

Japanese Contents toward the World



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1. Description of the PrimeLand team

ANGELA GLOBAL Co., Ltd.

Headquartered in Taiwan, the company is developing WEB3 businesses based on its real estate business. We are deeply in love with Japanese traditional culture as well as new content, and we are committed to protecting the rights of Japanese artists and disseminating them to the world. We will work to create profit opportunities.

PRIME HOLDINGS Co., Ltd.

Headquartered in Japan. web3 business planning, Japanese content IP. It is responsible for producing work that is transmitted to the world.



Metaverse

From selected traditional Japanese cultures,
New content to the world,
We will create profit opportunities.



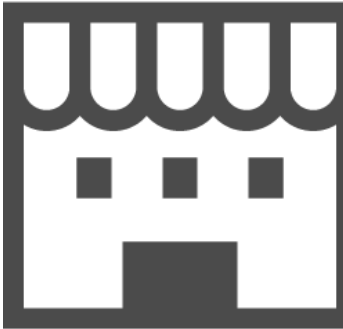
3. Conceptual diagram of PrimeLand



METALIVE
Digital Media



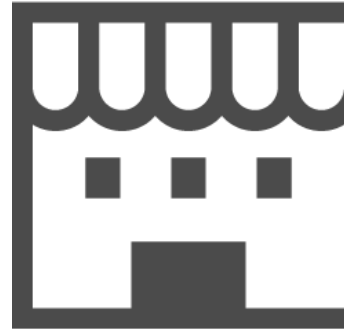
Primez
NFT Market Place



Tokyo
Tower
PML
Theater



Shibuya
PML
Theater



Dome
PML
Theater



Asakusa
PML
Theater



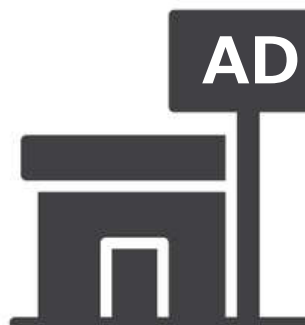
Gallery



Gallery



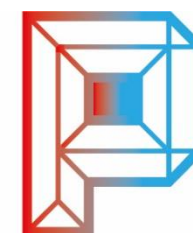
GAME
Gallery



AD



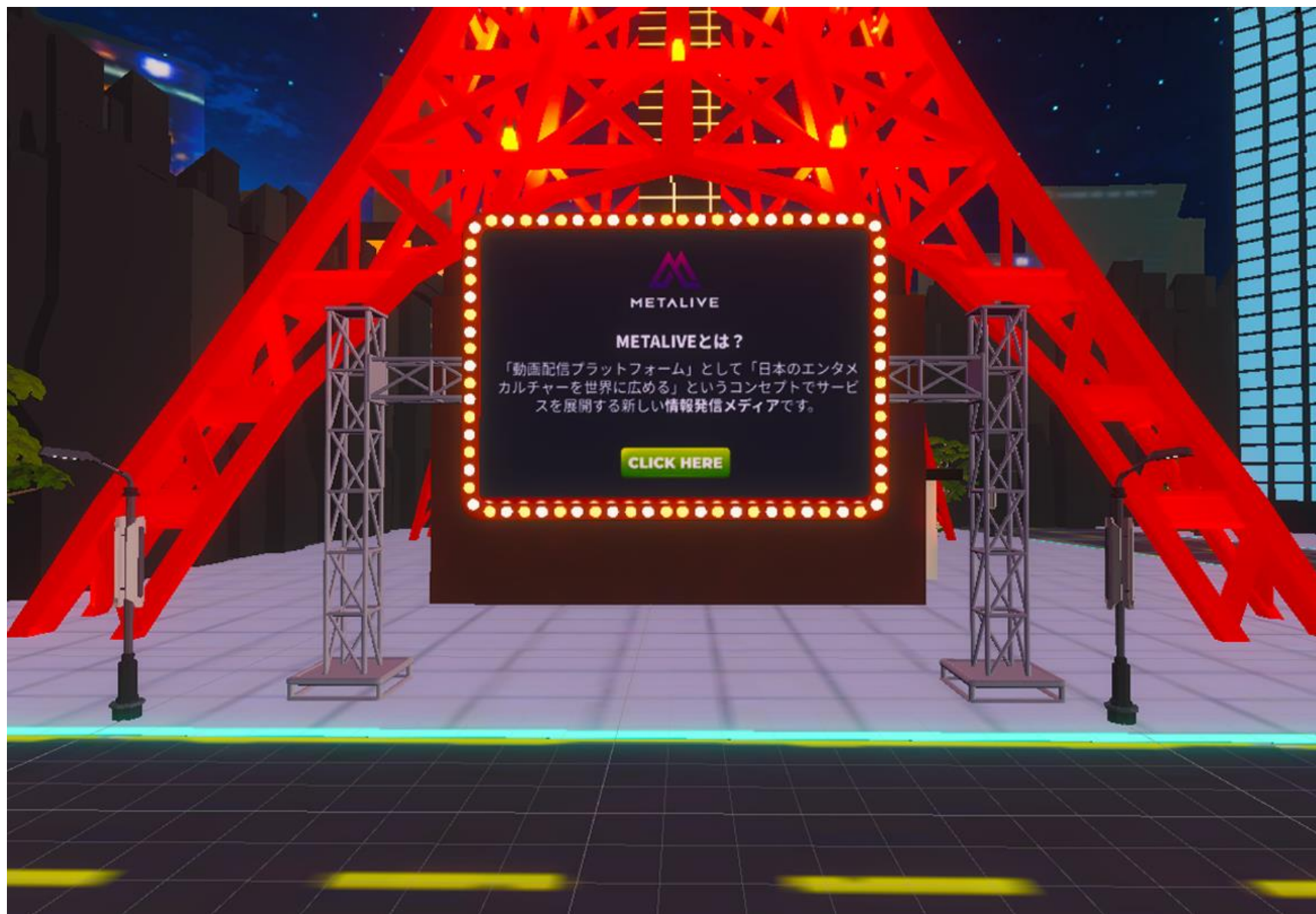
Real Estate/Land



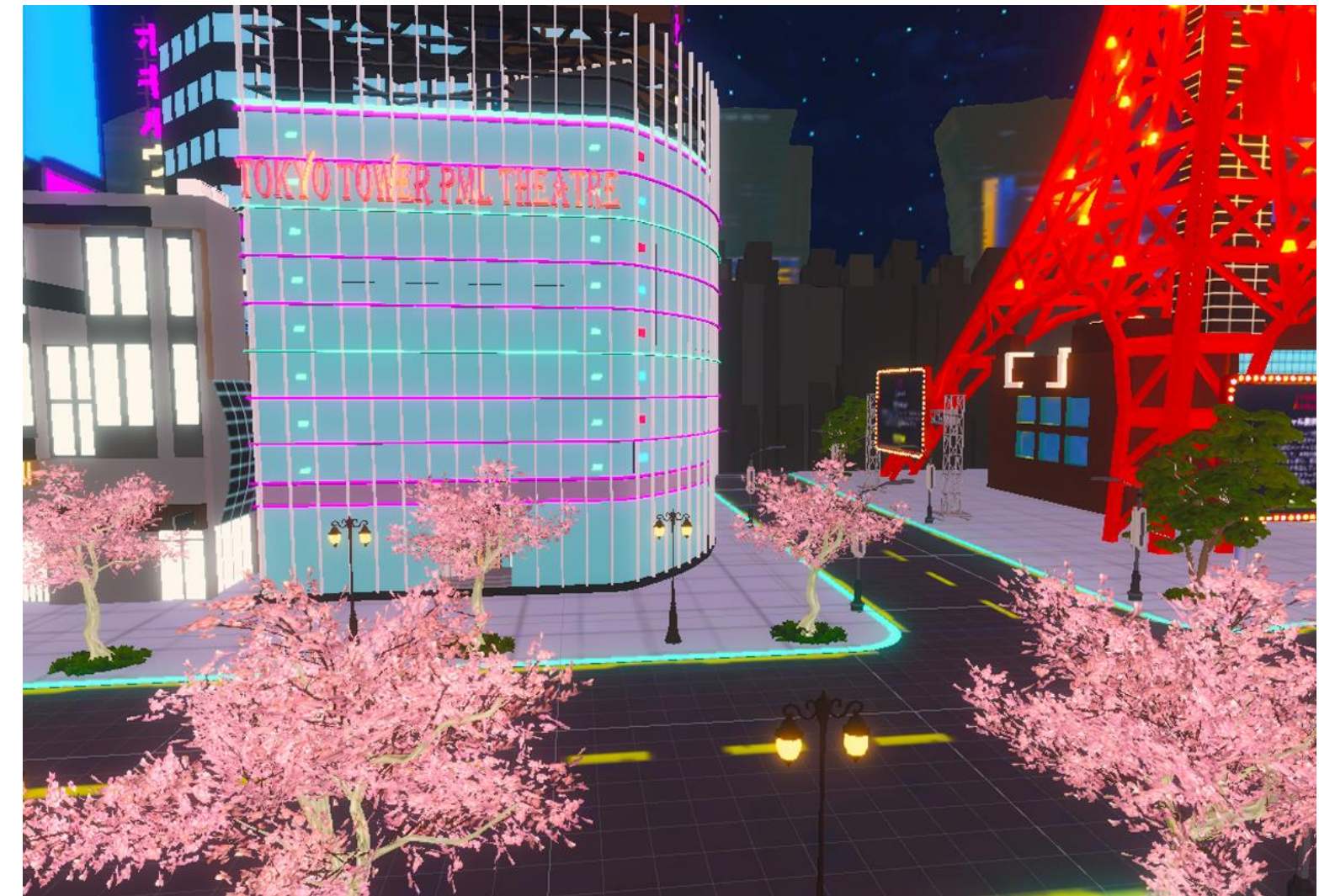
PrimeLand
METaverse

PrimeLand Contents

- Establishment of "**METALIVE**," a digital media outlet that disseminates Japanese entertainment and culture to the world.
- **Primez**" NFT marketplace for Japanese unique aesthetic world content.
- "Tokyo Tower," "Shibuya 109," "Tokyo Dome," and "Kaminarimon," which are landmarks of Japan and Tokyo. Nearby, a "**Theater**" was established. Various events will be held at the theater.
- Galleries and collaborative facilities of each sponsoring client are also set up.
- Virtual apartments for sale. You can also display your NFT collection in your own room.
- Billboard advertising is also set up.



