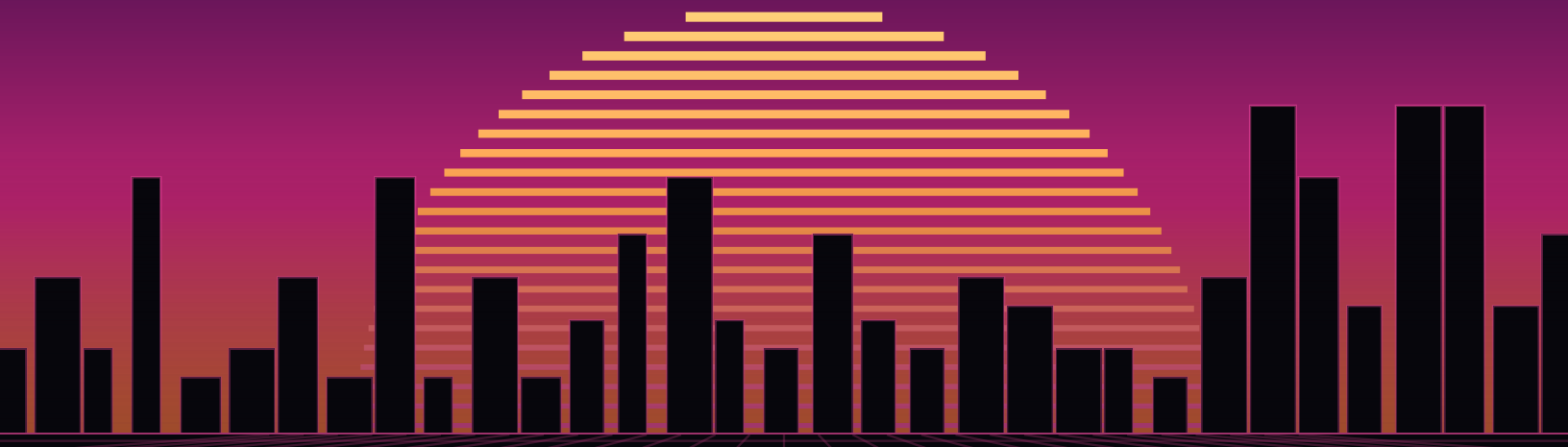
ONE CITY · TWO ENGINES · PAPER BY DEFAULT

MASTER USER GUIDE

The neon city hub that wraps PolyTrader PRO 3.0 (Crypto Heights) and PolyTrader Sports v4 (Sports Beach) in one launcher, with missions, career XP and a global Kill All.

Install & launch · City hub & HUD · Missions · Acts · Contracts · Career & XP · Kill All · Shortcuts



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READ THIS FIRST

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Prediction markets and event contracts are risky. A contract can expire worthless and you can lose 100% of what you put in. Fees and spreads matter most near 50¢. Only use money you can afford to lose.

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Past results, backtests, paper-trading results and model calibration do not guarantee future results. The guides' own engine notes report settings that lost money on held-out data.

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GAMES ARE ENTERTAINMENT

Missions, XP, levels, acts, wanted stars and cosmetic unlocks are entertainment features only. They are not an incentive, reward or recommendation to trade. Every mission can be completed in **paper mode** with virtual money; you never need to risk real money to play.

Paper by default. Every app starts in paper mode with auto-trade off. Live trading needs your own API key plus explicit confirmation inside each engine. The MASTER app never switches on live trading and never places trades; it can switch auto-trade on only while an engine is in paper mode, after you confirm.

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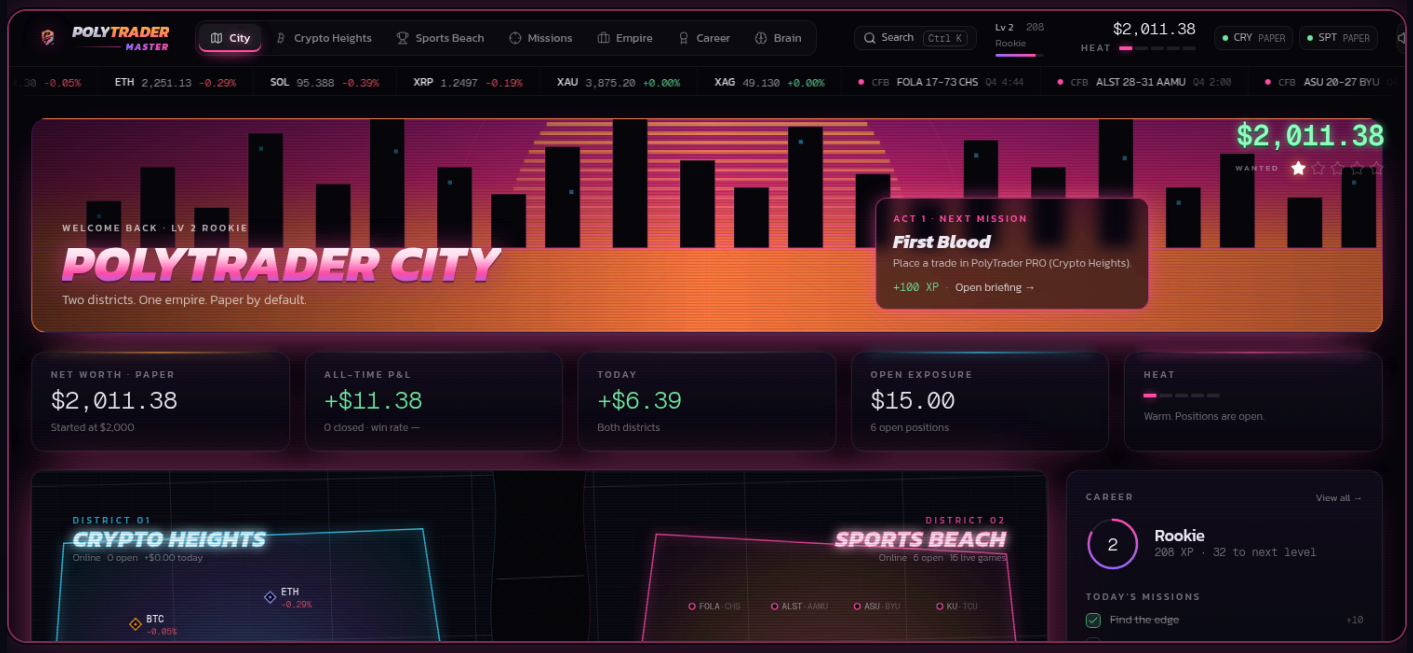
QUICK START · ONE PAGE

