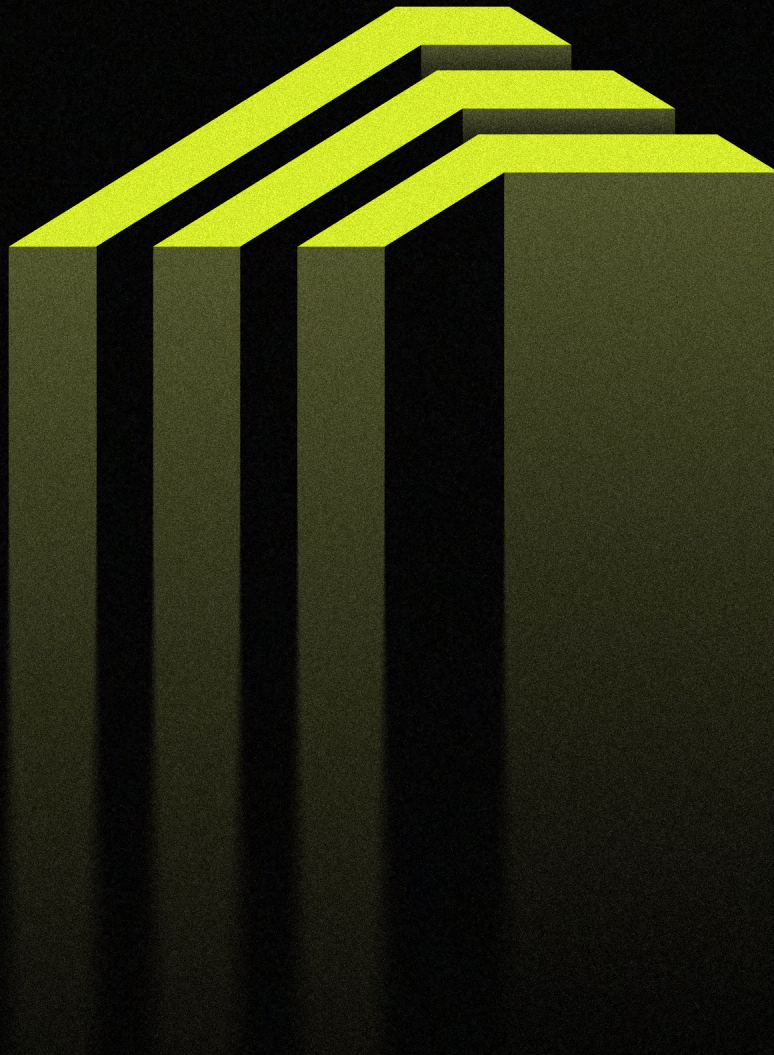


PARALLEL

SOURCE

PRIME TOKEN





# THE PARALLEL PRIME PROPOSAL

This proposal is intended to be a living document. In it, we explore what Parallel is, how it fits into [The Echelon Prime Foundation's ecosystem](#), how our community can contribute to and benefit from participation in that ecosystem, and more. It is an open conversation with our community with the goal of gathering feedback and implementing the best versions of these ideas.

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# I. PARALLEL STUDIOS & THE PARALLEL TRADING CARD GAME

Parallel Studios is a game development company that is creating the Parallel Trading Card Game (TCG), an NFT-focused and smart contract-based play-to-earn (P2E) game set in an augmented reality (AR) and geolocation accessible parallel universe. The game features themes of interstellar travel, a changing world in crisis, and the emergence of shared values and identities among diverse peoples. Drawing inspiration from traditional trading card games while expanding the boundaries of modern technology and game design, the Parallel TCG centers around the functionality and gameplay mechanics enabled by Parallel Studios' Parallel NFT collection. The Parallel NFTs are an expanding collection of digital assets focusing on the five distinct factions (known as "Parallels") that are at the heart of the expanding narrative. During matches, Parallel players will assemble and deploy decks composed of collectible NFTs to compete head-to-head against other players.

The Parallel TCG is being developed by Parallel Studios within a decentralized ecosystem created by the Echelon Prime Foundation (Echelon), which is a nucleus of a shared, decentralized, and community-governed ecosystem. The limited supply PRIME token is the utility token used in the Echelon ecosystem and facilitates game play and value transfer, serves as the reward currency for match winners, and supports the participation in shared governance mechanisms that govern the Echelon ecosystem and community treasury. Echelon's PRIME token is one of several core infrastructure elements of Echelon that will facilitate the emergence of a new gaming paradigm, beginning with the Parallel TCG. In combination, Parallel's NFTs, together with Echelon's suite of infrastructure, governance mechanisms, and ecosystem reimagines what gaming and collective experiences can be.

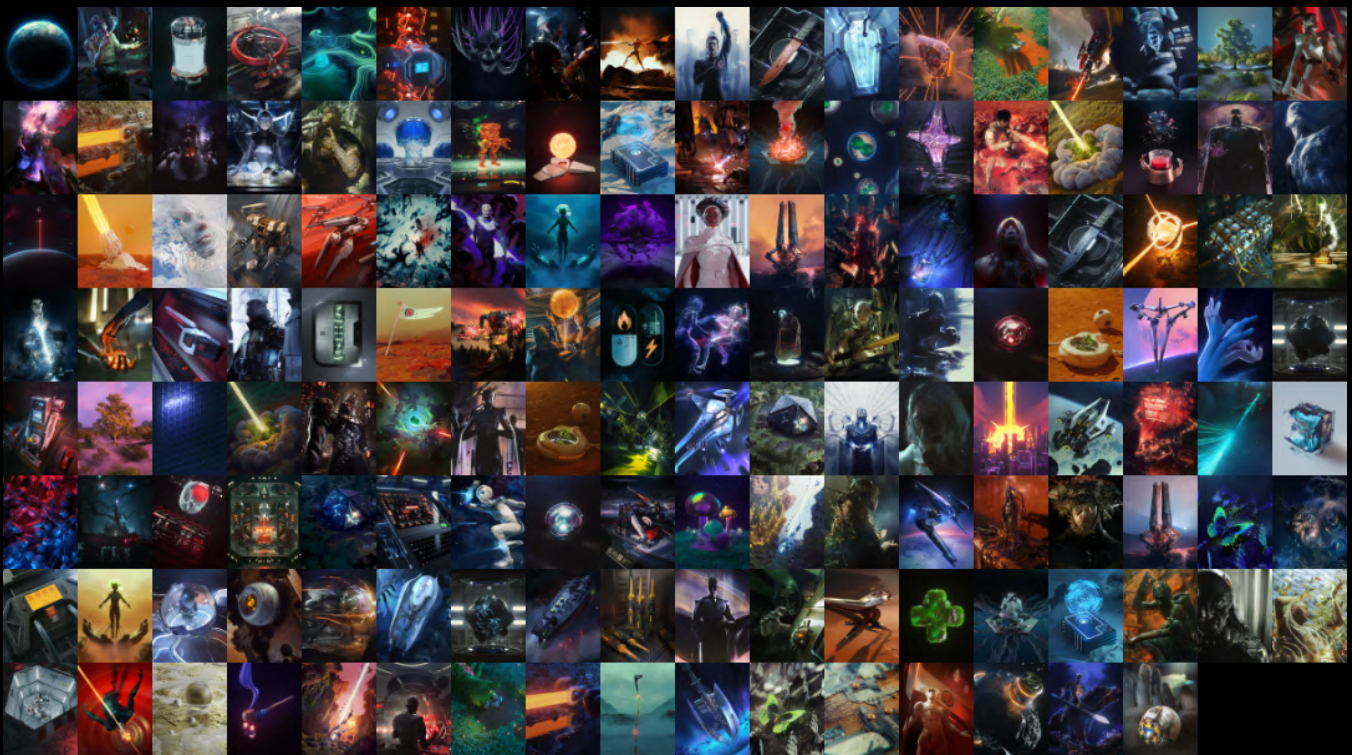
The Parallel TCG represents an important innovation in game design, transcending the traditionally distinct worlds of physical and digital trading card games. Unlike other digital games, Parallel offers players ownership of their in-game assets, allowing them to convert their time, skill, and investment into real-world value. This value goes far beyond the simple buying and selling inherent in physical trading card games. Parallel is aiming to create an experience beyond simply P2E. Utilizing elements which are popular in DeFi, Parallel offers a



robust PlayFi experience where players can derive value not only from in-game earnings, but through staking NFTs and PRIME tokens, card sharing, market activity rewards, and more.

Parallel also introduces AR/MR gameplay that will bridge the gap between playing against an anonymous digital opponent and playing in-person against a friend. This new style of gameplay seeks to eliminate spatial constraints and offer an entirely unique experience.

Since NFTs offer a unique way for creators to establish deep connections with a community, Parallel Studios can continue to build and expand in a virtuous cycle that traditional games cannot. NFT functionality allows players to fully participate in a gaming ecosystem, and encourages them to take more ownership to participate in the game and acquire and maintain game-related assets. Ultimately, Parallel will blend the best elements of both physical and digital card games while transcending both categories to offer genuinely novel experiences.





## II. BUILDING IN ECHELON'S ECOSYSTEM

In the near term, Echelon's ERC-20 PRIME token enables the Parallel TCG's PlayFi economy—the Echelon Prime Foundation has indicated that PRIME will not be sold to the public and a significant portion of the supply will instead be distributed through P2E mechanics. PRIME will have multiple forms of utility within the Echelon ecosystem. Integrating the PRIME token:

- Provides Parallel access to utilize and leverage proprietary Echelon technologies.
- Provides Parallel users access to products, features and experiences created by Parallel Studios, as well as other Echelon ecosystem content creators.
- Provides us and our users governance access and unlocks voting power within the Echelon ecosystem.

