

PixelChain Olympics

Let's play PiCO!

PiCO is a multiplayer card deck building game with a crypto genre. Many non-fungible tokens (NFT) use InterPlanetary File Systems (IPFS) to store the artwork. PiCO cards are NFTs without the use of an IPFS to store the artwork on. The cards are scalable vector graphics built up from just < 20kbits of code that can be stored inside the token itself. This makes it possible for the owner to really possess this unique art that cannot be tampered with by the maker and is harder for imposters to copy.

Every PiCO card will have its own level of uniqueness, as all 8-bit pixel art graphics need to be illustrated by hand.



Σ is the character trait. \bigcirc \triangle \square are combination traits. 1 to 5 are strength traits for the shields and weapons. In battle, weapons and shield that have the same symbol trait as the character get +1 point added to the strength trait. If a player has played 3 cards of the same symbol on both the character, weapon and shield they get +2 points added to all the strength traits.

$\Sigma \bigcirc$ – Founder cards = Characters with the names Satoshi Nakamoto, Hugo Philion, Jed Mccaleb, etc.

$\Sigma \triangle$ – Influencer cards = Characters with names like Elon-Musk, Satoshi Nakamoto, Anthony Pompliano, etc.

$\Sigma \square$ – Community cards = Characters with known or less known community members on it.

$\bigcirc = 3$ - Weapons of Mass Destruction (Strengths 3,4,5)

$\triangle = 2$ - Normal Weapons (Strengths 2,3,4)

◻ = 1 - Primitive Weapons (Strengths 1,2,3)

○ = 3 - High-Tech Shields (Strengths 3,4,5)

△ = 2 - Armor (Strengths 2,3,4)

◻ = 1 - Primitive protection (Strengths 1,2,3)

- When you play 3 cards with the same symbol, 2 points are added to your Weapon and Shield points.
- When you play 3 cards with only 1 of the same symbol as your character, you will gain 1 point for the card with the same symbol.
- When you play with 3 different card symbols you will gain 0 extra points.

PiCO is sold in packages of 5. Packages contain cards based on the following rules:

Σ○ – Founders - 3/68

Σ△ – Influencers - 6/68

Σ◻ – Community - 13/68

○ = 3 - Weapons of Mass Destruction - 3/68

△ = 2 - Normal Weapons - 6/68

◻ = 1 - Primitive weapons - 13/68

○=3 – High-Tech Shields - 3/68

△=2 – Armor - 6/68

◻=1 – Primitive Protection - 13/68

☞ – Mutagen, zombieblood, vaccine and drugs – 2/68

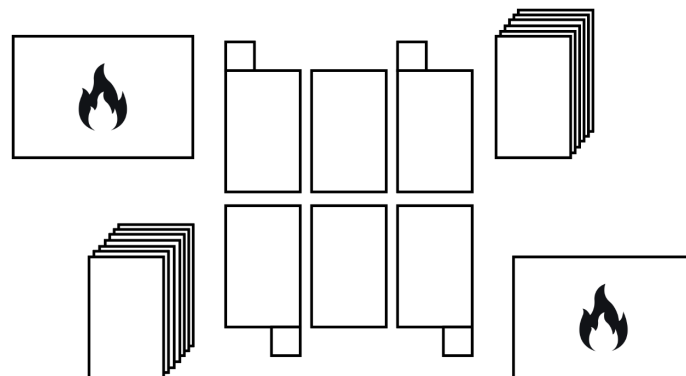
- After buying 14 packs, a player will hold 70 cards with a chance to have at least 3 founders-, 6 Influencers, 13 community and 2 mutagen cards.
- An artist will design and refill new and unique characters, weapons and shields on a weekly basis so that collecting new packages will remain exciting.



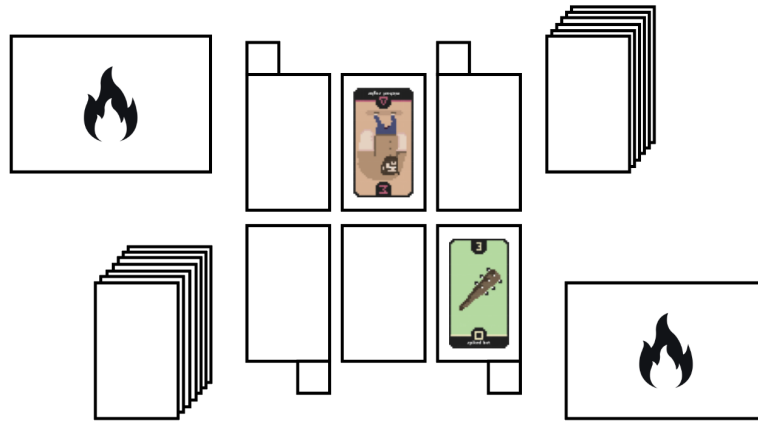
Playing a 🌀 mutagen, zombieblood, vaccine or drug card during a battle will mutate the acting players character. The acting player's character will be burned and replaced with the character's mutant, zombie, glowing superhuman or drugged human version.

