PRIME SKILL STUDIO

WHITEPAPER

Version 1.1

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I. INTRODUCTION

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II. ABSTRACT

INTRODUCTION

PrimeSkill Studio stands as a pioneering force in the realm of Web3 game development, dedicated to cultivating a play-to-earn gaming ecosystem centered around skill-based earning and sophisticated wagering systems. Our commitment extends beyond mere gameplay; we empower players to actively contribute to the developmental decisions and growth of the ecosystem.

At the core of PrimeSkill Studios' vision is the pursuit of crafting immersive play-to-earn experiences that seamlessly blend accessibility and engagement, driving substantial traffic and establishing blockchain as a premier hub for gaming decentralized applications (DApps). Our flagship project, "Frontstrike" an advanced first-person shooter fueled by the Solana Chain, strategically targets the vast competitive first-person shooter community. By doing so, we aim not only to attract a substantial Web2 gamer base but also to anchor them into the PrimeSkill Web3 gaming ecosystem and the broader Solana blockchain network.

The ultimate objective of PrimeSkill is to forge a sustainable in-game economic ecosystem, wherein players are not only motivated to play for earnings but also actively contribute funds and tokens, forming the bedrock of a robust game economy. Central to this ecosystem is the PrimeSkill Token or $PST, a Solana-based token that can be owned and traded on-chain. Our commitment to continuous improvement, guided by the principles of kaizen, ensures the longevity and widespread adoption of the ecosystem. This ecosystem will then grow into a video game distribution and Social Gaming platform (Project: Skill) tailored to web3 with also a layer 2 software (WagerTech) that will be compatible with Web2 games in order to wager using $PST.

To safeguard the long-term economics of our project, non-wager in-game rewards will predominantly take the form of NFTs with intrinsic in-game utility, steering clear of diluting the token supply and mitigating selling pressures.

Our overarching ambition is to establish PrimeSkill as the pre-eminent Tier 1 gaming blockchain ecosystem, boasting multiple games and hosting thousands of concurrent users by the close of 2024.

This ecosystem, enriched with DAO mechanics, social gaming aspects and a video game digital distribution service will also serve as a launchpad for independent game studios and developers, offering them the opportunity to submit their creations or collaborate with us, thereby integrating Web3 and token functionality. Consider PrimeSkill as the Steam equivalent in the realm of Web3 gaming while retaining features similar to that of Rollbit or stake.com

THE CHALLENGE

PrimeSkill Studio emerges as a pioneering force, strategically positioned to address and revolutionize key challenges within the Web3 gaming sphere. Our founders have astutely identified several critical issues plaguing the landscape, and PrimeSkill Studio is committed to leading the charge in innovative solutions. Key problem areas we are determined to tackle include:

- ### UNSUSTAINABLE PLAY-TO-EARN ECONOMIES

  PrimeSkill Studio aims to establish a robust in-game economic model that ensures sustainability and long-term viability.

  PrimeSkill Studio is at the forefront of redefining gaming economics by incorporating a tokenization-based approach into its in-game economy model, ensuring not only sustainability but also a heightened level of financial transparency and security. Tokenization involves representing in-game assets and transactions as unique, blockchain-based tokens, providing players with verifiable ownership and traceability of their virtual possessions. This innovative integration offers several advantages, including reducing the risk of fraud, enhancing the efficiency of in-game transactions, and establishing a decentralized ledger that fosters trust among players.

  Moreover, the tokenization economy implemented by PrimeSkill Studio empowers players to trade, sell, and utilize in-game assets with greater flexibility. By leveraging blockchain technology, the studio aims to create a decentralized marketplace where players can securely exchange tokens, fostering a player-driven economy that evolves organically. This not only adds a layer of financial empowerment to players but also contributes to the overall stability and resilience of the in-game economic ecosystem.

  The studio's commitment to tokenization goes beyond mere technological integration; it signifies a strategic effort to address the potential pitfalls associated with traditional play-to-earn models. PrimeSkill Studio's tokenization-based economy is designed not only to enhance the gaming experience but also to set a new standard for the industry, demonstrating how blockchain technology can be harnessed to create fair, transparent, and sustainable play-to-earn ecosystems for the long term.

- ### LACK OF ENGAGING AND REPLAYABLE GAMES

  Our commitment to crafting compelling gameplay experiences with high replay value is fundamental to redefining the standard for Web3 gaming.

- ### DELAYED GAME UPDATES AND TOKEN MASS SELLOFFS

  PrimeSkill Studio pledges to streamline the game update process, addressing inefficiencies, and adopting transparent and responsible funding strategies.

- **NFT/TOKEN GATING HINDERING MASS ADOPTION**

  PrimeSkill Studio advocates for an open-access approach, dismantling unnecessary barriers and ensuring mass adoption by eliminating NFT and token gating in our games.

- **UNWARRANTED NFT CASH GRABS**

  We reject exploitative practices and focus on genuine implementation of NFTs, enhancing player experiences rather than resorting to unnecessary cash grabs.

- **LACK OF A SUSTAINABLE BUSINESS MODEL**

  Our team has meticulously designed a sustainable business model that aligns with the long-term success of PrimeSkill Studio, providing a solid foundation for growth.

- **GRAPHICALLY DEMANDING AND POORLY OPTIMIZED GAMES**

  Striking a balance between visual appeal and performance optimization, our games prioritize accessibility without compromising on quality.

PrimeSkill Studio stands at the forefront of Web3 gaming, not merely as a developer but as a visionary force driving unprecedented mass adoption within the industry. Through our inaugural game, thoughtfully crafted token infrastructure, and ecosystem design, we are poised to set a new standard for Web3 gaming, ushering in an era of innovation and sustainable growth never before witnessed in the industry.
gaming industry.

III. PILOT GAME BACKGROUND - FRONTSTRIKE

In the realm of video games, if there exists a genre that encapsulates the essence of gaming, it undoubtedly is the first-person shooter (FPS). The sheer purity of the concept is undeniable – no on-screen avatar manipulated like a puppet; instead, your monitor becomes your eyes, and your mouse transforms into your rifle. The connection is immediate, direct, and immersive. Recognizing the unparalleled popularity and historical significance of the FPS genre, our team strategically chose to launch a competitive and easily accessible FPS with a high skill ceiling as the flagship game to propel gamers into the immersive realm of the PrimeSkill gaming ecosystem.

Delving into the annals of gaming history, the genesis of the first-person shooter can be traced back to 1973 with Maze War, a groundbreaking development for the Imlac PDS-1 computers installed at the NASA Ames Research Center. Credited to Steve Colley, this early attempt allowed multiple users to navigate a 3-D maze one "tile" at a time, engaging in combat with other players represented as eyeballs. Though clunky by today's standards, Maze War marked an unprecedented leap in gaming innovation.

