Soccerverse User Guide

SOCCERVERSE



GAME OVERVIEW

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Introducing Soccerverse. A massively multiplayer, community-driven football management game.

Become a manager, agent, club owner, influencer, scout, or any combination of these and more, in one huge persistent, open-ended game world competing against other users.

Experience a thriving football economy that uses blockchain technology to give you true realism, asset ownership and total control.

A Massive Football Universe

A Massive Football Universe

Dive into a massive multiplayer game world with 3,500+ clubs and 100,000+ players competing against each other in 270+ leagues with matches every week. Experience a classic real-time multiplayer soccer management game like never before.

Influence the Clubs

Influence the Clubs

Buy and sell influence in your favourite clubs and receive dividends based on your team's performance.

Vote in the hiring and firing of your club's manager.

Get paid a weekly dividend from your club's profits.

Manage a Club

Manage a Club

Buy the right players, play the right tactics and compete against other managers.

Like a real manager, you'll need the backing of your club's influencers in order to receive your weekly wages.

Influence the Players

Influence the Players

Buy and sell influence in players using your football knowledge and find the next superstar.

Vote in the hiring and firing of your player's agent.

Get paid a weekly dividend from the player's salary and bonuses if the player is in the starting line up, scores or assists.

Player Agents

Player Agents

Look after your players and do what's in their best interests for their careers.

You'll need to have the support and trust of your player's influencers to receive your weekly wages.

The Leagues

The Leagues

Countries have 1 or more leagues with each league having roughly between 8 and 23 clubs each.

Continental championships have several divisions with 4 to 6 clubs per division.

Club Promotion/Relegation

The top and bottom clubs in a league are promoted/relegated at the end of a season, depending upon the number of clubs in the league. The bottom league has no relegation and the top league has no promotion. If a country has only 1 league, there is no promotion or relegation.

There are 4 continental championships:

- The Americas
- Africa
- Asia
- Europe

The top champions in each country qualify for the regional (continental) championship league.

The World Club Cup

The World Club Cup follows its own schedule, different from leagues and championships.

KEY THINGS TO KNOW ABOUT SOCCERVERSE

- It's a massively multiplayer, community-driven football management simulator and trading game.
- League matches are played on Wednesday and Saturday, while national-level cup and shield games are played on Mondays.
- Owning and trading influence in clubs and players is a key part of the game.
- Club influencers receive dividends based on the club's income.
- Clubs receive more income if they are in a higher division and perform well on the pitch.
- Player influencers receive dividends based on players' wages, which in turn are based on their ratings. Bonuses are paid for starting players, goals, and assists.
- Player ratings can go up and down based on how they perform in real life.
- You can play as a manager or agent if influencers appoint you. You then receive a weekly wage.
- Managers set team tactics, negotiate transfer deals, and negotiate with agents.
- Agents can negotiate new contracts with better wages for their players or demand a transfer. Agents can also affect player morale, which in turn affects their performance on the pitch.
- When a season ends:
 - Player ratings can change.
 - New players are introduced or retired from the game to reflect real life.
 - Clubs are promoted/relegated to higher/lower leagues/divisions.
 - Finally, a new season starts and new fixtures are created.

GETTING STARTED

GETTING STARTED

You can use any of the following 3 methods to sign in to Soccerverse:

- 1. Social media
- 2. Email
- 3. MetaMask

NOTE: All sign-in methods are distributed/decentralized and there is no native sign-in method for Soccerverse. This means that Soccerverse accounts cannot be banned. However, for example, if your social media account is banned by its provider, e.g. Facebook, there is nothing that we can do to help.

Social Media

Social Media

You can sign in to Soccerverse using a social media account. Supported social media include:

- Google accounts
- Facebook
- Discord

In Socerverse, click the "Sign In" dropdown menu link in the upper right hand corner.



Click the "Sign In" option in the menu.



Select one of the available social login methods in the sign in popup.



Continue with the instructions for your chosen social sign in method. You'll be signed in once you complete that.

Stuck Social Sign In

If you dismiss or close the sign in popup, you may get "stuck" with a spinning circle as shown in the screenshot below.



Refresh/reload the page by pressing F5 on your keyboard or choosing the "Refresh" option in your browser's menu or right-click context menu. Exactly what that looks like will depend on which browser you are using. The following are 3 examples from different web browsers.

Firefox:



Edge:



Vivaldi:

| <u>B</u> ack | Alt+Left Arrow |
|-----------------------|-----------------|
| <u>F</u> orward | Alt+Right Arrow |
| <u>R</u> eload | Ctrl+R |
| Bookmark <u>P</u> age | Ctrl+D |

Email

Email

You can also use your email address to sign in. To do so:

- 1. Enter your email address into the email text input
- 2. Click the "Continue with Email" button



3. A popup will instruct you to check your email and click the sign in link that was emailed to you



4. Go to your email and look for the Web3Auth sign in email then click the link



5. Close the page that opens, as instructed, and then return to Soccerverse



6. You may be presented with an option to protect your account with 2FA as shown below



- 7. You can skip it if you wish by clicking the "Skip for Now" link
- 8. Return to the main Soccerverse page
- 9. If you already have 1 or more account usernames, select one then click the "Continue" button. Otherwise, skip to the "FREE PACK" section below.



10. Time to play!

MetaMask

MetaMask

If you use MetaMask, you'll already know everything you need. Just connect your wallet and switch to the Polygon network.

FREE PACK

FREE PACK

When you first sign in, you can claim a free starter pack if you have a new or empty wallet (your "wallet" holds your account and assets). Free packs are limited to 1 per person.