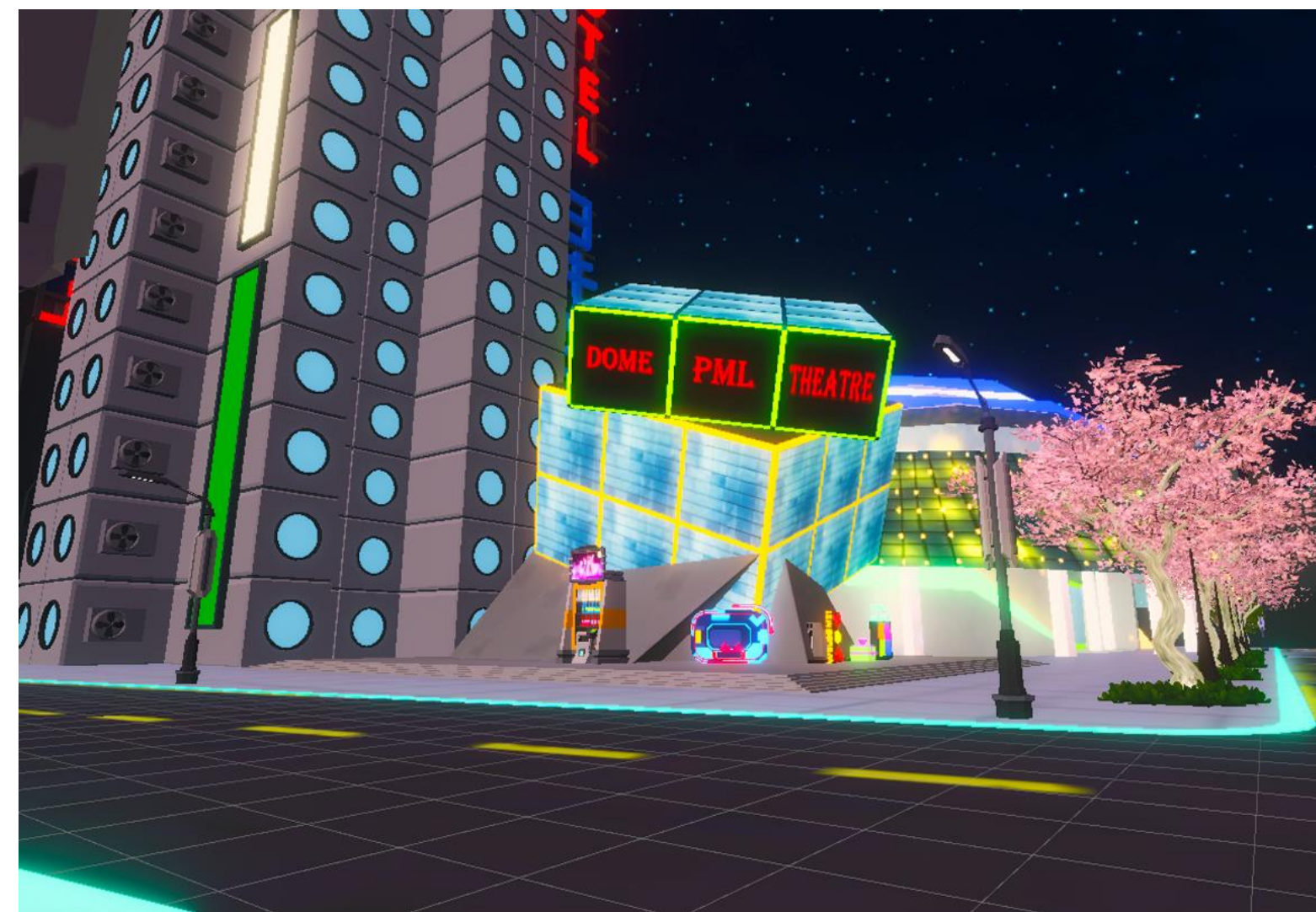
5.PrimeLand Contents



6. PrimeLand Contents



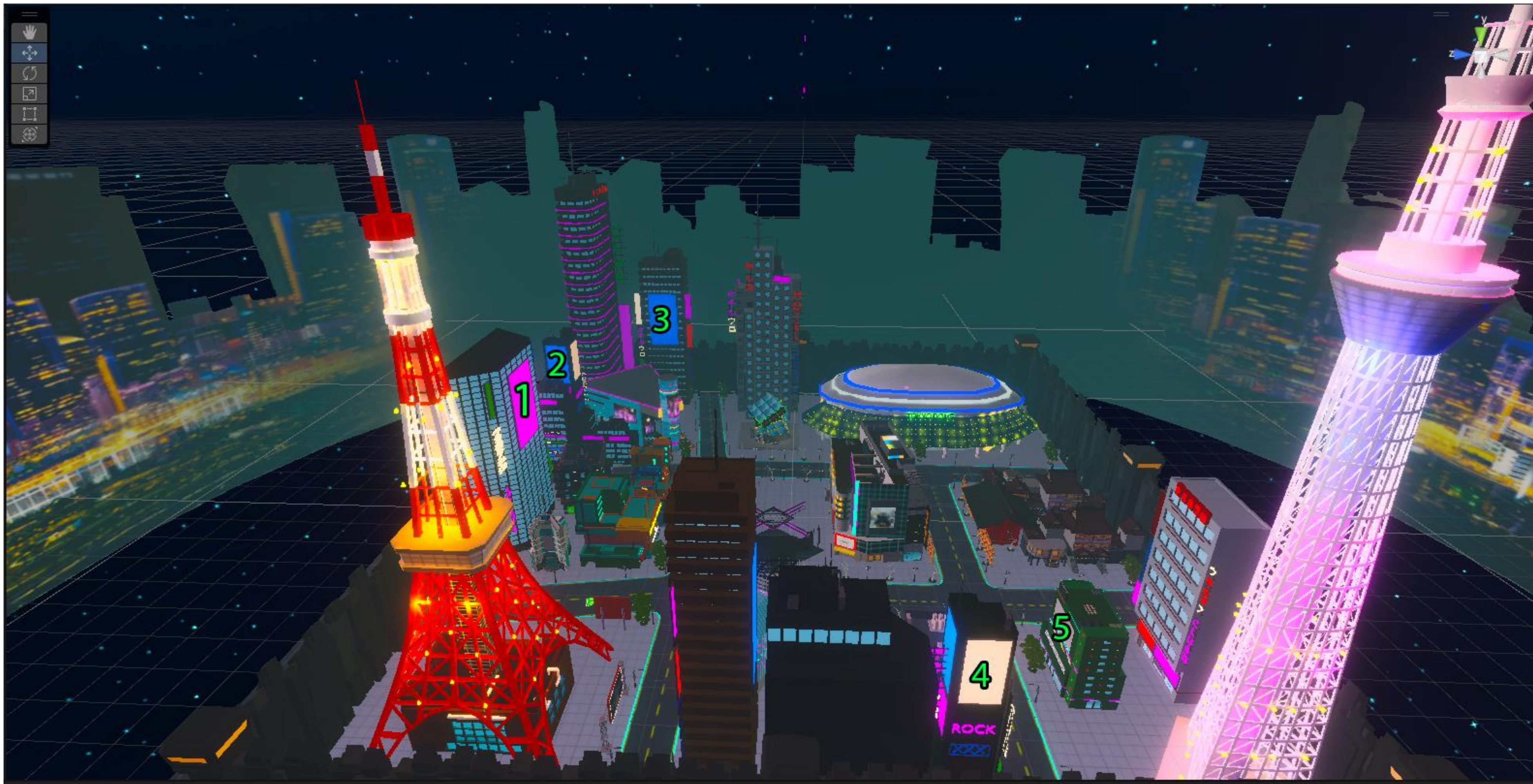
7.PrimeLand Contents



8.PrimeLand Contents



9. PrimeLand Contents Billboard advertisement



10.PrimeLand Content Billboard advertisement



11. Primo and Lan

Primo (Primo) and Lan (Lan) born in PrimeLand

The most important aspect of PrimeLand is the community, which differs greatly from previous projects in that PrimeLand is designed to eliminate the boundary between creator and user, to create and enhance content together, rather than providing content such as games, programs, and live performances to users on a one-way street. We are now thinking of creating and enlivening content together, eliminating the boundary between the creator and the user. To this end, PrimeLand is open and open to the public, and is managed through daily communication with community members.

In addition, for users to remain in the metaverse, it is important that they have a purpose for communicating and working in this space. We want people to feel that they want to stay in this space by communicating with the bright and friendly Primo and Lan.



Primo

character

- Curious and clever.
- He is a little fickle like a cat.
- My favorite color is blue.
- She loves singing and dreams of making her debut.
- They are curious and show interest in various things and try to get involved actively.

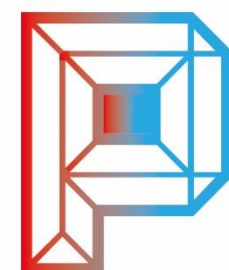
character

- A bright girl who loves to smell good.
- Lately, I've been addicted to cake.
- My favorite color is pink.
- She is good at dancing and enjoys it with a pure heart.
- Good information gathering skills and can improve the accuracy of things.