In addition to distributing a substantial portion of the PRIME supply via P2E, The Echelon Prime Foundation has indicated that it will also make available PRIME grants and reward opportunities to game studios that are building and developing within the Echelon ecosystem and incorporating PRIME and Echelon's infrastructure into their own games.

While Parallel Studios is leveraging Echelon's infrastructure, it also intends to contribute to the growth and evolution of the Echelon community and ecosystem by opening several elements of its own technology to the Echelon community. Parallel seeks to ultimately make some of its technologies available to other developers contributing to the Echelon ecosystem. Opening this technology should improve the experience for players of the Parallel TCG and all games and other experiences built within the Echelon ecosystem, and it reflects Parallel Studios' commitment to contributing to innovative and engaging gaming ecosystems.

As the initial studio developing within Echelon, Parallel Studios will be eligible for the above-mentioned grants and rewards from the Echelon Prime Foundation.

Currently, the Echelon Prime Foundation receives a 5% royalty on the secondary sales of Parallel NFTs on supported platforms. This will help maintain and support the Echelon ecosystem. Given that Parallel TCG is a flagship project within the Echelon ecosystem, this will support Parallel Studios' ambition to establish the Parallel NFTs and Parallel TCG as generational media assets.



For more information about the Echelon ecosystem, please see the [Echelon Prime Foundation Whitepaper](#).

### III. THE PARALLEL TCG AND DIGITAL ASSETS

The Parallel TCG is a digital card game that utilizes NFT digital assets. Players compete head-to-head for glory and PRIME tokens. The Parallel TCG is the first game to utilize the Echelon ecosystem's suite of smart contracts and the PRIME token itself. Players will strategically build and customize decks of cards in order to overcome the challenges other players present. Parallel Studios has released a number of digital assets usable within the TCG in many different formats.

#### PLAYABLE DIGITAL ASSETS

Playable digital assets [cards] exist for use in the Parallel TCG. They come in several forms of varying rarity and aesthetic, but all perform functions within the game. All cards with the same name perform the exact same in-game function regardless of their edition.

<b>SPECIAL EDITION</b> [SE]	Special Edition cards are extremely limited collectibles featuring a "holofoil" rarity indicator. In-game, SE cards will have a distinct appearance, adding to the gravitas of owning one.
<b>PERFECT LOOP</b> [PL]	Perfect Loop cards are limited collectibles featuring animated card art. The animation is a perfect loop, hence the name. In-game, these cards will be displayed in players' hands as being animated.
<b>FIRST EDITION</b>	The First Edition of a set contains the very first minting of each playable card. These cards feature First Edition artwork and a unique in-game appearance.
<b>CARD CONTINUUM or CARD LINEAGE</b>	Additional editions of specific cards will be issued as part of Card Continuum ( <a href="#">more info here</a> ) or spawned as part of Card Lineage ( <a href="#">more info here</a> ).



PARALLEL ALPHA  
**SHROUD**  
REALITY MANIPULATOR [SE]  
Edition of 500



PARALLEL ALPHA  
**MARCOLIAN**  
STRENGTH OF MARS [PL]  
Edition of 1,000



PARALLEL ALPHA  
**AUGENCORE**  
KETHREXAMINE  
Edition of 500



## CARD POPULATION MANAGEMENT

In order to address the demands for a broad array of cards resulting from an ever-expanding player base while maintaining scarcity across SE, PL, and First Edition cards, Parallel Studios will introduce one or more card population management systems. We have not determined the exact mechanisms we will use in order to address these elements, but the following options outline our two main ideas.

### CARD CONTINUUM

Card Continuum (CC) is a system whereby a set of playable cards are “reprinted” to achieve an accessible entry point for new players.

If enacted by the community via governance vote, CC cards will feature a mark denoting which CC version they belong to. A CC version may also have slightly different art, card frame, and other identifying features in order to distinguish it from the First Edition version of the playable card.

An oracle deployed to track demand would trigger the release of a new CC version. Once triggered, a predetermined amount of cards would be minted to meet the demand of players



who need to build decks in the game. Each subsequent CC version would see an increase in edition sizes across all rarities compared to the previous version.

The increase in edition sizes per CC version is detailed below:

CC1: 2.1x original supply

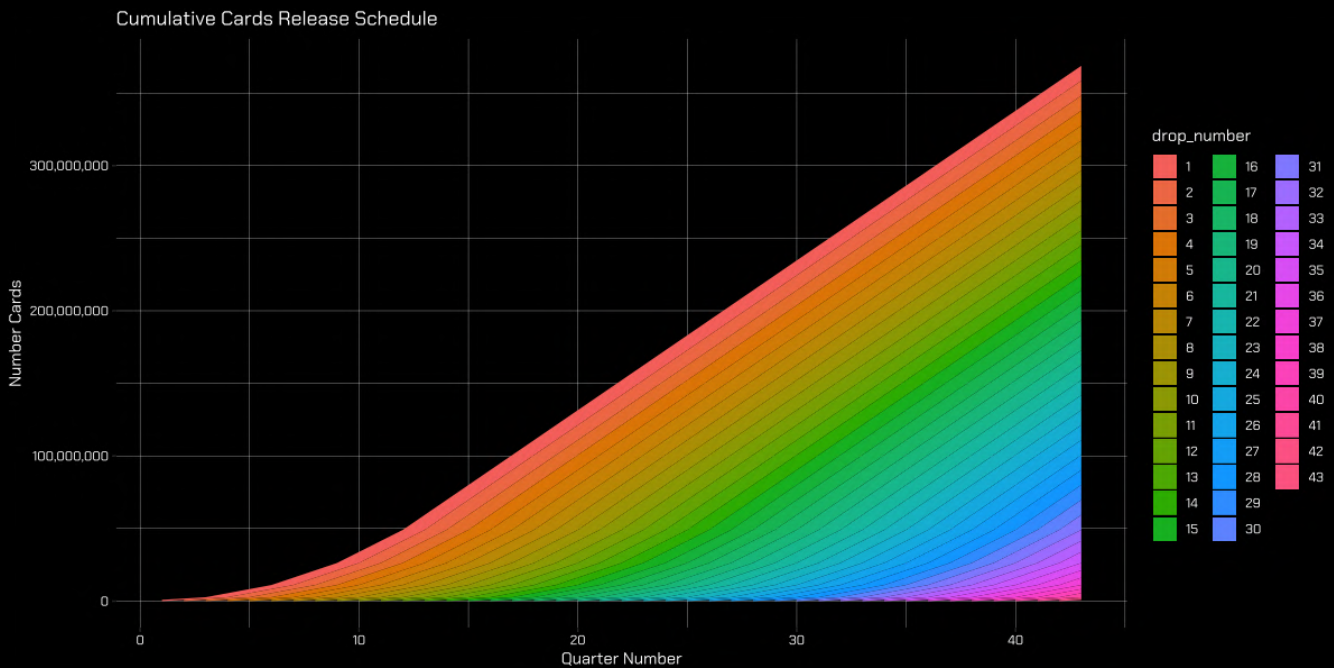
CC2: 2.5x original supply

CC3: 2.8x original supply

CC4: 3x original supply

Each card expansion would have its own set of CC editions aligned to meet player demand and would be issued at triggered intervals. All editions would be functionally interoperable, regardless of aesthetic differentiation between printings.

If the CC system is activated, the total supply of playable cards is proposed to grow according to the following curve:



## THE LINEAGE SYSTEM

The Lineage System is a robust card progression system with a card spawning element. Through this system, cards included in a player's deck would gain experience points (XP) after each win. After a card has earned enough XP to fill its experience meter, a player may spend PRIME to level that card up, resulting in a higher-level card and a level-up reward. Level-up





rewards would encompass a myriad of bonuses, ranging from temporary experience boosts to exclusive cosmetics and more. Progressively more experience and progressively more PRIME would be required to level up a card. SE and PL cards would have an inherent experience multiplier, allowing players to level them up faster.

To allow for card creation, a player would have the opportunity to pay a PRIME fee in order to spawn a new version of a chosen card. The card used to spawn would not be able to be spawned again until its spawning cooldown period has finished. After each game win, cards in a player's deck advance their cooldown. Once the cooldown is finished, a player may elect to spawn that card again. Cards of a higher rarity would have higher base cooldown periods. Cards of a higher level would have progressively shorter cooldowns and reduced spawning costs. Each time a card spawns, the cost to spawn that card again may increase.

Spawned cards would be denoted as such, and initially, only First Edition, SE, and PL cards would be able to level up and spawn additional cards. Similar to the CC system, spawning via the Lineage System would not negatively impact the rarity of the existing generation.

Spawning allows for a card population that is dynamic—one that defaults in favor of maximum scarcity. System designers will not need to make predictions surrounding player base growth and can instead rely on organic, player-initiated activities that will effectuate card population management automatically.

For additional information, [see Appendix: Lineage System Details](#).

## **SUPPLEMENTAL SYSTEM: APPARITIONS**

Non-NFT cards called Apparitions could be earned via gameplay or opened in non-NFT card packs sold by Parallel Studios. They could be used in the same way as NFT cards, but players using fully NFT decks would earn significantly more PRIME from the play-to-earn system. Apparitions would provide players an easy entry point into the Parallel TCG before diving into the wider ecosystem.

## **BONDS IN THE LINEAGE SYSTEM**

If the Lineage System is adopted, players would likely be encouraged to form Bonds in order to collectively level up and spawn cards as efficiently as possible. More info about this can be found in [Appendix: Lineage System Details](#).