All characters in the game come in 5 variants, 1 normal version and 1 mutated versions of the same character. Once a character is mutated it will stay this way forever and the player can use it in the future until the character is defeated. Mutated characters have all 3 the combination traits ○ △ □ so this character will add 2 points in any given situation to both the weapon and shield.

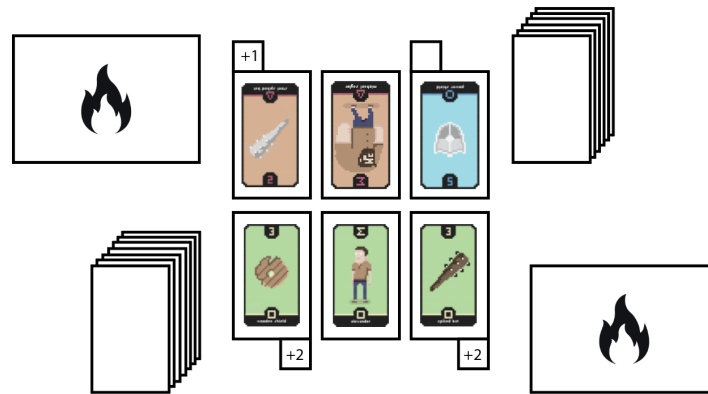
At the start of the game there is a random selection of 18 cards selected from both the PiCO NFTs inside the players wallet. Although it is a random picker this selection of 18 cards must have at least 3 weapons, 3 shields and 3 characters.



If a player has enough cards and starts a match, a random picker pulls 3 of each card from their deck +9 random extra cards. The same thing happens to their opponent.



They both choose their first card which can be a Character, weapon or shield from 1 of the 18 cards in hand. Both of the player's cards show up on the field at the same time. Which can at this point be a combination of character vs weapon, weapon vs weapon, character vs shield etc.

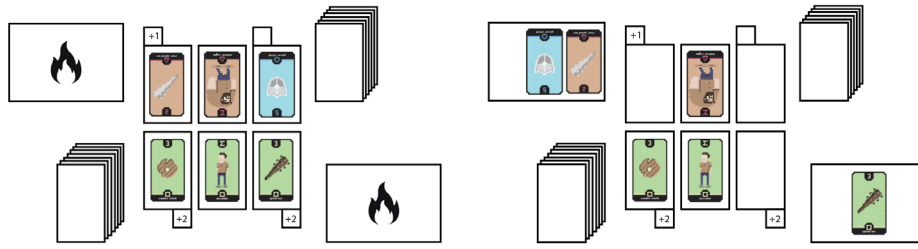


They then both play another item from their hand which shows up simultaneously. Finally, they both chose the last card and 3 cards of each player are on the battlefield 2 character, 2 weapon and 2 shields.



Before the game decides which cards should be burned players can add one last special mutagen card if they have one.

The game decides which cards on the field are being burned.



Characters are burned as soon as their Shield is defeated. Shields are defeated and burned when the attack points from the opponent's Weapon are higher than the points on the Shield.

When a shield has the same strength as the weapon the shield is undefeated but still burned, in this case the character is untouched.

Weapons are defeated if the opponents Shield points are higher than the Weapon points. Weapon cards burn if the shield has the same or higher strength as the weapon.

Surviving cards go back into the player's hand to be used again.

After 3 battles

st of their 18 cards unburned is the winner. In case of a tie, both players get their bets back but the burning of their cards during gameplay can not be undone.

Players can only start a new game if they are having a combination of 3 Characters, 3 Weapons, and 3 Shields in a total deck of 18 cards.

- The artist will design fun and interesting new characters every week for players who need to keep buying new cards.

5% of every bet will be taken as a fee for the Olympics aspect of the game. This fee will go into a weekly prize pool that is being paid out to 1st, 2nd and 3rd place.

Players can collect cards by swapping an X amount of \$FORT tokens for a package. Once a player has collected more than 18 cards with at least 3 characters, 3 shields, and 3 weapons they have a complete deck. You start with a minimum bet of 1 FORT token. Another player can accept the bet and pay the same amount and the winner gets all. For every bet 5% goes into the tournament pot.

Scoreboards for the PiCO game are reset every Saturday when the 3 placed winners are paid out. For every PiCO game, you receive 3 points for winning, 2 points for a tie and 1 point for every loss.

If players in the top 3 have the same number of points, the amount of FORT won that week will be the tiebreaker. For example: if 2nd and 3rd place have equal scores for the week, the player that won the most FORT will get an extra point to break the tie.