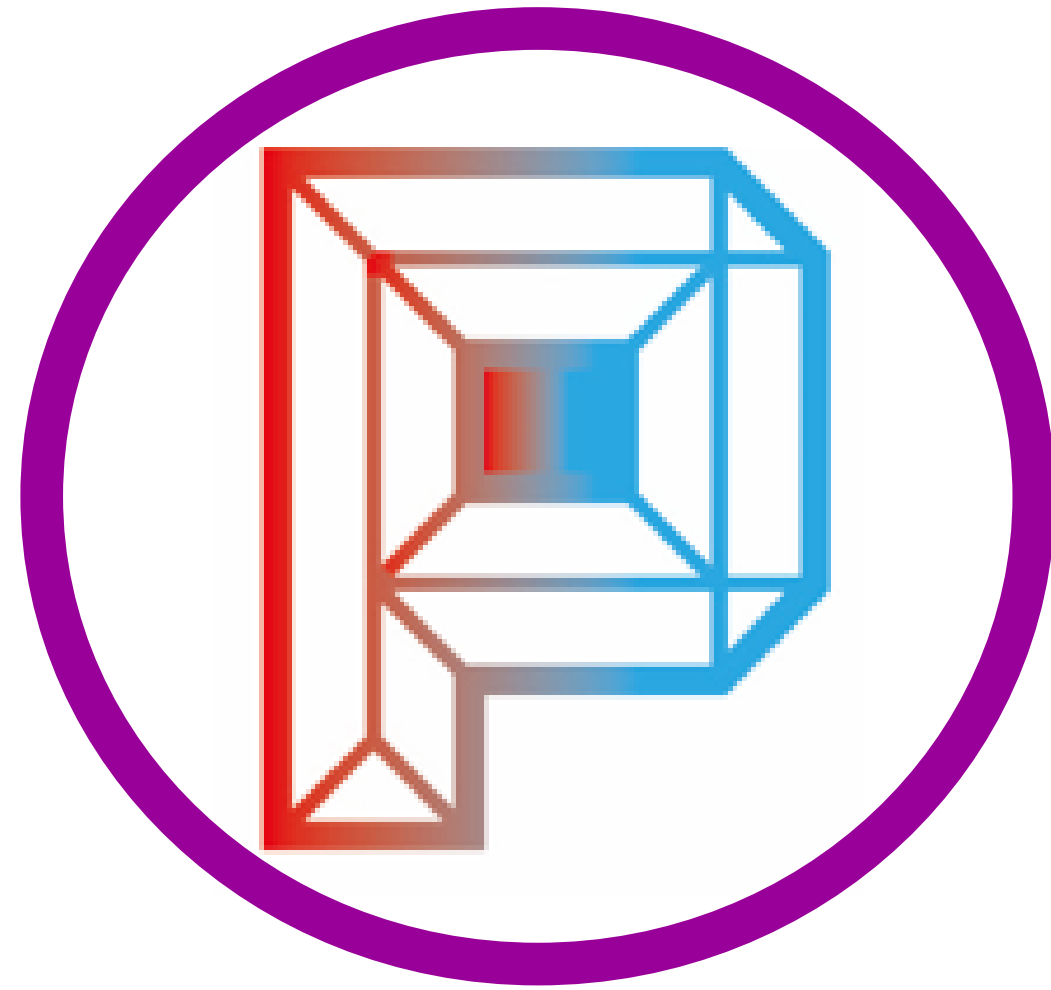


Lan

In PrimeLand, **Primo** and **Lan** will take you to a world you have never seen before.



PrimeLand



Prime Meta Token
PML

13. PML Ecosystem

PrimeLand allows users to use Prime Meta Token (PML Token) to participate in various activities in the ecosystem.

PML Token is an encrypted virtual currency available from "PrimeLand" that is used for various activities, including tickets to enter the metaverse, purchase of NFT works sold in the metaverse, and access to content.

Land: Land is the land in the metaverse space that a player can own and is issued as an NFT. The initial land consists of 160 x 160 parcels, and the parcels can be expanded by leveling up the land. Land owners can build "buildings" on the land and host "events" in them, as well as provide services such as "NFT exhibitions and sales events" and "games".

Holders can also earn a portion of the revenue generated on the Land, such as "Talk-To-Earn done on the Land" and "Events and Sales". If you host an event that attracts a lot of players and excitement on the land, you will be rewarded with PML tokens.

Rental Fee: The theater may be rented out to other users. In such case, the rental fee shall be the amount stipulated in PML Token.

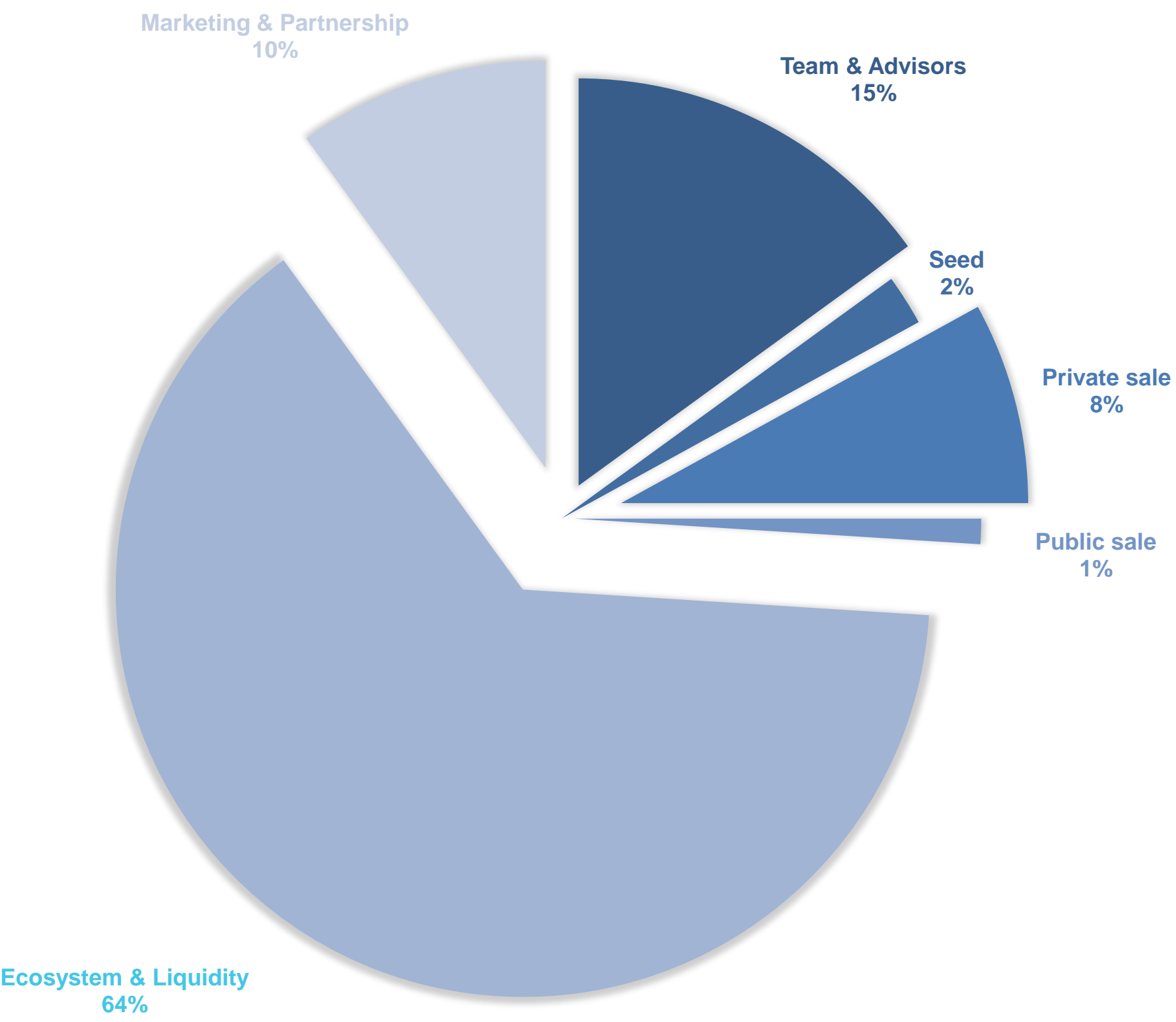
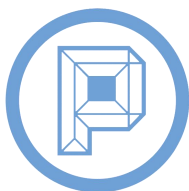
Admission: Theaters have the ability to exhibit and host artwork and live performances. The organizer sets the admission fee with PML Token. This is a good way to profit.

Advertisements: Advertisements can be placed on the exterior walls of the theater and on the interior walls of the theater. Users can charge a fee to advertisers with a PML Token and earn advertising profits.

Rewards: Users can earn rewards and participate in incentive programs by exhibiting and selling NFTs for sale on the platform. Contribute to market liquidity creation and ecosystem growth.

Referral Bonus: When a new user joins PrimeLand or sells an asset with a user's referral code, the referrer receives a 0.5% bonus on the sale.

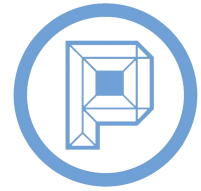
14. PML Allocation



Token symbol: **PML**
Total supply: **10,000,000,000**
Starting public sale price: **U\$0.005**

Allocation	Percentage
Team & Advisor	15%
Seed	2%
Strategic sale	8%
Public sale	1%
Ecosystem & Liquidity	64%
Marketing & Partnership	10%
TOTAL	100%

15. Token Sale Plan



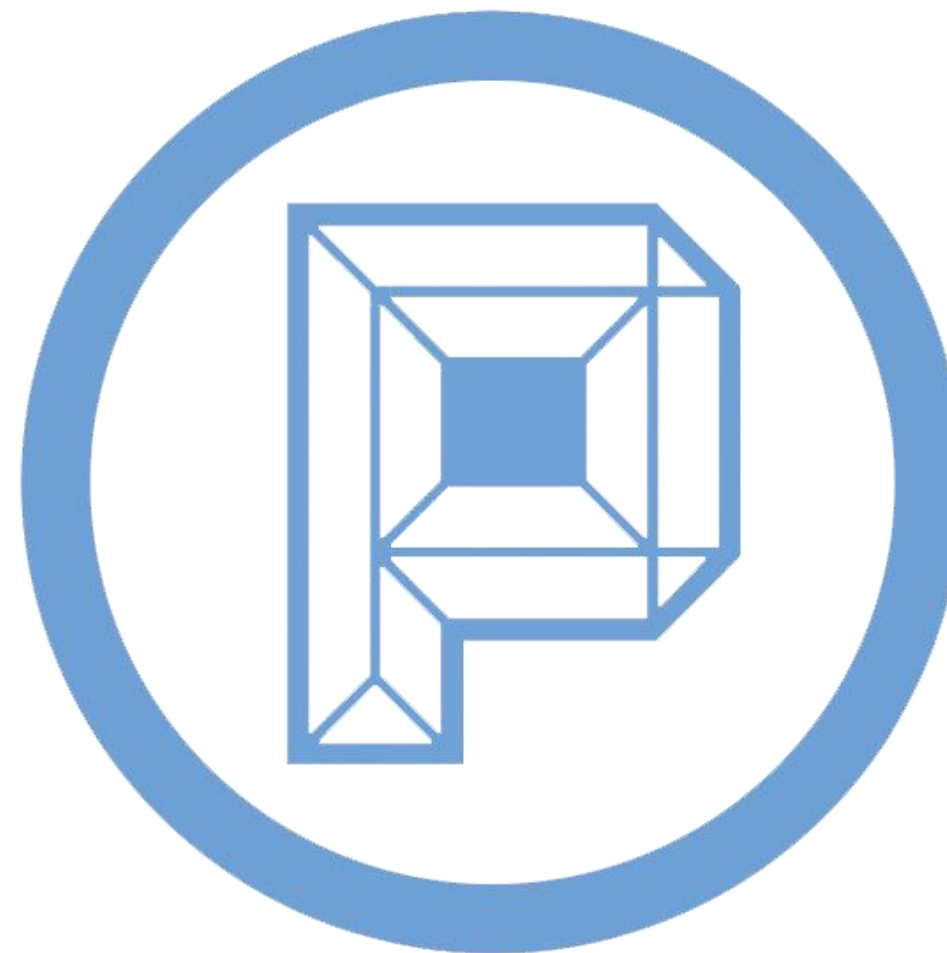
Seed/Strategic/Public Sale

11%

of total supply

Total Token Supply

10B



Seed Sale Price 2% 200MIL token

\$0.001 (FDMC \$10M)