## ORGANIZED PLAY: PRO CIRCUIT

The pro circuit [official name to be determined] is the pinnacle of Parallel organized play. A few times each year, Parallel will host a mega-tournament where Bonds compete for prize pools. These tournaments would require fully NFT decks in order to participate, providing an edge to well-formed Bonds that are able to share their cards amongst their most skilled members. This circuit would involve regularly scheduled daily or weekly events that would be used for placement in the main events where the largest prizes would be awarded to the winning Bonds.

## NON-PLAYABLE DIGITAL ASSETS

The Parallel Alpha NFT collection contains a number of digital assets that are not meant to have a direct impact on gameplay, but offer a variety of functionality.

## KEYS

There are several keys in the Echelon ecosystem each with different functions in and out of the game environment. They can unlock functions in games developed by Parallel Studios, act as governance tokens, increase the emissions of PRIME for winning a match, and more. The existing keys in circulation include Prime Keys, Galaxy Keys and Overclock Keys.

Parallel Studios is still developing and balancing the total assortment of keys, but have detailed the core utility of the known keys below. We have also included examples of possible future keys for consideration.

### PRIME KEYS

Prime Keys are NFTs with governance and other unique features. They were originally created to incentivize and reward early supporters of the Parallel project. The first Prime Keys were issued to stakeholders who maintained ownership of a Parallel Alpha NFT during a communicated snapshot taken on May 5, 2021. Those NFTs were either purchased during Parallel Alpha's pre-sale or on secondary markets. Prime Keys offer:

- Special access to drops and NFTs
- Automatic pack reservations
- The opportunity to be staked to acquire a dedicated allocation of PRIME tokens
- Access to the Paradox community governance platform



A fixed supply of 1,500 Prime Keys were minted. As of late 2021, nearly 1,300 have been distributed. The Prime Keys not already distributed are being held for gradual distribution, to take place as Parallel card packs are progressively released.

In the [Key Framing system](#), Prime Keys increase the number of slots in a player's Key Frame.

Prime Keys are Echelon-approved Primary NFT assets. Once the Echelon-approved Primary NFT staking pool is depleted, Prime Keys will still enable construction of a Prime Drive when combined with a Catalyst Drive (see details below). As Echelon-approved Primary NFT assets, these functions will be provided via Echelon smart contracts.

Prime Key holders will also continue to receive one pack reservation each pack drop, in addition to [Key Framing](#) functionality.

## **GALAXY KEYS**

A fixed supply of 414 Galaxy Keys were minted and distributed to PD1 ParaSet holders in August 2021. Galaxy Keys grant access to a special Galaxy Faucet that will open periodically.

In the Key Framing system, Galaxy Keys will increase the in-game PRIME emission by a random amount.

## **OVERCLOCK KEYS**

A fixed supply of 494 Overclock Keys were minted and distributed to PD2 ParaSet holders in November 2021. Overclock Keys are utilized in Key Framing and dramatically increase PRIME earnings from consecutive wins.

## **CATALYST DRIVE**

A Catalyst Drive is an asset card. Submitting both a Catalyst Drive and a Prime Key to the designated smart contract will combine them into a Prime Drive.

## **PRIME DRIVE**

Prime Drives are Echelon-approved Cornerstone NFTs. When staked, Prime Drives will enable a user to claim a portion of PRIME periodically from the Echelon Cornerstone [Prime Drive] staking pool ([more info in the Echelon Whitepaper](#)).



## THE CORE

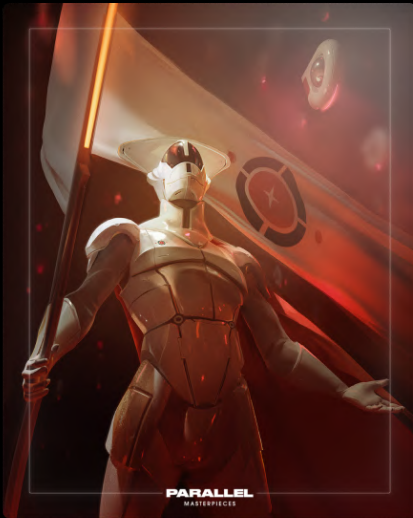
The Core is an asset card in the Parallel collection and an Echelon-approved Cornerstone NFT. When staked, The Core will enable a user to claim a portion of PRIME periodically from the Echelon Cornerstone [The Core] staking pool ([more info in the Echelon Whitepaper](#)).





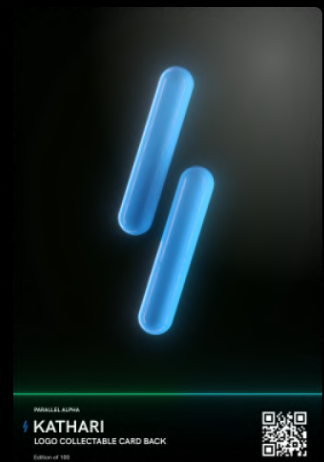
## MASTERPIECES

Parallel Masterpieces are 1 of 1 NFTs—one for each beautiful piece of card art in the game. Masterpieces are Echelon-approved Cornerstone NFTs. When staked, Masterpieces will enable a user to claim a portion of PRIME periodically from the Echelon Cornerstone [Masterpiece] staking pool [more info in the Echelon Whitepaper].



## CARD BACKS

Card Backs are limited edition in-game items that alter what the back of cards look like during play.





## GUEST ARTISTS

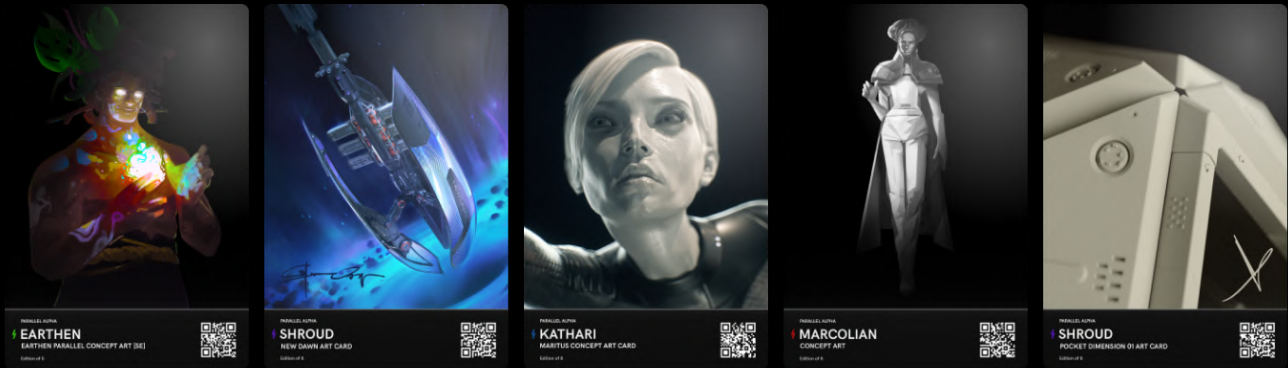
We intend to collaborate with guest artists to create unique Parallel Card Backs.

## GENERATIVE

We also see an opportunity to create a collection of 1 of 1 randomly generated Card Backs for use in-game.

## ART CARDS

Art Cards are extremely rare collectibles that may be used as card backs in-game, offering the same functionality as described above. Art Cards also represent access to exclusive annual events (global situation permitting) hosted by the entire Parallel team and featuring Parallel art. Masterpiece holders will have access to these events as well.



## PARASETS

ParaSets are complete sets of cards released during a specific pack drop.

Each future drop will have at least one ParaSet.

See this community-built tool for reference: <https://parallel.tools/parasets/> [Credit Uly]



## IV. PRIME USES AND VALUE FLOWS IN THE PARALLEL TCG

As the Echelon Prime Foundation's whitepaper describes, the creation of PRIME is intended, among other things, to facilitate value transfers among stakeholders of the Echelon ecosystem. The introduction of PRIME will enable players of the Parallel TCG to gain value from newly supported PlayFi mechanics, with a range of collectibles and services released by Parallel Studios—purchased exclusively with PRIME—driving initial demand. In the longer term, usage of Echelon's proprietary standards and technology by applications building upon Echelon's ecosystem and Parallel's assets and IP is expected to provide further utility for PRIME, with new projects potentially increasing the scope of gaming assets and services purchasable via PRIME.

The following represents Parallel Studios' proposal for initial PRIME exclusive services and gaming assets. This list is not final and community input is necessary in order to collectively determine additional uses for PRIME within the Parallel TCG:

TRADABLE	NON-TRADABLE (ACCOUNT CREDENTIALS)
<ul style="list-style-type: none"> <li>● NFT cards/card packs</li> <li>● Redemption of physical cards</li> <li>● Physical merchandise and collectibles</li> <li>● Lands/Pods</li> <li>● In-game cosmetics</li> <li>● Parallel PFPs</li> <li>● Card leveling, spawning and enhancements*</li> </ul>	<ul style="list-style-type: none"> <li>● Tournament entry</li> <li>● Season unlockables</li> <li>● Contest entry</li> <li>● Running drops on PR[SYS]</li> <li>● Use of geolocation standards</li> <li>● Unlock AR experiences</li> <li>● Bond activities</li> <li>● KeyFrame adjustments</li> <li>● Apparition cards/card packs*</li> </ul>

\*If the Lineage System is adopted



Because the P2E system is continuously supplying PRIME to players, in accordance with Echelon guidelines, pricing for the above gaming assets and services will need to be adjusted from time to time based on market conditions. The intent is that these PRIME sinks will dynamically fluctuate in PRIME-denominated price based on oracle inputs. Note that, unlike the sinks for virtual currencies found in other game economies, PRIME spent on the above commodities and services do not leave circulation (nor are they burned). Instead, these PRIME tokens are redistributed into the P2E contract, staking contracts, and other functions that will help balance the economy as it scales—Echelon aims to support a circular P2E economy.

