

Pixer Eternity

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Pixer Eternity is a global sports community for everyone, with NFT as a community equity. Pixer Sports is a multi-functional platform built by Pixer Eternity for all users, including Sport-to-Earn, NFT, Game-Fi, Gamble, DeFi, Market.

With Game-Fi/Sport-to-Earn, Pixer Sports encourages users to burn their calories, drives millions toward a healthier lifestyle, combats climate change and connects the public to Web 3.0. At the same time, it relies on its Social-Fi outer loop to build a durable platform that nurtures Web 3.0 content-generated users.



Pixer Sports is an NFT-based Sport-to-Earn sports platform. Users equip themselves with NFTs on the Pixer Sports platform, and obtain corresponding PLP according to the final calorie consumption by walking, jogging or doing some aerobic exercise at home. PLP can be used in games or exchanges. We encourage UGC users to generate content, which can drive more users to exercise and can make DAPP more dynamic.

Secondly, Pixer Sports has an exclusive NFT marketplace. Users can freely buy and sell NFTs in the NFT market.

Thirdly, Pixer Sports will cooperate with game studios to continuously release some NFT games (NFT GameFi). NFT holders can get more surprises in the game. For example, PXT can be used to buy props and consumables in the game. Ultimately, users can get rewards through P2E (Play-to-Earn).

Mission



Pixar Sports aims to provide an interesting, exciting, profitable experience for users, platforms and even the economy through the combination of innovative Sport-to-Earn model. Using blockchain technology and creating a focused, decentralized ecosystem to meet the needs of users from all communities around the world.

Vision



Everyone advocates health, and everyone loves sports! We believe that Sport-to-Earn, NFT, Game-Fi can be perfectly integrated in the decentralized ecology, creating value and infinite possibilities for users.

Welcome to join us to realize this dream that can change the global sports ecology in the future.

Start



To begin with, you need a wallet compatible with Binance Smart Chain (BSC)/Polygon/Solana, such as MetaMask, TokenPocket, etc., for exchanging PXT, PLP, storing NFT assets and paying gas fees in centralized exchanges.



MetaMask can be installed as a browser extension or as an app on a mobile device.

Gas Fee



Pixer Sports will be deployed on Binance Smart Chain (BSC)/Polygon/Solana chain, so players need to pay a certain amount of BNB/Matic/SOL as gas fee.

Users can perform on-chain operations and queries on Binance Smart Chain (BSC)/Polygon/Solana, which will ensure that Pixer Sports' gameplay is always fair and provable.

Users always need to hold a certain amount of BNB/Matic/SOL in the MetaMask wallet to ensure the interaction between Pixer Sports and smart contracts in the DAPP. Depending on the scenario...the gas fee is usually small, and users can also see all transactions in the block explorer.

Multiple accounts



Pixer Sports allows users to have multiple accounts and to manage them through Binance Smart Chain (BSC)/Polygon/Solana. You can use MetaMask to accommodate multiple accounts. To create a new account, simply click the circle icon in the upper right corner of the screen and select "Create Account".

After that, Pixer Sports will detect your new account. If your new account hasn't reacted, just refresh Pixer Sports and select again.

Any asset of each account can be circulated, but if there is a transaction in the market, there will be a transaction lock-up period, preventing one asset from being traded to multiple accounts.

Each account also needs to prepare enough gas fees. The more accounts you have, the higher the maintenance requirements for Gas fees.

Infrastructure



Pixer Sports runs entirely on the blockchain, rather than running a centralized application on its own servers , which will provide a level of trust unlike common traditional applications and allow all users to verify the DAPP's running code, as well as verify all interactions taken place on smart contracts.

Pixer Sports uptime will be 99.99% and we ensure that all features pushed to the Website are produced and deployed smoothly, as well as the Website availability for all players. DDOS attacks can destroy market and leaderboard data, but on the blockchain it can ensure that assets are always safe and DAPPs are always functioning properly.

On-chain and off-chain ⋮

Off-chain refers to traditional applications that execute code on the developer's own server. Such applications are vulnerable to DDOS attacks because all application code runs in a central location.

One of Pixier Sports' advantages is that it runs on-chain. Assuming users know how to interact with the blockchain, they can complete the smart contract by calling the contract function and providing the necessary data on the [Binance Smart Chain \(BSC\)/Polygon/Solana contract page](#).

Another advantage of being on-chain is that transactions made by users can be tracked and verified by checking the TxID on [Binance Smart Chain \(BSC\)/Polygon/Solana](#). It is also possible to track and trace an asset as it is transferred from one user to another, all the way back to when it was first minted.

NFT INO and Trading Platform

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NFT INO

NFT is a digital asset issued by Pixier Sports based on the 721 agreement. In addition to SportNFT, the platform will also launch various NFTs that have natural links with sports IP/stars. NFT holders have the opportunity to receive prizes from stars, interact with stars, play games with stars, and even participate in offline meet-and-greet events with stars.

Pixier NFT is unique and indivisible, and can be circulated and queried directly on the chain. There will be more types of NFTs in the future.

Pixier NFT has multiple functions such as value, application, circulation and traceability which makes the blockchain of interactive applications possible.

NFT Marketplace



The NFT owned by the user belongs to the user's personal assets from the moment of acquisition, and can be freely traded with other users.

To eliminate the possibility of fraud when users trade, Pixier Sports has built a smart contract-based marketplace where users can buy and sell NFTs.

Pixier Sports isn't entitled to consume PXT directly from your decentralized wallet, so players who want to trade in the market must firstly request authorization. After authorizing the transaction, the player will receive a new payment notification.

Mystery Box



In Pixier Sports, users can purchase Mystery boxes through the market to get NFT cards, which will consume PXT.

PIXIER ETERNITY
2022x RVP.

is a collection of 9600 algorithmically generated digital collectibles related to Robin van Persie

The Remain Amount: **9306**

Expiration Date: **12 : 39 : 20**

x1 x2 x3

PURCHASE

PRICE
0.05HTC

Trade

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Players can freely buy and sell in the trading market, and put their idle or rare NFTs on the trading market for consignment;

Firstly, please make sure the NFT that you want to trade is not locked by the transaction(see below). If the conditions are met, you can follow below instructions to proceed :

1·Click the "Connect Wallet" to link the address of your decentralized wallet address ;

2·Confirm the transaction information, such as NFT products, wallet address, price, etc. ;

3·Click the Confirm button in the wallet to proceed the transaction ;

4·Pay a certain fees (BNB/Matic/So) to complete the transaction ;

Transaction Fee and Royalty Fee



The listing price of NFTs on the market includes a 10% transaction fee and royalty fee.

