



Polium Whitepaper
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Table of Contents

Introduction

- Disclaimer
- What is Polium?
- What is the problem that must be solved?
- How will Polium solve this?
- What will happen if the problem is not solved?

Polium One Console

- Polium One Console
- Fingerprint Scanner
- Multi-chain

Apps

- Marketplace
- Wallet (Console)
- Wallet (Extension)
- Playscan
- Leaderboard
- Store

Developers

- Published Games, Metaverses, Apps and NFTs
- SDK

Polium Pass

- Polium Pass
- Utilities
- Claiming the Polium One console

The Market

- Market Size

Final Words

- Problems we may face once the console is built
- Saving Web3

FAQ



Introduction

Disclaimer

This whitepaper is intended for a reader with a non-technical background. We are currently creating a whitepaper with more technical details, which will be published to our website shortly.

What is Polium?

Polium is a Web3 gaming company that is building the world's first multi-chain gaming console and the infrastructure for Web 3.

What is the problem that must be solved?

Web3 Games are spread across different blockchains, which makes them difficult to find—especially if you do not understand crypto. Users will have to visit different websites and use different wallets just to play their favorite Games.

Today, there are more people that play Games on a console than on PC—and all Web3 Games are developed for PC.

A great gaming PC is expensive to buy and difficult to build, especially for a console gamer.



How will Polium solve this?

Polium is building a multi-chain gaming console built specifically for Web3 gaming. Users will be able to discover and play great Games that are built on different blockchains without needing to switch networks or use multiple wallets. The Games will be easy to find, which will make it more efficient for playing Web3 Games.

Most people just want to plug in and play without needing to go through the hassle of setting up multiple wallets and visiting different sites just to play a game.

What will happen if the problem is not solved?

Without a sufficient solution, the Web3 space will not grow. We need mass adoption—and to achieve that, we need to expand to the traditional gaming market by building on a product that is affordable to buy and easy to play.

The most active users in OpenSea history were around 2 million. PlayStation had 106 million active users in March. This proposal will not only solve a problem but also bring mass adoption to the Web3 space.



Polium One Console

Polium One Console

The Polium One console will be a multi-chain gaming console. Users will be able to play Games and join Metaverses that are built on the blockchain as well as earn, sell and trade tokens or NFTs.

The console will be able to run Games built with HTML, Java, JavaScript, C++, C# and more.

Fingerprint Scanner

The Polium One controller will have a Fingerprint sensor. Users will be required to scan their fingerprint each time they sign in, power on their console, or make a transaction.

Multi-chain

The console will be capable of running games that are built on ImmutableX, Solana, Polygon, Ethereum, BNB, Wax, EOS and Harmony. Users will not have to switch chains in order to play a particular Game and Metaverse or when trading assets.



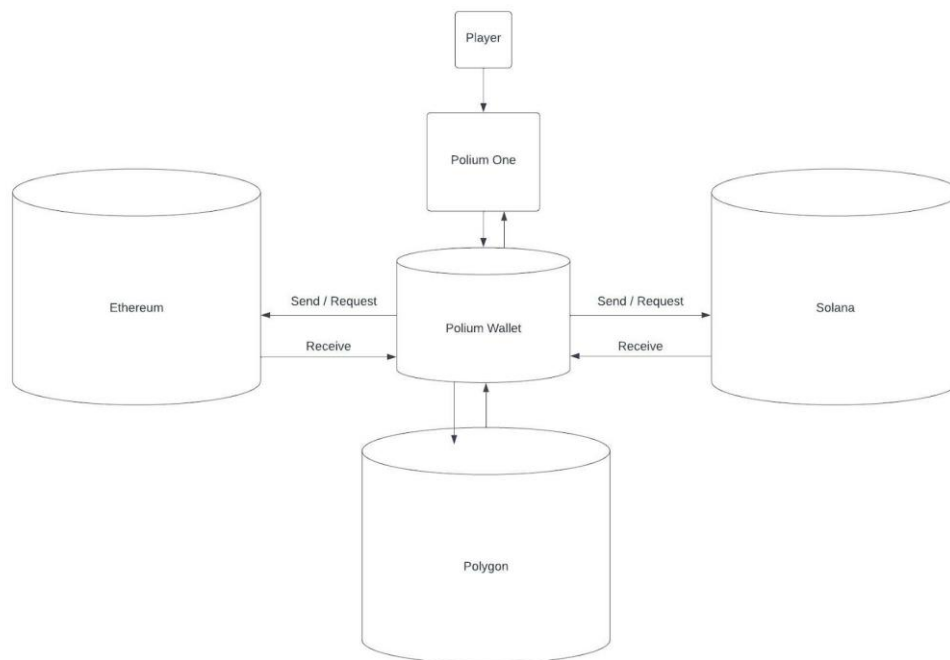
Apps

Marketplace

Users will be able to buy and trade In-Game NFTs and Non-Game NFTs.

Wallet (Console)

The console will have its own multi-chain wallet for trading, staking, swapping, and receiving tokens. The wallet will be able to communicate with multiple blockchains. Users will have to sign into their wallet in order to use the console.



In this basic flowchart, the Player sends a request via the console. The wallet sends the request to the other blockchains and then receives the data back. Think of the console like an interface—it only displays and runs data that is stored on the blockchains.



Wallet (Chrome Extension)

There will be a Chrome Extension version for the wallet, and both versions will share the same key.

Users will be able to play Games instantly on the PC—there will be no need to switch chains or visit the game's official website to play.

Users will be able to discover Web3 Games and Metaverses.

More information regarding this will be announced in the Discord and added to the next whitepaper.

