

# Introduction

Welcome to "Captain Tsubasa -RIVALS-"



"Captain Tsubasa -RIVALS-" is a blockchain game based on "Captain Tsubasa", the pioneer of football mangas that has influenced soccer fans worldwide.

## What is "Captain Tsubasa -RIVALS-"?

"Captain Tsubasa" is a football manga created by Yoichi Takahashi, one of Japan's leading manga artists. It is considered the pioneer of football mangas which has left a great impact on both Japanese and overseas professional football players, fans and enthusiasts.

The manga has sold more than 70 million copies in Japan and has been translated into more than 20 languages. The series' sequels include "Captain Tsubasa Rising Sun" (~2019) in Shueisha's "Grand Jump" and "Captain Tsubasa Magazine" (2020-), an extra edition of "Grand Jump".

The story of "Captain Tsubasa" revolves around the main character, Tsubasa Ozora, and the challenges he faces on the field. One of the highlights of the manga is about his growth as a football player as he enters heated battles with numerous rivals.

In this game, we want you to experience the thoughts and feelings of the main character, Tsubasa, through two game modes:

- Battles with rivals in the original story (PvE game)
- Competing against other users (PvP game)

We named the game "Captain Tsubasa -RIVALS-" based on this concept.

The theme of this game is to enjoy developing and strengthening your one-of-a-kind NFT character while competing for items against your "rivals."

Let's enjoy the world of "Captain Tsubasa -RIVALS-" together!

# Project Goals



## From the Producer

Hello everyone. I am Shun Fujiyoshi, the producer of "Captain Tsubasa - RIVALS-".

I am a big fan of Captain Tsubasa and was lucky to have been part of several Captain Tsubasa games as a game developer.

The new experience that blockchain games have brought us has fascinated me, and I have been thinking about what I could possibly create using this new technology while spending a lot of time playing blockchain games as a fellow gamer.

The inspiration for this project was the feeling inside me saying, "I want to play blockchain games with my favorite IPs and characters".

It has been a while since the common saying "blockchain technology has brought new game experiences" has been established. Although from a gameplay perspective, I think there is yet space where we could build engaging content for users.

And here, my goal is to spread the word about "Captain Tsubasa," a work that I truly love, and to create new entertainment out of it.

I am humbled to take this exciting challenge together with everyone.

In this white paper, I would like to introduce some of the challenges and solutions for blockchain games that we believe must be overcome to make it happen.

# Creating a New Game Experience

## NFTs with collectible value

Creating a new game experience with blockchain technology is a theme being explored by projects around the world. Until now, the investment potential of in-game items of blockchain games has often been featured and most of them were being played by users seeking only short-term return on investment (ROI).

In "Captain Tsubasa - RIVALS-" we aim to bring an even more exciting blockchain game experience by packaging the three art elements below:

- Uniquely designed illustrations
- Special attack animations
- Generative BGMs

The game experience is enhanced by a set of in-game animations and BGM tied to the players' NFTs (illustrations).

The challenge is creating a new experience and sensation for users who are familiar with mobile games by creating unique NFTs for each character while allowing them to enjoy the game in the same way they have in the past.

To express the world of Captain Tsubasa, attractive illustrations, cool 3D animations for special attacks, and the game music cannot be missed.

The game's music was composed by Shinichi Osawa (MONDO GROSSO), a musician/producer who has been producing and remixing the music of various artists in and out Japan.

Fans can enjoy the world of "Captain Tsubasa" through these art elements and NFTs with collectible value. Fans will not be able to simply "collect" their favorite characters but also to literally "raise" their own one-of-a-kind character.

Please visit the ["NFT"](#) page for further info about the NFT.

## Mobile Game-like fun and the Tension of Competition

In terms of the game experience, blockchain games tend to be pretty complex. In "Captain Tsubasa -RIVALS", we intend to design it simple yet exciting with the thrill of making flexible and important decisions throughout the game.

Furthermore, the game incorporates the essence of mobile games that allows users to connect with others through the game. We have designed this with the goal of creating a new generation of blockchain games that are easy to play, even for users who are used to playing mobile games.

Whether you have played blockchain games before or not, whether you are a Captain Tsubasa fan or a newcomer, we believe that this game is engaging enough for you to enjoy to your heart's content.

# Realizing a Sustainable Economy

## The Importance of Maintaining the Token Price

Blockchain games allow you to obtain utility tokens while playing the game. Getting rewards while playing the game is one of the revolutionary aspects that blockchain games has brought to the table.

However, if all users sell the utility tokens they have earned, the price of it can easily drop. If the price of the utility tokens go down to 1/10, this also means that the user's reward goes down to 1/10.

In order to maintain an economy where users are able to keep playing the game long-term, it is important to create a stable and rewarding situation, i.e., to maintain the price of utility tokens. The key to achieving this is to balance the amount of utility tokens users can earn and spend.

The goal we want to achieve is to keep players enjoying "Captain Tsubasa - RIVALS-" for many years to come. To achieve this, we have put in place various mechanisms to maintain the price of the utility token.

## Spending Tokens While Enjoying the Game

In order to maintain the price of tokens, players need as many token utilities as which they earn. In "Captain Tsubasa -RIVALS-", we have prepared a variety of token spending points that allow users to develop and strengthen players while enjoying the game.

### In-game Training Points to Spend \$TSUBASAUT (Utility Token)

One of the traits of this game is that it has almost no upper limit to enhance players (NFTs), especially for the PvP mode. You can have the ability to strategically strengthen your favorite players and enjoy playing against stronger opponents and gain bigger rewards. Below are ways to achieve enhancement that are also token outlets:

- Player Mint
- Level up players
- Recover Physical condition
- Refresh Fatigability
- Release Support Slots
- Level up Support Characters
- Acquire Special Attacks
- Level up Special Attacks
- Acquire new Skills
- Level up Support Equipment
- Open Treasure Boxes
- Purchase PvP Tickets
- System fee

### Adding New Game Modes

We plan to add new game modes that allow players to play with their enhanced players so that fans can continue to enjoy the game.

We also aim to create a highly sustainable ecosystem by providing fresh content that will keep players coming back for more, such as events, NFT collaborations, and the addition of special moves and other new features.

More updates will be announced soon.

## Maintaining Utility Token Prices, Including Those Outside the Game

In "Captain Tsubasa - RIVALS", we will strive to maintain the price of utility tokens by creating token outlets inside the game ecosystem. This will help level the earn-spend balance of the utility tokens.

However, in reality, token prices are also greatly affected by the trading of speculative users who do not play the game.

In "Captain Tsubasa - RIVALS-", the following three mechanisms will be implemented to maintain the utility token price, providing users with a stable, long-term income and ensuring that they can enjoy the game for many years to come.

1. \$TSUBASAUT Balancer
2. Adjustable Transfer Fee
3. Withdrawal Limit of \$TSUBASAUT

For more information, please visit the [Tokenomics](#) section.

# Value Enhancement in \$TSUGT

With the release of ARENA from Sep 2023, "Captain Tsubasa -RIVALS-" will change from a game based on the consumption and acquisition of \$TSUBASAUT to a game where the management and community work together to improve the value of \$TSUGT.

## ARENA & FUSION

### 1. Creating demand for player NFTs

The introduction of "ARENA", a PvP game with 11 players, will create demand for a large number of player NFTs.

### 2. Function to reduce the total amount of player NFTs

In the "ARENA", players will retire after repeated play, so it is necessary to perform fusions periodically to recover.

FUSION is a function that upgrades a player over two players, FUSION reduces the number of player NFTs from the total number of NFTs in the entire game.

### 3. Expectations for stabilization of player NFT floor prices

Due to the need to purchase new players for the "ARENA" and the need to restock players for the "FUSION", as a result, it is expected that the floor price of player NFTs will stabilize.

## Reward Design of \$TSUGT in ARENA

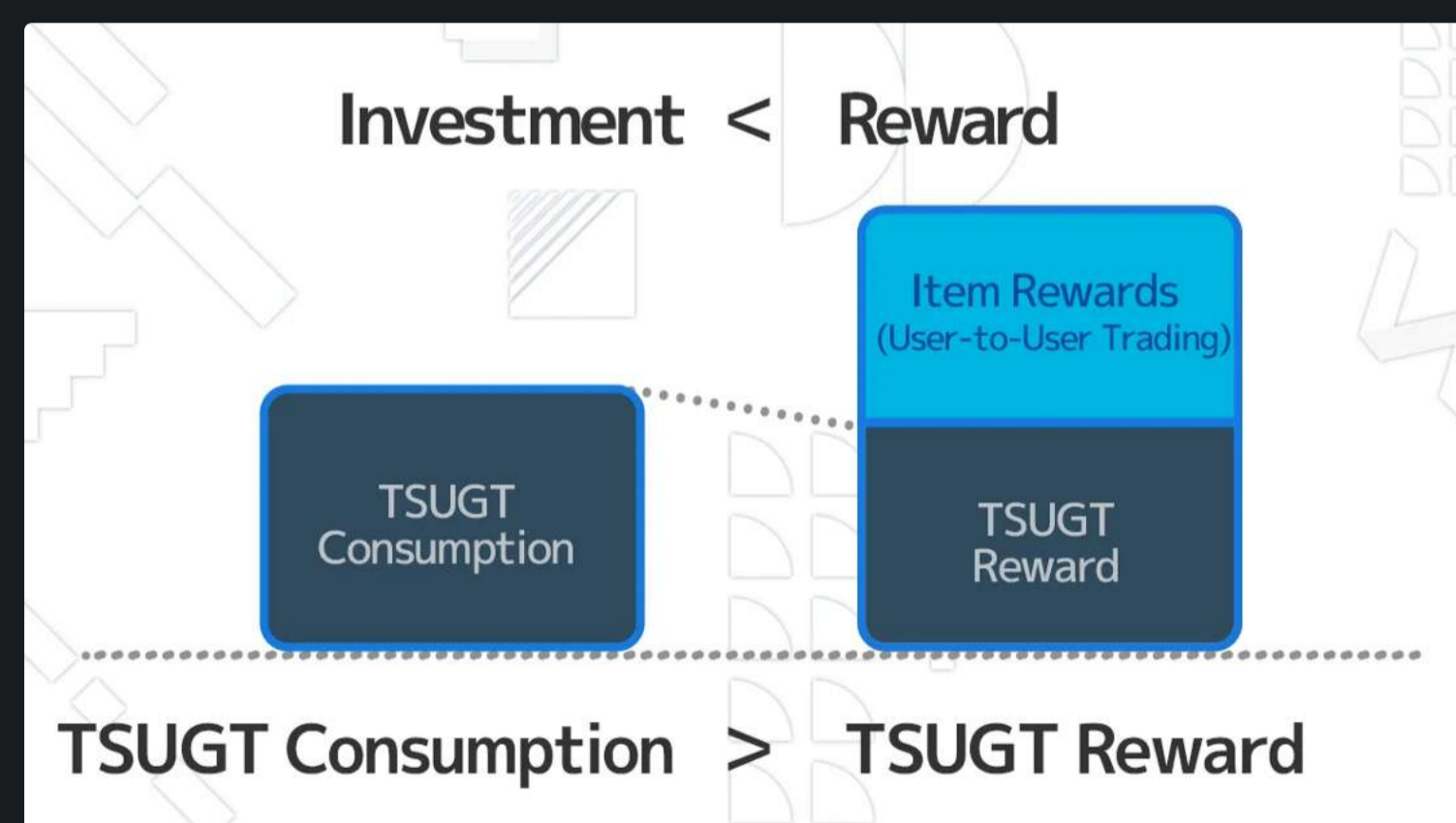
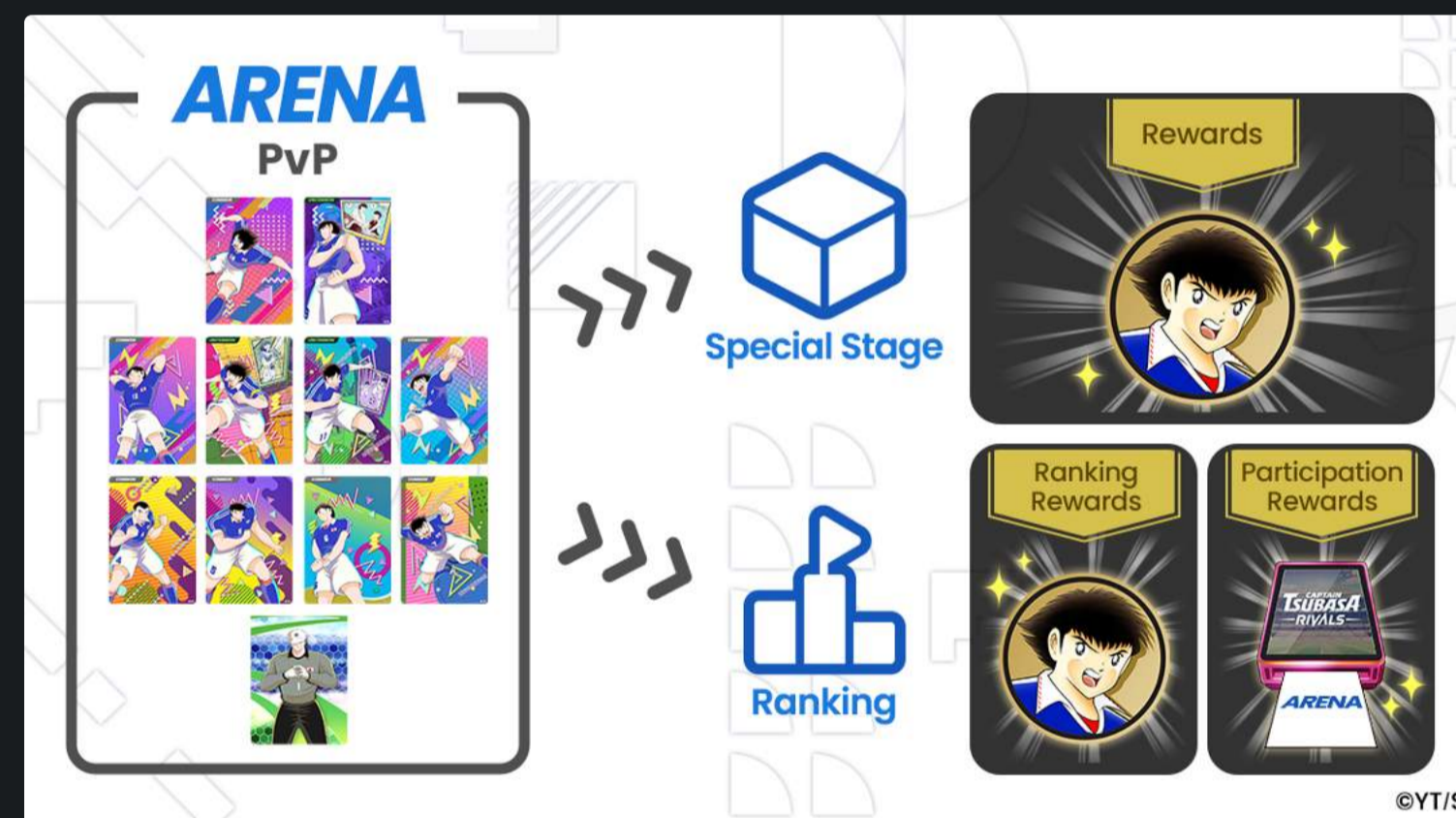
The \$TSUGT, the Governance Token for "Captain Tsubasa — RIVALS", is the core token of the game.

Unlike \$TSUBASAUT, where maintaining and stabilizing the price was important, for \$TSUGT, the community and management will work together to increase its value.

### 1. Basic \$TSUGT Concept

In order to improve the long-term value of \$TSUGT, we will realize a situation where "\$TSUGT consumption > \$TSUGT acquisition" in the game. However, we know that this alone is not enough to achieve the rewards expected by users.

### 2. User Rewards



The total amount of \$TSUGT reward will be calculated and determined based on past \$TSUGT consumption and will not exceed the total amount of \$TSUGT consumption.

This does not mean that users will not receive sufficient rewards.

Users will get item rewards in addition to the \$TSUGT rewards as rewards from the "ARENA". By successfully trading the items obtained from the item rewards, users will be able to increase their returns even more.

## Burn of \$TSUGT

In order to increase the long-term value of \$TSUGT, we will aggressively burn \$TSUGT consumed in-game.

Burn of \$TSUGT will reduce the total amount of \$TSUGT in the market and contribute to the scarcity of \$TSUGT.


Also, the more users hold on to their \$TSUGT, the lower the total amount of \$TSUGT on the market, which in turn contributes to the scarcity of \$TSUGT.

## How to start



Please refer to the following article for information on how to start the Rival Mode and PvP mode.



 **How to Start**  
Medium

# ↑ Player NFT and Training Functions



A "Player" NFT is a character card that is required to play the game.

Player NFTs have the following elements:

Characteristic	Definition
Rarity	The rarity of the NFT.
Level	When a player levels up, he/she gains Status Points, which can be allocated to each Parameter element.
Position	The position of each player.
Parameter	The parameters used in the RIVALmode (PvE).
VS Parameter	The parameters used in the PvP mode.
Proficiency	Users can allocate gained Proficiency to each VS Parameter element. Mainly earned in RIVAL mode.
Attributes	The RP (rival point) during the game is affected depending on the attribute of the player and opponent.
Card	Used in RIVAL mode. Each player holds 6 cards.
Special Attack	Used in PvP mode.
Support Character	A support character (NFT) has additional effect on parameters and VS parameters.
Skill	Activated in PvP mode and affects abilities.
Image	The image that the NFT holds.
Sound	The game BGM tune that the NFT holds.

Each element will be explained in detail on the next page.

# Rarity / Level

In this page

- [Player Rarity](#)
- [Player Level-up](#)

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## Player Rarity

There are five rarities as follows, and the rarity increases from Common to Legendary.

**Common** / **Uncommon** / **Rare** / **Epic** / **Legendary**

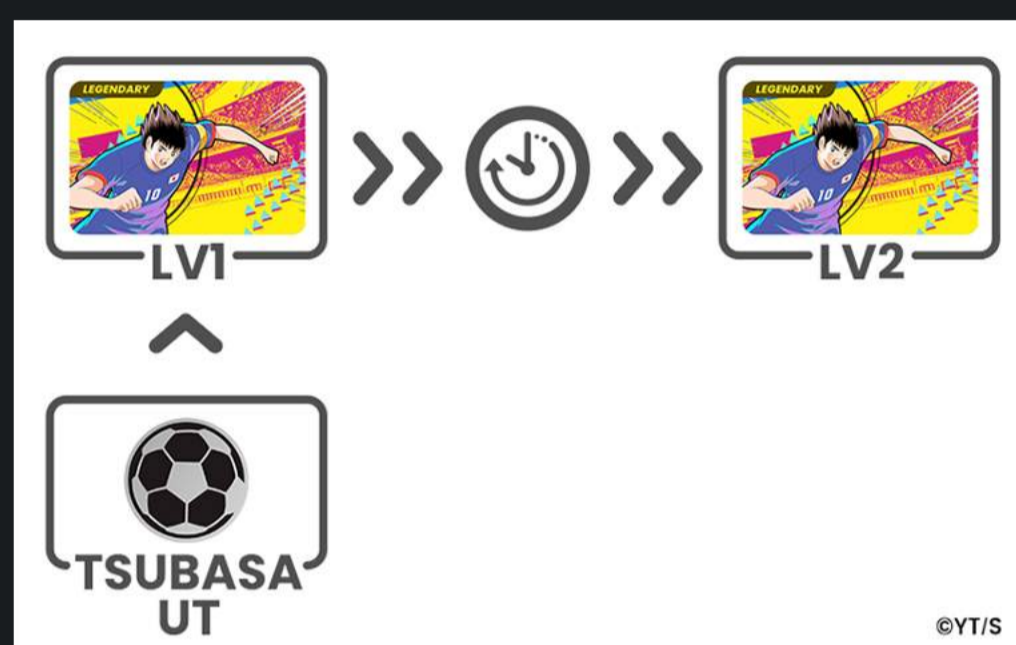
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## Player Level-up

By leveling up players, you can increase the daily TSubasaUT limit earned per player.

Once the player reaches a certain level, Various slots will unlock:

- Super Skill Slots
- Support Slot
- Skill Slot



## How to Level Up

- To level up, users need to spend \$TSubasaUT.
- The waiting time for leveling up is set, but you can shorten it by spending an additional \$TSubasaUT.
- Once the level-up is completed, users will receive Status Points that can be assigned to Parameters. The number of points earned is based on the rarity of the player.

Player Level	Level Up Cost (\$TSubasaUT)	Waiting time (min)	Daily Earn Limit (\$TSubasaUT)
2	4	120	15
3	6	180	20
4	8	240	25
5	25	300	30
6	12	360	35
7	14	420	40
8	16	480	45
9	18	540	50
10	50	600	60
11	22	660	70
12	24	720	80
13	26	780	90
14	28	840	100
15	75	900	110
16	32	960	120
17	34	1020	130
18	36	1080	140
19	38	1140	150
20	100	1200	160
21	42	1260	170
22	44	1320	180
23	46	1380	195
24	48	1440	205
25	50	1500	215
26	52	1560	225
27	54	1620	235
28	56	1680	245
29	58	1740	285
30	300	1800	300



# Parameter / VS Parameter

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Each Player has two types of Game Parameters:

## Parameter

This is a parameter used in the RIVAL mode. It affects the efficiency of gaining \$TSUBASAUTs and item drops in the game.

