

Welcome to the Investment Platform



Introduction

Footbopoly is an investment game platform where everyone can buy and own the NFT-football card. The project implements Decentralized Finance (DeFi), Staking principles, and offers football card owners to earn a salary as a real football player.

We dream big!

The goal of our project is to become the universal crypto portal for Football fans. On this portal, all known football activities and blockchain fairness meet together.

Our dream is to create a fully blockchain-powered football team in which all investors (NFT holders) can make decisions of all levels and get the interest from profit earned by the group. Imagine how we can get any player to our team by simply adding some funds to the special smart contract or buying special NFT (by all community members).

Game Description

The Game Platform offers its investors to buy a football card represented in one of the three leagues with one of the four-player types and a unique set of player skills, where each league has its conditions.

The leagues of the first project release are:

1. Golden League

2. Silver League

3. Bronze League

Platform design supports adding new leagues (described in a separate section (**#New Leagues**)).

Golden League offers the best conditions in the game:

- Highest profit reward (football player salary) in a range of 16-22% per month (from 192% up to 264% APY) depending on card skills. The regular card profit percentage is 16% per month and can increase up to 22% with buying player skills (PAS, DEF, PHY, PAC, SHO, DRY).
- Most frequent salary earnings. Golden League cardholders earn salaries every 5 days (five days). Therefore, investors can withdraw their profit every five days.
- Salary claim fee compensation 1%. Whenever you claim your salary - you get an additional 1% of current earnings to compensate claiming fee.
- Best in-game possibilities. As the game releases numerous features (will be described in the following whitepaper sections), golden cards will have the advantage over other leagues.

Silver League offers the following conditions in the game:

- Medium profit reward (football player salary) in a range of 10-16% per month (from 120% up to 192% APY) depending on card skills. The regular card profit percentage is 10% per month and can increase up to 16% with buying player skills (PAS, DEF, PHY, PAC, SHO, DRY).
- Medium frequent salary earnings. Silver League cardholders earn salaries every 7 days (seven days). Therefore, investors can withdraw their profit every seven days.
- Salary claim fee compensation 0.5%. Whenever you claim your salary - you get an additional 1% of current earnings to compensate claiming fee.
- Medium in-game possibilities. As the game releases numerous features (will be described in the following whitepaper sections), silver cards will have an advantage over other leagues.

Bronze League offers the following conditions in the game:

- Lowest profit reward (football player salary) in a range of 4-10% per month (from 48% up to 120% APY) depending on card skills. The regular card profit percentage is 4% per month and can increase up to 10% with buying player skills (PAS, DEF, PHY, PAC, SHO, DRY).
- Rarest salary earnings. Bronze League cardholders earn salaries every 10 days (ten days). Therefore, investors can withdraw their profit every ten days.
- No salary claim fee compensation.

- Lowest in-game possibilities. As the game releases numerous features (will be described in the following whitepaper sections), bronze cards will have an advantage over other leagues.

Football Card Types

Each football card, regardless of league type, can take one of the four positions:

- **GK - Goalkeeper**
- **CB - Center Back**
- **CM - Center Midfielder**
- **CF - Center Forward**

The type doesn't affect card skills, price, profit percentage, or any other in-game features.

Football Card Skills

Each football card, regardless of league type and player position, has six skills:



Photo 1.1. Golden card of Goalkeeper player with max (100) skills.

- CF stands for Center Forward (player type)
- 100K FOOT represents card price
- 22% represents max card profit percentage (per month)

- **100 PAC** - card characteristic PAC with maximum (100) value
- **100 SHO** - card characteristic SHO with maximum (100) value
- **100 PAS** - card characteristic PAS with maximum (100) value
- **100 DRI** - card characteristic DRI with maximum (100) value
- **100 DEF** - card characteristic DEF with maximum (100) value
- **100 PHY** - card characteristic PHY with maximum (100) value

Each characteristic is limited in range from 0 to 100.

Game Currency

The game currency is called FOOT. Its total supply is 310 000 000 tokens (described in detail in the #Tokenomics section).

Football card price

The football card is to be bought only for FOOT tokens.

Card price depends on its league type and skills amount.

