

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)



5% Chance Drop

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



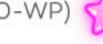
(100-WP/150-WP) **3 STAR FARMER WAIFU** 15% Chance Drop



4 STAR FARMER WAIFU (150-WP/ 200-WP)



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) 15% Chance Drop



4 STAR TRACTOR (4 Spaces)



5% Chance Drop





1 STAR TRACTOR (1 Space) 44% Chance Drop



Farm Fields

Farmer Waifus will work their farms choosing between six different types of materials, the player decides which material and difficulty they would like to harvest which will determine the amount they will receive based on the Waifu Power required for the task.

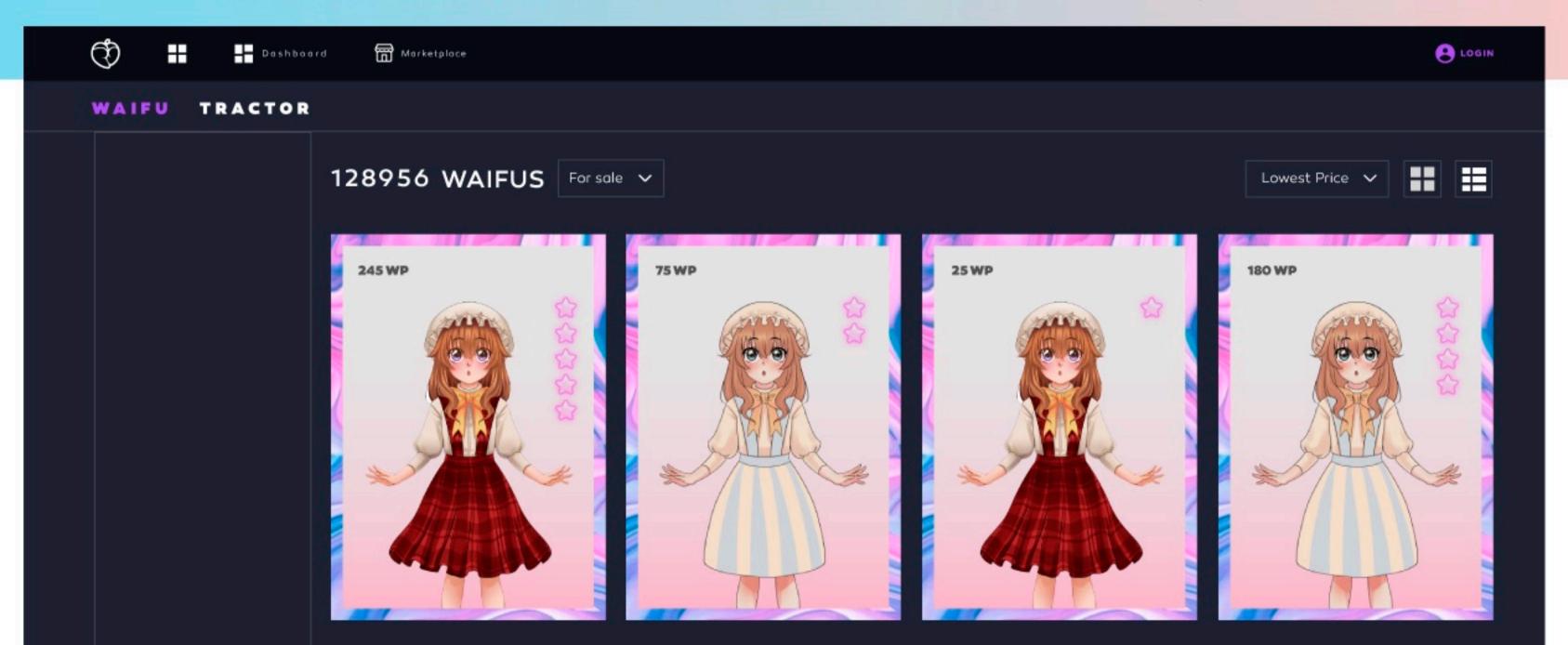
The game will start with 6 farm difficulties per material and with time greater farm difficulties will continue to be added. The farmer waifus will store their harvest in warehouses and be able to sell to the oracle with a starting early sell tax of 30% which reduces by 2% every 24 hours and gets reset with every sale. Due to the difficulty of harvesting these materials, each player will be allowed to harvest once a day.

The initial waifu power (WP) needed to harvest the first difficulty on each material will be 100 WP and every 100 WP will allow you to harvest the next difficulty until the 6th level is reached, each difficulty will have percentile harvesting rate. The higher the difficulty will yield higher rewards but the lower the harvesting percentile rate will be.



MarketPlace

This will be a player to player (P2P) NFT Marketplace where players will have the opportunity to grow their economy by being able to buy, sell and mint farmer waifu and tractor NFTs. These transactions will have a 5% fee which is directed to the refill rewards pool. Buying, selling and minting new NFTs will be done with the \$PEACH token and market conditions will be completely driven by the community so keep an eye out for great deals!



Oracle NPC

The Oracle NPC market will be an in-game character that will control the market prices by adjusting payments established by the Oracle automatically. Here, players will be able to sell the materials acquired by harvesting.

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 price.



TOKEN INFORMATION

\$PEACH Supply 5.000.000

\$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

IDO: 300,000

MARKETING: 250,000

PRESALE: 200,000

STAKING: 200,000

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

CHARITY FOUNDATIONS: 100,000

PRIVATE SALE: 50,000

