



NAKAVERSE LAND

All you need to know about
NAKAVERSE

The initial idea for Nakaverse was to use it to create an ecosystem for the Nakamoto.game platform, and since then the world of Nakaverse has grown into an MMORPG with a self-organizing social and economic structure.



How do the Nakaverse and Nakamoto.games 's ecosystem work?

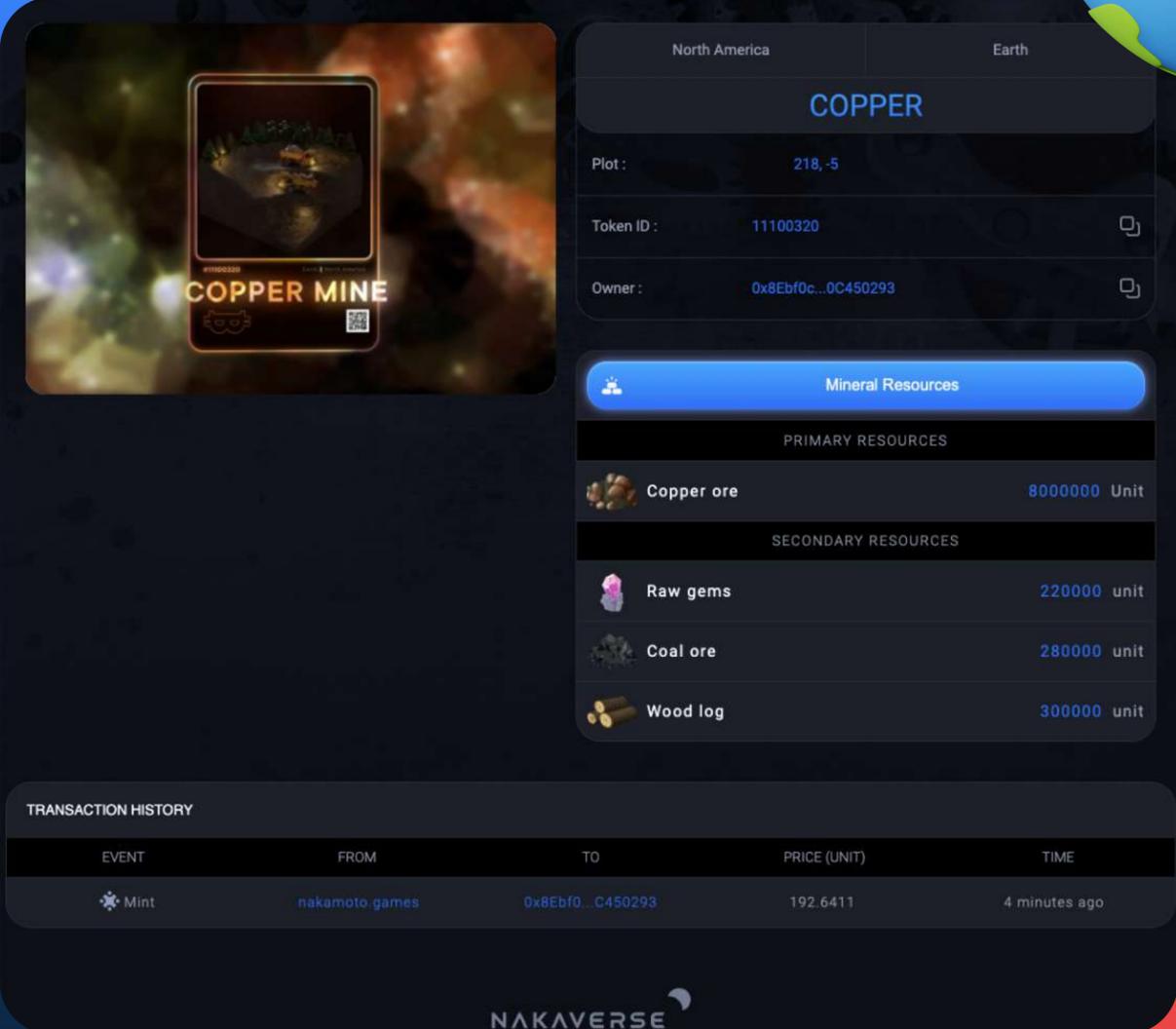
For all games in Nakamoto.game, items must be used to play. And these items can be produced at Nakaverse. The players who want to create items need land to produce raw materials. The items used to play the game will come from the raw materials combined together, such as the ammunition used to play "Duck Hunter". It will be made from 1 coal and 1 copper. Both coal and copper can be mined from the land or purchased from the marketplace.