- Golden League Card price range is **50000 - 100000 FOOT**
50000 is a base price with lowest skills (0 PAS, 0 DEF, 0 PHY, 0 PAC, 0 SHO, 0 DRY). **100000** is a highest price with highest skills (100 PAS, 100 DEF, 100 PHY, 100 PAC, 100 SHO, 100 DRY);
- Silver League Card price range is **20000 - 40000 FOOT**
20000 is a base price with lowest skills (0 PAS, 0 DEF, 0 PHY, 0 PAC, 0 SHO, 0 DRY). **40000** is a highest price with highest skills (100 PAS, 100 DEF, 100 PHY, 100 PAC, 100 SHO, 100 DRY);
- Bronze League Card price range is **200 - 10000 FOOT**
200 is a base price with lowest skills (0 PAS, 0 DEF, 0 PHY, 0 PAC, 0 SHO, 0 DRY). **10000** is a highest price with highest skills (100 PAS, 100 DEF, 100 PHY, 100 PAC, 100 SHO, 100 DRY);

The formulae to calculate card price:

$CP = BCP + (SCC * CCP)$, where

CP = Card Price

BCP = Base Card Price

SCC = Sum of Card Skills

CCP = Card Characteristic Price

Base Card Price:

- 50000 FOOT for Golden League
- 20000 FOOT for Silver League
- 200 FOOT for Bronze League

The Sum of Card Skills can be calculated by the following formulae:

$SCC = APAS + ADEF + APHY + APAC + ASHO + ADRY$,

where

APAS = Amount of PAS skills of card

ADEF = Amount of DEF skills of card

APHY = Amount of PHY skills of card

APAC = Amount of PAC skills of card

ASHO = Amount of SHO skills of card

ADRY = Amount of DRY skills of card

Card Characteristic Price is to be calculated by the following formulae:

$CCP = (MCP - BCP) / TCA$, where

MCP = Max Card Price

BCP calculation is already described in this section

TCA = 600 for all league types (600 represents the sum of 100 skills for six characteristic types)

Football Card Salary

Football player card salary depends on its league type and sum of its skills .

The following formulae can be used to calculate card salary for golden, silver and bronze leagues:

$CS = (CP * (BSCP + (SCC * CCPP))) / LSPP$, where

CS = Card Salary

CP = Card Price

BSCP = Base Card Profit Percentage

SCC = Sum of Card Skills

CCPP = Card Characteristic Profit Percentage

LSPP = League Salary Payout Period

Card Price and Sum of Card Skills calculation have been described in the "Football card price" section.

Base Card Profit Percentage:

- **16%** for Golden League
- **10%** for Silver League
- **4%** for Bronze League

Card Characteristic Profit Percentage is **0.01** for each league type

Claiming Profit

To claim your profit, you should navigate to the NFTS page, and you will see all the cards you currently own:



After clicking on a **"Claim payout"** button, the modal window will open with your current earnings and calculated payout for future earnings, including staking profits:

Click **"Claim payout"** and withdraw your earnings!

Football Cards Limit

There is a limited amount of cards in a project. Limit is specific for each league type:

- **30 000 000** reserved tokens for Golden League
- **20 000 000** reserved tokens for Silver League
- **10 000 000** reserved tokens for Bronze League

When an investor buys a card from one of the leagues, the reserve of this league decreases the amount of card price. When the reserve reaches an amount less than the base card price amount, cards are not being sold anymore.

Taking this into account, there are minimal and maximal quantities of cards in the project:

- **Minimum of 300 cards** and **Maximum of 600 cards** for **Golden League**
- **Minimum of 500 cards** and **Maximum of 1000 cards** for **Silver League**
- **Minimum of 1000 cards** and **Maximum of 50000 cards** for **Bronze League**

Compound interest calculations

In addition to the regular football card salary, there is a possibility to earn more:

If an investor doesn't claim his football card salary, compound interest applies to it. Compound percent starts calculating on the **10th** day for Golden League, **12th** day for Silver League and **17th** day for Bronze League. Every seven days, the salary profit percentage increases using a compound percent formulae.

Let's do a calculation for a Golden League card with a price 100 000 FOOT:

Time period	Salary without staking	Salary with staking
14 days	7333	8333
28 days	18333	21483
42 days	29333	34832
56 days	40333	48382
77 days	55000	67249
98 days	69666	86566

