



# SQUADS

WHITEPAPER

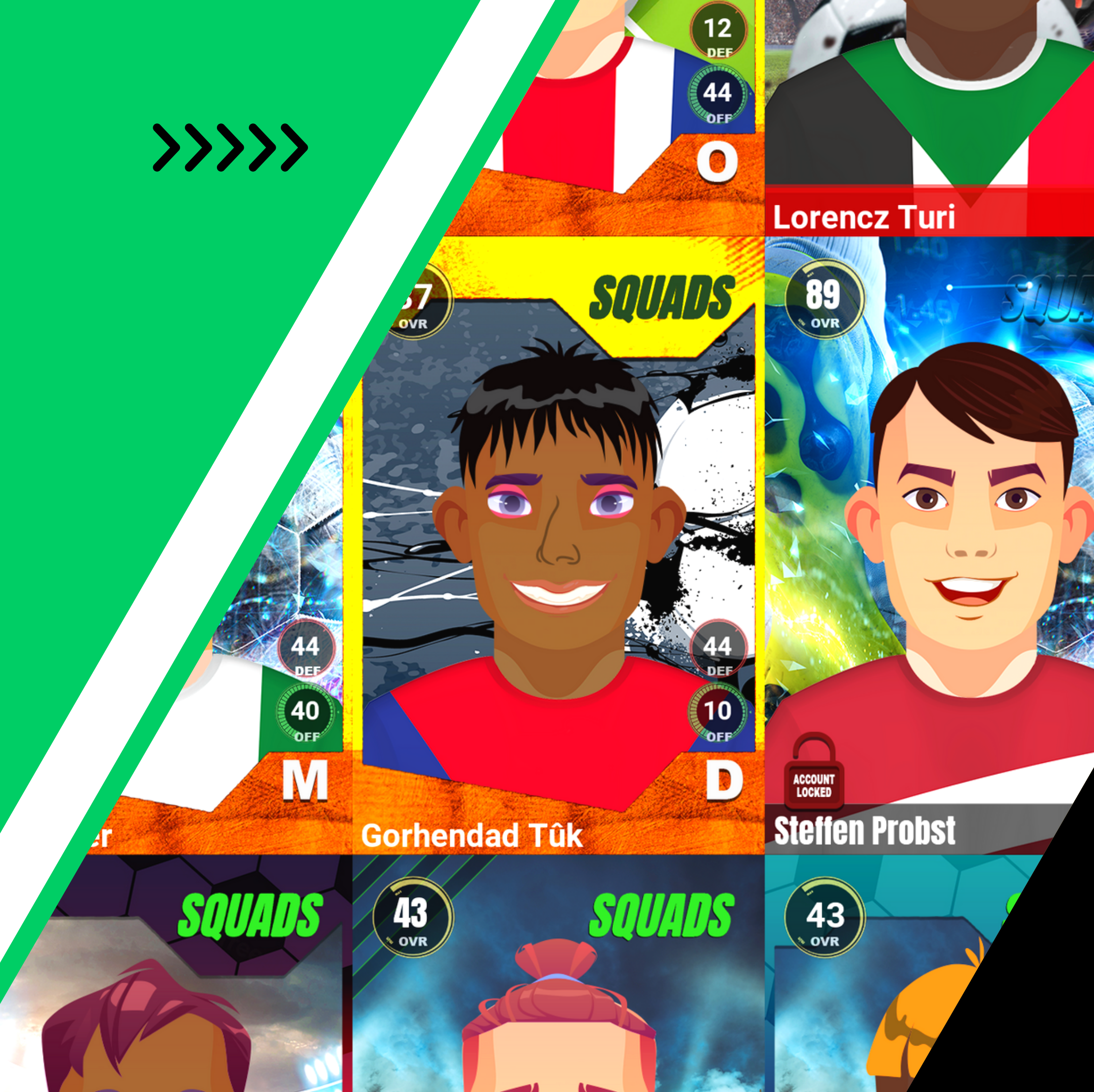






# WELCOME TO SQUADS

Squads – the newest game by Pocket offers up hours of entertainment with innovative new features. Build your squad from the ground up to compete for points, prizes and bragging rights.





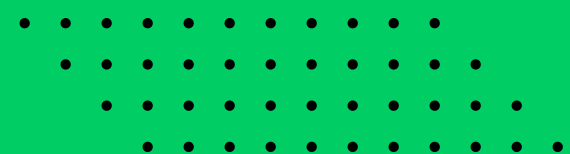


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# GAME OVERVIEW

Squads allows you open NFT packs, collect NFTs and Build your own Squad to play against opponents. Watch the scoreboard to see how others are doing. Use points from wins to gain access to exclusive NFTs and Boosters, or purchase a new pack and improve your Squads stats. Whether you have a few minutes between a meeting or a full afternoon of watching the games, Squads is the perfect choice.

*\*Please note: Squads is in no way affiliated with The World Cup, Fifa, or professional soccer/football. No player likeness, team names, or registered trademarks are used in this game.*







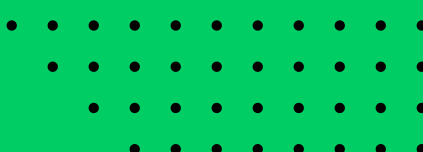
# SQUAD TOKEN



## Summary

SQUAD is the in-game token for Squads. It is available on Polygon through your favorite DEX. SQUAD is paired with USDC.

