

POND WORLD: P2E WHITEPAPER

INTRODUCTION:

Pond World is an immersive experience that strives to create the perfect ecosystem for a unifying build; connecting the Crypto NFT world with the Gamer world.

Our construction is divided into 3 fundamental pillars: (P2E – METAVERSE – COMMUNITY) and aims to reward our HOLDERS with various mechanisms that allow them to earn cryptocurrencies and increase the value of their NFTS through a complete gaming platform.

Do you have an internet connection? Then you have the opportunity to earn money by playing amazing games!

Do you own a Duck NFT? Then you have the opportunity to earn money via staking or renting your ducks!

NONCO-DUCKS:

The Nonconformist Ducks are the habitants of the Pond World and are divided into 2 factions: the Ducks (9,300) and the Hell Ducks (10,000); both collections are generative ERC-721 that act as a passport for the world.

Different traits enable different functions, activities, games and rewards within the game.

PLAY-TO-EARN:

The Ducks will be able to claim \$WRLD based on their playtime and performance. This includes participating in daily, monthly and yearly competitions with huge progressive jackpots.

THE DIFFERENT GAME OPTIONS:

BattleField (Freemium):

2 types of players:

- Collectors (Ducks and Hell Ducks)
- Warriors (Royal Army and Horse Ducks)

The battlefield is where the central action of Play-To-Earn takes place.

Each team will have to leave their forts to clash with the rival team; The collectors will have to collect and take as many eggs as possible back to their castles while the warriors will have to defend their collectors and attack the rival castle in search of stealing the nest.

Individual and group performance will have a direct impact on the rewards obtained at the end of the day.

*There is the possibility of buying boosters to improve performance within the game. (Extra lives, invisibility, armor, etc.)

Nonco-Ducks Side (Premium)

RACES: Races will be all day for 2 to 10 players, you will need to pay a fee in order to play in the races. Random arrows will appear in the river, those arrows are boosters allowing one to go faster. The course will contain some obstacles.

JOUSTING: You will be able to joust 1 vs. 1 when 2 players enlist their ducks after paying a jousting fee. Rounds of rock, paper, scissors will be used to select moves . First one to get 3 points wins. (Exclusive for Royal Army ducks)

DUCK HUNT: On the OG Duck side: Hell Ducks will chase OG Ducks, last OG duck standing wins.
On the Hell Duck side: the Hell Duck with the most OG Ducks hunted wins.(Exclusive for Duck Hunt Background ducks)

Hell Ducks (Premium):

COLISEUM: You will be able to fight in the coliseum every time 2 Horseducks are enlisted, you need to pay a fee to participate. This is a playable fight to the death. (Exclusive for Horse Ducks)

FLOOR IS LAVA: Every level you need to decide which floor tile is solid to walk on. 1 out of 10 is lava initially, after level 5 (2/10 are Lava), level 10 (3/10 are Lava), etc. You need to achieve the highest number of tiles.

DUCK HUNT: On the OG Duck side: Hell Ducks will chase OG Ducks, last OG duck standing wins.

On the Hell Duck side: the Hell Duck with the most OG Ducks hunted wins.(Exclusive for Duck Hunt Background ducks)

METAVRSE:

LAUNCH DATE: TBD

The 2nd stage of our P2E is the development of the villages for the Ducks and the Hell ducks. Not only can you have your house, but also build and decorate it to your liking, get exclusive access to events, exclusive games and even maximize your earnings in \$WRLD.

COMMUNITY:

Not everyone is a gamer, that's why we thought of an area for our Pond World exclusively for those who want to have a good time without having to actively participate in the games.

There you will find a bar, the beach, Duckmaster's mansion and obviously our beloved pond.

The idea is to recreate the experience of every night on Discord but in our own world.

TOKENOMICS:

We have decided to use \$WRLD as the central economy of our Pond World. This was done in order to avoid friction for players within the game, to facilitate simpler currency conversion, and above all, to support the gaming ecosystem created by NFT Worlds. An ecosystem in which we believe, bet and trust long-term.