Playscan

Playscan will be an App where users can check every transaction that is on the console, view a user data, analytics and check the leaderboard.

Leaderboard

Users will be able to check the leaderboard for each Game or overall leaderboard. The overall leaderboard will combine all compatible Games. Players will be able to move higher in the leaderboard by winning Games, voting on proposals, and earning trophies.

Game Developers will have the ability to create custom leaderboards based on their Game elements. A leaderboard is not required when publishing a Game onto the Polium Store.



Store

Users will be able to download Games, Metaverses and Apps that are available for the console.

Developers

Publish Games, Metaverses, Apps and NFTs

Developers will have to publish their Game and Metaverse onto the Polium Store for it to be available on the console.

We will have an SDK that will be released before the console, which will allow Developers to make their Games, Metaverses, and Apps compatible with the console.

More information on this will be published in the next whitepaper.

SDK

If a Developer wants to publish their Game onto the Polium Store they will have to use the SDK, which will consist of tools that will make the Game optimized for the console. The SDK will be available before the console is released.



Polium Pass

Polium Pass

The Polium Pass will be a collection of 10,000 NFTs that will be on the Ethereum blockchain. By purchasing this pass, you will be pre-ordering the Polium One console and will receive benefits.

Utilities

Holders will receive:

- Polium One Console
- Playables PFP Airdrop
- Staking Rewards
- Access to the launch events in Japan, US, and UK.

Claiming the Polium One console

When the Polium One console is ready for launch, holders will be able claim their console by burning their Polium Pass.



The Market

Market Size

The Gaming market is growing and generated nearly \$201B in revenue in 2021. The gaming market is expected to reach \$435B in revenue by 2028, and the gaming console market is expected to reach \$51B by 2027. There are over 2 billion active people that play video Games—a number that will only continue to grow.

The Metaverse market will be worth \$1T or more by 2030, and the Polium One console will be the console for all Metaverses and blockchain games.



Final Words

Problems we may face once the console is built

There will be some challenges that we may have to tackle in order for the console to be sustainable, such as Ethereum gas fees and having to wait until the gas is low to conduct transactions on the console.

It is also possible that we will experience Solana outages and need to wait until they are fixed to play on the Solana chain. These problems could be frustrating for the traditional gamer.

We believe the outages will not be an issue for a Web3 gamer if the outages happen infrequently. Being able to play Web3 Games effectively on a console is enough to outweigh the cons. The console will be multi-chain, so if one blockchain is down the user can always play on a different blockchain. Solana is constantly improving its network, so hopefully Solana will be more efficient once the console is launched. Ethereum 2.0 should help the gas issue, and we can always make the console compatible with Ethereum 2.0.

Saving Web3

We will bring this console to life and continue to update the ecosystem for scalability, sustainability, and security. We believe that by bringing Web3 and blockchain gaming into the mainstream gaming world, we can achieve mass adoption in the NFT and Web3 space.



FAQ

How will the console be multi-chain?

It is simple—when a user chooses a Game on the console, the wallet will automatically switch or communicate with the correct network in the background. The user will not have to do anything.

The console will be powerful enough to run high-performance Games and Metaverses that are built on the blockchain. The wallet will communicate with the blockchains and run the data on the console.

What stage are we at with console development?

We are currently building the functional prototype. We will have a functional prototype this year. After the functional prototype is built, we will start building the console for manufacturing. The console will have custom hardware and a custom CPU/GPU provided by NVIDIA.

How many consoles will be available to the public?

Our aim is to sell over 1m units within the next few years after the console is released. We will manufacture 10,000 units to the holders, and we will manufacture more consoles to the public in 2025.



What are the specs?

We have not confirmed the specs until we have a functional prototype. Our aim is to build a high-performance console that can run 4K video games with 8K HDR. We will provide more information on the specs later this year.

Will the console run browser-based Games?

Yes, the console will be able to run Games that are built using JavaScript, Java, Python, C#, C++, UnityScript, HTML5 and Lua.

When a Developer publishes their Game to the console, we will give them a Dev Toolkit. This Toolkit will consist of a few tools that will make the Game compatible with the console so that all buttons work with the Game and the Game runs smoothly on the console.

Browser-based Games that are played on the Polium One console will feel like a Game built specifically for a console.

Why does the console need high specs when most Web3 Games are not high performance?

Web3 gaming is still new, and we are building for the future—not for tomorrow. In two years, there will be plenty of high performance Web3 Games. Many high-performance Web3 Games are being built right now. Once those Games are built, it will be easy for the Developers to publish them on the console.



Will there be exclusive Games for the console?

We most certainly know that having exclusive Games on a gaming console is a key factor for console success. When competing with big brands, it is important to have exclusive titles to even compete. However, Polium is not competing with major brands. We are an entire new sector for Web3 gaming and will have a first mover advantage.

We are currently in conversations with gaming studios and will be forming partnerships. We will make some announcements soon.

Once we have exclusive Games, the Games will only be available to play on the console—not on PC or other consoles.

What will the roadmap be after the console is launched?

We have some exciting innovations that we have not announced yet in the roadmap. Our belief is that our long-term vision will change the entire Web3 ecosystem. This includes Polium VR Headset, building a default metaverse for the console like how PlayStation built PlayStation Home, and building a layer-1 blockchain built specifically for NFTs and Web3 Games.

We do not want to give you a headache and over-promise with a lot of amazing stuff. Our main goal right now is to finish building the console. However, our goal for the next 10 years is to build the infrastructure and ecosystem for Web 3 Gaming. We strive to be the pioneer for Web3 like Microsoft was for earlier iterations of the web.