A one-month cliff and 15 months vesting period

Strategic Sale Price 8% 800MIL token

\$0.002 (FDMC \$20M)

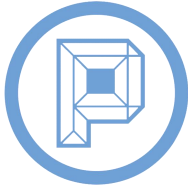
A two-month cliff and 12 months vesting period

Public Sale Price 1% 100MIL token

\$0.005 (FDMC \$50M)

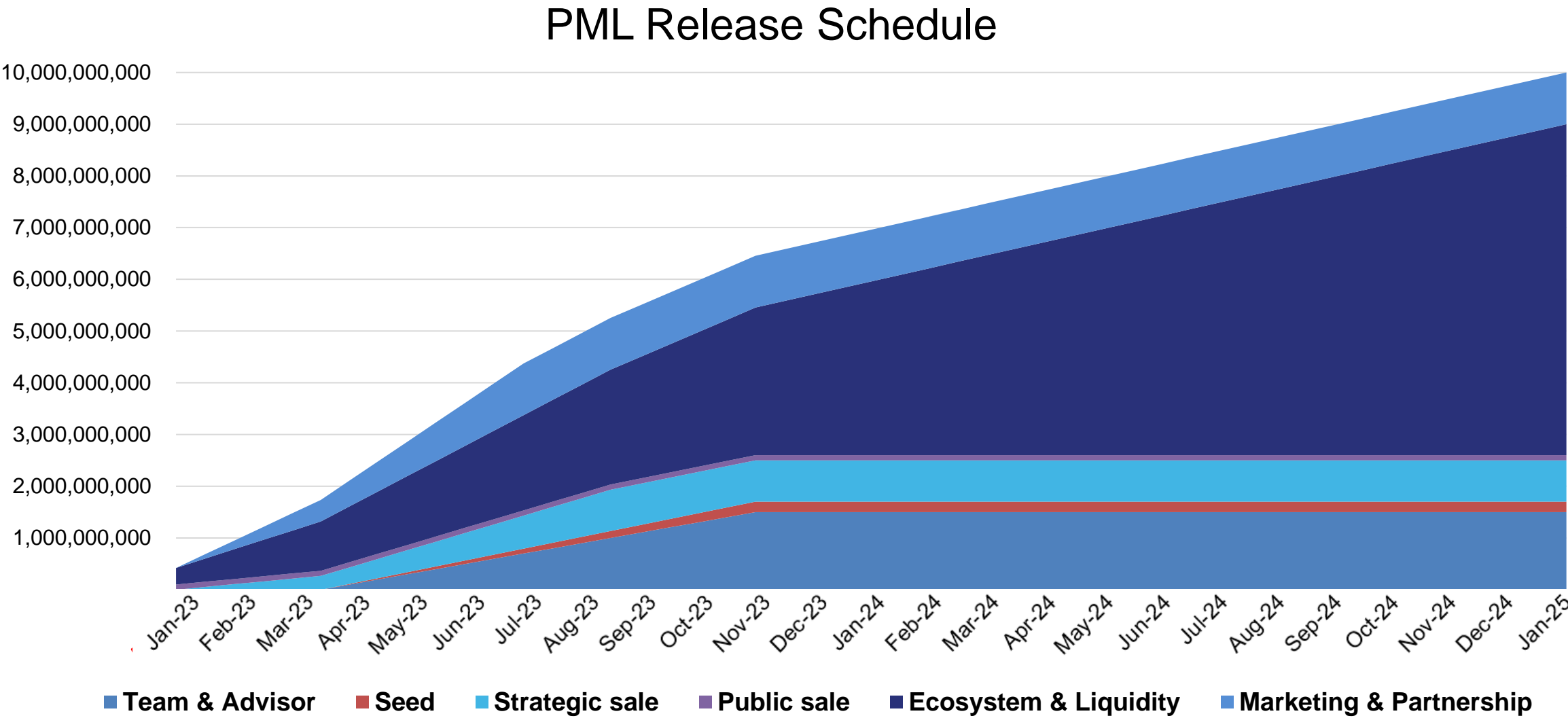
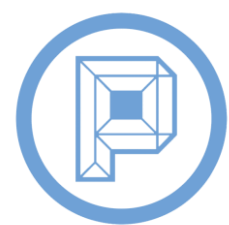
(*) FDMC: Fully Diluted Market Capital

16. Token Metrics

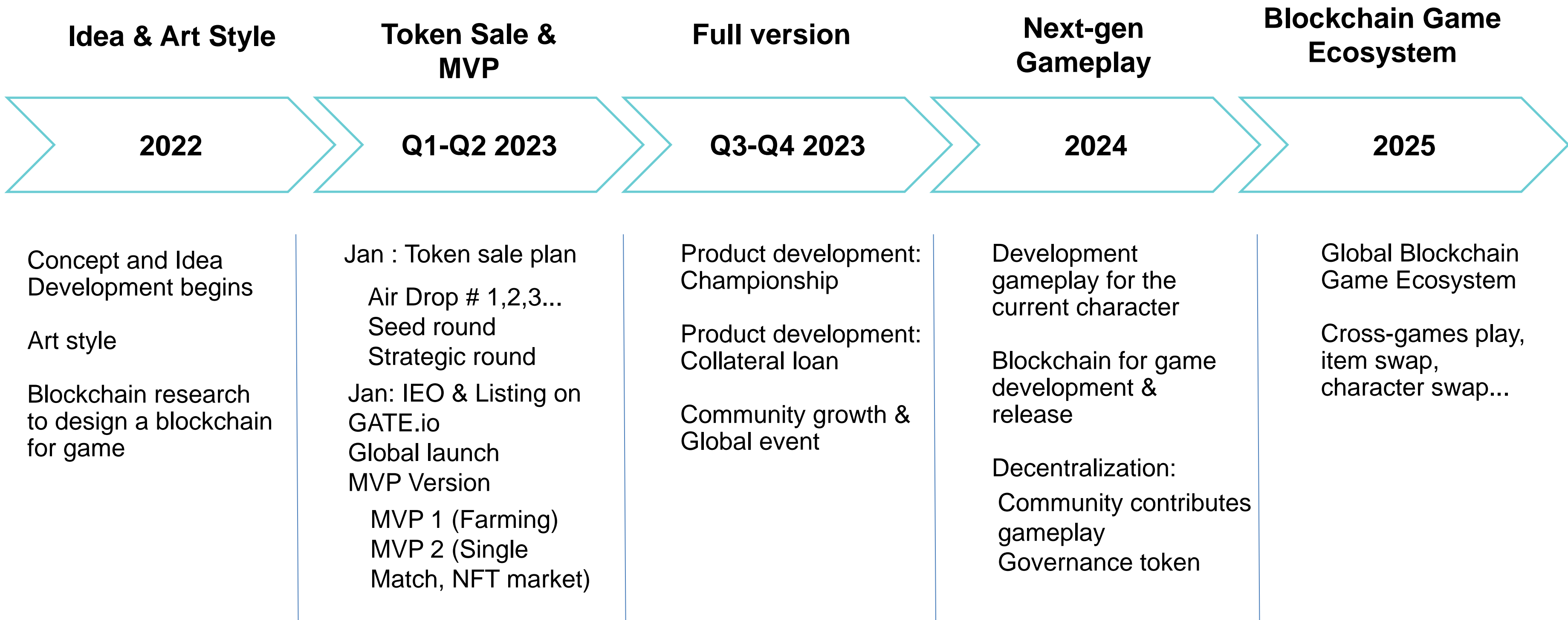
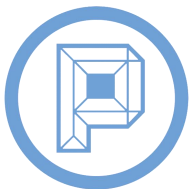


Allocation	%	Token Supply	TGE Unlock	Cliff	Vesting
Team & Advisors	15%	1,500,000,000	0%	6 months	15 months vesting period
Seed	2%	200,000,000	0%	1 month	15 months vesting period
Strategic sale	8%	800,000,000	0%	2 months	12 months vesting period
Public sale	1%	100,000,000	100%		
Ecosystem & Liquidity	64%	6,400,000,000	5%		5% for liquidity at TGE, then vesting in 48 months according to development plan.
Marketing & Partnership	10%	1,000,000,000	0%	1 month	Vesting in 12 months
TOTAL	100%	10,000,000,000			

17. Token Release Schedule



18. Roadmap



19. Benefits of owning a PML

It offers unique advantages not found in other tokens.

1. 5% of Primez sales are returned to PML token holders based on the amount of PML tokens held and the length of time the tokens have been held, aggregated every 6 months.
2. You can be used for tipping at METALIVE, and you can get a bonus if you use PML tokens.
3. NFT works, ETH loan secured by PML tokens, expected in late 2023.
4. PML tokens give you the right to vote in events. E.g., boxing game matches, voting in contests, etc.
5. Securely deploy PML tokens to various crypto assets and legal tender.
6. Price increase can be expected after listing on major overseas crypto asset exchanges.
7. Development of the original metaverse.
8. Possible to open a store in Metaverse.



**Bringing Japanese Entertainment and Culture
Closer to You**

Digital Media for the World

21.Prospect for METALIVE



VISION

Spreading Japanese entertainment culture to the world in real time.

Spreading Japanese Subculture
Japanese subculture to the world through live performances

MISSION

It will become a standard tool for transmitting the Japanese entertainment industry to the world.

Bumping up Japanese entertainment

METALIVE Advantages

"METALIVE" is positioned differently from traditional LIVE platforms in terms of its diffusion, investment, and specialization.