## VS Parameters

This is a parameter used in PvP mode. It affects the game commands.

This section describes the types and effects of the two parameters.

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## Parameter

There are three types of Player Parameters. The initial Parameter values vary for each player.

Type	Details
Efficiency	Affects the amount of \$TSUBASAUT earned in RIVAL mode
Resilience	Affects the Physical Condition in RIVAL/PvP mode
Luck	Affects the drop rate of Treasure Boxes in the RIVAL mode

### Parameter Up

- Users can enhance each Parameter by using Points.
- Users get Points by leveling up their Player.
- 1 Status Point adds 1 to Parameters

### Efficiency

This parameter affects the amount of \$TSUBASAUT that could be earned in RIVAL mode.

In RIVAL mode, the reward amount of \$TSUBASAUT is determined by a combination of Efficiency, RP (Rival Point), Physical Condition, and game results.

### Resilience

This parameter affects the Physical Condition after each RIVAL/PvP mode match.

Every time a Player is used in a match, the Physical Condition of the player gets worse.

The higher the Fatigue, the less \$TSUBASAUT to be earned.

The more Resilience you develop, the Physical Conditions are less likely to deteriorate.

### Luck

This parameter affects the drop probability of Treasure Boxes.

In RIVAL mode, the Treasure Box drop rate depends on this parameter.

\*Luck value and drop probability per stage are related.

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## VS Parameter

VS Parameter is a player's ability value used in the PvP mode.

There are three types of VS parameters for each player. Initial values vary for each player.

Type	Details
<b>Power</b>	Shoot/block commands are affected in PvP mode
<b>Speed</b>	Dribble/Tackle commands are affected in PvP mode
<b>Skill</b>	All commands are affected in PvP mode

The value of any VS parameter can be increased by distributing the Proficiency Level that can be obtained from RIVAL mode, Treasure Boxes, and Gachas. This is called "VS Parameter-Up."

### For commands in PvP:

- Shoot/Block: (Power + Skill) / 2
- Dribble/Tackle: (Speed + Skill) / 2

## Proficiency

Proficiency can be gained in Rival Mode, Treasure Box, and Gacha.

Proficiency is used to level up "VS parameters". By consuming proficiency, you can increase the value of any "VS parameter".

The ratio of proficiency used to those gained is 1:1.

The value that can be increased by proficiency has a maximum value for each rarity.

# Attributes/Cards

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## Attributes

Each player has one of the following attributes: **Toughness**, **Agility**, and **Skill**.



## Cards

Each Player holds 6 Cards that are used in the RIVAL mode (PvE) as commands.

- The attributes of each card are related to each other in a three-way relationship as follows.
  - **Toughness** is stronger than **Skill**
  - **Agility** is stronger than **Toughness**
  - **Skill** is stronger than **Agility**
- The attribute of the first Card is always the same as the Player.
- The attribute of the second Card and after are randomly assigned.

# Special skill



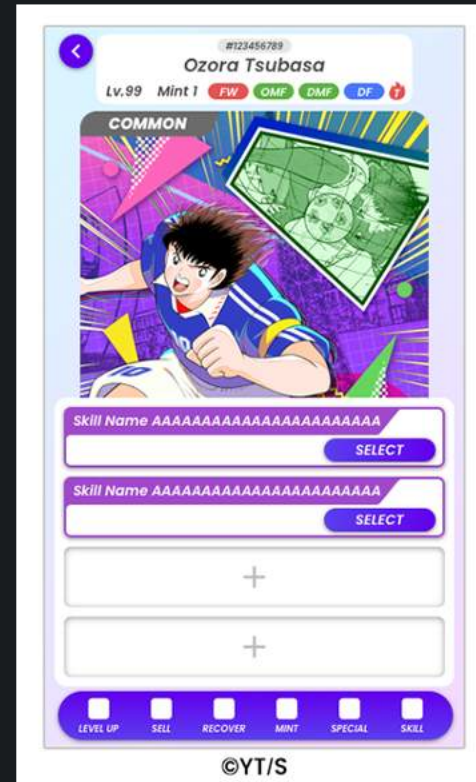
## About Special skill

Each Player character is able to learn unique Special skills that are mainly used in PvP mode.

Each Player can learn up to three Special skills. The first one is set by default for each character. The first is unique to the character, while the other two can be unlocked through gameplay.

The power of the Special skills can be increased by leveling them up.

## Learning Special skill



- When a player reaches a certain level, he can learn up to two new Special skills.
- Use \$TSUBASAUT to select which technique you want your Player to learn. The \$TSUBASAUT cost depends on the Special skill.
- The whole list of Special skills is not available. Please find them out in the course of gameplay!

Example :

Special skill	Type	Power	\$TSUBASAUT Cost
Drive Shot	Shoot	-	-
Heel Lift	Dribble	150%	100
Golden Duo	Combination Dribble (w/ Misaki)	250%	470
Skydive Shot	Shoot	300%	810
Strong Tackle	Tackle	150%	100
Aurora Curtain	Tackle	200%	240

- Golden Combination of "Ozora Tsubasa" cannot be activated without "Taro Misaki."
- The higher the \$TSUBASAUT cost is, the more powerful the technique is.

Strategically choosing the three Special skill types is the key to win the PvP mode.

For example,

- If you want a balanced Player, learn all shoot, dribble, and tackle techniques.
- If you want an offense-focused Player, learn to shoot and dribble.

Some players also have special traits i.e. becoming more powerful as they learn more shooting skills. In this case,

- Learning three shooting skills might be an effective training strategy.

## Overwriting Special skills

- Select the Special skill you want to remove from the list and overwrite it with another.
- If you replace a Special skill, the level of the new Special skill will be reset to Lv 1.

## Leveling Up Special skill

Special skill can be leveled up by using \$TSUBASAUT.

Level	\$TSUBASAUT Cost
1	0
2	50
3	100
4	150
5	200

# Skills

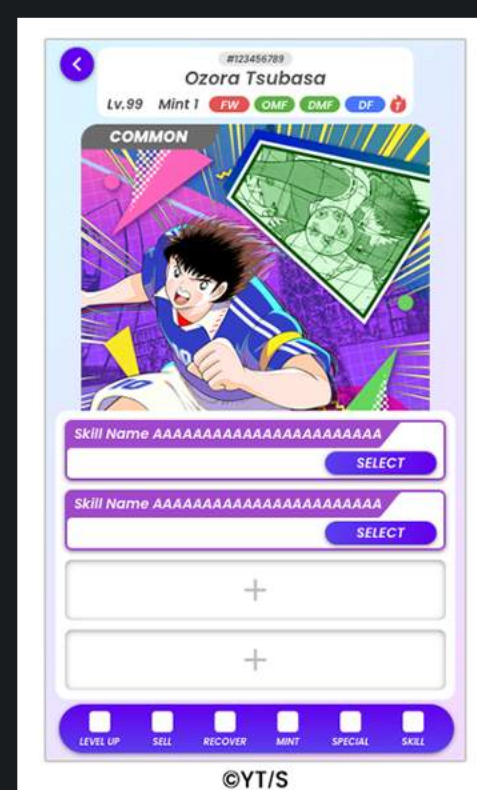


## About Skills

Skills are passive skills that every character has.

Each Player can learn up to 4 skills, which are mainly used in PvP mode.

## Learning/Replacing Skills



- When a player reaches a certain level, he/she can learn skills.
- Select the Skill Slot and spend \$TSUBASAUT to unlock.
- Even if all four of the Player's Skill Slots are full, you can Overwrite them as many times as you want by paying the necessary \$TSUBASAUT cost.

### Skill Learning Cost (\$TSUBASAUT)

100

## Skill Activation

Skills that can be learned by each player are predetermined.

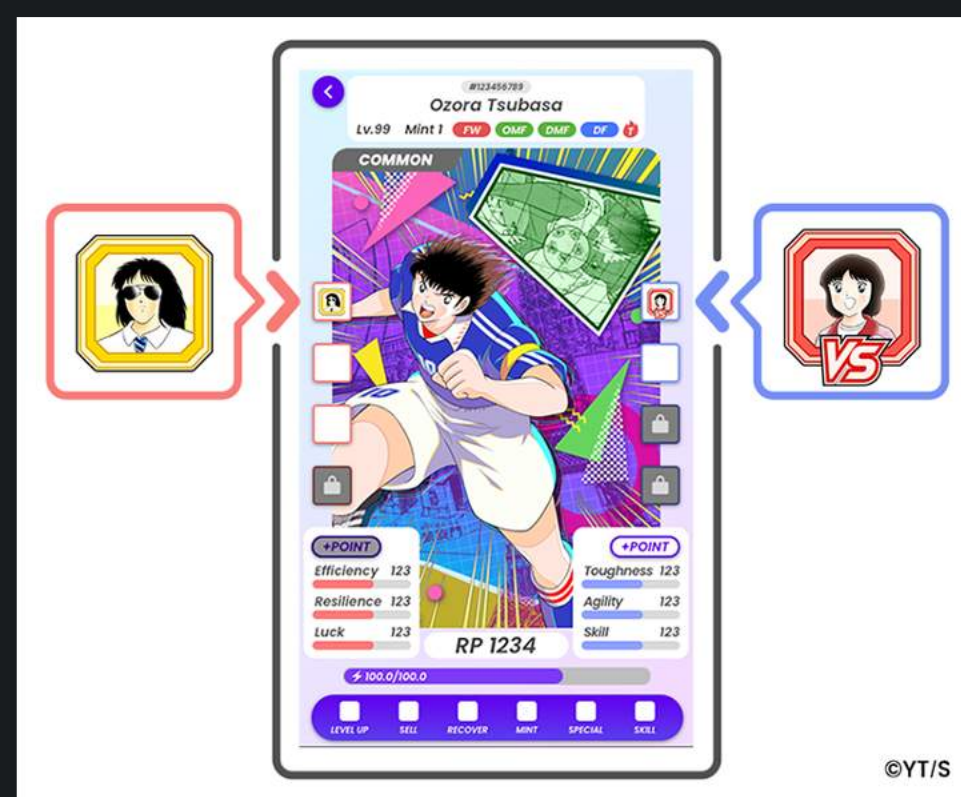
Each skill has a set activation condition and target player. When the conditions meet, the skill activates and the effect multiplier applies to the VS parameter, toward the specified target.

"For example, the following are the skills that Tsubasa Ohzora can learn.

About other players, please share information with the community to discover what skills they can learn. ► <https://discord.com/invite/tsubasarivals>

Skill	Effect
Dribble +10	Player's dribble +10%
Dribble +20	Player's dribble parameter +20% (Trigger rate 70%)
Dribble Super Technique Enhance (Combination)	Player's dribble Super Technique +30% (Needs "Tsubasa Ozora" in the same team)
Shoot +70	Player's dribble parameter +70% (Trigger rate 20%)
Same Attribute Dribble +	+3% to Dribble skills of the same attribute as Player (Trigger rate 70%)
Shoot Special Technique Enhance (Level Boost)	Players shoot Special Technique +10% Additional effect depending on Player level (Max +60%, up to lv.15) (Trigger rate 50%)
Dribble Enhance (Combination)	Player's dribble parameter +40% (Needs "Taro Misaki" in the same team) (Trigger rate 70%)
All Parameter Enhance (Level Boost)	All parameters of Player +5% Additional effect depending on Player level if Player lv >20 (max +35%)(Trigger rate 70%)
Dribble Super Technique Enhance (Mint Boost)	Player's dribble Super Technique +10% × # of Player mint history (max +70%)
Golden Combination	All parameters of Player "Taro Misaki" +20% (Triggers only on Offence turn)

# Support Slots/Characters



- Each player's Support Slot can be equipped with a Support Character to gain buffing effects during the game.
- To equip a Support Character, you must first unlock the Support Slot.
- There are a total of 8 support slots per player.

## About Support Slots

### Support Slot Types

Each player has 4 parameter support slots and 4 VS parameter support slots.

There are 4 types of parameter slots (Efficiency/Resilience/Luck/Proficiency) and 3 types of VS parameter slots (Toughness/Agility/Skill), each of which can be equipped with a Support Character of the same type as the slot.

### Unlocking Support Slots

Support slots can be unlocked once a player has reached a certain level by spending \$TSUBASAUT.

The cost of releasing Support Slots at each level is as follows.

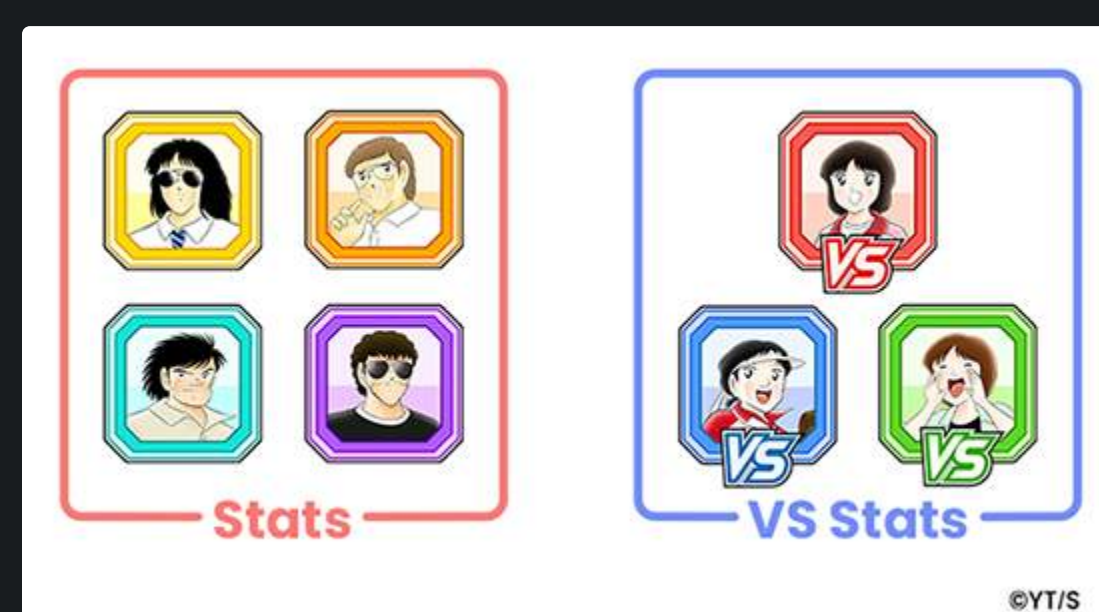
Player Level	Unlocking Slot Type	Support Slot Unlock Cost (\$TSUBASAUT)
5	Parameter	20
10	Parameter	40
15	Parameter	60
20	Parameter	80
25	VS Parameter	30
27	VS Parameter	60
30	VS Parameter	90

### Support Slot Rarity

- The Rarity of the Support Slot is determined by lottery when unlocked.
- There are five rarity levels, with rarity increasing from Common to Legendary.
  - **Common / Uncommon / Rare / Epic / Legendary**
- If the rarity of the support slot is Uncommon or higher, extra effects will be added to the support slot.
- Once the rarity of the Support Slot is chosen, it cannot be changed.

## Support Characters

### Support Character Types and Usage



Support Characters are divided into two types: Parameter type/VS Parameter type.

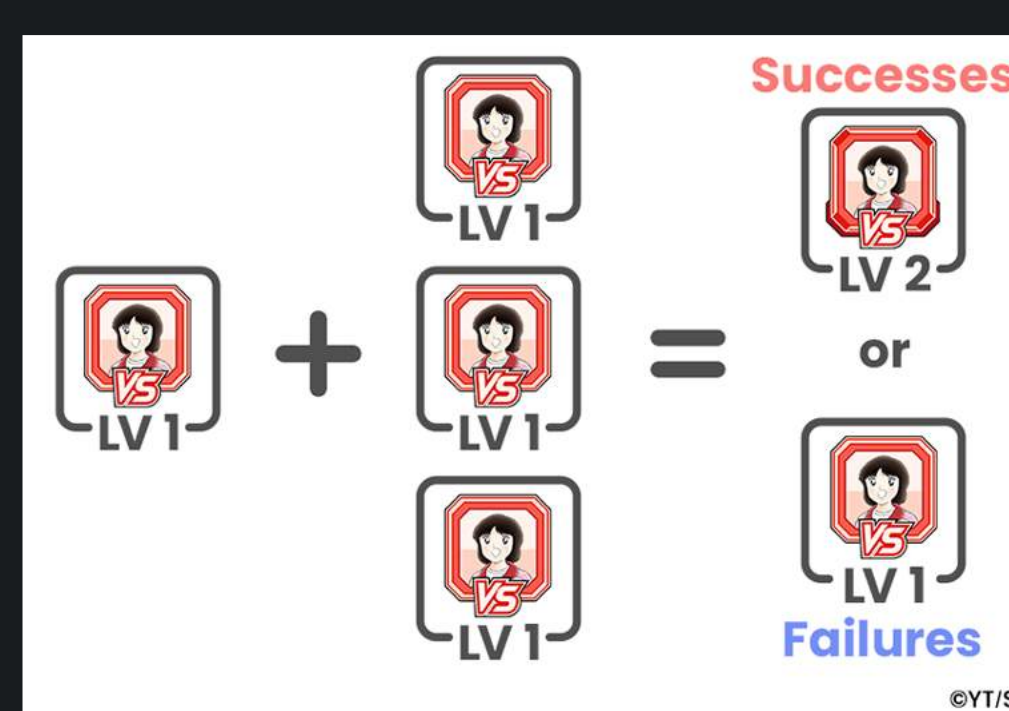
- Parameter type: brings effects related to Parameters.
- VS Parameter type: brings effects related to VS Parameters.

Support characters can be equipped to the same type of Support Slots to bring buff effects during the game. There are two types of effects: additive/multiplicative.

### Examples of support character types

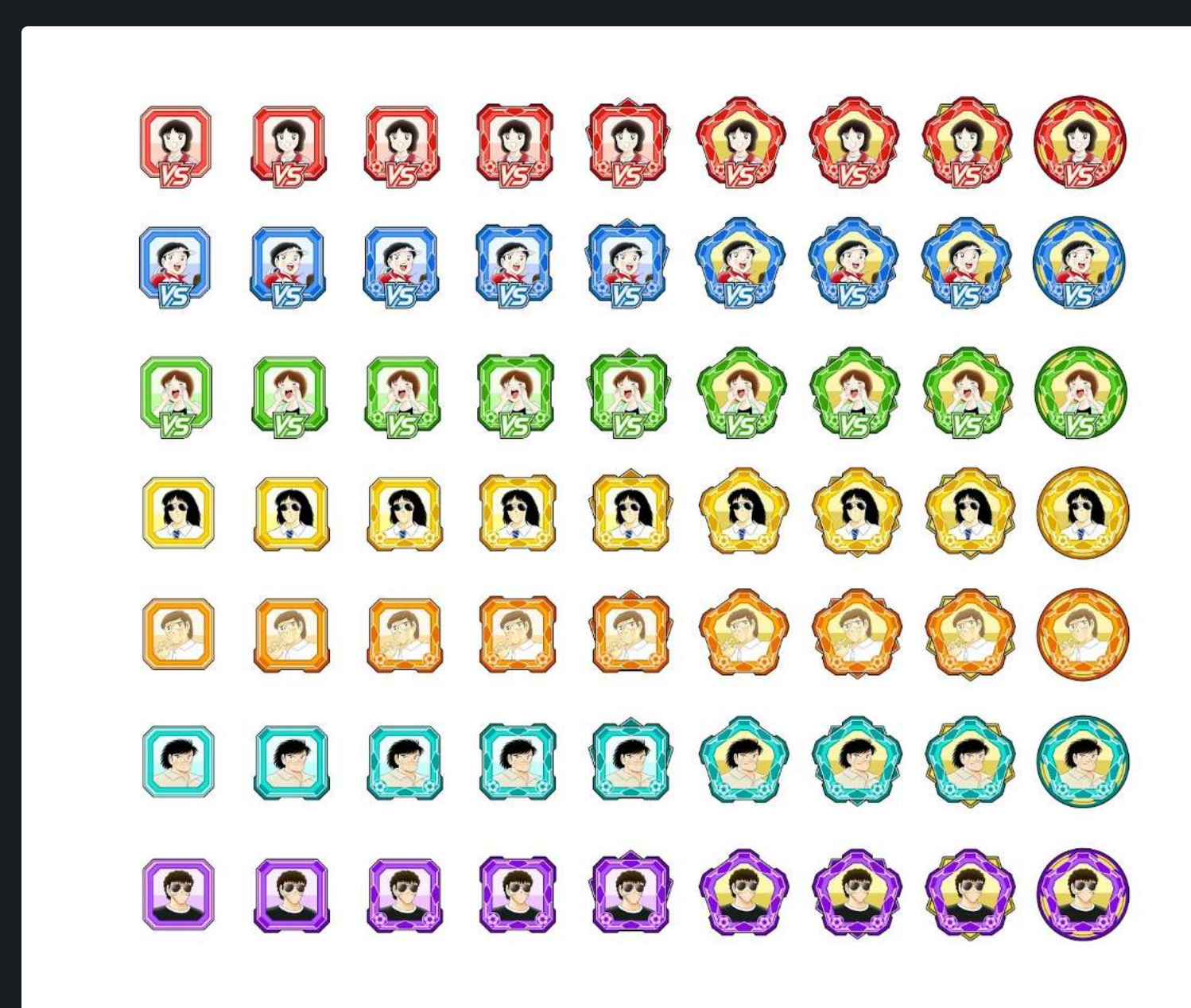
Type	Effects	Support Characters
Parameter	Efficiency	Munemasa Katagiri
Parameter	Resilience	Tatsuo Mikami
Parameter	Luck	Kozo Kira
Parameter	Proficiency Level	Roberto Hongo
VS Parameter	Power	Sanae Nakazawa
VS Parameter	Speed	Maki Akamine
VS Parameter	Skill	Azumi Hayakawa

### Levelling Up Support Characters



Support characters can be levelled up by merging three of the same type and level.

