



PRESENTS

A stylized graphic behind the title, featuring a central vertical rectangle with rounded top corners, flanked by two trapezoidal shapes that taper towards the top, all enclosed within a thick black outline.

POINTS PARLOR

INSTRUCTION MANUAL

v1.1

*** A SIMPLE GAME TO REWARD LOYAL HOLDERS ***

BASICS

INTRO

Points Parlor is a strategic game where Season III DeGods use Points to open Packs and win Prizes.

HOW IT WORKS

ELIGIBILITY

Only Season III DeGods can play.

POINTS

Earn Points by staking DeGods.

Staked DeGods earn 1 Point per minute.

PACKS

Open Packs using Points.

Select from 3 Pack types: A, B, and C. All have the same base price, but contain different prizes.

⚠ The Halvenings: Pack base prices double every 30 days.

PRIZES

Every Pack contains 1 Prize.

Prizes are either an amount of DUST or a brand-sponsored “???” prize.

DUST prizes range from 0 to 333 DUST.

Brand-sponsored “???” prizes range from \$25 to \$40,000 in value.

GAMEPLAY

Every DeGod can play one (1) session daily. Days reset at 12am Pacific Time.

During each session:

1. Select the types and quantities of Packs to open.
2. Open them all simultaneously.

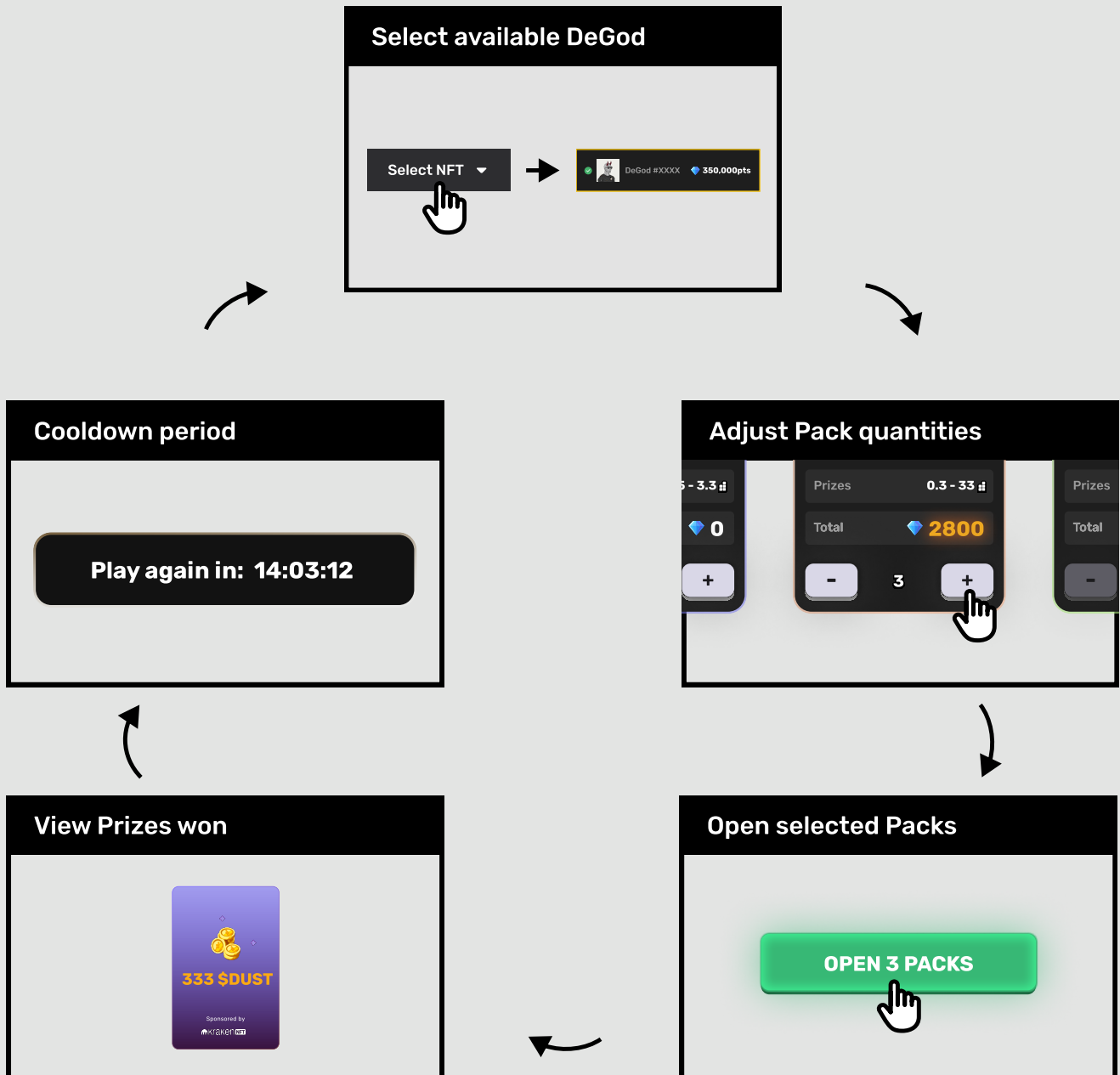
⚠ Impatience Tax: Within a session, each subsequent Pack of the same type selected by the same DeGod costs double.

