

Pixtalgia

Story

Pixtalgia is a world beyond time. The atmosphere is inspired by the classic NES Amiga.

Featuring many crypto references, it's a tribute to the golden age of console gaming.

This story is just beginning and it's growing day by day, including lore and characters created by numerous NFT creators and players. Every character, regardless of their oddities, is conceived in such a way that they never feel out of place or out of time in the world.

Inspired by games such as Metroid, Castlevania, Zelda, Pixtalgia aims to create an ecosystem/metaverse of games with blockchain and NFT features, inspired from the retro pixel-art aesthetic but with up-to-date innovation, staying focused on the fun, fast, vintage console style gameplay.

Gameplay

The Gameplay of Pixtalgia is inspired by the classic 2D Platformer style and the "Metroidvania" genre (a variant of the Platformer which gives a lot of importance to Items, Character Upgrades, and has a very big world to explore, return to old areas and find new paths when you have access to higher tier equipment), but will allow an interesting experience for different kind of players.

For the less experienced, you will be able to visit Pixtalgia cities and Creator's Expositions, skipping all the enemies and perils. There will be easy levels and more extreme challenges (in the style of the famous superhard NES Gameplay!) with cool rewards for the hardcore players.

The characters

There are a lot of funny characters in the world of Pixtalgia. Some will aid the players, and some will be there only to cause trouble! But all of them will be memorable!

Their inspiration comes from video games:

- The crypto world
- Current events
- Pop culture
- Blockchain creators.

A lot of new characters will constantly be added to populate the worlds of Pixtalgia.

Buying special tokens and contacting the team will allow players to insert their own ideas and creations into the Pixtalgia world.

Villians in Pixtalgia

Like Zelda's Ganon or Mario's Bowser, every good game from their era has a memorable villain.

Pixtalgia's villain is named 17. He was an adventurer like all the others, but due to an error, by the stubborn creator of Pixtalgia, who never decided to use the testnet due to his mythological laziness, became **the UnMinted**.

He lived his life in the darkest meanders of the blockchain, harboring a grudge against his old fellow adventurers as well as against Pixtalgia itself and its creator. Initially, Pixtalgia seems to be a peaceful world, but a threat lurks underground that slowly harbors evil plans, unbeknownst to the inhabitants.

Pixtalgia World

There is a lot to see and do in the World of Pixtalgia and it can all be explored in its entirety. It's an ever-evolving world, with seasonal events and new content added constantly.

A number of different areas will be included, inspired by the various blockchains running Pixtalgia (Wax, Polygon, ETH, BSC).

Players will be able to explore the game freely, regardless of the blockchain they logged into, and interact with other players from different blockchains.

Cities

There are many safe cities in Pixtalgia that are filled with shops, homes, and clubs where you can buy items, check out the artists' collections, socialize, and much more. Monsters and hazards do not exist in the cities.

It is possible for any player to customize a city by purchasing houses, ad spaces, or simply interacting with the community on social media and exchanging ideas and inspiration with others in that community.

Dangerous Intersections

As you travel through the Pixtalgia's overworld from city to city, you will come across Dangerous Intersections, where AI Monsters and Monster Players will spawn, in addition to the Dangerous Intersections in the city.

In these sections, you will be able to enjoy classic 2D Platformer action gameplay.

Jump, fight, and collect coins and items as you go!

Dungeons (Instances)

While exploring the darkest corners of Pixtalgia, you might be able to find entrances to dungeons that you can explore. It is probable that you will find strong bosses who guard precious treasures in these caves, and you will not always be able to enter them because they might not be accessible all the time.

The Subway

There will be a Subway that will allow players to travel safely from town to town, avoiding all hazards while enjoying a chill, social Pixtalgia experience. However, you should be careful not to get too deep into the cave, or you might find hidden dangers there.

The Sewers

It would be impossible to make a NES inspired retrogame without paying an homage to the obligatory sewer level. It's only a matter of time before you get your boots dirty, so be prepared. In the Subway you will be able to find the Sewers (Pixtalgia's first Dungeon) under the surface of the ground.

Economy

Introduction

A Game-to-Earn game that hopes to be scalable and sustainable in the long-term must be based on the economic theory that lies at the core of any 'Play-to-Earn' game. In the first place, Pixtalgia was created in response to the need for first-generation 'Play-to-Earn' games to simply have earning features, while many of these games have become dominated by a player growth-driven economy that has seen the value of their currencies become overly dependent on their continued growth.

In creating a new game that emphasizes the 'fun' part, the collection of NFTs pieces of pixel art and the opportunity for wealthier or talented players to increase their enjoyment by winning, purchasing and selling those NFTs.