*\*Please note: MATIC is required for gas fees throughout the game.*





# TAXES

BUY 7%



SELL 7%



SQUAD implements a 7% buy and 7% sell tax to facilitate marketing expenses, LP, burns, and TVL.

*\*Please note: These rates may change at times depending upon marketing conditions and capital needs.*



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# CHAIN

SQUAD is available through your favorite DEX on Polygon. For instructions and help acquiring SQUAD, please stop by the Telegram:

*[t.me/Squads\\_By\\_Pocket](https://t.me/Squads_By_Pocket)*

## POLYGON CHAIN

Polygon is a stack of protocols designed to fix Ethereum's scalability issues.



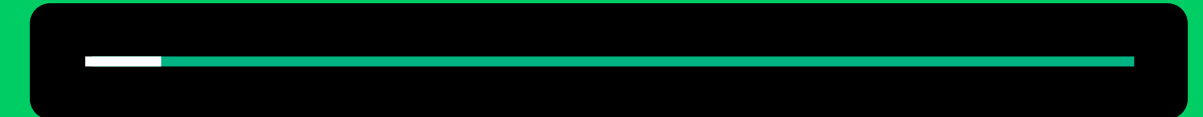
# POLYGON



# DISTRIBUTION

Current PCKT/MNOP holders

6.25%



Vested private/pre sale

62.50%



DEx

31.25%



There are 960,000 total SQUAD tokens. They will be distributed as shown above.

*\*Please note: Distribution assumes a fully filled presale and private sale. Any unsold amounts will be burned at launch.*

*\*\*\*Private Sale and Presale are vested on a per-block basis over 10 days. This means that tokens will be released to you on a regular, block-by-block basis. As such, you will need to claim them when you'd like to use them.*



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# AIRDROP

\*\*To qualify for the free 10% airdrop of SQUAD for PCKT/MNOP holders, you must hold a minimum of 2,000,000 PCKT or 500 MNOP). Distribution is based on holding % for each token, for all eligible wallets, 5% for PCKT and 5% for MNOP. 10% is based on total amount of pre/private sale raise







# ALLOCATION

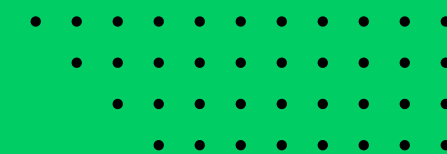


## Funds distribution

Funds raised from Presale and Private sale will be allocated in the following ways:

*50% to LP*

*50% to TVL*



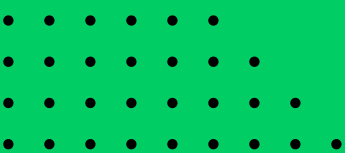




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# TVL

The TVL is Total Value Locked. This represents the prize pool for Squads.





# HOW THE TVL IS FILLED

The TVL is made up of 50% of the private and presale raise, a percentage of the taxes, a portion of in-game fees, and a portion of NFT sales.



## How to be entitled to the TVL

In order to be entitled to the TVL, you must play and win a game. Games that are entitled to TVL participation are denoted on the game in the stats section.



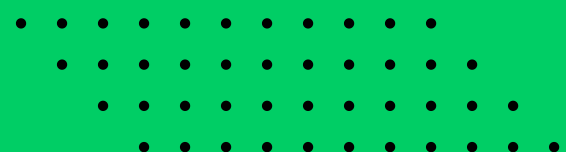


# NFT PACKS

One free NFT pack is available to all players. These will give you enough players to get started on setting up your Squad. You may improve your Squad by purchasing additional NFT packs and/or redeeming points earned from games played.

Occasionally, and in the sole discretion of the Pocket/Squads team, NFTs will be given away for promotional purposes.

*\*Please note: Squads NFTs range in statistics and rarity. The rarity is calculated based upon a proprietary formula which takes into account supply, statistics, and additional factors. Packs contain descriptions, prior to purchase, with the guaranteed rarity levels. Which NFTs you receive are determined by Chainlink VRF requests.*





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# FREE PACKS INFORMATION

As mentioned above. One free pack is available per user, per wallet. These include the requisite amount of players so that you may get started at no cost.





# PAID PACKS AND NFT INFORMATION

Paid NFT options provide additional methods of building upon and improving your team. These options require USDC.

