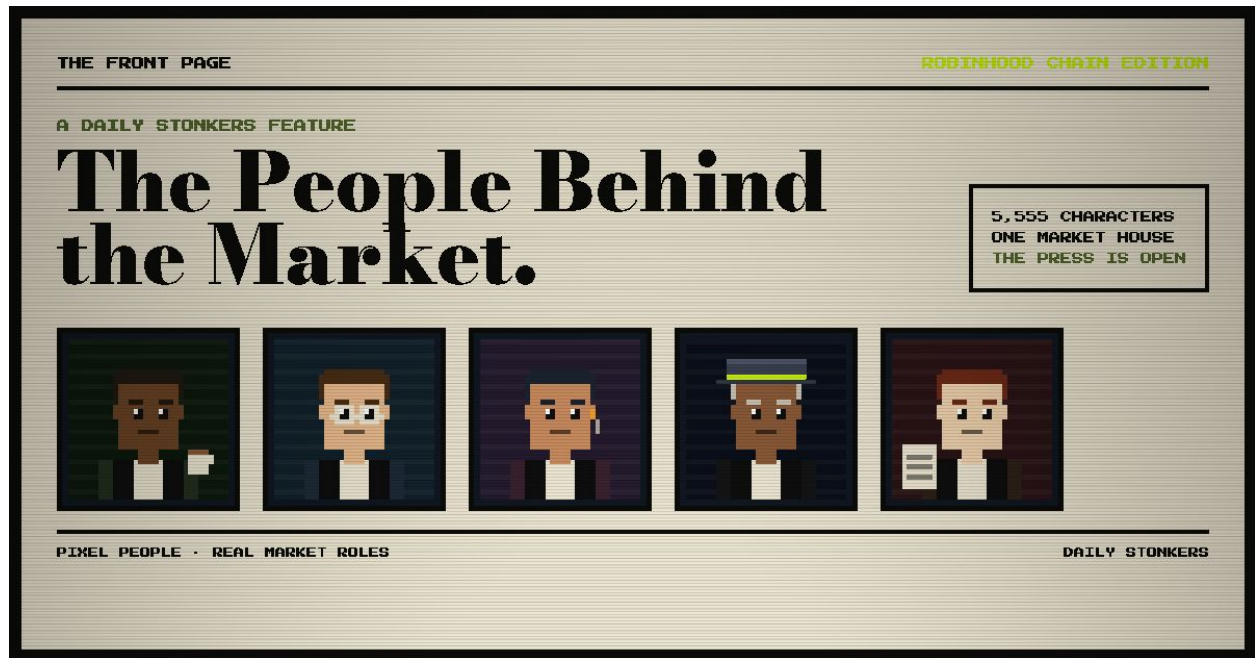


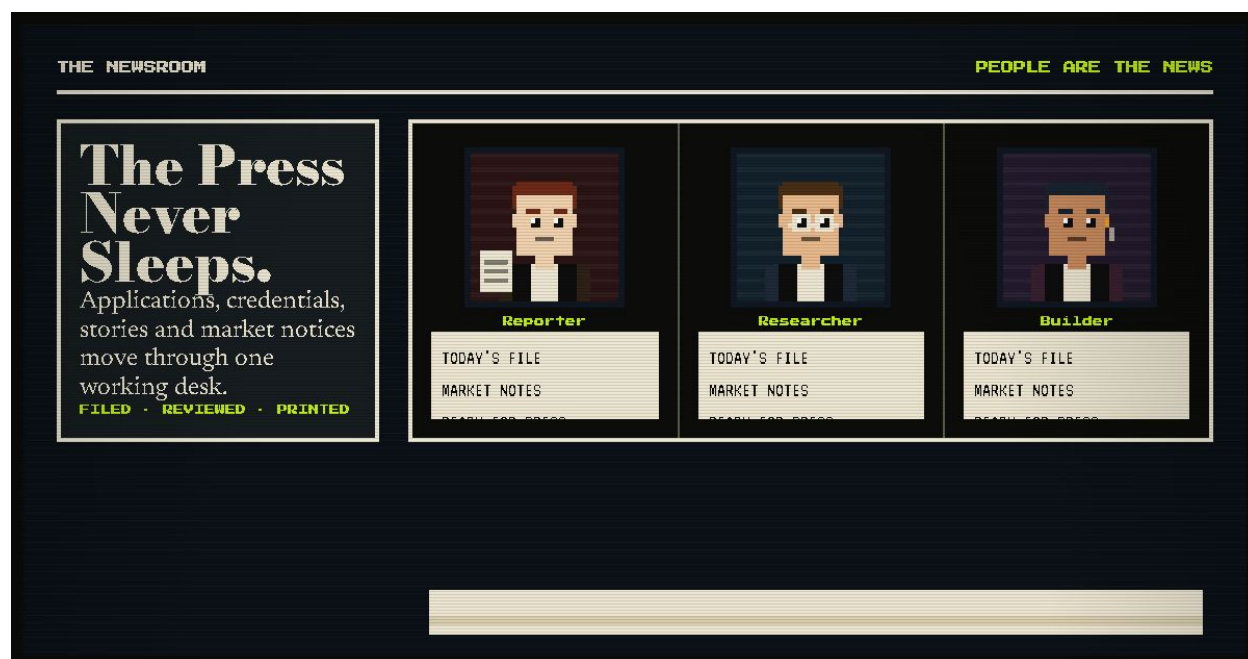


Daily Stonkers

The People Behind the Market

A story about 5,555 pixel characters inspired by the traders, builders, researchers, collectors, founders, reporters and beautifully strange personalities who make Web3 feel alive.

THE CHARACTERS ARRIVE FIRST. THE WORLD GROWS AROUND THEM.

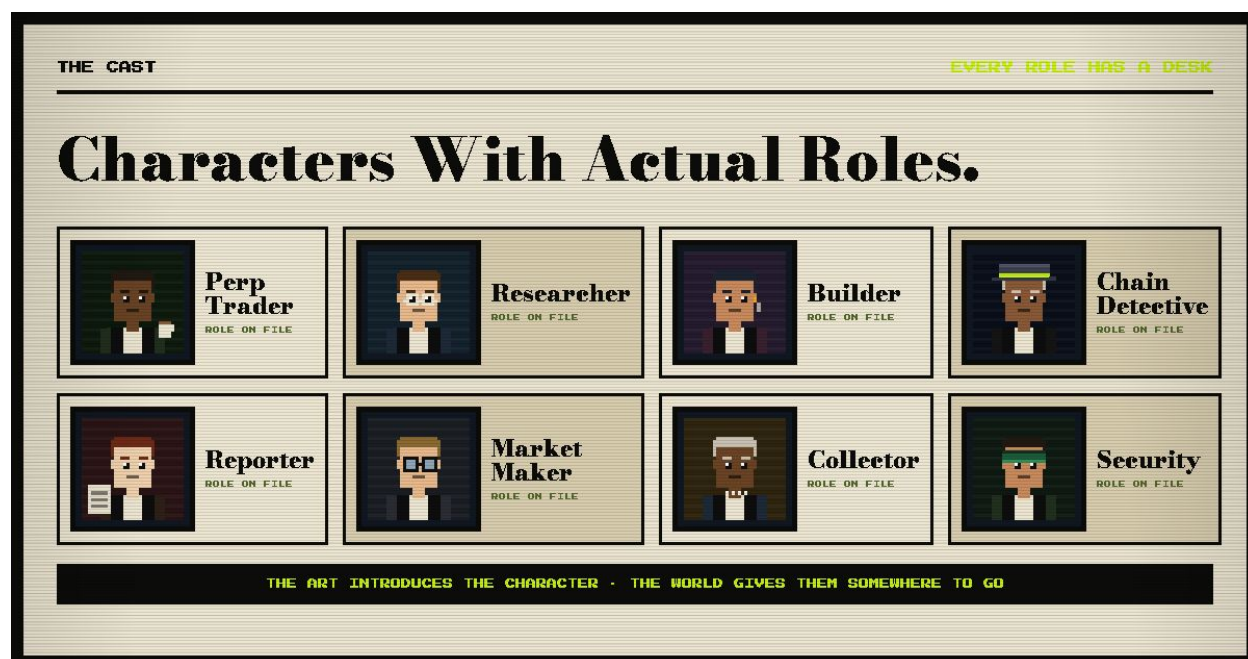


A Newspaper Where the People Are the News

Crypto is usually explained through charts, contracts and tokens. Daily Stonkers begins somewhere more familiar: with the people staring at those charts, arguing about those contracts and building strange lives around those tokens.

The market is full of recognizable characters. There is the trader who has not slept since the last candle, the researcher with forty tabs open, the collector who remembers every floor price, the founder pitching through a bear market, and the community manager somehow answering everyone at once. Daily Stonkers turns that everyday Web3 cast into a living pixel newspaper.

That is why the project feels less like a gallery of random avatars and more like a press archive of crypto culture. Every character looks as though the desk caught them in the middle of a shift, gave them a title and printed their story before the market moved again.