To claim your free starter pack:

- 1. Sign in using one of the methods described above t
- 2. When you return to Soccerverse, you'll be presented with the option to claim a free starter pack



- 3. Click the "Claim Free Pack" button
- 4. Enter the email address that you used to sign in and a username. DO NOT USE YOUR EMAIL ADDRESS OR REAL NAME FOR YOUR USERNAME!!! USERNAMES ARE PUBLIC. PROTECT YOUR PRIVACY!



5. You'll be prompted to check your email and confirm your free pack subscription



6. Go to your email and click the link in the free pack subscription email

- 7. The Soccerverse website (not the game) will open a "Thank You" page. You can close that and then return to Soccerverse
- 8. Back in the Soccerverse game you'll see the free pack claim popup. Click the "Refresh" button in it
- 9. If you don't see your new username, wait a minute then click the "Refresh" button again. It can take a few minutes during peak traffic times, but it's usually instantaneous.
- 10. Click the "Continue" button to begin playing

NOTE: Occasionally during high traffic times, it can take a few minutes to receive your free pack. It's usually instantaneous though. If you don't receive your free pack within 5-10 minutes, you can get help in the Soccerverse Discord.

YOUR WALLET

YOUR WALLET

While it's mostly invisible in the game, behind the scenes your wallet is what you use to sign in to Soccerverse and to hold your assets. Your assets for Soccerverse are in 3 main categories:

- Usernames (also called profiles or accounts)
- In-game assets, such as SMC and club/player influence
- Cryptocurrencies such as WCHI and MATIC

You can use your wallet for other purposes as well, such as for collecting NFTs (your username is an NFT) and HODLing.

It's also used for authentication and security. YOU are the ONLY person that can access it, so it is extremely important that you don't lose it because nobody else, including the Soccerverse developers, can access it.

If you're using the MetaMask wallet, then you'll most likely already be familiar with all of this. If not, visit the MetaMask website and check their documentation.

If you're signing into Soccerverse with a social media account or email, then you're using the TOR.US wallet by Web3Auth. You can directly access your TOR.US wallet through Soccerverse like this:

- 1. Click your username in the upper-right corner
- 2. Click the Account option



3. Click the "open wallet" icon beside your wallet's address

| SIGN IN | × |
|---|---------------------------------|
| | |
| 0x5694bFde4d89 | 43008f695CB0 🕞 🛛 🔱 |
| 0.0000 MATIC | 0.0000 WCHI Open Wallet 3 |
| CHOOSE PROFILE | |
| Renegadex | - Continue |
| CREATE NEW PROFILE | |
| | Create |
| Please register a publicly visible us Each username costs 1 WCHI | ername to use with Soccerverse. |

4. Your wallet opens in a popup window



BACK UP YOUR WALLET!!!

BACK UP YOUR WALLET!!!

Since nobody but you can access your wallet, it's important that you back up your wallet to a safe location.

Your backup can be a file on your computer, a USB memory stick or other external storage, or even a paper printout of your wallet or private key(s).

If you're using MetaMask, consult their instructions on how to back up your wallet here:

https://support.metamask.io/hc/en-us/articles/360060826432-What-is-a-Secret-Recovery-Phrase-and-how-to-keep-your-crypto-wallet-secure

If you're using Web3Auth's TOR.US wallet (for social and email sign ins in Soccerverse), their info on the topic is here:

https://docs.tor.us/wallet/features/exportprivatekey

As that documentation may be insufficient for inexperienced users, the following unofficial documentation may be of greater help.

Backing Up TOR.US Wallet

Once you've signed in to your TOR.US wallet, you can back it up as follows (current as of this writing):

1. From your wallet's main Dashboard, click the "Settings" link in the top menu

Home Transfer Swap Top up Activity Settings Discover

2. On the Settings screen, in the "Privacy and Security" panel, click the "Account Details" link



- 3. A "Private Key" popup is displayed with 2 options:
 - 1. Download soft copy (JSON)
 - 2. Show private key

| Private Key | | | |
|-------------|---------------------------|---|--|
| Ð | Download soft copy (JSON) | Ł | |
| 0¢ | Show Private Key | ۲ | |
| | | | |

- 4. For the sake of verbosity and versatility, you should use both methods
 - 1. To download a file:
 - 1. Click the first option
 - 2. Enter a password (DO NOT FORGET THIS PASSWORD!!!)

| Private | Key | | | |
|---------|---|---|---------|-------|
| Ð | Download soft copy (JSON) | | | ځ |
| | Input a new password to encrypt your keystore file. | ۲ | Confirm | |
| 0¢ | Show Private Key | | | ۲ |
| | | | | Close |

3. Download the file and save it to a safe location, and preferably more than 1 place



- 2. To get your private key in plain text:
 - 1. Click the eye icon in the second option to reveal your private key
 - 2. Copy your private key

| Privat | e Key | |
|--------|--|-------|
| Ð | Download soft copy (JSON) | ± |
| o¢ | Show Private Key | 8 |
| | 4c da 🚺 Citek to geory Copyr to clipboard | |
| | | Close |

3. Paste and save your private key in 1 or more safe locations

It is strongly recommended that you have multiple backups just in case you have multiple catastrophic failures and lose 1 or more of your backups.

JOIN THE LIGHT OR... JOIN THE DARK SIDE ...

Soccerverse supports multiple platforms, i.e. desktop/laptop, mobile smartphone, and tablet computers, as well as a light and dark theme.





