



MANAGER NFT REGULATION

version 1.5

Managernft.io is implemented by the company **UNITOS INTERNATIONAL USA, LLC** with registered office in **Wilmington**, County of **New Castle**, State of **Delaware**, which operates a blockchain-based digital card issuing and trading service (NFT). As part of this activity, **managernft.io** organises one or more games for its users (from now on referred to as participants), which shall be governed by these rules. The same regulations may be changed over time upon official notification to all participants at least seven days before the changes. The competitions are called "**match days**". **The** frequency of the tournaments will be announced within the game, in the **match days** area. The duration of each tournament may vary depending on the time of year and the sporting events scheduled.

IDONEITY

The game is open to all natural persons over the age of 18. In order to complete the registration, you must fulfil the conditions necessary to register on **managernft.io**.

LEAGUE DIVISION

Each participant may field a maximum of one team per league in which they participate.

Leagues are divided into:

- **Regular**
- **Rare**
- **Super rare**
- **Unique**

CARDS AND THEIR RARITY

Cards are the main instrument of the game. They are subdivided according to the following rarity for each individual sportsman represented on each card:

The cards are divided according to the following rarity:

- **Regular, 1000 copies.**
- **Rare, 100 copies.**
- **Super Rare, 10 copies.**
- **Unique, 1 copy.**

ACTION CARDS

The first collection of action cards will be those of Christian Vieri, which will be available on the market place of **Binance.com**. Only one action card per league can be played. To be able to field the card, it will be necessary to have the same rarity as the league or higher.

The bonus % of the action cards will be calculated on the player's BASE VOTE.

Rare, Super Rare and Unique cards will be sold in auctions. Regular cards will only be sold in packs, and there is a chance of finding 1 rare card in every 50 packs (2%) and 1 super rare card in every 100 packs (1%).



REGULAR CARD

The regular card is not sold through an auction but through the purchase of one or more packages. A pack contains 5 cards, at least one of which has a value of more than 50 points.

RARE PAPER

The starting price of the rare card in the auction will be 2 MNG (1 MNG = 1 USD, stable value) and bids will be at least 5% higher than the current price in the auction. In case of a bid in the last minute, the timer will be increased by 10 seconds to give participants enough time to bid.

SUPER RARE CARD

The starting price of the super rare card in the auction will be 20 MNG and bids will be at least 5% higher than the current auction price. In case of a bid in the last minute, the timer will be increased by 10 seconds to give participants enough time to bid.

SINGLE PAPER

The starting price of the single card in the auction will be 100 MNG and bids will be at least 5% higher than the current price in the auction. In case of a bid in the last minute, the timer will be increased by 10 seconds to give participants enough time to bid.

LIQUID AND NON-WITHDRAWABLE MNGS

MNG is the internal currency of the MANAGERNFT gaming platform. 1 MNG has an internal and stable value of 1 USD (US dollar). The MNGs in the game wallet allow you to compete in auctions to buy NFT cards that will be used to create the team to participate in the game. Within the platform there are liquid MNGs and non-withdrawable MNGs or MNG-NPs. Liquid MNGs and non-withdrawable MNGs are both obtained if you go for a prize by participating in the game's Match Days and monthly leaderboards. The MNGs that a customer receives from affiliate commissions, from the NFT card loan agreement, from the sale of one or more NFT cards in the secondary market are all withdrawable MNGs. Non-withdrawable MNGs are those obtained from the exchange (swap) following each deposit.

The participant may convert withdrawable MNGs and request withdrawal in the same currencies used to participate in the game up to the deposited value. In case of deposits in different currencies, the system will allow the participant to withdraw in the respective currencies up to the deposited value. The technological system will only allow the participant to request withdrawals for values in excess of the deposited amount in the currency most frequently used up to that moment. Example: If the participant deposits \$1000 in ETH and \$100 in COC, he will be able to withdraw the described values in the respective currencies up to the total amount of \$1100, in case of excess values he will be able to request withdrawals only in ETH, as it is the most used currency at the time of deposit.

RELEASE OF NEW PLAYER CARDS

New cards are published every sporting season, some sold in packs and others sold by auction. All NFT cards carry the year of the collection. During each sports season, any card can be auctioned or sold on the secondary market.



