



DeFi Worlds is a decentralized economic simulation game running on the XDai Chain (currently on Kovan testnet). Players can create their own company, build factories, produce goods, and sell them back to the system in exchange for the game's native currency, the \$\$\$ token, their key for the world of Decentralized Finance!

Companies are owned by the player and contain all the company's assets, like buildings and goods. A level 1 building and a small amount of \$\$\$ are minted and attributed to every new company, so users can start to play completely for free.

\$\$\$

The game's native currency can only be minted when a new company is created or by selling goods to the system, the supply is infinite.

Buildings and Goods

Buildings have maintenance costs that are collected on a weekly basis, companies can go bankrupt and lose all their assets if they cannot pay the bills! Buildings can be upgraded up to level 100, each upgrade costs a certain amount of \$\$\$ and building materials, raises their maintenance costs and increases their speed.

- Factories produce goods and consume other goods and \$\$\$ in the process.
- Retail buildings mint \$\$\$ in exchange for goods.
- Research buildings create and upgrade patents

Buildings and goods can only be owned by companies (not normal eth wallets) and are only tradable through the game's internal markets, companies (including everything they own) can be traded there too. The project sustains itself by collecting a tax on markets denominated in a stablecoin while taxes collected in \$\$\$ are all injected back into the game's economy or burned.

Research

Goods have a level too! To produce goods with a higher level, a company must own/rent a patent for the output good or buy input goods with a higher level. The level of the output good is an average of the levels of the input goods + the level of the owned/rented patent for the output good.

Patents are produced in research buildings. Research costs are determined by the total supply of \$\$\$ - the higher the supply, the more expensive research becomes.

This is a burning mechanism for \$\$\$ and at the same time slowly increases the difficulty of the game. The average level of a specific good sold in retail buildings determines the speed of the sale of said good. As players produce and sell more and more goods of higher levels, lower-level goods become harder to sell, making the game more difficult in the long-term.

Virtual Stocks

Once a company reaches level 100 (the maximum level of the game) the transition to a public company becomes possible, the owner can register for an IPO and sell shares of his company to other players. Shareholders receive dividends and can vote on who runs the company.

Every successful IPO is rewarded with governance tokens, the amount rewarded decreases over time. One third of the total supply is distributed this way to ensure that over the long-term, the ownership of the project will be in the hands of its players.

DeFiDex

DeFiDex is the protocol's AMM Dex and one of its income sources.

DeFi World Token

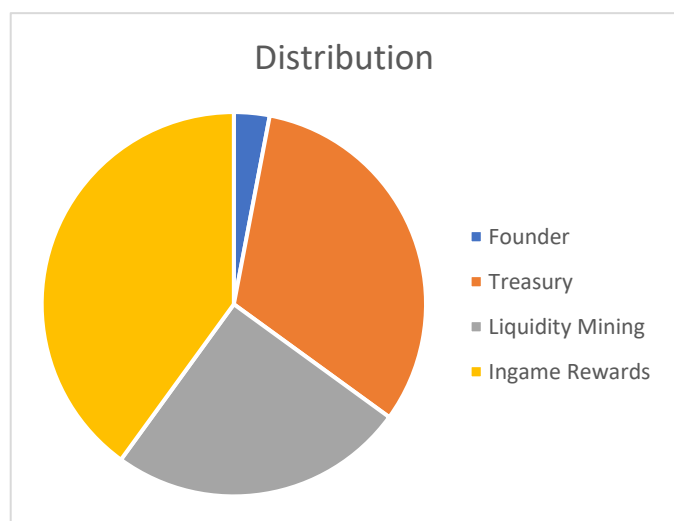
The DeFi World Token is the governance token of the project, DeFi World aims to be decentralized from the very beginning! The DeFi World Token will be needed to mint an overcollateralized stablecoin pegged to the USD which will be used on the game's internal markets. Most of the supply is distributed through ingame rewards and liquidity mining on several token pairs.

DeFi World Token – Tokenomics

Total supply: 100.000 DFW

Distribution:

- Treasury: 32%
- Founder: 3%
- Liquidity mining: 25%
- Ingame rewards: 40%
 - Level 100 rewards: 10%
 - IPO rewards: 30%



Rewards for reaching level 100

First 100 Players	50
101-200	25
201-300	10
301-500	5
501-1000	1

Rewards for IPOs

First 100	100
101-200	50
201-500	25
501-1000	10
1001-1500	5

To put those numbers into a time perspective:

- Reaching level 100 requires a company to have the total maintenance costs of either:
 - 100 units of level 100 buildings of the cheapest type (Plantation)
 - or 100 units of level 33 buildings of the most expensive type (Steel Mill)
- Upgrading a steel mill to level 33 or a plantation to level 100 takes 1 year and a lot of resources
- Each company can hold maximum 100 buildings
- The rate limit for IPO rewards is set at a maximum of 2 IPOs per week, which translates to roughly 100 per year