UP AND RUNNING IN 5 STEPS

1. **Install Node 22+** on your PC (nodejs.org). The MASTER needs it to run its server and both engines.
2. **Double-click** `Start PolyTrader MASTER.bat` (Windows) or run `./start.sh`. The window that opens is the server — keep it open.
3. **Open** `http://127.0.0.1:48900`. The loading screen checks both engines, then drops you in the city hub.
4. **Pick a district:** click Crypto Heights (PRO 3.0) or Sports Beach (Sports v4) on the map. Each district is that engine's own full app, embedded.
5. **Play your first mission** in paper: press `Esc` → Mission log → *First Blood*, then place one paper trade in Crypto Heights.

Ports. MASTER `48900` · Crypto engine `48891` · Sports engine `48730`. If an engine is already running on its port the MASTER attaches to it instead of starting a second copy.

Paper by default. Both engines start in paper mode with auto-trade off. The MASTER is read-only toward the engines except for two things: the global **Kill All** and the **paper-only auto-trade switches**.



▸ The city hub: districts on the map, HUD on top, mission tracker on the side.

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RADER
MASTER

one city.



01

INSTALL & LAUNCH

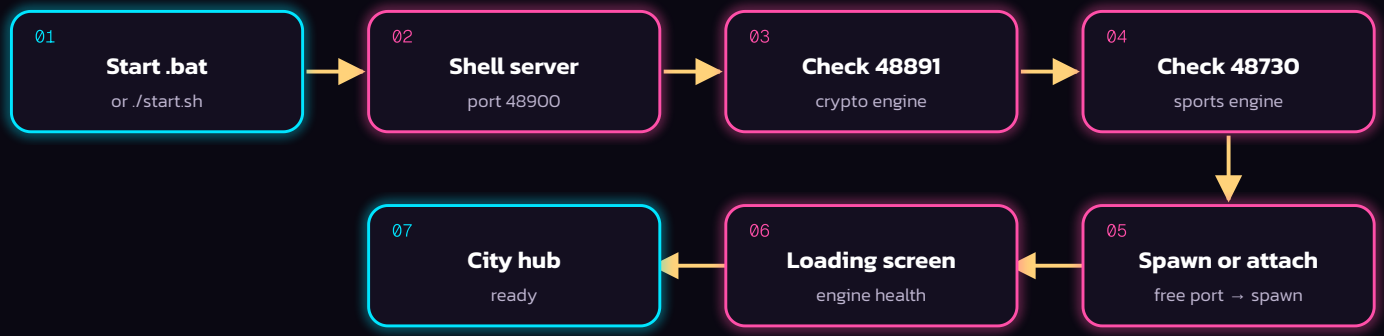
Folders, ports, the start file and what happens behind the scenes.

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WHAT'S IN THE BOX

FOLDER	WHAT IT IS
`engines/crypto`	PolyTrader PRO 3.0 — BTC/ETH/SOL/XRP/Gold/Silver up/down, 5m/15m/1h (port 48891)
`engines/sports`	PolyTrader Sports PRO v4 (port 48730)
`shell/`	The MASTER server: process launcher, read-only proxy, career/missions and the global kill
`web/`	The MASTER UI: city map hub, districts, Empire portfolio, Brain, phone, Ctrl+K

Startup flow



SPAWN VS ATTACH

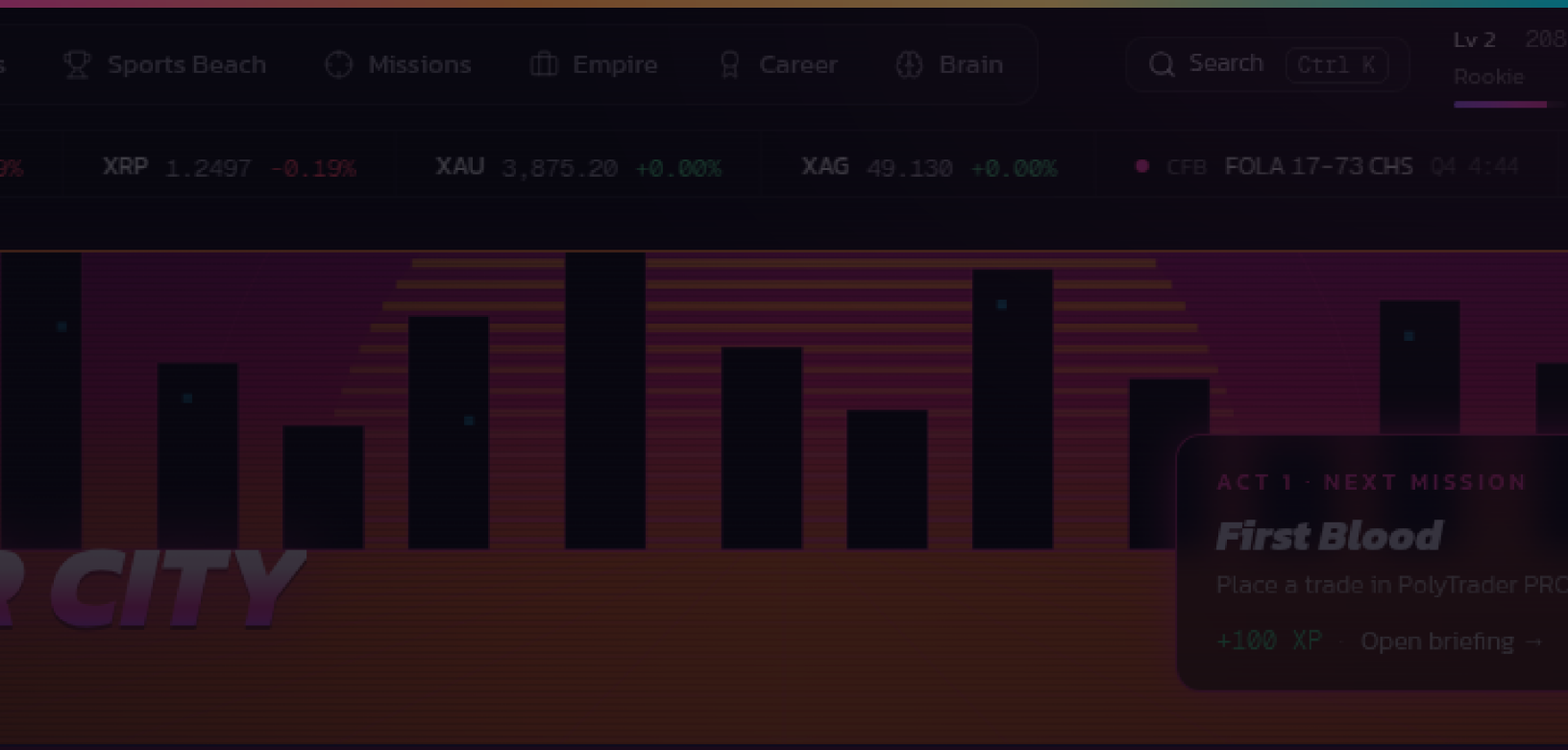
If nothing is listening on an engine port, the MASTER starts that engine as a child process and stops it again when the MASTER exits. If something already is, it attaches and leaves it alone. Set `MASTER_NO_SPAWN=1` to never spawn.

