



VIVER DE RENDA
CRYPTO

7^a Aula

Na aula passada....

O Que São e Onde Vivem os NFTs

Onde Comprar e como Criar NFTs

Como Analisar Coleções de NFTs

Nosso plano...

1ª Aula: História do Dinheiro

Escambo,
moedas fiduciárias

2ª Aula: Bitcoin às Altcoins

Satoshi, cypherpunks,
criptografia

3ª Aula: Formas de Exposição

Custódia, seed, wallets



4ª Aula: Se Eu Começasse Agora

B.A.S.E., Altcoins

5ª Aula: DeFi

Stablecoins, staking
cripto-crédito

6ª Aula: Metaverso e NFTs

Mintar, Floor Price



7ª Aula: Cripto-Games

Play-to-Earn, Bridges,
Segundas Camadas

8ª Aula: DAOs e o Futuro do Trabalho

DAOs, Fracionalização,
ENS

Live de tira-dúvidas

Quarta 18/mai,



20:00-21:00

LIVE ((▶))

Aviso Tutoriais Extras

Aviso NFTs

Agenda

- 1 - Como Funciona um Cripto-Jogo**
- 2 - Quem Mais Ganhou Dinheiro no Axie Infinity**
- 3 - Como Ganhar Com a Diversão dos Outros**
- 4 - Critérios pra Separar o Joio do Trigo**

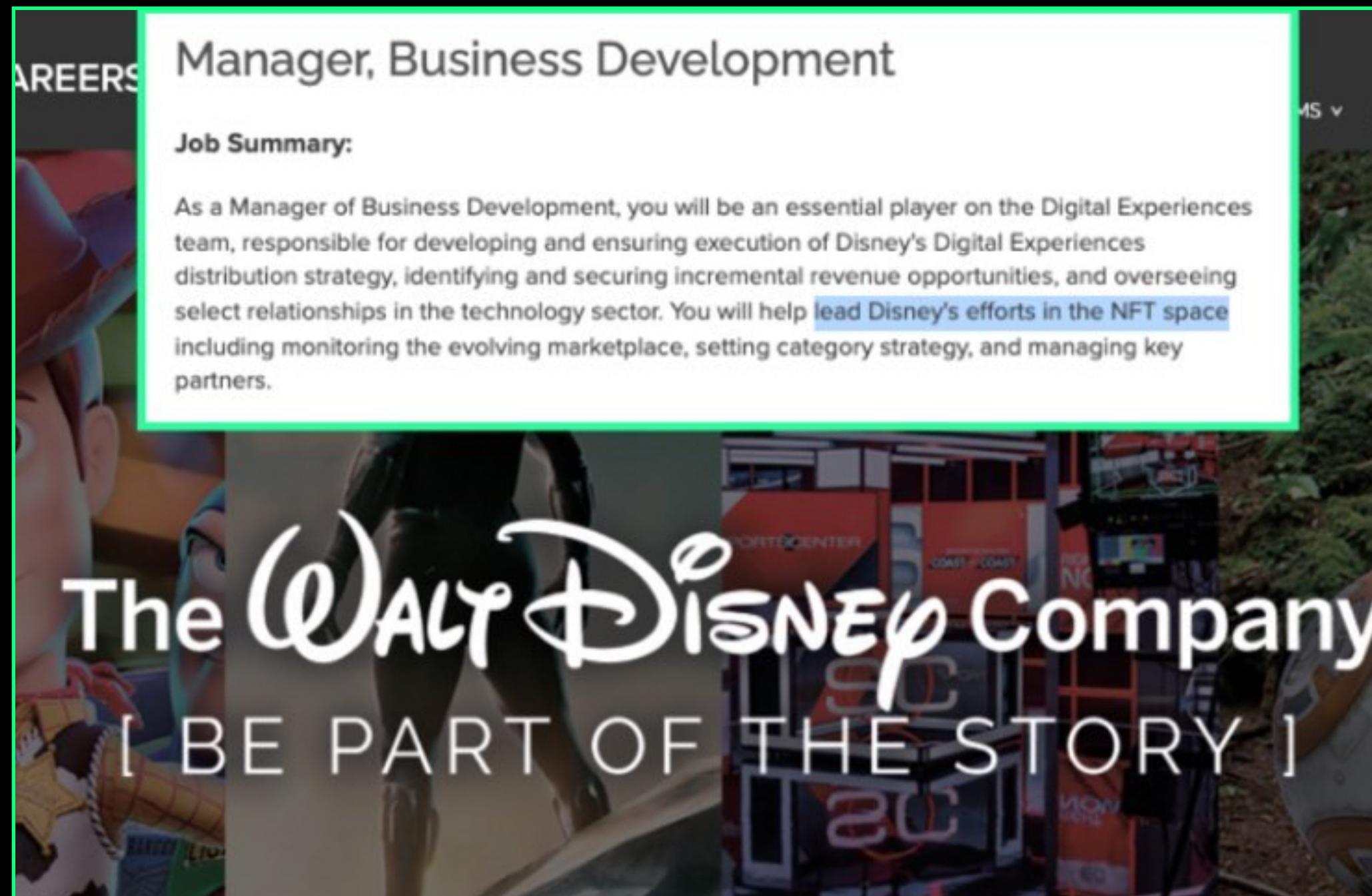
Intervalos de **5 minutos** cravados entre cada bloco

Parte 1

Como Funciona um Cripto-Jogo

Do **Pay-to-Play** ao **Play-to-Earn**

Sobre a Fusão Entre **Mercados** e o **Entretenimento**



<https://olhardigital.com.br/videos> ::

GameStop: como um movimento na internet abalou Wall Street

Jan 29, 2021 — Para entender o que acontece em Wall Street, primeiro é necessário entender o básico sobre o mercado financeiro. Na bolsa de valores, a ...

<https://livecoins.com.br/noticias> ::

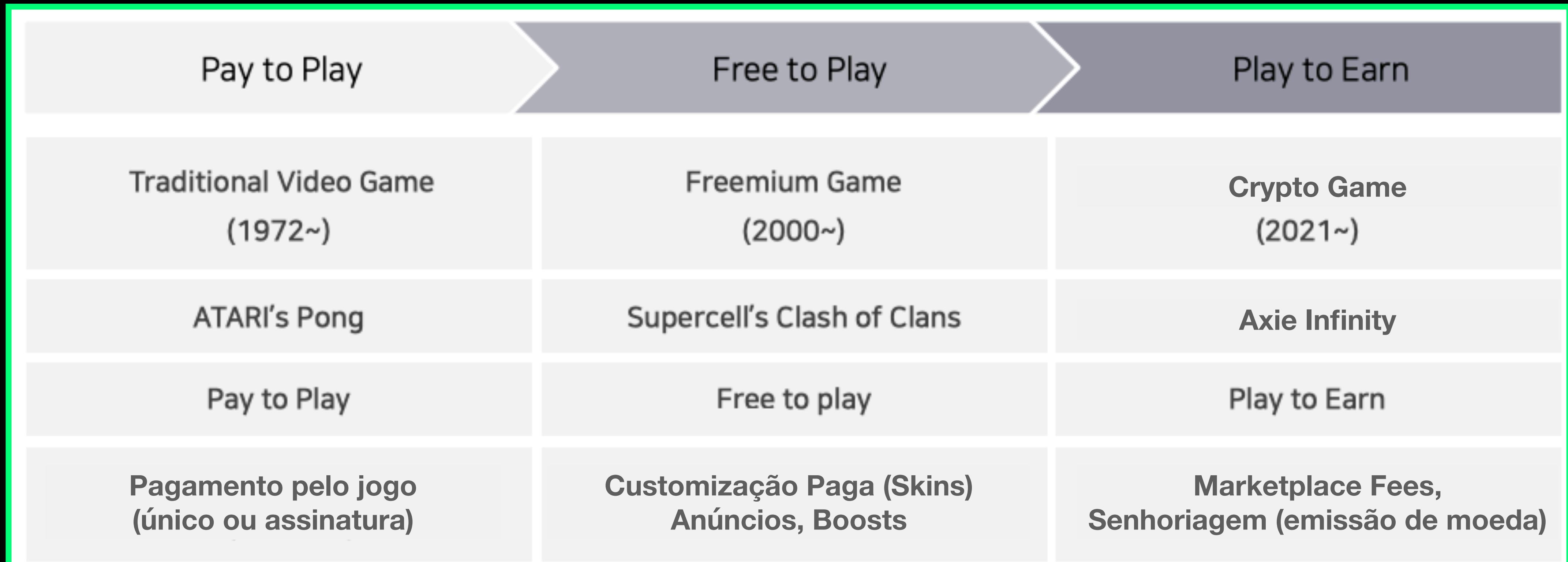
Nintendo assume postura honrável sobre NFTs e metaverso

2 days ago — Nintendo vê potencial em metaverso em NFT, mas diz que ainda não sabe como isso pode levar alegria a seus jogadores. Meta tem queda brusca.

Jogo de NFT ajuda cidade nas Filipinas a driblar crise da pandemia; entenda

A popularidade do jogo Axie Infinity, baseado em NFT, levou à criação de um documentário com a história de mais pessoas que viram na tela do celular a chance de colocar comida na mesa

Do F2P ao P2E



Economias in-game não são novidade

<https://kotaku.com/the-runescape-players-who-farm-g...> ::

The Runescape Players Who Farm Gold So They Don't Starve ...

Oct 20, 2017 — "The truth is, there are people who, if they did not play, they could not eat and would die of hunger," a former Runescape farmer who wished ...

↑ Btw-Tom 175 points · 14 hours ago

↓ Also look at volcanic ash and especially eclectic imps. The volumes have gone from ~1.5M to 400k.

If it's all Venezuela, crazy that gold farmers make up 70% of the market for those items.