## **PLAYFI**

PRIME facilitates an ecosystem that goes beyond play-to-earn gaming. Where P2E implies solely earning tokens via gameplay, our inclusion of DeFi elements enables participants to benefit in numerous ways within a much deeper economy. Examples include ParaSet staking, PRIME token staking, card sharing within Bonds, Masterpiece rewards, and more.





## V. PRIME INITIAL ALLOCATION

PRIME has a fixed supply of 111,111,111.111 A detailed breakdown of the initial allocation can be found in the [Echelon Prime Foundation Whitepaper](#).



## VI. PLAY-TO-EARN

PRIME can be earned by playing Parallel matches and is distributed to match winners in specific game formats. The Parallel TCG will leverage Echelon Oracles in order to determine and carry out P2E emissions. PRIME tokens will be emitted to players based on several factors, including the outcome of the game, equipped keys, and other modifiers.

PRIME emissions in the Parallel TCG, for a non-tournament, competitive match—presumably the most frequently played match type—are based on the following modifiers:

1. Outcome: Tokens are only emitted when a player wins a match.
2. Time since launch: Emissions decrease based on time from launch in order to incentivize early adoption.
3. Ladder: The higher the ladder rank, the harder matches will be to win—and the higher the emission from a given game.
4. Keys: Players can equip keys to receive a higher emission from a given game win.
5. NFT Deck Composition [If Lineage System is adopted]: Players will receive bonus PRIME according to what percentage of a players' deck are NFTs.

The formula for the payout upon win of a match is defined as:

**WIN PAYOUT = TIME\_BASED\_EMISSION + LADDER\_REWARDS + KEY\_BONUSES [+ NFT\_BONUS]**

The TIME\_BASED\_EMISSION amount is the guaranteed payout upon a match win. It decreases with respect to the number of weeks that have elapsed from the game release to incentivize early adoption.

The emission of PRIME is fixed per period of time, similar to a fixed block reward, but is divided amongst all players based on the above factors. As such, it is impossible to determine exactly how much nominal PRIME will be earned by a match winner—but it is possible to understand the factors that calculate the relative share of the reward. This rewards mechanism reflects the key dynamics of a PVP game: participating in games is the core resource that players contribute to the ecosystem. The preferential treatment that winners receive serves as an incentive for increased competitiveness and ongoing improvement, which includes players'

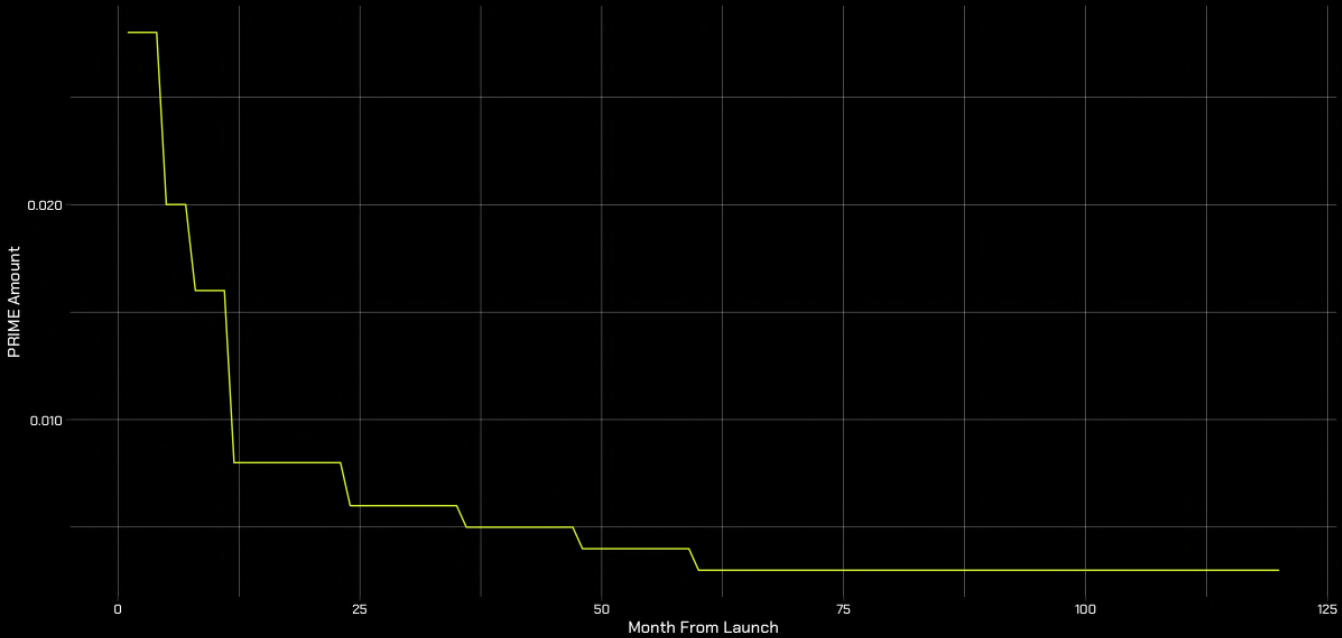


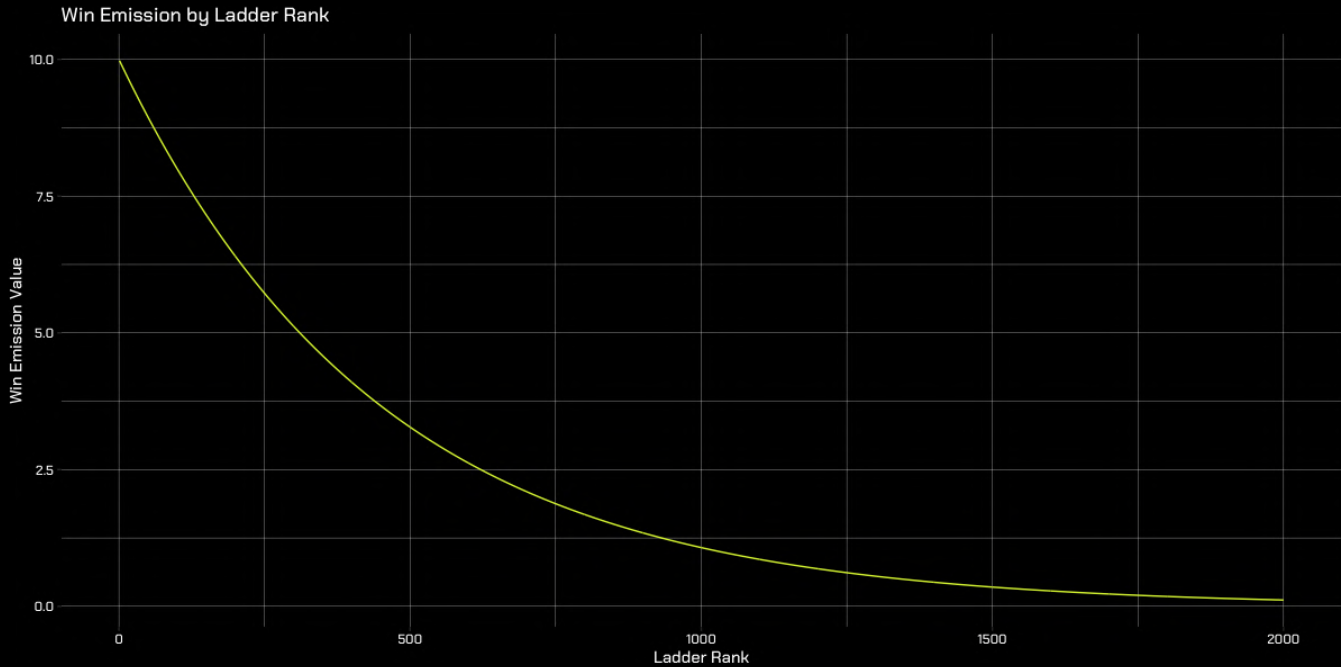
efforts to master the strategy of bonuses. Rewards continually raise the level of play and sustain the engagement of dedicated players.

PRIME earnings from tournament matches and other game modes will be detailed in the future.

Exact ratios for distribution will be subject to Echelon’s governance processes. Ensuring both fairness in distribution and the sustainability of the larger ecosystem will remain the overarching principles in every instance. The Parallel TCG, as the first game to incorporate Parallel NFTs, will initially receive the entirety of distribution via several of these sources, including the P2E channel. Over time, as additional games are developed making use of the Parallel NFT collections, rewards will be distributed across the respective gaming ecosystems in proportion to participant counts, levels of activity, and rates of contributions to the PRIME token sinks. This emphasis on encouraging and supporting other studios building within the Echelon ecosystem is also illustrated by the dedication of a revenue stream to support their efforts.

