



pixeos
paint

pixEOS Paint Tutorial

pixEOS Paint is the pixEOS Platform's flagship dApp and the introduction to the pixEOS smart & profit-sharing economy.

To interact with the pixEOS Paint dApp you need a simple setup:

Create an EOS account. If you are new to the EOS ecosystem, ask us for an Account Code to create your account on our partnered mobile wallet Token Pocket. Join our telegram group and contact one of our administrators: <https://t.me/pixEOSio>

<https://medium.com/@tokenpocket.gm/how-to-use-the-code-to-create-an-eos-account-adaa57bc0478>

Or use the EOS Account Creator:

<https://eos-account-creator.com/>

<https://support.get-scatter.com/article/33-creating-an-eos-account>

You can register an EOS custom account on EOS Name Service:

<https://www.eosnameservice.io/>

Please be diligent and write your Private Key in a safe place and never share it with anyone or put it in third party unknown applications or websites.

For wallet documentation please refer to the information hereunder:

<https://support.get-scatter.com/article/65-about-owner-and-active-keys>

<https://support.get-scatter.com/article/37-setting-up-scatter>

<https://support.get-scatter.com/article/71-can-i-use-my-ledger-hardware-wallet>

Download Scatter for desktop or one of our partnered mobile wallets:

<https://support.get-scatter.com/article/34-how-to-download-scatter>

<https://get-scatter.com/>

<https://www.mytokenpocket.vip>

<https://www.mathwallet.org/en/>

<https://eoslynx.com/>

<https://eos.live/>

<http://eosnova.io/>

Earn EOS and pixEOS while playing:

Each pixel in the 1-Million-pixel canvas has a starting cost **0.05 EOS**.

The pixEOS Paint Economy has several components that allow the platform to feature multiple ways for you to get rewards:

- 1) Minting (mining) - You paint with EOS and get pixEOS in return. pixEOS rewards will be halved in each minting stage, determined by the volume of the game.
- 2) Staking - You stake your pixEOs and get pixEOS in return.
- 3) Bidding - Gain your pixel cost back, plus an instant reward anytime someone paints over your pixel.
- 4) All time patron - You paint once with EOS, never paint again, but still get an EOS % of the game volume.
- 5) 24hr patron - Paint everyday new pixels to receive a portion of the bonus of the costs of painting over pixels.
- 6) 24 hours pot - You paint everyday with EOS and get a share of the pot every 24 hours proportional to the number of pixels that you have painted.
- 7) Referrals - Gain the 5% of the contract proceeds from the game activity of your referrals.

pixEOS Paint **Contract Proceeds Distribution**

40% allocated to the Patron Bonus.

- 70% of which towards 24h Patron
- 30% of which towards All time Patron

10% allocated to the 24h Pot.

20% allocated to the pixEOS Buy-Back program.

5% paid as a referral reward (or goes to the 24h Pot if there is no referral)

15% to developer team.

1-10% towards RAM costs (variable according to the network).

pixEOS Paint **Pixel Bidding**

Pixels owned by another player can be purchased for **1.35x** the previous EOS price. When this happens, the previous owner will earn back 100% of the EOS tokens that they paid for it.

On top of that, the 35% increase will be instantly distributed in the following way:

- **75%** goes directly to the previous owner as profit
- **25%** is sent to the game contract proceeds to be distributed in several ways (see above)



pixEOS Paint **Patron Bonus System**

Each time a pixel is purchased, a portion of the transaction is distributed to the account balance of all previous pixel buyers or the pixel buyers of the previous 24 hours. Each pixel you paint entitles you to a portion of this Patron Bonus. (Even if your pixel is painted over by another player, you still receive the bonus from your previously owned pixels).

pixEOS Paint **24hr Pot**

The pot will be distributed to all players who purchased a pixel in the past 24 hours, proportional to that player's game contribution (total number of pixels painted) in that past 24-hour period.

pixEOS Paint **Referrals**

When logged in with TokenPocket, Math Wallet, EOS Nova Wallet, EOS Live, EOS Lynx or Scatter and paint at least one pixel on the canvas, you can share your referral link. All players that paint following your referral link will give you a 5% referral bonus that will be automatically credited into your withdrawal area. If there is no referral the % is automatically thrown to the pot and distributed to the actual players.

pixEOS Paint **Activation – Game is active!**

There is a game activation threshold of 150,000 pixels. Before 150,000 pixels are purchased, the Patron Bonus and referrals will still accumulate in your account, but withdrawal will be locked. After the threshold is met, all players will be able to withdraw funds from their account balance, and the Pot becomes activated.

