

An illustration of a soccer goal on a green field under a blue sky with white clouds. A soccer ball is in the net. The text 'FHC.' is written in a bold, black, sans-serif font, with a blue dot for the period. The background features a large, semi-transparent white circle that frames the goal and the text.

**FHC.**



# Mission and vision

FootHeroesClub is a Free 2 Play 2 Earn (F2P2E) football club management game that takes place in the

FootHeroesClub represents the core values that made us all fall in love with the beautiful game of football - An accessible game where managers of any level,

investment, and engagement can pick up the game and be competitive at a system that allows them to have fun

The best of players be well known throughout the Metaverse. Multiple management styles will lead to clubs that specialize in shrewd business making and driving the in-game economy

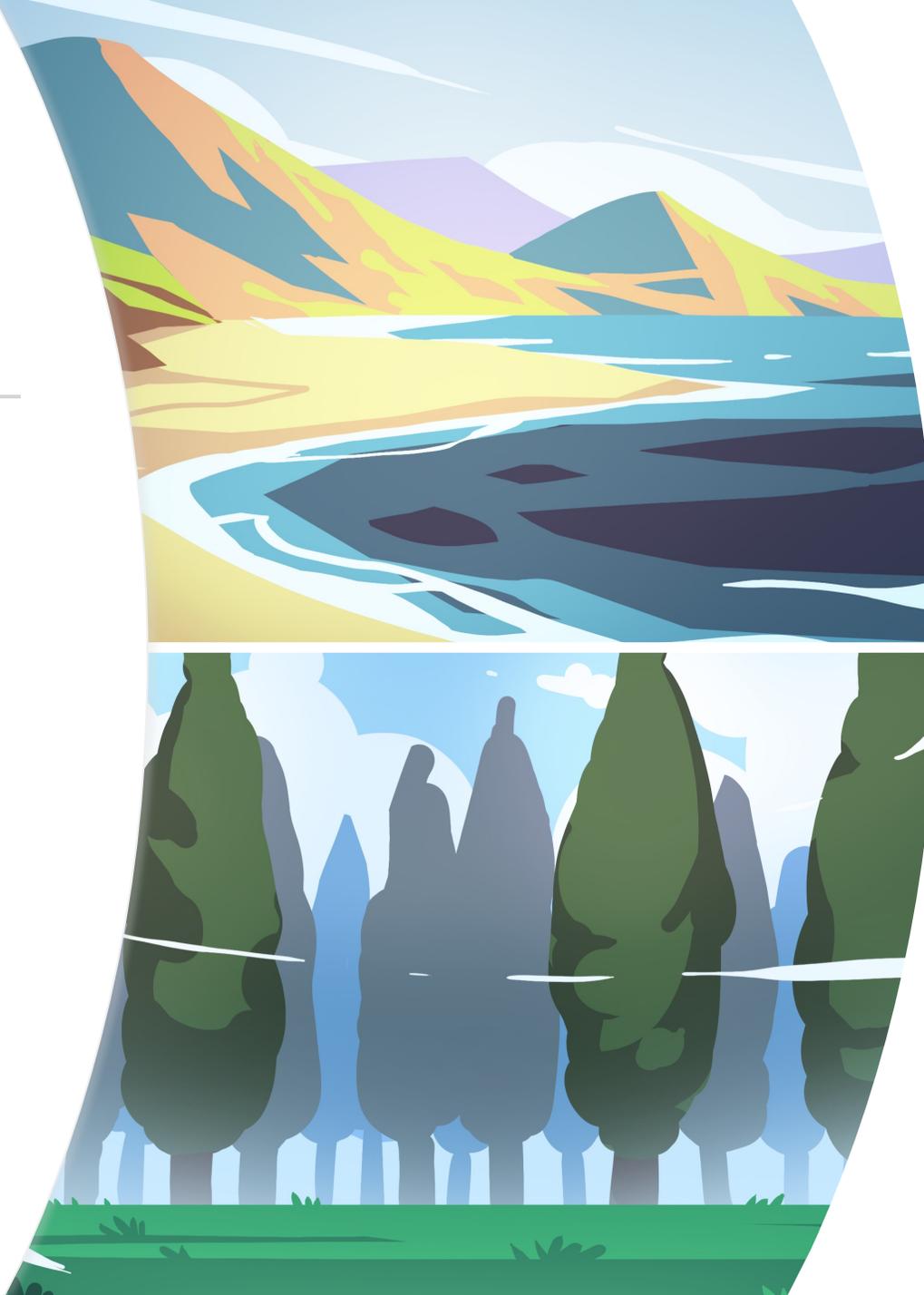


**Unlike most NFT based games, FootHeroesClub welcomes new players to start playing for free immediately with a basic squad of players and take them to glory. Obviously, accounts that utilize cryptocurrencies and market trading will have more opportunities to improve their squad and club faster but Free to Play accounts will always have reasonable opportunities to progress, engage, and have fun.**

# 8,888 Unique Players NFTs

With more than 15 categories of traits, with 10 levels for each trait, such as heading, kicking, etc., Managers will be able to mint a randomized player in order to boost their team and ability to win matches! Each NFT Player traits will be minted randomly on the moment of minting. As long as you got luckier and got a rare NFTs, your teams ability improves.