To change between the light and dark themes, click the upper-right dropdown menu then click the light/dark toggle option.



PLAY FOR FREE

PLAY FOR FREE!!!

Every move in Soccerverse incurs a small transaction fee ("tx fee") charged in MATIC. However, as many people don't have any MATIC (or WCHI), Soccerverse can sponsor a few daily moves for free. All you need to do is turn on "Free Moves" in the upper-right corner dropdown menu.



However, there is a limit on free moves in order to avoid abuse. If you are highly active in the game, e.g. you're a club manager, an agent for 25 players, or you're trading a lot of influence, then you'll run out of free moves pretty quickly. The solution is to simply pay for moves by buying a small amount of MATIC.

Tx fees are usually extremely cheap at mere fractions of a penny. However, from time to time the network traffic can be very high, which makes tx fees more expensive, e.g. a couple cents or so.

HOW TO BUY MATIC & WCHI

BUY MATIC & WCHI

Buying MATIC and WCHI is beyond the scope of this user guide.

Visit our Discord for help on the topic.

PLAY THE GAME

PLAY THE GAME

Time to play! The following explains some important aspects of the game that you will want to consider.

SMC

SMC

The Soccerverse economy is fueled by the in-game currency SMC (Soccerverse Coins, symbol:). In a very real sense, you own your SMC. Nobody can take it away from you, not even the game developers, thanks to blockchain technology.

Getting Paid

Influencers

Users can buy and sell influence in clubs and players between each other. The value of influence increases or decreases based on market demand. (See special note regarding possible changes below.)

Notes for Influencers

Influencers receive dividends for their influence based on the performance of the clubs and players that they influence.

Club Influencers

- Club influencers get paid 0.1% of the matchday income
- This 0.1% is split between all influencers
- The more influence you hold in the club, the larger the portion of the 0.1% you receive
- 10% of a club's league/cup/shield prize money is split between all influencers, provided the club isn't in debt (see "Resolving End-of-Season Debt" for more information)

NOTE: A club's performance can affect its influence value as well as its revenues.

Player influencers

Player influencers have several ways to make money:

- Dividends from regular player wages
 - 0.2% of player wages are split between influencers
 - Influencers receive an additional payout if the player plays, scores, or assists
- Money from cup/shield prizes
 - Players receive a bonus if the club wins a cup/shield equal to 0.1% of the prize money
 - This 0.1% is split between influencers
- Money from league prizes
 - Players receive a 0.1% bonus of their club's league prize money
 - This 0.1% is split between influencers
- Money from scoring goals and assists
 - Influencers receive 0.01% of the player's weekly wages if the player scores a goal
 - Influencers receive 0.005% of the player's weekly wages if the player assists with a goal

NOTE: Players wages can go up/down (and as a result, influencer dividends also) because the wage is directly linked to the player's rating and how well their agent negotiates with the club manager. Further, a player's rating can fluctuate at the end of a season based on their real world performance, i.e. results from the real, physical world that we live in have a degree of influence in the virtual, online Soccerverse.

Club Managers

- Managers get paid 0.0004% of the club's weekly TV money (it's about 0.0002% of the club's matchday income on average)
- You can only be a manager for one club at a time
- Managers are appointed (and fired) by club influencers

Player Agents

- Agents get paid 0.0004% of the player's weekly wage
- You can be an agent for one or more players at the same time
- Agents are appointed (and replaced) by player influencers

!!! PAYOUT NUMBERS SUBJECT TO CHANGE !!!

Please note that the numbers for payouts are subject to change and could go up or down.

While we have no intentions to change any numbers, it must be noted that changes may be required in order to better balance the Soccerverse economy and ecosystem.

User Incentives to Maximising Profits

User Incentives to Maximising Profits

Club influencers maximise their income if:

- The club is in a higher division and ends the season as high in the league as possible
- Wins a cup or shield
- Does not go in debt
- Buys and sells the right players at the right time
- The club keeps its players happy on the right contracts and playing enough to satisfy agents

Players influencers maximise their income if:

- Their player is playing regularly
- Their player scores a goal or assists
- At a club that ends higher in the league
- Their club wins a cup or shield
- The player's rating goes up (as the wage on a new contract will eventually follow up)

Managers maximise their income if:

- They manage a club in a higher division
- They do a good job and keep the club's influencers happy by maximising influencers' dividends

Agents maximise their income if:

- Their player's rating goes up (as the wage on a new contract will follow up)
- They do a good job and keep the player's influencers happy by maximising influencers' dividends

KEY ACTIONS

KEY ACTIONS

The following are some key actions that you'll need to succeed in this new gaming experience.

- View user profiles/portfolios
- Buy/sell influence in clubs and players
- Propose/vote for managers/agents
- View fixtures and match reports
- View clubs and players
- Trade players (for club managers)
- Negotiate with managers (for player agents)
- Use the right strategies, i.e. Tactics (for club managers)

Submitting Actions (making moves)

Soccerverse is a true blockchain game with every part of it existing entirely on the blockchain, including every action (or move) that every user makes.

An action could be one or more of the following examples:

- Changing your club's tactics
- Placing a bid on a player in the Transfer Market
- Buying or selling influence

When you perform an action within the game, your wallet automatically verifies and signs the transaction for you. (MetaMask users need to manually confirm moves.)
MAIN MENU

MAIN MENU

There are 5 main menu items at the top of the screen. The mobile version has an extended vertical main menu accessible through the hamburger menu icon in the upper left of the screen. The extra items in the mobile hamburger menu are found on the desktop in the upper right of the screen.