1·When buying NFT you need to pay the gas fee required for the transaction;

2·Selling the NFT incurs a 2.5% transaction fee and 7.5% royalty fee, which are paid by the seller, who then transfers the NFT to the marketplace contract.

SportNFT

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The image displays five SportNFT cards arranged horizontally. Each card features a character illustration, a level indicator (LEVEL-B, LEVEL-A, LEVEL-S, LEVEL-SS, LEVEL-SSS), and a calorie value (3000, 6000, 8000, 10000, 12000). The cards are color-coded: Level-B is grey, Level-A is blue, Level-S is purple, Level-SS is orange, and Level-SSS is light blue. The background is dark with a grid pattern and the text 'PIXER ETERNITY' on the right side.

RARITY	CALORIE	COLOUR	PROBABILITY
SSS	12000	Gradients	0.05%
SS	10000	Orange	0.15%
S	8000	Purple	0.8%
A	6000	Blue	3%
B	3000	Grey	96%

Accelerate energy card

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Having an acceleration energy card embedded in SportNFT can accelerate the calorie burning speed and PLP reward speed of SportNFT.

SportNFT Synthesis

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Users can upgrade to a high-rarity SportNFT by synthesizing multiple low-rarity SportNFTs, which consume PXT and PLP. Note that there is a certain probability that the synthesis will fail. If the synthesis fails, the SportNFT used for synthesis will be burned.

Rarity	SportNFT Consumption	PLP Consumption	PXT Consumption	Probability
SS→SSS	SS×3	100	5	75%
S→SS	S×3	100	3	80%
A→S	A×3	100	2	85%
B→A	B×3	100	1	90%

Single Player mode

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After users are equipped with SportNFT, they can earn PLP tokens by burning calories by exercising. First, after the user selects Start, they will see a state at the top of the screen showing that they are exercising.

Badge



Guardian Badge : The earliest participants of PixierEternity, who are generated in the form of community subscription.

Witness Badge : Later participants of PixierEternity, who are recommended by the Guardian Badge holders and voted.

Fugue State



This message will be displayed when the app detects a weak GPS/Internet signal or when the user is not moving naturally. No PLP tokens will be earned during the fugue state, and the user may or may not burn calories, which depends.

GPS signal

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Different GPS signal strengths are displayed in different colors.

Rewards Mechanism

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1·SportNFT holders can earn PLP rewards by burning calories through exercise ;

2·Normally, each SportNFT can be consumed 0.35% of the remaining calories per day and you can earn the corresponding amount of PLP;

3·With an accelerated energy card, each SportNFT can be consumed 0.50% of the remaining calories every day and you can earn the corresponding amount of PLP;

4·With an accelerated energy card and a badge, each SportNFT can be consumed 0.54% of the remaining calories per day and you can earn the corresponding amount of PLP;

Deposit Mechanism



When the calorie value in an SportNFT is less than 50% of the initial calorie value of the SportNFT, the user can deposit PLP to restore the SportNFT calorie value (1PLP can restore 4 calorie value), with a minimum deposit of 500 PLP, and each NFT can only be deposited once.

Reward upper limit: When the calorie value of a SportNFT is exhausted, the SportNFT will no longer receive the PLP reward in the Sport-to-Earn mode; However, you can still transfer the SportNFT to Gamefi or Gamble in the Pixersports platform, and continue to enjoy Play-to-Earn.

NFT - as game characters

SportNFT-Player

In order to realize some interesting gameplay for NFT holders, SportNFT can be used as a Player role (Player NFT) in platform games. Users need to collect a certain number of SportNFTs (Player NFTs) to participate in competitions in Pixier Sports. SportNFT (Player NFT) can be mainly obtained by Mystery boxes or market trade, and can also be obtained by participating in official events;



Player NFT can be divided into 1-5 stars according to star classification. Every three Player NFTs of the same star rating can be upgraded. After upgrading, the star rating and the value of Player NFT will be increased.

Each star NFT is classified according to rarity and can be divided into five levels:

B level player, 1-5 stars

A level player, 1-5 stars

S level player, 1-5 stars

SS level player, 1-5 stars

SSS level player, 1-5 stars



SportNFT-Prop

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SportNFT

SportNFT can be used as a Prop role (Prop NFT) in platform games. Prop NFT is an uncertain factor in the competitions. When both teams are equally competitive, the configuration of different Prop NFTs will affect the result of the competition. Prop NFT in the game can only be obtained through PVE, or through trading in the market with users who own Prop NFT;

Players can use Prop NFTs in the competitions, and can use up to 3 Prop NFTs in each competition to improve their team or weaken the value of the opponent team.

Prop NFT is mainly divided into three types: attack, defense, and weakening:

·Attack: Using cards to improve the attacking value of all players in your own team

·Defense: Using cards to improve the defense value of all players in your own team

·Weakening: Using cards to reduce the attack or defense value of all players in the opposing team

Players can earn income in the following ways :

1·Participate in PVP competitions to win rewards ;

2·Participate in PVP competitions to win weekly, monthly and quarterly leaderboard rewards ;

3·Participate in official non-regular grand competitions, such as "European Championship", "World Cup", etc.

4·Upgrade your "Player NFT" or " Prop NFT" and sell them in the market ;

5·Collect rare "Player NFT" and sell them in the market ;

6·You can obtain governance tokens PXT, which can be monetized through DEX or other channels, or continue to invest in the game to upgrade your team.