GLOBAL

The Superiority of Japanese Entertainment Culture
Ability to spread information to the world



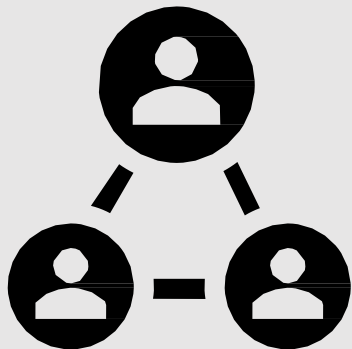
INVESTMENT

Web 3.0 media with the ability to purchase points using cryptographic assets (tokens)



SPECIALTY

By limiting the talent and genre
Ensure quality of delivery



22. Delivery method

2 Two delivery methods

METALIVE will offer an "official channel" for official live streaming and a "live streaming" service with a more private feel. In addition, in order to increase profitability, we plan to conduct auditions and projects in which viewers can participate by competing for the amount of money they can throw at the site.



Official Channel

Delivering official TV-like programming.



Official Channel and
The LIVE streaming
2 WAY Service

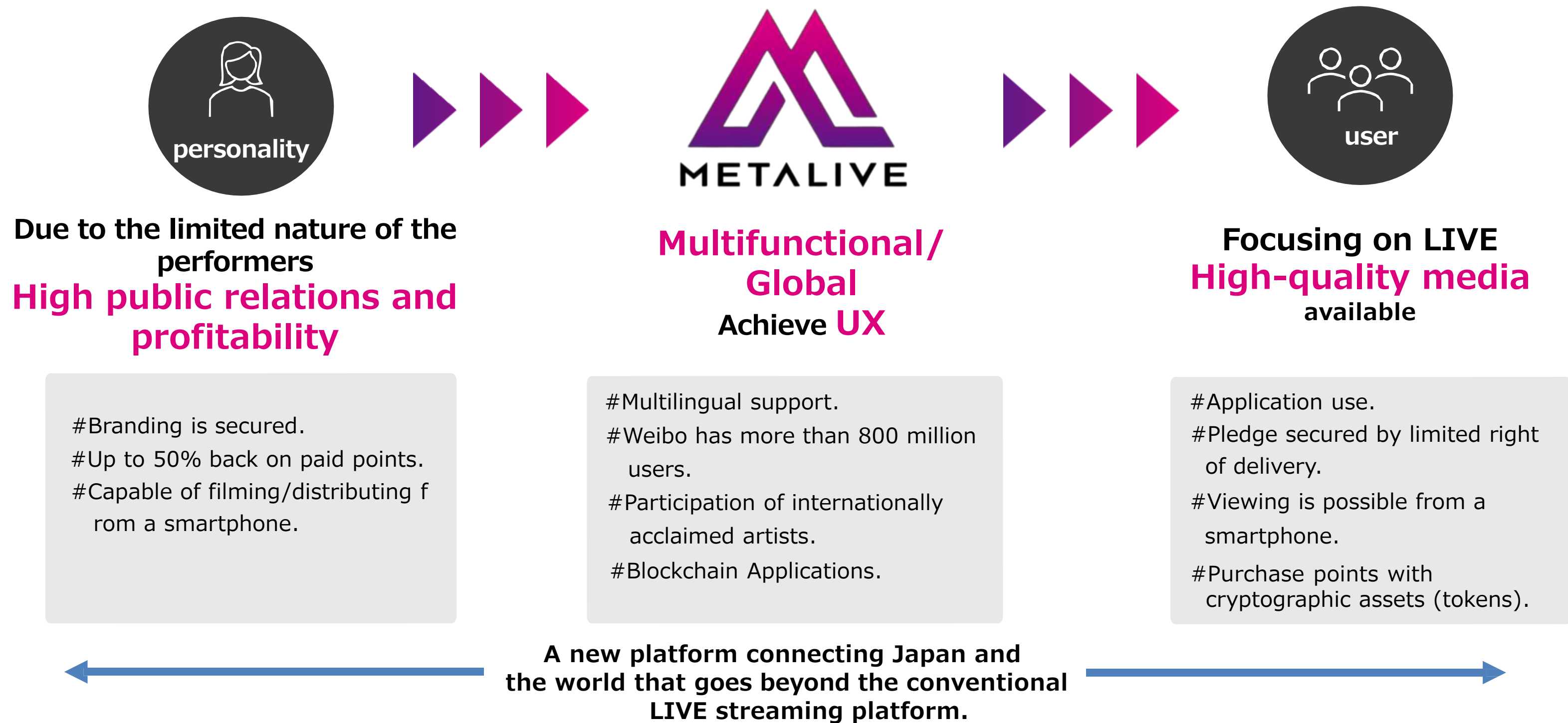


Live Streaming

Deliverer takes pictures with a smartphone.

23. development of services

Japanese culture, cosplayers, idols, and gravures are popular around the world.



24. Various functions (image)

Official Channel
(Broadcasting original
programs)



Official original programs will be broadcast. At the time of launch, the program will be limited in genre and cast to ensure the quality of the program.

Fan club
(Subs.)



Subscriptions provide ongoing profitability for your talent.

Online shopping
(Live Commerce)



The goal is to increase the sales promotion effect of goods and tickets through cross-selling by live commerce.

A wide variety of payment systems
(credit, electronic, crypto assets)



The introduction of blockchain technology will enable purchases to be made in crypto assets, the "primes coins". International payments are also possible.

25. Cash Point



A variety of cash points can be expected as media.

Live Streamer's normal delivery



This is a throwback to the live streaming.

By holding auditions Fan Vote

Hold auditions on a regular basis. We can expect an increase in the amount of money thrown and revenue from the purchase of checkered tickets.

Corporate advertisement



METALIVE will establish a position as a media outlet that can disseminate information to the Asian region. This makes it an ideal location for companies looking to promote their products in the Asian region.

Fan club

METALIVE will also introduce a subscription billing system.

Online shopping

Including implementation of EC system and promotion on behalf of the client 20% of sales will be collected as a sales commission.

Organizing events

Organizing live events and other events
Revenue will be generated through ticket prices and PPV.



26. Creation of original programs (image)

Yokocho NAVI

Three women who love to drink will be drinking hard at Hoppy Street and Harmonica Yokocho. The level is just on the edge of broadcast prohibition.



This is a program to discover

beautiful girls on the streets of Shibuya and Harajuku while introducing the latest trends in the area. We are aiming for KOL debut in China.



Find the hidden hot springs! A slightly

muffled hot-spring journey. Race queens and sexy idols report on hot springs, and the last part of the show promises to be a delicious alcoholic beverage that will make you feel great.



Idol Tiger: An idol aiming to start a business talks about her dreams. Will investors' funds really work?

*Throwing money-linked by online users



Race queen picture book.

We will introduce race queens of all categories in Japan, from top race queens to rookies.



Japanese Culture toward the World



Primez



Primez

Unique Japanese aesthetic world content
Primez

From the NFT Marketplace

We will transmit this information to Japan and the world.

28.Primez

Primez

カテゴリーで検索

フリーワード,タグ

マーケット

ガイド

PRIMEZについて

JP





ウォレットに接続

Kenshin

241,7525

アイテム数ページビューお気に入り

右手で墨が持つ奥深さに色を宿し左手に思いを込める。世界各国から招待を受け日本の色を世界に魅せる唯一無二の活動家。彼の描く世界観には魂がこめられ、描いてもらおうと幸せを掴むというジンクスがある。その為、日本のみならず世界各国で彼の世界観を求める人が後を絶たない。



Primez

カテゴリーで検索

フリーワード,タグ

マーケット

ガイド

PRIMEZについて

JP


ウォレットに接続

JJPJA

87550

アイテム数ページビューお気に入り

多くのメディアへの出演、監修を務める宝石鑑定士・工藤直一。世界トップクラスの宝石鑑定をしてきた確かな鑑定眼で選り抜いた宝石やジュエリーをNFT化して販売。工藤直一がセレクトしたダイヤモンドで装飾された松本零士作品をNFT化。



Primez

カテゴリーで検索

フリーワード,タグ

マーケット

ガイド

PRIMEZについて

JP

ウォレットに接続

JLOC

101,0360

アイテム数ページビューお気に入り

スーパーGTレースのランボルギーニ写真、レースで使用されたランボルギーニのカーパーツを再利用した商品（例えばタイヤをテーブルに加工）の所有権、世界に1台しかないカスタマイズされたランボルギーニの所有権をNFT化して販売。





JLOC (Japan Lamborghini Owners Club), a Super GT race sponsored by Primez issued the NFT Trekkers for the team's race queens. Each team member is promoting their own PR to their fans and followers, which leads to purchases.

29. Market

The content and related industries in Japan total 53 trillion yen (\$392 bln), or 10% of GDP, and the domestic market will continue to grow slightly every year despite the declining population, reaching 13 trillion yen (\$96 bln) in 2020, of which online media is expected to account for about 34.2%, or 4.452 trillion yen (32.9%), in 2020. Online media, in particular, is expected to grow to 4,450.2 billion yen (32.9%), or about 34.2% of the total in 2020.

The overseas market for Japanese content, which is highly acclaimed around the world, has more than doubled in the past 10 years and is expected to exceed 2 trillion yen (\$14.8bln) by 2020.

The largest overseas market by sector is animation, followed by online games for smartphone applications, which has grown rapidly, and then print publication and distribution of manga.

