WHITEPAPER DARKLUME

DARKLUME VR: THE PREMIER METAVERSE OF FANTASIES

EXECUTIVE SUMMARY

DarkLume is a virtual world built on a gamified socio-economic system powered by the DLUME coin. It offers a unique blend of fantasy and social interaction, allowing users to acquire citizenship in virtual countries, engage in leisure activities, and participate in a dynamic social ecosystem.

VISION AND MISSION

VISION

To redefine the concept of luxury living and entertainment in the digital realm, catering exclusively to the needs and preferences of modern societies.

TOKENOMICS

Project Name:	DarkLume VR		
Symbol:	DLUME		
Chain:	BSC Chain		
Decimal:	6		
Supply:	35.95 Billion		
Marketcap:	53 Million USD		
Token Contract:	0xE161365eb99917C0b040b29deD15a22DA63d01Dd		

DISTRIBUTION

Allocated to	%	Allocation
Presale	65	23364579865
Development	15	5931826123
Marketing & Rewards	10	3594550748
Liquidity	10	3594550748

MISSION

To create a dynamic and immersive metaverse where DLUME can engage in a variety of activities, connect with like-minded individuals, and experience the epitome of luxury and sophistication.

PRESALE DETAILS

PRESILE DE I DILS							
Rounds	Raise	Price	Tokens				
1	2,000,000	0.0005	400000000				
2	2,000,000	0.0006	33333333				
3	2,000,000	0.0007	2857142857				
4	2,000,000	0.0008	250000000				
5	2,000,000	0.0009	22222222				
6	2,000,000	0.001	200000000				
7	2,000,000	0.0011	18181818				
8	2,000,000	0.0012	166666667				
9	2,000,000	0.0013	1538461538				
10	2,000,000	0.0014	1428571429				
	Listing Price	0.0015					

As the native cryptocurrency of DarkLume, the DLUME token serves as the primary medium of exchange within the metaverse. Token holders gain access to exclusive benefits, discounts on digital assets, and enhanced privileges, empowering them to live the ultimate lifestyle in the virtual world.

CITIZENSHIP AND DLUME COINS

DLUME as Currency: DLUME is the primary currency within DarkLume. It grants access to various features and activities within the virtual world.

Country Citizenship: Each country within DarkLume has its own citizenship. Users acquire citizenship by holding a minimum amount of DLUME coins specific to each country.

Maintaining Citizenship: To retain citizenship, users must pay taxes in DLUME coins. Failure to do so will result in the revocation of citizenship.

ERRNING AND SPENDING DLUME COINS

Real-World Purchase: Users can acquire DLUME coins directly using real-world currency.

Social Activity: DarkLume incentivizes social interaction. Users can earn DLUME coins by staying socially active within the platform. The specifics of how social activity translates to coin earnings are to be defined further in DarkLume's development.

Basic Income: Every user receives a regular unemployment wage in DLUME coins. However, there's a twist - this wage cannot be used for personal gain. It must be used for tipping others within the DarkLume world.

ACTIVITIES AND ENTERTAINMENT

DarkLume offers a diverse range of activities and entertainment options for its citizens, including:

Leisure and Fun: Users can spend their DLUME coins on various leisure activities and entertainment options within the virtual world. The nature of these activities will be elaborated upon during further development.

Dating and Social Interactions: DarkLume fosters social interaction and potentially romantic relationships between users within the virtual world. Users can likely spend DLUME coins to enhance these experiences.

Wild Activities: DarkLume promises a space for users to engage in exciting and potentially risky activities, details of which will be revealed during development.

Phase 1: Presale and Metaverse Trailer Launch (Q1-Q2 2024)

Conceptualization and planning of DarkLume metaverse
 Development of core features, including residences, vehicles, and entertainment venues
 Initial token sale and distribution to early adopters

CONCLUSION

Phase 2: Expansion and Enhancement (Q3-Q4 2024)

and introduction of new districts and attractions
2. Integration of additional features, such as virtual events, investment opportunities, and social networking

1. Expansion of virtual island

3. Partnership and collaboration initiatives with brands and influencers synonymous

tools

Phase 3: Optimization and Scaling (2025 and Beyond)

Continuous optimization and refinement of DarkLume platform based on user feedback and market trends
 Scaling of infrastructure to accommodate growing user base and increasing demand for virtual experiences
 Exploration of emerging technologies and innovations to further enhance the DarkLume metaverse

ROADMAP

DarkLume presents a unique virtual world concept that merges social interaction, fantasy elements, and a gamified economic system. By acquiring DLUME coins, users can become citizens of virtual countries, participate in a variety of activities, and contribute to the social fabric of DarkLume. The ability to earn coins through social activity and the requirement to tip others with a basic income add a layer of social engagement and community building.

Note: This whitepaper provides a high-level overview of DarkLume. Further details regarding specific activities, social mechanics, and economic intricacies will be elaborated upon as development progresses.