TOKEN INFORMATION

\$PEACH

\$PEACH token will be the Governance token (In All Modules) used to purchase NFTs and resources in the Darling Waifu Marketplace.

ECOSYSTEM: 1,000,000 **PUBLIC SALE:** 1,000,000 **REFILL POOL:** 600,000

TEAM: 500,000

LIQUIDITY: 500,000

PRIVATE SALE: 300,000

MARKETING: 250,000

IDO: 200,000

STAKING: 200,000 **ADVISOR:** 200,000 **AIRDROP:** 100,000

CHARITY FOUNDATIONS: 100,000

SEED ROUND: 50,000