## PACKS PURCHASED WITH POINTS

*Some NFT packs are available only through redemption of points earned in-game*

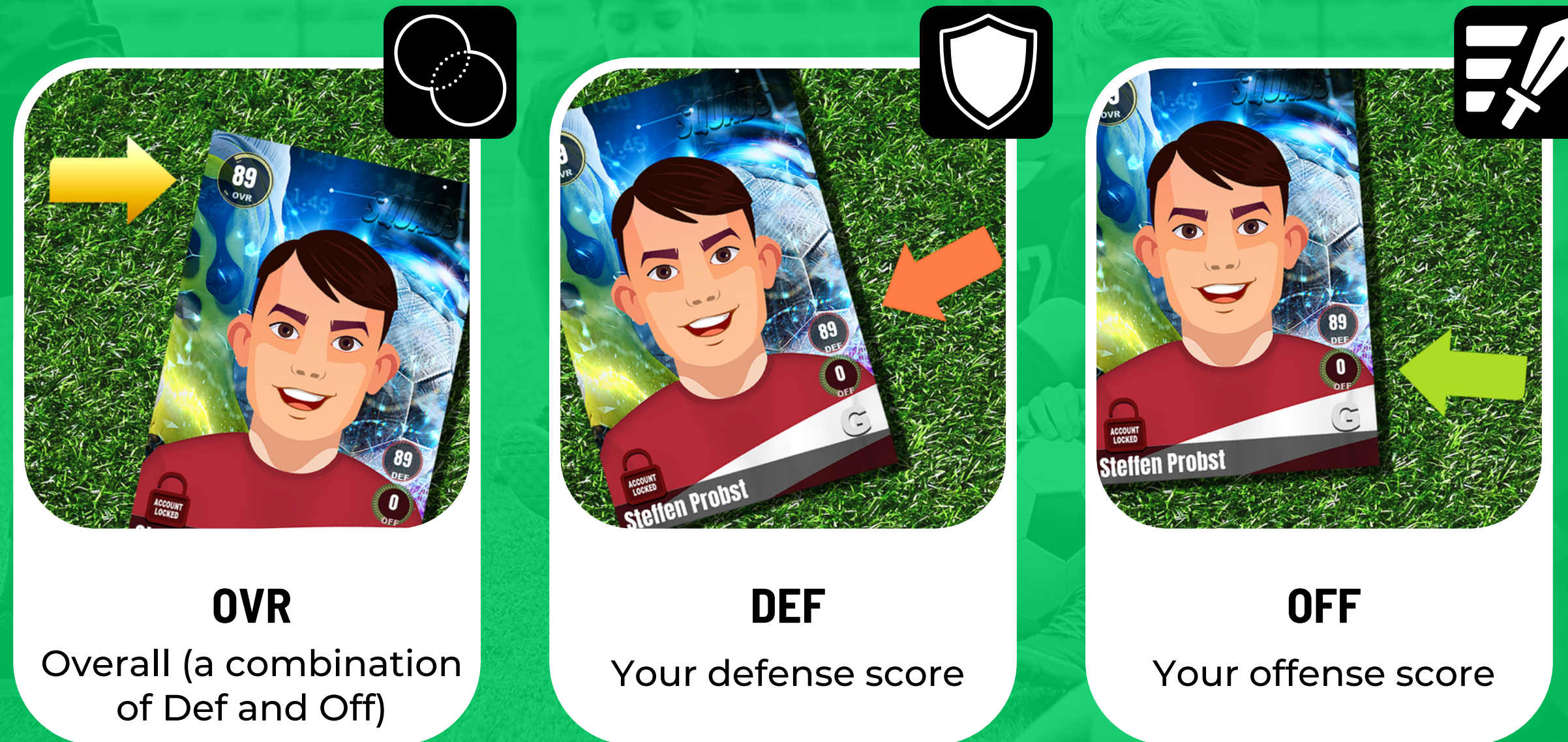


### Packs purchased with SQUAD and USDC

Some NFT pack options require both USDC and SQUAD in order to purchase. The SQUAD used to buy packs is burned.



# PLAYER NFTS



In packs you may receive players. Their positions and statistics are noted on the card. At launch, there are 145 unique Player NFTs, with a supply of 634,300. Higher rarity players will have a reduced supply.

Once finished building your Squads, you will see your Squad's statistics. These are based off of the averages of the individual NFT players on your team. This represents your Squad's strength.



# BOOSTERS

You may also receive Boosters in your packs. At launch, there are 45 unique boosters, with a supply of 100,774. Some provide additional advantages in Offense points and/or Defense points, others can be used to reduce the Lock Time of your Squad after a match.