Claim Fee Compensation

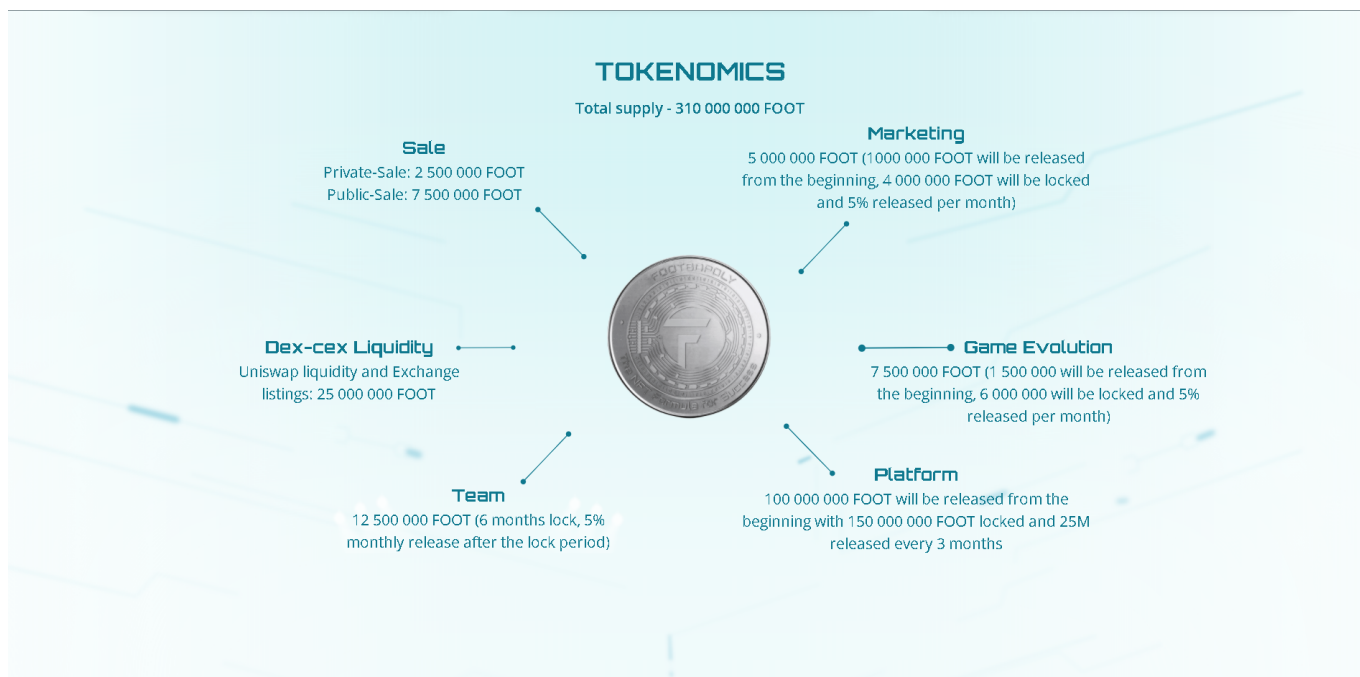
Golden and Silver League have additional feature - claim fee compensation.

Whenever you claim your reward - you get additional 1% and 0.5% of total earned tokens for Golden and Silver Leagues respectively

Tokenomics

Total supply: **310 000 000 FOOT**

- Uniswap liquidity and exchange listings: **25 000 000 FOOT**
- Game Evolution: **7 500 000 FOOT** (1 500 000 will be available in the beginning, 6 000 000 will be locked, and 5% will be released each month)
- Marketing: **5 000 000 FOOT** (1 000 000 will be available in the beginning, 4 000 000 FOOT will be locked, and 5% released per month)
- Platform: **250 000 000 FOOT** (100 000 000 will be available in the beginning with 150 000 000 FOOT locked, and 25 000 000 released every three months)
- Private-Sale: **2 500 000 FOOT**
- Public-Sale: **7 500 000 FOOT**
- Team: **12 500 000 FOOT** (6 months lock, 5% monthly release after the lock period)



Community votes

We highly value our investors. Therefore, every new feature (we are going to add a lot of them! **(#Roadmap)**) will be described to our investors, and they will participate in the decision-making process via a voting poll. If the majority of our community agrees that a new feature is worth to be implemented - so it will be.

New Leagues

By platform design, it is possible to add a new League (Platinum or others). Such important decisions will be managed via a voting poll among the community members because we always follow our investors' will.

Roadmap

At the beginning of the project, the following features will be available:

- Own cryptocurrency
- NFT platform
- Salary and staking payoffs

The following functions to be implemented after application release:

- Football clubs, contracts and seasons gameplay.

The main idea is to increase options for participation on the platform. The New NFTs will be represented (Football clubs and signing contracts). The rules are simple. There will be seasons just as in real life but

shorter. The club's goal is to sign contracts with the best players in the league. The player's goal is to sign the contract with the best team. In each season, there will be a league chart with the results. Same as in real championships, leaders get prize tokens. The club gets the profit from each signed contract with the player and vice versa.

- Football statistic and news.

All NFT holders will get access to exclusive hot news and statistic.

- Staking for non-NFT holders.

