

GAME RULES

COMPANY::

Fantomix.io is a product developed by the company FORTIX SHPK, with legal and operational headquarters in Tirana, Sheshi Skanderbeg, Pallati i Kultures, Kati i 2 1001, NIPT: M41310040N. The company operates a service for issuing and exchanging digital cards (NFTs) on the blockchain. As part of this activity, Fortix organizes one or more games for its users, here referred to as participants, who will be subject to these regulations. The regulations may be subject to changes over time, with prior official communication to all participants at least seven days before any changes take effect. The competitions are referred to as "competitions". The frequency of the tournaments will be announced within the game, in the competitions area. The duration of each tournament may vary depending on the time of year and scheduled sports events.


OUR SOCIAL MEDIA

 [White list](#)

 [Instagram](#)

 [TikTok](#)

 [X](#) :

 [YouTube](#)

ELIGIBILITY

The game is accessible to all individuals who have reached the age of eighteen. To complete the registration, it is necessary to meet the conditions required for registration on Fantomix.io. Each participant may own a maximum of one account; the use of multiple accounts is considered prohibited and will result in their deactivation.



WALLET

Security and Participant Autonomy:

Fantomix adopts an approach that places the safety and autonomy of users at the forefront. A key decision in this regard is the absence of custodial wallets, which aims to protect both participants and the company, providing a safer and more controllable environment.

Non-Custodial Wallets:

Participants will need to use non-custodial wallets, which allow them to maintain full control over their funds and manage access and signing operations autonomously. This approach promotes individual responsibility and ensures a higher level of security.

Functionality in the Initial Phase:

In the early stages of the platform, during operations such as deposit and player auctions, access with their personal wallet will not be required. Participants can enter the address of their wallet compatible with the EVM chain (Polygon) directly into their personal area on Fantomix.

NFT Airdrops:

When a participant wins a card through an auction, the platform will execute an airdrop of the card directly to the user's wallet, using the provided address. This process ensures a secure and transparent transfer of card ownership.

Integration with Authentic NFTs:

Fantomix allows participants to own and manage cards as authentic NFTs through their own wallet. These NFTs are unique, traceable, and entirely owned by the user.

Customized and Secure Process:

Participants enter the address of their wallet in their personal area on Fantomix, which is used for all future operations, including the receipt of won NFT airdrops. This ensures personalized and secure transactions.



Distribution of Smart Contracts on Polygon:

The smart contracts are distributed on Polygon to leverage its advanced features, including high transaction speeds, reduced gas costs, and strong compatibility with Ethereum. This ensures that operations such as participating in auctions or receiving NFT airdrops are fast, secure, and low-cost. The use of Polygon enhances the user experience and scalability of the Fantomix platform.

DEPOSIT

Deposits on the platform can be made using the following payment methods:

- Credit or Debit Card
- Bank Transfer
- USDT
-

The deposit made will be converted into FOX balance, at an exchange rate of 1 FOX =1€
The KYC (Know Your Customer) procedure is mandatory for all participants. Until KYC is completed, access to the following functions will be limited:

- Withdrawal requests
- Making trades on the secondary market
- Receiving commissions from the Marketing Plan

WITHDRAWALS

Withdrawals can be requested via:

- Bank transfer
- Credit card
- USDT
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Participants can only withdraw using the deposit method they used. Participants cannot immediately withdraw deposited funds + bonus without first spending them.



LEAGUE DIVISIONS

Each participant can field a maximum of one team for each league they participate in. The leagues are divided into the following levels:

- Free
- Classic
- Pro
- Champions
- Star
- Special
- Pro Special - only certain statistical data will be considered in this league

CARDS AND THEIR RARITY

The cards constitute the main tool of the game and are divided based on the following rarities for each individual athlete represented on each card:

- Free: Infinite units
- Classic: 1000 units
- Pro: 100 units
- Champions: 10 units
- Star: 1 unit
- Special: variable

FREE CARD

The cards in this free category will not be mintable (and not on the blockchain). Every certified participant (KYC) will receive 50 random cards. These cards will not be sellable in the secondary market; they can only be used for this type of tournament and will be distributed as follows:

AVG SCORE => 40

Goalkeeper: 5 random cards

Defender: 15 random cards

Midfielder: 15 random cards

Forward: 15 random cards



CLASSIC CARD

The starting price for the Classic card auction will be 1 FOX.

PRO CARD

The starting price for the Pro card auction will be 3 FOX.

CHAMPION CARD

The starting price for the Champions card auction will be 20 FOX.

STAR CARD

The starting price for the STAR card auction will be 100 FOX.

SPECIAL CARD

Special cards can only be obtained through event packages.

ONE SHOT CARD

One-shot cards are received through CRP or Rewards. One-shot cards have the same characteristics as other cards but have a usage limit of 1-2-3 Fanto day.