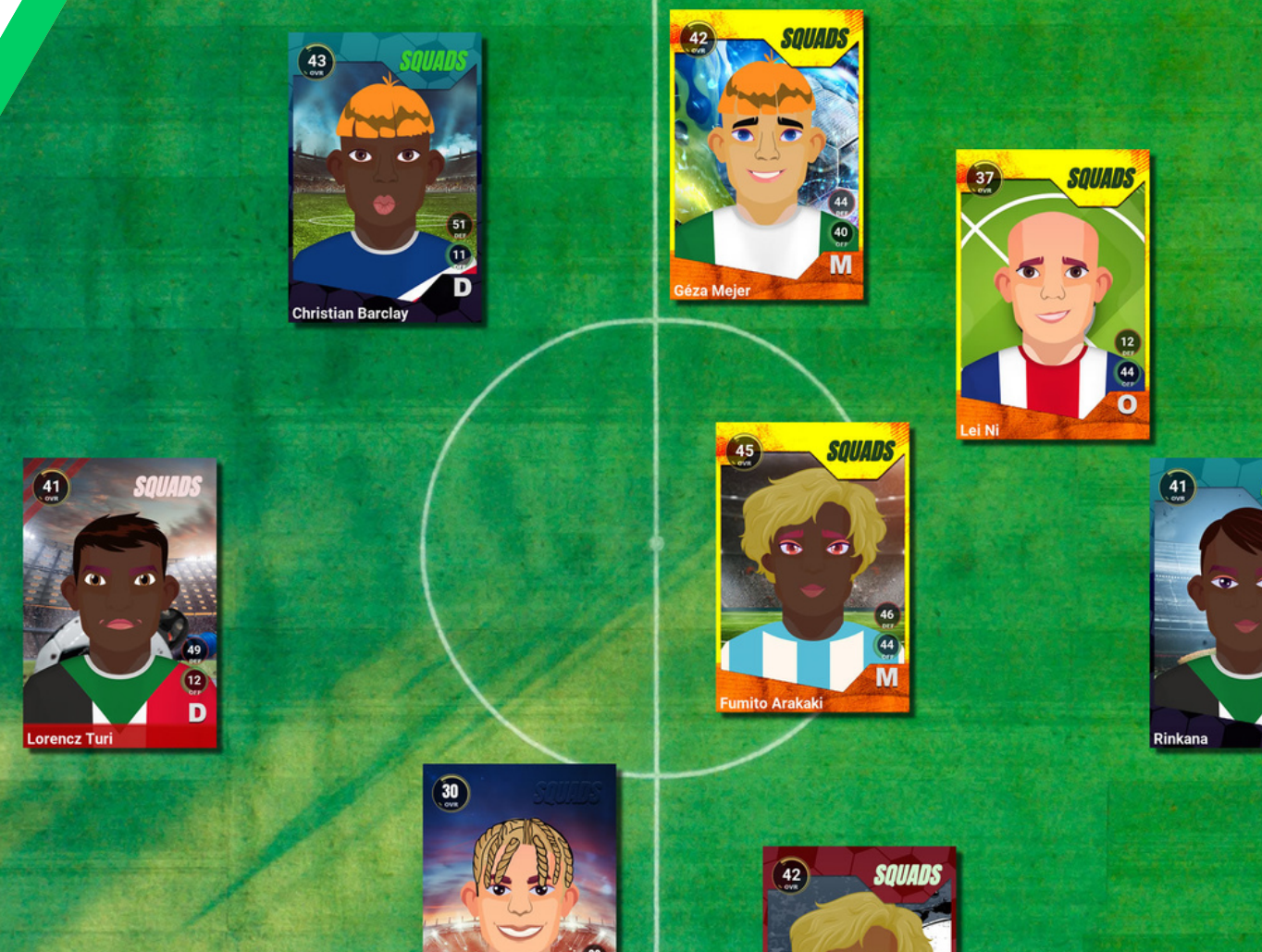






# BUILDING YOUR SQUAD

Once you've acquired your starter pack, it's time to build your Squad. You have several options while building your Squad. You may use any of the automated options: Best Balance, Best Offense, Best Defense, or Best Overall. You may also select each one individually to fully customize your Squad.



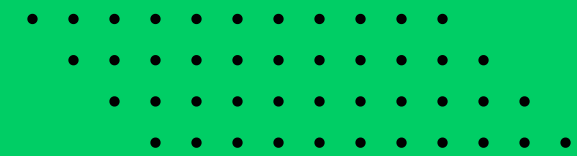
## Positions

There are 11 positions that must be filled in order to play. These consist of:



- 1 – Goalie
- 4 – Defenders
- 3 – Mid-Fielders
- 2 – Attackers
- 1 – Main Attacker





## Setting your Squad

Once you're happy with your Squad, please click on Set Squad. Once you do so, you have locked those NFTs until you unset your Squad.

### Burn to set your Squad

To set your Squad or Boosts there is a 5 SQUAD fee. The entirety of this fee is burned.



## Selecting players

To select your Squads manually, just click on the position and you will see all of the available NFTs for that specific position. If you're building your Squad manually, you will need to fill every position in order to set your Squad.



## Editing your squad

When you want to make adjustments to your Squad you must first "unset" it. You will see the option to do so, in green, on the "My Squad" tab.





# PLAY

Now that you've set your Squad and are ready to win, it's time to play. Click the "Play" tab up top.

## Opponents

At the time of launch, there are currently 10 opponents. These are:

# FEE-FREE OPPONENTS:

### After-work practice

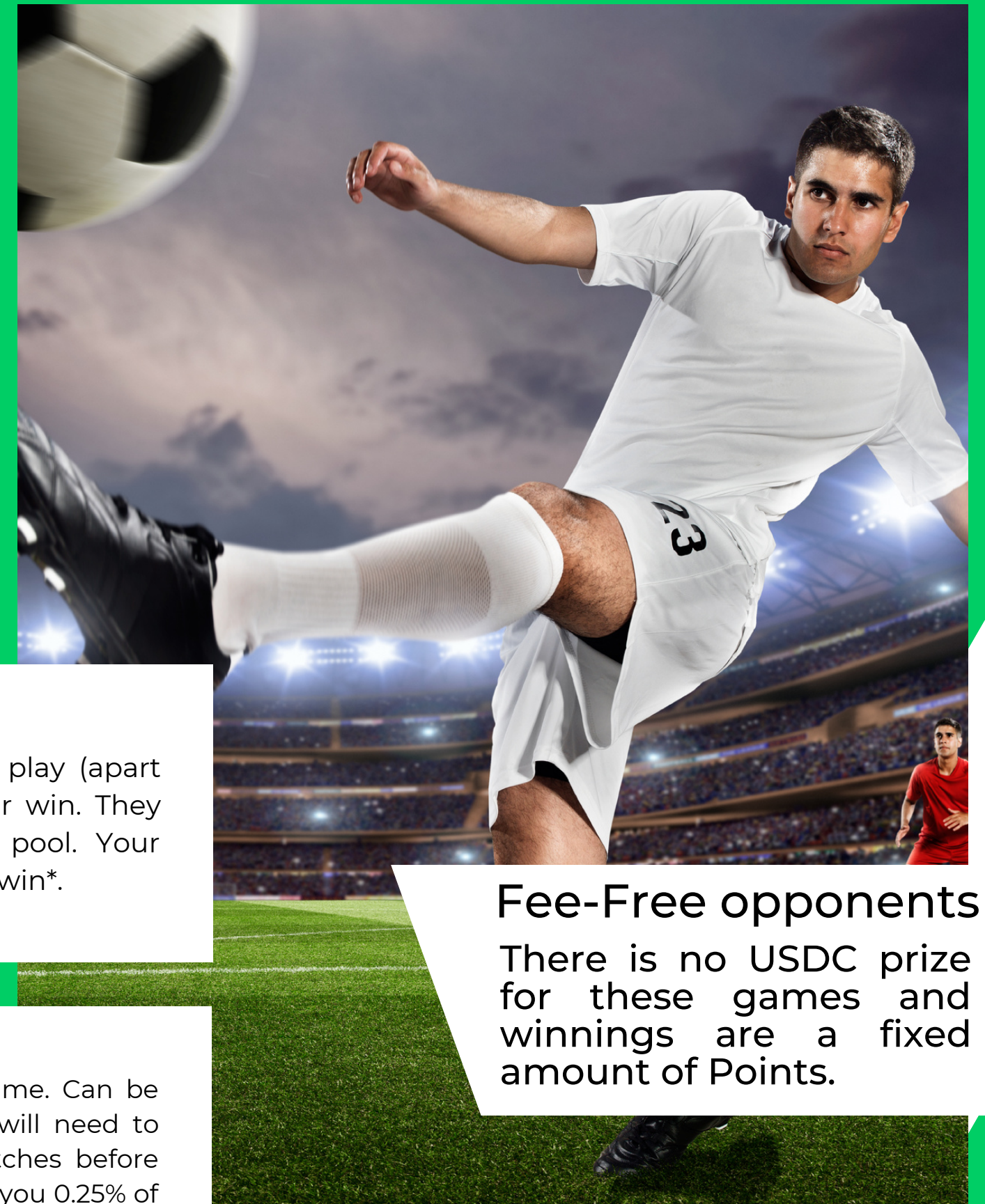
A slightly more difficult fee-free match. You receive 100 points per win. Not eligible for the TVL prize pool. Your Squad is locked for 30 minutes after a win\*.

### Sunday kick-about

The easiest match, with no fees to play (apart from gas). You receive 10 points per win. They are not eligible for the TVL prize pool. Your Squad is locked for 5 minutes after a win\*.

### World Champions

The most difficult opponent in the game. Can be played without any burn or fee. You will need to have at least 10 wins from other matches before unlocking this opponent. A win will net you 0.25% of the current TVL. Your Squad is locked for 24 hours minutes after a match, regardless of the result.



### Fee-Free opponents

There is no USDC prize for these games and winnings are a fixed amount of Points.





# BURN FEE OPPONENTS:

## High school match

The easiest of the matches featuring a burn fee. It costs 2 SQUAD to play, which is burned. A win is worth 250 points, and 0.001% of the current TVL. Your Squad is locked for 30 minutes after a win\*.

## College match

The middle of the matches featuring a burn fee. It costs 25 SQUAD to play, which is burnt. A win is worth 600 points, and 0.01% of the current TVL. Your Squad is locked for 180 minutes after a win\*.

## Local exhibition match

The most difficult of the burn fee only opponents. Your Squad OVR must be a minimum of 40 to play. It costs 40 SQUAD to play, which is burned. A win is worth 600 points, and 0.03% of the current TVL. Your Squad is locked for 180 minutes after a win\*.







# BURN & USDC FEE OPPONENTS:

## Division 2

The easiest of the matches featuring a burn & USDC fee. Your Squad OVR must be a minimum of 50 to play. It costs 15 SQUAD to play, which is burned, and 5% of the 0.05% TVL prize. A win is worth 800 points, and 0.05% of the current TVL. Your Squad is locked for 60 minutes after a win\*.

