Presenting Electronero Pulse protocol, a decentralized hard fork of Electronero

# Electronero-Pulse



Supply: 500 billion coins

Target: 60 seconds

Unit: 2 decimals

Proof-of-Work: cNv7-FAST

Variant: 4

**Market: Gaming** 

**Emissions: Camel Emissions** 

ETNXP - White Paper

Revision 10 09/28/2018

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## Electronero Pulse Protocol

Electronero-Pulse is a new virtual cryptocurrency that is being given life due to Electronero's community demands. We have received feedback indicating the community's desire to focus on blockchain gaming implementations and partnerships. The options were weighed and a new coin is what we need to be able to achieve those goals. On block xxx,000 Electronero Pulse will launch as a result of a chain split.

Electronero-Pulse will operate on the Electronero Network and Electronero holders will be awarded Electronero-Pulse coins. Electronero-Pulse will offer Electronero users a 1:1 claim from a hard fork genesis and feature all of the privacy benefits of Electronero.

We have directed a fund known as the "ETNXP Game Sponsorship" for partnerships, ventures and co-operative projects with game developers to bring a collective of games and game makers to the Electronero-Pulse community. Leading with a mobile first initiative, aligning with Electronero was a critical step for the initiation of the Electronero-Pulse project. We are also developing our own games to initiate the platform with unique features and incentivize users.

"Electronero Pulse Game Sponsorship" will operate using Electronero Smart Contracts and network to run. ETNXP will be the digital currency to support the gaming platform. Because of this unique bond the two communities are intertwined in a unique cohesive relationship, which will benefit both communities simultaneously.

Within the Electronero Pulse gaming platform will be a system for ETNXP holders to get early access to releases via our partnerships or in-house games. This will happen through an airdrop which is redeemable ONLY for access to games published for listing to the platform. Within the Games Submission Platform will be a system for developers to earn ETNXP for their validated submissions.



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Artwork Credit: z-design

# Team Fund Locking Mechanism

As a new project, a fund for development and other needs has been established. 50.5% of total supply allocations will be distributed in gaming and project auxiliary Electronero Pulse which will be periodically available using a locking mechanism to unlock funds for use. Since the team will not have access to all ofthe coin at once, strategic planning will be a major focus for continual growth. There will be a locking mechanism for the project's own cointo be released on a monthly and annual milestone distribution to continue to scale the project and meet goals throughout the length of the project.

Team - 10% 50,000,000,000 ETNXP Game Developer Fund - 10% 50,000,000,000 ETNXP Game - 20% 100,000,000,000 ETNXP Bounty - .5% 2,500,000,000 ETNXP Advertising - 5% 25,000,000,000 ETNX Exchanges - 5% 25,000,000,000 ETNX

With the proper cryptographic examination using the public wallet address and the public view key the total amounts of the prover's wallet or game asset are publicly visible to any verifier. We are transparent in sharing how we will release the coinage for project usage and auxiliary elements or partnerships. The locks will release on different schedules. We will have monthly unlocks – which will be to fund games, projects, leaders, community volunteers, and othercore obligations. There will also be "milestone" unlocks which will be annually, these unlocks are to fund developmental tasks.

## **Project Status**

Electronero Pulse is a hard fork of Electronero. The genesis block of Electronero Pulse exists on Electronero blockchain. There was not an ICO alsoknown as Initial CoinOffering for Electronero or Electronero Pulse or their descendant networks. As privatedecentralized blockchains these networks co-exist and are nurtured as educational project(s) led by developers operating in a community driven and self fundedecosystem. Electronero Pulse is fulfilling it's sole purpose in research and development of games in combination with the multicultural and international phenomenon known as blockchain. Electronero Pulse is granting game developers access to blockchain assets and bringing the community opportunity to Play!

# Full Stack





























#### Features

In this section we will be detailing the coming features for Electronero Pulse. As we aim to provide the best technology and user experience while keep our users' privacy intact, we will always be listening to the community and develop the features that are the most demanded.