See below for more information on the various menu options.

Search

Search

The fastest and easiest way to find a club, player, or another user is to use the search bar. The search icon is in the upper right. **NOTE:** Countries and leagues don't show up in the search results. Visit the Game World for those.

Searches can be any length, i.e. results return with even just 1 character, and are both case and diacritic insensitive, e.g. searching for "lut" and "LUT" both return the same results, and "a" returns results for "a" and all of its diacritics, e.g. "à", "á", "â", "ã", and "å" as well as for other letters as well. However, if your search includes a diacritic, e.g. "à", it will not return "a" or other diacritics.

NOTE ON DIACRITICS: You can simply use the English alphabet without diacritics to return results with diacritics, so searching for "a" returns results for "a" with and without diacritics, e.g. "à", "á", "â", "â", "â", "a", and "å". However, the reverse is not true, so searching for " " will not return "a" or other diacritics. For example, searching for "Tran Ha Vi" would return "Tr n H Vi", but searching for "Tr n H Vi" would not return "Tran Ha Vi" (a Vietnamese poet, not a soccer player).

You can also search by ID, i.e. the numeric ID of the club or player.

Results are returned in this order:

- 1. Clubs first
- 2. Players second
- 3. Users last

All results have a club/player/user badge on the right to tell you what type of result it is. Consequently, you can have a username that is the same as your favourite club or player, and the search results will still distinguish between the real club and you... the faker!

Click on the result you want to go to that club's overview, player's overview, or user's profile.

VIEW USER PROFILES/PORTFOLIOS

VIEW USER PROFILES/PORTFOLIOS

Your profile area shows information about your career, your SMC bank balance as well as any influence that you own.

Soccerverse is a social game and you can also see the same information about other users by looking at their profile area.

There are several places where you can find other users to click on their name and display their profiles.

- Gameworld > Best Managers
- Use the search bar to find a user
- Club overview (for that club's manager)
- Player overview (for that player's agent)
- Influence

Click a user's name to visit their profile.

User profiles include the following information:

- Overview: Various information, including financial summaries and payouts
- Portfolio: What influence the user holds
- Accounts: What has been spent and received (SMC)
- Career: Career as a club manager and/or player agent
- Influence orders: Open buy/sell orders for club/player influence

| OK) TRANSFERS | Player 939 🔸 👚 Club 939 1 | for S4M O 🔹 🕼 Player 44 | 15 🔸 👚 Club 445 for 🎝. | 65M 🖸 🔹 🔹 Player 434 🔸 | The second secon | 🎩 Player 434 🔸 🍯 | Club 434 for \$1.4M 🛛 |
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A User Profile

You can send SMC to other users by clicking the send (>) icon in the upper right of a user's profile page.

THE GAME WORLD PORTAL

THE GAME WORLD PORTAL

The Game World menu is your portal to the vast Soccerverse with 3,500+ clubs and 100,000+ players from all over the planet.

The game world starts with a world map where you can visit different countries and find world and continental championship tournaments. Click the search icon in the lower right corner to find the world and continental championships.

Visiting a country gives you quick news highlights and statistics. It also lets you navigate through its various leagues and national competitions.

BUY CLUB INFLUENCE PACKS

In order to get influence in clubs, you can either buy it from other users in the influence market, or you can buy league packs that are available for each league in every country.

LEAGUES

The number of leagues (and thus clubs) varies by country (check out Spain!), but each country has 1 national championship cup.

Click a league to view its clubs, players, schedule, and top news.

LEAGUE OVERVIEW

Visiting a league provides a wealth of information. All its last match results are displayed along with the clubs as they rank and players (unranked).

Club stats include:

- Games played (PL)
- Wins (W)
- Draws (D)
- Losses (L)
- Goals For (GF)
- Goals Against (GA)
- Goal Difference (GD)
- Points (PTS)
- Form (FORM) (the previous 6 match results)

Player stats include:

- The player's club
- Appearances on the pitch (AP, sometimes called "matches played" or "MP")
- Goals
- Assists
- Man of the Match (MOM)
- Yellow cards (YC)
- Red cards (RC)
- Performance (PERF)

Click on any club or player to view more about them.

CLUBS

CLUBS

When you visit a club, you have instant access to a wealth of information including everything from past match results and its current line up to in-depth financial reports and club tactics.

You'll want (and need) all the information that you can get if you want to succeed in Soccerverse because even if you're not a club manager or an agent for any players, you're still going to want to buy influence.

So aside from your run-of-the-mill soccer stats, there are some special parts of Soccerverse that are most likely new for most footy fans. Here's your tl;dr:

- Influence price: Clubs in Soccerverse have influence that you can buy
- Market cap: Market cap is equal to the influence price x the total amount of influence
- Influencers: You don't get to know exactly who owns what in the real world, but you do in Soccerverse. Every influencer's position is open for everyone else to see
- Votes: Your influence votes in Soccerverse are more direct and more powerful than most votes in the real world
- Managers: All clubs have managers (or head coaches), and other sim games have them too. However, in Soccerverse, it's not just anyone that gets to be a manager; you need a club's influencers to vote you in. This is a highly coveted position.
- Finances: Regulated companies must disclose certain financial information, but in Soccerverse, ALL financial information is 100% open for everyone to see
- Tactics: How a team plays is determined by its manager. This is a big topic, so more on it later

PLAYERS

PLAYERS

Players are undoubtedly the most important part of any club. You can access individual player screens from numerous places simply by clicking their names. The most straightforward way is to search (upper right icon) or visit a club Squad screen, and then find the player you want.

