

The Pikcell Project “not a whitepaper” guide – version 1.1

This is an early revision and details may still change before the Round 1 launch.

Charity nomination:

SixPM Software has committed to donating **18% of net profits** from The Pikcell Project to charity. This includes drops, auctions, and secondary market sales.

Round 0:

Candidates for the donation from Round 0 are:

- Unicef
- World Wildlife Fund
- Brain & Behavior Research Foundation

Round 1:

Round 1 will accept nominations for charities starting from mid-August.



Round duration:

We have decided to move from a bi-monthly canvas to a seasonal canvas. As already planned, Round 1 will last the month of August, and Round 2 will last for the following three months (Northern Hemisphere Autumn)

Occasionally a special round may be introduced, which may feature a small, permanently unlocked canvas, or a brief themed round for a seasonal event, e.g. Halloween or Christmas.

Canvas locking:

After feedback from the community, we will be leaving the Round 0 Canvas unlocked. This will both allow the beta canvas to retain “special” functionality and let us use it to trial new canvas features on a small scale.

Summary Table

Round	Duration	Lock status
0	July 1 – July 31	Will remain unlocked
1	August 1 – August 31	Locked at end of round, with a single change possible after the round has ended
2 onwards	September 1 – November 30, then seasonally	TBA

Unset/unsold Pikcells:

In the final 48 hours of rounds with a locking canvas, a single use Pikcell will be made available for each unset/unsold Pikcell.

The owner of the single use Pikcell can set the image associated to the unset/unsold Pikcell once. The single use Pikcell is burnt afterwards.

The owner of the full Pikcell (you should perhaps not call both things a Pikcell) can however change the associated image, even if it has been modified by a single use Pikcell beforehand.

In that scenario, 75% of the WAX drop price of the single use Pikcell will be refunded after the round ends.

Pricing:

Pikcells will ordinarily be priced at 64 WAX. This price may change in future based on the value of WAX at the time a round starts.

Round 1 Pikcell Distribution:

All airdropped and promotional Cell Blocks will be strategically placed across the canvas to allow all users to have a chance to expand their area.

Round 1 will be an 80 cell by 45 cell canvas, resulting in a 5120x2880px canvas. This corresponds to a 5K resolution.

There will be 3600 Pikcells on this canvas.

Airdrops (~1000 Pikcells)

At the time of writing, we expect to be airdropping approximately 1000 Pikcells to:

- Origin Coin Holders (2/coin)
- Pikcell Origin Coin holders (2/coin)
- Timekeepers (4x3 starter Cell Block)

Promotional use (100 Pikcells):

10 2x2 Cell Blocks and 5 4x3 Cell Blocks will be retained for promotional use.

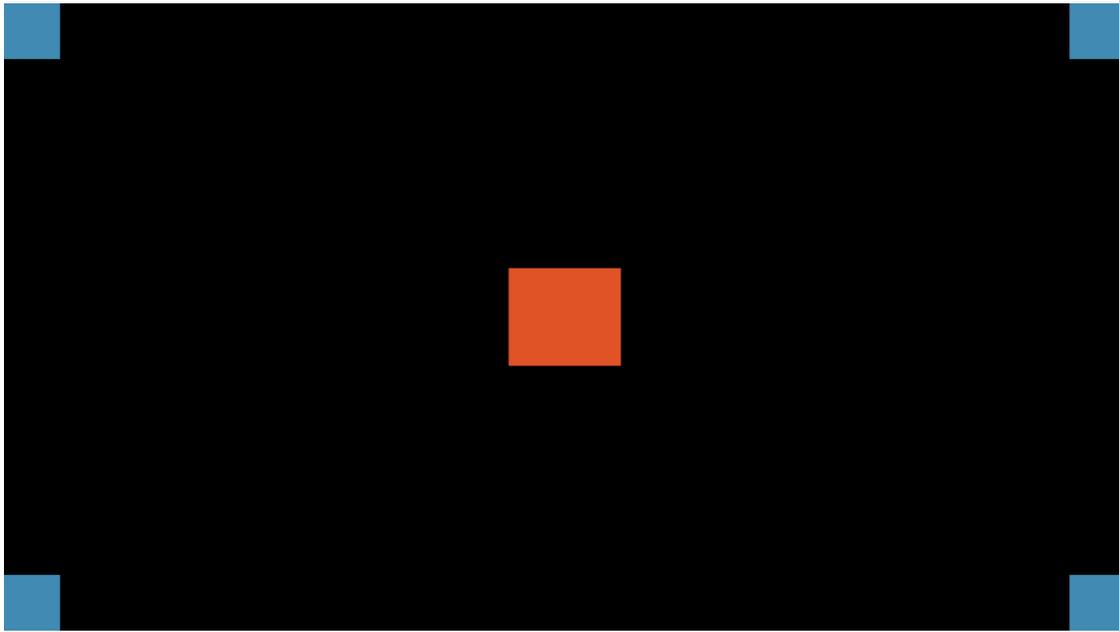
Auctions (120 Pikcells):

The following Cell Blocks will be available for auction. These are large sections of the canvas in prominent locations, and thus are priced accordingly.

- **1** Pikcell Ultra Cell Block located in the centre of the canvas (56 Pikcells Total: 8x7)
This auction will start at 2x the cost of the individual Pikcells (7168 WAX)
- **4** Pikcell Mega Cell Blocks, each located on one corner of the canvas (16 Pikcells total: 4x4)
These auctions will start at 2x the cost of the individual Pikcells (2048 WAX)

Owners of the Pikcell NFTs for Ultra and Mega Cell Blocks may choose to place a large image on the canvas or to break their Cell Block into smaller Cell Blocks for resale. If the owner wishes to place a large image spanning their Pikcell NFTs, they can contact SixPM Software to streamline the process.

These auctioned blocks are shown on the canvas here.



This results in ~2400 Pikcell NFTs remaining on the canvas which will be sold as packs.

Packs:

The following packs will be available:

Pack	Pikcells	Supply	Discount	Price (64 WAX/Pikcell)
Jumbo Pikcell Pack	50	10	10%	2880 WAX
Big Pikcell Pack	25	25	5%	1520 WAX
Pikcell Pack	10	50	3%	620.8 WAX
Single Pack	1	All remaining Pikcells	N/A	64 WAX

URL support:

We're currently investigating linking URLs to your Pikcell on the [Canvas Explorer](#). This feature may be included in Round 1, however no guarantee is made. We aim to have this feature implemented by round 2 however and may retrospectively allow linking of Round 1.