Players NFTs trait are directly involving the chances to win. NFTs data will be fetched into the game and will have immediate effect on the players team under the game calculation mechanism!



# Game play

Combining both NFTs assets into the gameplay will allow Managers to grow and have a steady inflow of new passionate players that can start playing the game and earn  $\text{\$FCM}$  in it for free (on tournaments, etc.), while incentivizing them if they have fun and want to participate in the transfer market more frequently to turn sell or loan their NFTs and add more liquidity to the  $\text{\$FCM}$  pool.

Once the game goes underway, Manager will keep close tabs on their squad performance by following the live simulation commentary (At launch) and positioning (2d simulation on immediate roadmap, 3d on a further horizon) and updated data based and visualized reports. Managers will always have opportunities during the game and at half time to make impact substitutes, change formations and apply more reactive tactical adjustments.



**TACTICS**

4-2-3-1 Narrow

MENTALITY	PRESSING STYLE	ATTACKING
Attacking	High	Left
Possession	Neutral	Center
Counter-Attack	Low	Right
Defensive		

POSITION	ABILITY	PLAYER	CONDITION
GK	★★★★☆	XXXXXX	██████████
DR	★★★★☆	XXXXXX	██████████
DL	★★★☆☆	XXXXXX	██████████
DC	★★★★☆	XXXXXX	██████████
DC	★★★★☆	XXXXXX	██████████
MC	★★★☆☆	XXXXXX	██████████
MC	★★★★☆	XXXXXX	██████████
AMR	★★★★☆	XXXXXX	██████████
AML	★★★☆☆	XXXXXX	██████████
AMC	★★★★☆	XXXXXX	██████████
ST	★★★★☆	XXXXXX	██████████

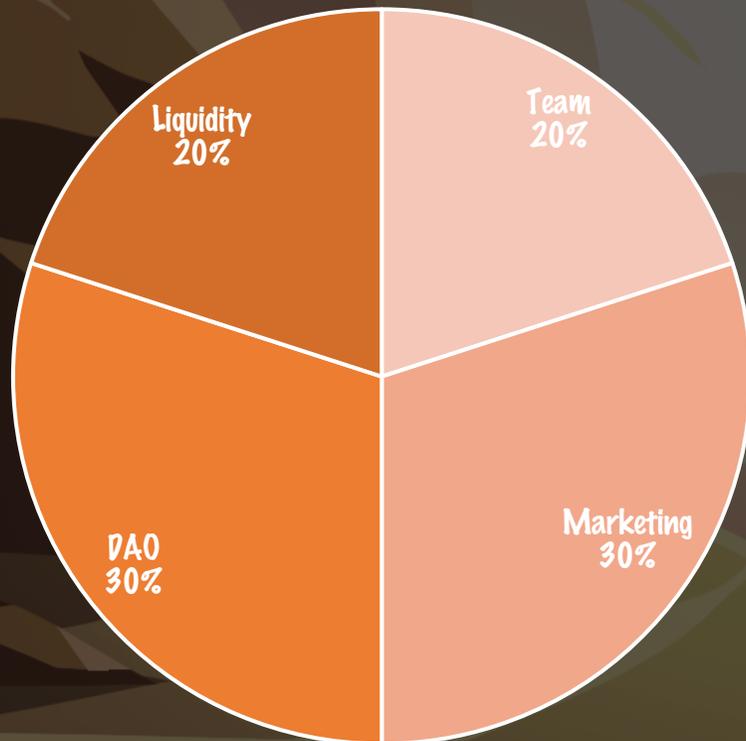
# Technology

- The engine of the game will be an event-based game engine. It is a very simple concept where every x (seconds / minutes) in the game, an event happens, with different probability for each event. For example, we can control the game to happen with these parameters that will generate a random game:
  - Events per minutes : 1
  - Random effects: 25%
  - Rebound change: 10%
  - Extra attack change: 5%
- The calculations of the game will be done in the backend (server code) and will be sent back to the client. Users can make substations and changes during the match, and it will create a new game from that specific point where the change was made. Eventually we will get stats from the engine regarding:
  - Possession
  - How many shots each team
  - Score Squad and so on ..
- DAO - Managers will have the ability to deposit funds to the project DAO before the game and would have the possibility to earn up to 100% in rewards.



# Tokenomics

## \$FHC



- **Team** – 20% of the circulation will be held by team to insure game development and growth.
- **Initial Liquidity** – 20% shall be for the use of initial liquidity for token listing.
- **DAO:**
  - 5% - Shall be offered for public on an IDO offering.
  - 25% - Shall be for the use of Earn mechanism, rewards, tournaments, airdrop, etc.
- **Marketing** – 30% of circulation shall be for the use of marketing, YouTube influencers, partnerships, etc.



WhiteSmoke.eth  
Crypto Head Coach



RoyBOy.eth  
General Manager Of Contracts



EdwinDao  
Design Master

# TEAM