Competition



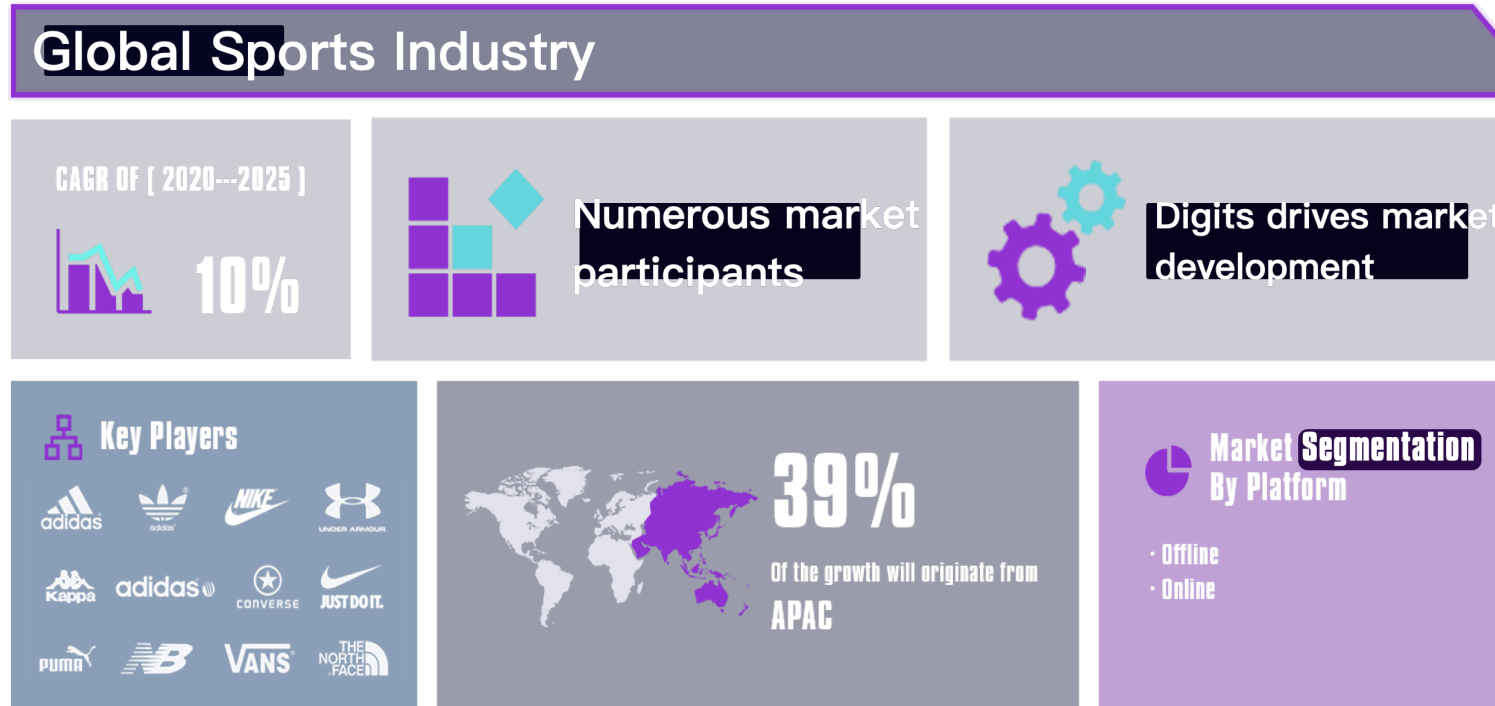
Based on the competitive nature of card and sports games, Pixier is ideal for competitive games and events. We believe this is a key point for future growth as we have seen player engagement in other games of the same type.



Football Betting Platform

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According to recent market research by Technavio, the sports betting market is expected to grow by \$106.25 billion from 2020 to 2025. And with the development of blockchain technology (especially ultra-fast, fair and cheap transactions), the gaming industry is about to take its biggest leap ever.