YOUR KEYS STAY PUT

The crypto engine's `data\master.key` and `secrets.enc.json` stay in its own data folder on your PC. The MASTER never reads them.

Each engine still works on its own. You can still run either engine by itself on its own port.

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02

CITY HUB & HUD

The map, the districts and the heads-up display.

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02 · CITY HUB

THE CITY AT A GLANCE



▸ City hub: District 01 Crypto Heights and District 02 Sports Beach, markers for live markets and games.

MAP

Click a district or a marker to enter. Markers jump to a specific crypto window or a live game (deep links like `#/game/<event-slug>`).

HUD

Top bar: engine status, mode (paper/live), Empire P&L, level/XP bar, sound, phone, palette and the red KILL ALL.

TRACKER

Shows your current story mission and today's contracts; click one to open its briefing.

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DISTRICTS, EMPIRE & BRAIN

District 01 · Crypto Heights

The full PolyTrader PRO 3.0 app, embedded. Everything in the PRO 3.0 guide applies inside it.

District 02 · Sports Beach

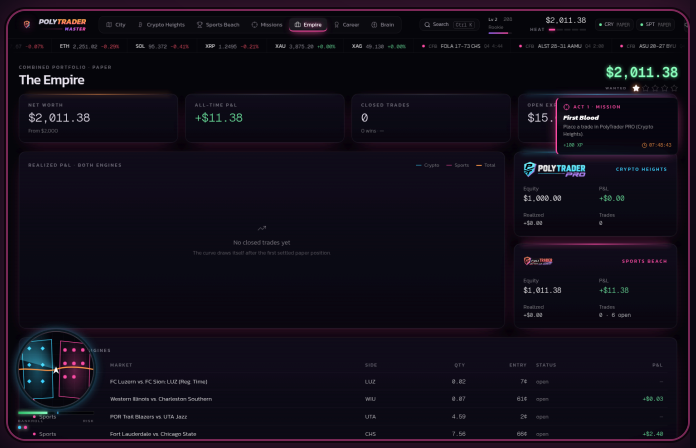
The full PolyTrader Sports PRO v4 app, embedded. See the Sports guide.

Empire

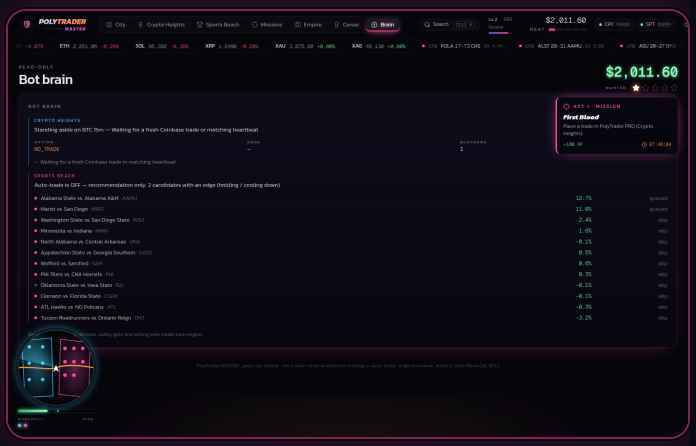
One read-only portfolio across both engines: cash, open positions and P&L, split by district.

Brain

Both engines' bot-brain status side by side: what each bot is watching and why it is or isn't trading.



▶ Empire — combined paper portfolio.



▶ Brain — both bots side by side.

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03

MISSIONS, ACTS & CONTRACTS

Story mode for disciplined paper trading — verified from engine fills only.