## Division 1

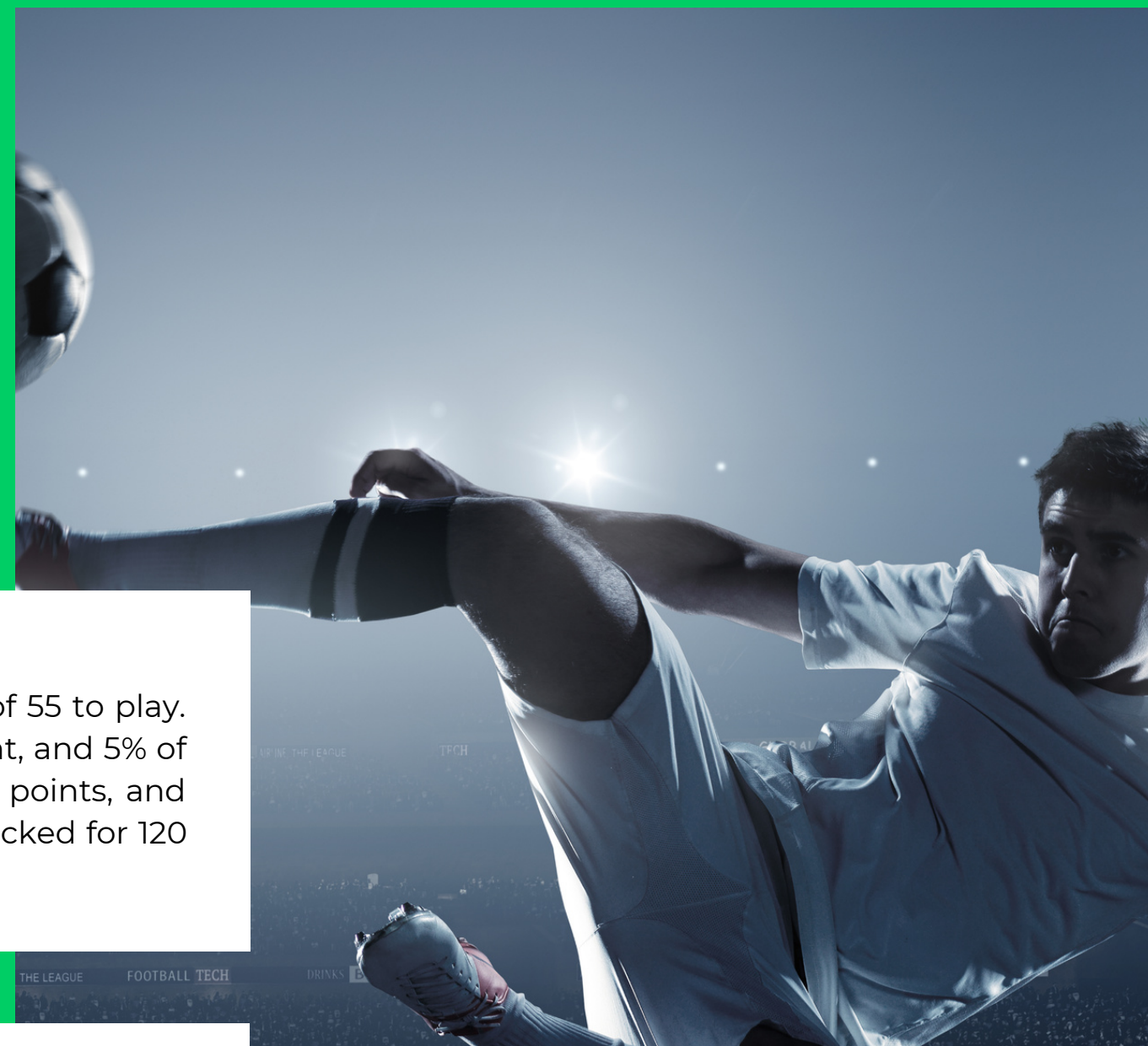
Your Squad OVR must be a minimum of 55 to play. It costs 50 SQUAD to play, which is burnt, and 5% of the 0.1% TVL prize. A win is worth 1000 points, and 0.1% of the current TVL. Your Squad is locked for 120 minutes after a win\*.

## Premier League

Your Squad OVR must be a minimum of 60 to play. It costs 100 SQUAD to play, which is burned, and 5% of the 0.5% TVL prize. You will need to have at least 5 wins from other matches before unlocking this opponent. A win is worth 1500 points, and 0.5% of the current TVL. Your Squad is locked for 360 minutes after a win\*.

## National Team

The most difficult of the matches featuring a burn & USDC fee. Your Squad OVR must be a minimum of 70 to play. It costs 150 SQUAD to play, which is burned, and 5% of the 1% TVL prize. You will need to have at least 10 wins from other matches before unlocking this opponent. A win is worth 2000 points, and 1% of the current TVL. Your Squad is locked for 720 minutes after a win\*.



10% of the USDC fee is sent back to the project to use for marketing and operations

\*Please note: Squad lock times are reduced if the outcome is a tie or loss.  $\frac{3}{4}$  of the total lock time for a tie.  $\frac{1}{2}$  the lock time for a loss.





# OUTCOMES

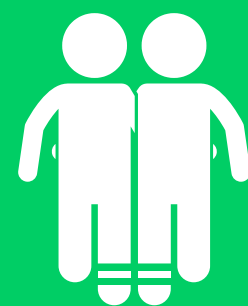
## WIN

- USDC prize awarded
- 100% of the points awarded
- Squad locked for full duration



## TIE

- No USDC prize awarded
- 25% of the points awarded
- Squad locked for 3/4 duration



## LOSS

- No USDC prize awarded
- No points awarded
- Squad locked for 1/2 duration



## Squad Lock

Your squad will lock for 1/5th of the time of the end lock result. For example, if you play a 1 hour opponent, and you lose, you will not be able to play this opponent again for 30 minutes and your squad will be locked for 1/5 of 30, or 6 minutes





# TRAINING NFTS



Training NFTs will reduce the amount of time you have to wait to manage your squad or battle a specific opponent. All training NFTs are burned on use and will be removed from circulation.