The player overview screen gives you all the basic information you need. It's divided into a few sections:

- Overview
- Statistics
- Payouts
- Votes
- Contract
- Transfer

The right player-info panel shows you all the basic core information. The other tabs give more in-depth info and facilitate different actions for managers, agents, and influencers.

PLAYER OVERVIEW

In addition to the information, agents can change the player's morale between happy, neutral, and unhappy. Unhappy players perform at a -10 penalty to their rating.

STATISTICS

Statistics provide a very quick overview of player stats for the league, national and world championships.

PAYOUTS

If you're buying or selling influence, you'll want to know what the payouts are like for players. This is where you'll find that info.

VOTES

Provided you have enough influence, you can propose a new agent for a player. However, irrespective of how much influence you have, you still get to vote whenever agents are proposed for players. Voting in Soccerverse is powerful and meaningful.

CONTRACTS

Players and clubs sign contracts for a number of seasons. The player's agent is the one who determines the conditions:

- Available for transfer
- Would like a new contract or renewal
- Desired new contract length (1-6 seasons)

If the club manager finds the contract conditions acceptable, they can renew the contract. They can also refuse to renew the contract, in which case the player leaves the club at the end of their contract and joins the free bench.

TRANSFER

It's the duty of the club manager to ensure that his club's squad is composed well in order to win. This duty includes trading players with other clubs (or the free bench) through the transfer market.

The transfer screen is where managers can sell players or bid on players that are listed in the transfer market. If you're a club manager, make sure that your decisions are prudent as you only get a maximum of 3 transfers in and out. The exception is the free bench, where you can bid for players limited only by the maximum club size of 32 players, e.g. if your club has 25 players, you can buy/sell 3 in and 3 out with other clubs (for a total of 6 transfers), but you can bid for and buy up to 7 new players from the free bench.

If you're bidding for a player, you must meet or exceed the minimum bid.

BUYING & SELLING INFLUENCE

BUYING & SELLING INFLUENCE

Influence pays dividends, so the more you have, the more SMC (Soccerverse Coins) you get. They can also go up or down in price in the market, so you can potentially profit from trading (buying and selling) in the markets.

Initially, clubs and players start out with a total available influence of 10 million (10,000,000) each.

The markets for club and player influence are under the respective club/player's influence tab in the Order Book tab.

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| | CLUB | LP V↓ | 5.19K | | | Pr | ice | | |
| - | ID: 2737 | 5M 15M | 4.79K | | | | | | |
| 4. N. | Club 449 ID: 449 | 1M 1M | 4.39K | | | To | tal | | |
| - The second | Club 445 ID: 445 | 4K 20.6K | 3.6K | | | Ava | ilable funds: ₷88M | | |
| | Club 451 | 1K 10K | 3.2K Dec 23 D | ec 23 Dec 23 Dec | 23 Dec 23 | Dec 23 | BUY | | |
| 1 there | Club 434 | 400 41 | TRADE HISTORY | INFLUENCERS OPEN | ORDERS | PRIC | CE QUANTITY | TOTAL | |
| Construction of the | TD: 434 | 100 ¹ K | DATE V FROM | то | QTY | PRICE 1M | 100000 | 100015 | |
| alor and the | Club 39 | 1 100 | Wed 20 Dec 23 💩 Vi | valdi 🛛 💩 Vivaldi | 2 | 4K 4K | 7 | 7 | |
| | Club 15550 | 1 15 | Sat 16 Dec 23 💩 Vi | valdi 🛛 💩 Vivaldi | 1 | 4K 45 | D 1 | 1 | |
| | " ID: 15550 | 1 15 | Wed 06 Dec 23 💩 Vi | valdi 💿 Cthulhu | 2 | 4.32K | | | |
| | Club 33 ID: 33 | 0 0 | | | | | | | |
| 12.4 | Club 42 ID: 42 | 0 0 | | | | | | | |
| | Club 54 ID: 54 | 0 0 | 1 | | | | | | |