Subsequently, the FPS genre witnessed a continuous evolution, with each iteration refining the experience, enhancing the fun factor, and achieving higher grossing figures over the years. Several key milestones have shaped the trajectory of the genre, solidifying its status as a dominant force in the gaming industry. As we embark on this journey with PrimeSkill Studios, we draw inspiration from the rich history of the FPS genre, poised to contribute to its ongoing legacy with our commitment to delivering an exceptional gaming experience within the PrimeSkill gaming ecosystem:

- ### MAZE WAR (1974)

  Often considered the first FPS, Maze War was a multiplayer game developed for the Imlac PDS-1 computer. Players navigated through a first-person perspective in a simple maze environment, shooting at opponents. It laid the groundwork for the FPS genre.

- ### SPASIM (1974)

  Developed by Jim Bowery, Spasim was a 32-player 3D multiplayer space shooter. It introduced the concept of player-versus-player combat in a 3D environment.

- ### MIDI MAZE (1987)

  This early FPS game for the Atari ST featured multiplayer support through the MIDI interface. It was a significant step towards the development of networked multiplayer FPS games.

- ### WOLFENSTEIN 3D (1992)

  Created by id Software and designed by John Carmack and John Romero, Wolfenstein 3D is often credited as the first commercially successful FPS. Players navigated the protagonist, B.J. Blazkowicz, through Nazi strongholds, engaging in intense combat. The game set the standard for many FPS conventions, including a first-person perspective and fast-paced action.

- ### DOOM (1993)

  Another groundbreaking title from id Software, Doom is considered one of the most influential FPS games of all time. It introduced features like multiplayer deathmatches, modifiability through WAD files, and a robust game engine. Doom's success led to a surge in popularity for the FPS genre.

- ### QUAKE (1996)

  Also developed by id Software, Quake built upon the success of Doom and introduced true 3D environments. It featured online multiplayer capabilities and further solidified the foundations of the FPS genre.

- ### GOLDENEYE 007 (1997)

  Developed by Rare for the Nintendo 64, GoldenEye 007 brought the FPS experience to console gaming. It gained widespread acclaim for its single-player campaign and introduced many to split-screen multiplayer, setting standards for console FPS games.

- ### HALF-LIFE (1998)

  Developed by Valve Corporation, Half-Life revolutionized the genre with its immersive storytelling and scripted events. It showcased the potential of narrative-driven FPS games and received critical acclaim for its innovative approach.

- ### COUNTER-STRIKE (1999)

  Originally a mod for Half-Life, Counter-Strike became a standalone game and a phenomenon in multiplayer FPS gaming. It emphasized teamwork and tactical gameplay, laying the foundation for the esports scene.

- ### HALO: COMBAT EVOLVED (2001)

  Developed by Bungie and released for the Xbox, Halo introduced regenerating health, a two-weapon limit, and a compelling sci-fi narrative. It played a crucial role in popularizing FPS games on consoles.

- ### CALL OF DUTY SERIES (2003)

  The Call of Duty series, particularly Call of Duty 4: Modern Warfare, became synonymous with cinematic storytelling and intense multiplayer action. It set the stage for the modern military-themed FPS genre.

- ### BATTLEFIELD SERIES (2002)

  DICE's Battlefield series focused on large-scale multiplayer battles, introducing vehicular combat and destructible environments. It provided an alternative experience to traditional linear FPS games.

- ### OVERWATCH (2016)

  Developed by Blizzard Entertainment, Overwatch redefined team-based shooters with its diverse cast of characters, each with unique abilities. It emphasized team coordination and became a major player in the growing esports landscape.

- ### FORTNITE (2017)

  While not a first-person shooter, Fortnite's battle royale mode gained immense popularity for its unique blend of shooting mechanics, building elements, and cultural impact. It became a global phenomenon and influenced the gaming industry.

- ### RECENT DEVELOPMENTS (2020S)

  FPS games continue to evolve with advancements in graphics, virtual reality, and new gameplay mechanics. Titles like Doom Eternal, Call of Duty: Warzone, and Apex Legends showcase the ongoing innovation in the genre as well as VR games such as Half Life: Alyx and Population: One.

A meticulous examination of the FPS genre's evolution and the factors contributing to its notable successes has profoundly shaped the development and game design ethos behind FrontStrike. Drawing inspiration from these key successes, we aspire to pioneer in the Web3 gaming space, envisioning FrontStrike as a groundbreaking milestone that not only redefines the standards of Web3 gaming but also solidifies its place in the storied history of the FPS genre. Our commitment is to establish a legacy as a beacon for Web3 gaming done right, ushering in a new era of innovation and legitimacy within the FPS landscape.

PILOT GAME CONCEPT - FRONTSTRIKE

FrontStrike stands as a groundbreaking free-to-play first-person shooter, skillfully designed with mechanics reminiscent of Counter-Strike. Players engage in competitive bouts, staking their tokens in various winner-takes-all game modes. At launch, the game will be accessible via desktop browsers, offering a diverse gaming experience with 1v1, 2v2, and 12-person free-for-all modes. Additionally, a private match feature with a join code ensures players can engage in friendly competition with friends in a private lobby.

Embracing a commitment to fairness, FrontStrike avoids pay-to-win elements. Players strategically select their weapons at the start of each round, akin to CSGO, with a budget constraint guiding their choices. A shooting range practice arena complements the competitive experience, allowing players to refine their skills before entering high-stakes matches.

All competitive matches will require a buy in at one of 3 amounts initially:

- **1 USD of $PST**
- **5 USD of $PST**
- **10 USD of $PST**

PrimeSkill takes a **16.66%** cut from winnings to sustain development and bolster the reward system. For example, in a 12-person free-for-all with a 1 USD buy-in, the winner receives 10 USD, while PrimeSkill retains 2 USD. This structure ensures that even winning just one game out of ten will recoup the player's investment.

To facilitate ease of access for non-Web3 users, PrimeSkill will offer a seamless way to purchase and store tokens directly on the gaming platform wallet using debit or credit cards—a user-friendly experience reminiscent of acquiring V-bucks or other in-game currencies from Web2 platforms.

Diversifying the gaming experience, cosmetic skins for weapons and player models can be acquired primarily through loot crates obtained by winning matches or purchased with $PST tokens. These skins take the form of NFTs, adding a unique tradeable element through our native NFT marketplace. Future-proofing your investment, these skins may extend across our upcoming games, allowing you to carry your beloved cosmetics throughout your journey in the PrimeSkill ecosystem, shaping and defining your gaming identity.

Furthermore, Frontstrike will showcase our in-game billboard system where advertisers can purchase advertising space in game for a variety of products from blockchain projects to basic consumer goods. These adverts will be integrated into maps in order to prevent lack of intrusiveness and not to damage the gaming experience. All advertisers will go through a vetting process to ensure no scams are promoted on any Prime Skill related product or game. This concept will be carried over into our other games as we continue to scale.

MARKET VALUE

The dynamic landscape of the global gaming market is projected to reach approximately 688 billion U.S. dollars annually by 2027, showcasing a substantial increase from 406 billion U.S. dollars in 2021. Amidst this growth, North America is poised to retain its position as the leading and highest-grossing gaming market on a global scale, even as the Asian region experiences robust expansion. A notable trend within this flourishing industry is the escalating prominence of in-game purchases, anticipated to contribute over 74.4 billion U.S. dollars to the worldwide gaming revenue by 2025. These figures underscore the immense potential and opportunities within the gaming sector, reinforcing our strategic vision for innovation and success within the burgeoning gaming market.

