

Phase 2 - Primary Skill Development **and the Distribution of Tools**

Once Neandersmols have developed their Common Sense to level 100, they can choose what skill they develop next.

The three skills that a Neandersmol can choose to develop are:

- **Farming Skill**
- **Fighting Skill**
- **Mystical Skill**

And once these skills are developed to a certain level, Neandersmols will be able to acquire valuable tools to produce resources that are necessary for the Prehistoric Smolverse to thrive.

Before we dive into Primary Skill Development, we need to address how Unskilled Neandersmols will fit into the Prehistoric Smolverse now that the door to primary skill development has closed on them.

The Unskilled Neandersmol Grind

Just like in real life, if you choose not to develop your skills early on, you may have to go through some unpleasant labor to survive.

As we get closer to phase 2, you'll learn more about these jobs in detail. But know that they will have value in the Prehistoric Smoverse. And their jobs will be crucial to the development of the Neandersmol civilization.

In order to perform these jobs, they'll need to invest in some supplies. These supplies won't last forever and they can't be sold. But they'll be crucial to have in order to gather important resources that other Neandersmols will need in future phases.

Primary Skill Development

The 3 new locations for development will be:

- **The Garden** - where Farmers are developed
- **The Battlefield** - where Fighters are developed
- **The Chamber** - where Mystics are developed

Only Neandersmols who have a minimum level 100 in Common Sense will be able to develop these skills.

Each location will have a maximum capacity. And there will be a limited amount of tools that can be minted. This will incentivize players to develop their Neandersmols' Common Sense above a level 100, and develop their Neandersmols' Primary Skill as fast as possible.

All skill sets will be crucial to the long-term health of the Prehistoric Smolverse and every role will be necessary to defend the civilization from future external threats. The skill that the individual Neandersmol chooses to develop and the speed at which they develop it will determine if they can mint a tool and if they can, what tool they will have access to.

The mechanics of developing primary skills will be similar to that of the mechanics of developing Common Sense. More **\$BONES**, staked for longer = quicker skill development.

In addition to having a capacity per location, the supply of tools will also be limited and will be smaller than the capacity of each location. This will incentivize Neandersmols to develop as fast as possible.

Fret not, whether or not a Neandersmol can develop a primary skill or receive a skill specific tool, all Neandersmols will have utility in phases to come.

Distribution of Tools

Each skill set will unlock a specific tool once the Neandersmols reach a predetermined level in their Primary Skill.

These tools will be available on a first come, first serve basis. There are NOT enough tools for every Neandersmol that develops their Primary Skill to the necessary level. Neandersmols that choose to maximize their development speed will have first honors of minting these tools.

Once these tools are distributed, all Neandersmols will be classified based on how developed they have become in phase 1 and 2.

This will leave tool owners with a choice...

They can operate their tools solo. Which will be much easier to coordinate, but will yield much less return.

Or, they can recruit Unskilled, Skilled and Specialty Neandersmols in order to use their tools more effectively. These Neandersmols that choose to step into a "management" role will reap a much higher yield for themselves and their team.

Phase 3 will open up the doors for community collaboration in order to prepare for future external threats....