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THREE ACTS, TEN MISSIONS

ACT	CHAPTER	MISSION	OBJECTIVE	REWARD
ACT 1	**Arrival**	**First Blood**	Place a trade in PolyTrader PRO (Crypto Heights).	+100 XP
ACT 1		**Sports Rookie**	Buy into a game while it is live in Sports.	+100 XP
ACT 1		**Double District**	Trade in both apps on the same day.	+150 XP
ACT 2	**Building the Empire**	**Metal Head**	Trade a Gold or Silver up/down market.	+150 XP
ACT 2		**Speed Run**	Trade a 5-minute window.	+150 XP
ACT 2		**Disciplined**	Close a trade in profit.	+200 XP
ACT 3	**Kingpin**	**Underdog**	Win a sports position bought under 35¢.	+250 XP
ACT 3		**Hold the Line**	Finish a trading day above the $10 daily loss line.	+200 XP
ACT 3		**Bot Whisperer**	Turn on auto-trade in PAPER mode and let the bot make a trade.	+300 XP
ACT 3		**Hot Streak**	Trade on 3 days in a row.	+250 XP

ACT 1 REWARD

Vice Pink neon theme + "Arrival" badge

ACT 2 REWARD

Ocean Drive cyan theme + "Empire Builder" badge

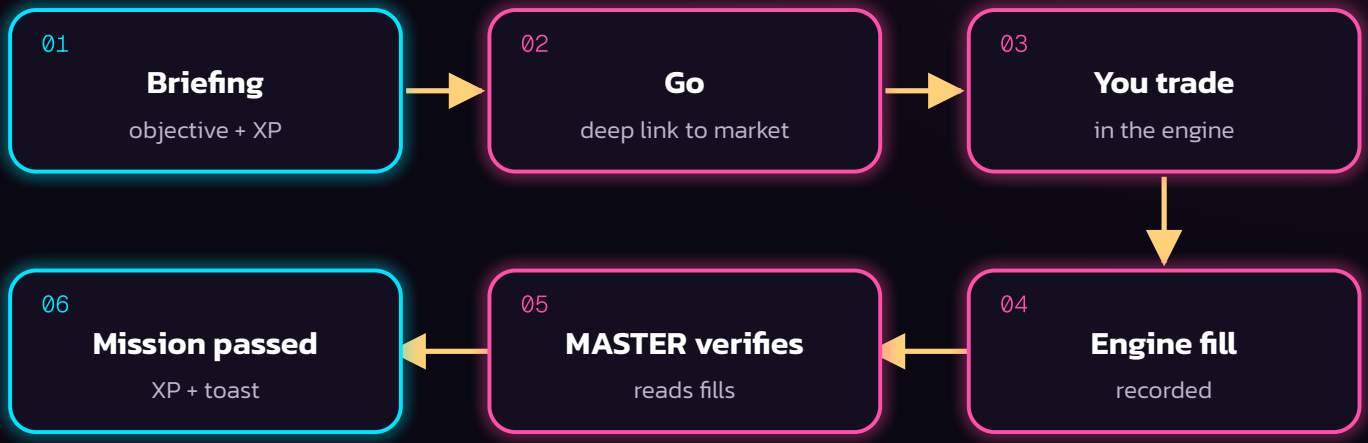
ACT 3 REWARD

Sunset Chrome theme + "Kingpin" badge

Entertainment only. Every mission can be finished with paper (virtual) trades. Missions are never a reason to trade real money and the MASTER never places a trade for you.

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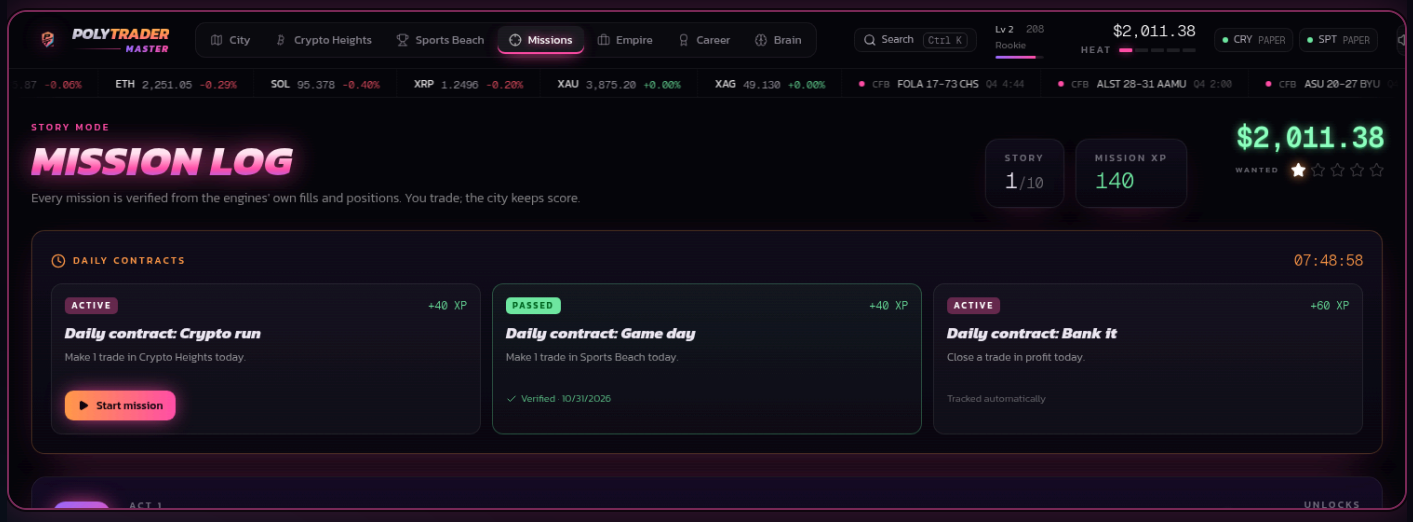
MISSION FLOW



- **Verified, not claimed.** A mission passes only when the engines' own recorded fills/positions prove it (paper or live). Nothing is self-reported.
- **Acts unlock in order.** Act 2 opens when every Act 1 mission is passed. Progress made early is kept and credited when the act opens.
- **Daily contracts** reset at midnight Pacific: *Crypto run* (1 crypto trade, +40), *Game day* (1 sports trade, +40), *Bank it* (close a trade in profit, +60).