Time Based Win Emission by Month from Launch

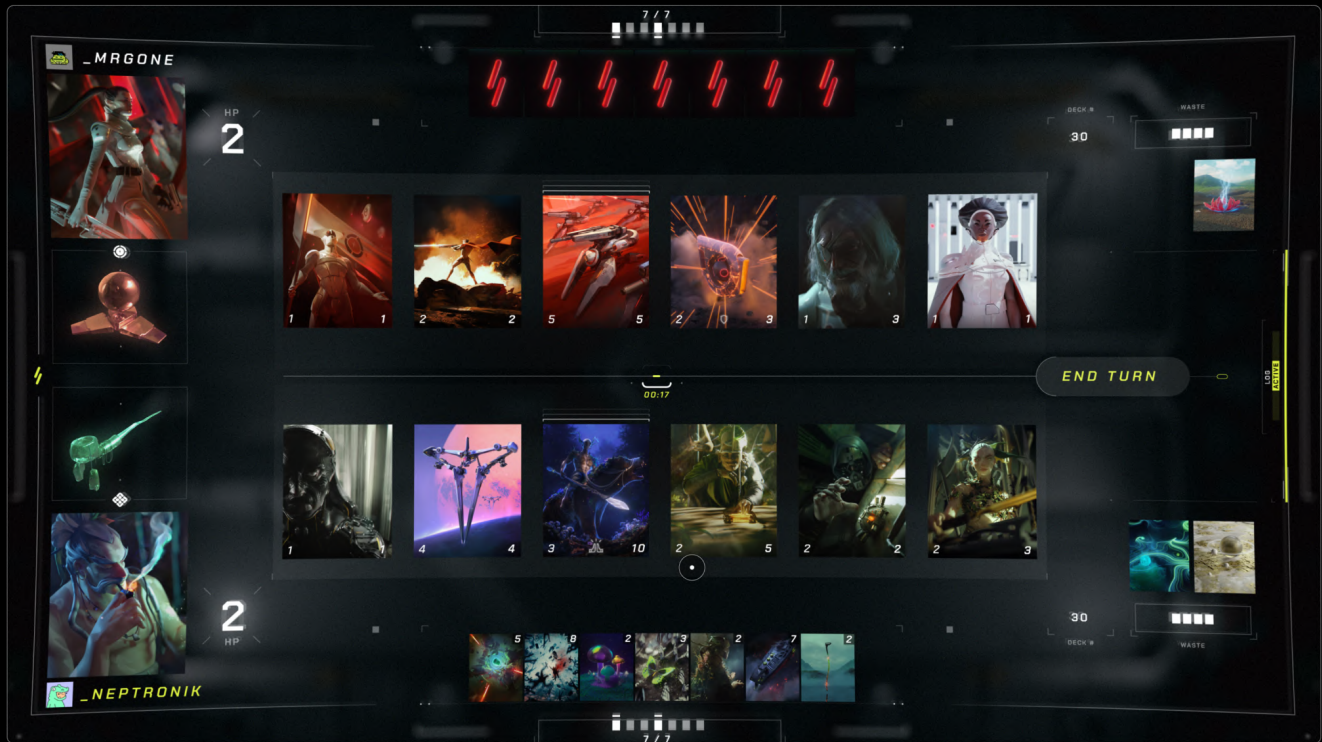




## GAMEPLAY AND MATCH REWARDS

At a micro level, PRIME is earned by playing and winning Parallel matches in competitive formats. Each Parallel match is typically a 1 vs. 1, turn-based battle, where the first player to have their life points reduced to zero loses. In the game, each player represents one of the lore’s five Parallels. Decks must consist of 40 cards, selected from a single Parallel and the “Universal” pool. Outside of those 40 cards, a Paragon—a unit offering unique passive and active abilities belonging to the deck’s chosen Parallel—must be selected.

While key details around how players can expect to earn PRIME are provided here, further details on gameplay are expected to be revealed during public testing phases.



## GAME MODES

Competitive Parallel formats are eligible for PRIME earnings, and include the following modes:

### LADDER MODE

Ladder games will take place against other players, and rank will be impacted by match outcomes. In addition to outcome-based PRIME earnings, in-game rewards, such as cards or in-game cosmetics, will be issued at the end of a monthly season based on a player's standing.

### SECTORS

Sectors is a highly replayable game mode offering both single player and multiplayer experiences. In this format, players will construct an initial 30-card deck based on a choice of 10-card sets that are offered at the beginning of a run. Further wins and progression will result in choices of 5-card sets that replace cards within the deck, as well other rewards gained via choose-your-own-adventure gameplay decisions. Players will be able to earn PRIME in the multiplayer Sectors format.



## ROOKIE QUEUE

Rookie Queue is intended to be part of a new player's journey into the Parallel TCG. Players will have access to a set of "Rookie Decks." These introductory decks are unmodifiable at first, but eventually players can earn the opportunity to customize them through this format. In the Rookie Queue, players are only matched up against other Rookie Decks, providing a safe atmosphere for newer players and those wanting a more casual experience. P2E emissions from the Rookie Queue will be significantly limited as it's intended to be a mode for beginners to learn the mechanics of the game and move on to Ladder and other more competitive formats.

## KEY FRAMING

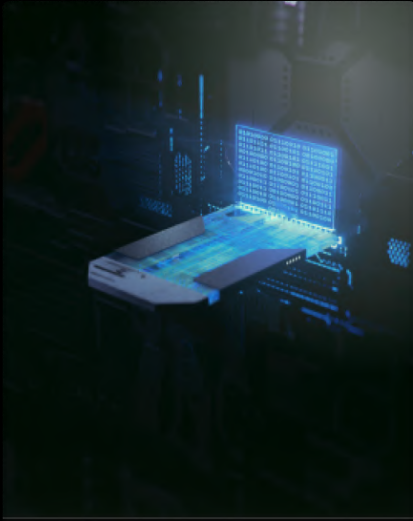
The Key Framing system allows players to use various types of keys to modify their PRIME emissions from winning matches. Prior to entering a match, players can view and edit their Key Frame setup, swapping keys in and out of a set number of slots to fit their goals. The conditions of the PRIME modifiers are dependent on three factors: the emission itself, the Key Frame of the winning player, and, under certain conditions, the Key Frame of the losing player. To demonstrate the concept of Key Framing:

### EXISTING KEYS

<b>PRIME KEYS</b>	Prime Keys unlock more Key Framing slots.
<b>GALAXY KEYS</b>	In the Key Framing system, Galaxy Keys will increase the in-game PRIME emission by a random amount.
<b>OVERCLOCK KEYS</b>	The Overclock Key is a powerful opportunity for those who relish a challenge, multiplying a player's PRIME earnings when they are on a win streak.

### POTENTIAL KEYS

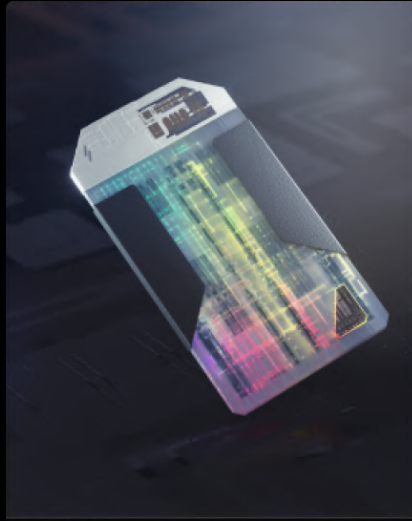
<b>MORPH KEYS</b>	The Morph Key allows players to get a boost from their favorite card. Players can attach a card to a Morph Key, and every time they deal the final blow with the attached card, they earn an increased PRIME reward.
<b>MIRROR KEYS</b>	A player utilizing a Mirror Key must forfeit the remainder of their key slots, but in return will receive all key bonuses in their opponent's Key Frame.



PARALLEL ALPHA  
PRIME KEY  
ASSET  
Edition of 1500



PRIME KEY



PARALLEL ALPHA  
GALAXY KEY  
ASSET  
Edition of 414



GALAXY KEY



PARALLEL ALPHA  
OVERCLOCK KEY  
ASSET  
Edition of 1



OVERCLOCK KEY



## VII. PARALLEL TCG PRIME TOKEN REDISTRIBUTION MECHANISMS

The Parallel TCG includes several ecosystem sinks, where players spend PRIME tokens to access features or acquire game assets. Tokens deposited into sinks are returned to the community through a variety of formats. These are intended to reward gamers in the Echelon ecosystem, and, in a larger sense, maintain decentralization of both the PRIME token and the governance mechanisms of the Echelon ecosystem.

The proposed distribution of In-game sinks is:

- 65% of PRIME tokens deposited into in-game sinks will be returned to Echelon's P2E Pool.
- 15% of PRIME tokens deposited into in-game sinks will be returned to the holders of staked ParaSets in the Echelon Ecosystem.
- 3% of PRIME tokens deposited into in-game sinks will be returned to holders of staked Prime Drive NFTs in the Echelon Ecosystem.
- 10% of PRIME tokens deposited into in-game sinks will be returned to users who stake PRIME tokens in the Echelon Ecosystem.
- 5% of PRIME tokens deposited into in-game sinks will be returned to Parallel Studios
- 2% of PRIME tokens deposited into in-game sinks will be returned to the Echelon Prime Foundation treasury.

Echelon will govern the sinks in order to maintain balance of the ecosystem.





## VIII. STAKING

### STAKING PARALLEL NFTs

Information about staking Parallel NFT gaming assets via Echelon ecosystem smart contracts can be found in the [Echelon Prime Foundation Whitepaper](#).