The \$TSUBASAUT cost, success rate, and other conditions vary depending on the Support Character level.



- Merging Support Characters of levels 2-6 may fail to level up, but no \$TSUBASAUT is required.
- At level 7 and above, level-up is 100% successful but requires a \$TSUBASAUT cost.

Character Level	Merge Cost (\$TSUBASAUT)	Success Rate
2	0	35%
3	0	55%
4	0	65%
5	0	75%
6	0	85%
7	500	100%
8	600	100%
9	700	100%

# Physical Condition/Refresh

## Physical Condition

- Each time you play RIVAL Mode, each player's "Physical Condition" will accumulate.
- If the physical condition exceeds a certain level, the amount of \$TSUBASAUT to be earned through the game will decrease.
- The amount of Physical Condition can be recovered by spending \$TSUBASAUT. The amount of \$TSUBASAUT required for recovery depends on the rarity and the level of the Player.

## Physical Condition System

$$\text{Decline in Physical Condition} = \frac{1}{\text{Resilience} \times \text{SystemValueA}} \times \text{Expended Energy} \times \frac{\text{Exhaustion}}{\text{SystemValueB}} \times Z(\text{Random})$$

$$Z(\text{Random}) = \text{Randbetween}(\text{Parameter1}, \text{Parameter2})$$

1. Physical Condition Value: The value of fatigue each time a player plays a game
2. System Value: System value, subject to change
3. Parameter: Range of system values

To reduce Physical Condition,

1. Develop Resilience parameters
2. Equip support characters (type/level)

## Refresh

- The more a Player is used, the faster the Physical Condition gets bad.
- Players can be refreshed to get out of the state of fatigue.
- To refresh, \$TSUBASAUT must be spent. The amount of tokens required depends on the number of refresh cycles and the rarity of the player.

## Refresh System and Costs

### What is Fatigability?

- When energy consumption in RIVAL mode exceeds a certain level, the Fatigability (speed of getting tired) will increase.
- Refreshing will reset the accumulated Fatigability of each player. This requires \$TSUBASAUT which differs depending on the rarity of the Player. The Refresh cost also increases as the number of Refreshes increases.

Conditions	Fatigability
If the player's cumulative energy consumption does not exceed 30	1
If the player's cumulative energy consumption exceeds 30	$1 + \frac{(\text{Cumulative Expend Energy} - 30) \times \text{SystemValueC}}{\text{SystemValueD}}$

If the player's cumulative energy consumption does not exceed 30	1
If the player's cumulative energy consumption exceed 30	$1 + \frac{(\text{Cumulative Expend Energy} - 30) \times \text{SystemValueC}}{\text{SystemValueD}}$

1. Fatigability: Value indicating the state of being fatigued
2. System Value: System value, subject to change

\*Formula is subject to change.

### Refresh costs

Rarity	\$TSUBASAUT required for refresh
Common	130 \$TSUBASAUT x Refresh times
Uncommon	160 \$TSUBASAUT x Refresh times
Rare	220 \$TSUBASAUT x Refresh times

The first refresh of the Common is  $130 \times 1 = 130$  \$TSUBASAUT  
 The third refresh of the common is  $130 \times 3 = 390$  \$TSUBASAUT

### Play strategy using refresh

As you continue playing the RIVAL mode, the Physical Condition of players will start getting bad easily due to the accumulation of fatigue.

Therefore, it is necessary to "Refresh" the player.

The large Refresh cost may be the reason for the misunderstanding that it is impossible to increase \$TSUBASAUT during the gameplay.

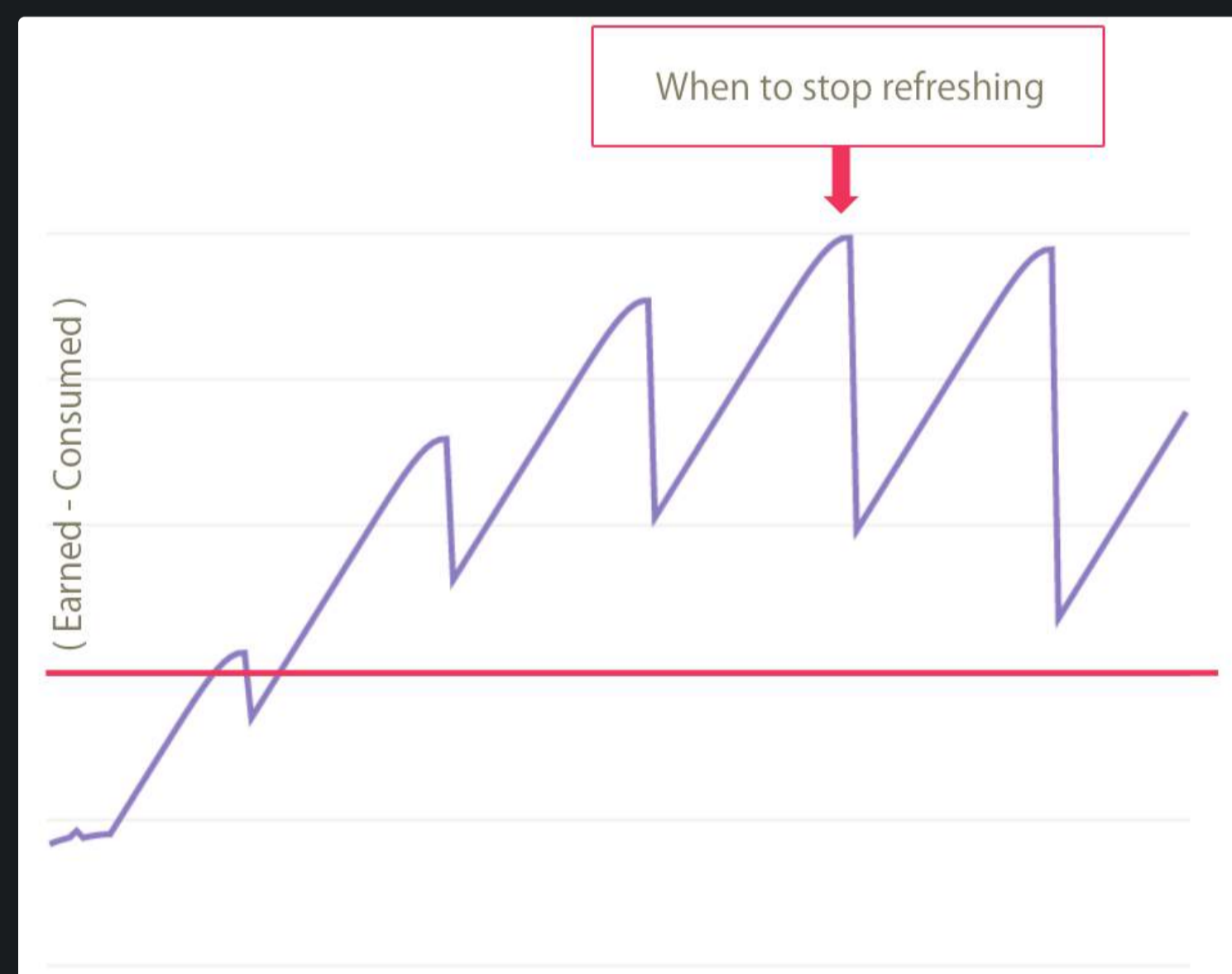
At the beginning of the game, \$TSUBASAUT is also required for player level-up and many other utilities. Therefore, considering the refresh cost you may feel that the amount of \$TSUBASAUT consumed by that player is more than the amount of \$TSUBASAUT gained by that player.

We have designed the system so that as long as the players have stopped leveling up, the amount of \$TSUBASAUT earned is greater than the refresh cost after the second refresh.

However, it is possible for the refresh cost to exceed the amount of \$TSUBASAUT earned if the refresh is repeated a number of times since the cost will increase each time.

If you want to maximize the difference between the amount of UT acquired and the amount of \$TSUBASAUT consumed, you need to stop refreshing the same player at the right time, instead of repeating the refresh.

### \$TSUBASAUT acquisition change over time (image)



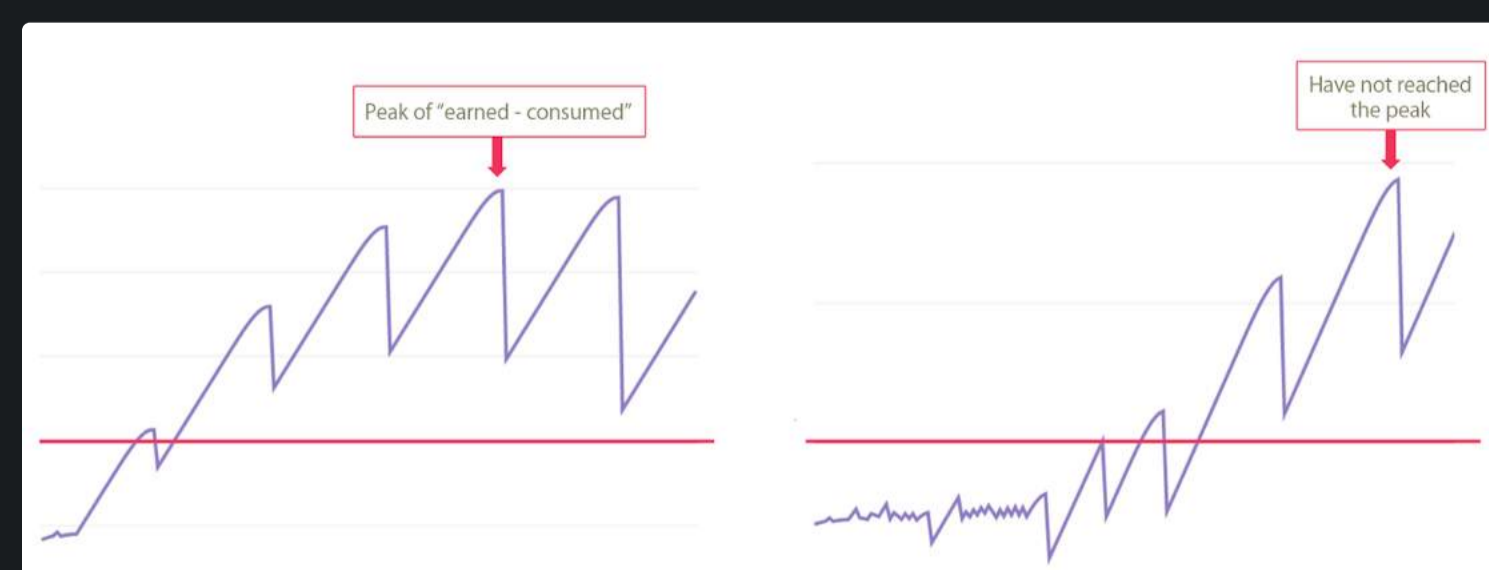
The graph above shows a sample using 1 Player.

The red horizontal line shows where the "\$TSUBASAUT gained — \$TSUBASAUT consumed" exceeds the mint cost when the mint cost is used as the initial cost.

The amount of \$TSUBASAUT earned will depend on: the player's initial parameters, the stats used when leveling up, the supporting character, and the results of the game.

### Maximum Level of Players

How far to raise the level of players is an important strategic factor.



(Left) When stopping at a low level: Since UTs are not consumed to level up, the amount of gained UT quickly exceeds the amount consumed. Although the overall amount of gained UT is sluggish because of the low level.

(Right) When raising the level to maximum: Since UT is consumed to level up, it takes time until the amount of UT gained exceeds the amount consumed, but the overall amount of gained UT is greater because of the higher level.

It is up to the user's training strategy whether to stop training at a low level and increase UT acquisition early by reducing consumption or to continue training to a high level and play to acquire more UT.

Please note that the strategy could change if you think proficiency-based.

### Why Develop Multiple Characters

If you are used to the blockchain game "STEPN", you may be familiar with separating the usage of your "main" shoe and your "energy" shoe.

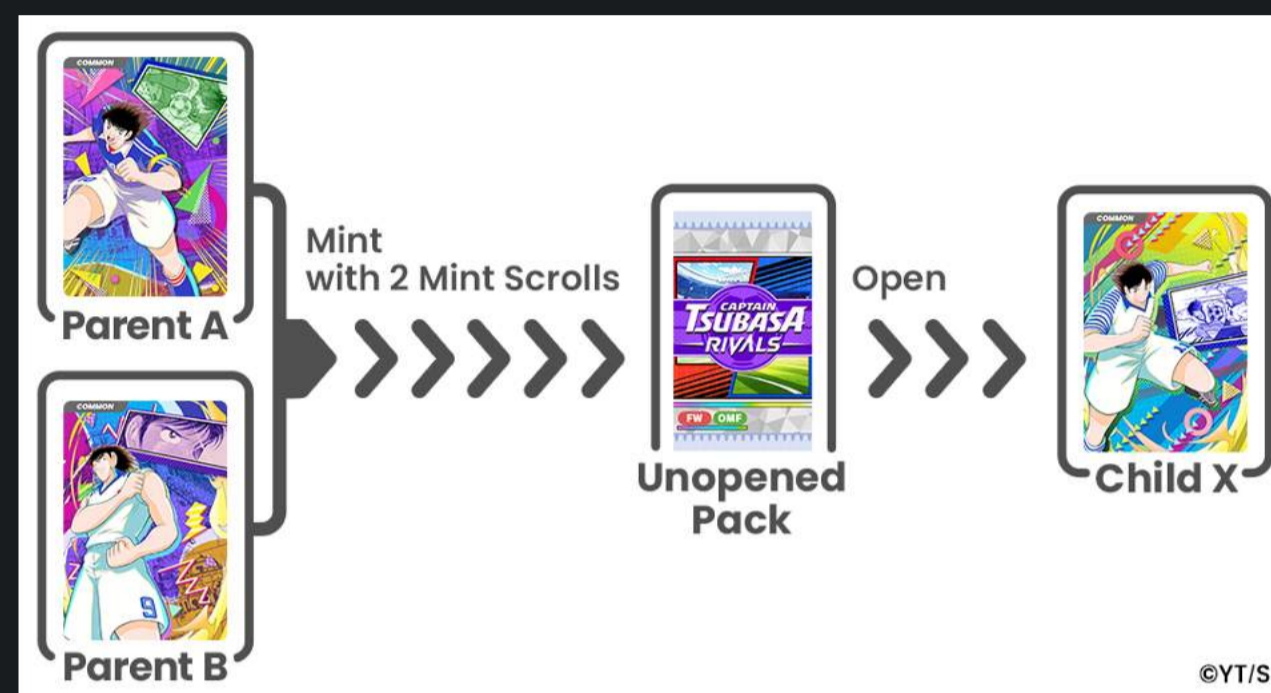
Captain Tsubasa -RIVALS-" is designed with the premise of training multiple characters if you already have purchased multiple players.

We hope that users will enjoy the game and maximize the amount of UT they earn while training multiple characters, rather than just one.

# Player mint



## What is a player mint?



- The creation of a new player (called a "child player") using two players in your possession (called "parent players") is called "minting."
- The new player will appear as an unopened "player pack."
- When minted, two packs will appear at a certain probability.

## Mint Ingredients

For Player minting, you will need the following items:

- Parent Player x 2
- Mint Scroll x 2
- \$TSUBASAUT for mint cost

## Mint Scroll

- To generate a new Player, two "Mint Scrolls" of the same rarity as the parent Player to be used are required.
- There are five rarities of Mint Scrolls.
  - **Common** / **Uncommon** / **Rare** / **Epic** / **Legendary**
- Mint Scrolls can be obtained from Treasure Boxes that come as gameplay rewards.

### **Example of Mint Scroll usage:**

- If you want to use two Common Players as "parent Players", you need two Common "mint scrolls".
- In the case of an Uncommon Player and a Common Player, one Uncommon mint scroll and one Common mint scroll are required.

## Mint Cost

You must spend \$TSUBASAUT for Player minting.

The cost at this time is determined by the rarity of the parent player and the number of times it has been minted.

## Mint Limits

### Mint Limit

Each Player may be used max 7 times for Player minting.

### Cooltime

After a player has been minted, **48 hours** must elapse before the player can be minted again. The same cool time applies to players acquired from the Marketplace, and you must wait **48 hours** after acquiring them before using them as the parent of a mint.

# Player Packs and Probability

## Player Packs

Newly created players appear as unopened "Player Packs". You will be able to see which players you have acquired only when you open them.

Unopened player packs can be owned outright or traded in the marketplace.

## Player Pack Rarity Probability

Rarity of parent player			Rarity of player packs created		
Parent player①	x	Parent player②	common	uncommon	rare
common	x	common	100%	0%	0%
common	x	uncommon	50%	49%	1%
common	x	rare	50%	0%	49%
uncommon	x	uncommon	0%	98%	2%
uncommon	x	rare	0%	49%	50%
rare	x	rare	0%	0%	98%

As shown in the diagram above, the Player Pack rarity is determined by the rarity of the Parent Player.

The only initially implemented rarity of a player pack is **Common/Uncommon/Rare**.

## Player Rarity Probability

		Probability of a player to acquire		
		common	uncommon	rare
Rarity of player packs	common	97%	3%	0%
	uncommon	25%	73%	2%
	rare	0%	27%	73%

The rarity probability of a Player that can be acquired by opening a Player Pack is determined by the rarity of the Parent Player, as shown in the diagram above.

## Player Attributes

Parent Player Attributes			Attributes of players to acquire		
Parent player①	x	Parent player②	Power	Speed	Skill
Power	x	Power	80%	10%	10%
Power	x	Speed	45%	45%	10%
Power	x	Skill	45%	10%	45%
Speed	x	Speed	10%	80%	10%
Speed	x	Skill	10%	45%	45%
Skill	x	Skill	10%	10%	80%

The attributes of the Child Players are determined by the attributes of the Parent Players, as shown in the diagram above.

