# SAMPLE

## The Game Boosting Services Guide

Turn High-Rank Game Skill Into Paid Work — Boosting, Coaching, and Piloting, Priced and Delivered Safely

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This free sample contains the Introduction and Chapter 1. The complete book contains

the full contents above.

# Introduction

Somewhere out there is a player stuck where you used to be stuck. They have been sitting at the same rank for three seasons. They watch high- rank streamers and cannot understand why the same game feels like a different sport at their tier. And — this is the part that matters — they would happily pay someone to feel, even briefly, what the higher ladder is like, or to be shown exactly why they keep losing.

If you are the player who got out — the one who climbed past that wall, who plays at a rank most of the server will never touch — then you are holding a sellable skill, and this book is about converting it into money. Not someday, not hypothetically: this month, with the phone or computer you already own, at rates that frequently beat local casual wages, in a market with real demand and real, nameable risks.

The services market around competitive games is one of the oldest informal economies in gaming, and it is enormous. Around every major competitive title — the mobile MOBAs above all, plus the big shooters, the auto-battlers, the fighting games — exists a quiet industry of people paid to help others get what the game makes hard: a higher rank, a completed challenge, a difficult climb, or simply a better understanding of the game. You have almost certainly played against or with them without knowing. Some operate through marketplaces with staff and escrow; some take referrals in group chats; the busiest ones have quietly turned a hobby into a service business with regular clients.

This book treats that industry the way this series treats every gray- adjacent market: with clear eyes and full honesty. Boosting — playing on someone else's account to raise their rank — violates the terms of service of most competitive games, and enforcement is real: publishers ban accounts caught sharing, and some ban the boosters themselves. That fact does not make the market disappear; it makes it a risk-managed decision, and chapter two maps it completely so you choose with full information. The book's strategy throughout reflects that map: it prioritizes the safe services first — coaching and duo carrying, where the client's own hands stay on their own account — and treats piloting (playing on the client's account) as the highest-risk rung of a ladder you climb only deliberately, if at all.

Beyond the rules, this book is honest about the work's other hard edges. It is gig labor with an athlete's body: paid per rank, vulnerable to tilt, priced by markets that undervalue skill in some regions, and exposed to scams on both sides of every transaction. The middle chapters handle all of it — service

menus and defensible pricing, client acquisition that does not depend on shady middlemen, delivery discipline, payment protection, and the burnout problem that ends more boosting careers than bans do.

The reader this book assumes is simple to describe: you are genuinely good at a competitive game — high rank, verifiable, current — and you want that goodness to pay. You do not need to be a professional. The gap between the top few percent and the middle of the ladder is exactly where the demand lives, and a consistent top-tier player in a popular game is holding one of the most under-monetized skills on the internet.

What you cannot buy back is a banned account or a burned-out love of the game, so the book's promise is calibrated like every promise in this series: real income, honest numbers, and systems that protect the things the income is not worth losing. Your rank took hundreds of hours to build. It is time some of those hours started paying you back — on purpose, safely, and at a price you set.

# Chapter 1: The Services Market — What Sells and Who Buys

Before pricing anything, understand the machine you are entering: who pays for game services, and what exactly they are buying. The services market is not one business but four, each with different buyers, margins, and risk profiles — and the sellers who struggle are almost always selling the wrong service to the wrong buyer at the wrong price.

The four buyer motivations. First, rank as identity: the player who wants the badge — Mythic, Radiant, Global, whatever the game calls its top tiers — for the status it confers in lobbies, with friends, on their profile. This buyer pays for an outcome, cares about the endpoint more than the journey, and is the classic boosting customer. Second, rank as access: the player who needs a tier to unlock something — a tournament, a lobby, a team's entry requirement — and experiences the service as a tool, not an identity. These buyers are pragmatic, price-sensitive, and the easiest to serve.

Third, skill as the product: the player who genuinely wants to get better and pays for instruction — the coaching buyer, the highest- margin customer in the market, and the one this book will keep steering you toward. Fourth, time as the product: the player who wants the game's grindy rewards — seasonal quests, event currencies, achievement completions, battle-pass mountains — without the hours. The task- completion buyer, a huge and quietly legitimate market around games with heavy seasonal content.

The market's shape follows the game. Around a giant mobile MOBA like Mobile Legends, the services economy runs deep and liquid: rank ladders that reset seasonally (guaranteeing recurring demand every few months), an enormous stuck-in-the-middle population, strong regional clustering around the game's biggest markets, and a culture where paying skilled players — "joki" services in the Indonesian market, and similar ecosystems across Southeast Asia and beyond — is a normal, advertised, storefront- level business. Around big PC shooters and gacha titles, the shape differs: stricter publisher enforcement in some, more coaching demand in others, task- completion dominating where the game's grind is the product. The craft of choosing your market is matching your game to your services: a game with seasonal resets and huge aspirational demand rewards rank services; a game with deep mechanical skill rewards coaching; a game with endless events rewards task work.

Why the market exists at all is worth stating, because it explains the pricing. The ladder's middle is a grinder: matchmaking pairs players with similar skill, so climbing past your true level is nearly impossible — the system is designed

to park everyone at their skill ceiling. For the buyer, that design is the product's justification: their ceiling is exactly the wall they are paying someone taller to lift them over. It also explains why the service works as a business: the booster's marginal cost of climbing at lower tiers is small — a top player wins those games easily — so the price the stuck player will happily pay represents an excellent hourly rate for the seller. The spread between the buyer's desperation and the seller's ease is the industry's entire margin.

The market's reputation problem deserves one honest paragraph before the mechanics begin. The services industry contains excellent, professional operators and it contains thieves, account-drainers, and people who vanish mid-order — and from the outside, at point of sale, they look identical. This is why the book spends whole chapters on escrow, delivery discipline, and reputation: in an informal market, the provider's credibility systems are the actual product. The booster who can prove they are real — verifiable rank, streamed sessions, recorded reviews, structured handovers — commands premium prices precisely because the market's baseline trust is so low.

Where the money concentrates: coaching at the top (highest per-hour margins, no account access needed), rank outcomes in the middle (steady, seasonal, competitive on price), and task completion at the high-volume low-ticket end (grindy, semi-automatable, and the natural entry product for a new seller). Each buyer type maps to a service line, and the healthy services business serves two or three of them — never just one, because demand is seasonal and the services hedge each other. That portfolio logic is where the book goes next: first the rules, then the menu, then the prices.

End of free sample. The full book is available at putrabooks.github.io