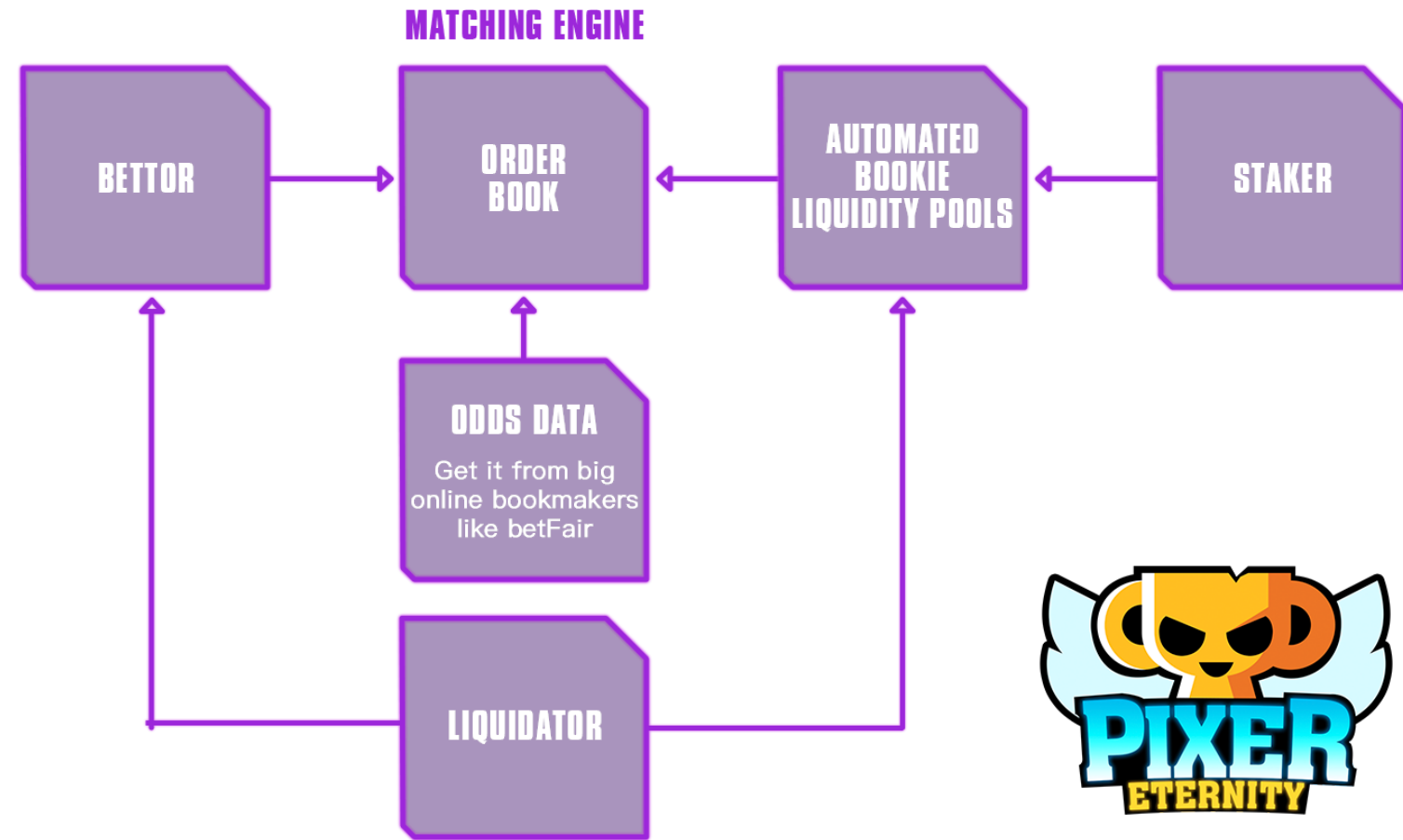


We support users to use multiple cryptocurrencies as collateral for betting, support back (to win)/lay (to lose), and support different betting markets (1X2 win-loss-tie, Asian handicap , goals). We provide users with an automated gambling liquidity pool based on AI-driven algorithms, so that users can earn profits by providing gambling liquidity. In addition, professional users can become football betting KOLs on our "Follow the Winners" channel, where KOLs can share betting strategies and earn revenue sharing by calling bets from other users.

We believe that a decentralized football betting platform offers huge advantages over traditional centralized betting platforms , better liquidity depth, larger markets, fairer ownership, no permission and censorship resistance.

Working Mechanism

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Odds



Odds is a loss index of gambling companies or bookmakers, and it is the bettor's winning rate. Odds=1/Probability (Odds=1/Probability). Our platform uses the more commonly used European odds. Example:

For example:

TEAM	MARKET	WINNING TEAM	PROBABILITY	BACK ODDS	LAY ODDS
AAA TEAM	1	AAA TEAM	53%	1.88	1.89
	X	DRAW	12%	8.33	8.34
BBB TEAM	2	BBB TEAM	35%	2.85	2.86

The three markets of the AAA team and the BBB team are respectively the AAA team winning, the two sides are tied and the BBB team wins. Among them, the probability of winning the AAA team is 53%, the odds of coming back (to win) are 1.88, and the odds of lying (to not win) are 1.89. Bettor A back (to win) \$100. If bettor A wins, the return will be $1.88 \times 100 = \$188$, bettor A's profit is \$88, liquidity provider/banker loses \$88; if bettor A doesn't win, then bettor A loses \$100, liquidity provider / The bookmaker's profit is \$100.

Odds Order Book



For both traditional and digital assets, order books provide the market with an opportunity to quickly evaluate any asset. From one perspective, odds are also an asset because it is an agreement with future cash flows. The Odds Order Book provides bettors with detailed information about their returns, odds, pair bets, etc., allowing users to trade odds as if they were financial products. In the odds order book, users can bet and withdraw freely.

ORDER BOOK

USER WALLET
METAMASK

BACK	\$740	\$1069	\$4311	\$2700	\$100	\$50	\$120	\$2								
ODDS	1.34	1.33	1.32	1.31	1.30	1.29	1.28	1.27	1.26	1.25	1.24	1.23	1.22	1.21	1.20	1.18
LAY			\$520	\$1200	\$1000	\$3869	\$1489									
MATCHED		0.2%	1.0%	2.0%	4.0%	2.0%	1.8%	1.5%	2.8%	7.8%	10.0%	1.4%	0.2%			

TIME	IN-PLAY	MATCHED	1	X	2	BETS			
18:30 <small>26 Aug 2021</small>	English Premier League <small>Aiverpeel Vs Croa sanctuary</small>	\$11,500	6 \$195	6.2 \$1069	4.1 \$1017	4.2 \$1529	1.68 \$1051	1.69 \$169	+24
18:30 <small>28 Aug 2021</small>	LaLiga Santander <small>Barcavelne Vs Wesleyan</small>	\$21,300	1.96 \$111	1.97 \$55	3.9 \$188	4 \$246	4.2 \$59	4.3 \$422	+40

Bet

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We support users to bet with a variety of cryptocurrencies, including stablecoins (USDC/USDC/DAI...), mainstream coins (BTC/ETH/MATIC...), PXT. And support Back, Lay and other different betting methods. In operation, users deposit a variety of cryptocurrencies as collateral (Collateral) into the betting account, and the account automatically calculates the amount that can be bet (in USDC as the denomination unit).

The available betting amount for the betting account is:

Available betting amount = collateral value (betting) + profit and loss - betting amount

Collateral value (betting) = collateral market value × discount coefficient (betting)

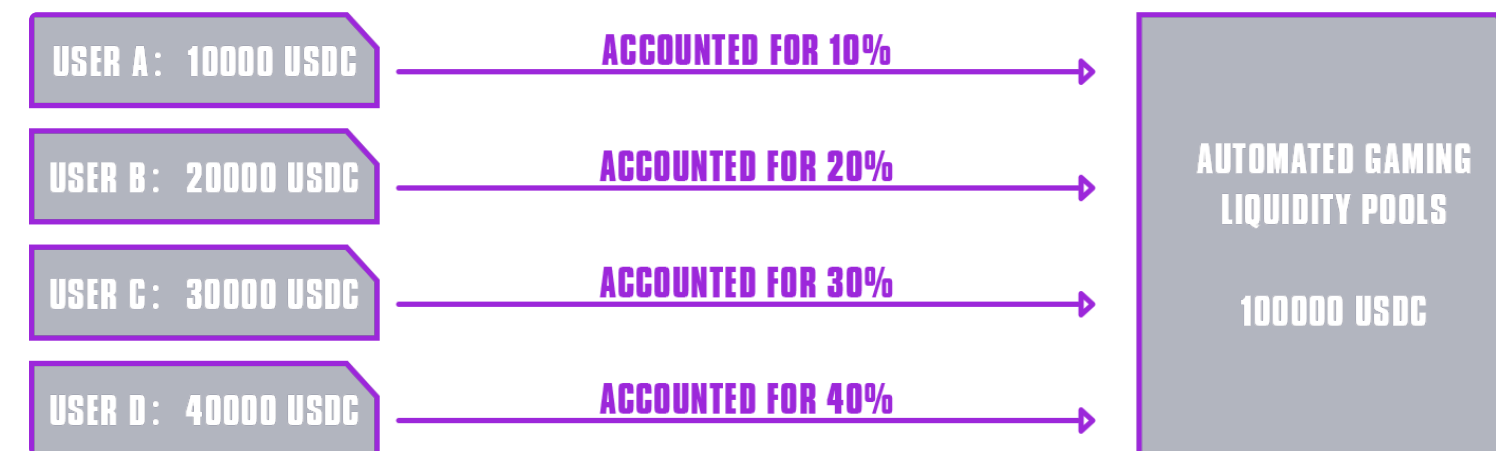
Discount coefficient (betting): $0 < \text{discount coefficient (betting)} \leq 1.0$. The stable currency is 0.95-1.0, the mainstream currency is < 0.7 , and the PXT is < 0.5 . For details, please refer to the discount coefficient table.