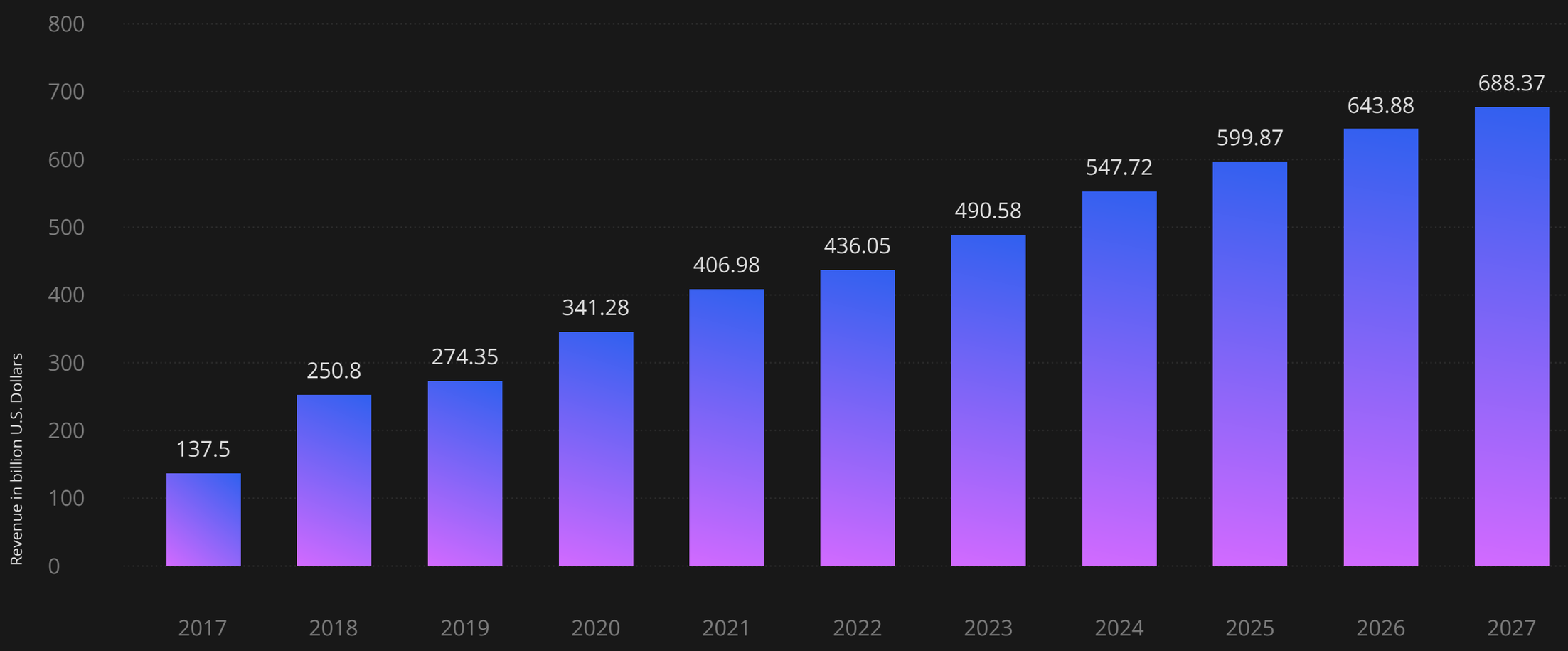


Figure 1 — Video game market revenue worldwide from 2017 to 2027 (in billion U.S. dollars)

This market can be further segmented by downloaded games and physical purchases:

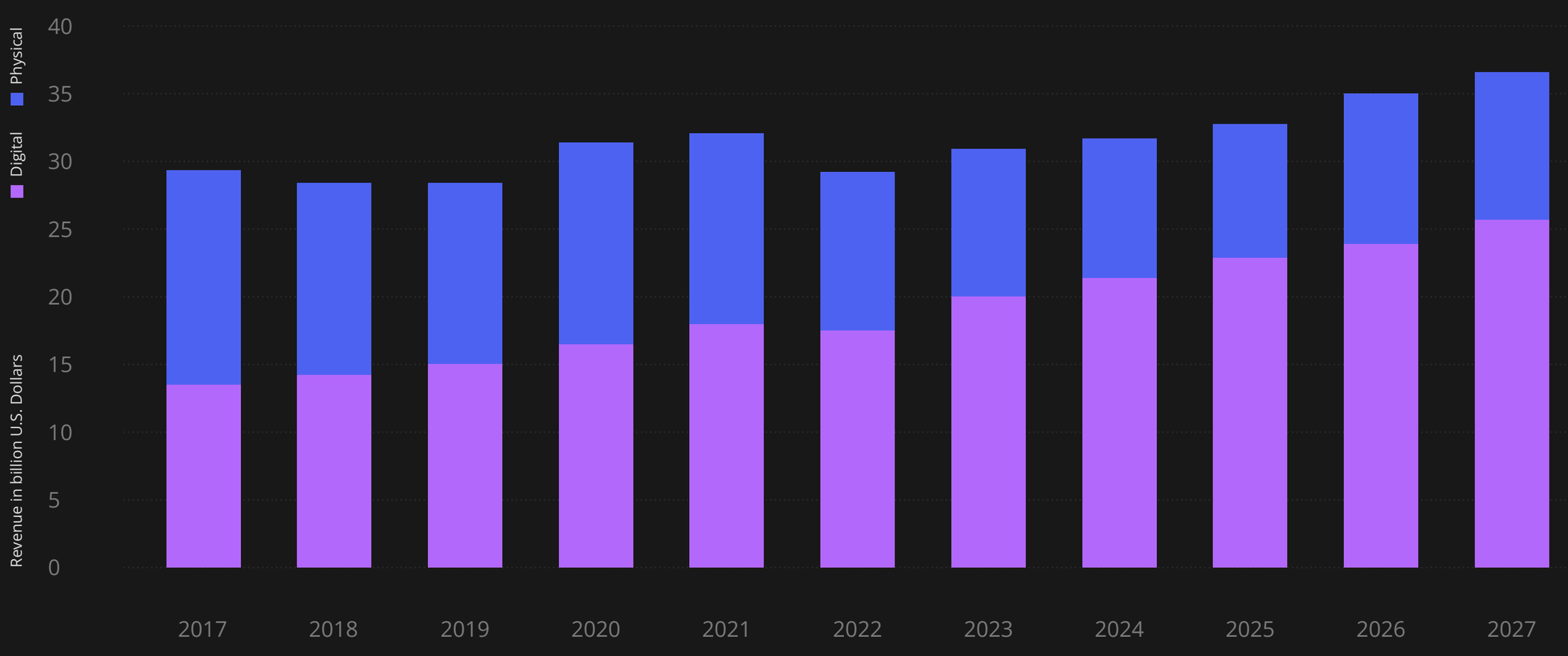


Figure 2 — Video game market revenue worldwide from 2017 to 2027, by segment (in billion U.S. dollars)