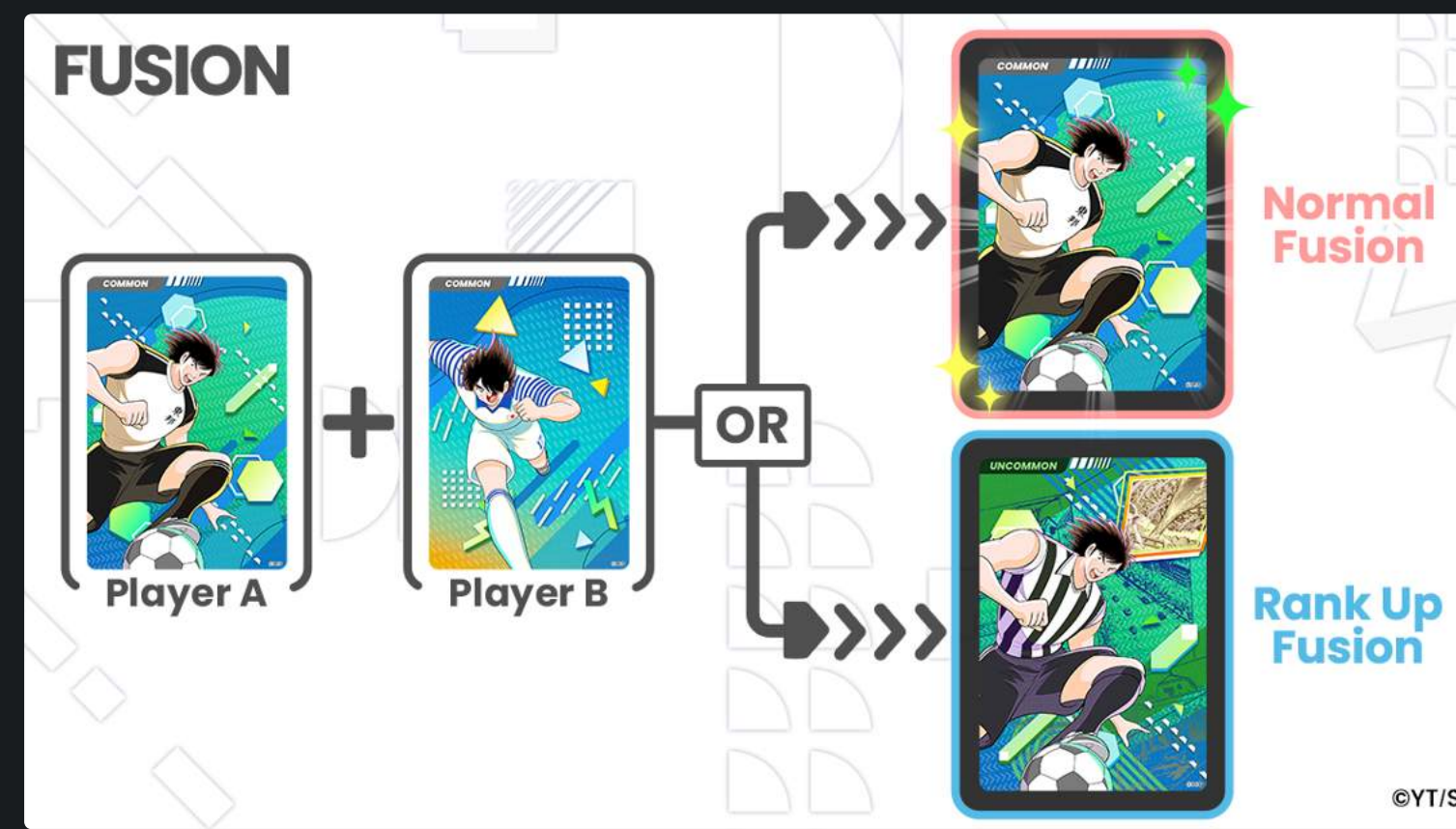
## Player Position

Parent Player Position			Positions of players to acquire			
Parent player①	x	Parent player②	FW	OMF	DMF	DF
FW	x	FW	70%	10%	10%	10%
FW	x	OMF	40%	40%	10%	10%
FW	x	DMF	40%	10%	40%	10%
FW	x	DF	40%	10%	10%	40%
OMF	x	FW	40%	40%	10%	10%
OMF	x	OMF	10%	70%	10%	10%
OMF	x	DMF	10%	40%	40%	10%
OMF	x	DF	10%	40%	10%	40%
DMF	x	FW	40%	10%	40%	10%
DMF	x	OMF	10%	40%	40%	10%
DMF	x	DMF	10%	10%	70%	10%
DMF	x	DF	10%	10%	40%	40%
DF	x	FW	40%	10%	10%	40%
DF	x	OMF	10%	40%	10%	40%
DF	x	DMF	10%	10%	40%	40%
DF	x	DF	10%	10%	10%	70%

The position of a player is determined by the position of the Parent Player, as shown in the diagram.



# Fusion



The base player NFT + another player NFT + cost is consumed to strengthen the base player one.

## Effect

- The player NFTs that have been enhanced will have their cumulative energy consumption returned to 0.

Example) If you fusion with a cumulative energy consumption of 50 and Refresh 1...

- ⇒ The player's Refresh count stays 0
- ⇒ Cumulative energy consumption will be 0.

- Revival from Retirement in ARENA

## Enhanced Parameters

- PvP parameters will be enhanced.
- Enhancement of \$TSUGT Earn in ARENA special stage.
- In addition, the same character (same pack) will have a certain probability of upgrading their skill slots.

Example) In the case of Ozora Tsubasa (1st pack) + Ozora Tsubasa (1st pack)

## Rank Up Fusion

At a certain probability during fusion, the player will be discharged with an upgraded rank.

- The level will be returned to 1
- Unallocated proficiency that has been acquired will be inherited
- Learned Player skills and Special skills will be inherited.

Example) Common Ozora Tsubasa+ other players = UnCommon Ozora Tsubasa

## Cost

The \$TSUGT cost for a FUSION of the same rarity is as follows.

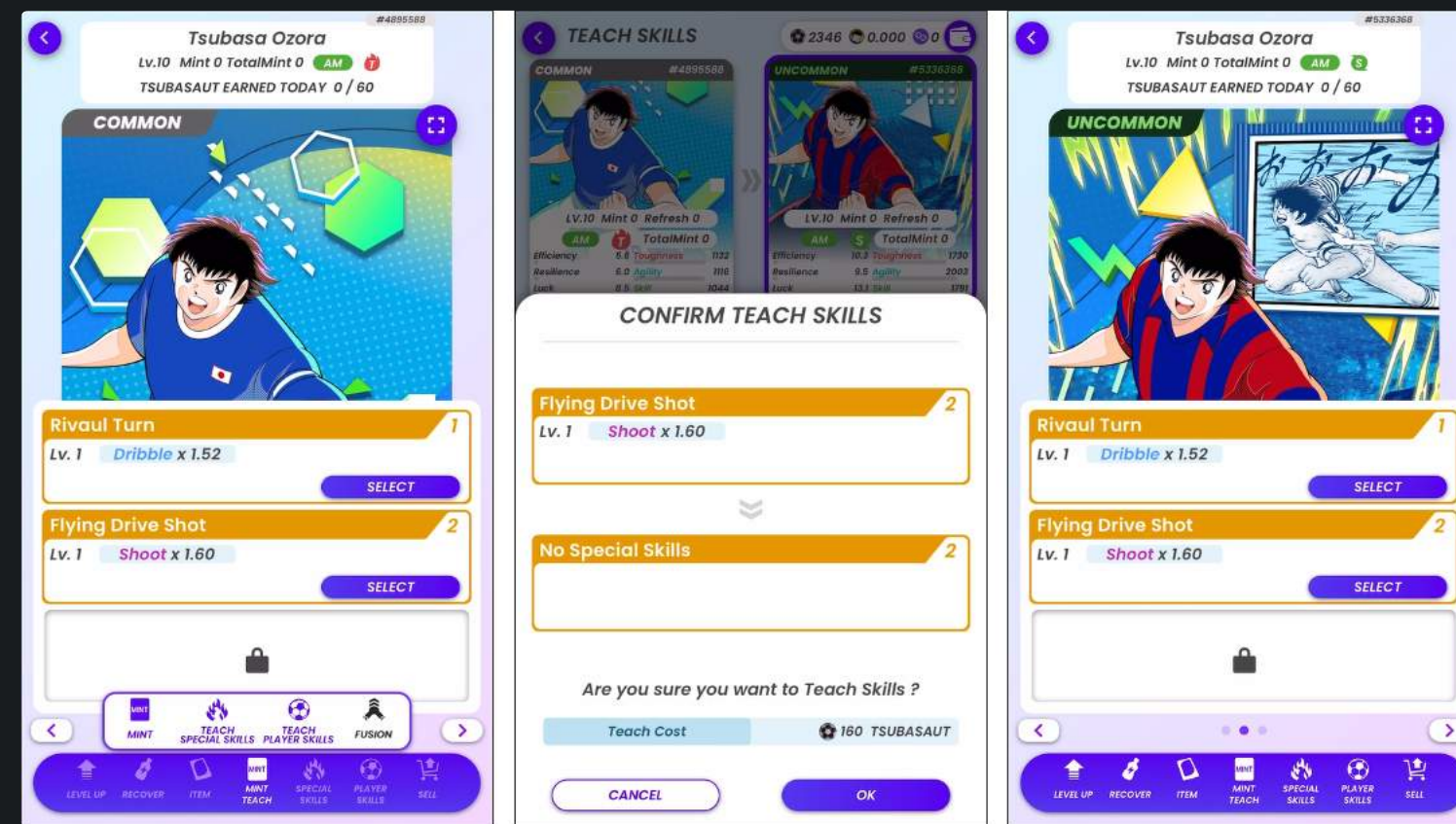
		Fusion partner refresh count						
		0	1	2	3	4	5	6
Original Rarity	Common	2,450	3,850	4,550	5,250	5,950	6,650	7,350
	Uncommon	3,500	5,600	6,650	7,700	8,750	9,800	10,850
	Rare	7,630	11,830	13,930	16,030	18,130	20,230	22,330

Even if the fusion partner is dropped to a lower rarity by using items, etc., the cost depends on the original rarity of the partner and the number of times the partner refreshes.

## Quick Function Table

	Normal Fusion	Rank Up Fusion
Retire	Recovery	Recovery
Rarity	inheritance	Going up 1 Rarity
Level	inheritance	Return to Level 1
Refresh	inheritance	Return to 0
Energy consumption	Return to 0	Return to 0
Skill	inheritance	inheritance
Special Skill	inheritance	inheritance
VS parameter	inheritance+strengthened	Default+strengthened *Unassigned proficiencies take over.
Manga Command	inheritance	inheritance

# Inheritance(Special moves and Skills)



With the “inheritance” feature, player NFTs can inherit a special move or skill to another player NFT by paying a certain amount of \$TSUBASAUT.

This can be done between NFTs of the exact same character.

## How to use

1. Select a skill or a special move.
2. Select the character who has learned the skill or special move you want to inherit and the character you want to inherit the skill or special move to.
3. When you select the skill or special move you wish to inherit, the cost is calculated.
4. Pay the cost to complete the inheritance.

## About Cost

Skill	400 \$TSUBASAUT per one skill
Special Move	Special Move Power Multiplier x 100 \$TSUBASAUT per skill

Example)

The cost to inherit 4 skills is the following:  $400 \times 4 = 1600$  \$TSUBASAUT

If you want to inherit Golden Combination Lv1 (x1.6) and Aurora Curtain Lv1 (x1.52) to Ozora Tsubasa:  $160+152 = 312$  \$TSUBASAUT

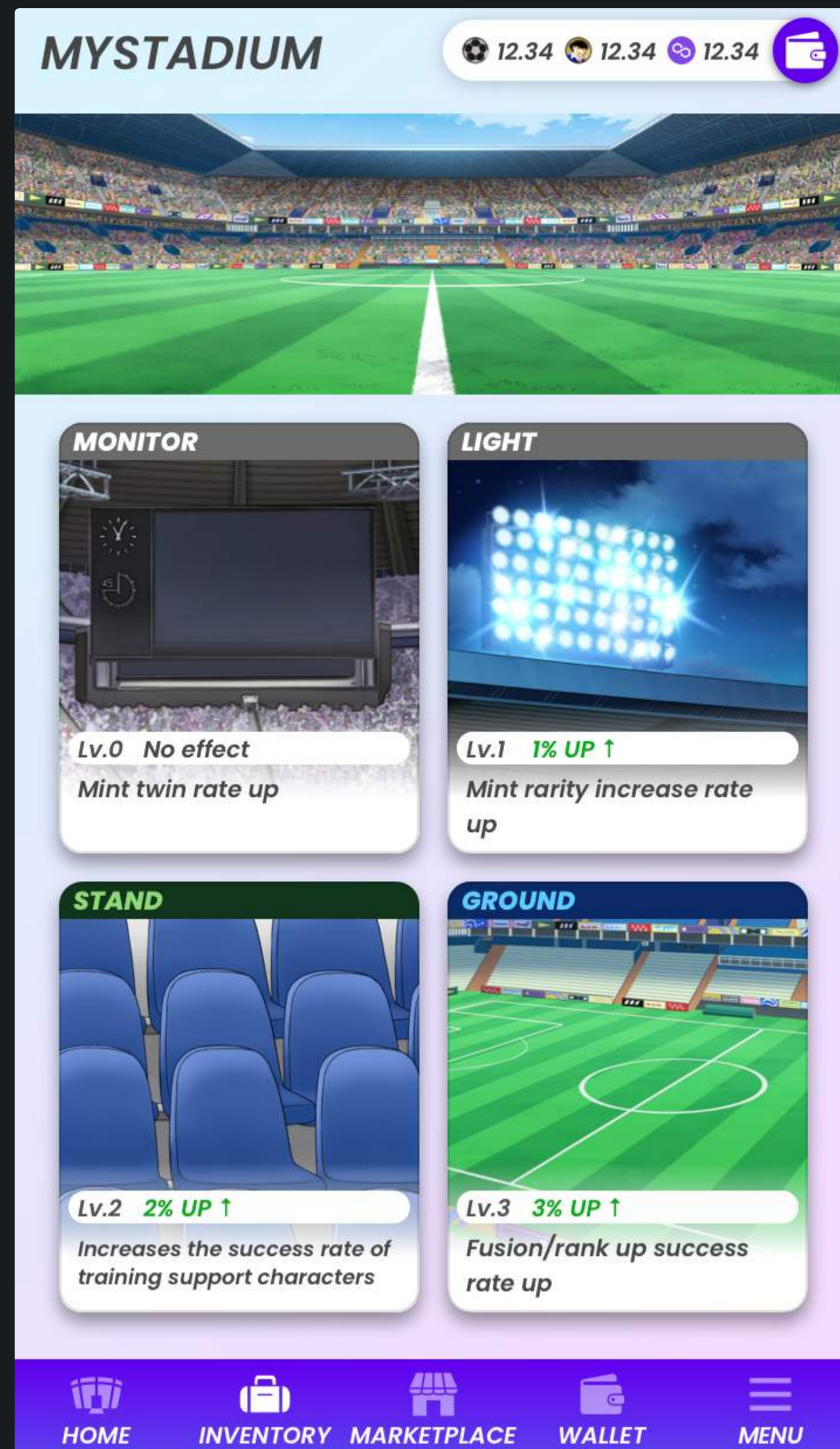
## Notes

- You cannot inherit skills and special moves with the Tsubasa of Pack 1 and Pack 2.
- When a player has inherited a skill or special move, the original skill or special move will be deleted.
- The special move and skill slots of the player to whom you are inheriting the skill or special move must be open.
- Special move slot 1 cannot be inherited.

# Stadium

The following four functions can be developed in the stadium training.

Once acquired, these functions will be buffed for years to come and will have five levels.



## Cost and Effectiveness

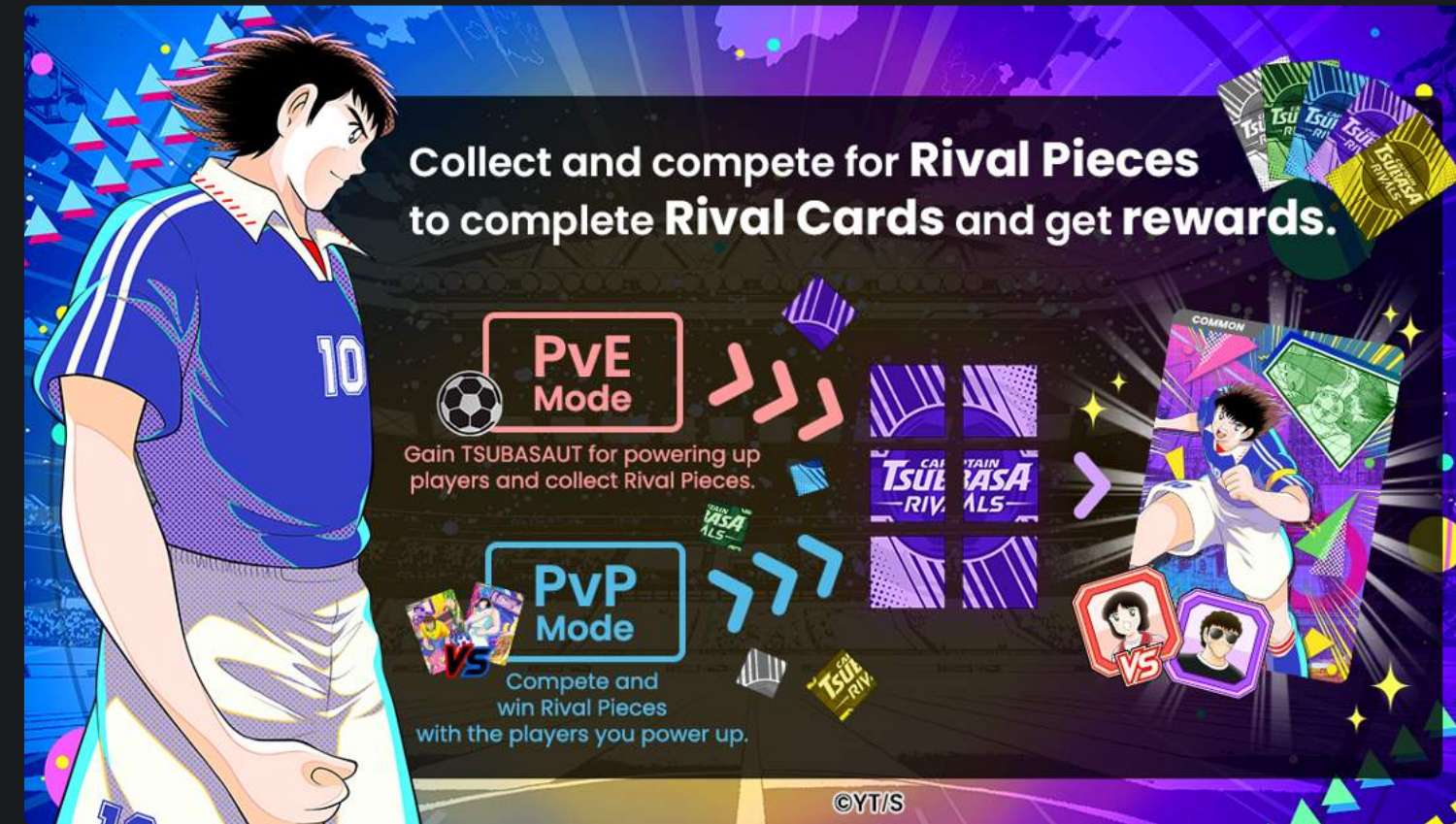
MONITOR		
	Mint twin rate up	
Lv.	Required \$TSUGT	Mint twin rate
1	2,000	+1%pt
2	4,000	+2%pt
3	8,000	+3%pt
4	16,000	+4%pt
5	32,000	+5%pt
LIGHT		
	Increase in mint rarity rate	
Lv.	Required \$TSUGT	Increase rate
1	2,000	+0.5%pt
2	4,000	+1%pt
3	8,000	+1.5%pt
4	16,000	+2%pt
5	32,000	+2.5%pt
STAND		
	Increase success rate of support character development	
Lv.	Required \$TSUGT	Success rate
1	2,000	+2%pt
2	4,000	+4%pt
3	8,000	+6%pt
4	16,000	+8%pt
5	32,000	+10%pt
GROUND		
	Increased fusion rank-up success rate	
Lv.	Required \$TSUGT	Success rate
1	2,000	+0.5%pt
2	4,000	+1%pt
3	8,000	+1.5%pt
4	16,000	+2.0%pt
5	32,000	+2.5%pt

Example)

In the case of training a support character (when raising it from level 1 to level 2)

When a stand is raised to level 1, 35% + 2%pt equals 37%.

# ⚽ Gameplay



"Captain Tsubasa - RIVALS" has two game modes for players to enjoy the world of "Captain Tsubasa".

In each game mode, players can win different items and points to collect Rival Pieces, complete Rival Cards, and earn rewards.

## Rival Mode

In this mode, you can enjoy so-called PvE (Player vs. Environment). Play the game and win against rivals to earn resources to enhance your Player NFTs.

## PvP Mode

Compete for Rival Pieces with other users on the server! Strategize for victory by combining special moves, skills, and compatibility of attributes.

This chapter explains in detail how to play and the rules of each game mode.

## ⚽ Rival Mode



In this mode, players face off against rivals from the original story and earn rewards.

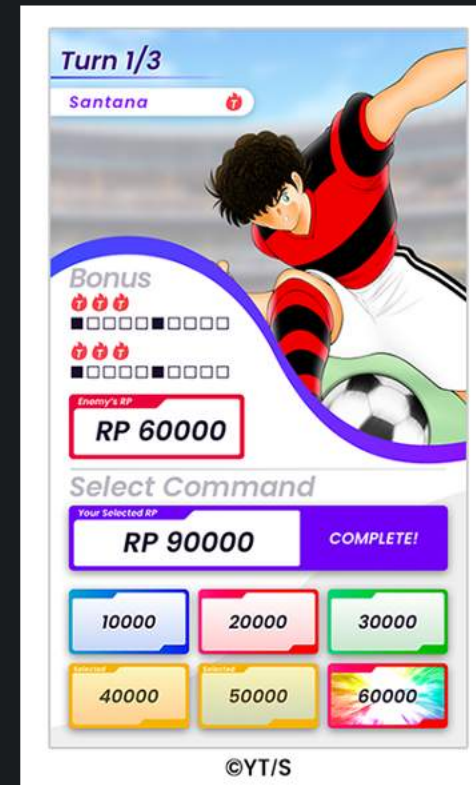
Players select a stage to challenge, use Energy, and fight PvE (Player-vs-Environment) battles.

Each stage has different rivals waiting, and you will be rewarded according to the strength of your opponent.

The next page describes how to play the Rival Mode and the rewards.

# Basic Rules

⋮



## Basic Rules

Rivalry Mode is a basic 3-turn command battle.

