

LIVE TO EARN

To start, there will be games to play and earn as well as opportunity for partnerships with other 'play-to-earn' games.

As for 'Live-to-Earn,' citizens will be able to bid-buy-sell upgrades within IncluCity. The opportunity to buy land to rent it to someone for less than the available subscription to generate a cashflow, or if the plots of land are limited at the time being able to rent for equal pricing. All the details would have to be figured out about setting a cap on the available rent price or leaving it as a free market. Having several properties and hiring someone to manage your property. Creating ways to earn while you travel to IncluCity is a priority.

Potential earnings. Gone are the days of playing a game for hours to earn \$.03. There will be games, however I also want to develop an interactive platform for people to use their knowledge and talents for profit.

Examples