How can I earn from owning land in Nakaverse?

1. Primary resource and secondary resource

Every plot of land contains ores used to produce items. Assuming you bought a piece of land called "Copper Mine", you would get the ore like the picture below. It has a primary mineral called Copper, which has a random number of minerals, and a secondary mineral that is randomly both type and number.



North America Earth

COPPER

Plot: 218, -5

Token ID: 11100320

Owner: 0x8Ebf0c...0C450293

Mineral Resources

PRIMARY RESOURCES

- Copper ore 8000000 Unit

SECONDARY RESOURCES

- Raw gems 220000 unit
- Coal ore 280000 unit
- Wood log 300000 unit

TRANSACTION HISTORY

EVENT	FROM	TO	PRICE (UNIT)	TIME
Mint	nakamoto_games	0x8Ebf0...C450293	192.6411	4 minutes ago

NAKAVERSE

2. Mining your own resources to earn 100%.

From the image above, your main resources – copper is 8M ores. To make the items you need to combine the ores to the ingot.

In Nakaverse system 10 ores = 1 ingot. Then 8M ores can produce $8M/10 = 800k$ ingots.

For the level 1 of copper factory can mine 8000 ores per day. Then 8M ores will take $8M/8000 = 1000$ days ~ $1000/365 = 2.74$ years to make it empty and you still have the secondary resources that contents low-gems, coal ores and wood logs.

If you mine your own resources everyday you will earn $8000/10 = 800$ ingots. 1 ingot ~ 0.05 usdt because of 1 bullet contents with 1 coal ingot and 1 copper ingot. Now 1 bullet is 0.1usdt.

In everyday you will earn $800 * 0.05 = 40$ usdt

If we calculate only for the main resource then 800k ingots, you will earn $800k * 0.05 = 40,000$ usdt

(It's approximately income that does not include the NFT factory cost and factory maintenance cost)