Club order book

| ОК | 💄 Player 445 | • Club 445 for \$3. | 65M 🖸 | 🌡 Play | er 434 🔸 🕋 Club 434 for ଣ 3M 🛽 🕄 | Player 434 | 🕨 🌰 Clu | ib 434 for \$1.4M | o 🔹 | Player 449 🕨 | 👚 Club 449 f | or \$299K C | Play |
|----|--------------|--|-------------------|-------------|------------------------------------|-------------------------------|-------------|--------------------------|----------------------------|--------------------------------|----------------------------|----------------|-------------|
| 8 | HOME | GAME WORLD INFL | UENCE T | RANSFER MA | RKET VOTES | | | | | | <u>ه</u> د | ENG - | 💩 Vivaldi 👻 |
| | | CLUB | PLAY | /ER | Player 1100 | | | | (| TRANSFER IN | FLUENCE | | |
| | | Total Player Market (PLAYER Player 1100 | Cap: ≨3.25m LP | V ↓ 270K | PRICE MARKET CAP | 10 70 | 1M 3M | 6M 1Y ALL | BL | Y | SELL | 125 | |
| | | Club 50 Player 499 Club 80 | 0.0620 | 211K | 0.07 | | | | Quantity Total | | | | |
| | | Player 627 | 0.0438 | 94.6K | 0.04 | | | | Available f | unds: \$88M | | <u>1 and 1</u> | |
| | | Player 6431 Club 434 | 0.0125 | 90.2K | 0.04 Nov 23 Nov 23 Dec 2 | 3 Dec 23 | Dec 23 | Jan 24 | | BUY | | | |
| | | Player 19787 | 0.0113 | 49.1K | TRADE HISTORY INFLUENCERS | OPEN ORDEF | S QTY | PRICE | PRICE 988K | quantity 3 <mark>2</mark> 1 | TOTAL 3398120 | | |
| | 100 | Player 50831 Club 445 | 0.0113 | 45.9K | Fri 05 Jan 24 - | socryptic@beta | 1M | 0.0620 | 0.0750 | 2250000 1147799 | 3397799 1147799 | | |
| | | Player 161948 | 0.0113 | 45.3K | Wed 03 Jan 24 - | S Norinco Vivaldi | 1 1К | 0.0620 | 0.0030 | 11 1 1 | 11 12 13 | | |
| | | Player 159 | 0.0438 | 44.2K | Wed 20 Dec 23 - | 🔊 xpiacoc | 200 | 0.0620 | 0.0008 | 80000 70000 | 80013 150013 | | |
| | | Player 11601 | 0.0055 | 44.1K | Sat 16 Dec 23 - Sat 16 Dec 23 - | Smith & Wesson Smith & Wesson | 1K 41.6K | 0.0620 | 0.0005 0.0004 0.0002 | 40000 50000 | 200013 240013 290013 | | |
| | | Player 17534 | 0.0055 | 44.1K | Thu 14 Dec 23 - | socryptic@beta | 20K | 0.0620 | 0.0001 | 10011 | 300024 | | |

Player order book

PROPOSE/VOTE FOR MANAGERS/AGENTS

PROPOSE/VOTE FOR MANAGERS/AGENTS

Influencers with 100 or more influence with a club (>=0.001%) or 1,000,000 or more influence in a player (>=10%) can propose a new manager for a club or a new agent for a player. Once a proposal has been made, other influencers have 24 hours for a club and 12 hours for a player to propose other candidates.

After the proposal period expires, voting begins and lasts for 1 day. All influencers can vote for managers and agents irrespective of how much influence they have. Having more influence gives you a more powerful vote. At the end of a voting period, the candidate with the most votes wins.

Proposing or voting for a manager/agent is done in the club/player overview in the Votes screen.



Propose or vote for a new manager for a club



Propose or vote for a new agent for a player

TRADING PLAYERS IN THE TRANSFER MARKET

TRADING PLAYERS IN THE TRANSFER MARKET

The transfer market is an **auction** where players are traded between clubs. Agents determine if a player can be traded while managers buy/sell players on behalf of their club.

There are 3 tabs in the Transfer Market:

- 1. Transfer List: This is where players are listed for auction
- 2. Transfer History: Records of all past transfers
- 3. Free Bench: Bidding on a player here begins the 7-day auction in the Transfer List

Minimums, Maximums & Fixed Numbers

Minimums, Maximums & Fixed Numbers

There are limits for different facets of the transfer market.

| ITEM | MINIMUM | MAXIMUM | FIXED |
|---|---------|----------|--------|
| Club size | 21 | 32 | — |
| Transfers in from another club (per season) | 0 | 3 | |
| Transfers out to another club (per season) | 0 | 3 | |
| Transfers in from the Free Bench | 0 | No limit | |
| Contract renewals | 0 | 32 | |
| Transfer listing time | | | 7 days |
| Player contract lengths (in seasons) | 1 | 6 | |
| Transfer buy bid increase | 1% | No limit | |
| Forced player sales | 0 | 32 | |
| Forced free bench player buys | 0 | 21 | |
| "FREE" Free Bench players | 0 | 21 | |

Clubs must maintain between 21 and 32 players.

Managers may only trade a maximum of 6 players with other clubs: 3 in and 3 out. However, they may buy any number of players off of the Free Bench up to the maximum club size of 32.

Aside from trading players in the transfer market, the only way for a manager to "fire" a player is to not renew their contract. It is important for managers to ensure that they stay at or above the 21 player minimum, otherwise they will receive low-ranked players from the Free Bench at the end of the season.

When a manager lists a player for auction in the transfer market, the auction lasts for 7 days after the first bid is placed (1 day in pre-release betas).

When a manager bids on a player that is on the Free Bench, the auction lasts 1 day (12 hours in prerelease betas).

If a club is in debt at the end of a season, it may be forced to sell valuable players and possibly acquire low rated players from the Free Bench if the squad size is below the minimum amount. See the section on "Resolving End-of-Season Debt" for more information.

Free Bench

Free Bench

New players and players that don't have a contract with a club, i.e. they are unemployed, are in the "Free Bench". These players enter the regular Transfer List auction after a manager bids on them in the Free Bench.

Agents Determine Transfer Availability

Agents Determine Transfer Availability

Whether or not a player can be transferred depends on the player's agent. By default, players are available for transfer. However, an agent can change this so that the player cannot be transferred. For an agent to change the transfer availability of a player, the agent must:

- 1. Visit their player's screen
- 2. Click the CONTRACT tab
- 3. Beside Available for transfer, check either Yes or No
- 4. Click the Submit button

NOTE: If an agent's player is listed as available for transfer, and a club manager then lists the player in the transfer market, the agent can't reverse the listing by changing the player's availability to No after the fact. At that point, it's too late.

Managers Buy/Sell In The Transfer Market

Managers Buy/Sell In The Transfer Market

Club managers can buy and sell players between teams in the transfer market, provided that the player's agent has made the player available for transfer (the default is yes). If a player has no agent, then consent is implied. Managers can also bid on players in the Free Bench, which begins the auction of that player in the Transfer List where other managers can also bid on that player.