At the same time, we also support different betting markets, including 1X2 (win-lose-draw), Asian handicap, goals and other markets

Automated Gaming Liquidity Pools

As shown in the working mechanism, we encourage users as stakers to deposit cryptocurrencies into automated gambling liquidity pools to provide liquidity to the market. Automated gaming liquidity pools will be powered by AI algorithms to keep net exposure (risk) minimized and earn spread while fully providing liquidity. In operation, we support users to deposit stablecoins/mainstream coins/PXT as collateral (Collateral) into the automated gambling liquidity pool, and the total size of the liquidity pool is USDC as the unit of denomination.

For example: users A, B, C, D respectively deposit 10000, 20000, 30000, 40000 USDC into the automated gambling liquidity pool, and the total liquidity pool is 100000 USDC.



For example, in the event shown in the figure below, the liquidity pool is driven by algorithms to provide liquidity, and finally laid 8850 USDC at the odds of 1.88, and backed 10000 USDC at the odds of 1.89. Since liquidity pools always get Spread, liquidity pools can profit regardless of the outcome of the event. Users in the liquidity pool share these benefits in proportion to their funds. (Please note that bettors of liquidity pools and markets are betting in opposite directions)

TEAM	MARKET	WINNING TEAM	PROBABILITY	BACK ODDS	LAY ODDS
AAA TEAM	1	AAA TEAM	53%	1.88	1.89
	X	DRAW	12%	8.33	8.34
BBB TEAM	2	BBB TEAM	35%	2.85	2.86

	BET AMOUNT	BET TYPE	TOURNAMENT RESULTS		
			1	X	2
BET TYPE	8,850	1 LAY	0	18,907	18,907
	10,000	1 BACK	18,900	0	0
PROFIT			50	57	57

Commission

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The platform charges a commission of the winning profit amount \times 1.5%, which is paid by the winning party.

Liquidation rules

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When users deposit mainstream currency (BTC/ETH/MATIC...) or PXT as collateral (Collateral) into the betting account, since the betting account uses USDC as the unit of denomination, there is a risk of liquidation due to the fall of the collateral.

Liquidation Basis: Collateral value (liquidation) + profit and loss < bet amount

Collateral value (liquidation) = collateral market value × discount coefficient (liquidation)

Discount coefficient (liquidation): $0 < \text{discount coefficient (liquidation)} \leq 1.0$. The stable currency is 1.0, the mainstream currency is less than 0.9, and the PXT is less than 0.75. For details, please refer to the discount coefficient table.

When the collateral value (liquidation) + profit and loss < the bet amount, the liquidation is triggered, and the platform liquidation engine takes over the account to be liquidated. Basic liquidation process: All the user's bet positions are sorted according to the betting amount from small to large, and the positions are closed in order, until the collateral value (liquidation) + profit and loss \geq the bet amount to terminate the liquidation.

Liquidation fee

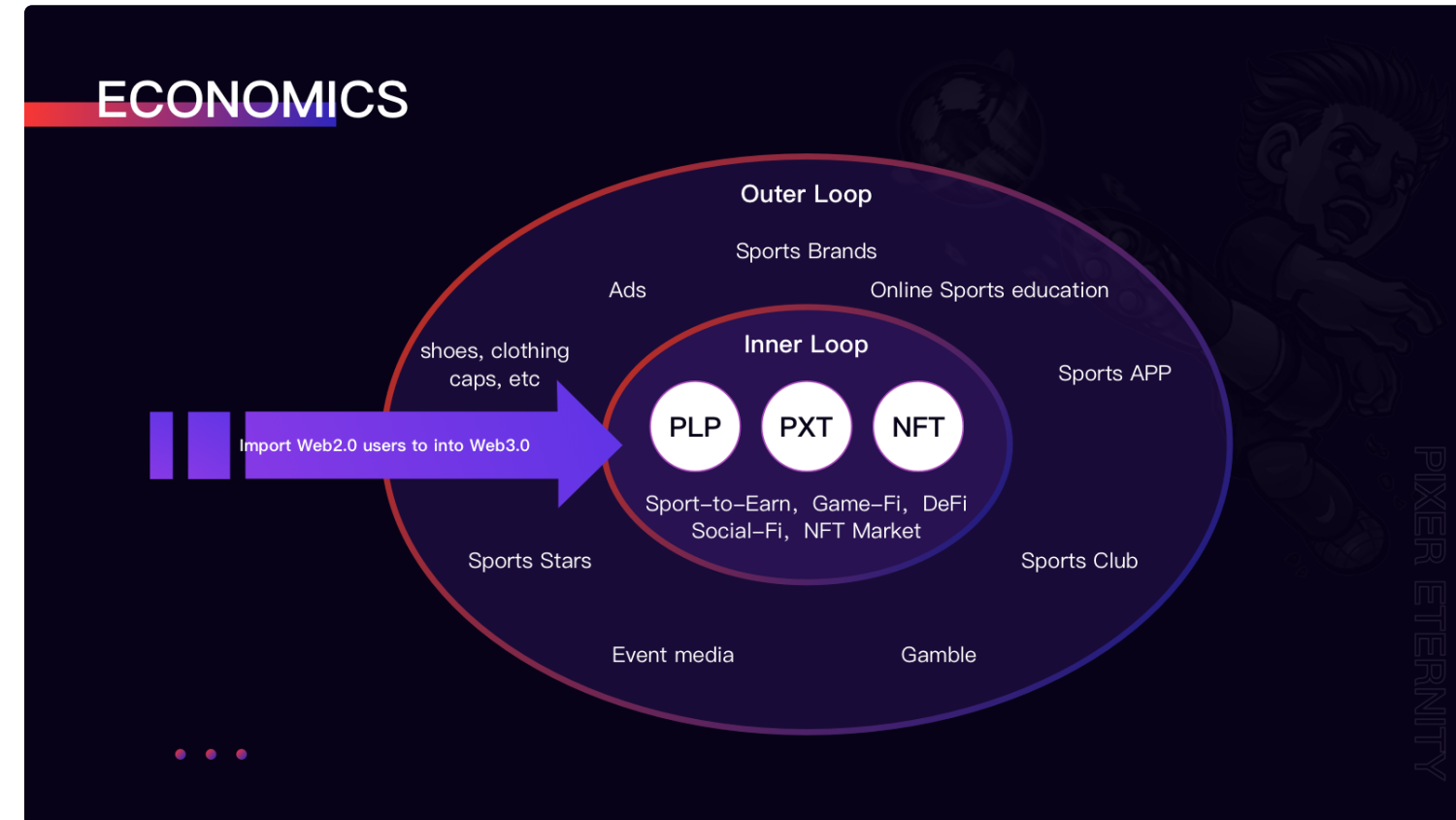
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The liquidator of platform charges a clearing fee: $\text{clearing fee} = \text{cleared bet amount} \times 1.5\%$