The more you paint, the more bonus you will receive and the more you get with the 24 hours Patron Bonus system.

pixEOS Paint **Staking System**

- For the first 6 Months starting when the first canvas of pixEOS paint goes live, 10 Million pixEOS will be distributed daily to the stakers. The staking system will divide and distribute this number of daily tokens proportionally to how many pixEOS each person has staked. (We expect a 1% to 3% daily pixEOS dividend depending on how many people are staking and how many tokens are being staked at any given time).
- 25% of the pixEOS paint EOS profits (and of all the subsequent pixEOS platforms) will be airdropped weekly to pixEOS stakers, again based on how many pixEOS each person has staked. To be eligible for this weekly EOS airdrop, pixEOS must be staked for over 7 days / 168 hours.



- Each platform will have its own economic structure, but in the pixEOS paint, the percentage that is referred to as the staking rewards in the whitepaper will serve as a buy-back program of pixEOS tokens from Exchanges. These bought-back pixEOS will then be distributed amongst the people staking pixEOS tokens, again proportionally to the amount of pixEOS staked. (This last rewards structure will only go live once pixEOS is officially listed on the exchanges).

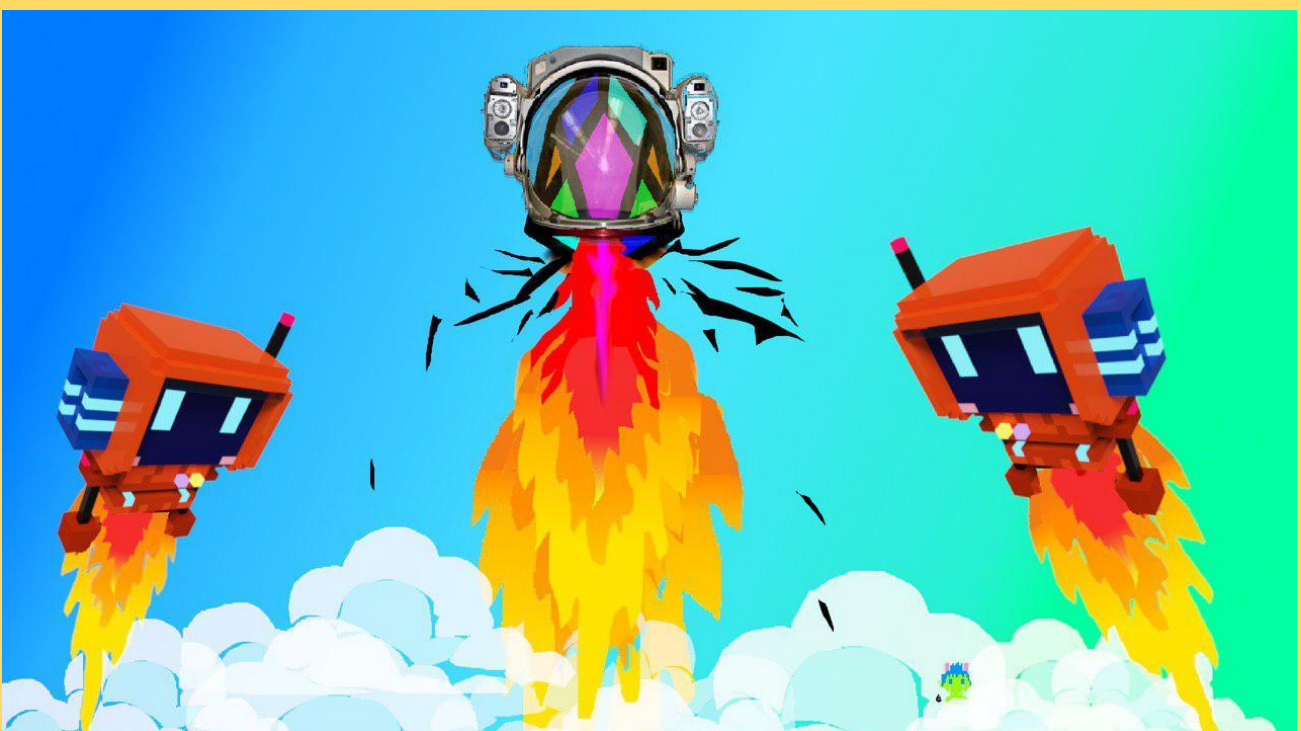
We have a thriving community and amazing admins in our channel, you can come and ask us any questions.