LINE UP YOUR FORMATION

Each participant may only field one formation per league and must adhere to these simple rules:

- To be able to participate in the **Regular** league you need 11 regular or higher rarity cards and it is the one with the lowest rarity cards.
- In order to participate in the **Rare** League, you must have at least 9 cards that are rare or of higher rarity. If two regular cards are lined up, there is a 40% penalty for each card of that rarity.
- In order to participate in the **Super Rare** League, you must field at least 7 super rare or higher rarity cards and it is considered the second tournament for rarity of cards and their value. Players may field up to a maximum of 4 rare cards, and if they field rare cards, they will receive a **40% penalty for each card of that rarity.**
- To participate in the Unique League, the participant must field at least 5 unique cards and it is considered the most important tournament as they are unique and of higher value.

The penalty consists in deducting from the total score obtained a value equal to 40% of it, if the player participates in the game with tournament cards of a lower rarity than those required for the specific tournament.

The participant will be able to choose a captain for each league, who will grant 15% extra points based on the value of his player. The participant can field his cards from any league, as long as they play in the relevant **match days**. Subsequently, leagues will also be created in which each player can participate in each league with a maximum of one team.

MATCH DAYS TEAM For

match days the participant must field at least:

1 goalkeeper, 3 defenders, 3 midfielders, 2 strikers + 2 players of your choice.

TRAINING TEAM

In order to train the players that he will have in addition to those present in the **match days**, the participant will have to buy a trainer card and will be able to field a formation for each trainer that includes: **1 goalkeeper, 3 defenders, 3 midfielders, 2 forwards + 2 players of his choice.**

If you own a unique trainer, you may field any type of card rarity. If the participant has a super rare trainer, he may play cards from super rare down. In the case of a rare trainer, he may only field rare and regular cards. In the case of a regular trainer, he may only field regular cards.

The tournament will have the following prize money:

- 1st place 1 box of regular cards containing 25 packs
- 2nd place 1 box of regular cards containing 10 packs
- 3rd place 5 regular packages
- 4' classified 3 regular packages
- 5' classified 2 regular packages
- From 6' to 10' classified 1 regular package



HOW TO LEND CARDS

Each participant may, when the option is made available in the game and at his discretion, lend one or more cards that are not used for that specific "match days" to other participants. The participant in the appropriate section within the game will enter a required economic value, which if accepted by another participant will complete the temporary loan contract. The participant who lends the card will receive the requested loan value in his wallet, while the renter will receive the player's card for temporary use in the game. At the end of the loan period, the platform software will automatically transfer the loaned card to its rightful owner, without any action on the part of the participants. If the card has been lent out, it cannot be withdrawn and withdrawn cards cannot be lent out.

HOW THE SECONDARY MARKET WORKS

The secondary market of MANAGERNFT will allow each participant to transfer through a private sale to another participant the NFT card in their portfolio. When the participant clicks on the "Secondary Market" section, he will be given the opportunity to publish through the game platform the sale of one or more playing cards. The participant will be able to publish and set the price and duration of the sale, which if accepted by another participant will complete the sale. The software will automatically manage the transfer of ownership of the card to the new owner and the crediting of the agreed price in MNG to the wallet of the participant who has sold.

CALCULATION OF THE SCORE FOR EACH PARTICIPANT

The card score is calculated based on the same player's performance during the actual game. Player scores range from 0 to 100.

TIME SPENT IN THE FIELD

All starting players get a bonus of 20 points, substitutes 10 points.

For every minute a player remains on the pitch he will receive **0.2 points** per minute. If they stay on the pitch for the whole match they will receive the 90-minute maximum of **18 points**

RULES FOR ALL PLAYERS

The score of each player will be multiplied by a value based on the result obtained by his team. In the event of a draw, the participant's score will be multiplied by a coefficient of 1. In the event of a win, the participant's score will be multiplied by 1.2. In the event that the team loses, the participant's score will be multiplied by a coefficient of 0.80. After multiplication the experience points are added as a percentage. In the result that is obtained the possible captain bonus will be calculated first and then the possible penalties (lower rarity).

SCORING FORMULA:

Rating x win/loss multiplier + experience% + possible captain's bonus% - lower rarity malus %.