Reply Give Award Share Report Save

↑ r/2007scape · Posted by u/Scrodem 21 hours ago

834 ↓ Power outage in Venezuela has plummeted the amount of dragon bones sold

Amount Traded

Quantity

Date

<https://www.wired.com/Business/Donald Trump> ::

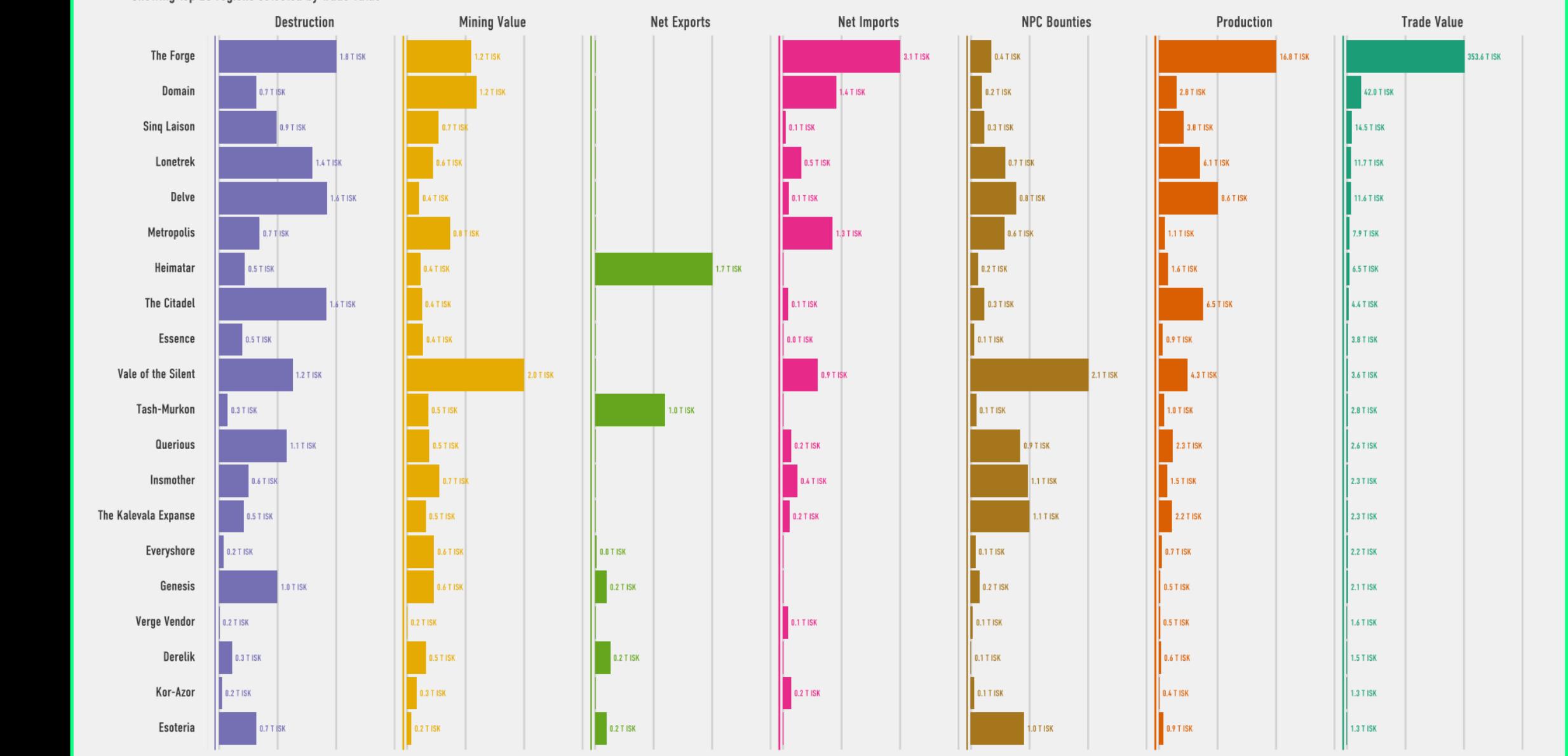
Trump's Campaign CEO's Little Known World of Warcraft Career

Sep 2, 2016 — WIRED covered Bannon's career in gaming back in 2008. ... Steve Bannon made his living selling virtual gold on the Internet.



Summary of Key Economic Figures by Region - Jun 2021

Showing top 20 regions selected by trade value



O que mudou é que hoje
bens virtuais de jogos podem
ter um mercado mesmo que
seus **criadores não**
o construam

A Economia dum Cripto-Jogo

3 pilares-chave para dinâmicas de mercado “saudáveis”

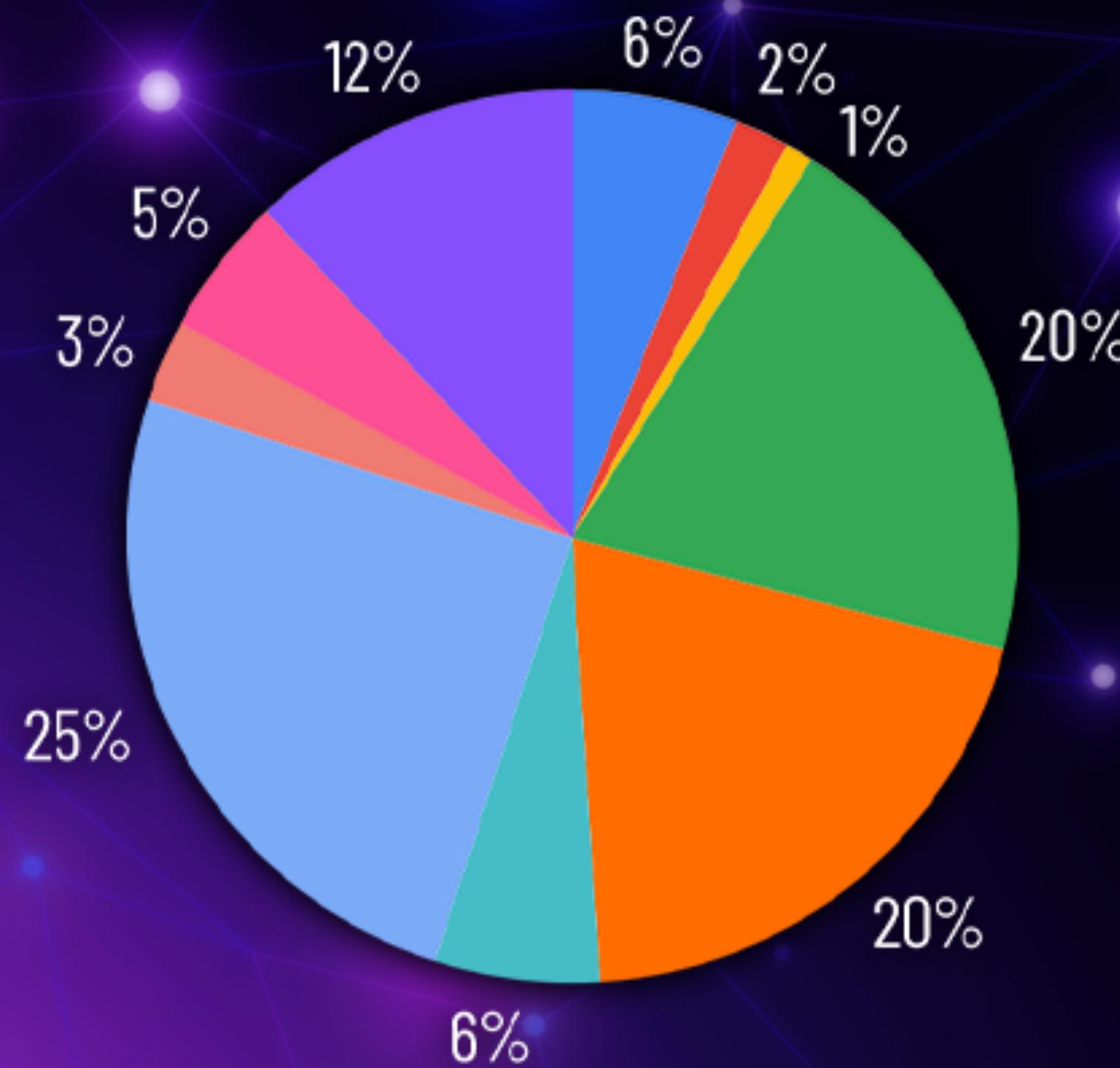


ERC20 é um formato/convenção de token fungível. **ERC721**, de token não fungível.



Senhorilagem pode ser definido como o lucro do governo derivado da emissão de moeda ou também a diferença entre o valor do dinheiro e o custo para produzir e distribuí-lo.

LOCKED: TEAM, ADVISOR, DEX LIQUIDITY, RESERVES



Private Sale	6.000.000	6%	Q3 2021, Locked 1 month, vest 10% monthly
IDO	2.000.000	2%	Q3 2021
Listing Pancakeswap	1.000.000	1%	Q3 2021
Play to Earn	20.000.000	20%	Locked 1 year, then vest linearly over 1 year
Staking Reward	20.000.000	20%	Locked 1 year, then vest linearly over 1 year
Ecosystem Fund	6.000.000	6%	Locked 1 year, then vest linearly over 1 year
Team	25.000.000	25%	Locked 1 year, then vest linearly over 1 year
Advisor	3.000.000	3%	Locked 1 year, then vest linearly over 1 year
DEX Liquidity	5.000.000	5%	Locked 1 month, then 5% monthly
Reserves	12.000.000	12%	Locked 1 year, then vest linearly over 2 years