AUCTIONS

During the auctions, the minimum bid increment will be 5%, with an additional 10 seconds added to the expiry time with each bid.

FOX

FOX is the internal currency of the Fantomix gaming platform, with a fixed value of 1€ for 1 FOX. The FOX in the player's wallet allows them to:

- Purchase cards at auction
- Purchase cards on the secondary market
- Purchase packages
- Purchase formation and coach cards
- Purchase or rent the President's office or training grounds

RELEASE OF NEW PLAYER CARDS

Every sports season introduces new cards, some of which are available in packs, while others are auctioned. All NFT cards indicate the year they belong to in the collection. During each sports season, it's possible to auction or sell on the secondary market any card present in the game.



MINIMUM MATCHES PER FANTO DAY

For a Fanto day to take place, there must be a minimum of 5 matches. If the minimum number is not reached, the matches for those days will be skipped. The maximum number of Fanto Days is 2 per week.

LINE UP YOUR FORMATION

Each participant can create only one lineup for each League, following the following rules:

- To participate in the Classic League, you must have 11 Classic cards, a Classic coach, and a Classic formation.
- To participate in the Pro League, you must have at least 11 Pro cards, a Pro coach, and a Pro formation.
- For participation in the Champion League, it is mandatory to field 11 Champion cards, a Champion coach, and a Champion formation.
- To enter the Star League, the participant must have 11 Star cards, a Star coach, and a Star formation.

The participant has the option to select a captain for each League, earning a 20% extra points based on the value of the chosen player. Cards can belong to any league as long as they are played on the corresponding "fanto day". Subsequently, the Special League will be introduced with cards only sellable in limited packs, composed of the best players from the previous fanto day.

GAME FORMATIONS

Game formations will be usable only once and will be auctioned with the following starting prices:

- Classic Formation: 0.25 FOX
- Pro Formation: 0.50 FOX
- Champions Formation: 0.75 FOX
- Star Formation: 1 FOX
- The available formations are:
 - 3-5-2
 - 3-4-3
 - 4-4-2 Free (only if registered with an ref. link)
 - 4-5-1
 - 4-3-3
 - 5-3-2
 - 5-4-1



COACHES

The coaches will be essential for fielding the team during the Fanto day and will be auctioned with the following starting prices:

- Classic Coach: 1 FOX Pro
- Coach: 3 FOX
- Champions Coach: 20 FOX
- Star Coach: 100 FOX
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Coaches will provide an enhanced bonus to the rating based on the synergy they have with the players fielded. For example, a coach coaching in ITA1 will provide a 5% bonus to all players fielded who play in the ITA1 league, and will give an additional 5% bonus to players of the same nationality. If both conditions are met, the bonus will be 10%.

ENERGY

Each player starts with a base energy of 100, and each participation in a Fanto day results in a loss of 10 energy points. The percentage of rating assigned to each player based on their energy level is as follows:

- From 90 to 100 energy = 100% rating
- 80 energy = 90% rating 70 energy = 80% rating Below
- 70 energy = 50% rating

The energy lost for each player per match will vary based on the belonging year according to the following table:

- 2023/2024: 10 energy per Fanto day
- 2024/2025: 10 energy per Fanto day
- 2025/2026: 20 energy per Fanto day
- 2026/2027: 30 energy per Fanto day

The maximum energy that can be lost in a Fanto day is 30.



The energy cards will be auctioned and can have a value of 10 or 20 points. The starting prices are as follows:

- Classic 10 energy points for 11 players = 0.5 FOX
- Classic 20 energy points for 11 players = 1 FOX
- Pro 10 energy points for 11 players = 1 FOX
- Pro 20 energy points for 11 players = 2 FOX
- Champions 10 energy points for 11 players = 2 FOX
- Champions 20 energy points for 11 players = 4 FOX
- Star 10 energy points for 11 players = 4 FOX
- Star 20 energy points for 11 players = 8 FOX

TRAINING

Every President will have access to a training ground, where they can field 11 players to recover 10 points of physical energy every 24 hours. It's important to note that a player participating in the Fanto day cannot be placed in training, and vice versa. In the training ground, players of all rarities can be inserted.

SECONDARY MARKET

The area dedicated to player trading allows for buying, selling, and trading cards. On all transactions made in the secondary market and trades, a 3% commission will be applied. If the seller owns the President's office, the commission will be reduced to 2%.



CRP

The Challenge Rewards Program (CRP) is a program that allows Fantomix users to tackle challenges in the game and earn unique rewards. The program includes a series of goals and tasks that users can complete to earn special rewards, thereby contributing to the engaging experience and diversity of available cards. Fantomix will regularly organize events with special challenges, giving users the opportunity to participate by inserting their NFT cards. During these challenges, the cards used will be "burned", thereby reducing the total quantity available on the market, and in exchange, the player will receive rewards in FOX or NFT cards. For example, a challenge could be proposed as follows: Challenge requirement: Insert 11 players over the age of 35, of Italian nationality, playing in the ITA 1 league, and of Classic rarity. A user who meets this requirement:

Inserts 11 players conforming to the required criteria.