Of this market, online gaming networks represent a small value-stream

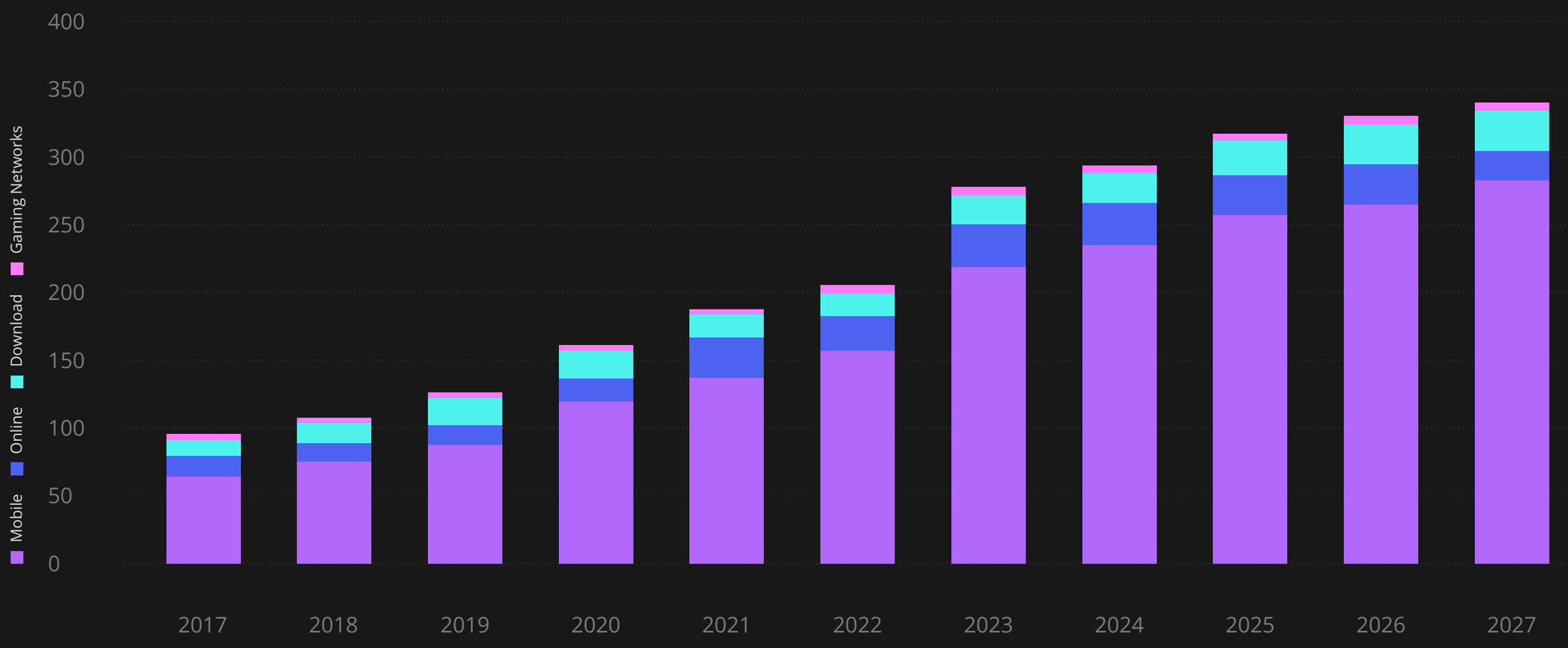


Figure 3 — Digital video game market revenue worldwide from 2017 to 2027, by segment (in billion U.S. dollars)

Unsurprisingly, the US and China dominate the global markets:

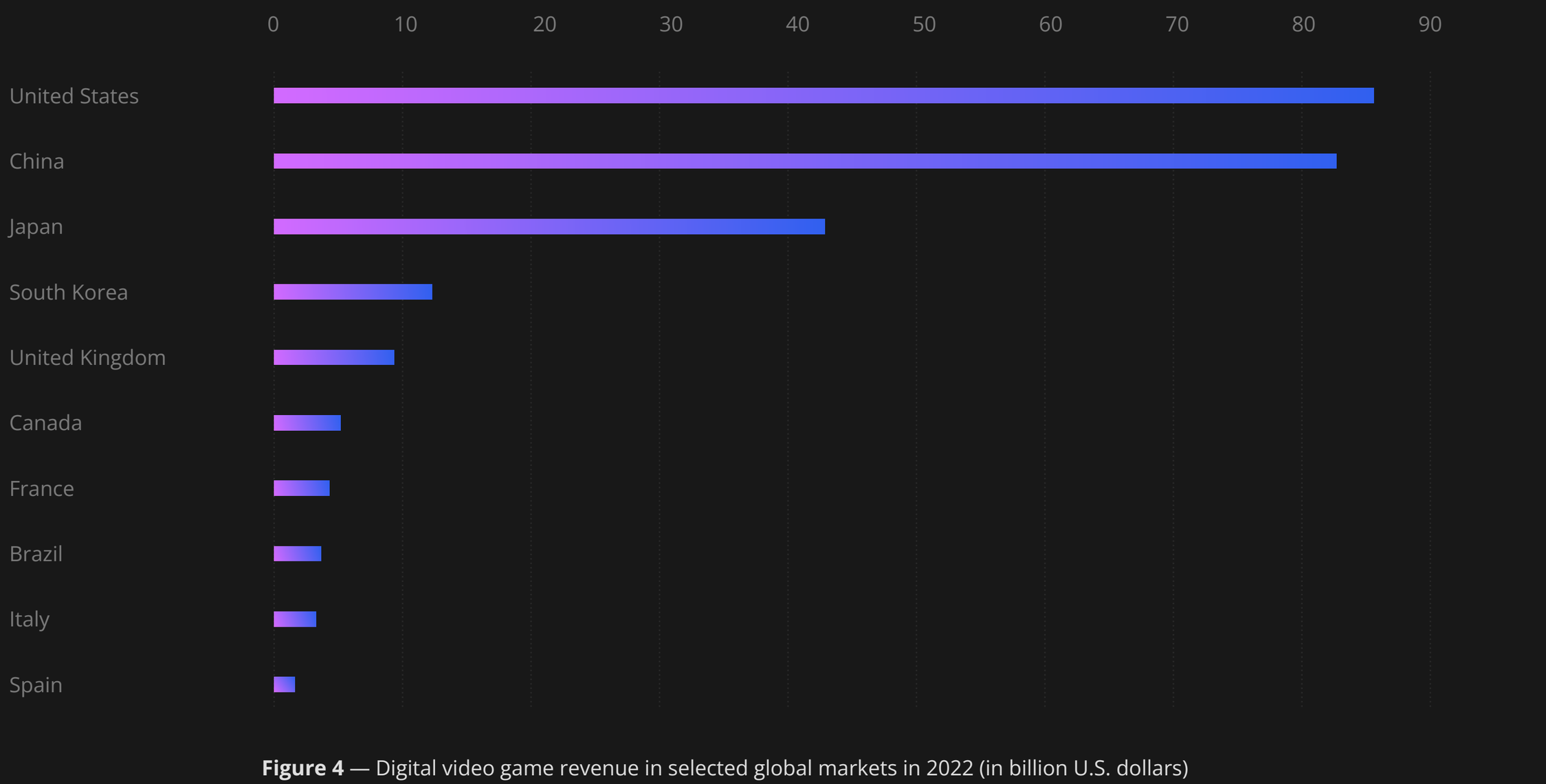


Figure 4 — Digital video game revenue in selected global markets in 2022 (in billion U.S. dollars)