60%

Parte 2

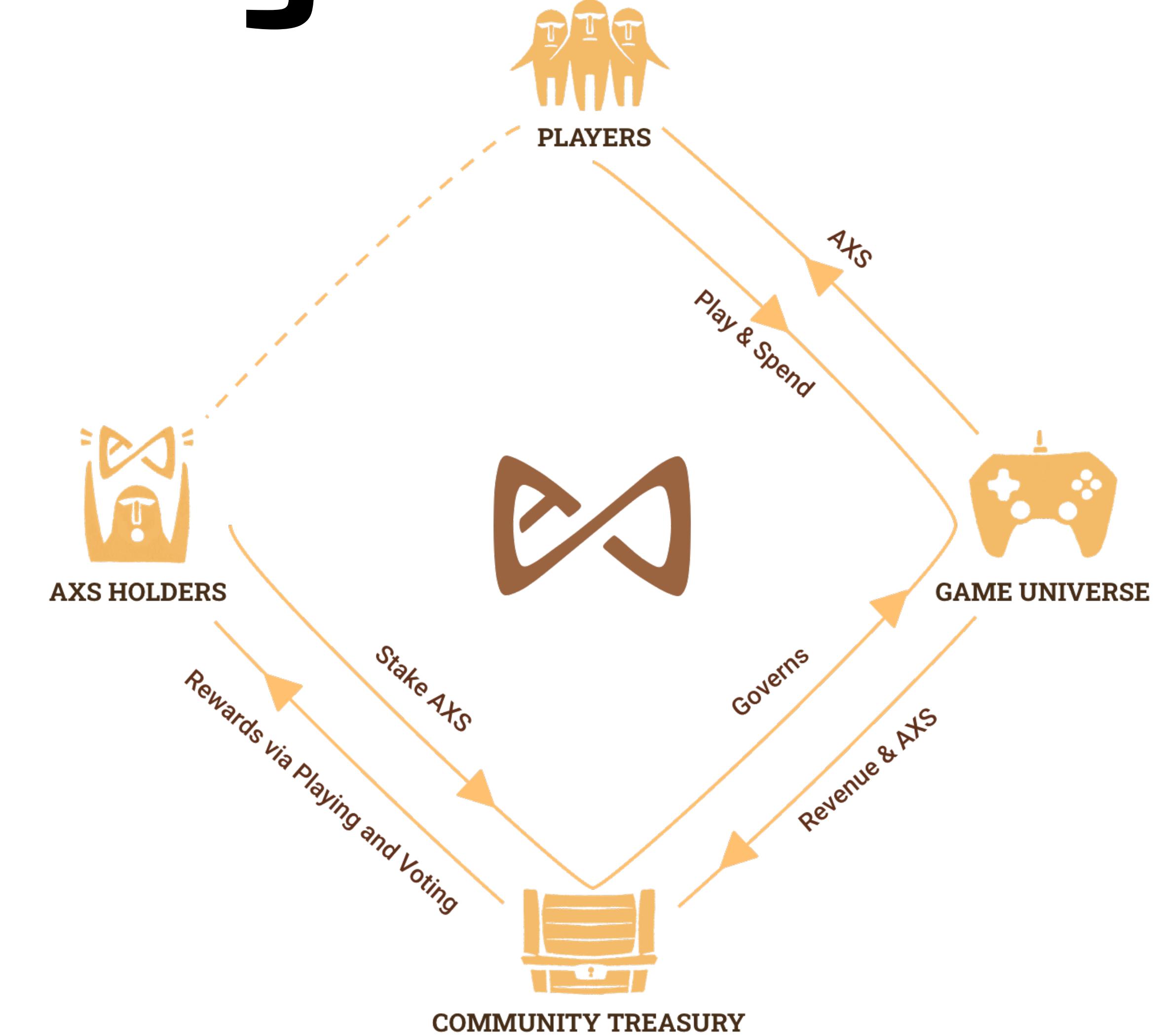
Quem Mais Ganhou Dinheiro no Axie Infinity

Entendendo os “**Modos de Jogar**” o Meta-Jogo

Axie = Pokémon + NFTs

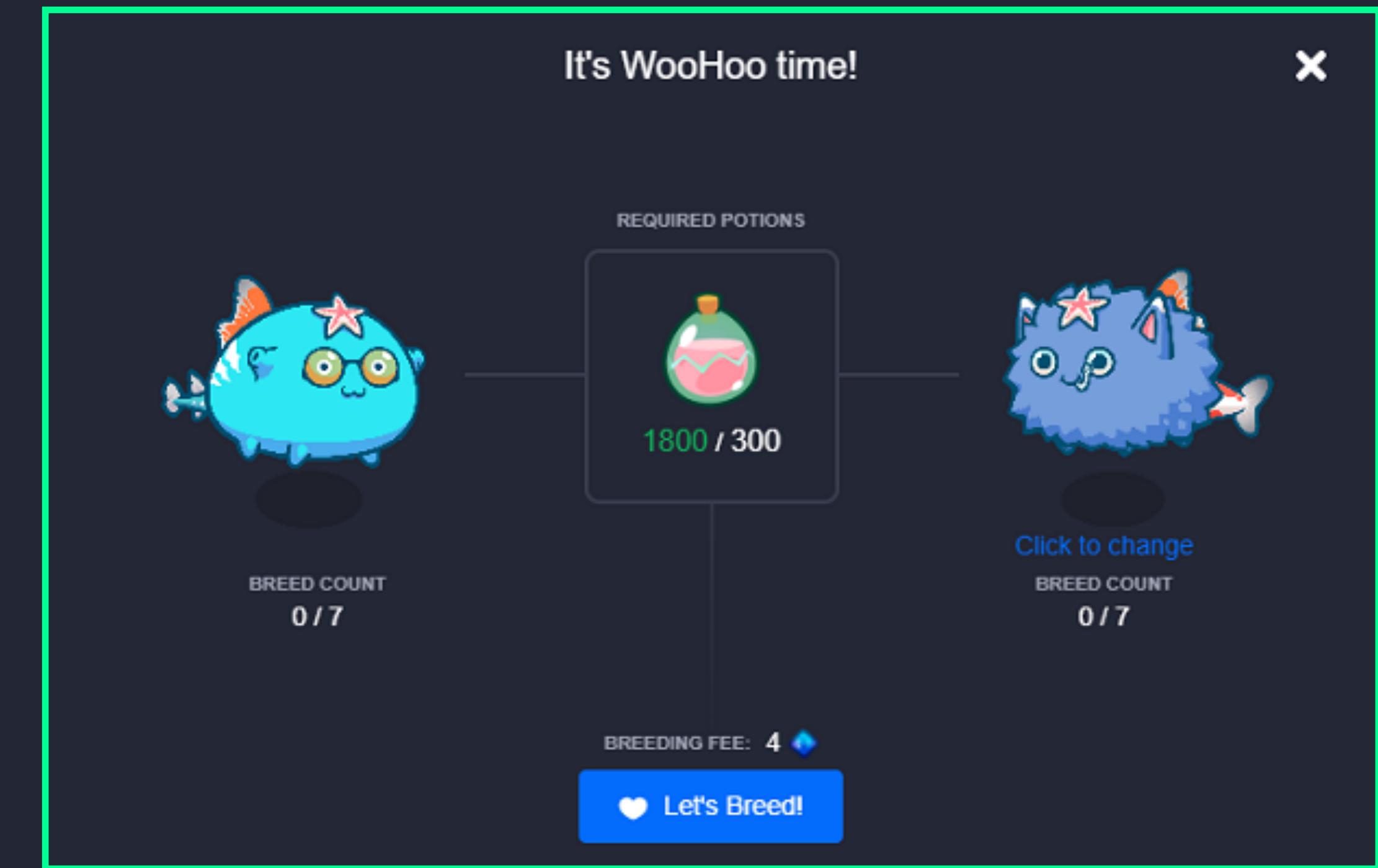
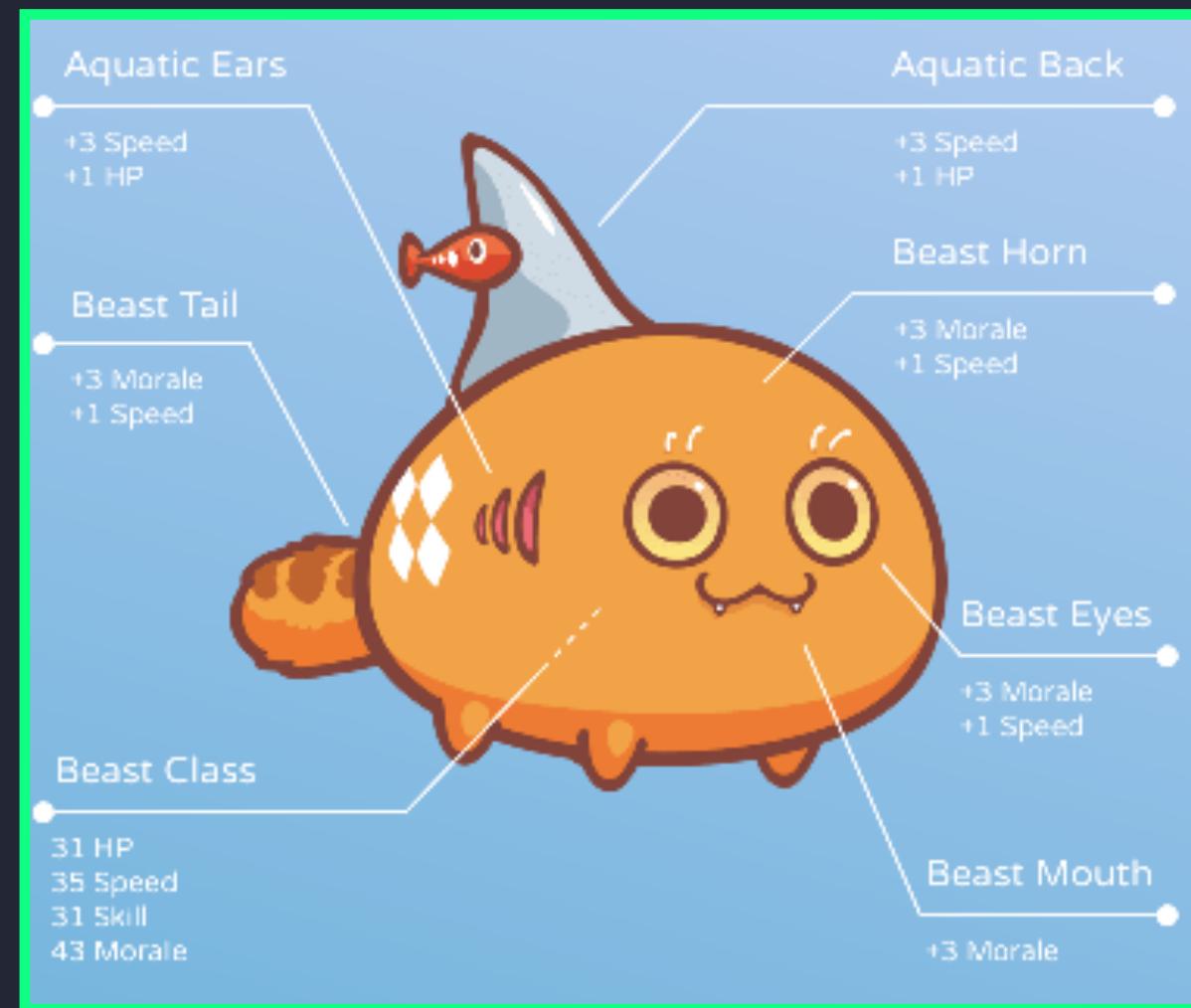


Componentes do Jogo



O Que é “Breedar?”