Reward obtained:

- FOX
- A pack of cards
- A specific rarity card (e.g., Classic).

DISCORD

The entire community is managed through the Discord platform, with a dedicated section called "play and win". Within this section, users can earn FOX FREE credits. FOX FREE credits can only be used to redeem rewards in the shop via the /shop command, also located in the same section. Available rewards include cards from the Fantomix platform.



STAKING

Coming soon - stay tuned

METVERSE

The purchase or seasonal rental of the President's Office will be a key component of Fantomix and will offer users a range of benefits that may vary over time. These include:

- Staking (coming soon)
- CRP, dedicated challenges with larger rewards
- Training, energy recovery in half the time
- Secondary fee, 2% instead of 3%
- Challenges between presidents, challenges will be created between various presidents internal and external to the game
- Event tickets (coming soon)
- Meeting room, organize meetings with your friends or with Fantomix members
- Office with a board of the won prizes The office will be purchasable on Fantomix and located in the State1 metaverse.

SCORING CALCULATION FOR EACH PARTICIPANT

The score of the card is calculated based on the actual performance of the player during the real match. The player's base scores range from 0 to 100.

TIME SPENT ON THE FIELD

Every player who starts the game as a starter receives a bonus of 30 points, while those who come off the bench get a bonus of 20 points. However, for the substitute player to earn these 20 points, they must have made at least one action on the field.

RULES FOR ALL PLAYERS

The calculation order of the score is as follows:

1. base score + experience + captain + coach - % energy
2. base score + experience + coach - % energy

In the event of a match going into extra time, the score will be calculated until the 120th minute.



POINTS ASSIGNMENT IN A MATCH

SCORE FORMULA

Rating + % Experience + % Captain Bonus + % Coach

Example: $(65 \times 1.1 + 5\% + 15\% = .)$

Points will be assigned according to these criteria:

- Key pass: +3 points.
- Duel won: +0.5 points.
- Duel lost: -0.5 points.
- Possession lost: -0.5 points.
- Own goal: -25 points.
- Successful cross: +0.6 points.
- Failed cross: -0.4 points.
- Shot on target: +3 points.
- Successful dribble: +0.5 points.
- Failed dribble: -0.5 points.
- Dribbled past: -0.5 points.
- Goal scored: +25 points.
- Assist: +20 points.
- Penalty earned: +10 points.
- Yellow card received: -3 points.
- Red card received: -30 points.
- Foul committed: -0.6 points.
- Foul suffered: +0.4 points.
- Aerial duel won: +1 point.
- Interception: +0.5 points.
- Tackle: +1 point.
- Clearance: +0.3 points.
- Missed penalty: -25 points.
- Penalty conceded: -10 points.
- Offside: -1 point.



EXTRA SCORE FOR GOALKEEPERS:

- Goals conceded: -5 points.
- Routine save: +3 points.
- Save with fists: +2 points.
- Penalty save: +30 points.
- Clean sheet (no goals conceded): +25 points.
- Save in the penalty area: +5 points.

EXTRA SCORE FOR DEFENDERS:

- Defender intercepts a shot: +0.5 points.
- Team keeps a clean sheet: +20 points.
- Goal conceded by the team: -1 point.
- Goal scored by the team: +0.5 points.
- Successful pass by a defender: +0.3 points.
- Failed pass by a defender: -1 point.

EXTRA SCORE FOR MIDFIELDERS:

- Goal scored by the team: +0.5 points.
- Goal conceded by the team: -0.5 points.
- Successful pass by a midfielder: +0.4 points.
- Failed pass by a midfielder: -0.8 points.

EXTRA SCORE FOR FORWARDS:

- Goal scored by the team: +1 point.
- Goal conceded by the team: -0.5 points.
- Successful pass by a striker: +0.5 points.
- Failed pass by a striker: -0.5 points.



IN CASE OF MATCHES NOT PLAYED OR INTERRUPTED:

- In case of matches canceled or played after the end of the fantasy day, players will receive a score of 0.
- If a match is suspended but concludes within the fantasy day deadline, players will receive the total score.
- In the event of a suspended match concluded outside the fantasy day, the score will be that assigned by the software.
- If a suspended match is subsequently restarted from the beginning, players will receive a score of 0.

SUBSTITUTED PLAYERS:

- Players who do not play at least 55 minutes are not entitled to extra bonuses.
- For goalkeepers, if they keep a clean sheet during the match, they receive a bonus of +25 points. Defenders get a bonus of +20 points if their team doesn't concede goals. Midfielders earn +0.5 points, and forwards earn +1 point for each goal scored by their team.