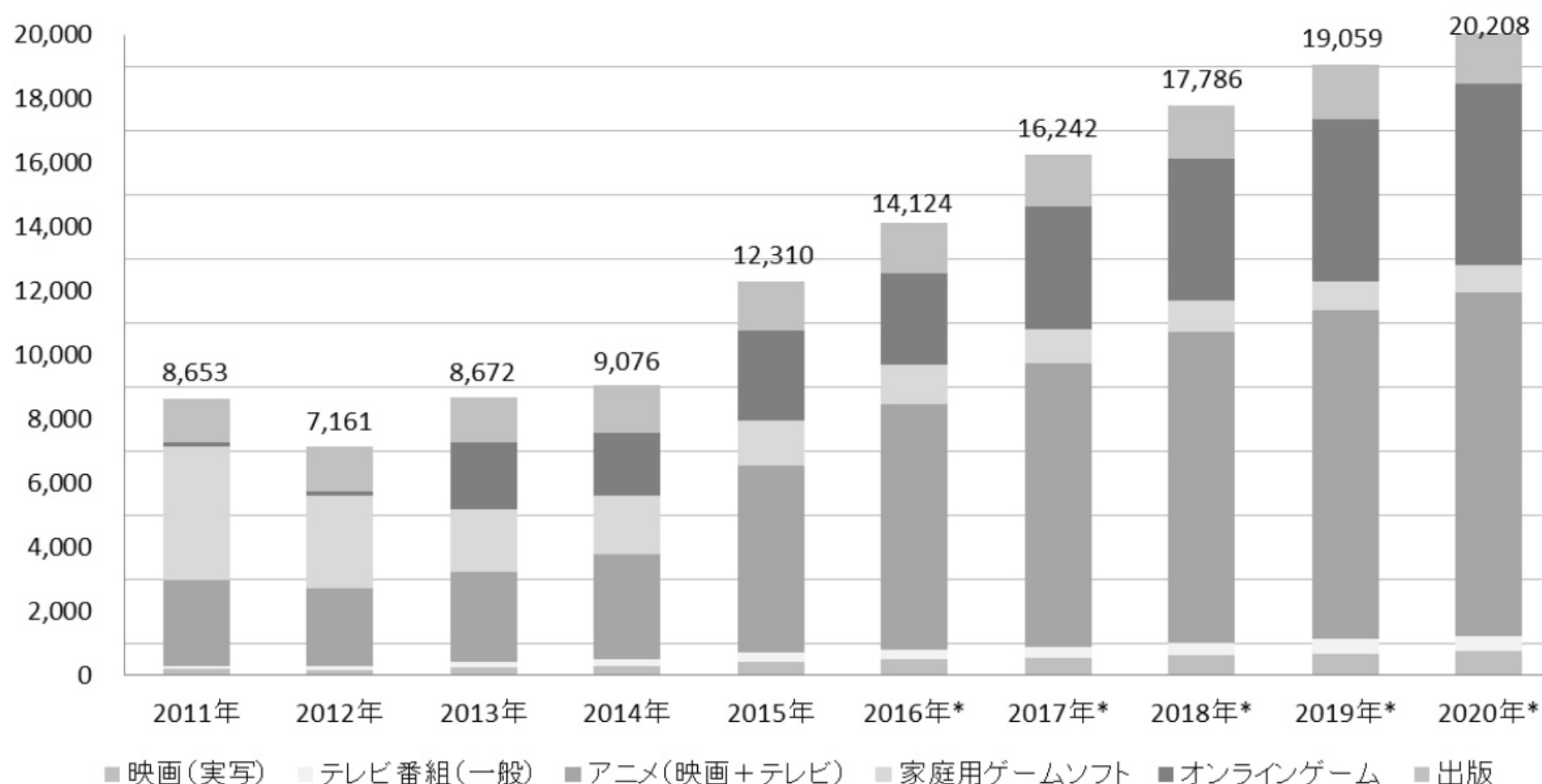
The 2016 market size overseas is in the order of the U.S., China, Japan, the U.K., Germany, and France, with the U.S. accounting for about 45%, China about 13.5%, and Japan about 11% of the total 101.9 trillion yen (\$754bln) for the 16 countries in 2016.

Primez NFT Marketplace will focus on the value of those Japanese contents and convert them to NFT, protecting and enhancing the value of creators in the Japanese culture and creating a new economic sphere not only in the Japanese market but also in the U.S. and Asia.



- ◆ Increase the value of content creators
- ◆ Expansion into Japanese and international markets

日本コンテンツの海外市場の2011～20年の推移・予測（単位：億円）

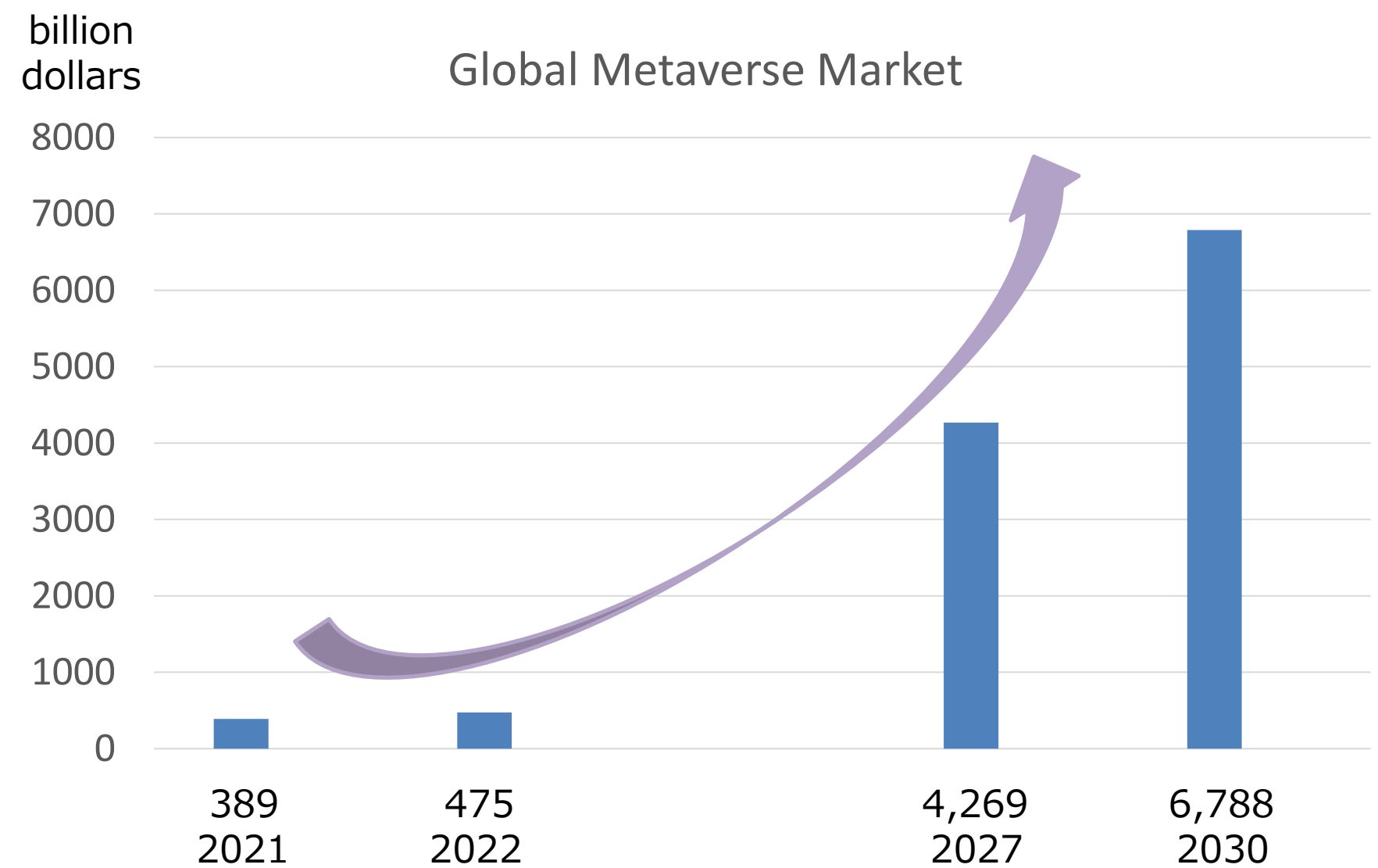


Converted to \$1 = 134 yen

30. Global metaverse market

The size of the metaverse market is estimated to be **about \$38.9 billion as of 2021 and to grow to about \$47.5 billion by 2022**, according to data released by the Ministry of Internal Affairs and Communications.

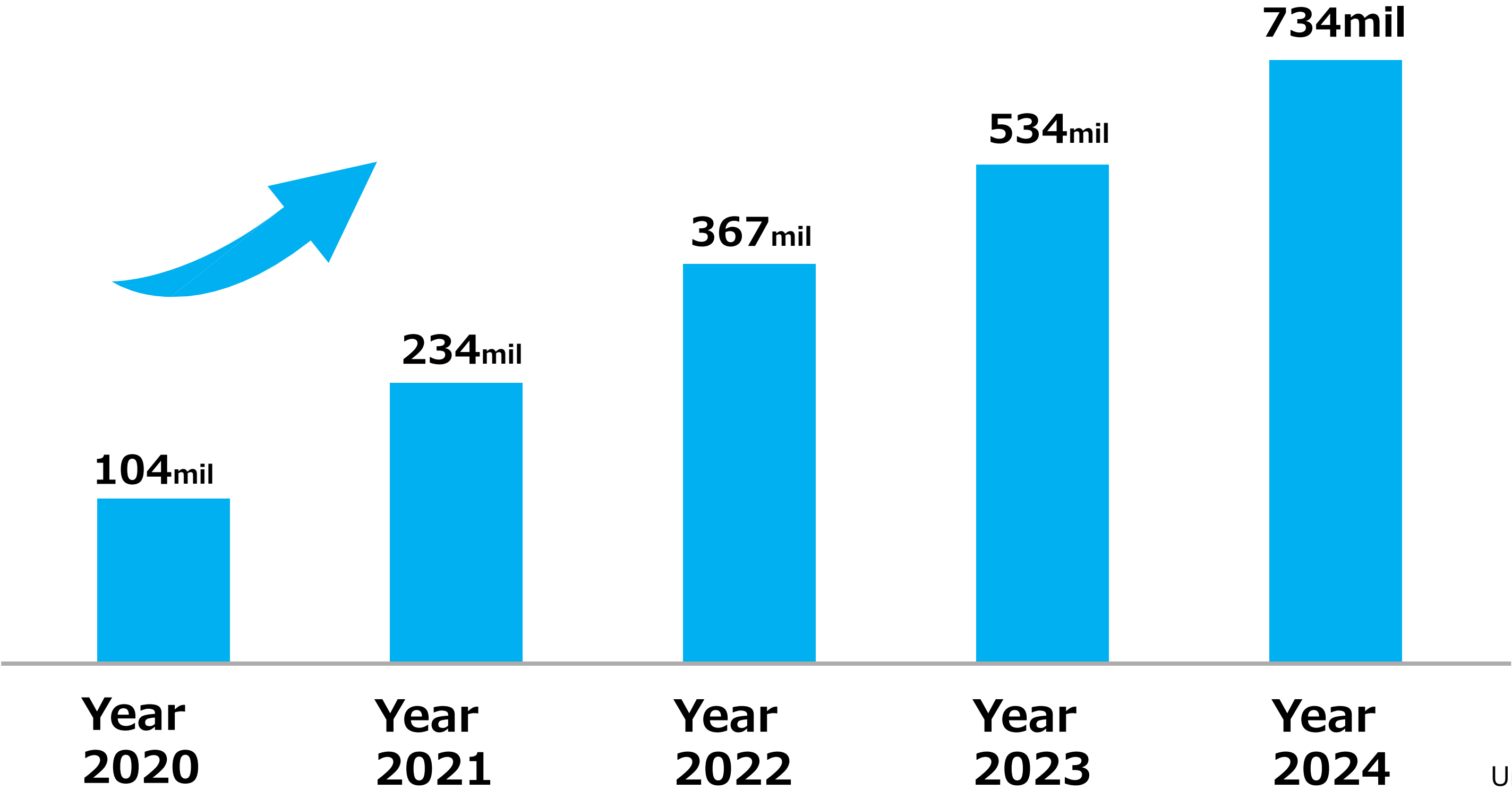
It is expected to grow to approximately **\$678.8 billion in 2030**, about 17 times its current size. Global Information's study predicts it will reach **\$426.9 billion in 2027**.