To sell a player:

- 1. Go to your club Squad tab
- 2. Click a player
- 3. [OPTIONAL] Click the CONTRACT tab
- 4. [OPTIONAL] In the "As an agent" info panel, check whether or not the player's agent has allowed or disallowed transferring the player. If the Available for transfer No checkbox is checked, then you cannot list the player for transfer and must talk to the player's agent. If Yes is checked, you can list the player in the transfer market.
- 5. If Yes is checked for Available for transfer, then the Sell Player button will be visible on the left, bottom of the player screen. Click the Sell Player button
- 6. Enter a minimum selling price
- 7. Click the Sell Player button
- 8. If the minimum bid is met or surpassed, then at the end of the auction period, the player is transferred from your club to the buying club

To bid on a player:

- 1. Click Transfer Market in the top menu
- 2. This will show a list of players available for sale, however you can also click the "Free Bench" tab menu to view players available there too
- 3. Click a player's name (or, if you're on a player's screen, click the "Transfer" tab)
- 4. Enter a bid at or above the minimum, then click the "Bid" button
- 5. At the end of the auction period, the highest bid wins and the player is transferred to the buying club

Once a bid is placed, it cannot be cancelled. This prevents fake bids from driving up the price. Club money for the bid is locked until the auction is over.

If you aren't a club manager, you can either check the Transfer Market, or directly visit a player's screen and check whether or not the Transfer Status in the basic player info panel is Listed or Not Listed. You will not see any buy or sell buttons.

END OF SEASON EVENTS

END OF SEASON EVENTS

There are a few events at the end of every season:

- 1. League, cup and shield winners & prizes announced
- 2. Player contract renewal or non-renewal
- 3. Club debt payments
- 4. Prize money awarded
- 5. Old players retire & new players join
- 6. Player ratings changes
- 7. Clubs promoted/relegated to higher/lower divisions
- 8. Club Debt

Prizes

Prizes

Prizes for winning in the leagues, cup and shield are awarded. They include trophies and cash prizes.

Prize money for cups and shields is substantial, but varies with the size and popularity of the specific competition.

League prize money is approximately 5 weeks worth of player wages for all the clubs in a league. It is divided among all the clubs in the league with the top club receiving the largest share and scaling down to the last place club in the league.

Player Contract Renewal

Player Contract Renewal

Player contracts are either renewed or not. Players whose contracts aren't renewed move to the Free Bench at the end of the season if their contracts expire.

Club Debt Payments

Club Debt Payments

All club debts are paid off. See "Resolving End-of-Season Debt" for more information.

Prize Money Awarded

Prize Money Awarded

Provided that the prize money wasn't used to pay off club debt, then the club, its influencers, and its player influencers split the prize money with the club receiving the lion's share, the club influencers receiving a good portion, and the player influencers receiving a small amount.

Old Players Retire & New Players Join

Old Players Retire & New Players Join

At the end of each season, some old players retire while new players join. New players start in the Free Bench.

Player Ratings Changes

Player Ratings Changes

At the end of each season, player ratings may change up or down, depending on their real world performance.

Clubs Promoted/Relegated to Higher/Lower Divisions

Clubs Promoted/Relegated to Higher/Lower Divisions

Depending upon a club's performance, it can advance to a higher division, or be relegated to a lower division. Higher divisions are more profitable for influencers and managers.

Club Debt

Club Debt

At the end of the season it is possible that some clubs are in debt if the manager did not properly take care of the club's finances.

The autonomous debt resolution process minimises damage to the club. The steps proceed in order until all debt is paid off.

- 1. League, cup, and shield prize money goes to the club's debt first and then to the club and influencers if any prize money remains.
- 2. The club's top player is sold on the transfer market to pay off debt and reduce the outgoing expenses (player's wage).
- 3. If the club falls below the minimum of 21 players, it receives free low-ranked players from the Free Bench.

Prize Money for Paying Debts

If a club wins any prize money from its league or a cup or shield, debtors are first in line for that money.

If there is any prize money left after paying off all debts, then the remainder goes to the club, its influencers, and its player influencers split the prize money with the club receiving the lion's share, the club influencers receiving a good portion, and the player influencers receiving a small amount.

Since this represents a financial loss for influencers, they may wish to find someone better to replace their club's manager. See the section on voting for more information.

USER ROLES

USER ROLES

There are 3 primary roles that users can play in Soccerverse:

- 1. Manager
- 2. Agent
- 3. Influencer

Users may play more than 1 role and may even play all 3 roles.

The following describes the core of each role.

Managers

Managers

Club managers have the most difficult role. They manage and control their clubs completely.

However, there are only so many clubs, so there can only be that many managers. Users must convince club influencers to propose and vote for them to become a club's manager. This is THE ELITE position in the game.

Once a user becomes a manager, their Home screen changes from their personal profile to their club's main screen. They also gain full access to all club management functions, including access to the club's tactics, which is arguably the most important part of the game.

Tactics

Tactics is where managers set their strategies for matches. After making any changes (including situations), you must click/tap the Submit Team Sheet button or your changes will be lost.



Tactics MUST be submitted at least 12 hours BEFORE the next match. If there are less tha 12 hours before the next match, you cannot change your tactics.