You can apply training cards to any yellow OPPONENT LOCKED button, or any red SQUAD LOCKED button.

Applying training via the OPPONENT LOCKED button, will reduce the timer for that specific opponent as well as reduce your squad lock time.



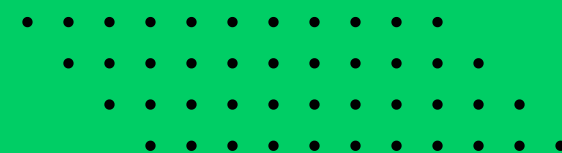


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# TRAINING NFTS

Using the red SQUAD LOCKED button will only reset the squad lock, which allows you to play other opponents and make changes to your squad.

Training is one time use. If you use a training value higher than what remains it will still burn the NFT. For example, if you have 5 minutes remaining, and use a 15 minute training, it will use up all 15 minutes and reset your 5 minute timer to 0.





# HOW MATCH OUTCOMES ARE DECIDED

Each match uses Chainlink's VRF system to calculate the result. The stats of your Squad and of your opponent determine the likelihood of a win, tie, or loss. If you are similarly matched, the expected outcomes would be around 33% win, 33% tie, 33% loss (based on simulations using 1,000 or more iterations). In a smaller number of matches, you may experience this distribution of results, or you might have a lucky streak, or an unlucky streak, as is the way of random number generation.



## Chainlink

### CHAINLINK USE

Chainlink decentralized oracle networks provide tamper-proof inputs, outputs, and computations to support advanced smart contracts on any blockchain.

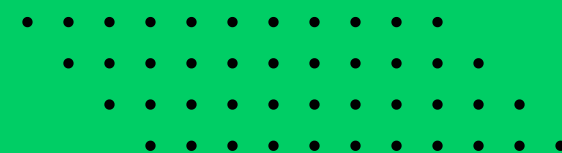
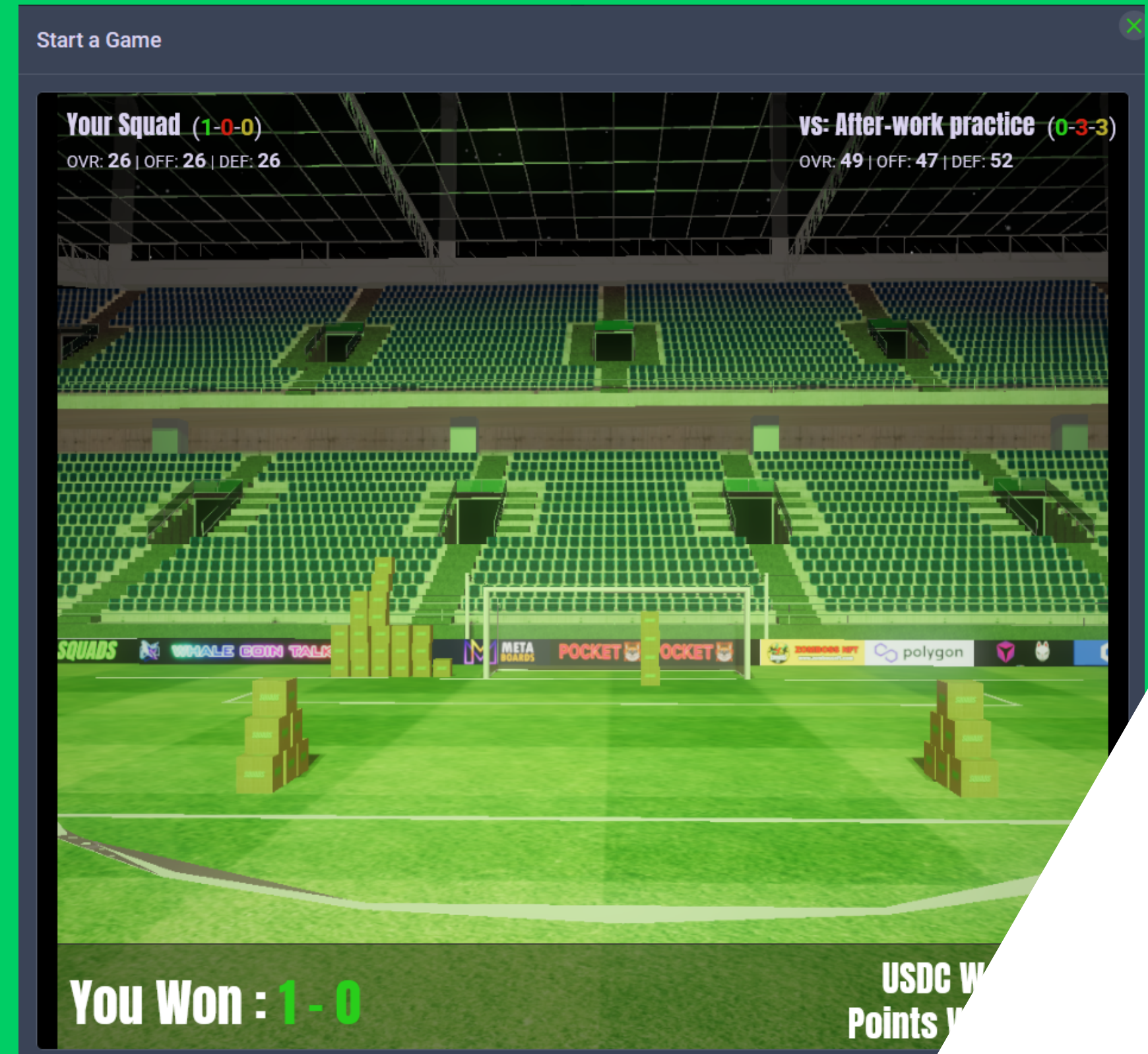


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# WAIT SCREEN MINIGAME

While Chainlink is doing the hard work generating and returning a random number, which, in turn determines the match outcome, you're able to fire off balls into items to knock them down. It's a lot of fun and a good way to kill the time while you await the game results.