1. Select one or more cards from among the six cards of the Player.
2. The total RP (Rivals Point) of the selected cards is compared with the opponent's RP. The side that has the higher RP is the winner.
3. After repeating steps 1 and 2 for 3 turns, the game ends.  
\*If there are no more cards in turn 1 or 2, the game ends at that point.

# Cost: Energy



## RIVAL Mode Costs

Playing the RIVAL mode consumes the User's Energy. The game cannot be played if Energy is insufficient.

The Physical Condition of the player used for the game will be bad. The decrease rate depends on the stage you are playing.

Please see [Physical Condition/Refresh](#) for details.

### ✔ Energy Recovery

- To challenge a stage in RIVAL Mode, you must expend Energy, and if you are low on Energy, you will not be able to play the game.
- The maximum amount of Energy is determined by the total number of Players the User holds.
- Energy recovers 25% of its maximum value every 6 hours (0:00, 6:00, 12:00, 18:00 SGT UTC+8).

Total # of Players	Max Energy
1~2	2
3~8	4
9~14	9
15~29	15
30	21

# Reward: TSUBASAUT

:

## RIVAL Mode Rewards

The following rewards can be earned in each stage. Reward contents vary depending on the stage.

- \$TSUBASAUT
- Treasure Box
- Rival Piece
- Proficiency Level

You can also get bonus rewards other than the above by fulfilling conditions during your turn. This is uncovered as you play the game.

### ✓ Acquisition system of \$TSUBASAUT

1. RP (Rivals Point): Rivals points/enemy parameters
2. System Value: System value, subject to change
3. Parameter: Range of system value

$$\text{Earning TSUBASAUT} = \text{Energy}^{\text{System ValueA}} \times \text{RP}^{\text{System valueB}} \times \text{Efficiency}^{\text{System valueC}} \times \frac{X(\text{Physical Condition Value})}{\text{System valueD}} \times Y(\text{RP subtraction correction}) \times Z(\text{Random})$$

$$Y(\text{RP subtraction correction}) = \frac{\text{Average RP subtraction rate for each turn}}{\text{Turn1}(\text{Subtraction rate} = 100\% = 1 \text{ or Subtraction rate} < 100\% = \text{System valueD}) + \text{Turn2}(\text{same as on the left}) + \text{Turn3}(\text{same as on the left})}$$

$$X(\text{Physical Condition Value}) = \begin{cases} \text{Physical Condition less than 50\%} = 0.9 \\ \text{Physical Condition less than 20\%} = 0.1 \end{cases}$$

$$Z(\text{Random}) = \text{randbetween}(\text{Parameter1}, \text{Parameter2})$$

### ✓ Increasing the amount of reward \$TSUBASAUT

1. Increase the total amount of Energy
2. Raise the player's level and increase parameters
3. Use Proficiency to enhance VS parameters
4. Equip Support Characters to Players

## Drop Items

Items may be dropped according to the Luck parameter of the Player, regardless of the result of the RIVAL mode match. Items that could drop are as follows:

- Treasure Box
- Rival Piece
- PvP Ticket

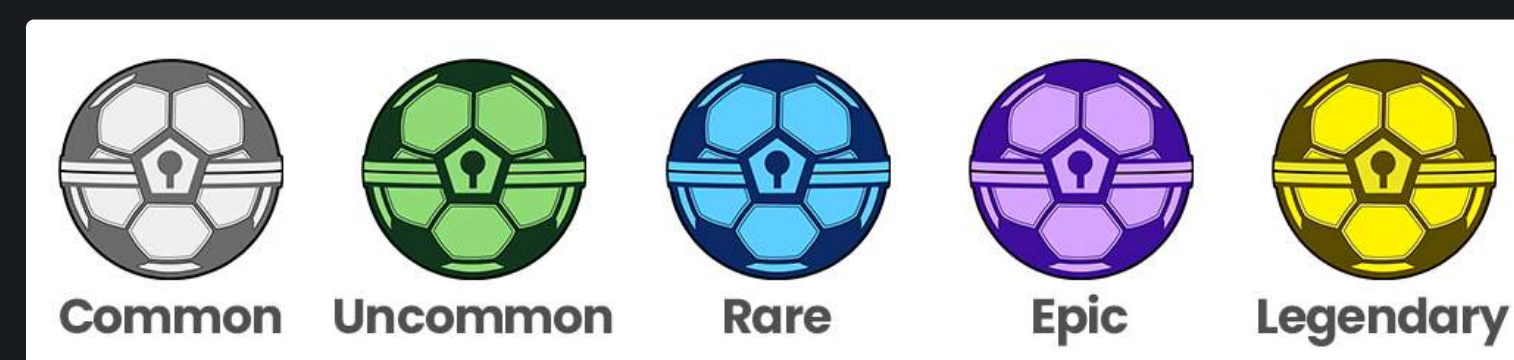


# Reward: Treasure Box/Items

This section describes the Treasure Box/Rival Pieces/ PvP Tickets obtained as drop items as a result of the RIVAL mode.

## Treasure Boxes

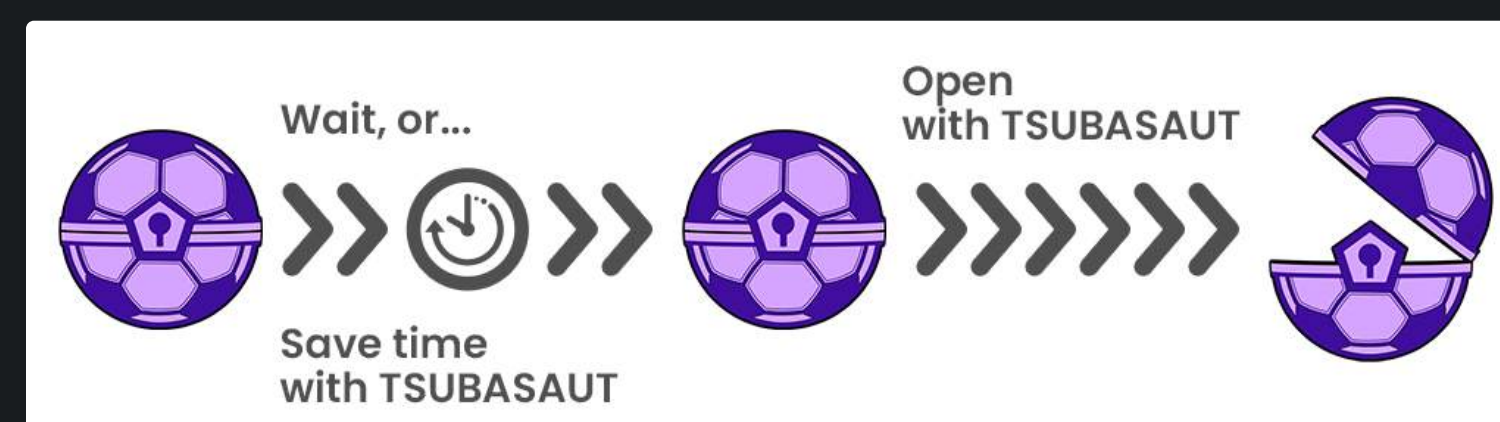
### Treasure Chest Rarity



- Treasure Boxes may drop on RIVAL mode.
- Treasure boxes have five rarities: **Common/Uncommon/Rare/Epic/Legendary**.
- The waiting time, Treasure Box open cost (\$TSUBASAUT), and the rewards included vary depending on the Treasure Box rarity.

Treasure Box Rarity	Box Open Cost (\$TSUBASAUT)	Lock Period (h)	Reduced waiting time cost (\$TSUBASAUT)
Common	10	24	14.4
Uncommon	20	48	28.8
Rare	30	72	43.2
EPIC	Coming soon	Coming soon	Coming soon
Legendary	Coming soon	Coming soon	Coming soon

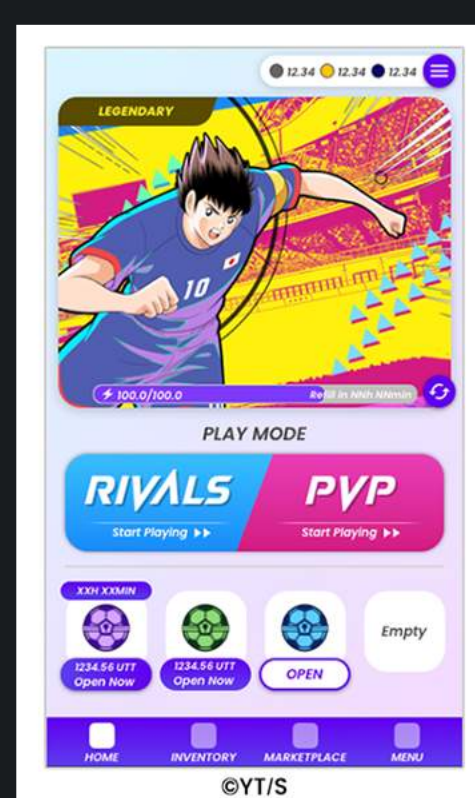
### Opening Treasure Boxes



Treasure Boxes have a set lock time based on rarity. Treasure boxes can only be opened after the specified lock period has elapsed. The lock period can be shortened by spending \$TSUBASAUT.

After the lock period, \$TSUBASAUT is spent to open the Treasure Box. The cost varies depending on the Treasure Box rarity.

### Max Number of Treasure Boxes Held



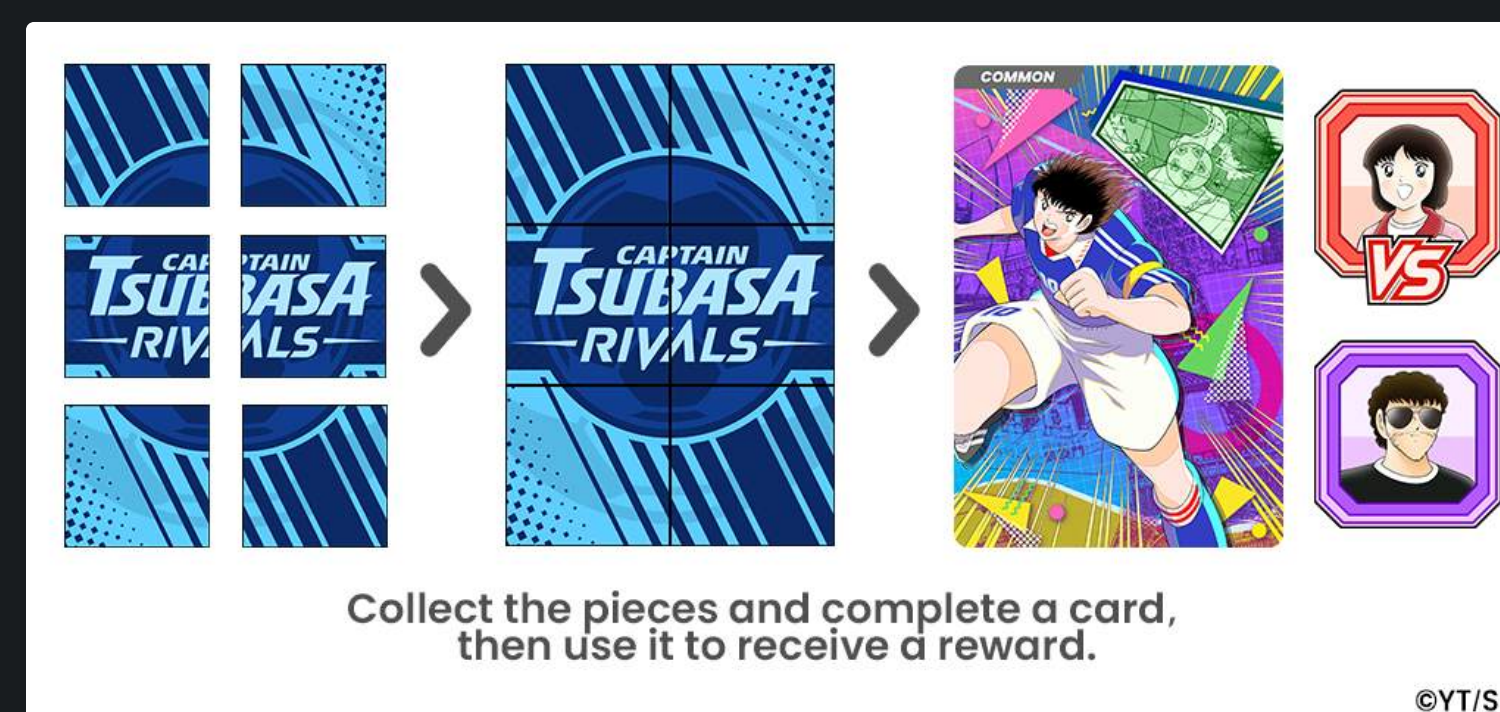
Up to four Treasure Boxes can be held at the same time per user.

A Treasure Box Slot has three different states.

- Unclaimed: The state of an empty slot
- Locked: The Treasure Box is waiting for time to elapse before it can be opened
- Waiting to be opened: The Treasure Box is ready to be opened after the time has elapsed.

No new Treasure Box will be dropped when all four Slots are full.

### Rival piece



Pieces of Rival Cards that are used in PvP mode will drop when playing RIVAL mode.

There are multiple series of Rival Pieces. Special rewards can be obtained by collecting all the Rival Pieces of each series.

### PvP Participation Ticket

PvP participation tickets are explained in the PvP Mode chapter. Please see [here](#).

# 🏆 PvP mode



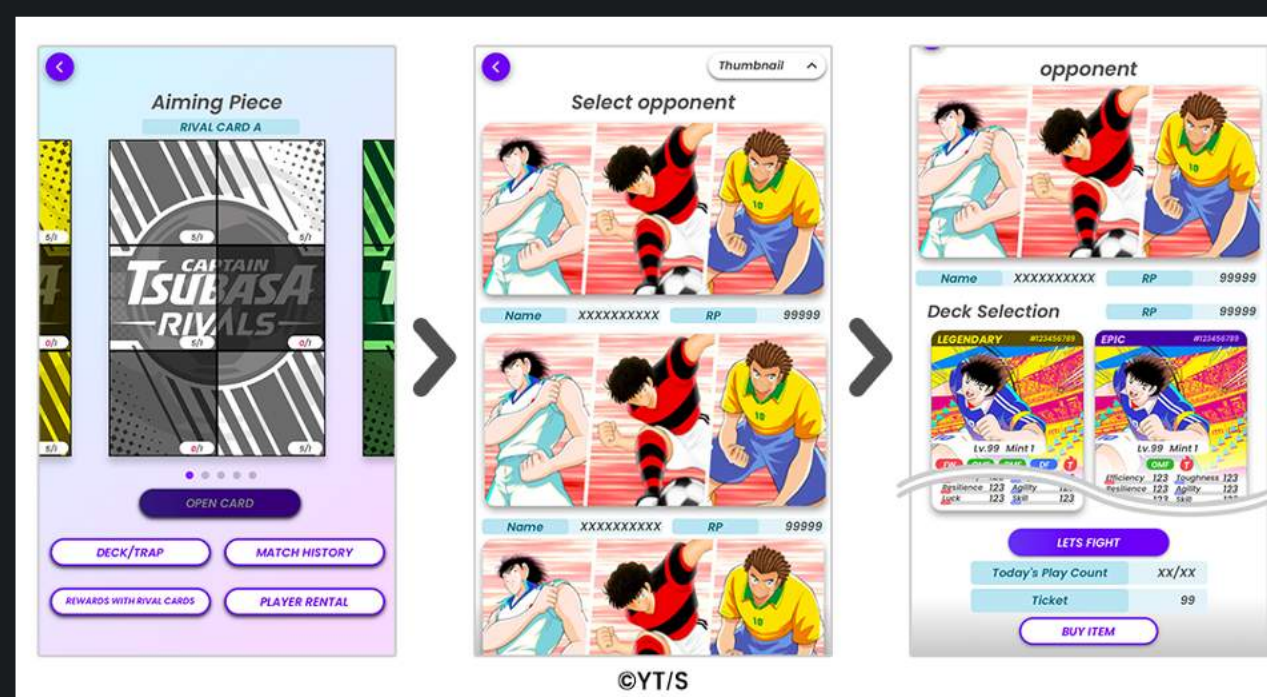
## Overview



- In this mode, users will fight against each other for Rival Pieces.
- A football match is represented in three turns (offense, defense, and offense) to determine the winner.
- The number of players required depends on the Rival Piece you want to win.
- To play PvP mode, you need a PvP Ticket.

# Preparation

## Before the Match



### 1. Select Rival card

- Select which Rival Card piece you wish to take.
- You cannot select a Rival Card that you have never held a piece in the past.
- The number of players required depends on the rival card.

### 2. Select Piece

- You can select any Rival Piece from the selected Rival Cards.
- You cannot select a rival piece that has reached its possession limit.

### 3. Choose Opponent

- Select an opponent from the users displayed in the list of opponents.

### 4. Form Team

- Form team to participate in the battle.
- The game rules differ depending on the Rival Piece you chose.
- The game rules are either '3-player team rule', '6-player team rule', or '9-player team rule'.
- For more information, see the chapter 'Team Formation'.

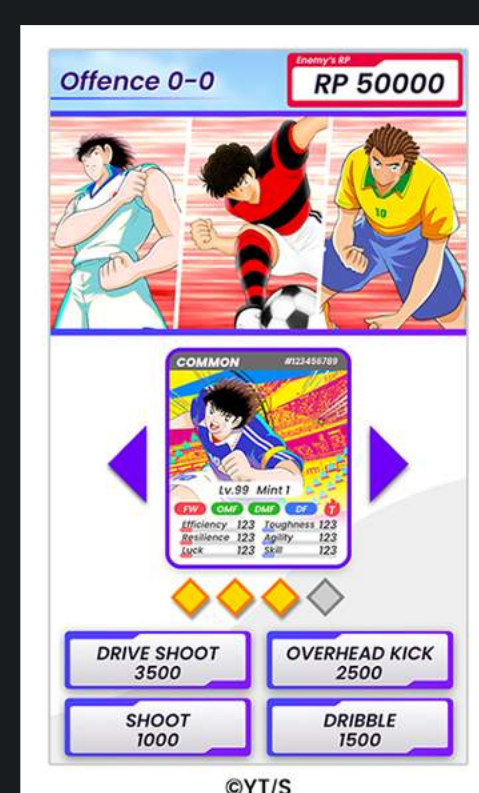
### 5. Select GK (Goal Keeper)

- Select the goalkeeper you want to use when you play against each other.
- There are two types of goalkeepers: free players and premium goalkeepers (players that can be purchased in the shop).
- For more information, see the chapter 'About Goal Keepers'.

### 6. Player Rental(Coming Soon)

- You can register other users' players as helpers.
- The assistant players help the user in the game.
- For more information, see the chapter 'Invite/Rentals'.

## Basic Rules



1. Select Players and Commands to use in the battle.
2. The battle begins your selected Player vs. the opponent's player. Skills and other buff effects are activated here.
3. The player with the higher RP (RivalsPoint) wins.
4. 1-3 is repeated for a maximum of three turns.
5. The User with more wins is the winner.

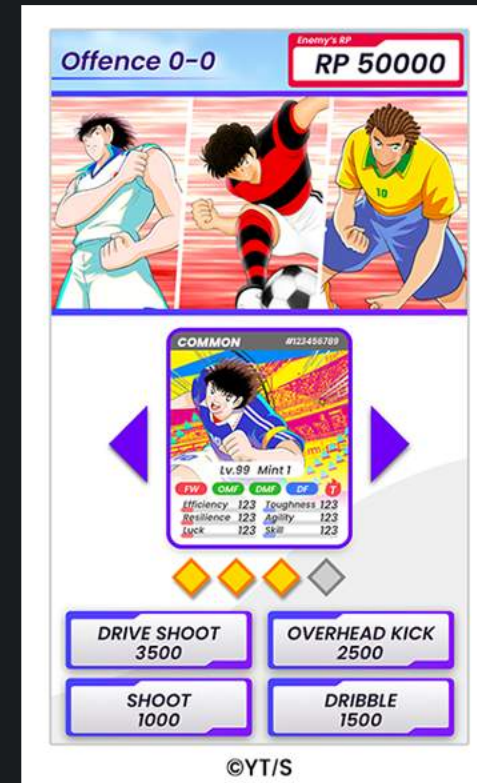
### Rewards: Rival Pieces

- If the user wins a PvP match, the winner will receive the target Rival Piece, while the loser will lose the target Rival Piece.
- If the user loses the match, the rival pieces cannot be taken away and the rival piece of the winning opponent remains the same.

# Game Flow

⋮

## Game Flow



1. Select Players and Commands to use in the battle.
2. The battle begins your selected Player vs. the opponent's player. Skills and other buff effects are activated here.
3. The player with the higher RP (RivalsPoint) wins.
4. 1-3 is repeated for a maximum of three turns.
5. The User with more wins is the winner.

## Rewards: Rival Pieces

- If the user wins a PvP match, the winner will receive the target Rival Piece, while the loser will lose the target Rival Piece.
- If the user loses the match, the rival pieces cannot be taken away and the rival piece of the winning opponent remains the same.