Economics



Pixier Sports focuses on creating a Web3.0 Sport-to-Earn platform for users. The platform will integrate Sport-to-Earn, Game-Fi, NFT, Gamble, DeFi, Market and other gameplay and functions to provide users, sports brands, online Physical education, etc. a sports economy and create value for all parties. We believe that a large number of Web2.0 users will join Pixier Sports to enjoy a new life.



PixerEternity Tokenomics

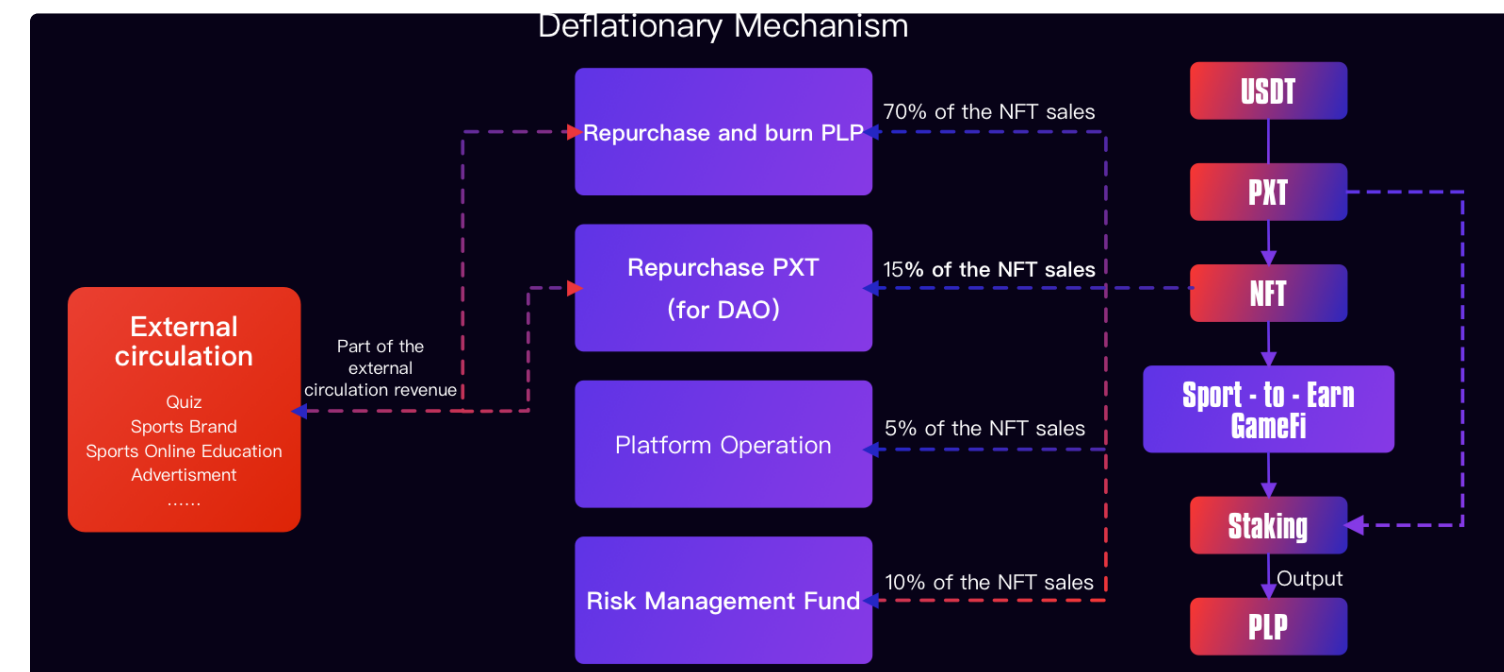
Governance Token: PXT

Utility Token: PLP (Calories)

Pixer Sports use a dual token system. One is governance token - PXT and the other is utility token - PLP.

Pixer Sports' native governance token is PXT, with the following use cases: NFT mint, NFT accelerate cards, NFT transaction fees, Gamefi consumption, gambling, governance

Pixer Sports' utility token is PLP with main use cases: Sport-to-Earn rewards, reinvestment, GameFi rewards, etc.



The goal of Pixer Sports is to create a colorful decentralized ecology for community users, and combine the economic model of the token to achieve the following goals:

Encourage users to participate in Sport-to-Earn, love sports, and enjoy a healthy life;

Incentivize users to participate in NFT transactions, Gamefi, Gambling;

Incentivize user-generated content to attract more users to the platform;

Incentivize users to use PXT as a governance token in the platform to participate in voting and governance, and obtain transaction/payment discounts;

Incentivize users to use PLP as the main payment/transaction tool;

Encourage sports brands, online sports education, IP and other ecological partners and builders to have better output and better interaction with users, and they will receive PXT/PLP rewards for this;

We hope that Pixer Sports will become a decentralized ecosystem that is truly owned and operated by community users. Users, sports brands, online sports education, IP and other participants can create value, share revenue, and allow the community and platform to continue to evolve and develop. In the past, some projects used the concept of "decentralization" as a wrapper for scams, which were mostly abandoned and stagnated. As time goes on, some true decentralized organizations are gradually forming and growing.

In 2022, the Ecological Development Fund will develop into the Community Finance Ministry, which will begin receiving revenue generated by Pixer Sports along with a portion of the staking rewards. Once the Pixer becomes sufficiently decentralized, the Community Finance Ministry will be managed by all PXT community contributors.