But trust me, you'll probably be playing with it long after the results are delivered.







# HISTORY/STATS

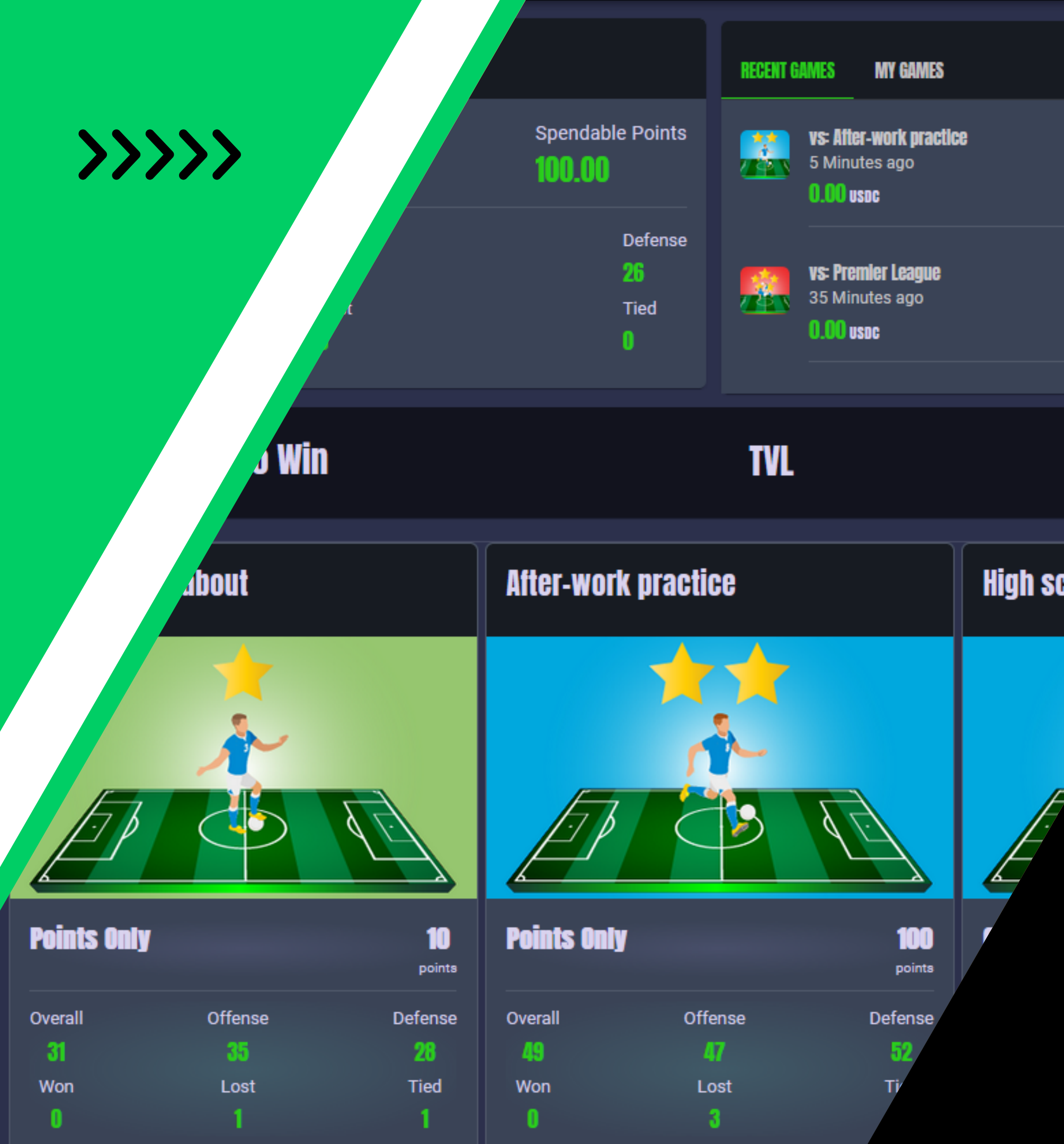
Your Squads statistics are available to view on the “Squads” tab. This includes lifetime winnings, available points, and a number of other useful metrics.

On the “Play” tab you will be able to see:

Recent Games – These are global and are the results of all players playing.

My Games – These are your most recent games and their results.

On the homepage, you are able to see many more statistics, both global and individual.







# THANK YOU

See you in the game field!  
For more information contact us on Telegram:

[t.me/Squads\\_By\\_Pocket](https://t.me/Squads_By_Pocket)