O ato de se **emprender** um NFT...
para gerar outro.



No caso do Axie: custo **fixo em AXS** + variável em **SLP**

O Ciclo Econômico

E o “Estado de Equilíbrio”

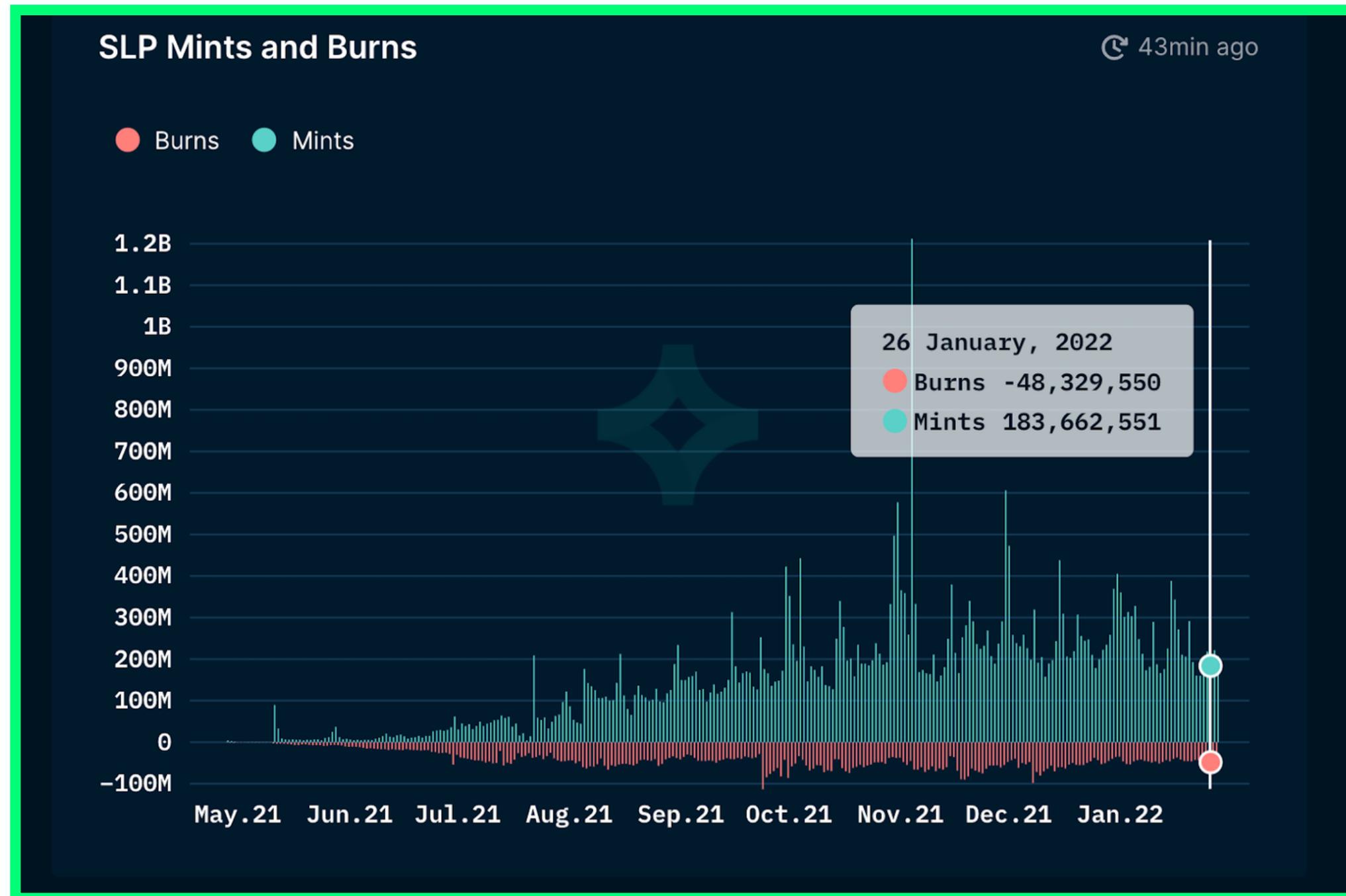


**Lucro de quem joga
muito bem deve vir de
quem não se importa
em pagar porque tá
fissurado!**

Axie Infinity acaba com recompensas de SLP no modo aventura e missões diárias

"A economia do Axie requer uma ação drástica agora ou corremos o risco de um colapso econômico total", afirmou a Sky Mavis

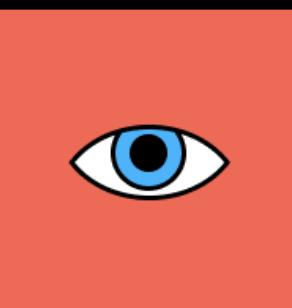
por Saori Honorato — 04 fev, 2022 16:30



Ligue o **Alerta** Ao
Ouvir Frases do Tipo

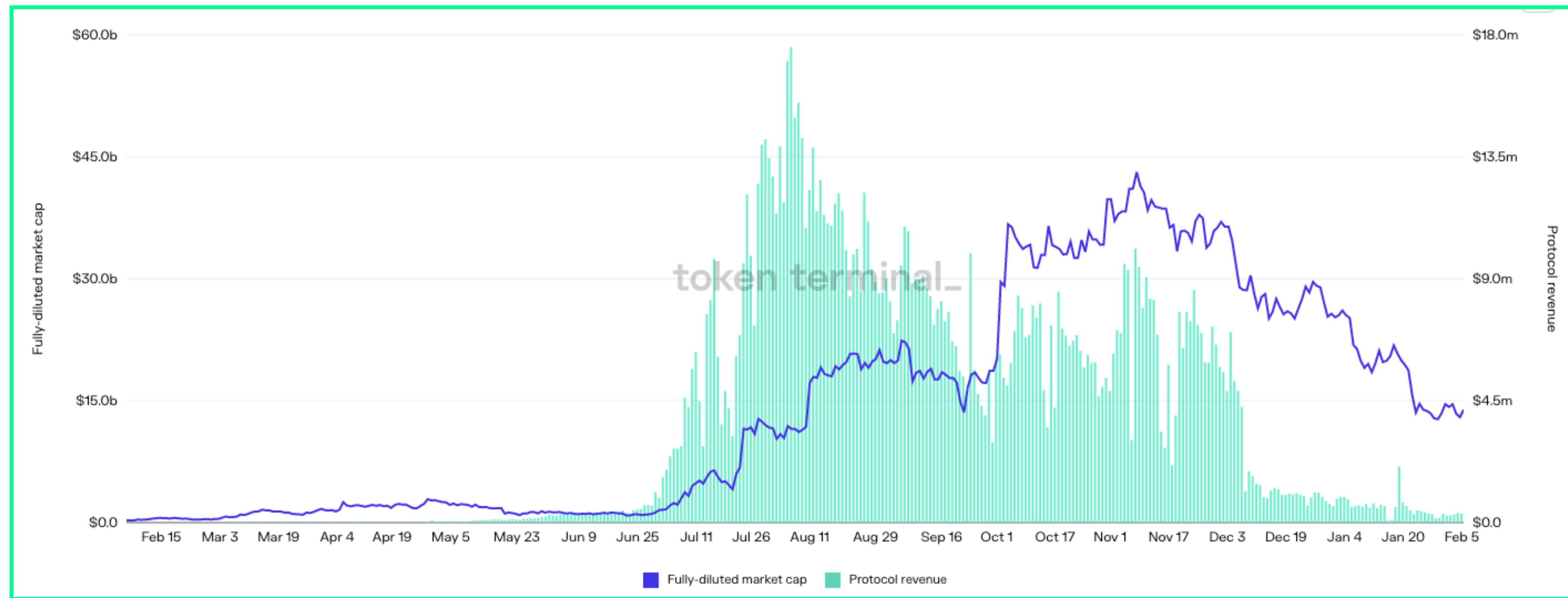
“**ROI em X Dias**” ,

“**Tiro Y por mês**”