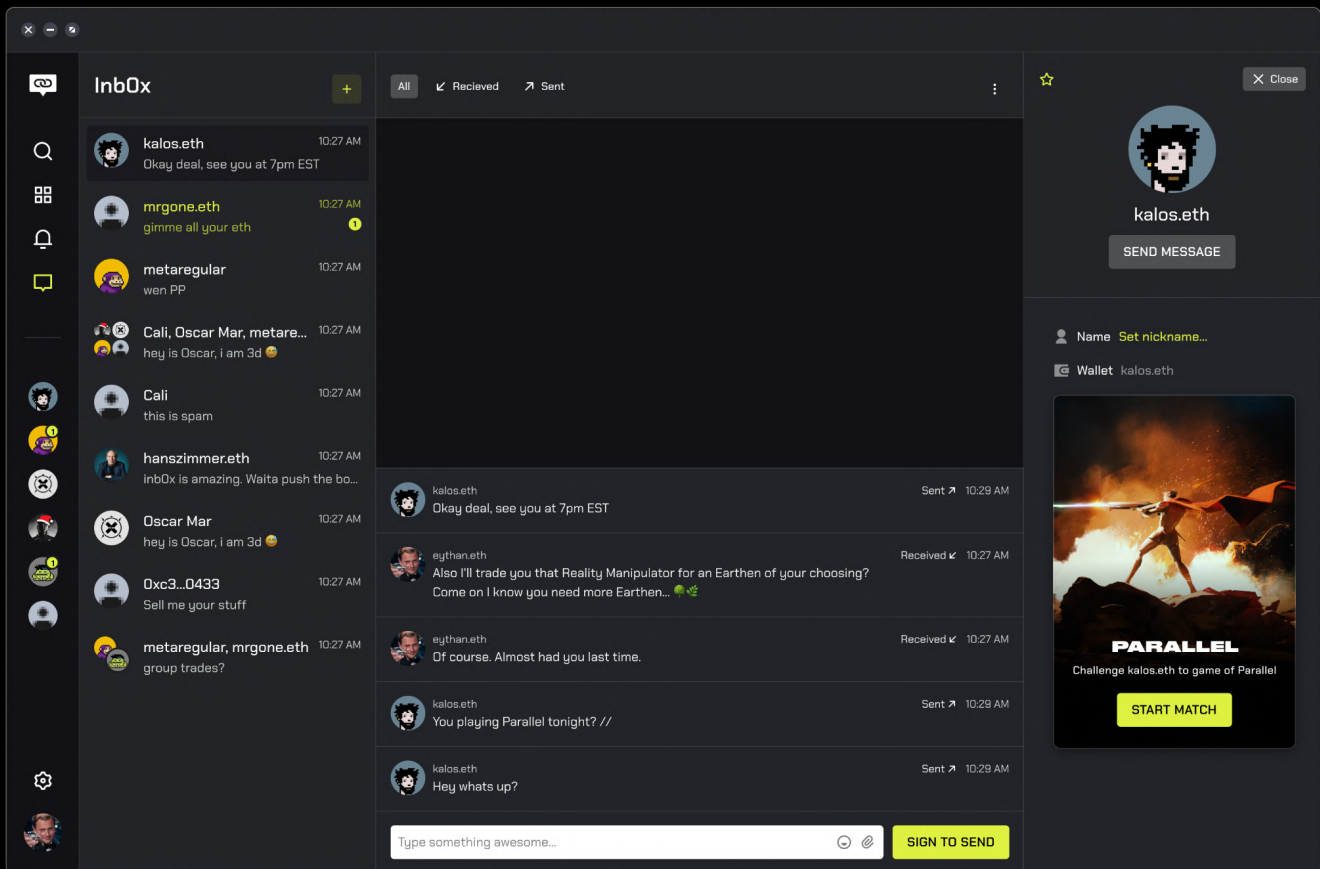


# IX. TECHNOLOGY SHARING WITHIN THE ECHELON ECOSYSTEM

As a member of the Echelon ecosystem, Parallel will be utilizing various technologies made available by the Echelon Prime Foundation. Additionally, selected technologies developed by Parallel are available to other Echelon ecosystem participants— with the Echelon Prime Foundation responsible for authorizing new participants and/or setting usage fees. The following are various technologies Parallel is utilizing:

## INBOX

Parallel is implementing inb0x in various ways to facilitate secure communication between players and collectors.

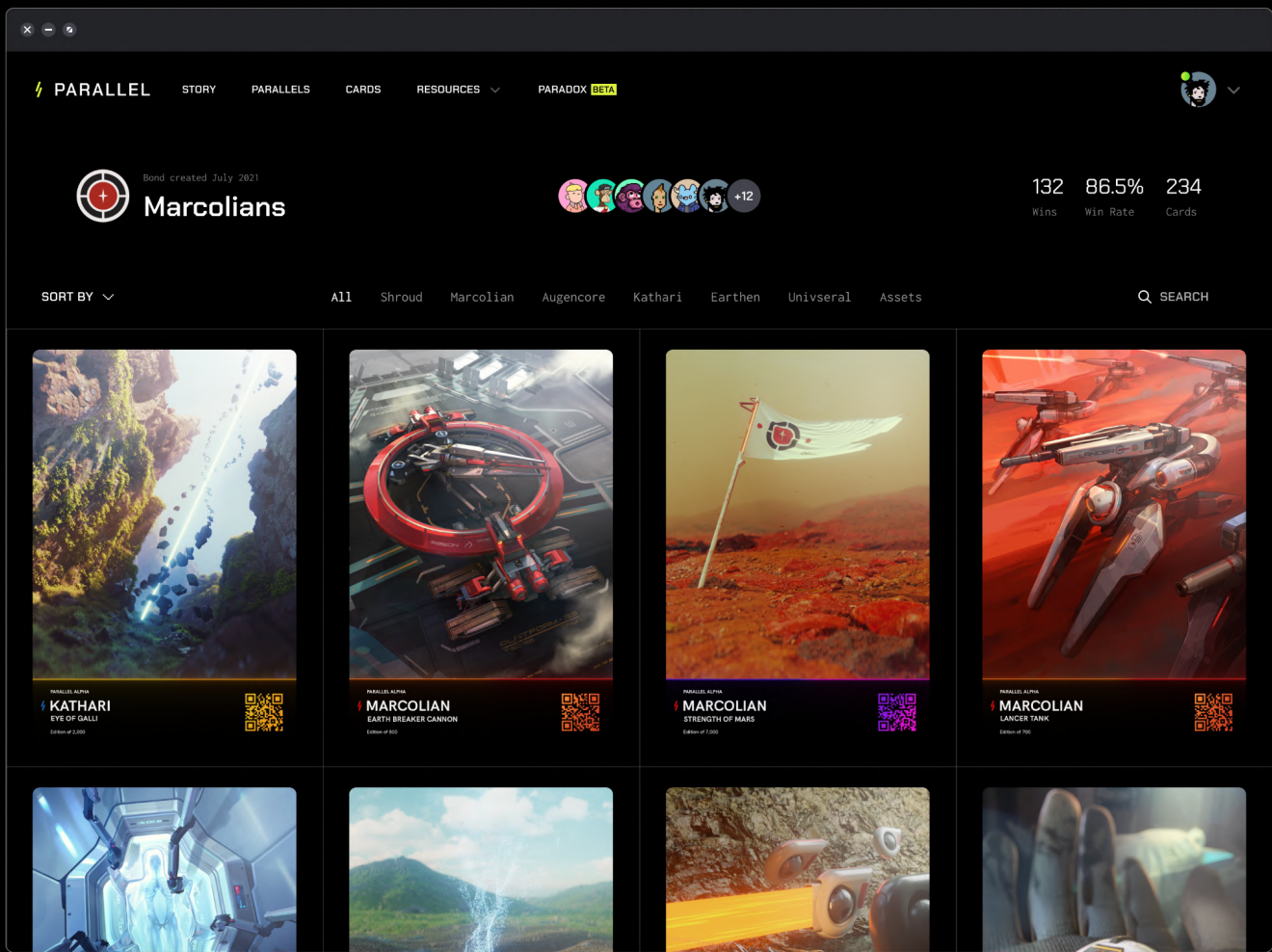




# BONDS

Bonds are formal user-organized groups that span the Echelon ecosystem of games and projects. Within Parallel, players who have joined a Bond have access to Bond-specific features and benefits such as the ability to share cards amongst Bond-mates. They also have access to Bond leaderboards and Bond-specific NFTs. The Bond a player belongs to will be displayed in their handle. For example, if a user is part of the Bond “Storm”, their name in-game would be displayed as “User // Storm”. Bonds offer players a way to work together in order to achieve personal and Bond-specific goals.

Bonds will have private Hideouts that only members can access. The Hideout will allow members to chat with one another, as well as display awards the Bond has won and other cosmetic upgrades that they have either unlocked or purchased with PRIME. Private messaging will be powered by Echelon’s inb0x service.





While Parallel Studios is developing the Parallel TCG within the Echelon Prime Foundation's ecosystem and using infrastructure the organization has developed, it has also developed several tools it intends to contribute to the Echelon ecosystem for its own use and transmission to other projects.

## STRING

String will connect Parallel NFTs to redeemable physical and digital assets. This allows scarcity to be maintained between an NFT and the redeemable asset associated with that NFT. The String system will track each individual NFT and know whether its matching redeemable assets have been claimed. When a collector is viewing cards on a secondary marketplace, they will be able to see which redeemable assets are still available for a given NFT and make their purchasing decisions accordingly.

Individual players and collectors can redeem their physical cards by paying with PRIME tokens. The physical cards are produced and distributed by Parallel Studios.

Some examples of redeemable digital assets may be metaverse-ready NFTs matching a particular card. For instance, the Tree of Nehemiah NFT might be redeemable for a Tree of Nehemiah 3D asset that can be placed on digital land in another metaverse or potentially in a world created by Parallel Studios. Examples of redeemable physical assets are limited edition physical cards, posters, apparel, or other merchandise.