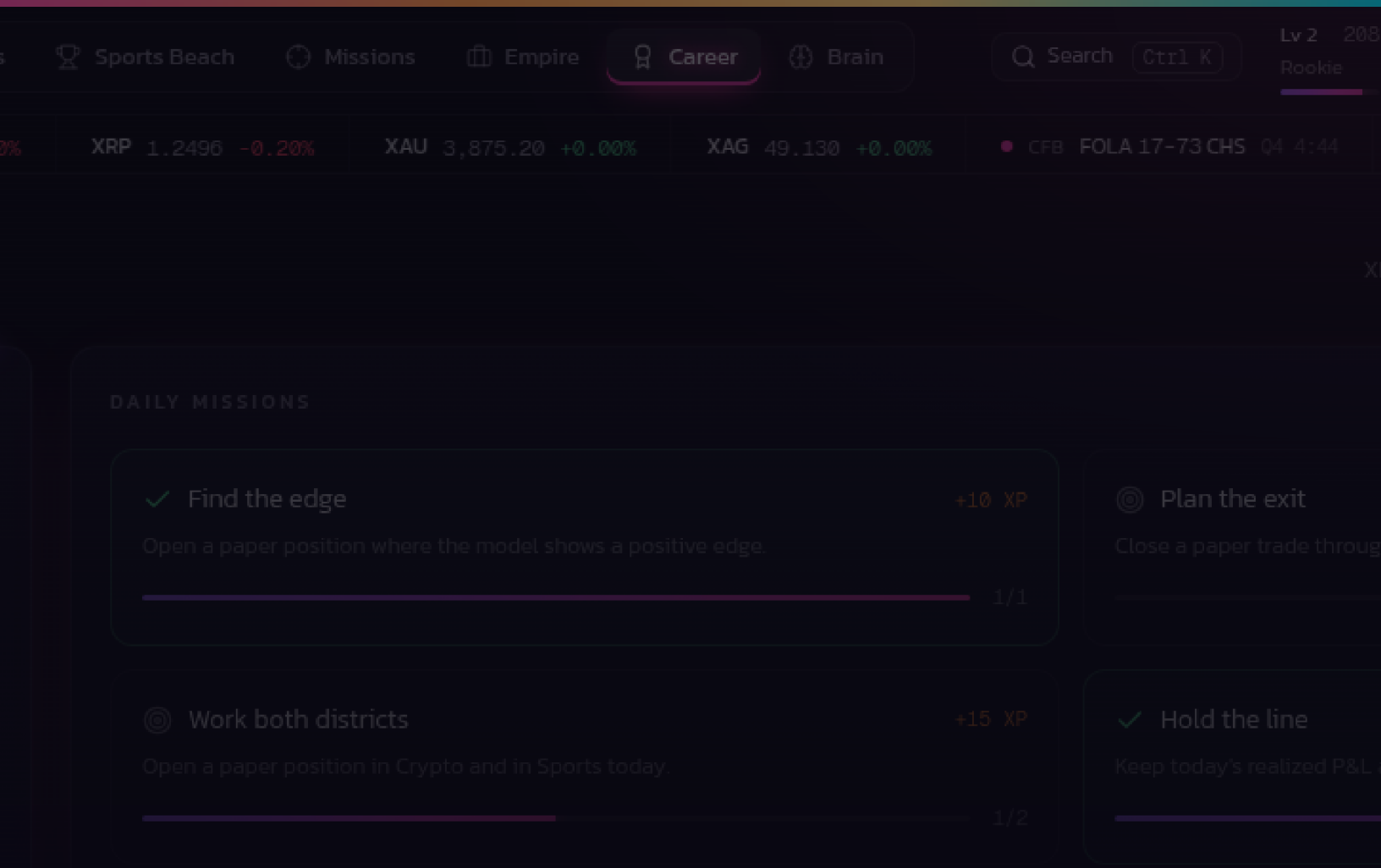


▸ Mission passed screen.



▸ Mission log (pause menu): acts, missions, evidence and daily contracts.

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04

CAREER & XP

Levels reward discipline — positive edge, small size and planned exits.

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DISCIPLINE XP

XP	EARNED FOR
+5	Opened a paper position
+10	Entry had a positive model edge
+3	Kept size small (cost ≤ $25)
+15	Closed with a planned exit (stop-loss / take-profit)
+8	Winning trade
+20	Each day closed above the -$10 daily loss line
−10	Large loss (> 60% of cost) without a planned exit

```
Level = ⌊ √(XP ÷ 60) ⌋ + 1
```

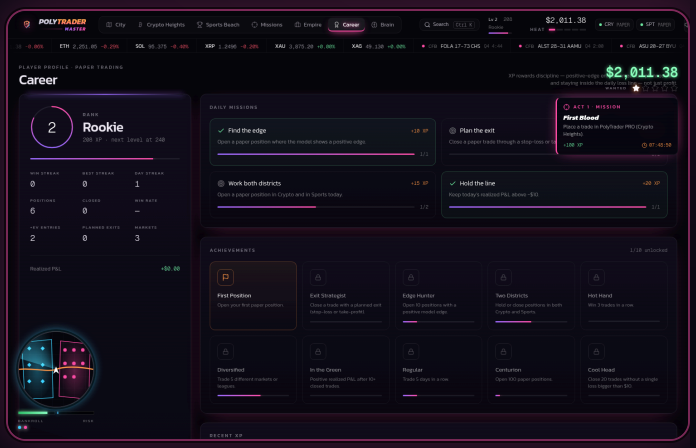
Ranks change every 3 levels: Rookie → Analyst → Operator → Strategist → Veteran → Elite → Legend. Story and contract XP is added on top.

Achievements (10)

First Position · Exit Strategist · Edge Hunter (10 +edge entries) · Two Districts · Hot Hand (3 wins in a row) · Diversified (5 markets) · In the Green (10+ closed, positive) · Regular (5 days in a row) · Centurion (100 positions) · Cool Head (20 closed, no loss over $10).

Daily missions

Find the edge (+10) · Plan the exit (+15) · Work both districts (+15) · Hold the line (+20).