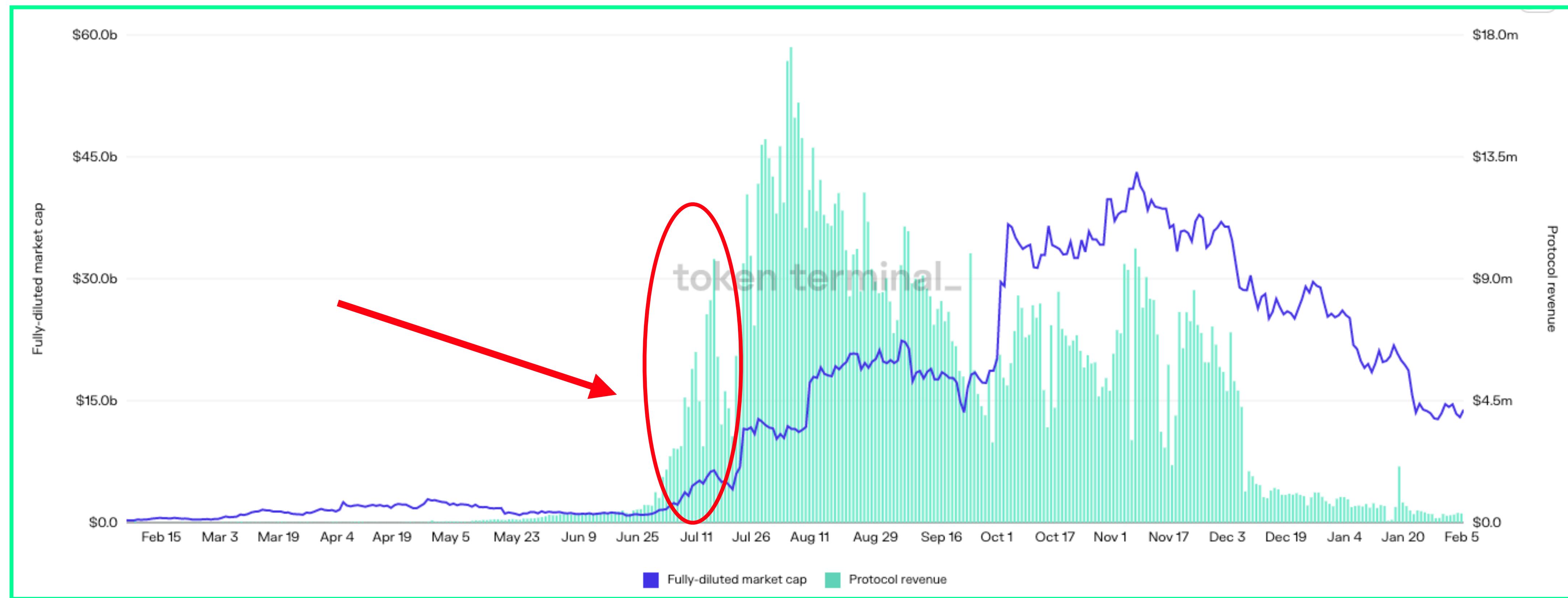
Os retornos são **denominados em que moeda**? Quais as condições para que se mantenham?

“Receita” e Market Cap (AXS)



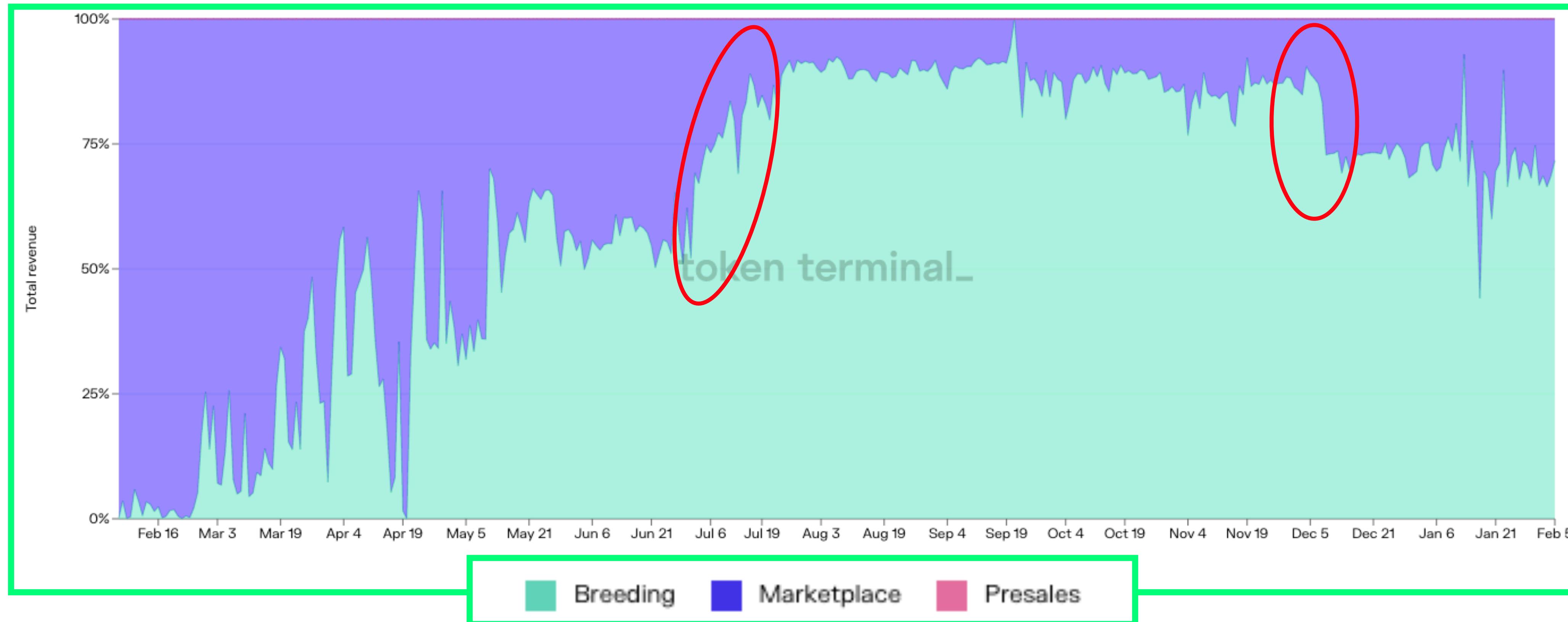
Sempre se atente ao **denominador das receitas** - ETH ou uma moeda nativa do jogo?

“Receita” e Market Cap (AXS)



Fonte: Token Terminal

“Receita” e Market Cap (AXS)



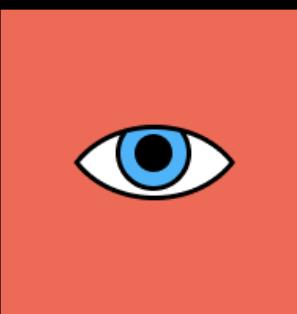
“Receita” e Market Cap (AXS)



4 formas de ganhar \$\$

- 1) Jogar (games pré-token)
para ganhar **airdrops**
- 2) **Comprar + revender NFTs**
- 3) **Comprar + alugar NFTs**
- 4) Ter “**equity**” num **marketplace**

Faz-se **mais dinheiro especulando** sobre o quê os outros jogarão...
do que “**playing-to-earn**”

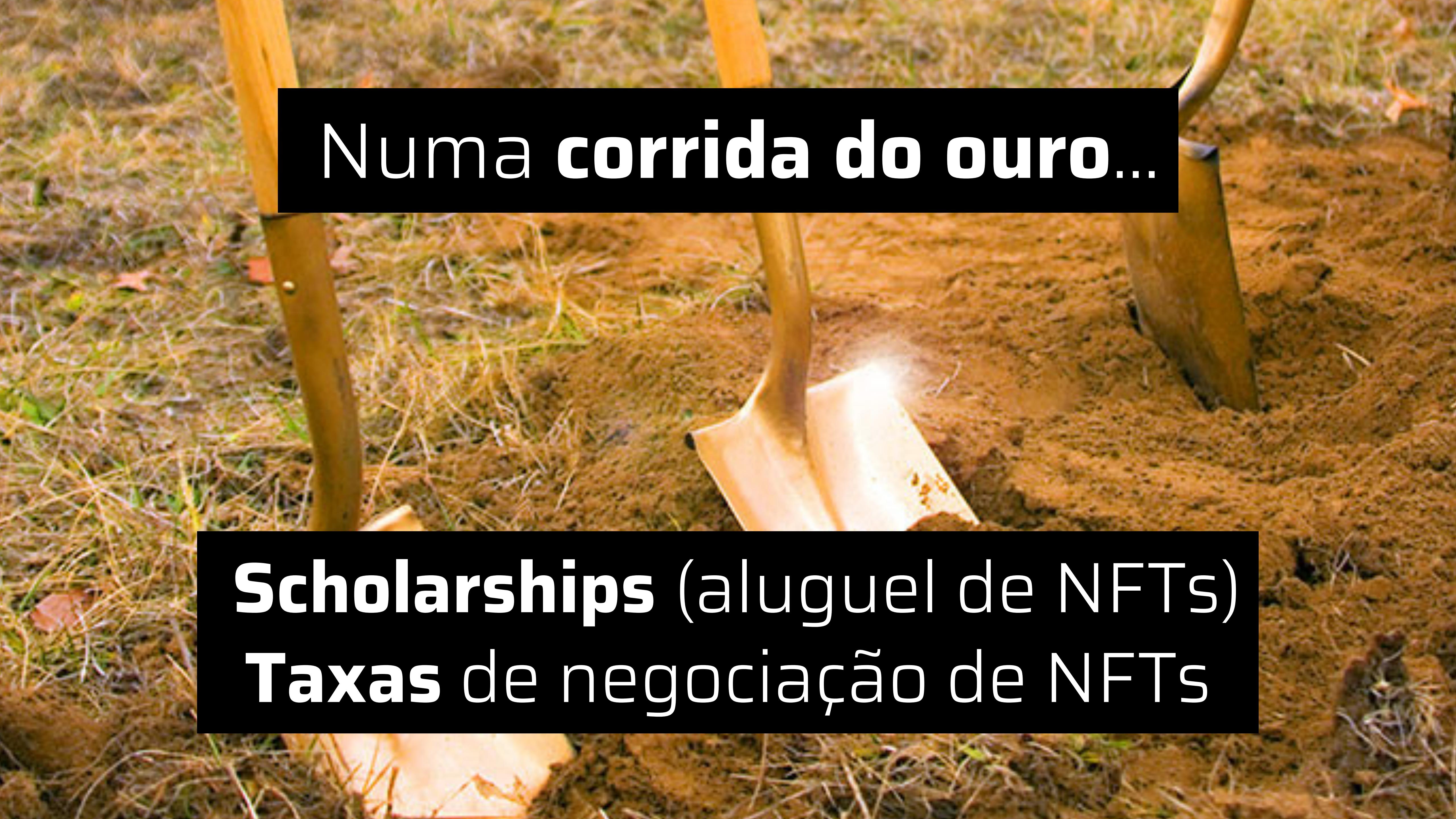


Mas é preciso certa **vivência de jogo** para farejar o que outros jogadores gostarão.

Parte 3

Como Ganhar com a Diversão dos Outros

“Vendendo Pás” nessa “Corrida do Ouro”

A photograph of a shiny gold-colored slide or playground equipment lying on its side in a field of dry, brownish-yellow grass. The slide has a curved metal frame and a white plastic safety bumper at the bottom.