PLAYER REWARDS:

BATTLEFIELD:

-Ducks & Hell Ducks (No Horse ducks/Royal Army and No Royalty) from the winning team of the day will receive **65% of the \$WRLD collected for "DAILY PRIZES"** according to their performance. (**Total points earned/Total points of the group**).

-Losing team will have the same distribution but from the 35% remaining.

Royalty of the winning team will receive 100% of the \$WRLD collected for "DAILY PRIZES".

Daily Prize Pot: 4% of daily premium games fees + 80% of all daily sale boosters + 50% of the daily income of staked NFT Worlds.

Distribution on the total collected on the day based on the boosters sales and % of premium fees:

-Collectors: 80%

-Warriors: 18%

-Royalty: 2%

OG SIDE:

Races:

Winner of the race will receive **80% of the race pot** and have the chance to win the **monthly jackpot** (Composed of 2.5% of all races for the month) for the **3 ducks that win the most races in the given month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

Jousting:

Winner of the joust will receive **80% of the joust pot** and have the chance to win the **monthly jackpot** (Composed of 2.5% of all jousts for the month) for the **3 ducks that win the most jousts in the given month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

Duck Hunt:

Winner of the Duck Hunt will receive **80% of the Duck Hunt pot** and have the chance to win the **monthly jackpot** (Composed of 2.5% of all Duck Hunt games for the month) for the **3 ducks that win the most games in the given month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

HELL SIDE:

The Floor is Lava:

Best 3 plays of the day will receive **80% of all the entry fees** and have the chance to win the **monthly jackpot** (2.5% of all the plays for the month) for the **3 ducks that achieve the most levels in the given month.***

Daily and Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

Coliseum:

Winner of the fight will receive **80% of the fight pot** and have the chance to win the **monthly jackpot** (2.5% of all fights for the month) for the **3 ducks that win the most fights in the month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

Duck Hunt:

Winner of the Duck Hunt will receive **80% of the Duck Hunt pot** and have the chance to win the **monthly jackpot** (Composed of 2.5% of all Duck Hunt games for the month) for the **3 ducks that win the most games in the given month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

DUCK STAKING:

Duck holders will be able to stake their Ducks in exchange for \$WRLD .

When Ducks are staked, they will be held in a community wallet, earning daily rewards that are claimable when they are un-staked. This **will not** interfere with ones ability to simultaneously claim Duckwards.

Staking Pot: 3.5% of daily premium games fees + 10% of all daily sold boosters + 50% of the daily income of staked NFT Worlds .

Distribution on the total collected on the day based on the boosters sales and % of premium fees:

-Collectors: 80%

-Warriors: 18%

-Royalty: 2%

OG SIDE:

Races:

Winner of the race will receive **80% of the race pot** and have the chance to win the **monthly jackpot** (Composed of 2.5% of all races for the month) for the **3 ducks that win the most races in the given month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

Jousting:

Winner of the joust will receive **80% of the joust pot** and have the chance to win the **monthly jackpot** (Composed of 2.5% of all jousts for the month) for the **3 ducks that win the most jousts in the given month.***

Jackpot distribution:

1st 50%

2nd 30%

3rd 20%

* The remaining 20% is distributed as follows: 10% for the house, 4% for the daily battleground pot, 3.5% for the staking fund and 2.5% for the monthly jackpot.

DUCK RENTAL:

Duck owners will be able to rent their ducks once staked.

Renting a duck will be free for visitors and the duck owner will receive 40% of the \$WRLD the renter gets for playing.

CONCLUSION

140 million people play Minecraft per month and the Nonconformist Ducks are one of the most engaged communities on social media. If we can use our collective power to attract just 1% of those users, we would have an equivalent of 1.4 million users playing our games on a monthly basis. This translates into higher income for all duck holders due to the different mechanisms previously announced.

Many of these gamers are used to playing thousands of hours for free, imagine how easy it would be to bring them to a place where they can earn money for doing what they enjoy every day.