# PvP Rules

## Turns

PvP mode is a three-turn representation of a football match. The match is played over a total of three turns: offense, defense, and offense.

Turn	User	Opponent
1st	Offense	Defense
2nd	Defense	Offense
3rd	Offense	Defense

## Condition of victory

Pattern	Turn 1	Turn2	Turn3
1	Win	Win	-
2	Win	Lose	Win
3	Win	Lose	Lose
4	Lose	Win	Win
5	Lose	Win	Lose
6	Lose	Lose	Lose
7	Lose	Lose	Lose

## Player Selection

- The number of players that can be selected depends on the formation rules.
- The user can select any player for the offense turn and any player including goalkeepers for the defense turn.

Turn	Player		Opponent	
	Player(NFT)	GK	Player(NFT)	GK
1	○	×	○	○
2	○	○	○	×
3	○	×	○	○

## Teams and Players

Each team formation is considered as a unit of three players.

3-player group	Player 1	Player 2	Player 3
6-player group	Player 4	Player 5	Player 6
9-player group	Player 7	Player 8	Player 9
Friend & GK	Player 10 Friend	GK (Normal/Premium)	

In 3- and 6-player groups, Players who have already been selected cannot be selected again.

If you use player 1 in turn 1,

3-player group	Player 1	Player 2	Player 3
6-player group	Player 4	Player 5	Player 6

player 1 cannot be selected in turn 2.

3-player group	Player 1	Player 2	Player 3
6-player group	Player 4	Player 5	Player 6

In the 9-player rule, it is not possible to select a player from a group to which a player already selected belongs.

If you use player 1 in turn 1,

1st row	Player 1	Player 2	Player 3
2nd row	Player 4	Player 5	Player 6
3rd row	Player 7	Player 8	Player 9
Friend & GK	Player 10 Friend	GK (Normal/Premium)	

the first row is no longer available for turn 2.

1st row	Player 1	Player 2	Player 3
2nd row	Player 4	Player 5	Player 6
3rd row	Player 7	Player 8	Player 9
Friend & GK	Player 10 Friend	GK (Normal/Premium)	

## Commands

- Choose an optional command for each turn.
- Command options are as follows:

Offense	Defense	GK
Shoot	Block	Saving
Dribble	Tackle	Super Catch
Super Shoot	Super Block	
Super Dribble	Super Tackle	

## Super Technique Commands

- To use a Super Technique, users will consume the Super Technique Gauge.
- At the start of the game, the user has four of these.
- When activating a Super Technique, users can choose which gauge to use (1-4).
- The number of gauges consumed determines the success rate of the Super Technique.

### ▼ Gauges and Success Rates

Gauge 1: 25% success

Gauge 2: 50% success

Gauge 3: 75% success

Gauge 4: 100% success

\*If a Super Technique fails, parameters are calculated as a normal command.

## Command power

There are three factors that affect the power of commands when deciding on a command.

## Bufs

Each of the VS parameters (Toughness/Agility/Skill) is subject to a buffing effect by the Skill.

## Command Affinity

Commands with a compatibility advantage have an additional effect of x 130% on the parameters.

Affinity		
Offense	Defense	Result
Shoot	Block	Additional effect on block
Shoot	Tackle	Additional effect on shoot
Shoot	Catch	Additional effect on catch
Dribble	Block	Additional effect on dribble
Dribble	Tackle	Additional effect on tackle
Dribble	Catch	Additional effect on dribble

## Attribute Compatibility



The attributes of players and goalkeepers are compatible with each other.

- Toughness** is stronger than **Skill**
- Agility** is stronger than **Toughness**
- Skill** is stronger than **Agility**

\*When playing against compatible combinations, an additional effect of 25% is added to the parameters.

## Traps

If a trap is set on your opponent's Rival Piece, you cannot take the Rival Piece even if you win the match.

- Each trap can only be used to defend once.
- There is a limit to the number of traps that could be set on the same Rival Piece.

# Team Formation

In the 'Team Formation' menu, you can form players into teams.

From here, you can form Offense/Defense teams to be sent to the PvP mode.

Teams can be formed either for offense/defense for each of the three rules, meaning up to a total of six different teams can be registered.

## 3 rules

- Rule 1: 3-person formation rule
- Rule 2: 6-person formation rule
- Rule 3: 9-person formation rule

## Six types of teams

1. **Offense** team for Rule 1
2. **Offense** team for Rule 2
3. **Offense** team for Rule 3
4. **Defense** team for Rule 1
5. **Defense** team for Rule 2
6. **Defense** team for Rule 3

## What is a Per-Rule Formation?

A team is considered a row of three players per rule.

Row 1	Player 1	Player 2	Player 3
Row 2	Player 4	Player 5	Player 6
Row 3	Player 7	Player 8	Player 9

Rule 1: 3 rows of 3 slots of Players in total.

Rule 2: 2 rows of 3 slots for a total of 6 Players.

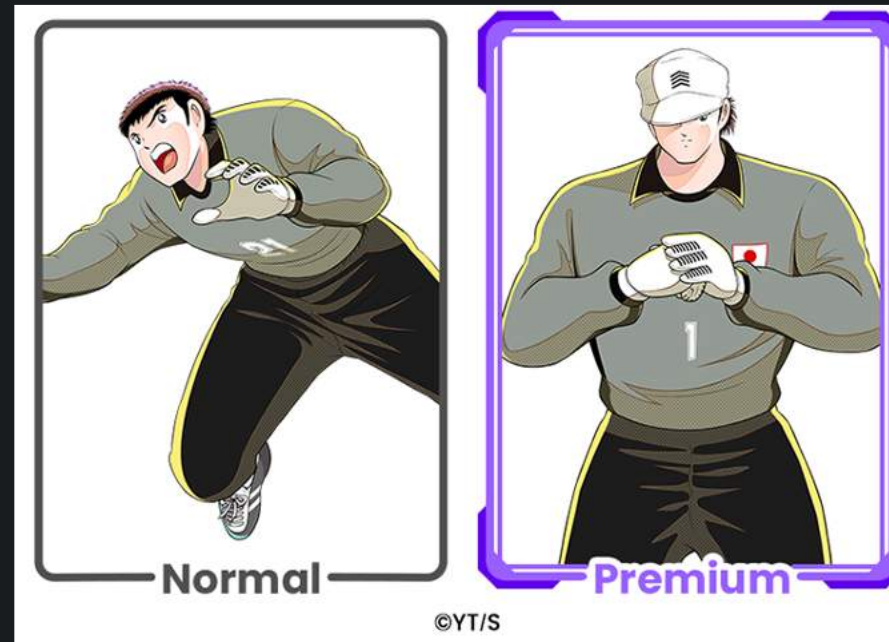
Rule 3: 3 rows of 3 slots for a total of 9 slots of Players + 1 slot for Skill Character.

## Team Formation Rules

- No more than two players with the same name can be on the same team.
- Players registered in a team cannot be listed in the Marketplace.
- Goalkeeper (GK) characters cannot be used for team formation (examples of GK characters: Wakashimatsu, Espadas, etc.).

# Goalkeepers

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There are two types of goalkeepers (GK): Free GKs and Premium GKs that can be purchased in the shop.

## Premium GK

### Duration of use

Premium GKs can be used for 168 hours from the purchase.

### Setting Premium GKs for the Defense Team

Premium GKs can also be set up for the Defense team.

If the usage period expires, the GK will automatically switch to the GK with the highest overall strength available at that time.

# Cost: PvP Tickets



## PvP Ticket

In order to participate in PvP mode, users need PvP Tickets mode.

The number of consumed tickets per match depends on the match rule.

## Where to get PvP Tickets



PvP participation tickets can be obtained in one of the following ways

- Purchasd in the Shop
- Acquired in Rival Mode

## Expiry date and order of use

- If a PvP ticket is not used, it will be lost after 168 hours.
- PvP tickets consumed in a match are used first, starting with those with the shortest duration.



# Reward: Rival Cards

Rival Cards

## Rewards: Rival Pieces

- If the user wins a PvP match, the winner will receive the target Rival Piece, while the loser will lose the target Rival Piece.
- If the user loses the match, the rival pieces cannot be taken away and the rival piece of the winning opponent remains the same.

## Rival Cards/Pieces

Each of the six divided Rival Cards is a Rival piece.

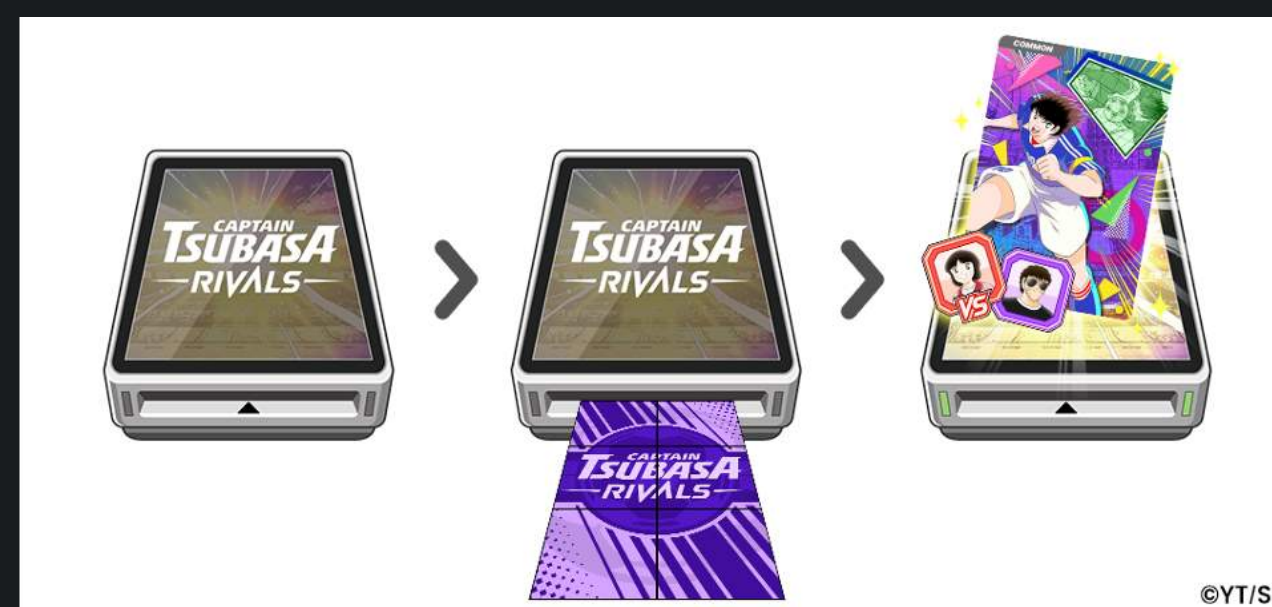
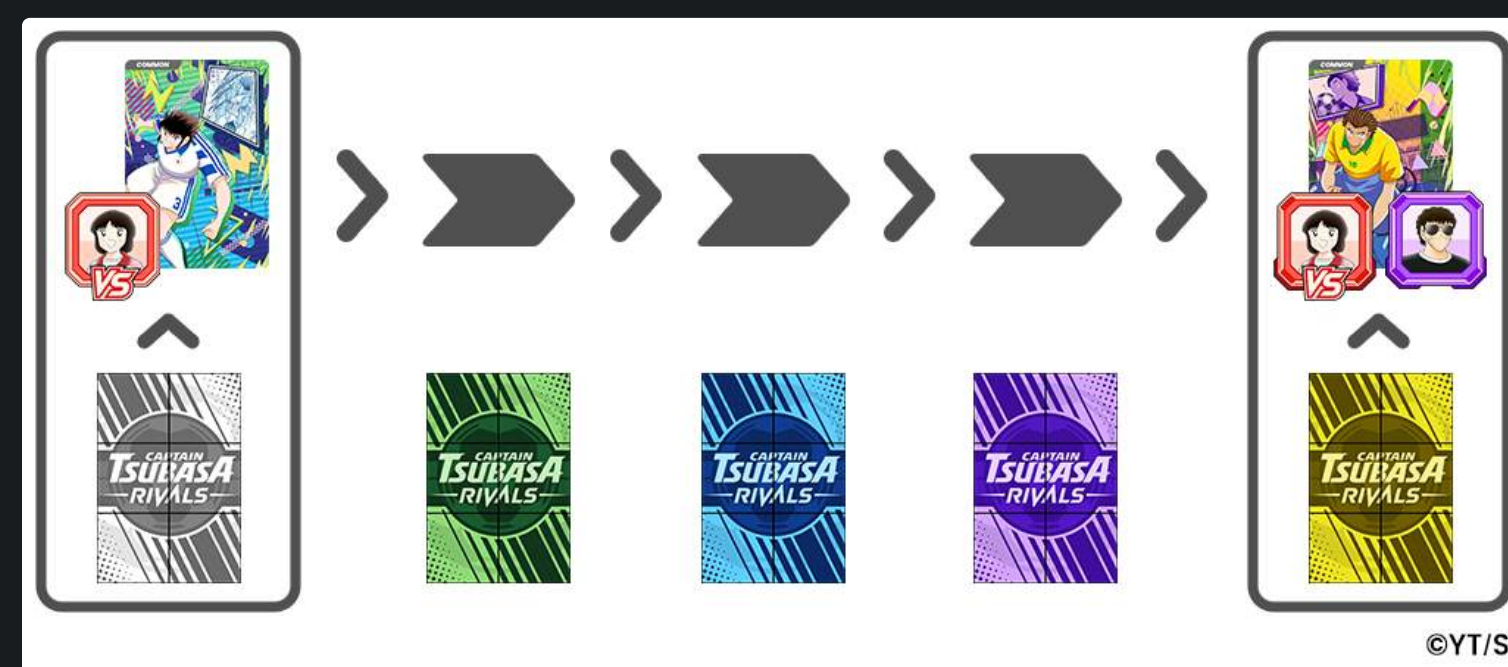
Once you complete a Rival Card out of 6 Rival Pieces of the same type, you can take part in a Gacha for rewards.

The rewards obtained as a result of the Gacha depend on the type of rival card:

- PvP Only Player NFT
- Player NFT
- Support Character
- MintCountDown Item
- Point Reset Item
- Command Card Reset Item
- Proficiency Level Reset Item
- Proficiency Level Upper Limit Breakthrough Item
- PvP Buff Ticket
- Mint Scroll
- Proficiency
- etc.

## Gacha and Rewards

By consuming a Rival Card (one Rival Piece each), a Gacha draw takes place and you receive a reward. Rewards vary depending on the type of Rival Card.

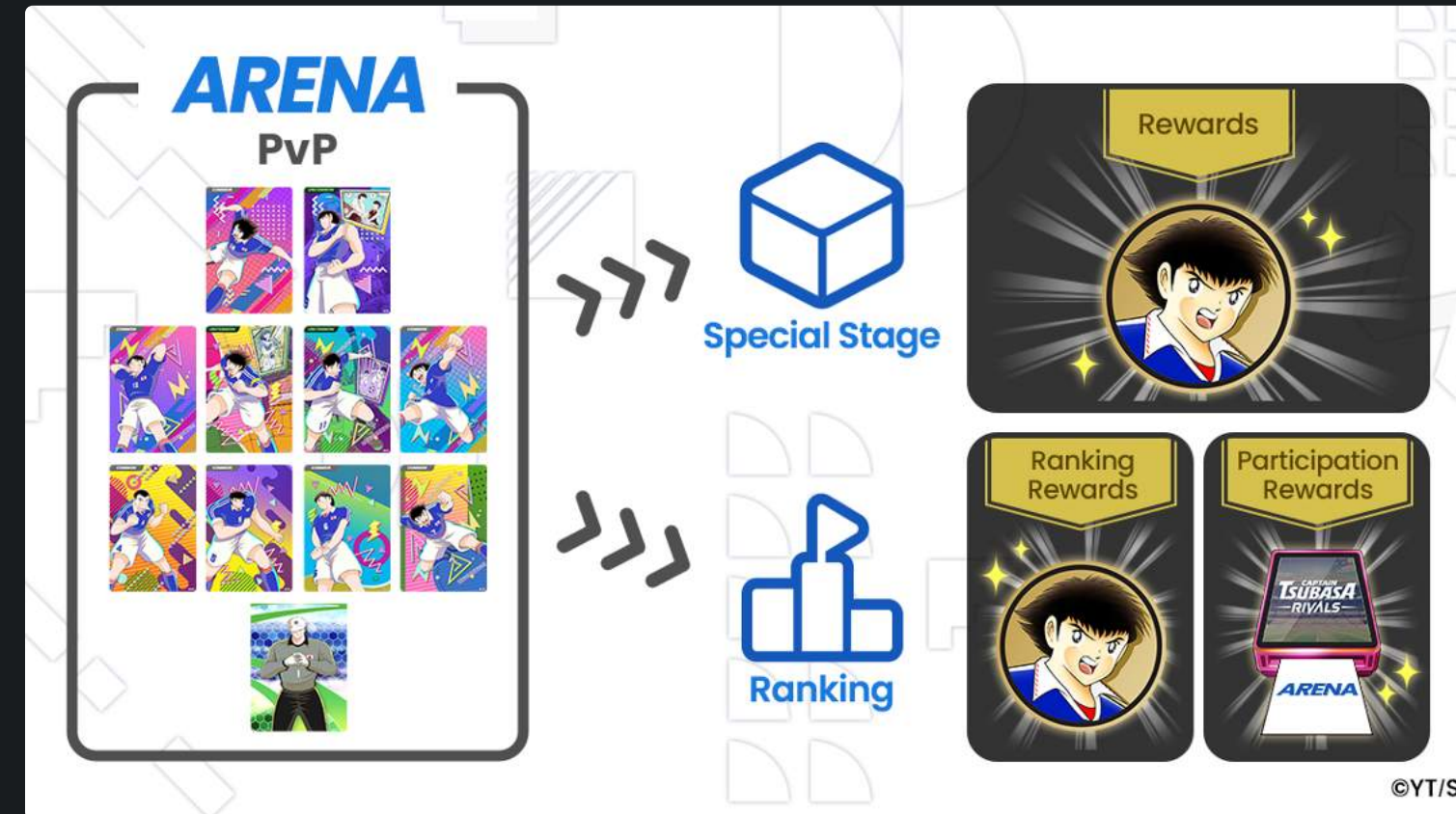


# 🏆 How to play ARENA

## NEW Game mode "ARENA"

The new ARENA is a name for a game mode with 11-player decks (10 players + GK).

It is easier to understand if you think of it as a game mode centered on winning \$TSUGT rewards.



## Overview

- ARENA is a game mode with 11 player decks (10 players + goalkeeper).
- The game is a five-turn soccer match, alternating between offense and defense.
- The winner is decided in 5 turns: offense, defense, offense, defense, offense.
- To play a game in the ARENA, you need to consume one "ARENA Participation Ticket".
- A season consists of one week, and you can play up to 10 matches per day.
- Rankings are calculated based on the results of the matches.

# Match Preparation

## Flow of events before a match

### 1. Select an opponent

- Five opponents will be displayed (The opponents with similar records will be selected.)
- The opponent's RP will be displayed, unlike in PvP mode.
- Unlike PvP mode, the opponent cannot be changed by reloading the screen.