Numa corrida do ouro...

Scholarships (aluguel de NFTs)
Taxas de negociação de NFTs

Demo LooksRare Staking

The screenshot shows the LooksRare Staking interface with a dark theme. At the top, there is a navigation bar with links for Explore, Collections, Rewards, and a language switch (EN). On the left, there is a search bar and a logo for LOOKSRARE.

LOOKS Compounder

- Stake **LOOKS** | Earn **LOOKS**
- WETH rewards auto compound into more **LOOKS**!
- Total **LOOKS** staked: 171,977,814 (\$108,290,474)

49.06% APY ⓘ

Your Stake

0 **LOOKS** ⚡

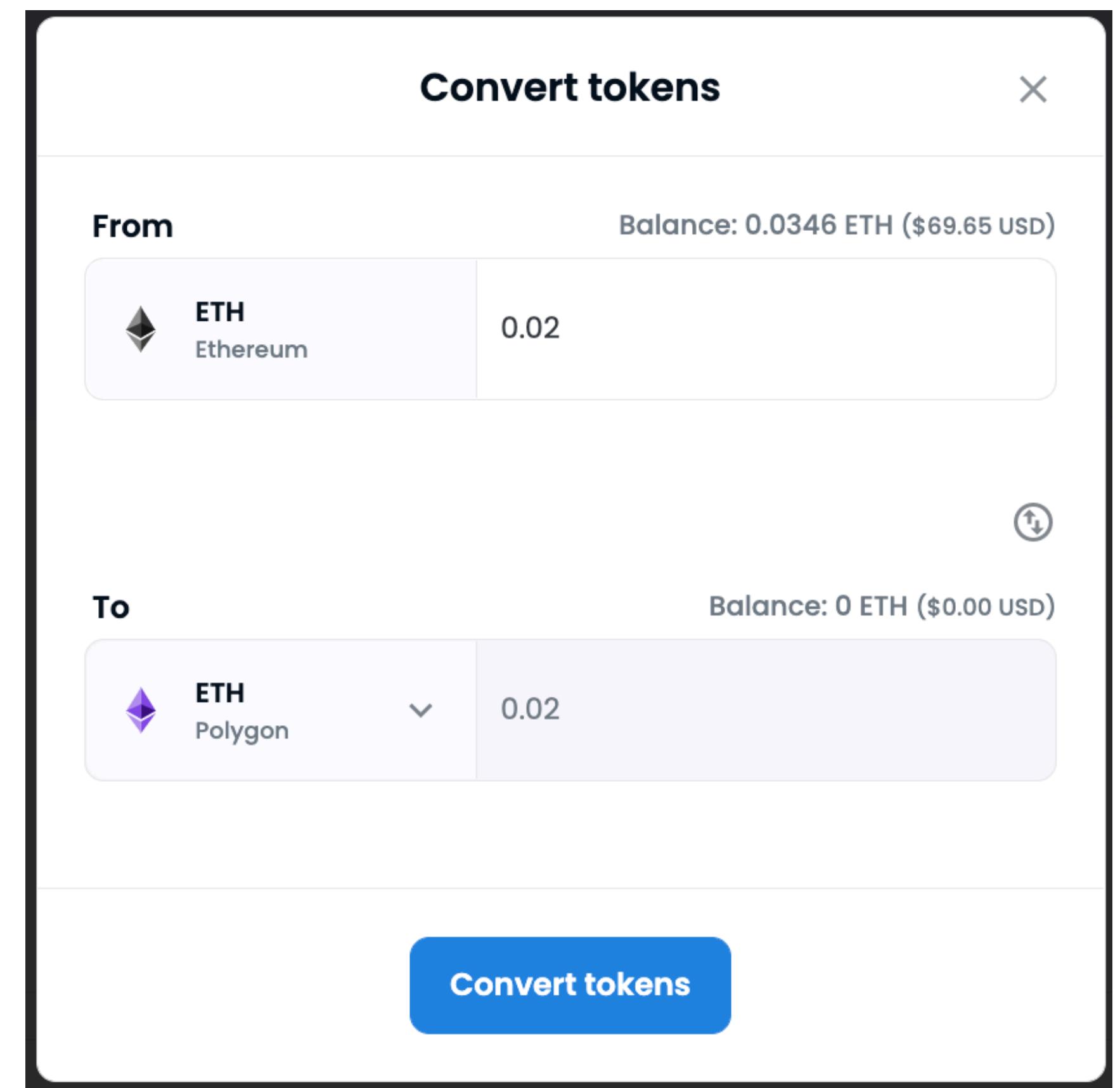
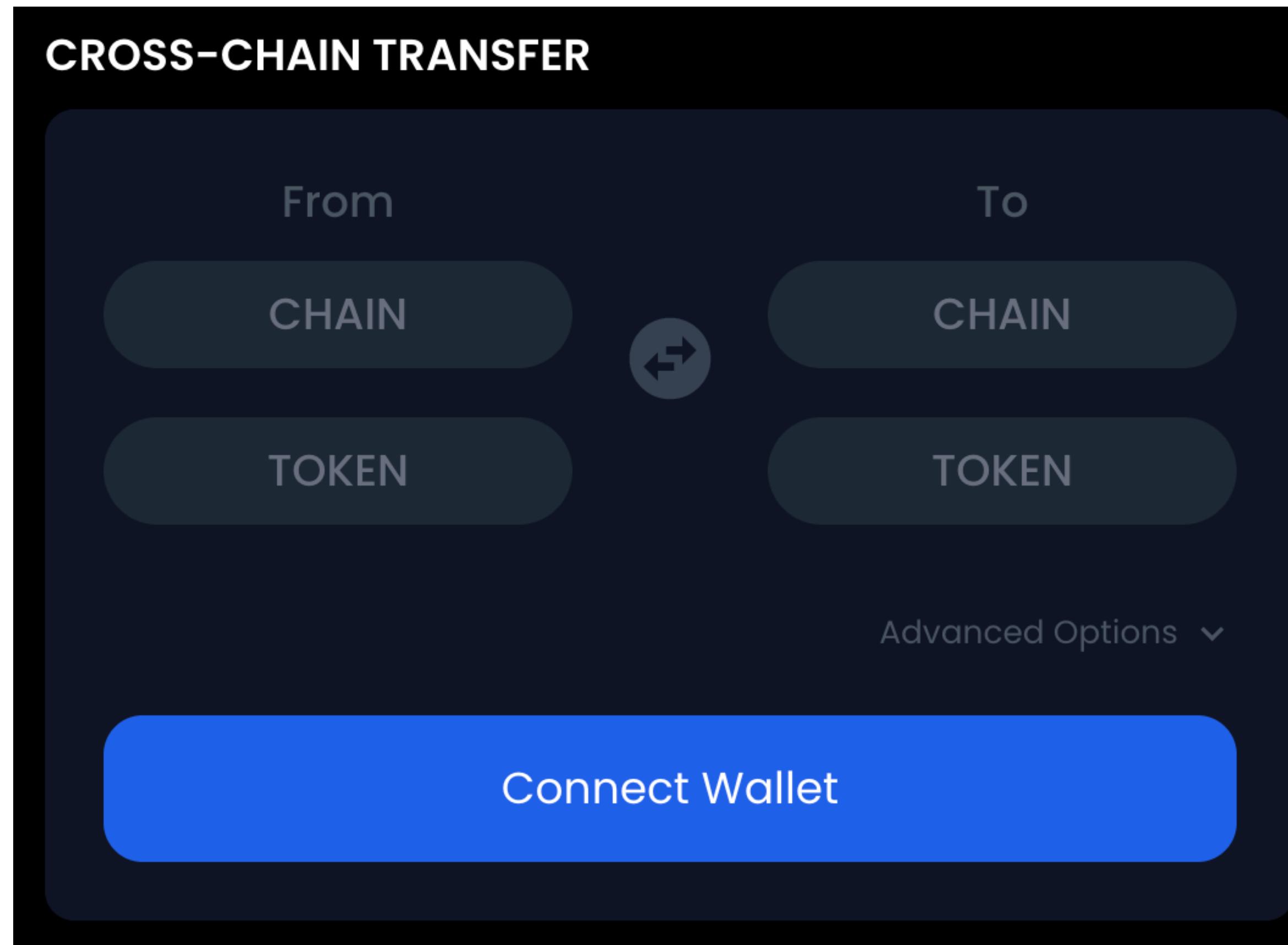
Stake **Unstake**

Max Stake

LOOKS in wallet:	0
Your Stake (Compounding):	0 (\$0)
Earned to date:	0 (\$0)

WETH you earn is automatically converted to **LOOKS**, which is received over time.
LOOKS rewards are automatically compounded - no need to collect!