31. About the Live Market in Japan


The market size in Japan in 2020 is estimated to be 14 billion yen (\$104mil) and approximately 100 billion yen (\$746mil) in 2024.

In recent years, the digital live entertainment market, including live-streaming applications, has continued to expand rapidly due to the impact of the Corona Disaster and accelerating communication speeds such as 5G communications.



Unit (\$mil)
Converted to \$1 = 134 yen

32. Competitiveness

- 1) From traditional Japanese culture to contemporary music, animation, art, idols, and sports must have carefully selected content IP.
- 2) Information widely distributed to Chinese people with the cooperation of Weibo, which has 800 million accounts.  The ability to spread the word.
- 3) Fans from Japan to Asia with Influencer, which has a huge number of followers.
Marketing should be possible.
- 4) METALIVE is the first to support WEB3, including the ability to use cryptographic asset PML tokens for tipping.

33. Ability to diffuse and compete in Japan and overseas

GLOBAL

Ability to spread information to the world

INFLUENCER

Mega-influencer among gravure idols and cosplayers who are well known abroad, their appearances will allow the company to **reach a large number of international users**.

In addition, as genres that strongly reflect Japanese culture, such as gravure and cosplay, already have a large number of overseas fans, we hope that our appearances in this media will help to attract **foreign fans**.

MARKETING

With the media cooperation of "Weibo" which has **800 million users**, **the company will** conduct large-scale overseas marketing. In addition, the mega-influencers who are scheduled to appear on the show will be posted **on various social networking services** and **advertisements will be placed** overseas to attract users at the time of the launch.

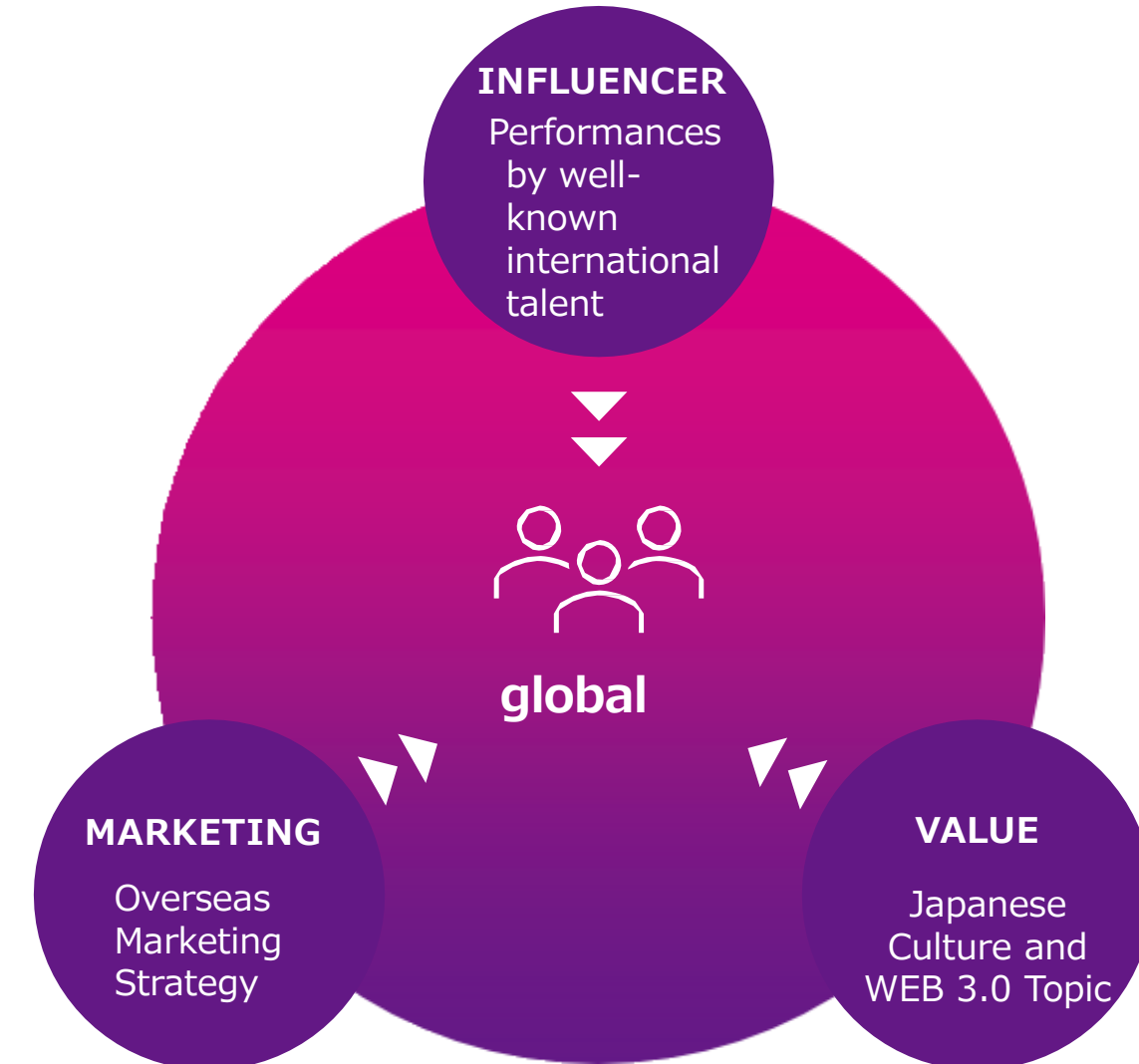
value

This service will implement blockchain technology and **the ability to purchase points with cryptographic assets (tokens)** has been implemented.

In addition, many foreigners are interested in Japanese subculture and are enthusiastic about it.

The above perspective also ensures its **value as a medium**.

Three Axes of Globalization



34. Competitiveness fan marketing

Fan marketing: Marketing to the fans and followers that Influencer has already acquired.



Tomomi Morisaki
Instagram: 5.05 million
Twitter: 344,000



Rina Hashimoto
Instagram: 793,000
Twitter: 339,000



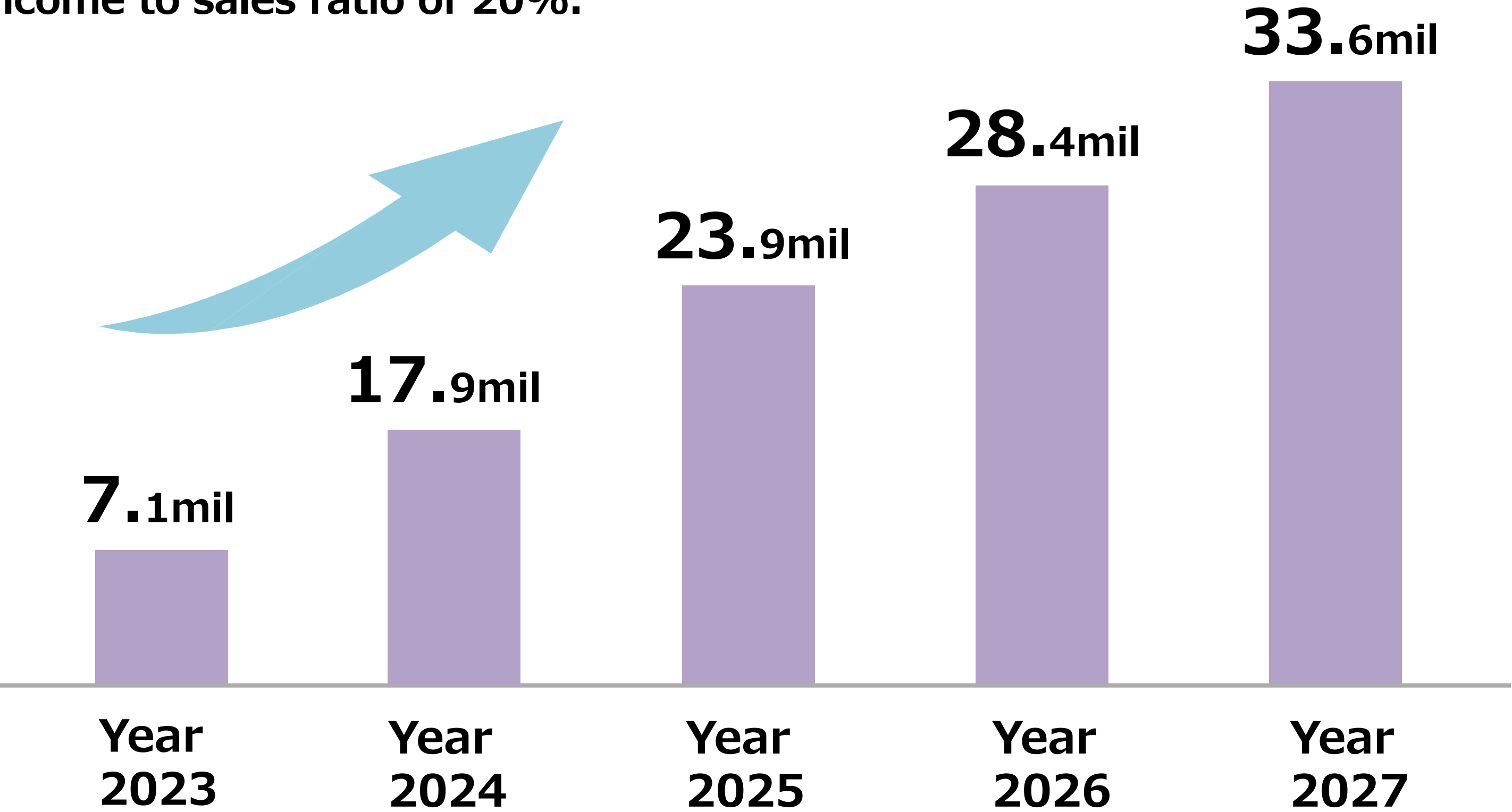
Hikaru Aoyama
Instagram: 112,000
Twitter: 329,000



Yukiko Kawaji
Instagram: 24,000
Twitter: 30,000

35. Sales target

Marketing will begin in earnest in 2023, with the aim of expanding recognition from Japan to Asia in general.
Increase growth rate from 2024 to 2025. The goal is to achieve an operating income to sales ratio of 20%.