### 2. Team Formation

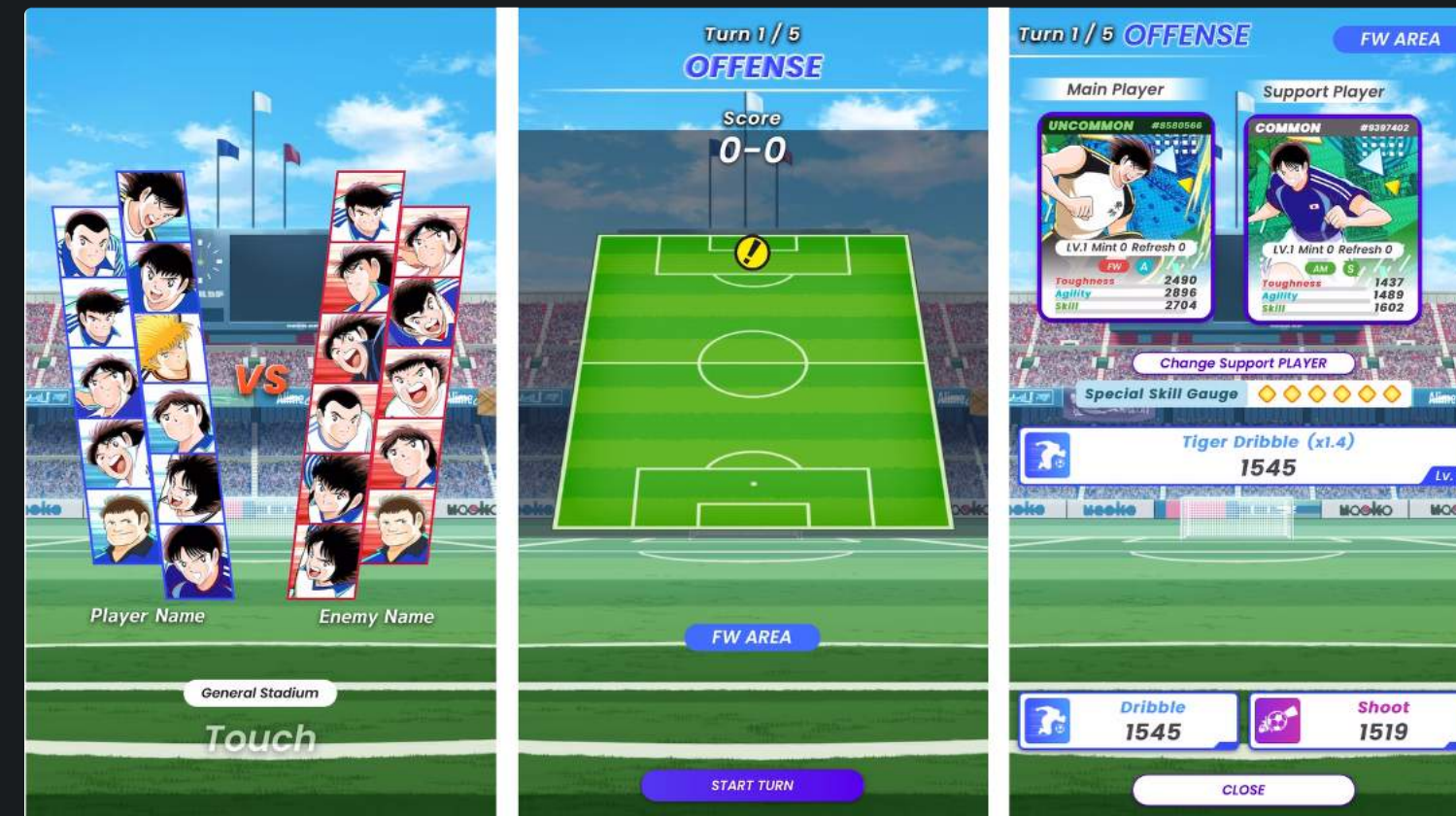
- The team will consist of 11 players (10 players + 1 goalkeeper).
- At least one of the players must be level 30.
- Goalkeeper can be used with PvP mode.
- You cannot have more than one player with the same name on the same team.
- Players registered in a team cannot be listed in the marketplace.
- Goalkeeper characters cannot be used for team composition.  
(Examples of GK characters: Wakashimazu, Espadas, etc.).

### 3. Pre-match buffs

- You can optionally add a buff before starting a match.
- Buffs are available for both \$TSUBASAUT and \$TSUGT.

Buff multiplier	Consumption \$TSUBASAUT	Consumption \$TSUGT
30%	100	700
60%	300	2,100
100%	1,000	7,000

# Game Flow



## 1. Area Selection

- Before the start of the turn, the area in which the situation is to be fought will be displayed.
- If it is near an opponent's territory, "FW AREA" will be displayed and the ability of your FW and the opponent's DF will be increased.

## 2. Command Input

- Select the players and commands you want to use in battle.
- Up to two players, including support players, can be selected each turn.

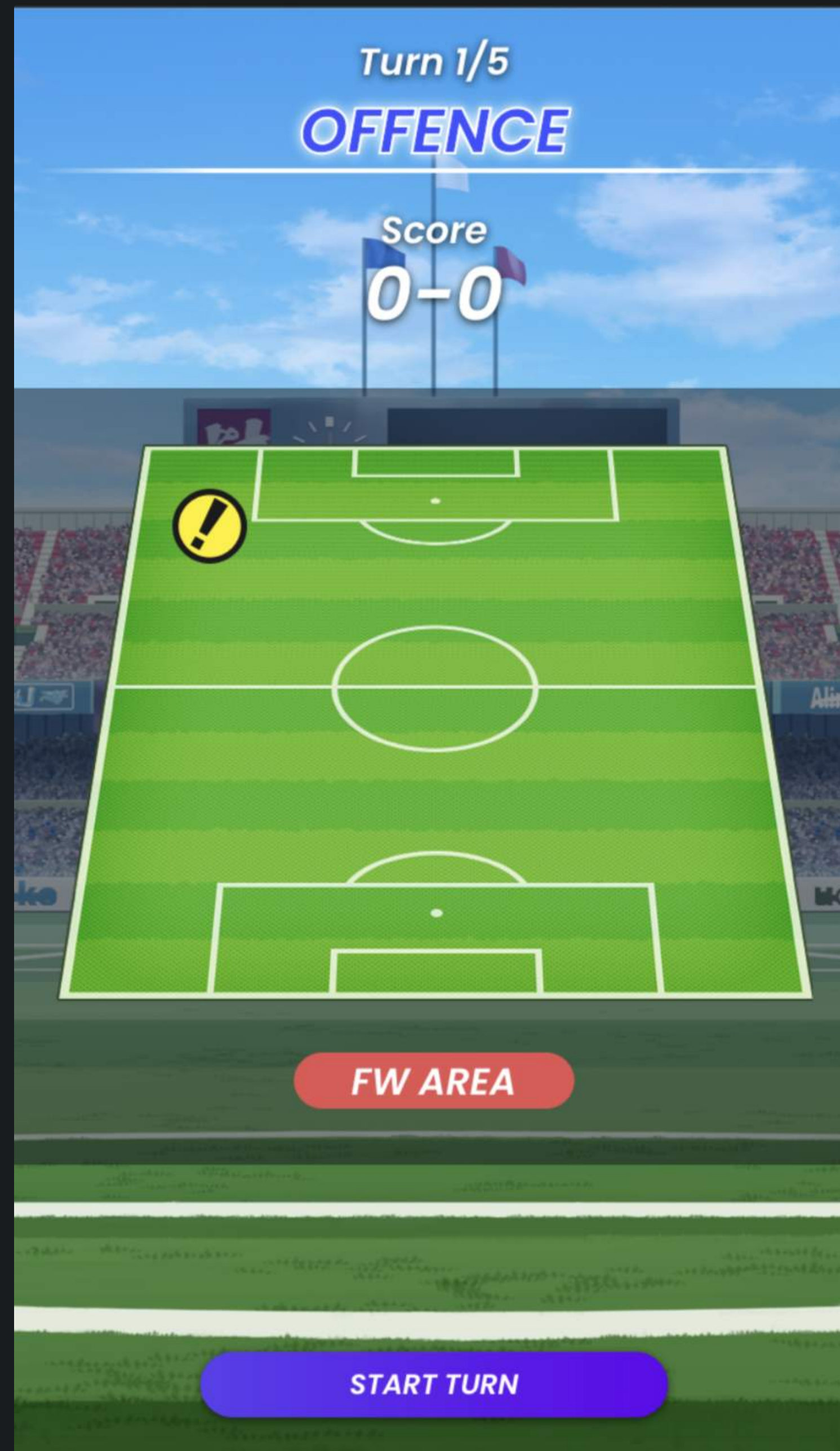
## 3. Winning or losing a turn

- A battle will begin with the player you selected vs. the opponent.
- The player with the higher RP (RivalsPoint) wins.

Repeat turns 1-3 for up to 5 turns.

The winner of the match is determined by the number of wins and losses per turn.

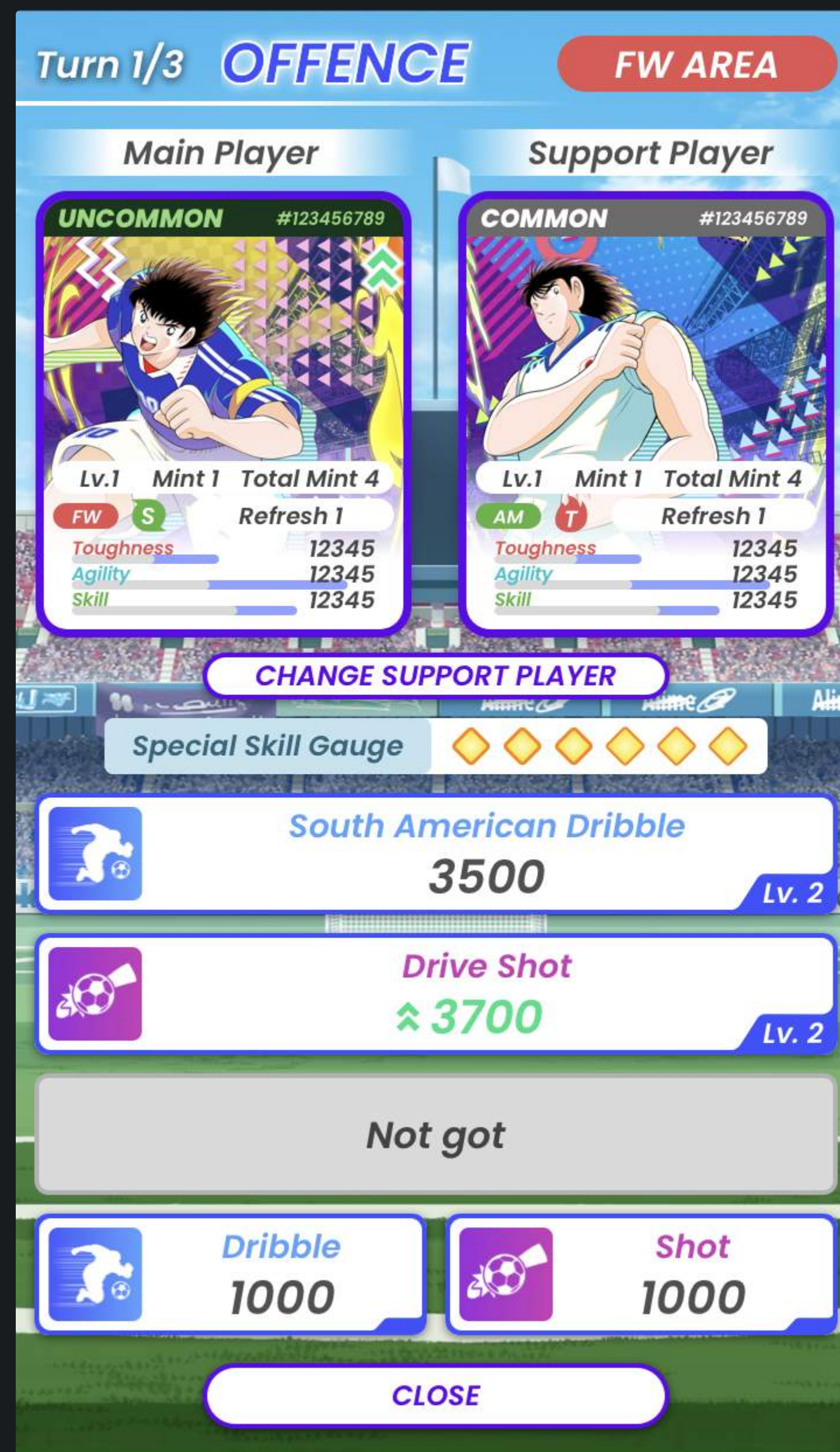
# New Feature: Position buffs



- The player's position is selected by lottery before the command is selected each turn.
- The player whose position is the same as the selected position will have 50% more parameters.

	Players to be buffed	
Area	Your Player	Opponent's player
FW Area	FW	DF
OMF Area	OMF	DMF
DMF Area	DMF	OMF
DF Area	DF	FW

# New Feature: Support players



- In normal PvP rules, one character is selected per turn, but in ARENA, another character can be selected as a support player.
- The support player is a compensator that buffs the parameters of the main player selected, expanding the range of battle tactics from using all 10 players in a single match to using only 5 players to conserve stamina.

## Effect

- 30% of the command value of the player selected as the support player will be added to the main player's command.
- Players used as support players will not be available in subsequent turns.
- Players used as support players are not affected by the position buff.

# Stamina



- Players' stamina is decreased by command selection.
- The player's performance in the ARENA will decrease according to the amount of Stamina.
- The parameters are debuffed according to the amount of Stamina reduction.
- The debuff is proportional to the Stamina value.

Stamina	Debuff values
100%	0%
90%	10%
80%	20%
70%	30%
60%	40%
50%	50%
40%	60%
30%	70%
20%	80%
10%	90%

- The amount of stamina is restored by 30% per day.
- The stamina can also be recovered by using recovery items.

# Retirement



- The probability of retirement is increased by the number of matches played in ARENA and by the commands selected.
- The probability of retirement increases cumulatively.
- Retirement is a probability-based event, so there may be situations in which a player does not retire.
- When a player retires, he cannot be used in the ARENA.
- The following methods will be used to restore a retired player
  - Temporary return by using an item.
  - Use FUSION to return to the game.



# Rules



See [PvP Rules](#) for basic rules.

## Differences from PvP rules

### 1. Number of turns and win conditions

- A soccer match is represented by 5 turns, alternating between offense and defense.
- The winner is determined in 5 turns: offense, defense, offense, defense, offense.
- Unlike PvP rules, there is a draw in ARENA.
- You get 3 points for a win and 1 for a draw.

### 2. Player selection, [stamina](#) and [retirement](#)

- Up to two players can be used per turn, one as the main player and the other as a support player.
- Stamina decreases as you select players.
- The possibility of retiring a player increases as the player continues to be used.

### 3. Number of gauges for special move commands

- In PvP mode, the gauge for special moves is 4, but in ARENA it is 6.
- The gauge can be used up to 4 in one turn.

#### ▼ Consumption pattern

Gauge 1: 25% success

Gauge 2: 50% success

Gauge 3: 75% success

Gauge 4: 100% success

← Previous Retirement Next Cost →

# Cost

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- You need an ARENA ticket to participate in ARENA.
- Tickets will be sold at the store.
- Tickets can be purchased at \$TSUGT.

# Rewards



Rewards are broadly divided into “ranking rewards” and “participation rewards”.

## Ranking Rewards

- Rewards will be given based on the ranking at the end of the season.
- The top rankers will receive a fixed amount of \$TSUGT in addition to the SpecialMatch.
- Up to 50% of the top-ranked players will receive ARENA exclusive gacha tickets.

## Ranking

- You can get the points for ranking by winning or losing matches in the ARENA.
- The ranking is calculated in the priority order of points won > RP size.
- Users can view the ranking at any time. The ranking is updated once a day.
- The following points are valid and counted as win points.

· If the challenging side wins 3

· If the challenging side draws 1

· If the challenged side wins 1

## Participation Rewards

- Users who play 10 matches in a day will receive a SpecialMatch ticket at the end of the day.
- SpecialMatch participation tickets will be distributed at the end of the day.
- Gacha tickets will be given for each win of the specified number of times.

## Lucky Prize

- We will select users who meet certain conditions and give them \$TSUGT as a special reward.
- Conditions may change from season to season.
- There may be seasons when there are no lucky prizes.
- We are considering this as a campaign feature to make it more exciting.

## Gacha

Rewards that can be earned with gacha tickets are as follows

Player (NFT)	Acquired by probability The probability varies depending on the common~rare rarity.
Limited player(NFT)	Acquired by probability The probability varies depending on the common~rare rarity.
Support character (Lv.1) · Katagiri Munemasa · Tatsuo Mikami · Kozo Kira · Roberto Hongo	Any of these must be acquired
Support character (Lv.1-2) · Sanae Nakazawa · Maki Akamine · Azumi Hayakawa	Any of these must be acquired
Mint Scroll	Any of these must be acquired The probability varies depending on the common~rare rarity.
· Command card reset item · Point Reset Item · Attribute reset item · Proficiency reset item	Any of these must be acquired
· Proficiency Level Upper Limit Release Item · Mint Countdown Item	Any of these must be acquired
· Revival from Retirement Item · Stamina recovery item	Any of these must be acquired
· Fusion Item	Acquired by probability

## 👊 How to play ARENA SpecialMatch



### Basic Rules

- The number of player NFTs must be 10 or more.
- Players must be Lv.30 to challenge a stage.
- The number of times a player can challenge a stage is limited to once per day per character.
- You can challenge by spending SpecialMatch tickets that you can get in the ARENA.

# Cost



## Cost for SpecialMatch

- To play SpecialMatch in ARENA, the user's Energy is consumed.
- Energy consumption is 9.
- If your players lack Energy, they will not be able to play the game.
- The physical condition of the players used in the game will be worse.
- Please click [here](#) for more information about physical conditions.
- In SpecialMatch, you cannot challenge if your players' physical condition is below 0%.

# Opponents and Special rules



## Opponents

- One of the three guardians will be selected to be the enemy.
- It is completely random, so you do not know in advance which one will be chosen.
- Each guardian has its own attribute, and the favorable attribute will be buffed.

Players	Attribute	Stage Buffs
Genzo Wakabayashi	Skill	Toughness
Salinas	Agility	Skill
Deuter Muller	Toughness	Agility

## Special Rules

- If you are not confident because your opponent is randomly selected, you can spend UT and buff your RP before attempting the stage.

Buff multiplier	Consumption \$TSUBASAUT
10%	10
50%	30
100%	50

# Rewards

## Reward: \$TSUGT

- SpecialMatch rewards are \$TSUGT.
- The amount of SpecialMatch rewards calculated from the overall \$TSUGT consumption of the game will determine the reward per SpecialMatch for the week.
- Winning all three turns earns more \$TSUGT.

## There are several ways to further increase your \$TSUGT earnings

- The amount of \$TSUGT earned is maximized by satisfying the bonus conditions of each stage, which are also available in the Rival mode.
- Bonus conditions in this mode are different from those in Rival mode and do not always appear.
- The appearance of the bonus is controlled by the number of fusions.

## Reward : Treasure box/ Items

In SpecialMatch, treasure chests may be dropped according to the Luck (luck) parameter of the players used.

Luck	Drop Rate
10	11.9%
30	32.0%
50	50.7%
70	68.7%
90	86.1%

The rewards are as follows.

### ARENA Treasure Box A

Support character (Lv.2) • Katagiri Munemasa • Tatsuo Mikami • Kozo Kira • Roberto Hongo	Any of these must be acquired
Support character (Lv.2) • Sanae Nakazawa • Maki Akamine • Azumi Hayakawa	Any of these must be acquired
Mint Scroll	Common to Rare, any one of them must be acquired.
• Revival from Retirement Item • Stamina Recovery Item	Any of these must be acquired

### ARENA Treasure BOX B

Support character (Lv.3) • Katagiri Munemasa • Tatsuo Mikami • Kozo Kira • Roberto Hongo	Any of these must be acquired
Support character (Lv.3) • Sanae Nakazawa • Maki Akamine • Azumi Hayakawa	Any of these must be acquired
Mint Scroll	Common to Rare, any one of them must be acquired.
• Revival from Retirement Item • Stamina Recovery Item	Any of these must be acquired



There are two places where users can acquire players and items needed for the game: the Shop and the Marketplace.

In the Shop, users can purchase and trade items that are being sold, and in the Marketplace, users can trade items from each other.

## Shop (Coming Soon)

The following items can be purchased in the store:

- PvP Ticket
- Premium GK Ticket
- Trap Tickets

## Marketplace

The following items can be traded between users in the Marketplace:

- Players
- Player Packs
- Support Characters
- Proficiency Level Reset Items
- Proficiency Level Upper Limit Breakthrough Items
- Point reset items
- MintCountdown items
- Command Card Reset Items
- Mint Scrolls

Items you have listed on the marketplace could be checked from the "SELLING" tab.

\*It will not be shown in your "MARKET" tab.

## Player Trading

- The Fatigue level of Players (NFT) must be reset to 0 before they can be listed on the Marketplace.
- If any Support Character is equipped to the Player, it will be automatically removed and returned to the user's inventory.
- Skills and Super Techniques will remain on the Player.

## Marketplace Transaction Fee

The basic sales commission fee of the marketplace is set to 6%.