Example: $65 \times 1.2 + 5\% + 15\% - 40\% = 57$



POINTS AWARD IN PARTICIPATION

Points will be awarded according to these criteria:

- Key pass, +3 points.
- Successful passage, +0.5 point. (EXCLUDED DEFENDERS)
- Successful passage by a defender, +0.3 point.
- Missed pass, -0.5 points.
- Recovered ball + 0.5 points.
- Duel won + 0.5 points.
- Duel lost -0.5 points.
- Possession lost - 0.5 points.
- Own goal - 20 points.
- Successful cross, +0.5 points.
- Failed cross, -0.5 points.
- Shot on goal, +3 point.
- Successful dribbling, +0.5 points.
- Failed dribbling, -0.5 points.
- Goal scored, +25 points.
- Assist made, +20 points.
- Penalty kick awarded, +10 points.
- Yellow card suffered, -5 points.
- Red card suffered, -30 points.
- Foul committed, -1 point.
- Foul suffered, +1 point.
- Air game won + 1.5 points
- Tackle + 1 point
- Sweep + 0.5 point
- Offside shooting + 0.5 point
- Wrong penalty - 20 points
- If the sum of the points exceeds 100, they will be rounded up to the nearest 100. If the sum is less than zero, they will be rounded down to the nearest zero.

EXTRA SCORE FOR THE DEFENDER

- Defender intercepts a shot, +0.5 points.
- Team does not concede a goal, +20 points.

EXTRA SCORE FOR THE GOALKEEPER

- Goal immediately, - 5 points.
- Simple save made, +3 points.
- Ball rejected with fists + 2 points
- Penalty save, +30 points.
- Match with no goals conceded, +25 points.
- Saving in the area + 5 points



EXTRA MIDFIELDER AND STRIKER SCORE

Midfielder and/or Striker gets +2 points for each goal scored by his team

IN THE EVENT OF NON-PLAYED OR INTERRUPTED MATCHES

In case of cancelled games or games played after the end of the match days the players will score 0, in case of suspended game and finished in the end of the match days the player will get total score, in case of suspended game and finished outside the match days the score will be the one given by the software. In case of a suspended game and then restarted from the beginning will be given a score of 0 to the players.

SUBSTITUTED PLAYERS:

- Players who do not play at least 45 minutes are not entitled to the extra bonuses.
- Goalkeeper no goals conceded + 25 points, defender + 20 points if team does not concede goals, midfielder and/or striker gets +2 points for each goal scored by his team.

GUARANTEED MINIMUMS:

- Goalkeeper who does not concede a goal and plays at least 45 minutes cannot take less than 60 points,
- Defender with a team that does not concede a goal and plays at least 45 minutes cannot take less than 60 points.
- A player who scores goals cannot take less than 60 points.
- A player who has made assists cannot take less than 55 points.

-In the event of a player on the '**Guaranteed Minimum**' list scoring an own goal or wrong penalty, the threshold will fall to 40 points.

-In the event of a player on the '**Guaranteed Minimum**' list scoring 2 own goal or 2 wrong penalty, the threshold will fall to 30 points.

SOFTWARE FOR STATISTICS

The official data for the scores are extrapolated from the event statistics on the website: sportmonks.com

EXPERIENCE POINTS

A new card has + 5% experience during the current season, the participant receives 0.01 experience points for each point gained in addition to a base of 0.3 points. In addition to these points, further experience points are gained each time a card is played.

If the participant fields a player who does not play, he will still receive 0.3 experience points. A card can reach a maximum of +15% experience.

If a card reaches the limit, even if a new card is issued, it will not lose the extra 5 points. Whenever a card is sold, it will not lose any experience points gained previously, but will have to start from scratch in order to acquire new points. **Ex.** If you have a card with a base of 3 points and you add new 5 points, they will remain. In order to exceed 3 experience points, you have to start from scratch. When a card reaches 3.5 points an additional 0.5 points will be visible.



AWARDING OF WEEKLY PRIZES

The prizes will be divided into each category:

- Regular
- Rare
- Super rare
- Unique

Each week, based on the sale of cards in the primary market, the prize pool will be created and divided among the four leagues.