Redeemable assets may vary in appearance or quality depending on the version of the card being used. A Special Edition ("SE") NFT card might allow you to redeem a hologram physical card, while other versions of the card are redeemed for a basic version. Redemption of an asset may require a fee paid in PRIME.

Physical cards will be available for purchase by anyone and these cards do not require ownership of the associated NFT. Special versions, however, are available to be redeemed only by those holding the corresponding NFT assets. It is critical that non-NFT holders have access to Parallel cards so they can play the AR version of the game. In the AR version, physical cards will be used as markers and 3D objects will be mapped on top of them.

Other approved projects in the Echelon ecosystem may use the String system to implement asset redemption. Activation must require a fee in PRIME.



The screenshot shows a web browser window displaying a digital card. The browser's address bar shows 'PARALLEL ALPHA'. The navigation menu includes 'PARALLEL', 'STORY', 'PARALLELS', 'CARDS', 'RESOURCES', and 'PARADOX BETA'. The card itself features a vibrant, abstract space-themed artwork with swirling green and blue lines and a central blue planet. Below the artwork, the text reads 'PARALLEL ALPHA', 'UNIVERSAL LIFE WELL', and 'Edition of 7,000'. A QR code is visible in the bottom right corner of the card area, and a 'VIEW IN 3D' button is at the bottom center. To the right of the card, a sidebar provides details: a 'UNIVERSAL' tag, the title 'Life Well', a descriptive paragraph, 'Uncommon // Edition of 7,000', a 'Market Price' of '-- ETH', and a 'VIEW ON OPENSEA' button. Below this, there are tabs for 'Card Statistics', 'Properties', 'String', and 'Analytics'. A section titled 'THIS CARD IS ELIGIBLE FOR PHYSICAL REDEMPTION' includes a downward arrow icon, a paragraph explaining the redemption process, and a prominent yellow 'CLAIM PHYSICAL CARD' button.

## INDIVIDUALIZATION

Individualization is a smart contract function that allows a user to convert an ERC-1155 token into an ERC-721 version of the same card. Individualization requires a cost in PRIME, and activates the ability for the card to retain a historical record associated with its utilization in-game via oracles.



PARALLEL STORY PARALLELS CARDS RESOURCES PARADOX

SHROUD SPECTRE ATTACK CRAFT [SE] Edition of 500

VIEW IN 3D

SHROUD SPECTRE ATTACK CRAFT [SE] Edition of 500

VIEW ON OPENSEA

Statistics Properties String Analytics

CONVERT SPECTRE ATTACK CRAFT [SE] TO ERC-721

ERC-1155 → ERC-721

By checking this box, I agree to that is process is irreversible and agree to Parallel's [Terms of Service](#)

CONVERT TO ERC-721

CANCEL



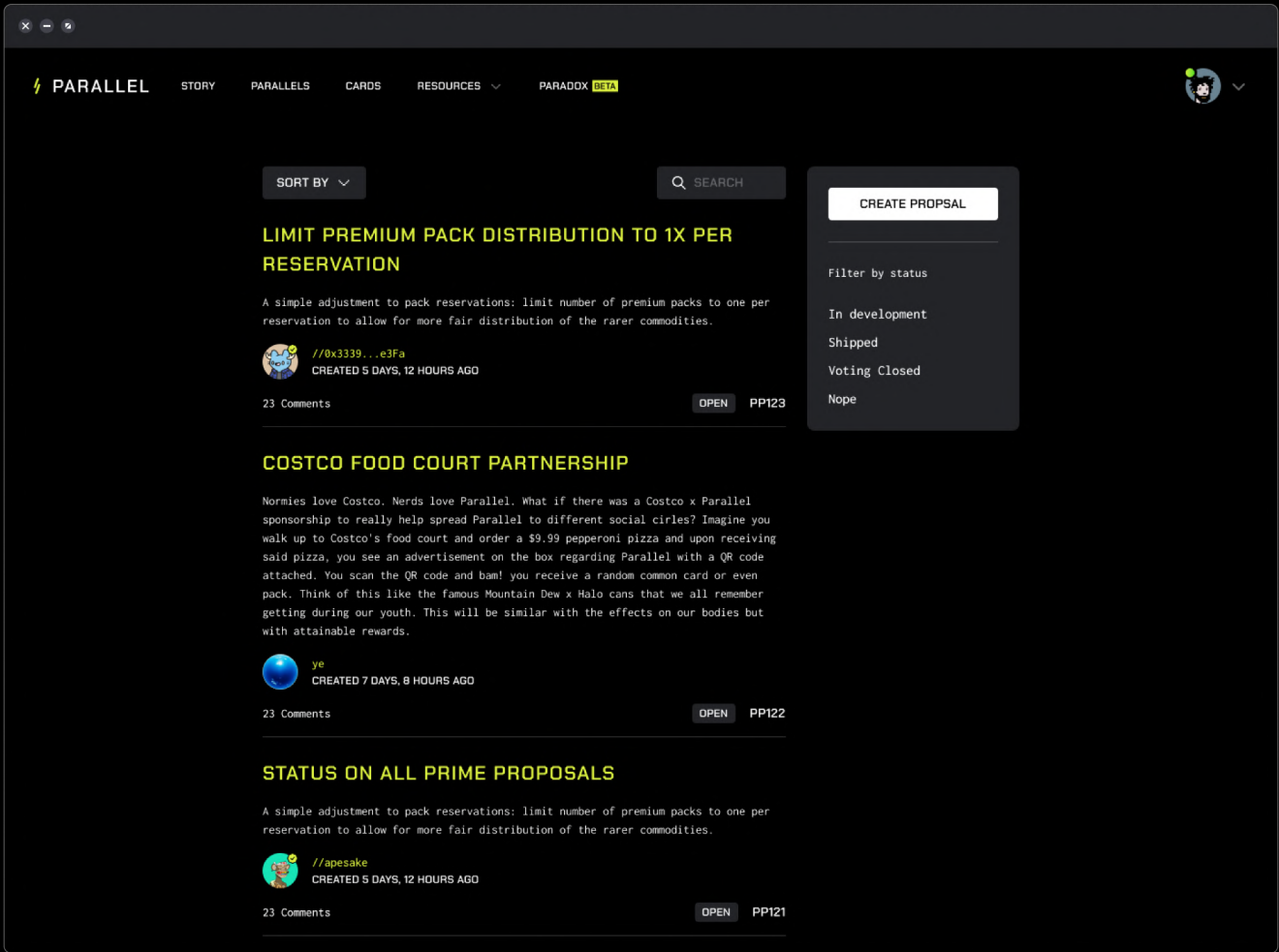
## X. COMMUNITY COOPERATION

From Parallel Studios' perspective, the number of tools the community has already developed and contributed to the Parallel TCG is astounding—a powerful demonstration of what is possible when decentralized efforts focus upon a shared goal. Virtually from inception, Parallel has been a game that has been created in part by the immense effort of the Parallel Studios team and in part by the incredible community. Parallel Studios considers community participation to be an integral component in the success of the Parallel TCG, and to facilitate and encourage further community participation has developed and implemented a number of tools and structures.

### PARADOX

Paradox is the feedback platform where community members will propose and vote on matters of the Parallel TCG community's interest, such as resource allocation, game balance, and other matters. For testing purposes, the beta version of Paradox is currently available at <https://parallel.life/paradox>. Verified Prime Key holders can submit proposals to be reviewed by the team for implementation.

As the creator of the first game in the Echelon ecosystem, Parallel Studios is contributing Paradox and any related technologies to the Echelon Prime Foundation and the ecosystem for easy application and use as Echelon's governance platform.



## PRIME IN PARADOX

Prime Keys are currently Paradox’s core governance assets. However, as the Echelon ecosystem evolves, PRIME staking will replace PRIME Keys’ functionality in Paradox.

PRIME and Prime Keys have several uses within the Paradox:

<b>ACCESSING PARADOX</b>	Any user may access Paradox and view open proposals.
<b>CREATING PROPOSALS</b>	Users will need to be staking PRIME in order to create a proposal. Prime Key holders will be able to create one proposal each month in congruence with the number of Prime Keys they hold.





### VOTING ON PROPOSALS

Voting power is granted based on the amount of PRIME a user is staking. Votes are calculated quadratically, with each subsequent vote requiring the user to hold more PRIME than the last. Quadratic voting compresses the power dynamic between voters holding different amounts of PRIME while still providing bigger holders a bigger voice.

- 1st vote = 1 PRIME
- 2nd vote = 4 PRIME
- 3rd vote = 9 PRIME
- 4th vote = 16 PRIME
- 5th vote = 25 PRIME
- 6th vote = 36 PRIME
- Etc

## GAME DECENTRALIZATION OPPORTUNITIES

Parallel's decentralization will be focused around governance by Prime Key holders (and later PRIME holders) and their direction of the community pool of ETH/PRIME. There is also an opportunity for community governance to propose game balance updates. In addition, it is possible for the Paradox platform to be used to create, vote on, and pass proposals to be reviewed by Parallel Studios—or execute these proposals with the community fund, without approval from the core game development team itself. Parallel is primarily constructed on Unity, which will remain centrally deployed by Parallel Studios. All smart contracts and some decisions around the game can be a collaborative effort with the community.



## **XI. BEYOND THE TCG**

Parallel Studios is building a universe, a world of characters, and a story that will play out in multiple formats. Our future plans go well beyond a digital TCG.

