



**Introduction to**  
**NAKAVERSE**  
&  
**FUNCTIONALITIES**



NAKAVERSE is a high-end virtual-reality environment designed to co-exist with the diverse suite of highly-engaging games offered by Nakamoto Games. The objective is to provide an additional dimension of fun to gamers while giving investors the chance to build sizable virtual economies that generate long-term passive income.

NAKAVERSE is the first Metaverse environment offering investors access to land with intrinsic value. Land owners can immediately set up factories to start extracting mineral resources available within land parcels. The raw materials are useful for developing land parcels or creating valuable in-game assets required by players within the Nakamoto Games ecosystem. All raw materials and generated in-game NFTs can be freely traded on a highly-liquid NAKAVERSE marketplace.

NAKAVERSE also offers lucrative income opportunities to non-land owners as they can apply as a factory worker to help landowners extract raw materials within their environment. Factory workers are rewarded with raw materials or other forms of compensation which they can invest to further enhance the NAKAVERSE.

NAKAVERSE will be a full-blown virtual world with several elements of the real-world economy teeming with a population of gamers, small businesses, corporations, and homeowners. NAKAVERSE investors own a share of a rapidly expanding Metaverse environment with the potential to serve millions of users as the Nakamoto Games ecosystem grows.



## 1. WHAT IS THE SUPPLY OF LAND?

There is no finite supply. NAKAVERSE adopts a unique model different from what is obtainable in other projects. The underlying concept mirrors the real world economy where land is infinite and pricing is largely driven by principles such as demand and supply, fixed and variable assets, etc.



## 2. WHY IS THE LAND QUITE PRICEY, IN CONTRAST TO WHAT SOME OTHER PROJECTS ASK FOR?

The discussion around the value of land in the NAKAVERSE is relative. Metaverse environments only offer scarce land as a mechanism to boost value. In contrast, each land parcel being offered in the NAKAVERSE is laden with mineral resources. This gives the land intrinsic value and provides passive income opportunities currently unavailable in other economies. The pricey land parcels match the immense value investors get from owning land in the NAKAVERSE.



## 3. CAN I MAKE A PROFIT OFF MY LAND ONCE I GET THEM?

In its raw state, it might be difficult to make profit off your land. Landowners have the responsibility to make their land parcels valuable overtime. This can be easily done by utilizing the resources deposited in the land to develop in-game assets to sell to players, or to build out structures such as rental apartments, gaming and recreational centers, art galleries, and shopping malls. This increases land visibility and your chances of selling them for huge profits.





#### **4. HOW WILL THE LANDS BE WORTH A THING WHEN THEY ARE NOT SCARCE?**

The Nakamoto Games team is poised to release several hundreds (potentially thousands) of games that will appeal to a large section of gamers. As long as these games keep coming and the user base keeps expanding, there will be a need for these lands and the activities that take place in them.

#### **5. WHERE CAN WE TRADE IN-GAME ASSETS PRODUCED FROM THE MINERAL RESOURCES IN THE LANDS?**

We are launching the NAKAVERSE marketplace, a user-friendly platform where land owners can sell in-game assets to players within the ecosystem.

#### **6. CAN'T I MAKE MONEY IF I DO NOT OWN ANY LAND IN THE NAKAVERSE?**

Owning a land parcel is not the only way to make money in the NAKAVERSE. You can earn passive income by applying as a worker to help land/factory owners mine or extract the raw materials from their property. Factory owners will pay the workers for their job in terms of raw materials or other compensation agreed upon.

#### **7. DO THE MINERAL RESOURCES IN THE LAND EQUALLY HAVE AN INFINITE SUPPLY JUST LIKE THE LANDS?**

No. The mineral deposits have a finite supply that gets depleted with continuous mining/extraction. Over time, the land will eventually run out of mineral deposits. At this stage, the land owner would have achieved a reasonable return and would continue to earn income from other businesses built on the land.



## 8. HOW LONG WILL IT TAKE TO MINE A PARTICULAR MINERAL DEPOSIT?

The length of the mining period varies based on factors such as the particular mineral, the factory level, and the presence of factory workers. For example, land with 96,000,000 ores will have the following estimated mining timeline

- Factory lv1 without employees will take 1,250.00 days
- Factory lv2 without employees will take 1,000.00 days
- Factory lv3 without employees will take 892.86 days.