Characters With Actual Roles

The collection is planned as 5,555 distinct Stonkers, each assembled from the same visual language but given a different combination of appearance, profession, temperament and small personal details.

Some are traders, analysts and market makers. Others are builders, security minds, reporters, collectors, founders, moderators, lore writers, onchain detectives or the person in the group chat who somehow spots a narrative six hours before everybody else. The point is not to decide which role matters most. The point is to show that Web3 is a crowded workplace and almost everyone contributes to its motion in a different way.

The pixels are deliberately simple. A hat, a pair of glasses, a newspaper, a coffee cup or a certain expression can tell you what kind of morning a Stonker is having. The art does not try to make crypto look polished. It makes it recognizable.

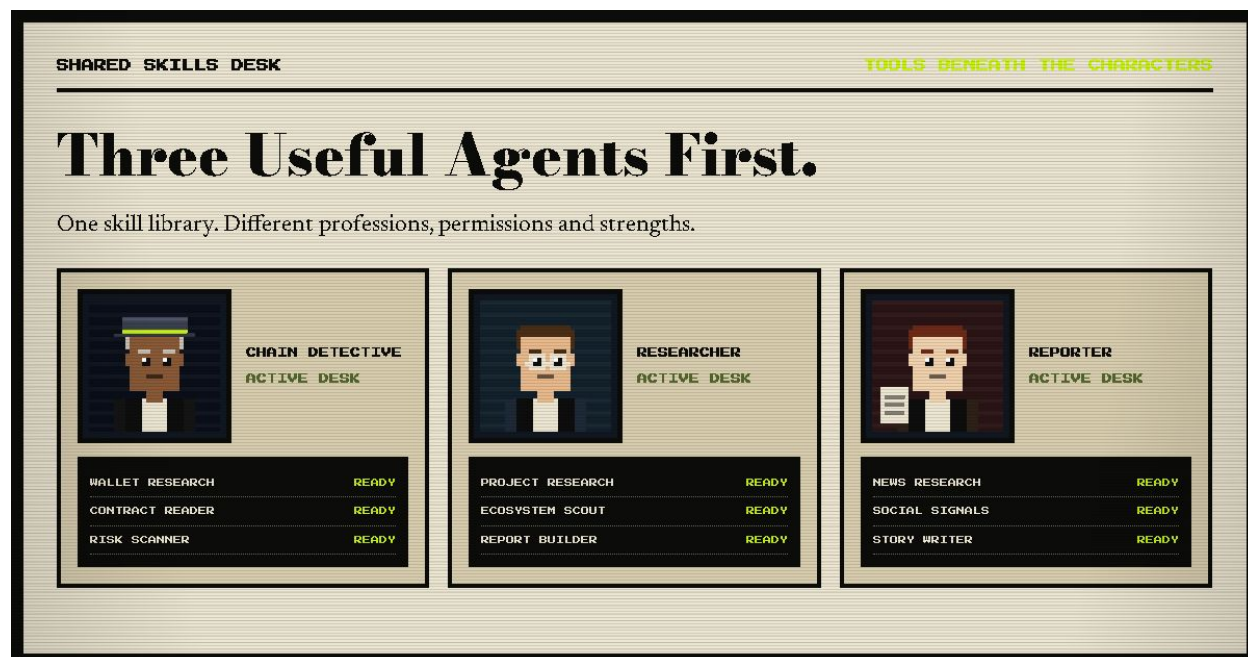


The Market House

The long-term world of Daily Stonkers is the Market House: a working building where every profession has somewhere to belong. Editorial lives near the press. Researchers and chain detectives work around the intelligence floor. Traders, market makers and liquidity specialists keep their screens glowing below. The front desk receives new people, while the archive remembers what the market would rather forget.

A connected wallet would allow the House to recognize which Stonker has arrived, read the character's role and direct the holder toward the right room, tools and assignments. The environment can feel like a game without becoming an empty game skin. Its floors are a map of the actual Daily Stonkers system: identity, work, reputation, stories and shared activity.

Most characters will not be running continuously. A Stonker wakes when its holder visits, starts an approved task or accepts a scheduled assignment. Otherwise it remains what it began as: a piece of art with an identity waiting at its desk.