Funds received by the Community Finance Ministry will be distributed as follows:

5% of the sales of Mystery boxes/NFTs will be used for platform operations;

15% of the sales of Mystery boxes/NFTs will be used to repurchase PXT for DAO governance;

70% of the sales of Mystery boxes/NFTs will be used to repurchase and burn PLP;

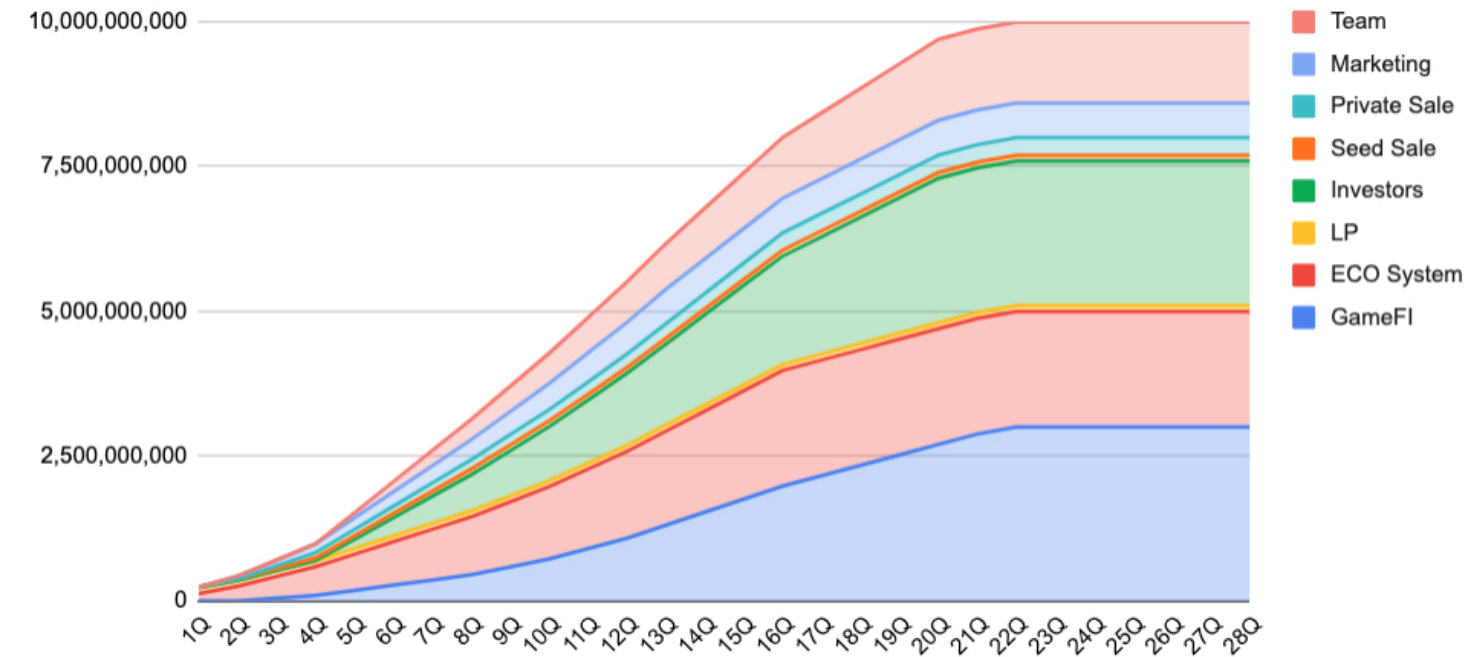
10% of the sales of Mystery boxes/NFTs will be used for risk protection funds;

With the emergence of new opportunities, the Community Finance Ministry will gain more revenue in the future, such as from the activities and events, copyright license fees, advertising fees, etc.

Assign and unlock schedules



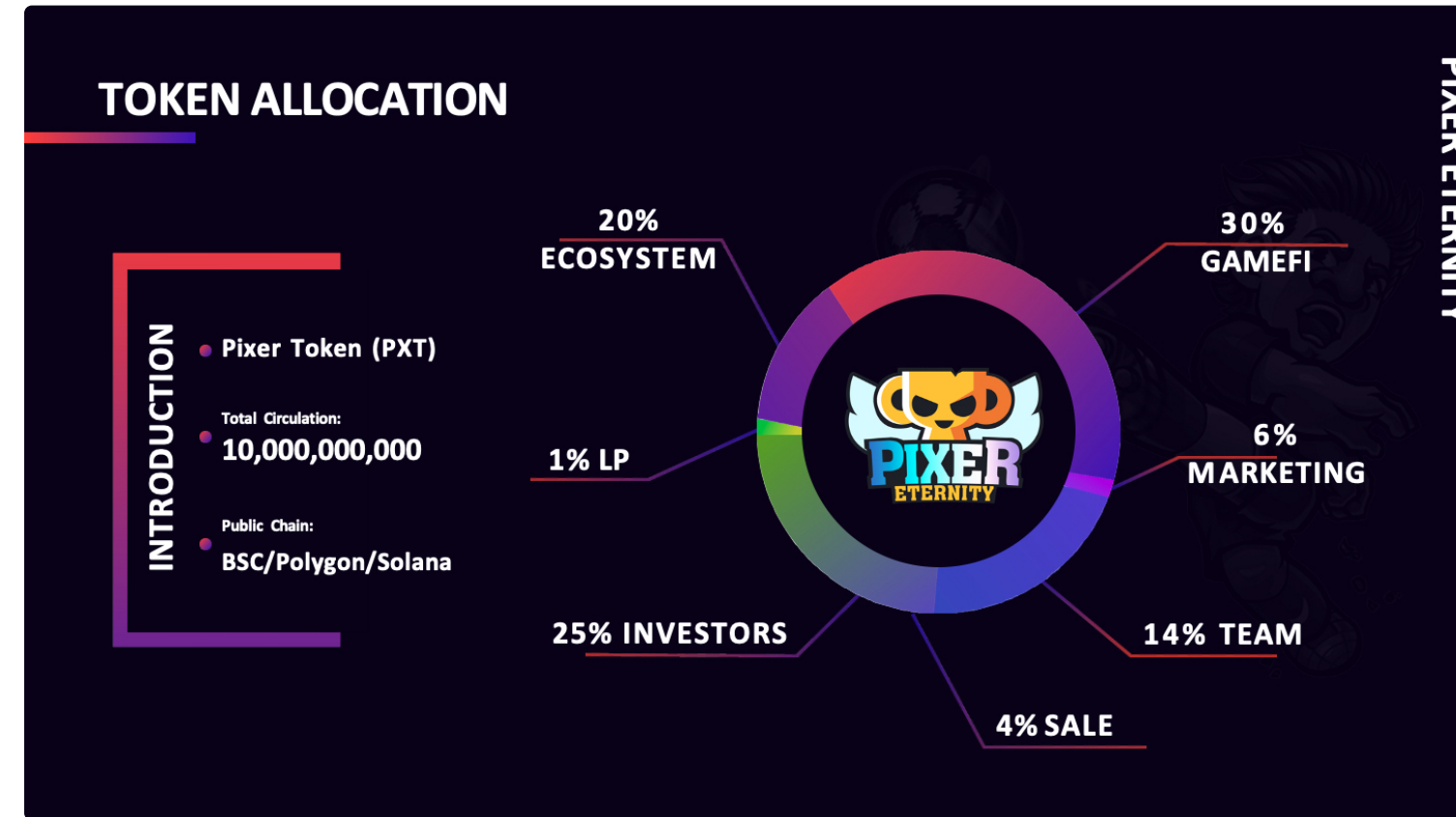
The total circulation of PXT is 10 Billion, which will be unlocked according to a predetermined schedule, and the initial circulating supply of TGE will be set to 427,500,000 PXT - 4.28% of the total supply.