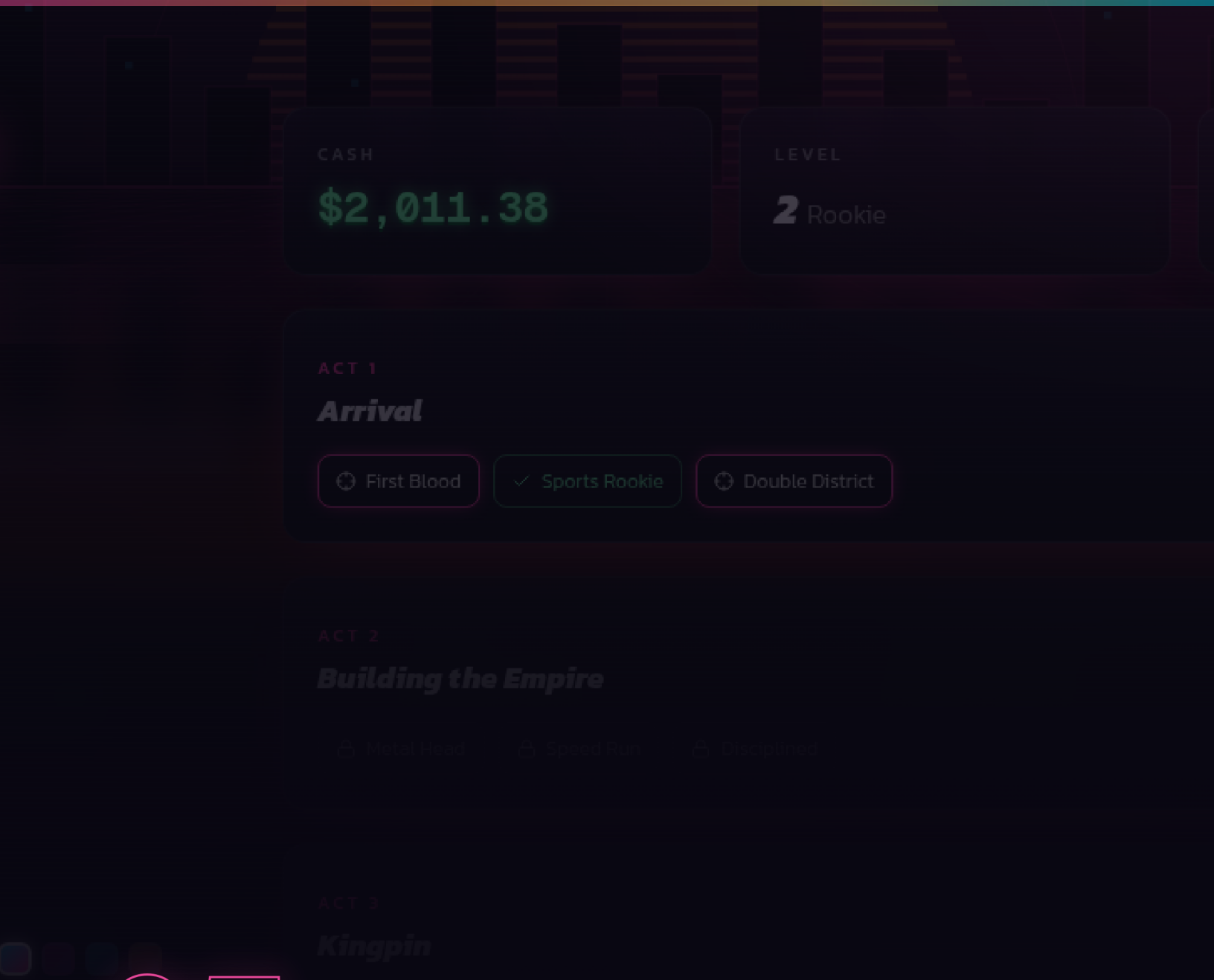


▸ Career screen: level, rank, XP log, achievements.



▸ Level-up.

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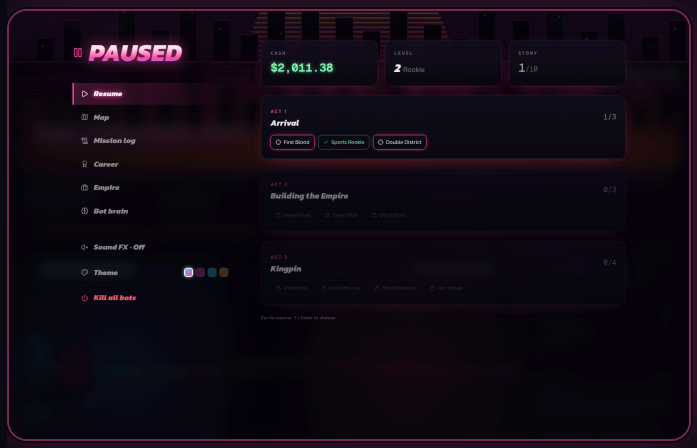
05

PAUSE MENU, PHONE & THEMES

Esc for the pause menu, P for the phone, Ctrl K for everything.

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PAUSE MENU & PHONE



▸ Pause menu (Esc).

- **Resume**, **Map**, **Mission log**, **Career**, **Empire**, **Bot brain**
- **Theme**: Neon (default) plus each act's unlocked theme
- **Sound** on/off · **Kill all**
- Navigate with ↑ ↓ and Enter.



▸ Phone (P): City, Crypto, Sports, Empire, Career, Brain, Sound, Preview.

