

HUMAN MINEABLE CRYPTO ASSETS
why they are important and how to build more of them
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Do you know why Football(soccer) is the most popular sports in the world? Almost every Fan grew up playing football, it is easy to get into, can be played anywhere and even plastic bags makes a [Ball](#)

For Blockchain and smart Properties to really take Off, requires people to

1. Have a Grasp of the Tech that powers these systems
2. See a Career path or path to freedom
3. Answer any acquired misconceptions and fully Trust the systems will work as advertised.

This is why Human Mineable Crypto properties(currency, assets) present an interesting use case. While computer mining is efficient and perhaps glamorous, the goal first and foremost is to have people acquire a somewhat intuitive feel of the all the primitives that go behind building these systems.

I look at Human mining from two perspectives.

- The first - an actual real simulation of how the subsystems come together requiring the person maybe to physically manipulate pen and paper.(Focus on block generation)
- The second is using games to make the process more engaging or a minting as a side effect of already performed actions(slaying dragons)

Below I propose one such algorithm my hope is to keep them simple but effective in a way the masses can begin engaging in immediately

THE SHREDDER CHALLENGE

The mining process will involve people reconstructing shredded pieces of paper. Shredded pieces are actually puzzles to be solved. I see this first being performed manually and then gradually graduating into more complex pieces that require machine sorting. This evolutionary journey from simple to complex will more than familiarise the tech primitives--- securing data, verification, difficulty, time to solve etc to the person reconstructing them

For the initial simple ones, it doesn't matter if the final image/content is known before hand. This does not negate the effort, and time(proof of work) that it takes to reconstruct. When moving to more complex puzzle, where machines are in play, you want a situation where nobody has an advantage. The challenge is how to generate such an image without a central party.

The potential Solution is to have a delegate/s choose an image. This is then put in a sudoku matrix. Each delegate hides/embeds some data on the image, shuffles the matrix, then passes it

on to the next delegate. Once all delegates have performed this hiding and shuffling, then the process of unscrambling the images with hidden data begins. The first node to successfully get all the hidden information right mints the coin.

Each node can confirm if indeed that is the correct information. A sudoku matrix is verifiable and each node has a copy of the shuffling that every other node performed.



References:

http://www.researchgate.net/publication/252076526_Image_Encryption_using_the_Sudoku_Matrix

<http://www.jatit.org/volumes/Vol66No2/7Vol66No2.pdf>

Gaming in the Blockchain

The below games are not meant to be for 'block mining/minting' use but a fun easier way of acquiring Cryptocurrencies

Capital Acquisition Game -Smart Bargaining

The beauty of bitcoin is that it is highly divisible. Now I want you to imagine this: Dividing bitcoin into millibitcoins, putting these in a paper wallet, putting hundreds of these papers in a physical bucket and voila we now have a mobile bank, exchange, game etc

Capital bucket seeks to achieve this. A pool of cards representing Bitcoin are placed in a bucket. People in the real world get to pick, compete and bid for them. This represents a much easier and cleaner way for them acquiring bitcoin.

The Capital Game

The goal is to skillfully outsmart your opponent and spend less acquiring the Green cards (capital).

The setup consists of

39 cards divided in 3 sets of 13 each.

2 sets are white in color, one set is Green in color

The two players each get 13 white cards(1 set)

The middle cards(Green cards) are also 13, and are placed between the players.

All 3 sets of cards have the same numbers. Twelve cards numbered consecutively 1 to 12. the 13 cards has number 15.



GamePlay

Two people across each other are playing for the middle cards(green).

The middle cards are shuffled and placed face down. The players are free to look at the cards in their own hands.

The game commences when the first top card(middle pile) is turned face up and placed at the side. When turned the players can see the number on it.

From the cards they hold, they each have to decide which one they want to use to BID for the flipped face up green card.

Rules

The green cards should be face down. During gameplay they are revealed one by one from top to bottom.

To **BID** for a card a player places any of his numbered card on the table. A player first places his **BID** face down to give a chance to the other player to decide which of their cards they will use. After they have both placed their bids on the table(face down), they then flip their bids to show the amount. The player which the highest bid(highest numbered card) wins that round.He/she then keeps the won card on their side. The cards that were used to bid are discarded to the side.

If both players bid the same amount, then it's a draw and nobody wins, the green card, and white cards played are all discarded to the side.

During each bidding round players are free to place any amount irrespective of the value of the green card.

End

All green cards have to be flipped and respective bids placed. Once this is done, each player holds up the green cards that they have won. Each card has a number and this are added up to get a total

Variation

To add excitement and for everyone to bring their A game, this could be arranged in a tournament style, where there is a roundrobin element and the people that come out ahead with higher totals(capital) face off with each other to compete for much bigger capital amounts.