The graph above illustrates that the maximum possible issuance and total supply of PXT over the next 5 years will never exceed 10,000,000,000.

PXT Allocation Instructions

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PXT circulation is expected to be slightly below the unlock schedule. Even if tokens are unlocked, Sport to Earn and ecosystem funding allocations will not be released until the game is ready for growth.

Community

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Pixar Sports is a new type of decentralized ecology focused on community users. In this ecology, users, sports brands, online sports education, IP, etc., as well as the core development team are all motivated, and will gather all forces to work together to develop the ecology. Pixar Sports will become the most powerful decentralized sports ecosystem.

Although Pixar is relatively small compared to the traditional Sports community and the Sports centralized ecosystem, the amount of user-generated content and dissemination will be very high.

Decentralized Organization

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Through PXT/PLP/NFT, Pixier Sports will gradually evolve into a community-driven decentralized project. This process will happen when PXT is gradually distributed into the hands of users and investors, and over time, the management, development, and design rights of Pixier will become less concentrated in the founding team. In the early stage of project operation, the founding team of Pixier will give PXT with a longer lock time a higher governance voting weight. This will prevent the hostiles from deliberately destroying our ecosystem in the early and critical stages of development.

The path to becoming a decentralized organization

Version 0 — Token Generation Event

Users cannot vote

Version 1 The public of Staking Dashboard

PXT holders can stake their tokens through the staking dashboard and participate in the governance voting that was proposed by the Pixier team.

These voting will focus on which team should receive funding from the eco-developing fund, and how to allocate the donation to the community.

Version 2 — 2022

More information about the on-chain voting on small issues.

Switch the voting method of PixierEternity from 1 token 1 vote to 2 vote.

Version 3 — 2023 / Decentralized Organization

PXT holders will decide which governance structure should be applied and how much vote they should have. There shouldn't be a controversy for some decisions, such as the stipulated token supply in smart contracts.

Technology



We initially chose Ethereum in 2018 due to the number of developers building on the platform and the ability to recruit initial community members. As time goes by, from a performance and scalability perspective, it became clear that building blockchain games on Ethereum alone is not feasible. Therefore, we decided to use Binance Smart Chain (BSC)/Polygon/Solana as our underlying foundation in 2021.

We learned that while our users care about blockchain technology, they focus more on the benefits it can bring along, rather than dividing too many functions. As long as we provide a tamper-proof distributed ledger that ensures scarcity and allows our players to own and trade their assets safely, efficiently, and low-costly, it will be enough for now.

The mechanism of Sport to Earn does not require a fully decentralized public blockchain. We believe that part of the ethos of Web 3.0 is that users are rewarded for the value they bring to the application, and that's what we Pixier Sports focus on.

Team



TEAM

The core team was formed in 2021 with 16 full&part time members distributed around the world.



OLEG KLYMENKO
CO-FOUNDER & CEO

Early player in blockchain and cryptocurrency, deep culture in football industry and great connection with Hashtage Sport



ANTOINE K
CO-FOUNDER & VP

Worked with dozens of projects, rich experience in DeFi GameFi & NFT



ALEKSANDAR
BUSINESS DIRECTOR

Former bussiness manager of Bestlink Capital, responsible for project docking in well-know institutions



MICHAEL EBERHARDT
CTO

Enginner team leader, former founder of VNQ blockchain, rich experience in outsourcing dapps & smart contract



BERNARD CHUA
COO

Seasoned storyline designer & NFT lover/ operator, great relationship with various famous communities

PIXER ETERNITY

Partnership



The graphic features a dark blue background with a red and purple border. It contains the following logos and text:

- BINANCE SMART CHAIN** (top left)
- polygon** (top left-center)
- TrustFi** (top center)
- BYBIT** (top right)
- BINANCE** (middle left)
- gate.io** (middle center-left)
- MEXC Global** (middle center-right)
- Polystarter** (bottom left)
- polygon studios** (bottom left-center)
- FREEDOM** (bottom center)
- COINTELEGRAPH** (bottom right)
- Huobi** (bottom center-left)
- VP ENTERPRISE** (bottom center-right)
- STRONG COOPERATION** (bottom right, in a stylized font)

Road Map and Milestones

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2021

Q1 Built the core team, and initiated the project of PixierEternity.

Q2 Researched PixierEternity's GameFi and Sport to Earn.

Q3 Successfully researched the market and tested data, and initiated PixierSports.

Q4 Established partnership with Binance Smart Chain, Polygon, Solana and other major public chains.

2022

Q1 Built the early PixierSports community and made early operation plans, and got the support of the famous football Star Robin Van Persie.

Q2 Negotiated the details of collaboration with Media, blockchain KOLs, famous sports stars.

Q3 Design sport-to-earn values and architecture, deploy smart contracts. PXT Token will be launched on MEXC, Gate, Huobi, OKX and other well-known exchanges, and PixierSports APP will be launched on Google APP Store and IOS APP Store.

Q4 Test and launch Game-Fi and Gamble.

2023

Q1-Q3

More internationally famous sports stars and KOLs will join PixierSports App .

Realize the design of Web3.0 Metaverse.

Develop PixierSports 2.0 and open Metaverse interactive experience.