Telegram Community: <https://t.me/PIXEOS> _

Disclaimer:

When you start playing the game, please note that pixEOS Paint is an entertainment platform and that it carries with it a certain degree of financial risk. Players should be aware of this risk, don't over indulge and play with moderation.

Neither the pixEOS company nor any of the partners affiliated with pixEOS is responsible any losses you might incur while playing pixEOS Paint.



Q. Are there some posting guidelines and rules one should follow?

A. No guidelines but NSFW can harm the community.

Q. What is the maximum number of pixels i can submit in one transaction?

A. We know that you guys will want to paint gigantic drawings in one go, but we recommend that you submit less than 1000 pixels each time, because the transaction may fail if you submit more than that.

Q. Is it PoS (Proof of Stake) or PoW (Proof of Work)?

A. Its PoS. For every pixel painted you get pixEOS tokens.

Q. How many pixels on a canvas?

A. 1,000,000 pixels per canvas.

Q. And how much per pixel?

A. Each pixel starts with 0.05 EOS

Q. Will pixEOS be picking up CPU tab for its users?

A. CPU Emergency is one of our supporting partners and a direct integration will be available in the following days.

Q. How long does one pixEOS paint dApp game last?

A. It will last as long as volume lasts. If volume starts to decrease significantly, a pot threshold is activated, and the canvas ends if a minimum is not met.

Q. How often does a new canvas start in the pixEOS paint dApp?

A. A new canvas starts right after the previous one. So, players can redesign their strategy and start having fun again. The old canvas is converted to a non-fungible token and put up for auction in the Auction House.

Q. What is the approximate volume of pixel paint planned for the day?

A. You can't plan or predict that, as It depends on platform adoption.

Q. When people buy pixels, will they get paid in EOS or pixEOS?

A. 1. You will be able to paint a pixel with EOS and thereby mint pixEOS.
2. When someone paints over your pixel you get rewards in EOS.
3. Staking dividends are paid in pixEOS, and there will be an Eos weekly airdrop to the stakers. To be able to qualify for the weekly Eos, you must stake for minimum of 1 week.



Q. What is the percentage of dividend payouts to the stakers?

A. Stakers will get pixEOS dividends and 25% of all the profits of any pixEOS platform including the Auction House, other games, Art House and the NFT Gallery, distributed in the EOS weekly airdrop.

Thanks to our Strategic Partners:

<https://www.eosphere.io/>

<https://www.cypherglass.com/>

<https://seal.capital/>

<https://www.whiterabbiticos.com/>

<https://www.genereos.io/>

<https://betdice.one/>

<https://www.karmaapp.io/>

<https://dgoods.org/>

<https://eoscafeblock.com/>

<https://bitpie.com/>

Supporters:

https://twitter.com/EOS_Israel

<https://cpuemergency.com/>

<https://eos.discussions.app/>

<https://www.eosnameservice.io/>

Partner Exchanges:

<https://eosdaq.com/>

<https://www.whaleex.com/>

<https://big.one/>

<https://eosex.com/>

<https://newdex.io/>

<https://dexeos.io/>

<https://chance.com/>

Media and PR:

<https://trybe.one/>

<http://www.moran.link/>

<https://blocktoday.io/>

<https://www.forbes.com/sites/geraldfenech/2019/01/15/integrating-art-gaming-and-commerce-through-blockchain/>

<https://cointelegraph.com/news/pixel-by-pixel-new-project-offers-game-where-crypto-players-can-create-blockchain-art>