In case of self-built factory with no worker

Mineral Resource = 8,000,000

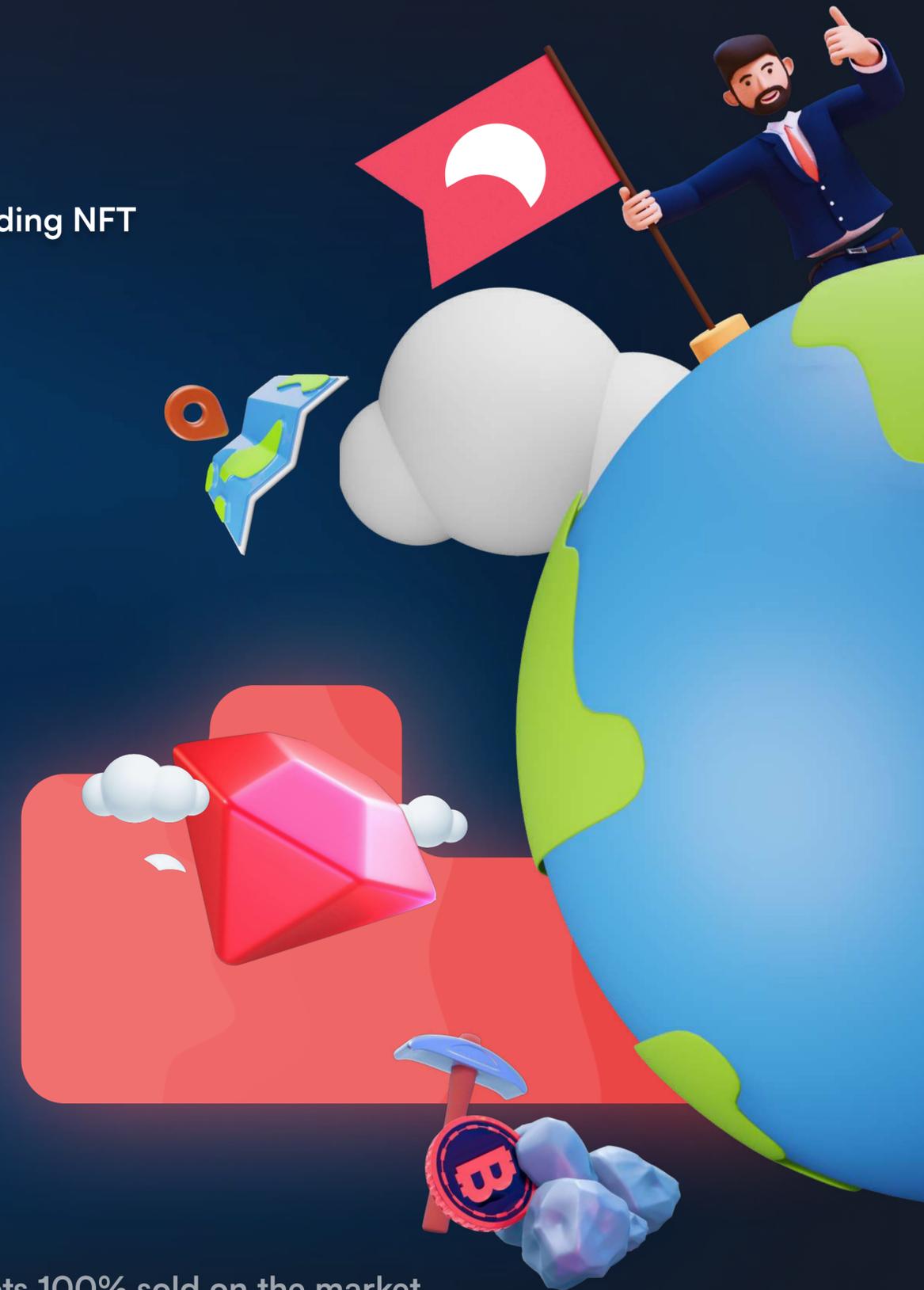
Factory Lv1
8,000 ores/day

Mine depleted in 1,000 days

$8,000 / 10 \text{ ores} = 800 \text{ ingots}$
 $= \$40 / \text{day}$

Factory Lv1
Payback Period
 $= 313 \text{ days}$

Investment = \$12,500, not including NFT
factory cost / maintenance cost



*Numbers are hypothetical, with mine depletion based on factory lv at Day 1 and all ingots 100% sold on the market

3. Earn money from renting out

You can rent out your land for a reasonable price. If the daily revenue of Factory Lv1 is 40 usdt which is the revenue that includes the NFT factory we bought. But if we don't want to buy an NFT factory, the daily rental price should be around 20–30 usdt. All ore will be taken by the factory.

The tenant who owns the NFT Building pays all rent before mining starts. The rent is staked before the lease is due, after which the rent is transferred to the landlord. All monetary units are used in \$NAKA.





Installment system



For players who have bought assets with Nakamoto.games – Land or Factory, they can buy new assets in installments. During the installment, assets remain in the system. Ownership will be transferred to the player only after the full amount of payment has been carried out. During that time, players can use these assets as usual.

<https://nakamotogames.substack.com/p/nakaverse-sale-to-be-coordinated?s=w>