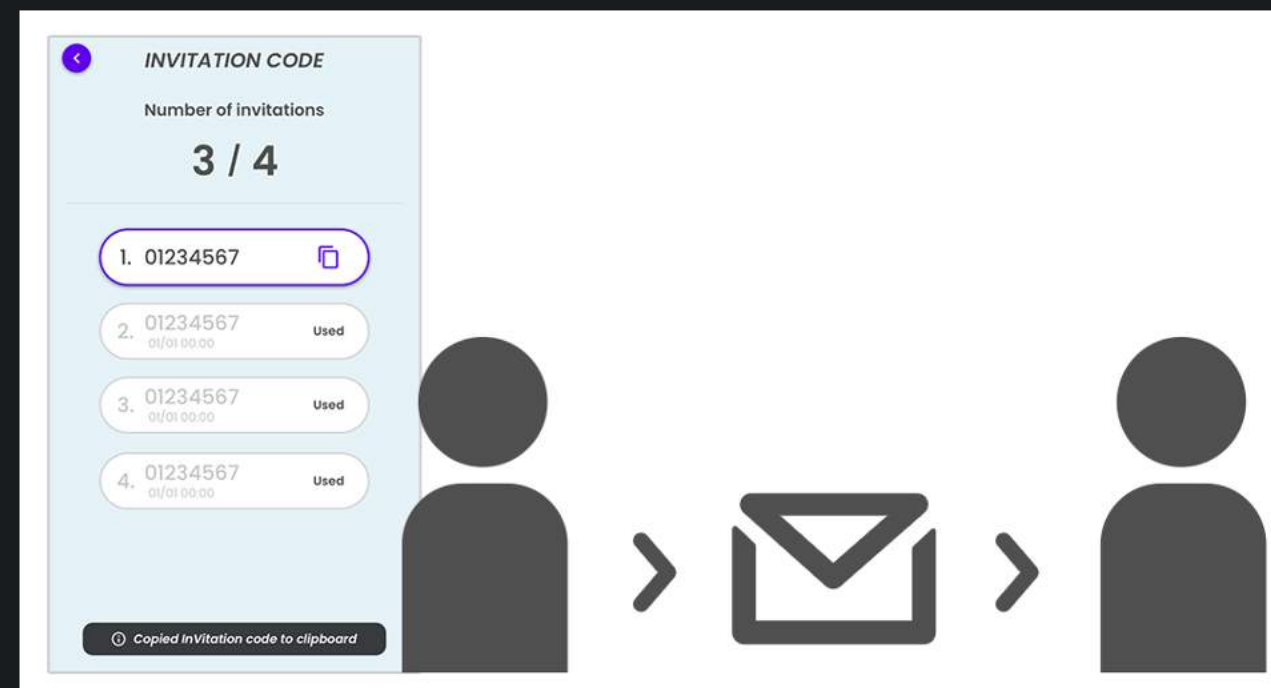
\*Depending on the balance in Tokenomics, an additional commission may be added as an adjustment fee.



## ♥ Invites/Rentals



### Referral System



Captain Tsubasa - RIVALS - allows users to issue invitation codes. By using the Referral Bonus System, both the inviting and the invited user will receive 30 Common Proficiency Points when a new, invited user purchases a player NFT (either opened or unopened packs) in the Marketplace.

### Player Rental Function (Coming soon)

#### Rental Place

- Users can register any Player in the Rental Place.
- Other users can rent Players (NFT) registered in the Rental Place.
- There is a limit to the number of Players that can be rented per Player.
- If you want to rent directly to other users, you can issue and register a sharing code.

#### Rented Players

- Rented Players can be added to the team deck in PvP mode.
- Rented Players are not deleted from the rental lender's inventory, and could be used by both the lender and the renter at the same time.
- Users who rent their own Players will receive Proficiency Points as an incentive for their use on the attacker's side.

# Token Types

There will be two tokens in the CAPTAIN TSUBASA -RIVALS- economy.

## Utility Token: \$TSUBASAUT

\$TSUBASAUT is an in-game/utility token that is consumed during gameplay.

It can be earned as a gameplay reward or obtained through the Exchange.

\$TSUBASAUT	Information
Name	TSUBASA Utility Token
Symbol	\$TSUBASAUT
Amount	Unilimited
Contract Address	0x5A7BB7B8EFF493625A2bB855445911e63A490E42
Token Standard	ERC-20
Blockchain Network	Polygon

## Governance Token: \$TSUGT

TSUBASA Governance Token (\$TSUGT) is a Governance Token for "Captain Tsubasa -RIVALS-". This Governance Token brings the management team and the player community closer together, fostering a collaborative environment for project development. Here's how you'll be introduced to \$TSUGT.

### ▷ Acquiring \$TSUGT In-Game

The \$TSUGT token is earnable within the game. However, unlike TSUBASAUT, it isn't readily accessible to everyone. The availability and amount offered are determined by the RivalMode and PvP modes, respectively.

### ▷ In-Game Uses of \$TSUGT

In-game, \$TSUGT serves to enhance character development, game mechanics and so on. Once used, these tokens are burned, thus contributing to the overall value of the \$TSUGT ecosystem.

Use-cases examples:

- Character development
- Leveling up and upgrading characters
- Support character updates
- Enhance game mechanics

### ▷ Benefits for \$TSUGT Holders

Being a \$TSUGT holder comes with a range of unique benefits. By owning these tokens, you're in for a novel gaming experience.

As a TSUGT Holder:

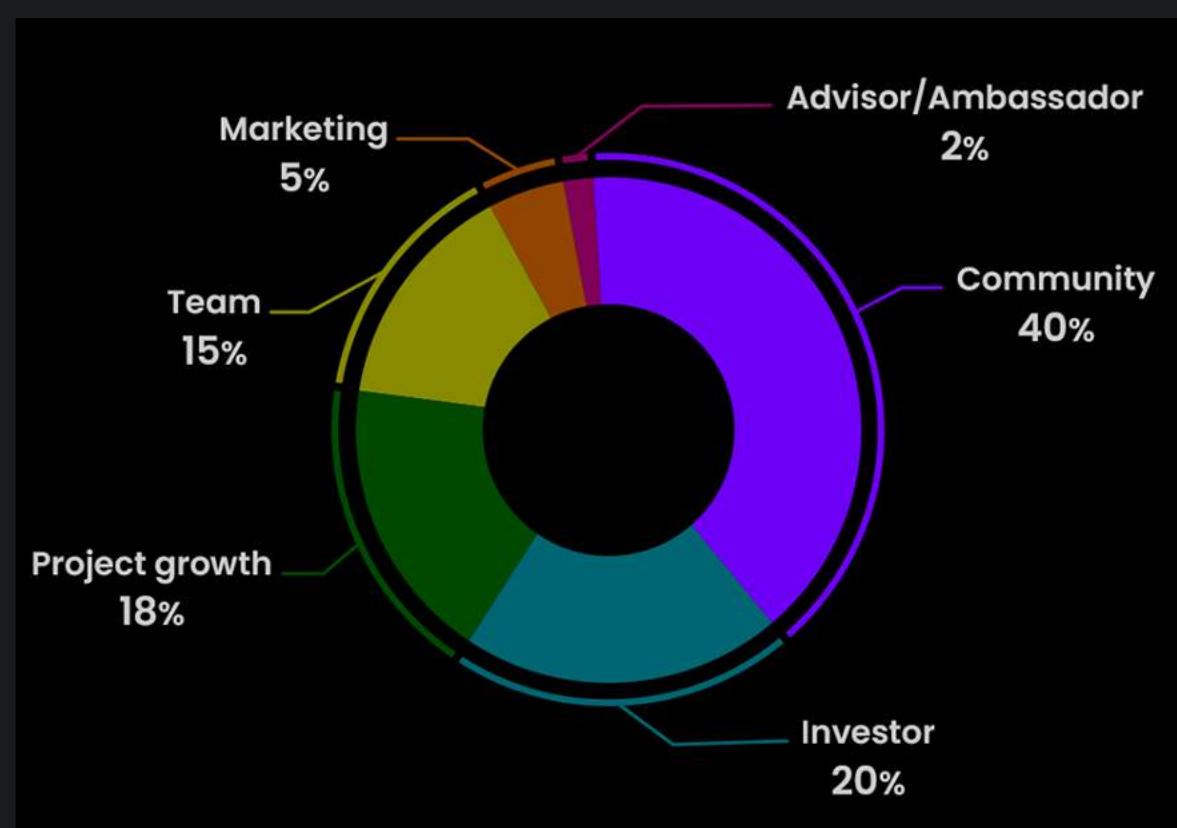
- NFTs for holders
- Exclusive fan meetings

Benefits based on the number of tokens held:

-In-game items, periodic delivery of in-game use items, rewards through raffle tickets. With raffle tickets, you're granted the opportunity to win special "Captain Tsubasa -RIVALS-" merchandise. The number of tickets you get is determined by the number of tokens you own and your level of activity within the game.

\$TSUGT	Information
Name	TSUBASA Governance Token
Symbol	\$TSUGT
Amount	1,000,000,000
Contract Address	0x70e29b7E036B14D496431b77e0B6EB0008be6165
Token Standard	ERC-20
Blockchain Network	Polygon

## Allocation and Lockup



Category	Amount	%	Notes
Team	150,000,000	15%	12-month cliff with 24-month vesting
Adviser/Ambassador	20,000,000	2%	12-month cliff with 24-month vesting
Investor	200,000,000	20%	12-month cliff with 24-month vesting
Community	400,000,000	40%	
Marketing	50,000,000	5%	
Project growth	180,000,000	18%	
Total	1,000,000,000		

# Suppression of Token Volatility

Utility tokens of almost all blockchain games that have scaled to a certain level and achieved a certain scale of hits have the following utility token price movements: In the early stages of the game, the utility token price rises as user inflows increase, creating a major boost. Speculators who do not play the game buy a large number of utility tokens in the early stages of the game and raise the utility token price. They sell out when the prices start to fall, making large profits.

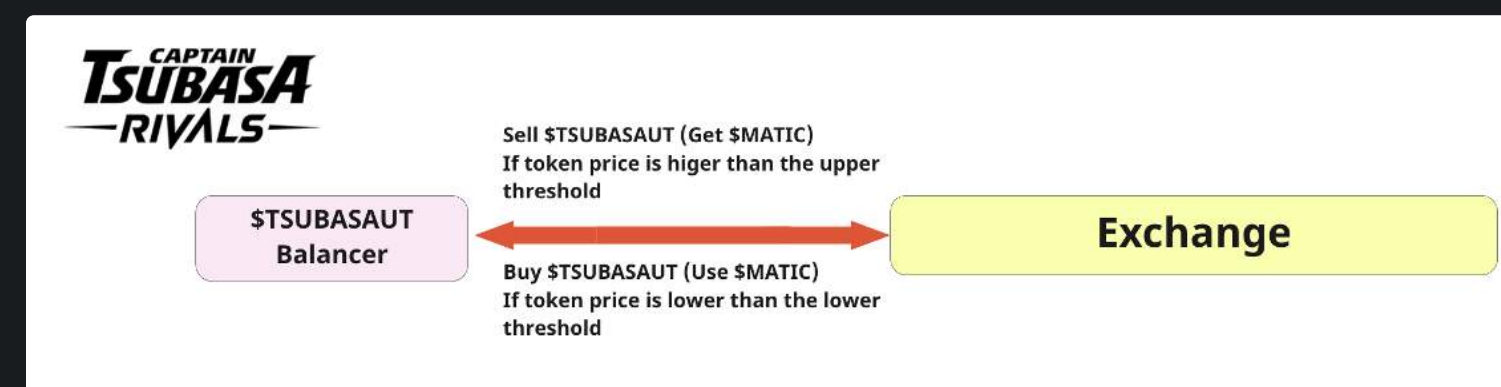
However, as soon as the user inflows stop, the utility token price falls rapidly and the economic balance collapses. Large profits made by speculators mean that someone is losing money, which in most cases is the game players.

This is the so-called 'Ponzi Scheme' that typically occurs in blockchain games.

In "Captain Tsubasa -RIVALS-", the \$TSUBASAGT Balancer will conduct trading of utility tokens (\$TSUBASAUT) to prevent the price of \$TSUBASAUT from excessive rise and fall of the token price together with multiple mechanisms to sustain the \$TSUBASAUT price as long as possible.

Here are the three mechanisms to maintain the \$TSUBASAUT price.

## ① \$TSUBASAUT Balancer



If the \$TSUBASAUT price becomes higher than the upper threshold, \$TSUBASAUT is sold to limit the price increase. The \$MATIC acquired by selling \$TSUBASAUT will be stored in the Balancer Pool.

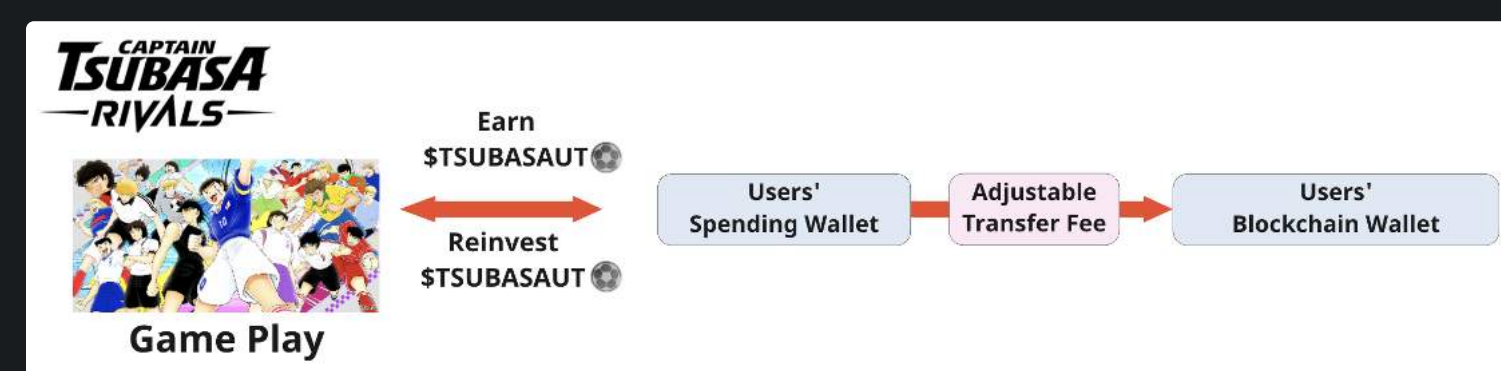
If the \$TSUBASAUT price falls below the lower threshold, we will buy \$TSUBASAUT to suppress the price drop. The \$MATIC required to buy \$TSUBASAUT will come from the Balancer Pool.

The values of the upper and lower thresholds are varied according to the situation.

If only utility token purchases occur on the TSUBASAUT Balance, the \$MATIC in the Balancer Pool could run out. In that case, a "Balancer Fee" will be set on top of marketplace transaction fees, which will be added to the Balancer Pool. Using this, we will purchase utility tokens to stabilize the \$TSUBASAUT price.

All \$MATIC in the Balancer Pool will only be used to stabilize the price of \$TSUBASAUT and will not benefit the team.

## ② Adjustable Transfer Fee



Adjustable Transfer Fee is charged when taking utility tokens out of the game in order to give prioritize players type 1.

The Transfer Fee is varied within the following ranges, depending on the price of the utility tokens and other factors.

Situation - Transfer Fee (%)

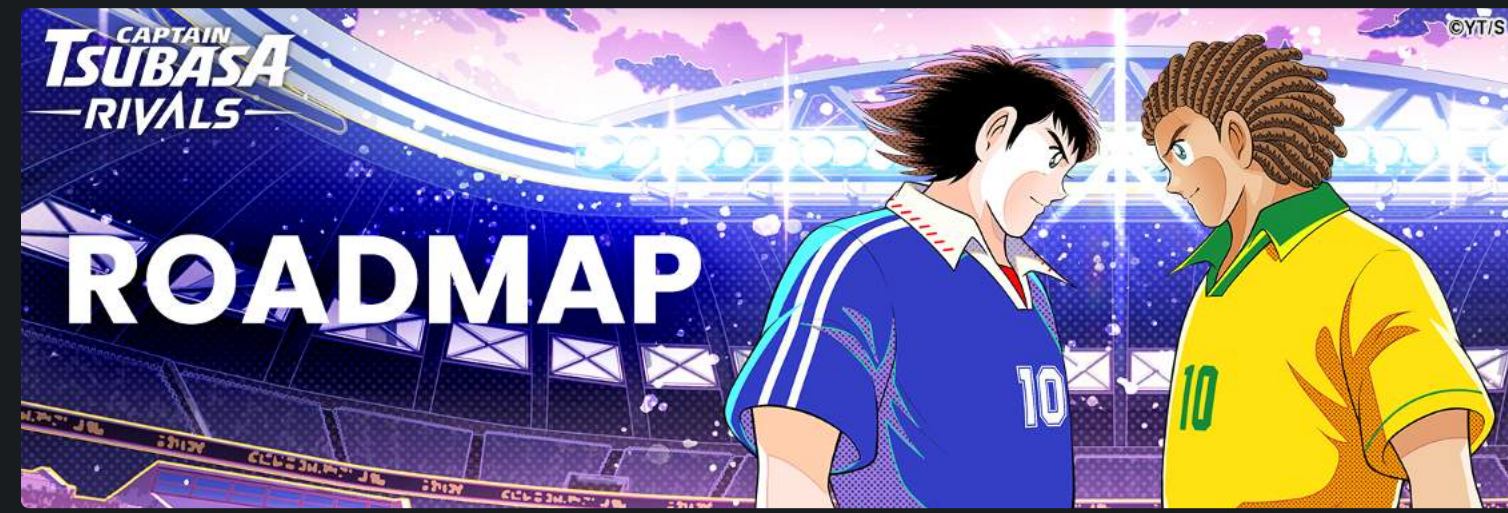
- Initial: Normal Situation 20%
- Maximum: Critical Situation 50%
- Minimum: Optimistic Situation 0%

## ③ Utility Token (\$TSUBASAUT) Withdrawal Limit

In this project, will prevent utility token price crashes from occurring by putting a limit on the overall amount of withdrawals per day. Users will not be able to take their Spending Wallet utility tokens out of the game if they exceed the allowable withdrawal amount for that day.

\*本作ではユーティリティトークン価格が維持されやすい複数の仕組みを導入しますが、これはユーティリティトークンの価格が高騰／暴落しないことを保障するものではありません。

\*We do have multiple mechanisms to maintain the token price, but this does not guarantee that utility token prices will not soar or crash.



# Roadmap



Roadmap as of February 2023

## Oct 2022

- Reveal Project
- Activate Community

## Jan 2023

- RIVAL Mode Start

## 1Q 2023

- PvP Mode Start
- IEO of Governance Token

## 2Q 2023

- Multichain Adoption
- New Mode Start

## 3Q 2023

- Multichain Update
- New Mode Update

Further information on the roadmap will be published in due course.

# Security



## **Private Key Management of Privileged Accounts**

Private keys of privileged accounts are distributed among the three companies using MPC (Multi-Party Computation) and carefully managed. Private keys will never be exposed to third parties or accessed by unauthorized users.

Additionally, since it is impossible to use the private key to request an arbitrary transaction, the CAPTAIN TSUBASA -RIVALS- operations team is not able to control funds.

## **Game Program Management**

The private keys for the privileged accounts above could only be used by request from the game program. The source code of the game program can only be updated by the approval of both companies participating in the management, reducing centralized risk.

# Change log

## 8th Sep 2023 Update

- Added "Value Enhancement" in \$TSUGT in Project Goals
- Added "Fusion", "Inheritance (Special Skills and Skills)", "Stadium" in Player NFT and Training Function
- Added "How to play ARENA"
- Added "How to play ARENA SpecialMatch"

## 14th Jun 2023 Update

- Correction of the description of the rarity probability of players that can be acquired by opening player packs.

## 1st Jun 2023 Update

- Added information about twin mints
- Addition of items to be won in PvP
- Changed opening cost of treasure chests, waiting time, and hourly cost
- Added diagram of PvP victory conditions
- Added unimplemented in the chapter "Rental" of the PvP mode of play
- Removed the chapter "What is the organization of each rule" of PvP mode
- Added items that can be bought and sold in the marketplace

## 24th Feb 2023 Update

- Added information on Governance Tokens

## 15th Feb 2023 Update

- Updated roadmap
- Changed some chapters/titles to organize information
- Corrected the description of Physical Condition (former "Fatigue Level") to reflect the name change
- Added information on Governance Tokens
- Added "Getting Started" chapter for new players
- Added clarification on Tokenomics
- Simplification of the description of tokenomics
- Other minor changes in wording, including minor expression correction

## 22nd Jan 2023 Update

- Add formula for calculating fatigue level
- Add a formula for Calculating Fatigability
- Specify the cost of refreshments
- Specify strategies using refresh

## 12th Jan 2023 Update

- Add Token contract address in "Tokenomics/Token Types" page

## 11th Jan 2023 Update

- Rename "Super Techniques" to "Special Skill" to match the game UI
- Correct the reward calculation formula in "Costs and Rewards" page

$$Y(\text{RP subtraction correction}) = \frac{\text{Average RP subtraction rate for each turn}}{\text{Turn1}(\text{Subtraction rate} = 100\% = 1 \text{ or Subtraction rate} < 100\% = \text{System valueD}) + \text{Turn1}(\text{same as on the left}) + \text{Turn3}(\text{same as on the left})}$$

Before Change

$$Y(\text{RP subtraction correction}) = \frac{\text{Average RP subtraction rate for each turn}}{\text{Turn1}(\text{Subtraction rate} = 100\% = 1 \text{ or Subtraction rate} < 100\% = \text{System valueD}) + \text{Turn2}(\text{same as on the left}) + \text{Turn3}(\text{same as on the left})}$$

After Change

- Correct rarity labels on "Drop Items" page

Treasure Box Rarity	Box Open Cost (\$TSUBASAUT)	Lock Period (h)
1	5	48
2	11	96
3	25	168
4	41	288
5	65	432

Before Change

Treasure Box Rarity	Box Open Cost (\$TSUBASAUT)	Lock Period (h)
Common	5	48
Uncommon	11	96
Rare	25	168
Epic	41	288
Legendary	65	432

After Change

- Add "How to start" section in "Gameplay"
- Add "Security" page
- Add "Change log" page