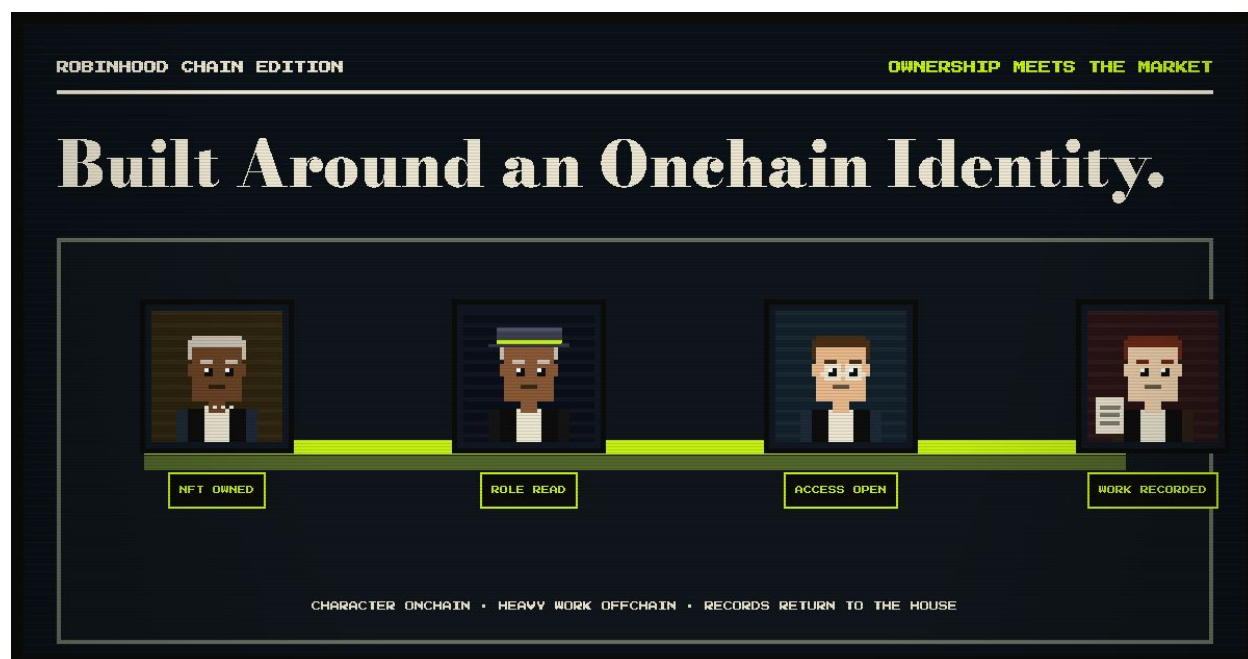


From Characters to Useful Agents

The ambitious part of the project is not building 5,555 separate artificial minds. It is building a smaller library of useful Web3 skills, then allowing each profession to use those skills differently.

A Chain Detective could investigate a wallet or contract, trace activity and prepare a readable risk report. A Researcher could study a project, its contracts, ecosystem and recent public activity. A Reporter could turn a topic and its evidence into a Daily Stonkers-style story. The underlying tools may overlap, but the permissions, prompts, strengths and voice would come from the character's profession.

That makes the system practical to build in stages. Start with three agents that genuinely help people. Make them reliable. Then add the Quant, Degen Scout, Security Analyst, Market Maker, Founder and the rest of the House as the shared skill library becomes stronger.



Built Around an Onchain Identity

Daily Stonkers is being designed with Robinhood Chain in mind as the place where ownership, character identity, access and selected records can live. That does not mean every piece of intelligence should run directly onchain, and it does not imply an official relationship unless one is announced.

The honest architecture is hybrid. The NFT and its traits can be verifiable onchain. A wallet can prove ownership and unlock the correct role. Heavy research, market data, language models and report generation are better handled offchain, where they can be faster and more capable. Important outputs, permissions, reputation or completed assignments can then be recorded back into the House when there is a clear reason to make them permanent.

The chain is therefore not decoration. It is the trust layer beneath the character: who owns it, what it can access and which history belongs to it. The useful work happens where it works best; the identity remains portable and provable.



What Comes Next

The immediate job is to finish the characters, strengthen the press and build the first rooms of the Market House. From there, the project can grow carefully: wallet recognition, holder profiles, missions, reputation, archives, collaborative stories and a small number of useful profession-based agents.

Somewhere later in that journey, \$DAILY may have a place. It could eventually help coordinate work, participation, publishing, access or reputation across the House. But a ticker is not a substitute for a functioning world, and nothing here announces a launch, price, allocation or guaranteed reward.

The order matters. The characters arrive first. The culture forms around them. The tools become useful. The House earns reasons for people to return. If an economy belongs inside that world, it should appear because the world needs it, not because the paper needed another headline.

Daily Stonkers is ultimately a portrait of Web3 from the inside: funny, restless, occasionally chaotic and full of people doing real work under strange job titles. The collection gives those people faces. The newspaper gives them stories. The Market House gives them a future place to meet.