We aim to create a more simple, circular economy that caters to different types of players and that is not solely dependent on player growth to be sustainable. NFTs are used to distribute rewards.

Our Economy

Pixtalgia is a 2D, action platformer game with a Play & Earn twist. In the future, players will even be able to play the game for free and even without owning a crypto wallet, while giving more invested players the possibility to have access to a broader range of possibilities and become owner of classic pixel art – with an in game utility, while they'll still need to watch out from skilled free players that own no NFTs.

Revenue Streams

The revenue stream for the game is based on the sale of Pixtalgia's NFTs. In Pixtalgia's actual release users will need to own one NFT Adventurer to play. The game also features a Play & Earn mechanic. Pixtalgia's reserves from the NFTs sale acts as a financial storage for funding other aspects of running the game, the company and the community.

[Wax Market Cap](#) will show:

- **Primary sales total**
- **Total existing NFT assets**
- **NFT Market Cap (total value of all Pixtalgia's NFTs released)**
- **Owners**

- **Top Sales Secondary market**

[Atomic Hub collection](#) will show:

- **Total volume on Atomic Hub secondary market**
- **Last 24 Hours sales volume**
- **Top Sales Secondary market**
- **Top sellers**
- **Top Buyers**

Player Rewards

As a reward for completing in-game quests, you will be able to earn from a huge pool of tokens and NFTs available from both Pixtalgia and other creators.

Free to play model (F2P)

With Pixtalgia on the WAX Blockchain, you can play for a very low entry fee - and we plan to keep it that way! Even without a budget, every player should be able to explore Pixtalgia's world and get the most out of it. Wallet-less players will also have access to some gameplay modes, so while collectors will have more options, free players will not be left behind.

NFT

Pixtalgia utilizes multiple NFT schemas. It is possible to obtain both collectibles and game NFTs (but all of them will eventually be integrated into the game).

For the game to be playable, you will need an adventurer as your main character.

The Weapons and Equipment NFTs will comprise the weapons and items that can be equipped with your character.

Your pet NFT will follow and assist your adventurer.

You will be able to play space shooter levels using spaceship NFTs.

Promotional NFTs are collectibles that boost your stats and some of them may grant you access to special areas in the future.

NFT Launch

Packs are the best way to find Pixtalgia NFTs of all kinds on a regular basis. As the most important releases, they greatly contribute to the funding of our project.

NFT Staking and airdrop

Our NFTs can be staked on the WAXDAO platform to earn Wax. It's a nice way for our holders to be rewarded until our NFTs have more in-game functionality.

A Farm can currently stake all NFTs from the "Promo" schema (which are currently collectibles, but will be more useful in-game in the future).

NFT Legacy

NFT Adventurers and Weapons are usually very limited. The roster of characters is constantly increasing, but like in the best tradition from Trading Card Games, older Assets will always have high collector value, being very limited, so don't miss the opportunity to own some OG Pixtalgia game items!

Technicals

Infrastructure and protocol integrations

Tech Stack

Game dev:

- Game Maker Studio 2 Framework
- Javascript
- Html5
- CSS
- PHP 8
- MySql

Web3 dev:

- Solidity
- Node.js
- React.js

The Pixtalgia Web architecture is made by 4 main components:

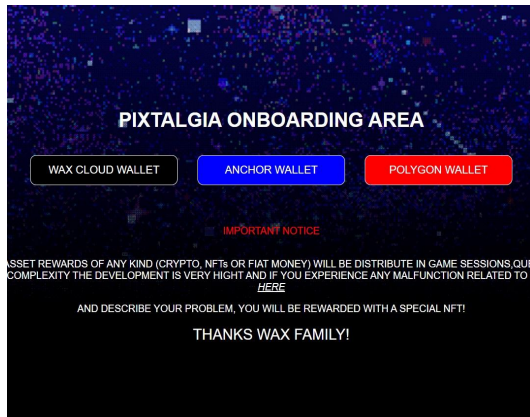
- Wordpress website for the facade elements that are presented to the user.
- A Platform Engine built with the GameMaker Studio 2™ Framework.
- Node.js web server for managing the web3 side.
- Node.js game server for managing multiplayer.