TIPS

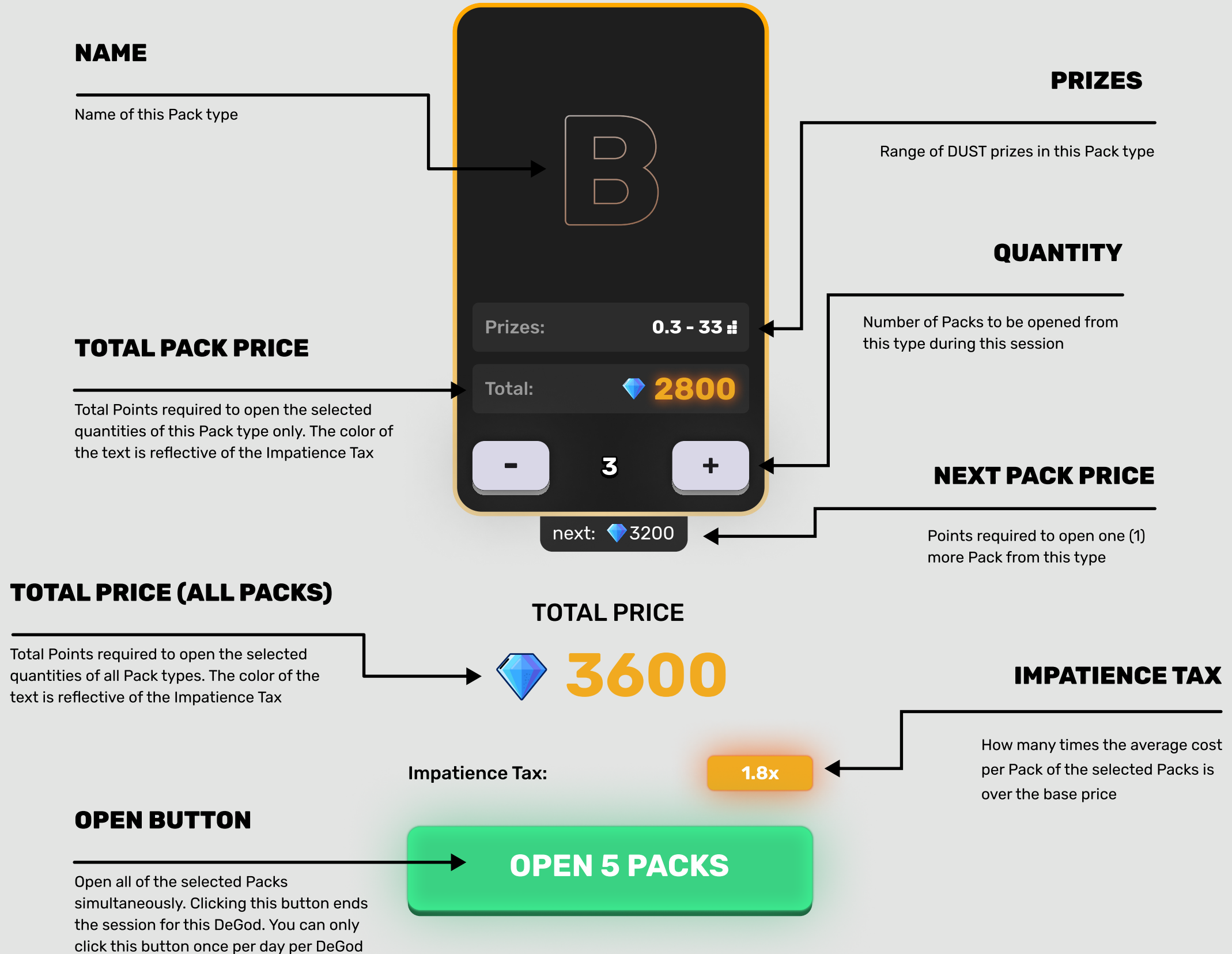
1. Keep staking. DeGods can continue to accumulate Points while winning Prizes in Points Parlor.
2. Be strategic. View the Pack Details drawer in the game and use the data in the Google Sheet for easier analysis.
3. Don't use all of your Points too quickly. The Impatience Tax escalates, and new “???” prizes will be added throughout the game.
4. Don't wait too long to use your Points. The Halvenings can significantly reduce the number of Prizes won, and Points Parlor will not go on forever.