The prize fund will always pay at least 10% of the participants:

The tournament will have 1 to 3 participants and the prize money will be divided as follows:

- First place, 70% of which 50% in MNG and 50% in MNG-NP
- Second place, 30% in MNG-NP

The tournament will have 4 to 10 participants and the prize money will be divided as follows:

- First place, 40% of which 50% in MNG and 50% in MNG-NP
- Second place, 30% in MNG-NP
- Third place, 20% in MNG-NP
- Fourth place, 10% in MNG-NP

The tournament will have between 11 and 100 participants and the prize money will be divided as follows:

- First place, 25% of which 50% in MNG and 50% in MNG-NP
- Second place, 20% of which 50% in MNG and 50% in MNG-NP
- Third place, 15% of which 50% in MNG and 50% in MNG-NP
- From fourth to sixth place, 8% in MNG-NP
- Seventh to tenth place, 4% in MNG-NP.

The tournament will have between 101 and 200 participants and the prize money will be divided as follows:

- First place, 15% of which 50% in MNG and 50% in MNG-NP
- Second place, 10% of which 50% in MNG and 50% in MNG-NP
- Third place, 8% of which 50% in MNG and 50% in MNG-NP
- Fourth place, 7% in MNG-NP.
- Fifth to tenth place, 5% in MNG-NP.
- From 11th to 20th place, 3% in MNG-NP.

The prize money of the tournament which will have 201-500 participants will be divided as follows:

- First place, 15% in MNG of which 50% in MNG and 50% in MNG-NP
- Second place, 12% in MNG of which 50% in MNG and 50% in MNG-NP



- Third place, 9% in MNG of which 50% in MNG and 50% in MNG-NP
- Fourth place, 6% in MNG-NP
- 5th to 10th place, 4% in MNG-NP
- The remaining 34 % prize money will be distributed in two prize bands with a proportion of 60 % for the first band and 40 % for the second band, the prizes will be paid in MNG-NP. Prizes will be awarded to 10% of the participants, rounded up as follows: if there are 341 participants, 35 will be paid. Of the remaining 25, 13 will be paid in the first bracket and 12 in the second.

The prize money for the tournament, which will have 501 to 1000 participants, will be divided as follows:

- First place, 12% of which 50% in MNG and 50% in MNG-NP
- Second place, 10% of which 50% in MNG and 50% in MNG-NP
- Third place, 8% of which 50% in MNG and 50% in MNG-NP
- Fourth place, 5% in MNG-NP
- Fifth to tenth place, 3% in MNG-NP
- the remaining 47 % prize money will be distributed in two prize brackets with a proportion of 60 % for the first bracket and 40 % for the second bracket, the prizes will be paid in MNG-NP.

The prize money for the tournament, which will have between 1001 and 3000 participants, will be divided as follows:

- First place, 10% in MNG of which 50% in MNG and 50% in MNG-NP
- Second place, 8% in MNG of which 50% in MNG and 50% in MNG-NP
- Third place, 6% in MNG and 50% in MNG-NP
- Fourth place, 4% in MNG-NP
- Fifth to tenth place, 2% in MNG-NP
- the remaining 60% prize money will be distributed in two prize brackets with a proportion of 60% for the first bracket and 40% for the second bracket, prizes will be paid in MNG-NP

The prize money for the tournament with more than 3001 participants will be divided as follows:

- First place, 9% in MNG of which 50% in MNG and 50% in MNG-NP
- Second place, 7% in MNG of which 50% in MNG and 50% in MNG-NP
- Third place, 5% in MNG of which 50% in MNG and 50% in MNG-NP
- Fourth place, 3% in MNG-NP
- Fifth to tenth place, 1% in MNG-NP
- the remaining 70% prize money will be distributed in two prize brackets with a proportion of 60% for the first bracket and 40% for the second bracket, prizes will be paid in MNG-NP

MONTHLY MANAGER RANKING APRIL

A monthly ranking will be created, where scores will be awarded according to the total points made during all match days and purchases made on the primary market.

The scores obtained in the match days, in the different categories, will be added up with the following coefficients:

- Regular x 1.
- Rare x 2.



- Super Rare x 3.
- Unique x 4.

N.B.: for every 100 MNG of cards purchased in the primary market, the player will receive 1 extra point which will be added to the points earned during the month.

MONTHLY MANAGER RANKING IN FORCE SINCE MAY

A monthly ranking will be created, where scores will be awarded according to the total points made during all match days and purchases made on the primary market.

The scores obtained in the match days, in the different categories, will be added together:

N.B.: for every 100 MNG of cards purchased in the primary market, the player will receive 1 extra point which will be added to the points earned during the month.

