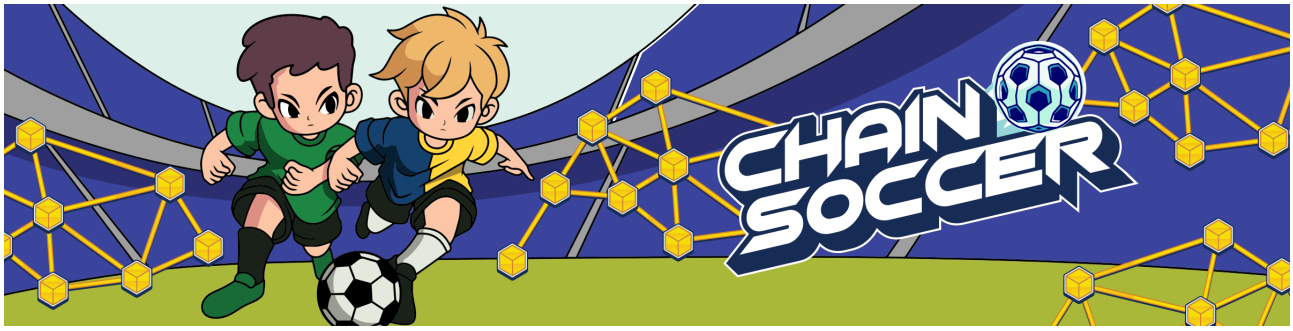
# ChainSoccer

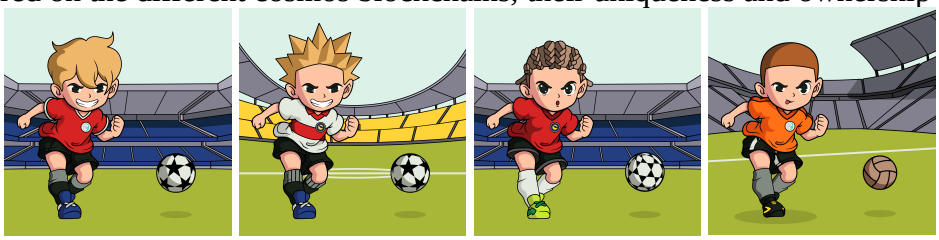



ChainSoccer Wars is an innovative browser-based casual game on cosmos blockchains. Players can own, trade and utilize their unique soccer player NFTs.
The game crates an engaging community and aims to capitalize on the competetive nature between and the loyalty found within blockchain communities, fostering a healthy and entertaining rivalry among users of the same and also different chains while providing rewards at the same time.

## Game Mechanics

### NFTs

Users can mint NFTs on the Miata.io marketplace. Each NFT represents a soccer player with a unique set of stats and traits that define its capabilities and performance in the game. As the NFTs are safely stored on the different cosmos blockchains, their uniqueness and ownership is ensured.



### Multi-Chain Rivalry

ChainSoccer Wars operates across multiple blockchains in the cosmos ecosystem. It allows a novel approach to casual gaming across these chains with an entertaining touch of rivalry and competition. In a later upgrade, the dApp will introduce true cross-chain gaming via IBC messages.

### Teams

Players can form teams with their NFT players. These teams are aligned with their “home chain” on which they were minted. You can think of this as the “nation” of the players. In a later stage it will be possible to move a player to another chain, but his “nation” will stay the same.
Teams can challenge counterparts from the same (or in a later update other blockchains). The matches are concluded via Smart Contracts that evaluate the combined stats and traits of team members, incorporating an element of pseudo-randomness to simulate the unpredictable nature of sports.

## Entry Fees and Rewards

To participate in competitions/challenges, teams pay a nominal entry fee from the team treasury. The team treasury can be funded by any user on the blockchain. The entry fees create a prize pool for the respective match. The winning team secures the pool, a small remainder is used for ongoing development and platform maintenance. This offers a way for substantial rewards.
In addition, a game treasury is created from the minting price of the NFTs and staked on the respective blockchain. Rewards from this staking are used for special competition event prizes and activity/ranking rewards.

## Strategic Gameplay

It is important that players carefully consider the team to join. Teams need to have a balanced set of players to be able to compete in the broader ecosystem and increase their chances of victory. The positions in the team (Goalkeeper, Defender, Midfielder and Attacker) demand different sets of stats from the players. Owners can assign their players to a team, but it is on to the team owner to decide on the lineup in matches.

## Chain Loyalty and Ranking

The project offers a ranking system that not only highlights individual team achievements but also elevates the prestige of their respective home chains. This increases the loyalty among participants and drives the competitive nature of the game.
ChainSoccer is designed to be an entertaining and competitive platform. It focuses on fun, casual click gaming, strategy, and community engagement for a responsible and sustainable gaming environment.

## Player Stats

Each player NFT will possess the following stats:

- **Position**
- **Ball Control**
- **Strength**
- **Speed**
- **Experience**
- **Motivation**

These stats can potentially evolve based on the player's training and participation in matches, with experience and motivation being the most dynamic factors based on match outcomes.

## Team Composition

Each team must consist of a balanced lineup:

- **1 Keeper (GK)**
- **Defense (DEF)**
  A number of players focusing on preventing the opposing team from scoring.
- **Midfield (MID)**
  Players responsible for both defense and offense, controlling the flow of the game.
- **Offense (OFF)**
  Players primarily set for scoring goals.

## Team Values

To determine a team's ATT (Attack), DEF (Defense), and MID (Midfield) values, the different players' stats aligned to these sections are assembled.
Offense players mainly need ball control and speed, midfield players need a balanced mix of all stats while the defense should focus more on ball control and strength.
It is important to note that no matter the position all stats are factored in for the player.
The Keeper's stats do influence the DEF Value significantly, with their speed and experience being significant factors. The Keeper also plays a crucial role in penalty situations (e.g. playoffs/turnaments).

## Motivation and Experience

A team's overall motivation can provide a temporary boost to ATT, DEF, and MID values. This reflects the real-world impact of morale and confidence on a team's performance.
Teams with higher combined experience levels will receive a slight boost to all values, representing their experience from past competitions and matches. A team experience value decreases if the team alignment is changed significantly.

## Determining Match Results

The outcome of a match is determined not only by comparing the ATT, DEF, and MID values of the competing teams. It also considers a slight pseudo-random factor to account for dynamics similar to real-life.

## Ranking

Teams and players have specific rankings. The teams are ranked based on ELO points, the players based on their skill level. Skill levels of players can increase by gaining experience from matches or training camps over time.

## Reward Distribution

### Match Winners

Once both teams taking part in a match have paid their entry fee, the match will be conducted in the on-chain contract. The winning team gets 90% of the pot, 10% are reserved for development and rewards. The lineup players will receive 75% of the victory rewards, 5% go to the team owner, the remaining 20% are distributed among all players in the team, whether in the lineup or not.

### Activity

There will be reward distributions among the most active players on the platform, i.e. taking part in the most matches. Also there is a ranking system where the best players (highest ELO gains for teams, level up/experience for players) are rewarded after certain time frames.

## Chains

The NFT minting and game will launch simultaneously on Terra Classic and Nibiru. More chains are to be added depending on Miata marketplace support on these chains and potential user-base.

## Tokens

The game uses csAEVE (a game subtoken of AEVE – AetherVerge Token) for fees and rewards on Terra Classic. Until ics20 is available for csAEVE and AEVE, on the Nibiru chain “Nibi” will be used for fees and rewards.

### *Disclaimer*

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