Demo Bridge (Polygon)



Parte 4

Separando o Joio do Trigo

Critérios pra **Distinguir Promessas de Furadas**

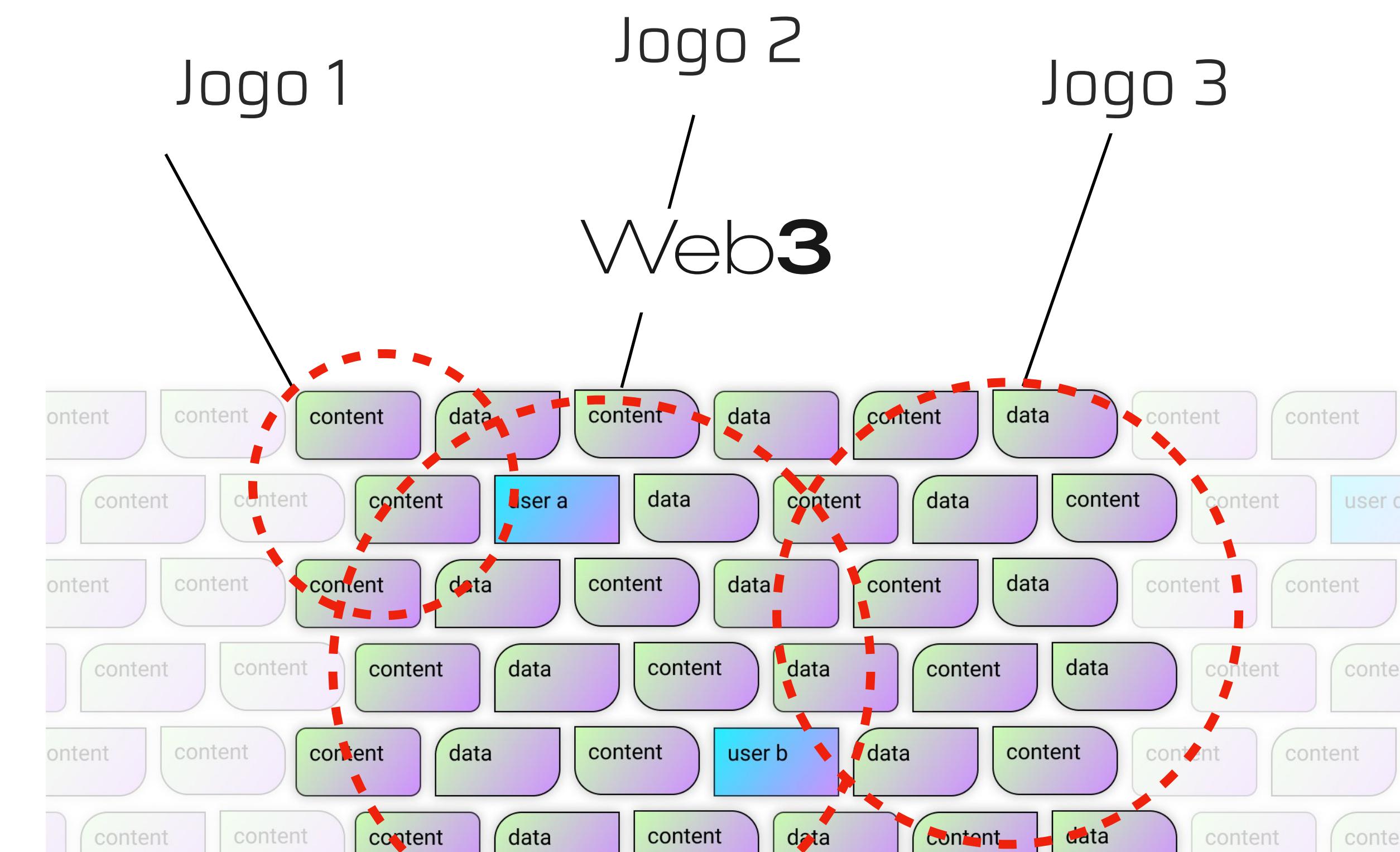
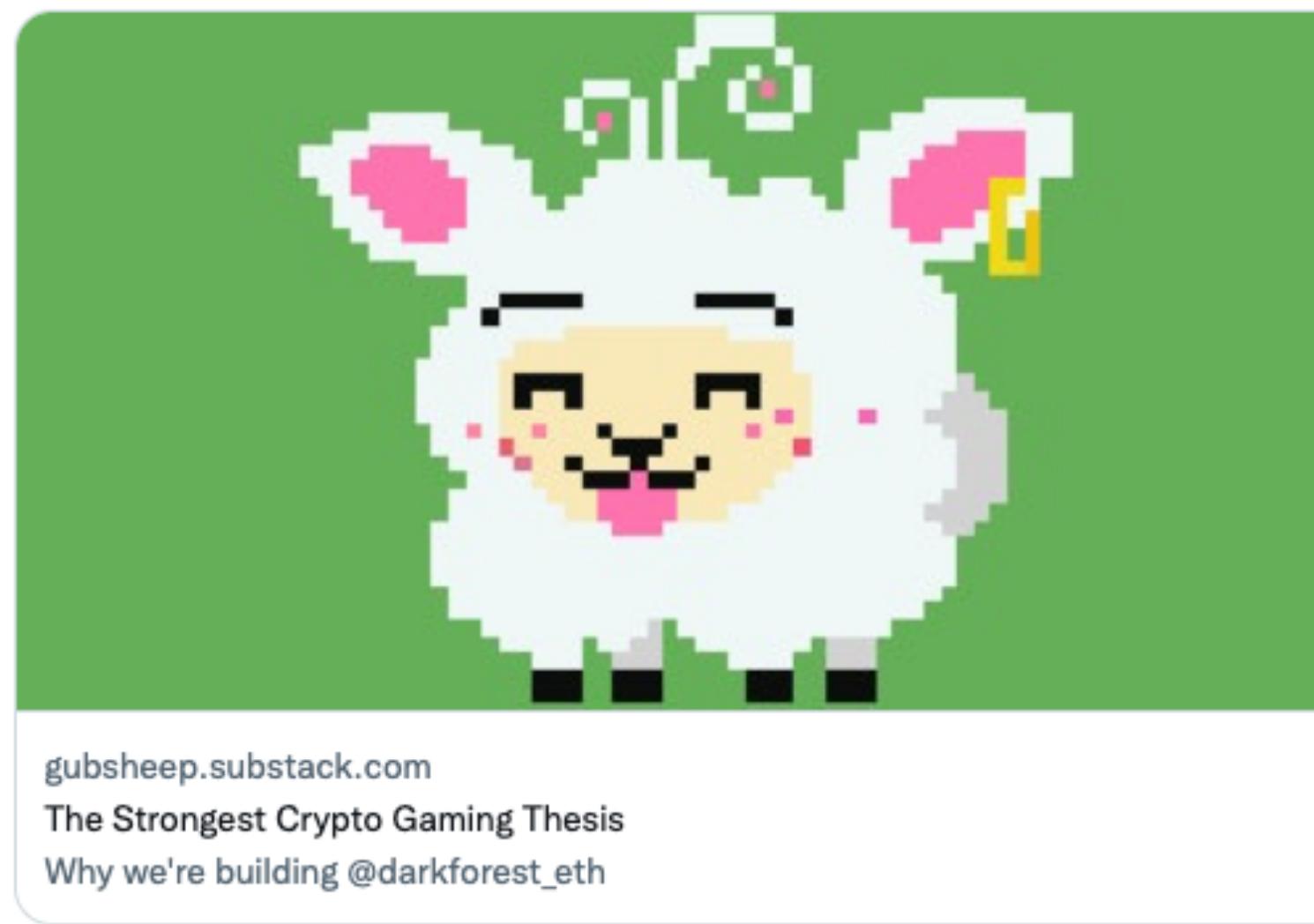
O Que é um Jogo “Cripto-Nativo”

As **regras** do jogo estão num **contrato autônomo**;

A **interface** do jogo é de código aberto e **remixável**;

Os **itens são portáteis** - podem ser levados para outras interfaces e games;

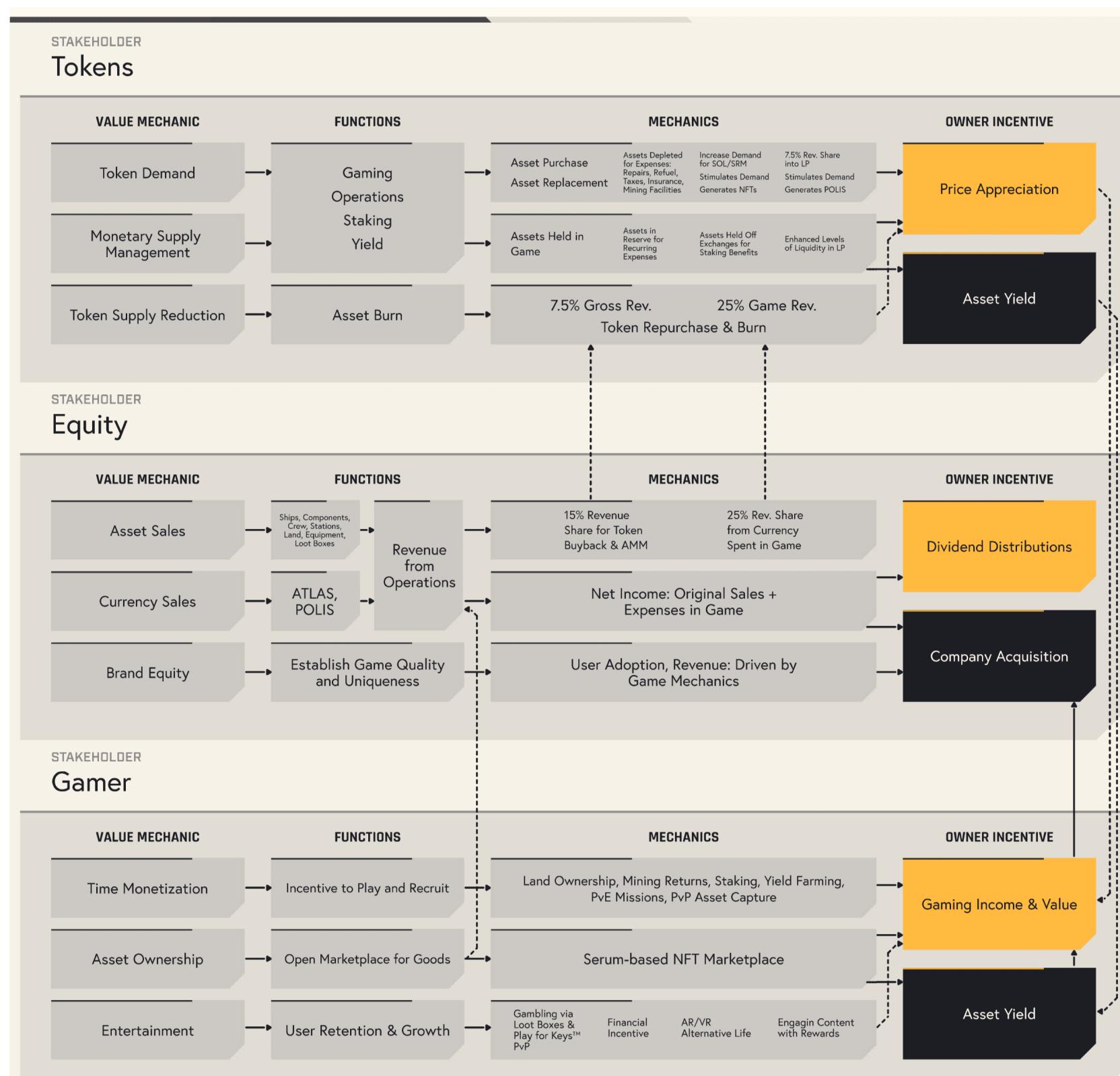
Bots são bem-vindos, em vez de coibidos.