THE GAME

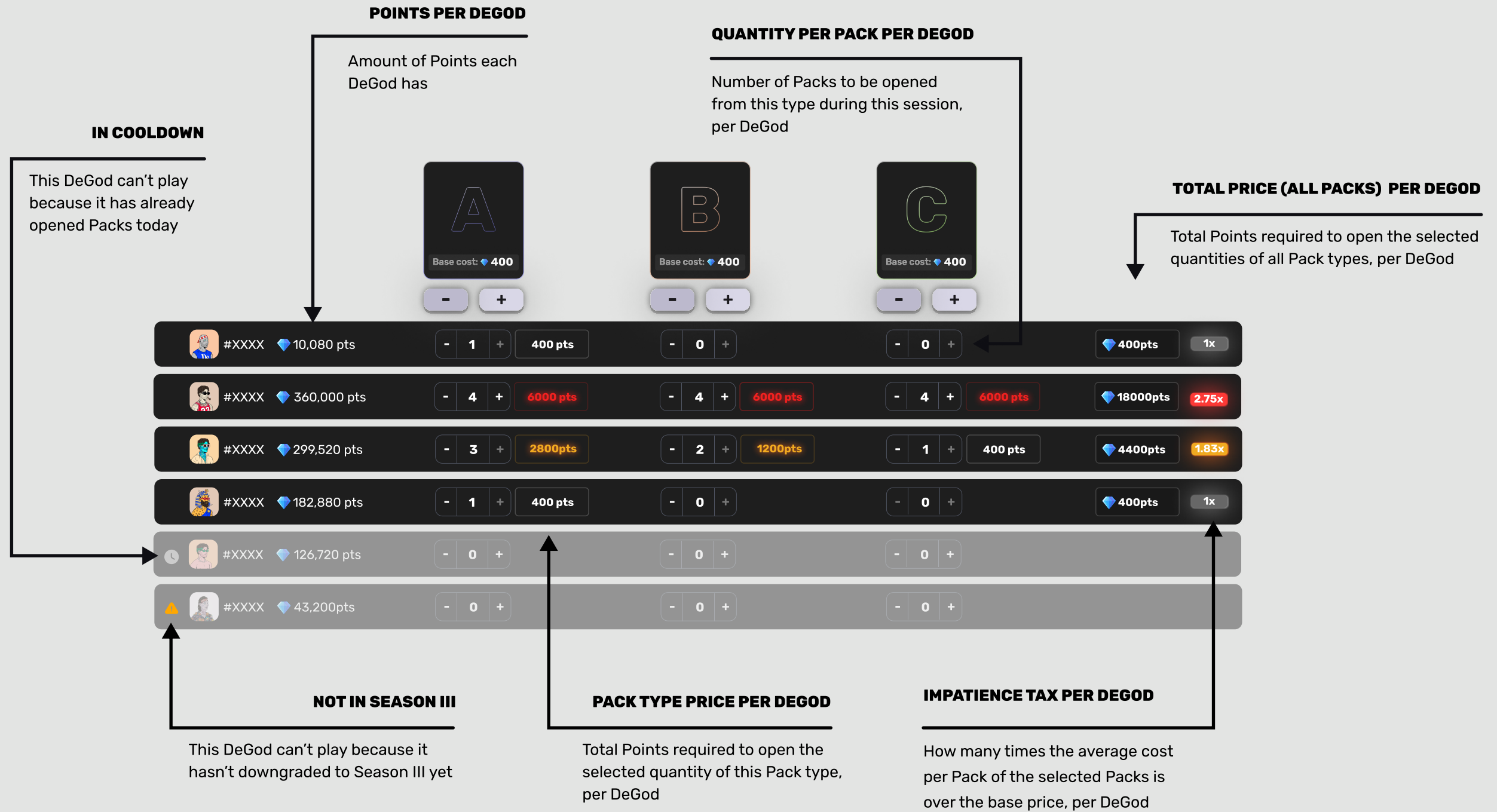
HOW TO PLAY



SINGLE MODE



MULTI MODE



RULES

ELIGIBILITY

Only Season III DeGods can be used in Points Parlor.

INDEPENDENT DEGODS

Every DeGod operates independently in Points Parlor.

- Points are loyalty points earned through staking. They're tied to their specific DeGods and are non-tradable. They cannot be transferred or combined across multiple DeGods, even if held in the same wallet or de[id].
- The activities of one DeGod have no effect on other DeGods.

PACK PRICES

Players can open Packs with Points. Opening Packs is irreversible and nonrefundable.

- All Packs start at a base price of 400 Points per Pack in the first month.
- All Pack base prices double every 30 days.
- Within each session, each subsequent Pack of the same type selected by the same DeGod costs double the amount of Points as the previous one.

All Pack prices reset to their base prices at 12am PT every day.

PLAY 1X PER DAY

Every DeGod can play one (1) session daily. Days reset at 12am Pacific Time.

During each session:

1. Select the types and quantities of Packs to open.
2. Open them all simultaneously.

PRIZES

- Prizes are attached to de[id]s. Prizes won by multiple DeGods held in wallets connected to the same de[id] are aggregated together.
- DUST withdrawals are manually triggered (claimed) by players in the game. Once claimed, DUST will be sent to a selected wallet connected to the player's de[id].
- When a player wins a "???" prize, they'll receive a coupon code.
 - This code can be used to claim the prize directly via de[store] for \$0.