And the most dominant platform is the mobile market which is almost double that for consoles:

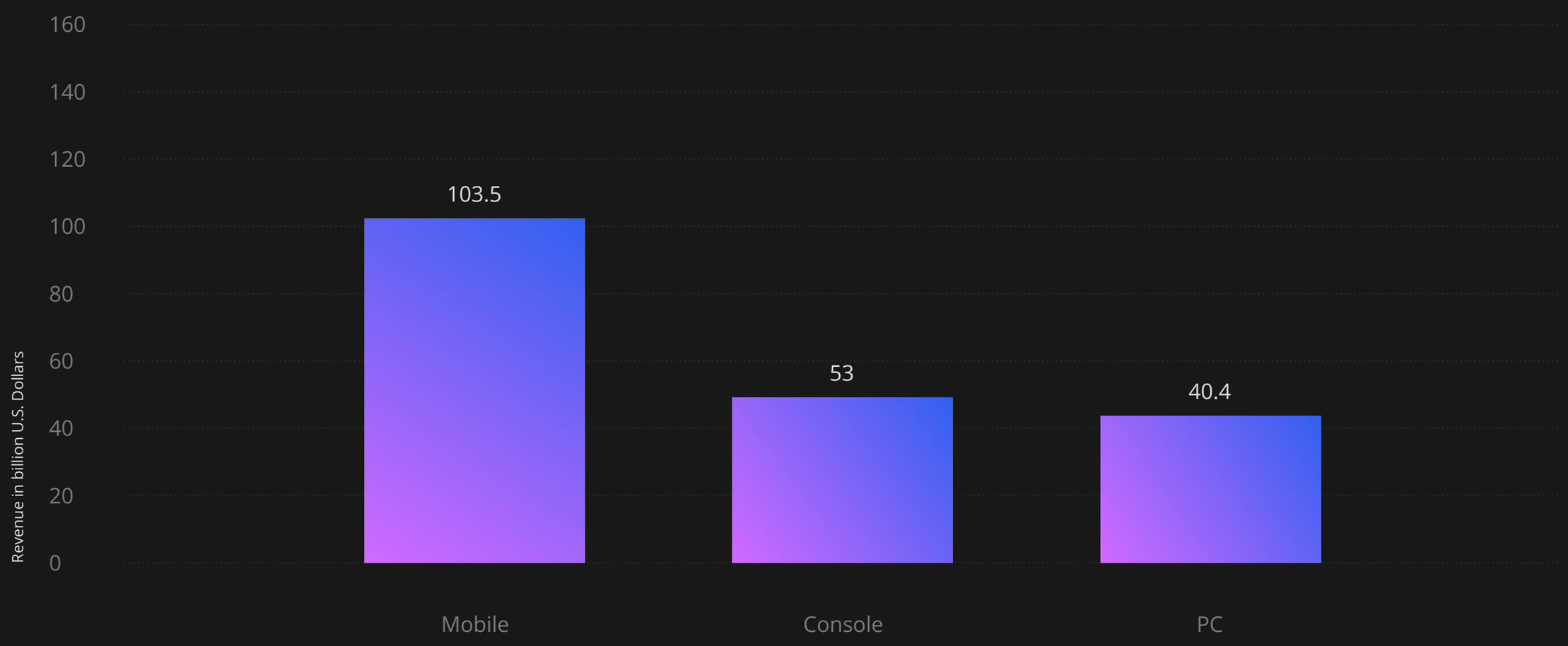


Figure 5 — Games market revenue worldwide in 2022, by device (in billion U.S. dollars)

In terms of the average revenue per user the global market shows strong growth through to 2027:

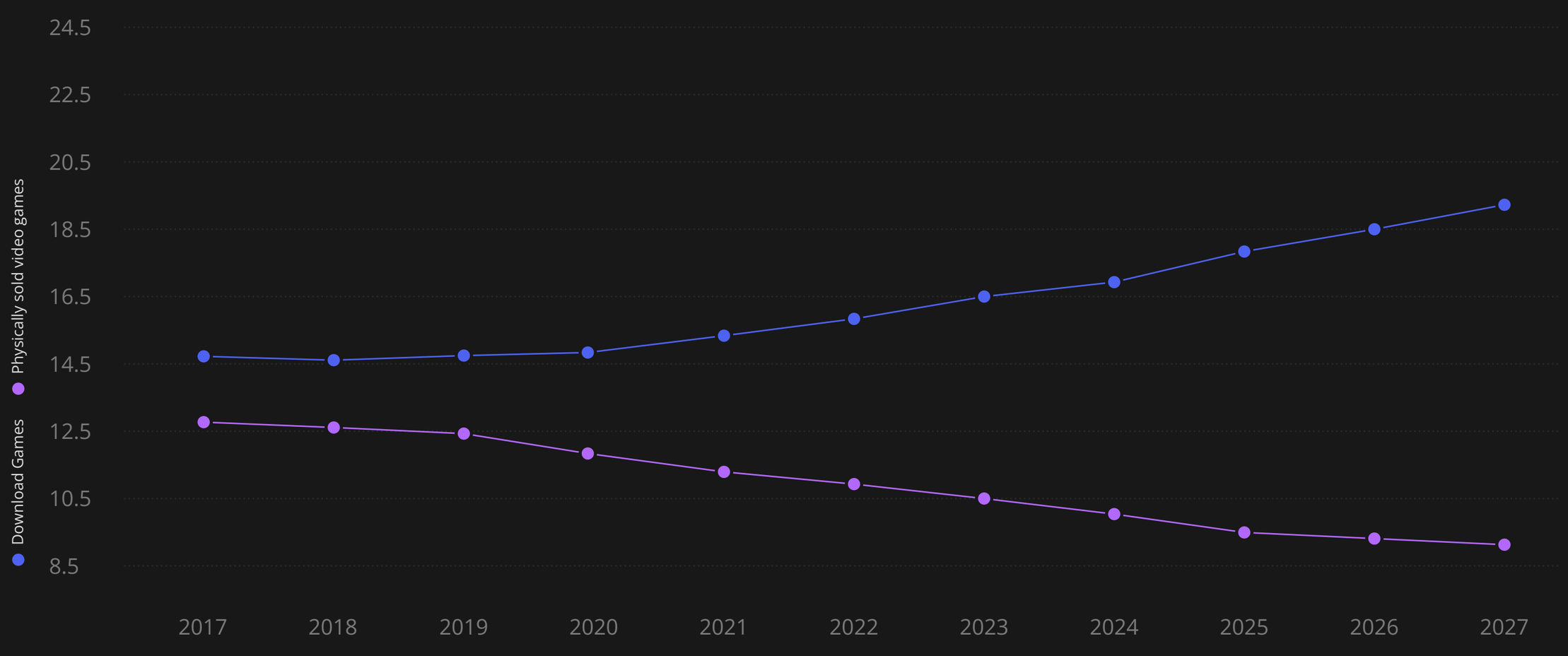


Figure 6 — Video game average revenue per user (ARPU) worldwide from 2017 to 2027, by segment (in U.S. dollars)