Land owners can increase mining productivity by hiring more factory workers in exchange for a share of mineral deposits or other agreed compensation.

## 9. WHAT DURATION WILL IT TAKE TO COMPLETELY EXHAUST ALL THE MINERAL DEPOSITS IN A GIVEN LAND?



Based on early estimates, it will take approximately 2.5–4 years to completely exhaust all mineral deposits in a given land.

## 10. HOW CAN YOU APPLY TO BECOME A WORKER ON MINING SITES?



Anyone registered as a Nakamoto Games user (with a wallet already connected) can freely apply to become a worker on mining sites. This can be done directly in the NAKAVERSE marketplace.

Workers are only allowed to work in one factory at a time and will not be recruited if they are already contracted by another factory. A worker's strength

will be cooled down by energy value spent in extracting mineral resources. Tired workers can replenish lost energy by resting in recreational facilities, or eating in restaurants within the NAKAVERSE.

**11. IN THE EVENT THAT A LANDOWNER WISHES TO SELL THEIR LAND ON THE SECONDARY MARKET AFTER EXTRACTING SOME OR ALL OF THE RESOURCES IN THE LAND, IS IT POSSIBLE FOR POTENTIAL BUYERS TO HAVE THIS DATA IN ORDER TO AVOID BEING EXPLOITED?**

Since the value of remaining resources on a land parcel is always publicly available, land owners can only sell lands at the estimated price of the remaining resources. Following a successful purchase, the secondary land buyer can extract the remaining resources. They can also build rental properties or execute other highly profitable business ideas.

**12. CAN A GROUP OF FRIENDS AND INDIVIDUALS OWN A LAND PLOT?**



Yes. Individuals may, at their own discretion, pool funds to acquire a land parcel. However, each land parcel can only be associated with a single address on the blockchain. Other ownership terms will be totally dependent on the arrangements made by such parties and the outcome of their decision rests on them alone and not on the Nakamoto Games team.



### **13. ALL LAND TYPES ARE FIXED AT THE SAME PRICE. WOULD THERE BE A COMPARATIVE ADVANTAGE ENDING UP WITH CERTAIN LAND TYPES OVER OTHERS?**

As the NAKAVERSE evolves, there will be a need for each and every land type. It is only natural that people will tend to have certain preferences or choose to build in certain regions perhaps because of the value created by landowners in the jurisdiction. On a grand scale, though, each and every land type will have their use, relevance, and unique essence in the NAKAVERSE.

### **14. WHEN WILL LAND SALES FOR OTHER CONTINENTS BEGIN?**



Continental land releases will be a gradual process. We started off with North America given its prominent position on the world map. As the Nakamoto Games ecosystem sees significant improvement, product releases, and player expansion, we will consider exploring other continents. This long-term expansion will perhaps be based on user demographics.

### **15. WHY DID YOU NOT GIVE PEOPLE THE OPTION TO CHOOSE THE PARTICULAR LAND TYPES THEY DESIRED DURING THE SALES?**

Our early distribution model makes land ownership as fair as possible. No one is deemed to have an undue advantage over the other and there is no possibility of any form of market manipulation. Nakamoto Games has always helped potential investors to understand that all land parcels — after the cumulative consideration of a variety of factors — have the same value. All landowners will start off as equals and will have the same prospect of making their plots extremely valuable.

**16. NAKAMOTO GAMES IS PARTNERED WITH OUTLANDERS, WILL LAND OWNERS AND FACTORY WORKERS BE ABLE TO PRODUCE IN-GAME ASSETS FOR THE GAME?**

It is possible for land owners and factory owners to enhance their effectiveness in the Outlanders game, as opposed to mining raw assets for the Outlanders environment. For instance, Outlanders players logged in through Nakamoto Games may get a 10% bump in gained experience for every monster they kill.

**17. WHEN AND HOW DO WE RECEIVE OUR LANDS PURCHASED?**



Investors that purchased land in the private sale will receive a code to redeem their land plots in due course.