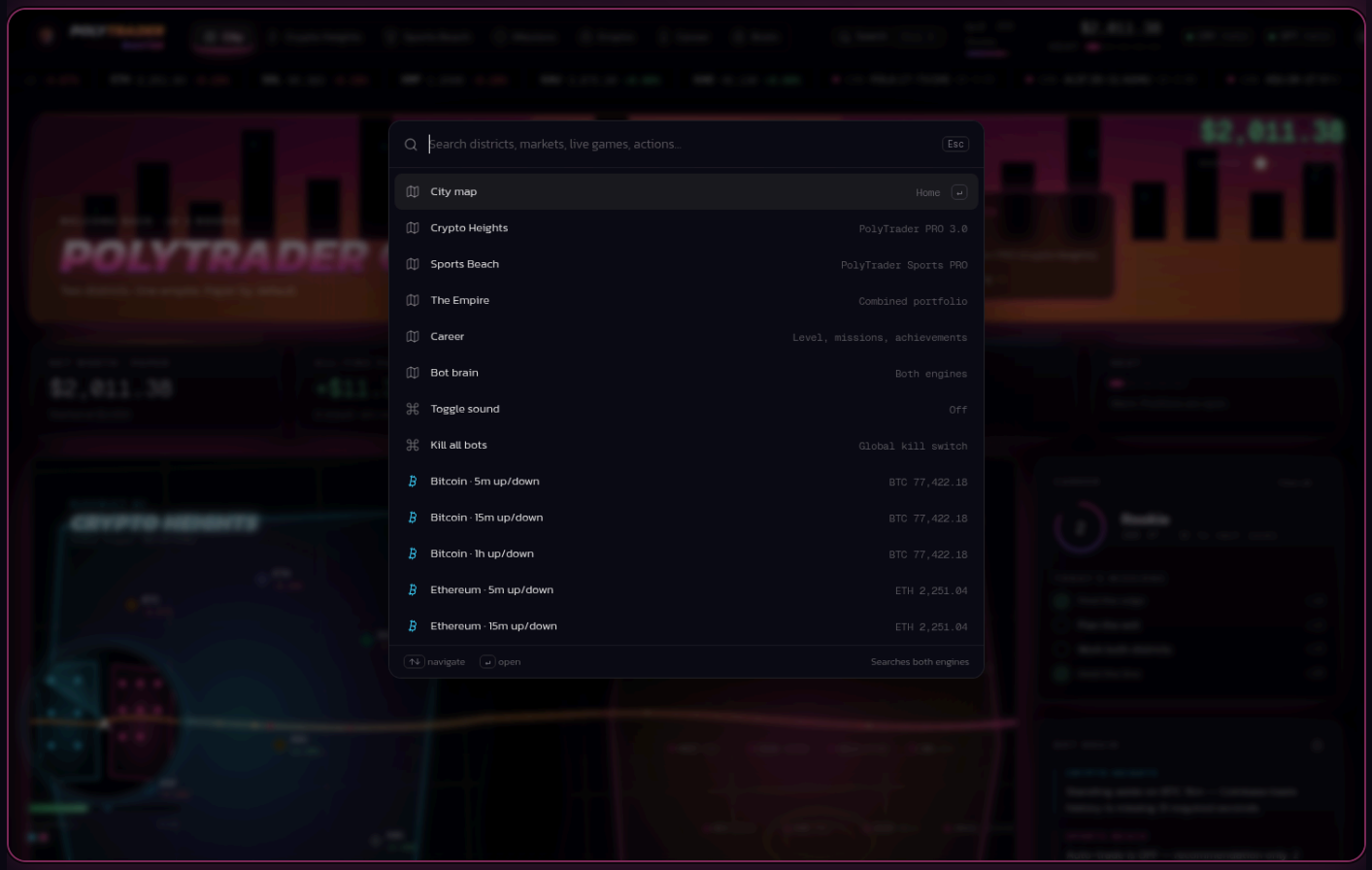
> **Sound** is off by default. Turn it on with the speaker icon in the HUD, the phone, the pause menu or the palette.

Preview on the phone plays the mission-passed screen as a demo. It does not award XP.

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05 · COMMAND PALETTE

CTRL K — JUMP ANYWHERE



▸ Palette: go to districts, markets and live games, toggle sound, kill all bots.

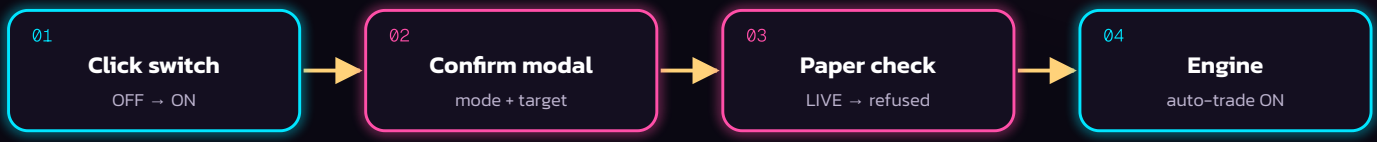
Keyboard card

Command palette	Ctrl K
Pause menu / close	Esc
Phone	P
Move in menus	↑ ↓ Enter

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TURNING THE BOTS ON AUTO

Each engine has an **auto-trade switch** in four places: the top HUD (*Crypto auto* / *Sports auto*), the header of each district, the pause menu (Esc) and the phone (P). Each switch shows whether auto-trade is ON or OFF, the engine's mode (PAPER/LIVE) and what the bot will trade: the crypto engine's selected market (e.g. BTC 15m up/down) or the sports universe (e.g. all sports, up to 12 auto markets).