The WebSite



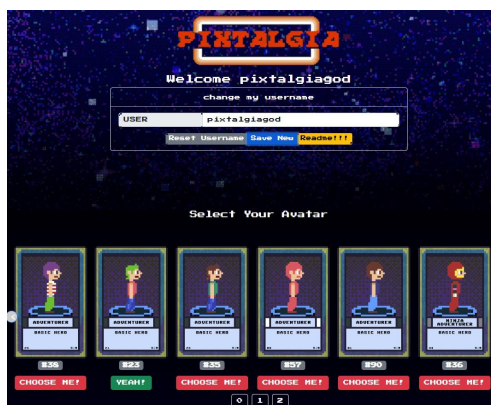
The WordPress technology allow us to provide a stable and optimized website to the final user, it also allows us to collect analytics data to improve the whole gaming experience. Thanks to the WordPress PHP utilities and libraries it's possible to build a fast, solid and effective frontend for the users.

Onboarding Area



The website it's also the primary door to the web3 World around Pixtalgia. From it, users can start the onboarding phase to connect crypto wallets to the backend of the game. The onboarding area will become a space where events updates, advertising and more side activities will take place.

The Lobby Page



From the lobby page, players can customize the Adventurer chosen, with NFT weapons and Items, change game keys and be updated on development news.

It's from the Lobby Page that the *Journey Begins!*

The Pixtalgia Game

The Pixtalgia platform game engine is built with **GameMaker Studio 2™**, a professional game development tool already used in success cases as [Hotline Miami](#) and [Undertale](#) (from, respectively, Dennaton Games and Toby Fox). The customized Javascript game engine is optimized to process massive data coming from the activities of the players, giving them the

best Open World playing experience possible. The HTML5 game core can be extended using Javascript when needed.

Thanks to the flexibility of the framework, the game can be easily exported on other platforms such as Windows , Mac OS, consoles and mobile devices.

Node.js backend

The Node.js web server works as a backend to manage various types of authentication on the Pixtalgia game, working as API server.

The Blockchain protocols that can interact with Pixtalgia are:

1. Wax Blockchain.
2. Anchor Wallet / Wax Cloud Wallet.
3. All the EVM Blockchains (Ethereum, Binance Smart Chain, Polygon, etc...).

When a user tries to connect his wallet to one of the Blockchain protocols listed above, the Node.js web server takes charge to grant him authentication after making a sign transaction from the user's wallet to know that the user is 100% unique and authentic.

After a user completes the authentication process, the Node.js web server will recognize all the NFT assets on the user's authenticated wallet that are compatible to be used in Pixtalgia.

The Node.js web server works as an engine to gather all the connections from all the different wallets that belong to various users. Users will be connected to the game simultaneously from different Blockchains (even in multiplayer), this feature makes Pixtalgia a **multichain web3 game**.

The Node.js web server also provides APIs that permit Pixtalgia to interact with other partners' projects, the user will be presented a standalone front-end client standardized with React.js that will be customized for every partner that we will work with. When a user tries to log in with a partner project the Node.js web server will work mixed with the partners API to see if the user has the requested condition to log in from a partner project.

The Node.js multiplayer server works as a standalone server for managing the multiplayer session. Through the Websocket technology it will manage and refresh on real time all the multiplayer data, synchronizing all the players.

Community

Community

We are all about the Crypto/NFT and Wax communities! This project would not be possible without the support of the community. With the **Custom NPC Tokens**, anyone can include their creation in Pixtalgia's lore and characters.

In Pixtalgia, creators can add custom buildings and characters, and reward players who complete their quests with NFTs from their collections.

The Wax Community

The Crypto community and its many creators inspire the entire game universe.

Collaborating with collectors and other creators is one of our favorite things to do.

WAX is where the core of the Pixtalgia community was born, but we are all crypto-lovers, and we look forward to engaging with other blockchain communities as we go multichain...with WAX always holding a special place in our hearts.

Other

Team

Fabio Flagiello (Game Developer)

Peter Pots (NFT Creator, Pixtalgia Mastermind, Level Design, Game Art)

Simone Saturno (Web & Blockchain Developer)

[Aquascapeman](#) (Community management)

Roadmap

Q1-2023

- Online Backpack system
- New bosses and weapon system
- Multichain wallet login
- New quests
- Space minigame
- Pixtalgia Cinema
- Collector power

Q2-2023

- Multiplayer implementation
- Farm system - LP Pools advanced handling
- Restricted areas NFT gated
- Monster Mode
- More content / quests / bigger game world / overall experience improvement

Q3-2023

- Pet System
- Housing System / Rent & Buy
- New Fighting System
- Collector Power

Q4-2023

- Second Subgame

- Online Social In-Game Experience

2024 and beyond

- Launching New Games in the Pixtalgia universe across all chains

Socials

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

<https://twitter.com/PixtalgiaWax>

<https://t.me/pixtalgia>