MINIMUM GUARANTEED POINTS:

- A goalkeeper who keeps a clean sheet and plays at least 70 minutes cannot receive less than 60 points.
- A defender whose team keeps a clean sheet and plays at least 55 minutes cannot receive less than 60 points.
- A player who scores a goal cannot receive less than 60 points.
- A player who provides an assist cannot receive less than 55 points.
- If a player from the Minimum Guarantees list receives 1 "Penalty" (negative event), the threshold will decrease to 40 points.
- If they receive 2 "Penalties", the threshold will decrease to 30 points.
- If a player from the Minimum Guarantees list receives 3 or more "Penalties", they will not have the guaranteed minimum.
- (Penalty = Own goal, red card, or missed penalty)

If the sum of the score exceeds 100, it will be rounded down to 100; if it is less than zero, it will be rounded up to zero.



STATISTICS SOFTWARE

- Official scores are extracted from the event statistics on the website sportmonks.com.
- In case of clear errors in the attribution of assists, goals, red and/or yellow cards by Sportmonks, they will be adjusted based on the statistics from the official leagues.

EXPERIENCE POINTS

Each football season sees the introduction of a new series of cards, with the new series starting at a 5% experience (EXP) rate. Each card can reach a maximum of 15% EXP. Every time a player is fielded, they receive an EXP percentage as follows:

- Doesn't play = +0.1 EXP
- Plays = +0.2 EXP
- Plays and achieves an average of over 60 = +0.4 EXP

When a new series of cards is launched for the next football season, the previous season's card series loses 5% EXP. The old card series increases to half the EXP of the new series, for example:

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- Doesn't play = +0.05 EXP
- Plays = +0.1 EXP
- Plays and achieves an average of over 60 = +0.2 EXP



FANTO DAY REWARDS ALLOCATION

Prizes will be divided for each category, which includes:

- CLASSIC
- PRO
- CHAMPION
- STAR
- SPECIAL

The prize pool will always guarantee at least 15% of the participants. Prizes can consist of FOX, cards, or both. In case 15% of the participants is not a whole number, it will be rounded up. For example, if 15% of the participants is 81.5, there will be 82 winners. Prizes will decrease from the first to the last winning position.

THE PRIZE DISTRIBUTION FOR THE FREE LEAGUE FANTO DAY

The prize distribution for the Free League Fanto Day based on the tiers of player cards and performance criteria will be as follows:

- 1st place: Tier 1 Classic card with AVG > 60 + 15 FOX
- 2nd place: Tier 1 Classic card with AVG > 60 + 10 FOX
- 3rd place: Tier 1 Classic card with AVG > 60 + 5 FOX
- 4th to 10th place: Tier 2 Classic card
- 11th to 5% of participants: Tier 3 Classic card
- 6% to 15% of participants: Tier 1 Free card
- 16% to 50% of participants: Tier 2 Free card
- 51% to 100% of participants: Tier 3 Free card

These prizes are subject to change based on the actual distribution decided by the platform.



MONTHLY RANKING PRIZE POOL

Monthly Ranking Prizes The monthly ranking will be determined by considering all the points accumulated during the Fanto Days of each league. The total sum of points will determine the ranking of the top users of the month. The top 15% of users will be rewarded with prizes in Fox credits, module cards, player cards, and coaches. Prizes will decrease from first to last place.

TIEBREAKER IN THE STANDINGS

In the event of a tie in the standings, the two players with the same score will split the prize pool equally. If a participant is in the last prize-winning position due to a tie, an additional user will be paid in that bracket, dividing it among one more person.

INVITE A FRIEND

Each participant can invite their friends through a referral link. They can invite an unlimited number of friends, but they will receive a card as a reward for each friend who purchases 5 cards at auction, up to a maximum of 29 friends meeting this condition. The 30th friend who meets this condition will earn them a random unique card instead of the regular card.

REGISTRATION VIA INVITATION

The user who registers via invitation receives a persistent 4-4-2 formation for all league rarities.

AFFILIATE PROGRAM

Plan activatable by the company for a specific user. The user can request affiliation by filling out a form with specific parameters. The approval or rejection of the affiliation plan will depend on the company's decision. If accepted, the user will become an affiliate and receive:

- A referral link
- Direct earnings of 10% on cards purchased at auction and on packages, 2% from the secondary market
- Indirect earnings of 5% on cards purchased at auction and on packages



AFFILIATE REWARDS & LEADERBOARD

Coming soon

The leaderboard for affiliates will consider all the Fox credits spent by their network during the month. At the end of the month, the top 5% of affiliates will be rewarded with Fox credits.

MULTIPLE ACCOUNTS

More information in the terms & conditions of service.

DATE AND VERSION OF THE REGULATIONS.

February 13, 2024, version 1.1