TURNING ON

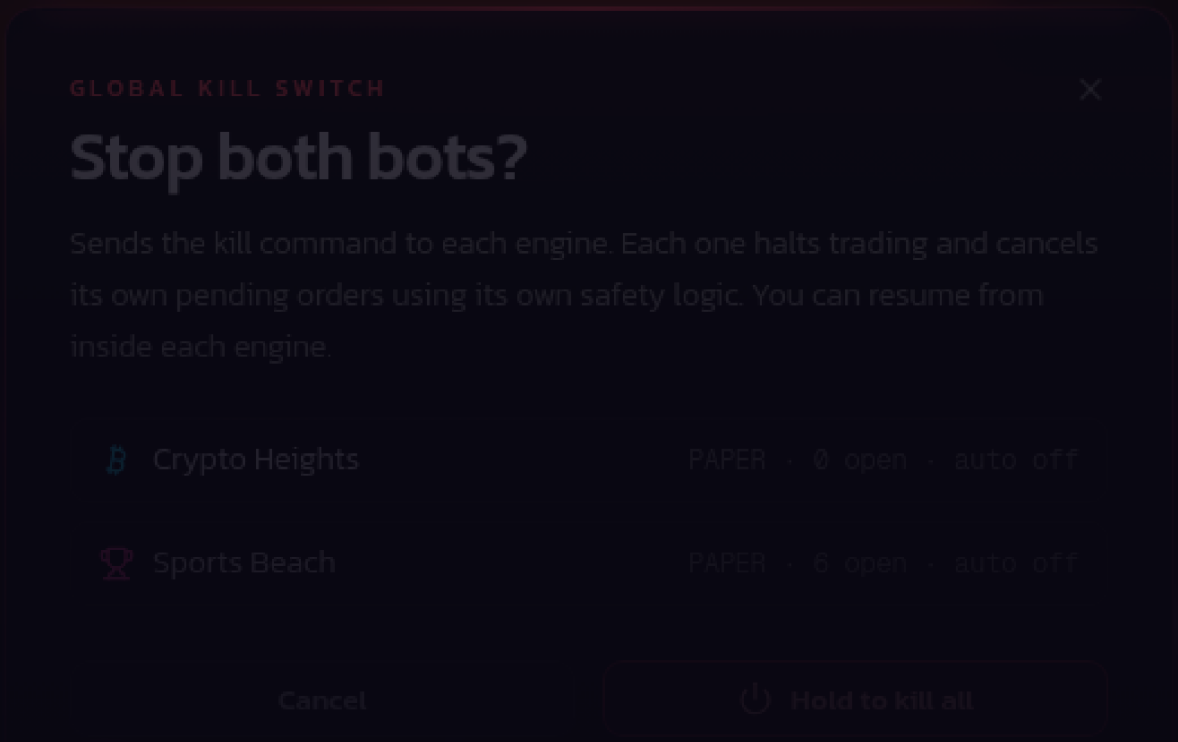
Opens a confirm screen. It works **only while the engine is in PAPER** and not killed. If the engine is in LIVE mode, the MASTER refuses and sends you to the engine's own live controls and confirmations.

TURNING OFF

One click on the switch, any time and in any mode. Kill All also turns auto-trade off in both engines.

Off at every start. Both engines start with auto-trade off. The bot uses that engine's own strategy and risk settings. Paper results don't guarantee future results; this is not financial advice.

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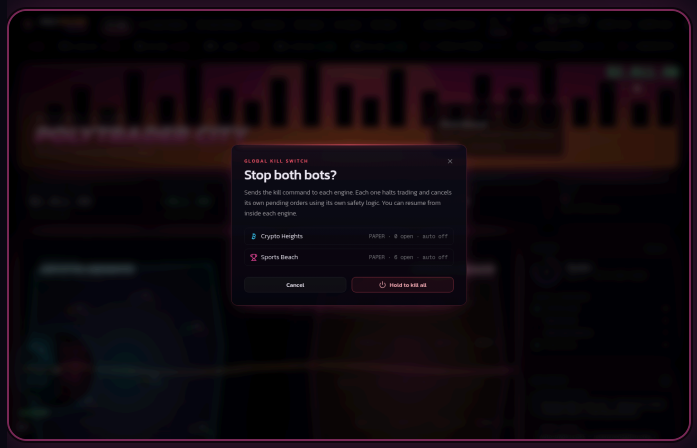
06

KILL ALL & SAFETY

One hold-to-confirm button that stops every bot in both districts.

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KILL ALL



▸ Kill All: hold to confirm (1.2 s).

The red **KILL ALL** button in the HUD (also in the phone, pause menu and palette) opens a themed modal. **Hold** the button for 1.2 seconds to confirm. The MASTER then sends each engine's own kill switch (`POST /m/kill`).

Each engine's kill switch turns auto-trade off and blocks new entries. The crypto engine also cancels its live orders and goes back to paper; the sports engine cancels its open live orders.

> **What the MASTER never does:** turn on live trading, turn on auto-trade while an engine is in LIVE mode, or place, change or cancel single orders. Those happen only inside each engine, behind that engine's own gates.

Safety checklist

- Stay in paper until you understand a strategy. Paper results don't predict live results.
- Set the daily loss limit and exposure caps in each engine before going live.
- Keep the server window open. Closing it stops any engines the MASTER started.
- Only use money you can afford to lose entirely.

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07

TROUBLESHOOTING & GLOSSARY

Fixes for common problems, and what the words mean.

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COMMON PROBLEMS

SYMPTOM	HINT	FIX
Page won't load	48900	Keep the server window open; check that Node 22+ is installed (node -v); look for another app on port 48900.
District shows offline	48891/48730	The engine failed to start. Check its build, or start it by itself and the MASTER will attach.
Two copies of an engine	attach	The MASTER attaches if the port is already in use. Close stray windows, then restart.
Mission didn't pass	fills	Missions count only recorded engine fills. Check the act is unlocked and the fill appears in that engine.
Daily contract reset	midnight PT	Contracts and daily missions follow the Pacific day.
No sound	off by default	Click the speaker icon.
Auto switch refused	LIVE mode	The MASTER only enables auto-trade in PAPER. Use the engine itself for live.
Pop-up in the way	toasts	Toasts close after 4 s; click, X or Esc closes them sooner. The mission tab stays docked at the bottom; hover or click it to open.
Theme missing	acts	Themes unlock when an act is completed.
Engine ran without MASTER	–	That's fine: the MASTER attaches next time.

Glossary

District — an embedded engine app

Engine — PRO 3.0 (crypto) or Sports v4

Attach — use an engine already running on its port

Paper — simulated trading with virtual money

Live — real orders on Polymarket (engine-gated)

Kill All — global stop for both bots

Auto-trade switch — paper-only on/off for each bot

Act — chapter of 3–4 story missions

Contract — daily mission that resets at midnight PT

XP / Level — discipline score; Level = ⌊√(XP/60)⌋+1

Fill — an order execution recorded by an engine

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