The purchase of digital video games is dominated by 3 major players in the US:

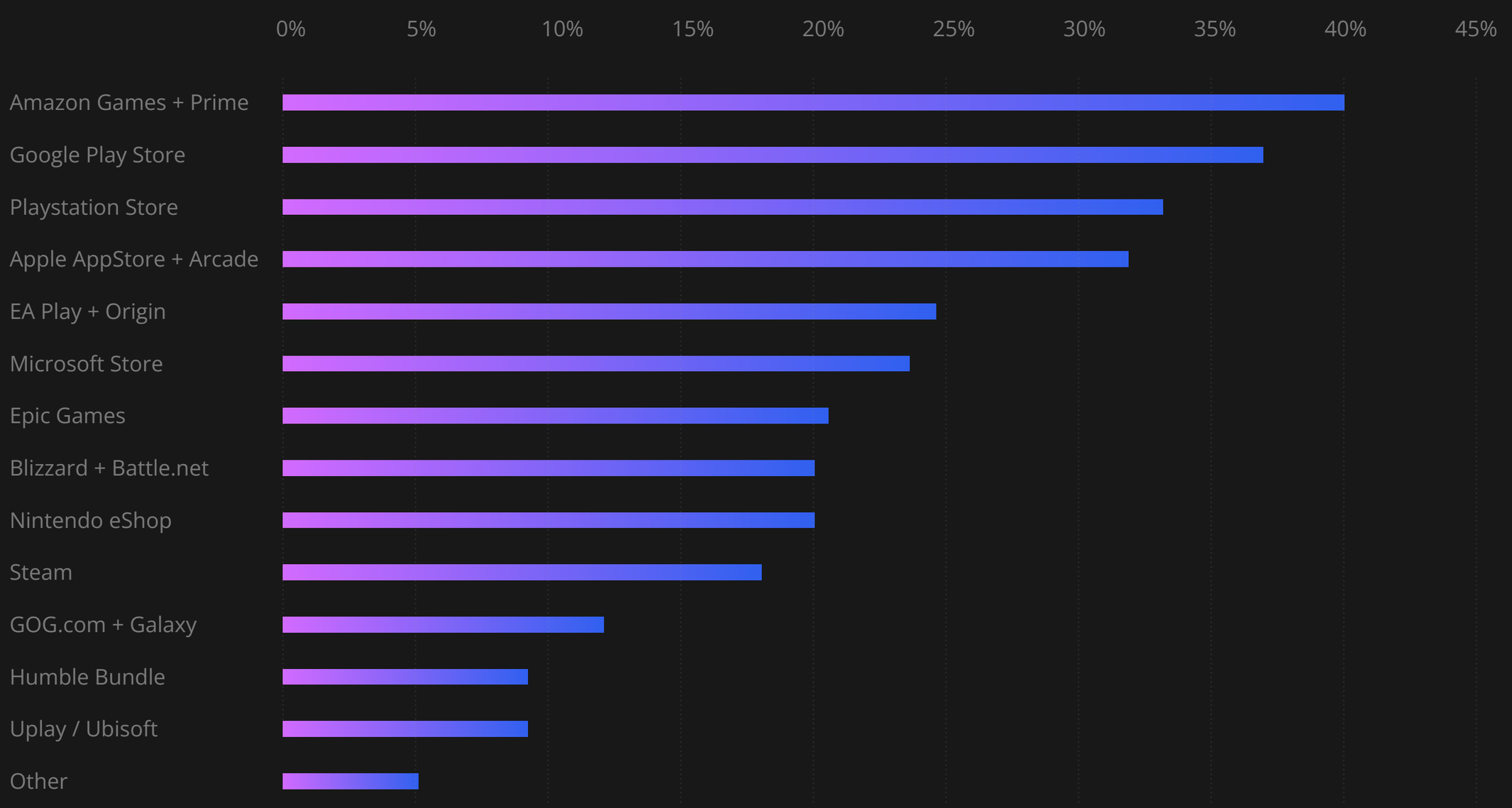


Figure 7 — Digital video game purchases by store brand in the U.S. as of June 2023

In terms of users, through to 2027, the number of users shows a positive growth trajectory:

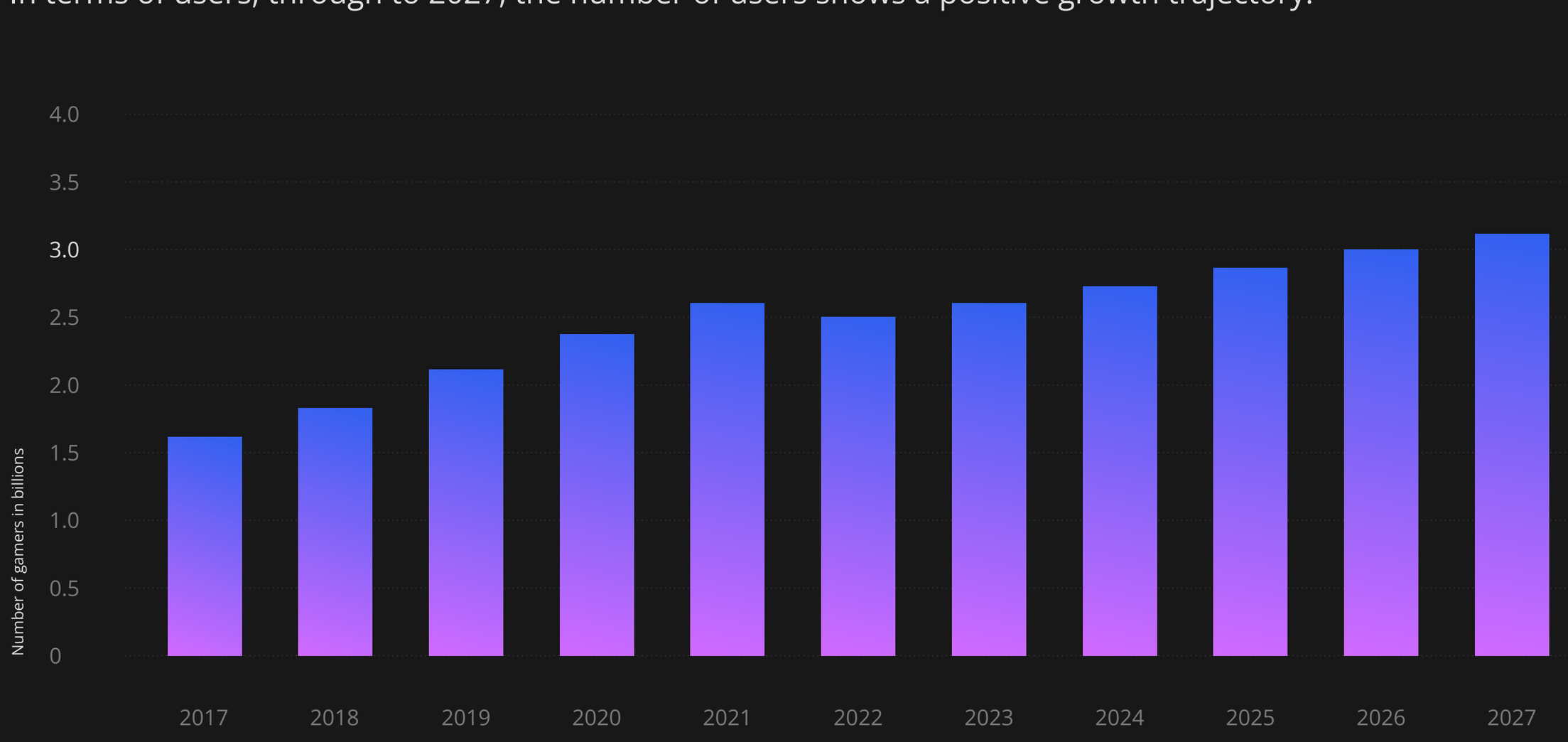


Figure 8 — Number of video game users worldwide from 2017 to 2027 (in billions)

Whilst the number of users for downloaded games shows significant growth compared to physical sold games:

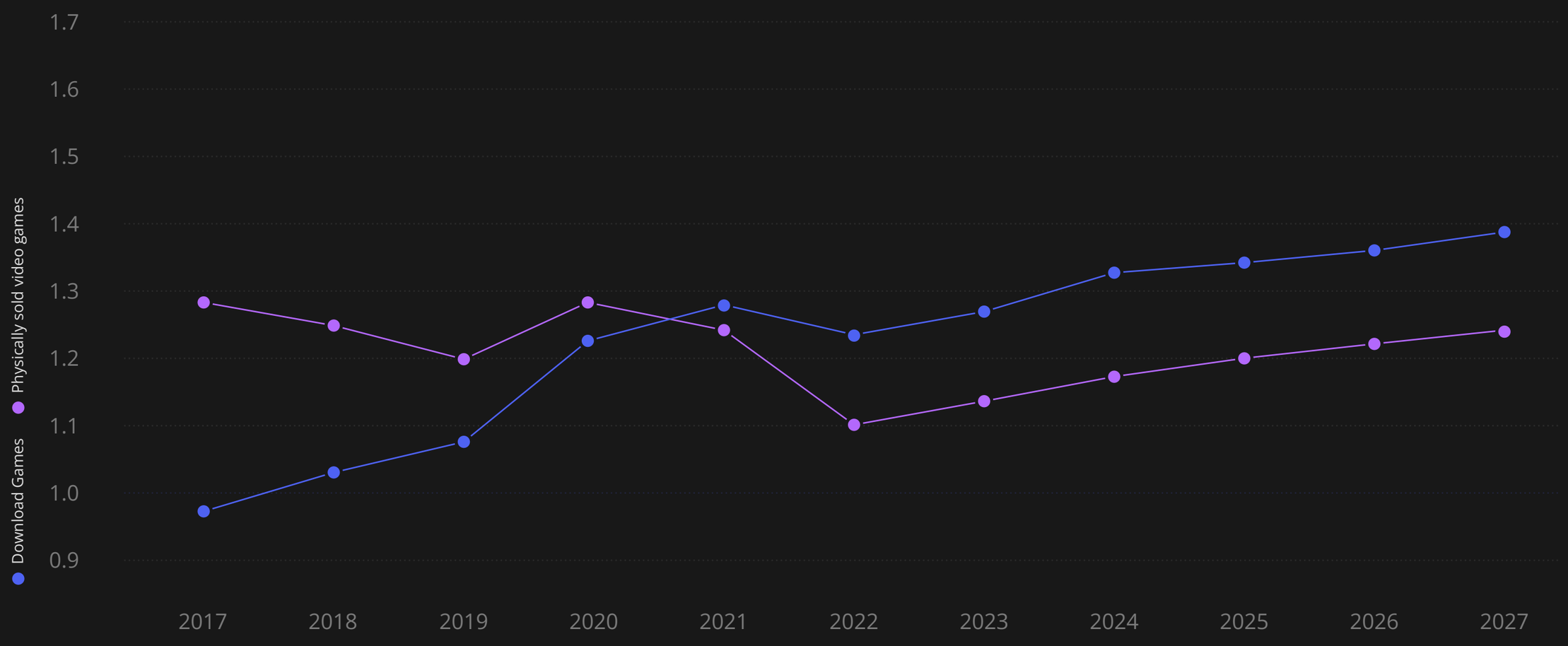


Figure 9 — Number of video game users worldwide from 2017 to 2027, by segment (in billions)

In terms of game genre, by far the most popular genre of games are the classic shooters:

	16-24 years old	25-34 years old	35-44 years old	45-54 years old	55-64 years old
Shooter	66%	64%	56%	43%	32%
Action adventure	62%	60%	54%	44%	33%
Simulation	43%	43%	38%	29%	22%
MOBA	42%	43%	35%	24%	18%
Sports	41%	44%	42%	31%	24%
Racing	40%	45%	41%	32%	23%
Strategy	40%	43%	39%	30%	22%
Battle Royale	40%	—%	—%	—%	—%
Puzzle Platform	36%	41%	40%	34%	31%
Fighting	34%	38%	34%	25%	--%
Action Platform	—%	37%	35%	25%	20%
Online Board Games	—%	—%	—%	—%	19%

Figure 10 — Most popular video game genres among internet users worldwide as of 3rd quarter 2022, by age group

Most of these gamers would appear to be playing on a smartphone:

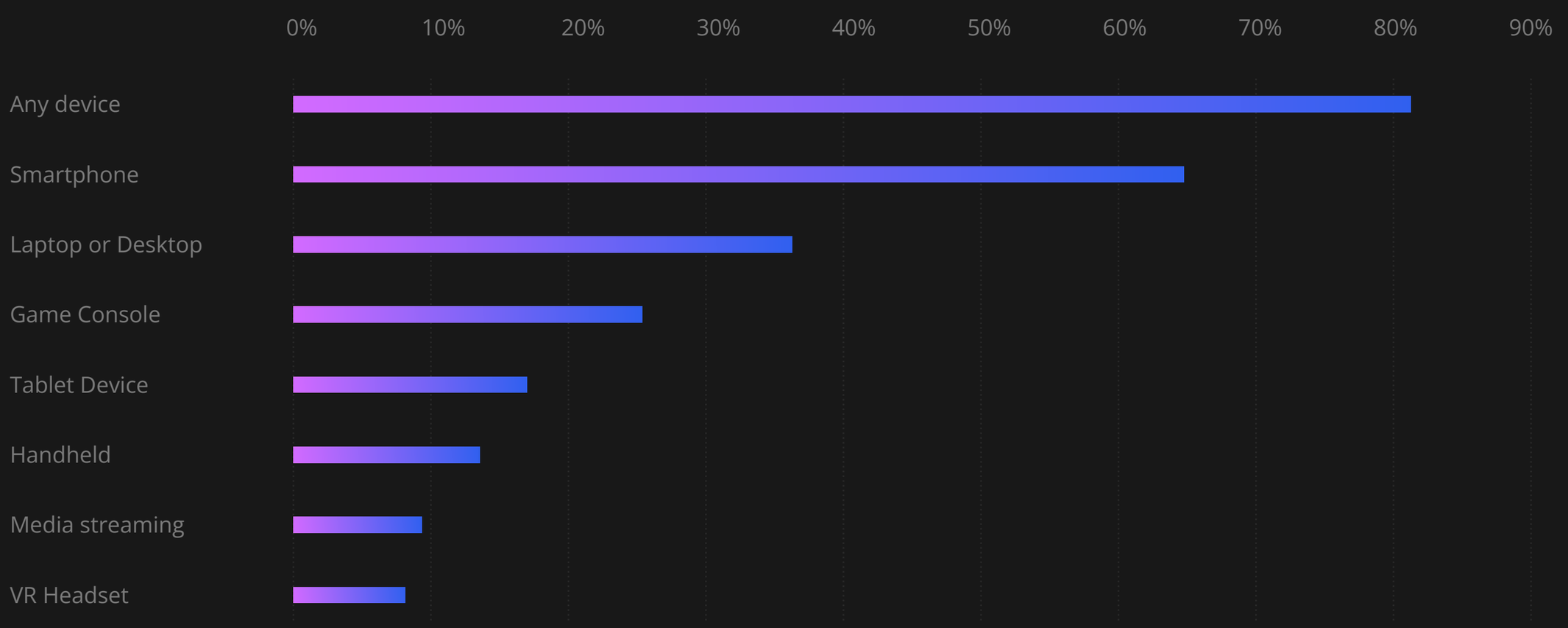


Figure 11 — Share of internet users worldwide playing games on selected devices as of 3rd quarter 2022

These statistics and figures and others have largely influenced the way we have positioned ourselves in the gaming industry as we seek to carve out our own slice of the industry.

IV. OUR TOKEN

The PrimeSkill Token ($PST) stands as a robust digital asset built on the Solana Blockchain, a deliberate choice owing to Solana's attributes of low gas fees, a robust community, and a solid foundation, making it the optimal platform for constructing the PrimeSkill ecosystem. The total supply is 1 billion tokens.

THE UTILITY OF $PST IS MULTIFACETED:

- ### PRIMARY IN-GAME CURRENCY

  $PST functions as the principal in-game currency, empowering players to engage in wagers and acquire in-game cosmetics and loot crates, both in the present and future.

- ### STAKING FOR PASSIVE REWARDS

  $PST token holders can stake their tokens, unlocking avenues for passive rewards, including additional tokens, in-game assets, and other perks. Diverse staking tiers offer various types and quantities of rewards, fostering long-term token holding and contributing to ecosystem stability.

- ### PARTICIPATION IN GOVERNANCE

  Token holders who engage in staking have the unique opportunity to actively participate in the governance of the project. This involvement includes voting on crucial project decisions and community proposals, ensuring a democratic and community-driven approach to development.

- ### EXCLUSIVE TOURNAMENTS AND EVENTS

  Holding and staking specific token amounts elevate holders to exclusive privileges, including invitations to private high-stakes tournaments and events. This enhances the overall engagement and sense of community within the PrimeSkill ecosystem.

- ### FUTURE COMPANY HEDGE

  Acquiring $PST serves as a strategic hedge on the future of the company, aligning the interests of token holders with the growth and success of the PrimeSkill ecosystem. In essence, the PrimeSkill Token emerges not only as a functional in-game currency but also as a dynamic asset that incentivizes active participation, governance, and strategic investment, fostering a symbiotic relationship between the token, the community, and the long-term success of the PrimeSkill project.

V. PROJECT: SKILL

Project: Skill represents our ongoing initiative, a codenamed endeavor, to create a Video Game Distribution and Social Gaming platform. The overarching goal of Project: Skill is to seamlessly integrate all facets of our ecosystem into a user-friendly dashboard, reminiscent of platforms like Steam, coupled with social features akin to Discord. This strategic integration positions Prime Skill as a leading force in Web3 gaming, establishing an unprecedented space for creators and gamers to engage, play, wager, and earn.

The comprehensive capabilities of Project: Skill encompass enabling gamers to purchase and play games, engage with fellow players, facilitate the buying and selling of in-game items, participate in wagers and token earnings, interact with developers, and even contribute to the decision-making processes regarding the future of the ecosystem. While we maintain discretion on specific details for development security reasons, we commit to gradually revealing more insights and features to the community during both the pre-launch and post-launch phases of $PST.

It's noteworthy that we have already realized significant progress on the Social Gaming aspect of the platform. Integrations with our NFT market are fully operational, and we are actively developing the initial version (V1) of the Video Game Distribution dashboard. This proactive development underscores our commitment to delivering a robust and multifaceted platform that aligns with the evolving needs and expectations of the gaming community.

VI. WAGERTECH

WagerTech serves as the operational designation for our Layer 2 wagering software, facilitating competitive wagering on a diverse range of games through the utilization of $PST.

The preliminary implementation is anticipated to take the form of a direct software integration. This integration can seamlessly integrate into existing platforms, allowing teams to incorporate and tailor it to align with the Prime Skill wager infrastructure. As this evolves, WagerTech will transform into an independent software solution. This autonomous platform will overlay onto your gaming experience, facilitating connections with other players via Project:Skill or a designated manual invite link, enabling wagering on a wide array of applicable games.

AI technology will play a pivotal role in the software's functionality. It will be employed to monitor games, implement robust anti-cheating measures, and ensure equitable payouts. The comprehensive development and optimization of WagerTech for market readiness will require a dedicated timeframe. Additionally, we are actively exploring the integration of AR overlays, capitalizing on the expanding opportunities within the AR industry.

It's crucial to note that this technology is currently in the early stages of development. However, as our company grows and the ecosystem expands, we commit to allocating additional resources to advance the progress and sophistication of WagerTech.

VII. TOKENOMICS

$PST Tokenomics:

- **Total Supply - 1,000,000,000**
- **Listing Price - 0.01 USD**
- **Full Raise - 4 million USD**



Allocation	Percentage	Raised	Bonus	Locked up period
Private	15%	$1m	50%	6 mo
Presale 1	15%	$1m	50%	10 mo
Presale 2	13%	$1m	30%	8 mo
Presale 3	12%	$1m	20%	6 mo
Liqudity	10%			0 mo
Airdrop, Rewards, Farming	10%			0 mo
Advisors, Team	10%			10 mo
Treasury	15%			6* mo

Spendings

- $1M - Marketing costs.
- $1M - Liquidity for exchanges.
- $2M - 2yr development and infrastructure monthly costs.

*When the lockup period ends tokens are vested 25% per month per allocation, with exception of the treasury which is 10% each month.

THANK YOU.

CONTACT@PRIMESKILL.IO

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