### **PARALLEL WORLD // METAVERSE**

Our ultimate goal for the development of corresponding 3D AR assets to all Parallel cards is composable 3D objects that are metaverse ready. Our version of what a Parallel-focused metaverse looks like is less about a virtual world on your computer and more about laying the Parallel World over our existing one. We are leveraging existing hardware to create AR experiences that far exceed what is currently found in games like Pokémon Go. In addition, Parallel Studios is looking beyond what is now possible with mobile devices and will build our 3D AR object library with the future in mind. We are expecting a number of hardware manufacturers to develop glasses solutions in the near future, and these products will make our vision of a real world-mapped metaverse possible, allowing our community to slip in and out of the real world and the Parallel World.

### **3D OBJECTS**

Parallel Studios' is creating 3D objects in order to enable cross-media experiences. This also creates a pipeline of usable assets for both Parallel and other games. It serves as a library of metaverse-ready assets that are permissioned, based on ownership of the corresponding Parallel card.

Each card created will have a corresponding 3D object. This library can be composed into numerous formats and can be made available to developers in order to create additional Parallel games or experiences.

Owning a specific Parallel NFT enables users to view and access these objects, which will be compatible across multiple platforms. This ultimately will provide more functionality to a Parallel NFT, which would then be composable into multiple games.



## XR

Parallel Studios can leverage existing technologies to allow for Parallel experiences in an XR format. Parallel physical cards can be integrated as markers or triggers—to create a brand new hybrid digital physical experience. Parallel Studios is continuing to explore new platforms in this rapidly evolving space.



## XII. CONCLUSION

The Parallel TCG is deliberately intended to be a game that inspiringly traverses a number of entrenched boundaries that too often constrain existing gaming ecosystems. These boundaries include technological, economic, and artistic limitations on the way games are developed. The impacts of these constraints, whether in terms of narratives, communities, or merely gaming structures, are well-known to gamers around the world. Parallel Studios has deliberately chosen to break with these existing structures at nearly every opportunity. Whether through the decision to build upon Echelon's shared platform that should ultimately host numerous games, by incorporating the shared PRIME token and a novel P2E structure promising equitable interactions for stakeholders, as well community-led opportunities to influence the direction of the platform, the potential for radically different gaming experiences becomes tangible with Parallel. Incorporating collectible NFTs further promises novel collecting experiences, even as the AR nature of the cards allows new opportunities for technologies to overcome spatial boundaries. At the same time, opportunities to experience the game even without NFTs ensures the experience will be accessible to all. This expression of inclusiveness represents Parallel's rootedness in the legacy and traditions of popular gaming history, even as it deliberately develops an innovative, forward looking narrative of humanity exploring new technological frontiers using novel tools.



# APPENDIX

## APPENDIX I: LINEAGE SYSTEM DETAILS

### SYSTEM GOALS

The Lineage System is designed to address the following fundamental goals:

1. Make PRIME a critical component of the Parallel TCG ecosystem
2. Provide the Parallel community with the ability to create cards as needed to fill elastic and unpredictable market demand
3. Ensure players have a way to play, progress, and earn in Parallel without a large upfront cost
4. Provide those who hold Parallel NFTs with additional avenues to provide value and earn

### A NETWORK OF SYSTEMS

The Lineage System is comprised of the following connected systems:

- Card progression
- Card spawning
- Card boosts and enhancements
- Bond card sharing
- Apparitions

### CARD PROGRESSION

By winning games with their cards, players will be empowered to imbue them with permanent value. As games are won, a card will gain experience and eventually be able to level up. Leveling up provides a myriad of rewards—none of which affect in-game performance.

- Each individual card in a player's deck earns XP after a game win (eligible game modes to be determined).
- When a card earns enough XP to fill its meter, a player can choose to level up the card
- Levelling up costs PRIME and triggers level-up reward and additional bonuses
  - This PRIME cost may be offset by wins gained with this card when **shared in a Bond**
- Some examples of level-up rewards and bonuses:



- Card enhancements and/or boosts of varying types and degrees
- Cost reduction toward next spawn
- Cumulative and progressive permanent decrease to spawn cost for the card
- In-game cosmetic upgrades and items
- Game mode entry tickets
- After a certain number of levels, a large discount will be available for the next spawn

## CARD SPAWNING

Through card spawning, NFT card owners are able to spawn copies of their NFT cards for a fee in PRIME. These cards would be tradeable on a secondary market to meet the demands of the player base.

- This feature would initially be available to First Edition, SE, and PL cards
  - It may later become necessary to allow spawned cards to spawn new cards themselves
- Card owners can pay a PRIME fee in order to spawn a copy of the selected card
- Once a card has spawned a copy, it goes on cooldown and can't spawn again until the cooldown is complete
- After each win, cards in a player's deck advance their cooldown
- The higher a card's level, the shorter that card's cooldown and the lower the PRIME cost to spawn
- Both cooldown and PRIME cost may increase with each subsequent spawn of an individual card
- Cards of a higher rarity have a higher base cooldown and are able to spawn less often

Card spawning can sometimes result in an anomaly. Anomalies are rare instances when unusual results occur during spawning. Some examples are:

- Glitched art or other alternate visual effects
- Spawning multiple copies
- Spawning a different card of a higher rarity

## SPAWNING COSTS

The cost of initiating a spawn is a dynamic calculation. The following elements could affect the cost of spawning:



- A global flat fee, determined by governance. This would provide the ecosystem with the ability to reduce the cost of spawning and allow the community to modify asset liquidity as needed.
- A base rarity fee: The rarer a card is, the more expensive this will be.
- Generational multiplier: If, at some point, spawned cards are able to participate in the Lineage System, the higher the generation of a card, the more expensive they will be to spawn.
- PRIME ecosystem multiplier: As the price of PRIME fluctuates, we'll want to ensure that cards are still able to be spawned at a reasonable cost. This multiplier would be automatically determined using price oracles.
- Other NFTs held in the user's wallet could be used to offer reduced prices to initiate spawning of a specific card, or all cards, within that holder's wallet.
- PRIME earned through game wins via Bond card sharing may be used to partially or fully cover the cost of spawning.
- The in-game "quest" system could contribute to the price of spawning.

## CARD ENHANCEMENTS & BOOSTS

Individual cards within the spawning system may be enhanced or boosted to improve various meta attributes. Enhancements are rare, and permanent, buffs to individual cards. Boosts are single-use or time-limited buffs that often help speed up a card's progression. These will most often be gained via level-up rewards. However, enhancements may be earned by other means, such as in-game performance, holding ParaSets, or via an in-game shop.

There are many potential card buffs to be provided via enhancements and boosts within Parallel, such as:

- Decreasing the PRIME cost to initialize a spawning attempt
- Increasing the amount of XP earned
- Increasing the cooldown rate
- Increasing the chance of an anomaly during spawning
- One-time XP boost
- One-time cooldown reduction



- Extremely rare permanent boosts to XP or cooldown speed

Enhancements and Boosts provide many levers for invested players to find an edge within the ecosystem.

## **BOND CARD SHARING**

One of our main goals is to ensure that Parallel is accessible to a wide audience. However, we aim to pursue this in a way that does not negatively impact long-term collectors and players. The sharing of cards within a Bond (with limitations) will provide another avenue for our player base to participate in the game at a reasonable cost, while also increasing the demand for PRIME. Within the Lineage System, Bonds facilitate a symbiotic relationship between players. This feature heavily encourages community and promotes working together.

Players can choose to share their NFT cards with other members of their Bond. While a card is being shared, the card owner would not be able to include it in their own deck. When borrowing another Bond-mate's card, the card borrower will earn PRIME normally through gameplay. The card owner would benefit from both the XP gained and the reduced cooldown via games won with the borrowed card. In addition, a small portion of PRIME earnings by the card borrower would be applied to the borrowed card, to be used towards leveling or spawning.

This system encourages players to create Bonds and share cards amongst the best players so they can win and progress the card's XP and cooldown meters. A history detailing which players contributed to a specific card's growth and lineage would be presented on the details page of that card. Card sharing will increase the demand for being in a Bond, reward collectors for keeping and sharing their cards, and increase the need for players to seek community.

The number of players a card could be shared with at once could potentially be modified by card enhancements, or other account-wide states (such as purchasing more card slots with PRIME, holding a particular key, or holding ParaSets).

## **APPARITIONS**

Apparitions ensure Parallel is accessible to the widest possible audience. These cards have the following features:

- Non-redeemable and solely digital.
- Apparitions will not be NFTs.
- Untradable





- Potential distinct visual treatment (eg. ghost-like, ethereal, desaturated)
- Restricted from certain game modes
- Limited P2E PRIME rewards

## NFT-ONLY GAME MODES

Some game modes or tournaments at the highest levels of play—such as the conceptual high-stakes, high-reward pro circuit—will require all cards within a deck to be NFTs.

## ECOSYSTEM IMPACT

The end result of implementing the Lineage System would be a deep and rich environment where players are encouraged to work together in new and interesting ways. Additionally, PRIME would become even more integral to the game's ecosystem via the following new game sinks:

- Card leveling
- Card spawning
- Enhancements and Boosts
- Bond card sharing

## ADDITIONS TO CARD CLASSES

<b>CARD LINEAGE</b>	Cards spawned from First Edition, SE, or PL cards. NFTs that are usable in all game modes the same way as all other playable NFT cards.
<b>APPARITIONS</b>	<p>Apparitions are a class of non-NFT cards that would provide Parallel Studios with the ability to sell extremely inexpensive cards to players and allow a larger number of users to experience the game.</p> <p>These cards will not have a marketplace, will not provide dividends, and will earn a base rate of PRIME via play-to-earn (fully NFT decks will earn substantially more PRIME).</p>



**PARALLEL**