Sobre Whitepapers

Uma demo vale mais do que mil palavras. Tração, mais que mil teses.

Paper do **Star Atlas**: 42 + 38 páginas



Paper do Bitcoin: 8 páginas



A PEER-TO-PEER ELECTRONIC CASH SYSTEM

SATOSHI NAKAMOTO · OCTOBER 31, 2008

Abstract. A purely peer-to-peer version of electronic cash would allow online payments to be sent directly from one party to another without going through a financial institution. Digital signatures provide part of the solution, but the main benefits are lost if a trusted third party is still required to prevent double-spending. We propose a solution to the double-spending problem using a peer-to-peer network. The network timestamps transactions by hashing them into an ongoing chain of hash-based proof-of-work, forming a record that cannot be changed without redoing the proof-of-work. The longest chain not only serves as proof of the sequence of events witnessed, but proof that it came from the largest pool of CPU power. As long as a majority of CPU power is controlled by nodes that are not cooperating to attack the network, they'll generate the longest chain and outpace attackers. The network itself requires minimal structure. Messages are broadcast on a best effort basis, and nodes can leave and rejoin the network at will, accepting the longest proof-of-work chain as proof of what happened while they were gone.

I. Introduction. Commerce on the Internet has come to rely almost exclusively on financial institutions serving as trusted third parties to process electronic payments. While the system works well enough for most transactions, it still suffers from the inherent weaknesses of the trust based model. Completely non-reversible transactions are not really possible, since financial institutions cannot avoid mediating disputes. The cost of transaction increases transaction costs, limiting the minimum practical transaction size and cutting off the ability of reversal, the need for trust spreads. Merchants and customers can be avoided

1. Introduction. Commerce on the Internet has come to rely almost exclusively on financial institutions serving as trusted third parties to process electronic payments. While the system works well enough for most transactions, it still suffers from the inherent weaknesses of the trust based model. Completely non-reversible mediation increases transaction costs, limiting the minimum practical transaction size and cutting off the possibility for small casual transactions, and there is a broader cost in the loss of ability to make non-reversible payments for non-reversible services. With the possibility of reversal, the need for trust spreads. Merchants must be wary of their customers, hassling them for more information than they would otherwise need. A certain percentage of fraud is accepted as unavoidable. These costs and payment uncertainties can be avoided in person by using physical currency, but no mechanism exists to make payments over a communications channel without a trusted party. ¶ What is needed is an electronic payment system based on cryptographic proof instead of trust, allowing any two willing parties to transact directly with each other without the need for a trusted third party. Transactions that are computationally impractical to reverse would protect sellers from fraud, and routine escrow mechanisms could easily be implemented to protect buyers. In this paper, we propose a solution to the double-spending problem using a peer-to-peer distributed timestamp server to generate computational proof of the chronological order of transactions. The system is secure as long as honest nodes collectively control more CPU power than any cooperating group of attacker nodes. 2. Transactions. We define an electronic coin as a chain of digital signatures. Each owner transfers the coin to another by signing it with his/her private key, and the new owner can verify the chain of ownership. ¶ The system works without a central bank and without need for a third party. The necessity to announce all transactions to the network allows anybody to verify and audit the flow of information in the system. It is also possible to limit the amount to be transferred by a previous owner.

Onde ver dados de tração

DappRadar

Rankings Portfolio NFTs DeFi RADAR Blog Search... Connect

Top Polygon Games

All ETH EOS TRON Ontology ThunderCore Waves WAX Steem Hive
BSC Polygon Flow NEAR Avalanche Telos Tezos RSK IoTeX
Vulcan Forged Harmony OEC Solana Ronin Klaytn Everscale NEW Heco DEP
Immutable X FUSE Algorand NEW Telos EVM NEW Moonriver NEW Moonbeam NEW
Fantom NEW Other

All Categories Games DeFi Gambling Exchanges Collectibles Marketplaces Social Other High Risk

NEW Filter 24H 7D 30D

CATEGORY	BALANCE	USERS	VOLUME	ACTIVITY
DeFi	\$51.56k	236 +35.63%	\$521.17k	
Games	\$430.05	46.05k +0.61%	\$0	
Games	\$490.94M	17.87k -0.84%	\$0	

Discussão-relâmpago: STEPN

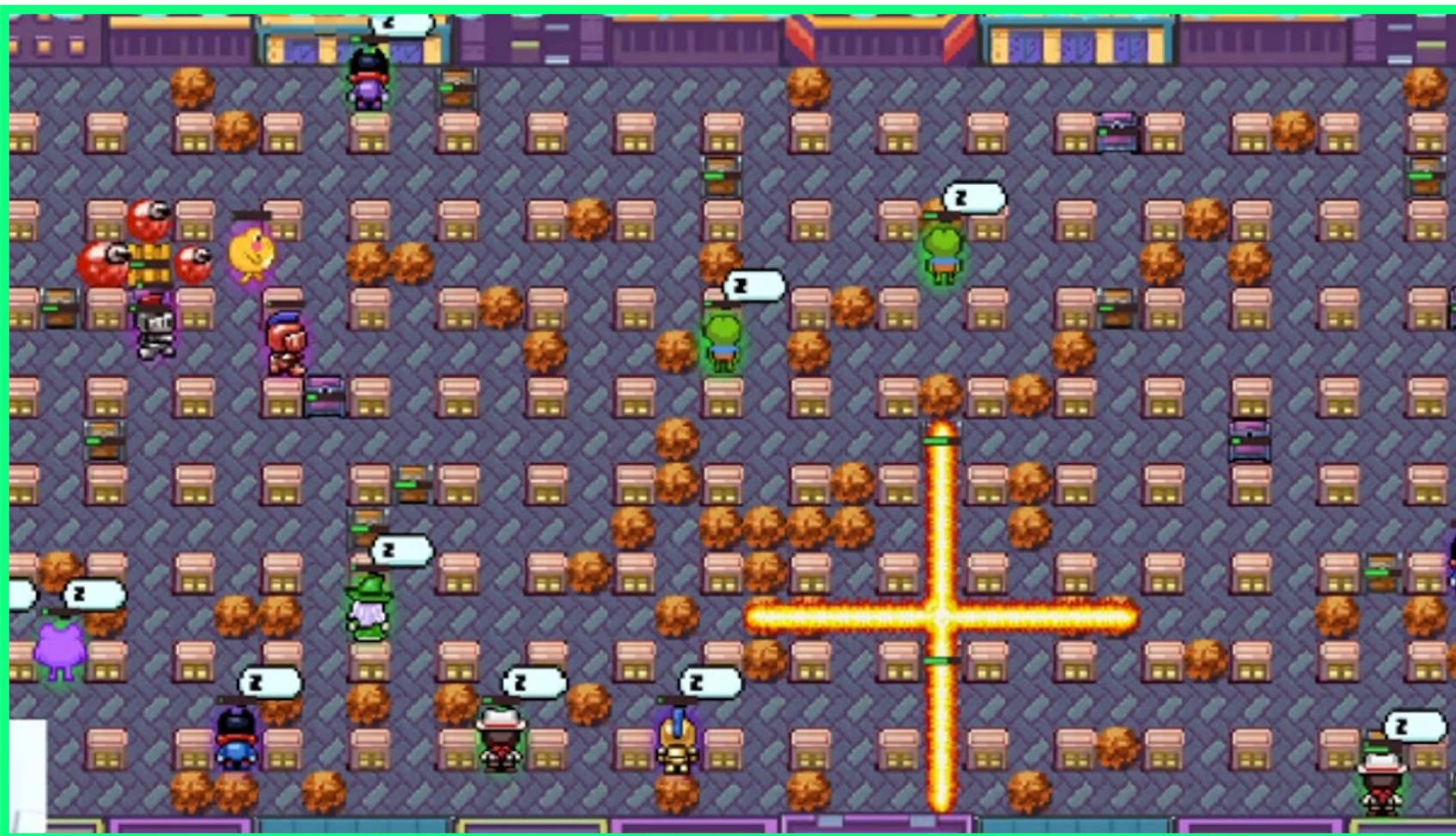


6 critérios pra “pontuar” um game

- **Continua existindo** se os desenvolvedores sumirem?
- As **recompensas são úteis** pra algo (além de trocá-las por dinheiro)?
- Há **separação** entre **especuladores e jogadores** (ex: SLP vs. AXS)?
- Tem gente **fissurada no jogo** (não no dinheiro)?
- A **comunidade pode estender** o jogo?
- Seu priminho gamer **ainda** não conhece?

Comparando Modelos

Bomb Crypto, Thetan Arena, Galaxy Fight Club, Nifty Island, Dark Forest



The homepage of Thetan Arena. At the top, there's a navigation bar with links for Home, Video, Gameplay, Nfts item, Thetan Coin, Thetan Gem, Team, Roadmap, Partner, and Marketplace. The main feature is a large banner with the text "THETAN ARENA" in bold letters. Below the banner, it says "Thetan Arena is an esport game based on blockchain technology. You can gather your friends, form a team, battle with others and earn money with just your skills." There's also a "TOTAL PLAYERS" stat showing 22,193,795. At the bottom, there are download links for Android, iOS, and PC, and a "TRADE NOW" button.





Qual desses vocês acham que vai durar mais?



Não estamos aqui pra **aprender a “farmar ouro” em 10 contas** ao mesmo tempo -
mas sim pra **identificar o próximo grande hit** na hora em que ele despontar!

Por Fim...

Lição de Casa

Conferir seu NFT na sua wallet

Conhecer os cripto-jogos mencionados, formar uma opinião

Leitura Recom.

Relatório “**Play to Earn**”

(<https://post.paradigma.education/playtoearn>)



Até quarta
que vem