NOTE ON DATE & TIME: The date format is <day of the week> <day number> <month> <2-digit year>, e.g. Tues 6 Jun 06 in simple ISO date format is 2006-06-06. Time is given in UTC+0 time, so you must adjust for your timezone. Club managers should consult their Tactics page to see the counter for when they must submit their team sheets by.



Counter for team sheet submission deadline

There are 4 sections in Tactics:

- 1. Line Up
- 2. Team Instructions
- 3. Formation
- 4. Situations

Line Up

Line Up is where managers decide who is on the pitch to start, who the substitutes are, and who the extra players that won't be participating in the match are. It shows:

- Which players are on the pitch and their positions (11)
- Which players are available for substitutions (7)
- Which players aren't participating in the match (the rest of the club's players, between 3 and 14)

To change the line up, drag and drop a player onto another player. They'll swap positions. You can submit the line up by clicking the Submit Team Sheet button.



Line Up

Instructions

This is where the particulars of the team's strategy is determined. If you need to have it explained to you, then you're not qualified to be a manager.

| OVERVIEW | SQUAD | TACTICS | FINANC |
|----------------|---------------|----------|---------|
| Line Up Te | am Instructio | ons Site | uations |
| PLAY STYLE | | | |
| Normal (N) | | - | 0 |
| TEMPO | | | |
| Select | | | • |
| TACKLING STYLE | | | |
| Select | | | • |
| CAPTAIN | | | |
| P. 30567 | | | - |
| PENALTY TAKER | | | |
| P. 400279 | | | • |

Formation

Formations are foundational for setting strategies. There are many to choose from.



| 4-4-2 |
|-----------------|
| 4-3-3 |
| 4-5-1 |
| 3-4-3 |
| 3-5-2 |
| 3-3-4 |
| 5-4-1 |
| 5-3-2 |
| 5-2-3 |
| 4-4-2 (Diamond) |
| 4-3-3 Wingers |
| 4-5-1 Defensive |
| 4-2-3-1 |
| 4-1-2-2-1 |
| 4-4-1-1 |
| 4-3-1-2 |
| 3-4-1-2 |

Choose a formation for your team

Situations

Situations let you change strategies and substitute players depending on various conditions at any time during the match.



Create situations

You can create situations based on various conditions.


Agents

Agents

It's the agent's job to negotiate with the club manager for the benefit of the influencers. For example, if a manager is not fielding the player in the starting line-up then the players influencers will receive less dividends. Likewise, if the players rating has increased then the player may want the manager to renew his contract with a recalculated salary.

However, if an agent doesn't get his way, he can change the player's morale to "unhappy". This reduces the player's rating by 10 points and thus the manager will have less options and degraded performance when he wishes to use the player.

Change Morale

For an agent to change the morale for a player:

- 1. Visit the player's screen
- 2. In the "Agent" panel, click the smiley face button



3. In the Change Morale popup, click happy, neutral, or unhappy, then click the Save button



4. The player's morale changes

Change Contract Demands

Agents set the terms for their players' contracts. This is done on the player's Contract screen.

| AGENT TASKS | | | | |
|------------------------------|------|-------|---|----|
| Willing to accept a transfer | | Yes | ~ | No |
| Wishes to renew contract | ~ | Yes | | No |
| Desired contract length | 3 Se | eason | | * |
| SUBMIT | | | | |



Agents can decide whether or not their player can be listed by the club's manager in the transfer market or not.

Agents can also decide whether or not the player is willing to renew their contract with the club. Contract lengths are between 1 and 6 seasons.

Simply make any changes in the Contract panel then click the Submit button.

Influencers

Influencers

Influencers buy and sell influence in clubs and players and earn dividends based on club/player performance. See the section on buying and selling influence for more information about that.

If they hold enough influence, i.e. 100+ for clubs and 1,000,000+ for players, they can propose a new club manager or player agent.

While agents and managers are "hands on" to ensure the success of players and clubs, it's the responsibility of influencers to hire a competent agent or manager.

Exactly how influencers organise themselves is outside of the game, per se.

SUPPORT

SUPPORT & NOTIFICATIONS

This guide and other information is available at the Soccerverse website:

https://soccerverse.io

Most information is available in this guide, which is also available at:

https://docs.soccerverse.io

For further support, visit our Discord server here:

https://discord.gg/ze5xJgg7AM

There are different channels in there, so choose the most relevant for your questions or comments. Some of the most relevant channels are:

- #support: Get help about how to play the game here
- #bug-reports: If you find a bug, check to see if it's in here, and if not, post it here with as much information as possible
- #new_releases: Soccerverse is updated regularly, and you can find information about that here
- #manager-job-offers-and-trades: If you want to become a club manager, this is a good place to start
- #soccerverse-notifications: See below!

Notifications

Soccerverse is more than just a video game, it's a social game, and information is your friend.

The #soccerverse-notifications channel is where you can sign up with the Soccerverse notification bot to receive notifications about various events such as:

- Manager proposals
- Agent proposals
- Voting and vote results
- Match results
- Filled influence orders in the exchange
- etc.

To sign up for notifications:

- 1. Get into the #soccerverse-notifications channel here: https://discord.gg/5h4Ws9y78X
- Type: !notify_me <in-game name>
- 3. Sit back and wait for notifications in Discord

The Xaya name must be typed correctly and is case sensitive. e.g. "!notify_me Alice" and "!notify_me ALICE" are NOT the same.

PRO TIP: You can follow clubs and players easier if you sign up for notifications for their managers/agents. You can also spy on your competition...

To stop receiving notifications:

- 1. Visit the #soccerverse-notifications channel
- Type: !delete_notify <in-game name>

###END###