MONTHLY AWARDS

Monthly rankings will award additional prizes:

The prize money for the tournament which will have between 1 and 100 participants will be divided as follows:

- **First place, 25% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 20% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 15% of which 50% in MNG and 50% in MNG-NP**
- **Fourth to sixth place, 8% in MNG-NP**
- **Seventh to tenth place, 4% in MNG-NP**

The prize money for the tournament, which will have between 101 and 200 participants, will be divided as follows:

- **First place, 15% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 10% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 8% of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 7% in MNG-NP**
- **Fifth to tenth place, 5% in MNG-NP**
- **From 11th to 20th place, 3% in MNG-NP**

The prize money for the tournament, which will have 201-500 participants, will be divided as follows:

- **First place, 15% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 12% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 9% of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 6% in MNG-NP**
- **Fifth to tenth place, 4% in MNG-NP**
- **the remaining 34% prize money will be distributed in two prize tiers with a proportion of 60% for the first tier and 40% for the second tier, prizes will be paid in MNG-NP.**

The prize money for the tournament, which will have 501-1000 participants, will be divided as follows:

- **First place, 12% of which 50% in MNG and 50% in MNG-NP**



- **Second place, 10% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 8% of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 5% in MNG-NP**
- **Fifth to tenth place, 3% in MNG-NP**
the remaining 47 % prize money will be distributed in two prize tiers with a proportion of 60 % for the first tier and 40 % for the second tier, the prizes being paid in MNG-NP.

The prize money for the tournament, which will range from 1001-3000, will be divided as follows:

- **First place, 10% in MNG of which 50% in MNG and 50% in MNG-NP**
- **Second place, 8% in MNG of which 50% in MNG and 50% in MNG-NP**
- **Third place, 6% in MNG of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 4% in MNG-NP**
- **Fifth to tenth place, 2% in MNG-NP**
- **the remaining 60% prize money will be distributed in two prize tiers with a proportion of 60% for the first tier and 40% for the second tier, prizes will be paid in MNG-NP**

The prize money of the tournament with more than 3001 will be divided as follows:

- **First place, 9% in MNG of which 50% in MNG and 50% in MNG-NP**
- **Second place, 7% in MNG of which 50% in MNG and 50% in MNG-NP**
- **Third place, 5% in MNG and 50% in MNG-NP**
- **Fourth place, 3% in MNG-NP**
- **Fifth to tenth place, 1% in MNG-NP**
- **the remaining 70% prize money will be distributed in two prize tiers with a proportion of 60% for the first tier and 40% for the second tier, prizes will be paid in MNG-NP**

EQUAL POINTS IN THE RANKING:

In the event of a tie in the ranking the two players will divide the prize money to which they are entitled equally. In the event of a user in last place being paid a prize, an extra user in that bracket will be paid by dividing the prize pool by one extra person.

CONFLICTS OF INTEREST

Members of the Service do not have access to information or software that could increase their chances of winning the Game. Therefore, there is no risk of conflict of interest in the Game.

- Edit

Modification and/or interruption of the service - The Organiser reserves the right to modify or interrupt the accessibility of all or part of the service and/or the Site or Applications at any time.

Modification and/or termination of the Rules of the Game - The Organiser reserves the right to modify all or part of the Rules at any time. By taking part in the Game, Participants accept the modification of the Rules. The applicable version of the Rules is the latest version published on the date of use of the services offered by the Organiser.

- It does not give up



The failure of The Organiser to require the other party to perform any of its obligations under these Rules at any time shall not affect The Organiser's right to require performance at a later date. The invalidity of any clause in these Rules shall not affect the validity of, and obligation to comply with, the other clauses.

Jurisdiction and applicable law

- Applicable law

These Rules shall be governed exclusively by Romanian law.

AMICABLE SETTLEMENT

In the event of a dispute between the Organiser and a Participant, the latter undertakes to inform the Customer Service Department at **support@managernft.io**, taking care to specify his or her contact details and to provide all information enabling the origin and implications of the dispute to be appreciated.

JURISDICTION

In the event of a dispute, the Participant may apply to the courts having territorial jurisdiction under the law. In case of absence of compulsory jurisdiction by law, only the courts of Romanian jurisdiction shall be competent.

End of **ManagerNFT.io** game rules

Version 1.5

Last updated 22/04/2022