

BULLETIN 23.05 - Sink Distributions
 August 31, 2023

DISCLAIMER: The following information is a work in progress and subject to change until ratified by the Emissaries Prime and Echelon board. Given community feedback, there may be further edits and revisions.

SUMMARY

In this Bulletin, we present two updates. The first relates to **PRIME Sink** creators and the second to [Sink Distributions](#) for cached **Prime Drives** and **ParaSets**.

SINK CREATORS

We propose removing the 5% to **Sink Creator** in the **Sink Schedule**, and re-allocating it to **Gameplay Pool**. This simplifies the Schedule and removes redundancy in creator allocations. PRIME already flows to Sink Creator *before* the Schedule in many cases:

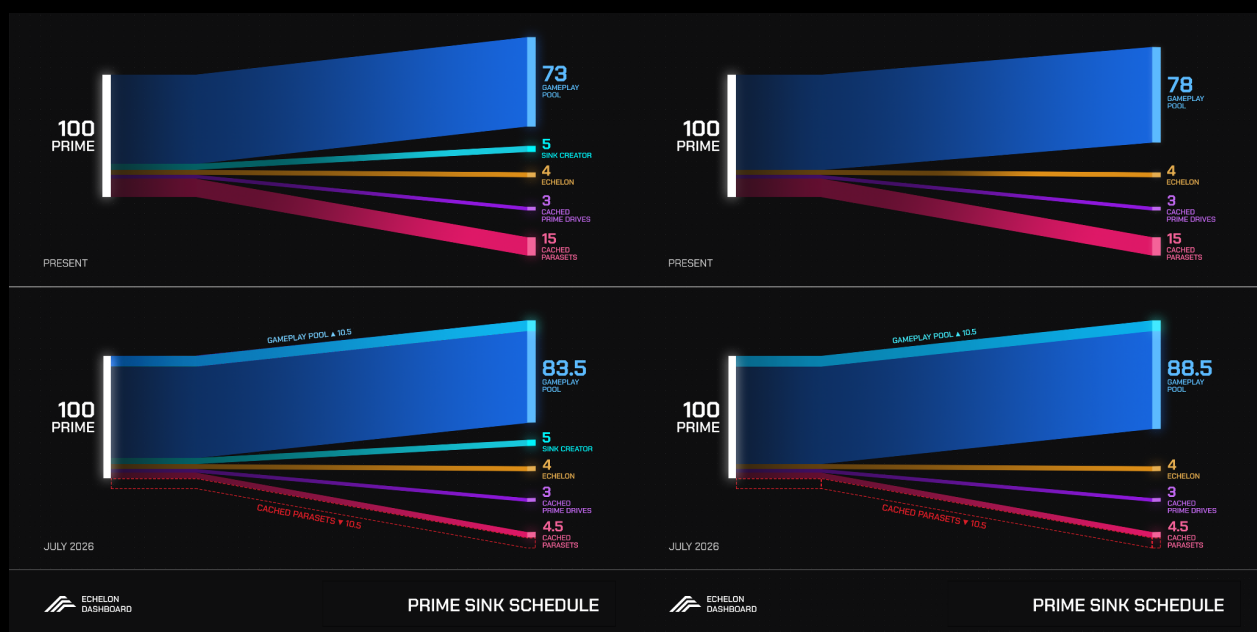
[Artigraph](#) - 11% to Card Artist.

[Echoes](#) - 20% to Parallel Studios.

[Priming](#) - 50% to Paragons DAO.

For 100% Sinks, like [Payload](#) and [Terminals](#), Echelon can hold back 5% for Sink Creator on the front end rather than within the Schedule.

See Schedule before (left) and after (right):



[LINK TO FULL SIZE IMAGE](#)

SINK DISTRIBUTIONS

When PRIME flows to the Sink Schedule, a portion goes to pools for cached Prime Drives and ParaSets. As of writing, around 1M PRIME has been sunk. So roughly 30K tokens are in the **Drive Distribution Pool** and 150K in the **Set Distribution Pool**.

We propose a linear distribution of these pools over three months. Emissions begin September 11. PRIME accumulated throughout each month [11-10] is to be emitted the following month.

CONCLUSION

Update one simplifies the Sink Schedule and allows more flexibility in rewarding Sink creators.

Update two provides clarity around PRIME distribution methodology for cached Drives and Sets.

-END-