- DESKTOPBINARYWALLETS(MAC/WINDOWS/LINUX)
- DESKTOPGRAPHICALWALLETS&MINER(MAC/WINDOWS)
- MOBILEWALLETSFORIOSANDANDROID(GOOGLEPLAYBETA,IOS TESTFLIGHT)
- MOBILEFAUCETFORIOSANDANDROID(GOOGLEPLAYBETA,IOS TESTFLIGHT)
- ASIC-RESISTANTPROOFOFWORKALGORITHM(CN-FAST)
- MLWMADIFFICULTYALGORITHM
- 2BECIMALUNITS
- 500,000,000,000ETNXPTOTALCOINSUPPLY
- HIGHEMISSIONS SCHEDULE
- CAMELEMISSIONS
- GAME MINICOIN PROOF
- BULLETPROOFRINGCT

"Itactually turns out that with the newest results Bullet proofs are quite fast to verify. Especially if you verify many at once. BPs are roughly 25x faster than the previous range proof for a single output if you verify many at once."

See Section 6.3 https://eprint.iacr.org/2017/1066.pdf



#### **Electronero Core**

#### Blockchain

Blockchain Developer: Mark Evans - Location: USA Back End Developer: Dominic - Location: Germany

#### Creative

Graphics Designer: Jay - Location: China

**Animation: Carlos - Location: USA** 

Desktop UI/UX: Alessandro - Location: Italy

#### **Community & Support**

Community Leader: Kyle - Location: USA

Africa Community Support: Michael - Location: Africa

France Community Support: Berouke - Location: France

India Community Support: Pankaj / Desi - Location: India

China Community Support: Jay Ong - Location: China

Japan Community Support: メビウス - Location: Japan

Italy Community Support: Marco - Location: Italy

Russian Community Support: Dmitriy - Location: Ukraine

#### **Node & Pool Operators**

Pool operator: Mark - Location: USA

Pool operator: Manny - Location: Australia

Remote node operator Gabe RO – ronode – Location: RO

Remote node operator: Dwayne NY – nynode – Location: USA

Remote node operator: IT - poolItaly Marco - Location: Italy

Remote node operator: Adrian LA - Ianode / Pool operator Location: RO

Remote node/Pool operator Dmitriy DE – denode, IT – itnode – Location: Ukraine

#### **Advisory**

Consultant: Hayzem - Location: India

Consultant: Jagerman - Location: Canada

Consultant: Ariel Salas - Location: Chile

Consultant: Bill - Location: USA

Mining Advisor: Diego - Location: USA

Mining Advisor: Isak - Location: Sweden

Discord Bot Developer: Brandan - Location: USA Multiminer Developer: Jeff Rudd - Location: USA

### **Strategy**

Strategic partner: Mineful: Location: USA

Exchange partner: Instaswap: Location: Germany

#### Social Media

YouTube reporter: Joachim - Location: Belgium

YouTuber/Twitter influencer: Sarah - Location: UK

Blogger: Dafingus Location: Worldwide

Vlogger: Craig Location: Worldwide

Telegram Expert: Leo - Location: Worldwide



#### **Electronero Consensus**

#### **Trade**

Instaswap.io TradeOgre.com

#### Community

Rosie - US Marco - Italy
Mark - US Alessandro - Italy

Ky-US Pankaj-India

Mike - Africa Carlos - Brazil

Carlos - Brazil メビウス - Japan

Joachim - Belgium Desi - India Jay - China Dwayne - US

Bill - US

### **Sponsors**



Hashfactory.online



Mineful.com



CoinGecko.com

#### **Advisory**

Mannie - Australia

Ethan - South Africa

Shaun - South Africa

Gabriel - Romania

Adrian - Romania

Sakkis - Greece

Tomas - Germany

Syed - US

Matt-US

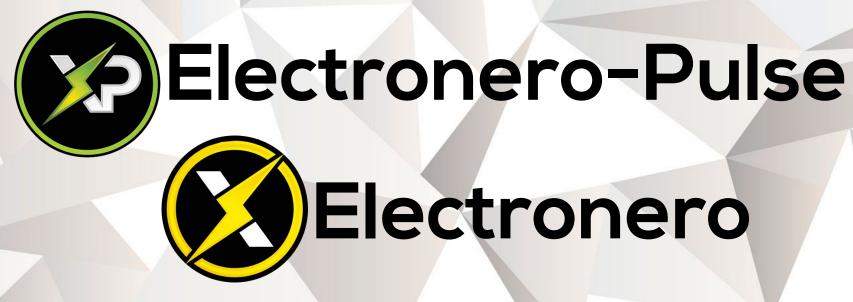
**Dmitriy - Ukraine** 

Aldo - US

Diego - US

Kyle - US

Dom - Germany



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