Every FOOT holder will be able to stake his FOOTs to the platform for some period to earn interest.

- Customizable NFT.

It will be possible to customize your player card NFT (for example, put your photo, name, and other options). Modern AI technologies will be used to make the customizing experience easy and exciting.

- Marketplace

You will be able to sell your NFTs on our own Marketplace.

- Real players cards

The NFT cards will be issued with the real players attached to them. Profit from the cards will be calculated and will depend on the current player official market value

- Unique football players NFT

Unique football players' NFT cards will contain exclusive players' photos and their signatures. There will be only one exclusive card per player.

- Fantasy Football gameplay

Create NFT with a team of your choice and earn profit based on those players' actual statistical performance or their perceived contribution on the field of play.

- Real world football goods marketplace

NFT holders will be able to buy football equipment, favorite club uniform, and many other things at special prices for NFT holders.

- Own blockchain network or network with lower transaction fee
- Team creation and matches mode gameplay

Team creation by different NFT holders with the ability to participate in cups and championships.

- Betting game mode

NFT holders will be able to make bets on the Football events.

- AI-powered events probability predictions

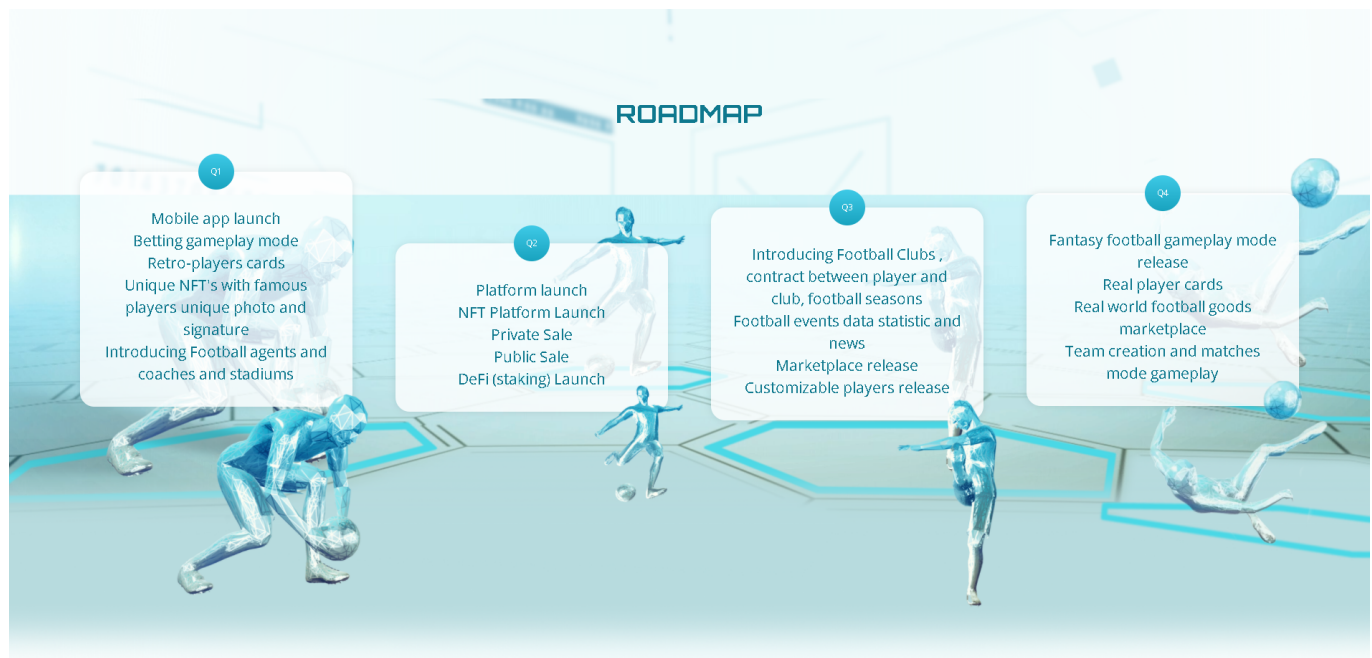
The system powered by the Neural Networks will help NFT holders predict football event results. Therefore, they will be able to make more wins from betting platforms.

- Mobile application launch

With our mobile application, NFT holders get access to all portal functions right from their mobile devices.

- First Football club owned by NFT holders

Football clubs, created or bought by the community, will be led by the NFT members. All of the dividends are to be shared among them. Everything is possible when numerous people get united with one goal.



FAQ

You can find all the answers to your questions on the [FAQ Footbopoly](#) page.