Unit (\$mil)
Converted to \$1 = 134 yen

36. MANAGEMENT TEAM



Angela Chow
CEO

Angela Chow is a Taiwanese female entrepreneur working in trade and consultancy. Since 2017, she shifted her business focus to blockchain and crypto asset trading, and since 2019, she has been doing research on NFT and introducing PRIMZ to the world.



Zhou Fan
COO

Zhou Fan has served as an advisor to more than two dozen companies, including ITOCHU, Mitsui Engineering & Shipbuilding, Mitsui Bank, Mitsui Marine & Fire Insurance, Mitsui O.S.K. Lines, Toshiba, Dentsu, Sony, Toyota, Marubeni, Nippon Oil Corporation, and Japan Airlines. Chairman of the Under-Z Group and Z Holdings.



Naokazu Kudo
Appraiser

Naokazu grew up surrounded by jewelry and works of art, and by the time he was 20 years old, he had developed a self-taught knowledge of jewelry. By the time he was 20 years old, he had trained in Okachimachi, the town of gems. He currently runs a gem appraisal company in Japan and is also involved in commentating on gems and supervising gem programs.



Jason Lam
Area Manager, Singapore

Jason is an expert in marketing crypto applications. He has over 7 years of experience in investment banking and strategy consulting, working in the He currently runs a management consultancy firm in Singapore, where he is also the chief strategist and He has over 7 years experience in investment banking and strategy consulting, working in the banking industry for both local and foreign banks.



Edward Hong
Area Manager, Hong Kong

With more than 30 years of experience in private equity and real estate, Edward brings a wealth of experience in Hong Kong, China and Japan to his work on blockchain and NFT projects in Hong Kong. With more than 30 years of experience in private equity and real estate, Edward brings a wealth of experience in Hong Kong, China and Japan to his work on blockchain and NFT projects in Hong Kong.



Takahiro Ishizaki
CMO

Takahiro Ishizaki graduated from the Department of Chinese Language and Literature at Hiroshima University, Japan, and studied at Peking University in 1980 as the first Japanese government-sponsored Chinese student. He has worked for Hiroshima City Government in 1984, Consulate General of Japan in Chongqing, and Japan Foundation in Taiwan, respectively, and joined Z Holdings and Weibo Japan after returning to Japan in 2016, and has been a member of the company since its founding period. Representative Director of PRIME MANAGEMENT Co., Ltd. Representative Director of PRIME HOLDINGS Co., Ltd.



Chris Miller
Area Manager, USA

Spearheaded the introduction of crypto asset solutions to the industry, responsible for market development, sales and service infrastructure in the crypto solutions space. 10+ years in the space, multiple blockchain partners ideating use cases and helping companies enter the market.



David Chen
Area Manager, Taiwan

He has worked as CEO, Chief Operating Officer, and General Manager for many international listed companies in the US, China, Hong Kong, and Taiwan. Among them are Oracle, Yahoo, and Tencent, which are among the top 500 companies in the world.

37. Backers



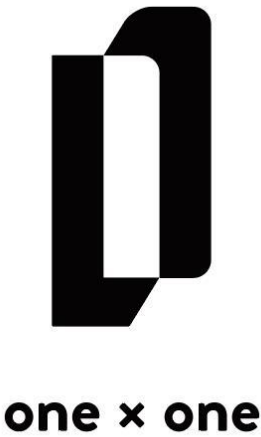
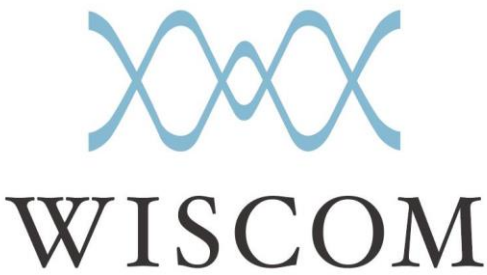
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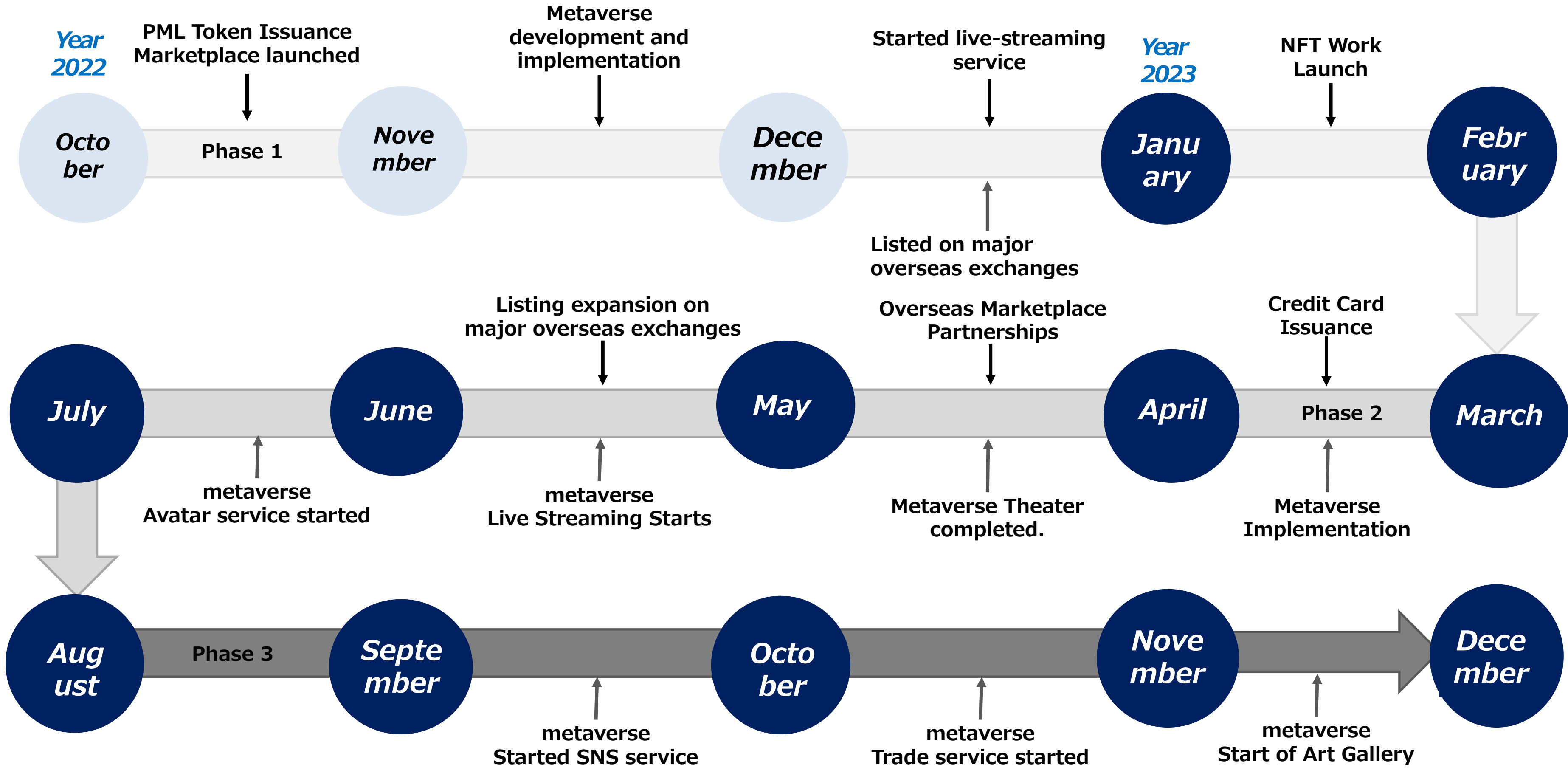


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38. Roadmap



39. Disclaimer

Please be aware of and acknowledge the following risks before owning and using PML. We shall not be liable for any loss or damage incurred by you as a result of any of the following risks.

1 Risks related to the property value of PML itself

PMLs are not issued as securities, financial instruments, or any other investment product or prepaid means of payment, but as cryptographic assets. However, PML issuers do not endorse or guarantee this. PML users are requested to use external services under their own responsibility and authority.

2 Risk of losing PML due to loss of private key

The private key itself or a combination of private keys is required for the exchange of PML by the Subscriber, and the Subscriber is responsible for the management of the private key with his/her own authority and responsibility. The PML may be lost or otherwise damaged due to phishing attacks, malware attacks, denial-of-service attacks, consensus-based attacks, and various other forms of attacks against the Subscriber.

3 Risks associated with the Ethereum Protocol

Since PML is based on ERC20, the Ethereum protocol, any malfunction, failure, or failure of the Ethereum protocol may have a material adverse effect on PML, and PML may become temporarily unavailable. In addition, PML requires a transfer fee (GAS fee) when transferring funds on the Ethereum network, and the GAS fee may rise due to congestion on the Ethereum network or other causes unrelated to the PML issuer.

4 Risk of Mining Attacks

PMLs, like other decentralized cryptographic tokens based on public chain protocols, may be susceptible to mining attacks during verification of token transactions on the block chain. These attacks may pose risks to the recording of transactions and other information related to PMLs.

5 Risk of Changes in Laws, Regulations and Taxation

Any law, decree, statute, regulation, order, notice, ordinance, guideline or other regulation or taxation system relating to PML may change in the future. In addition, Users must make decisions regarding whether or not to file tax returns and other tax-related matters in connection with PML under their own authority and responsibility.

6 Risk of input errors by users and other factors

There is a risk that unintended transaction results may occur due to user input errors or other actions, malfunctions, failures, or operating conditions of third party communications or system equipment, natural disasters, cyber attacks, or other causes.

7 Relationships among users

Any transactions, communications, disputes, etc. arising between users and other users or third parties shall be handled and resolved at the user's own risk, and the Company shall not be responsible for such matters.

8 Risk of PML issuance or suspension of circulation, etc.

The Company shall not be liable for any damages incurred by users in connection with the suspension, termination, or modification of the issuance or distribution of PML, deletion or loss of user messages or information, cancellation of user registration, loss of data resulting from the use of this service, equipment failure or damage, or any other matter.



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