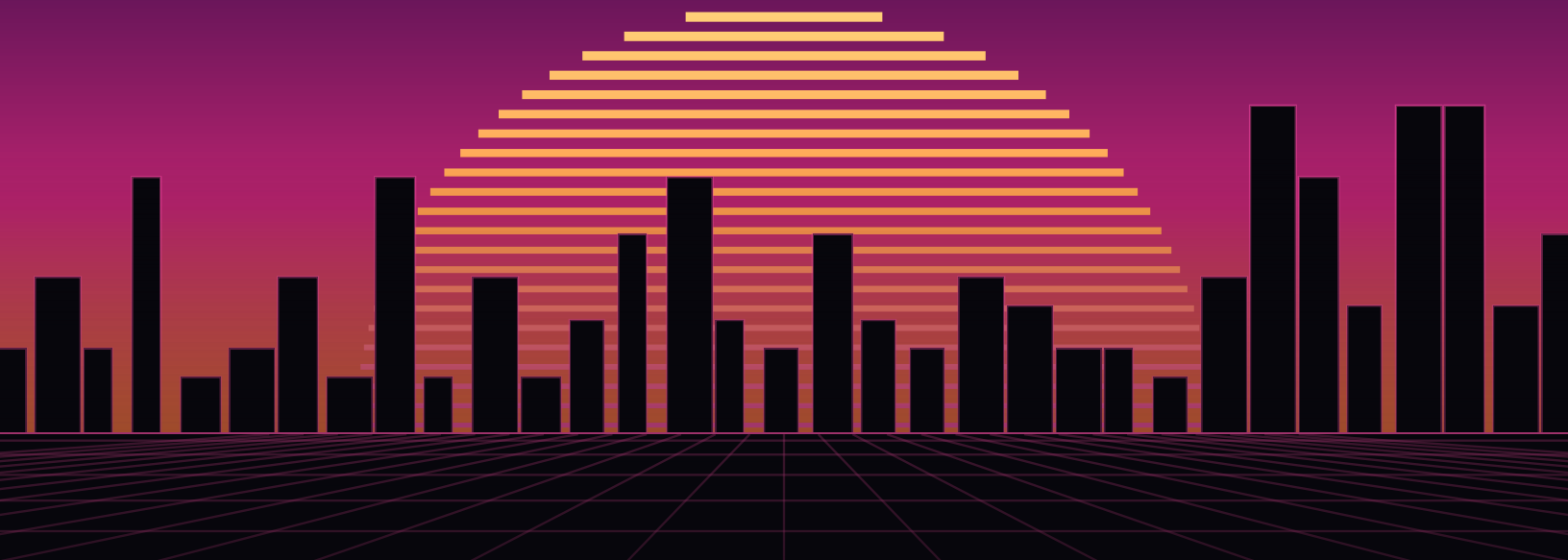
DISTRICT 02 · SPORTS BEACH

SPORTS PRO V4 USER GUIDE

Live sports prediction markets: the board, game center, the in-play game-state model, every setting and the safety rails.

The board · Game center · In-play model · Every setting + default · TP/SL backstops · Troubleshooting



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READ THIS FIRST

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USE AT YOUR OWN RISK

You alone decide whether to trade and you are solely responsible for every order placed with your account, manually or by auto-trade. To the maximum extent permitted by law, the authors and publisher are not responsible or liable for any losses or damages of any kind arising from use of, or inability to use, the software or this guide.

RISK OF TOTAL LOSS

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.

NO GUARANTEE OF RESULTS

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.

YOUR LEGAL RESPONSIBILITY

You are responsible for confirming that you are eligible to use Polymarket and that trading event contracts is legal where you live, and for complying with all applicable laws, regulations, tax rules and the Polymarket terms of service.

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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 or auto-trade and never places trades.

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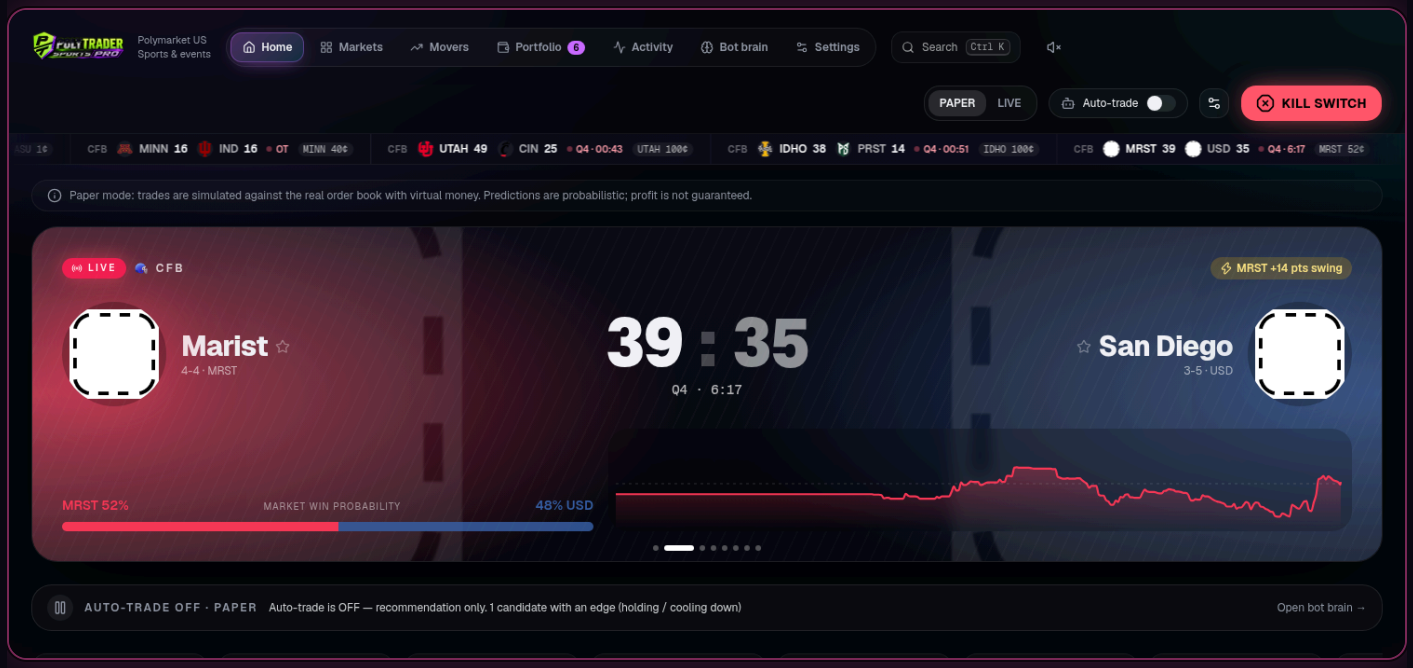
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QUICK START · ONE PAGE

FIRST PAPER TICKET IN 5 STEPS

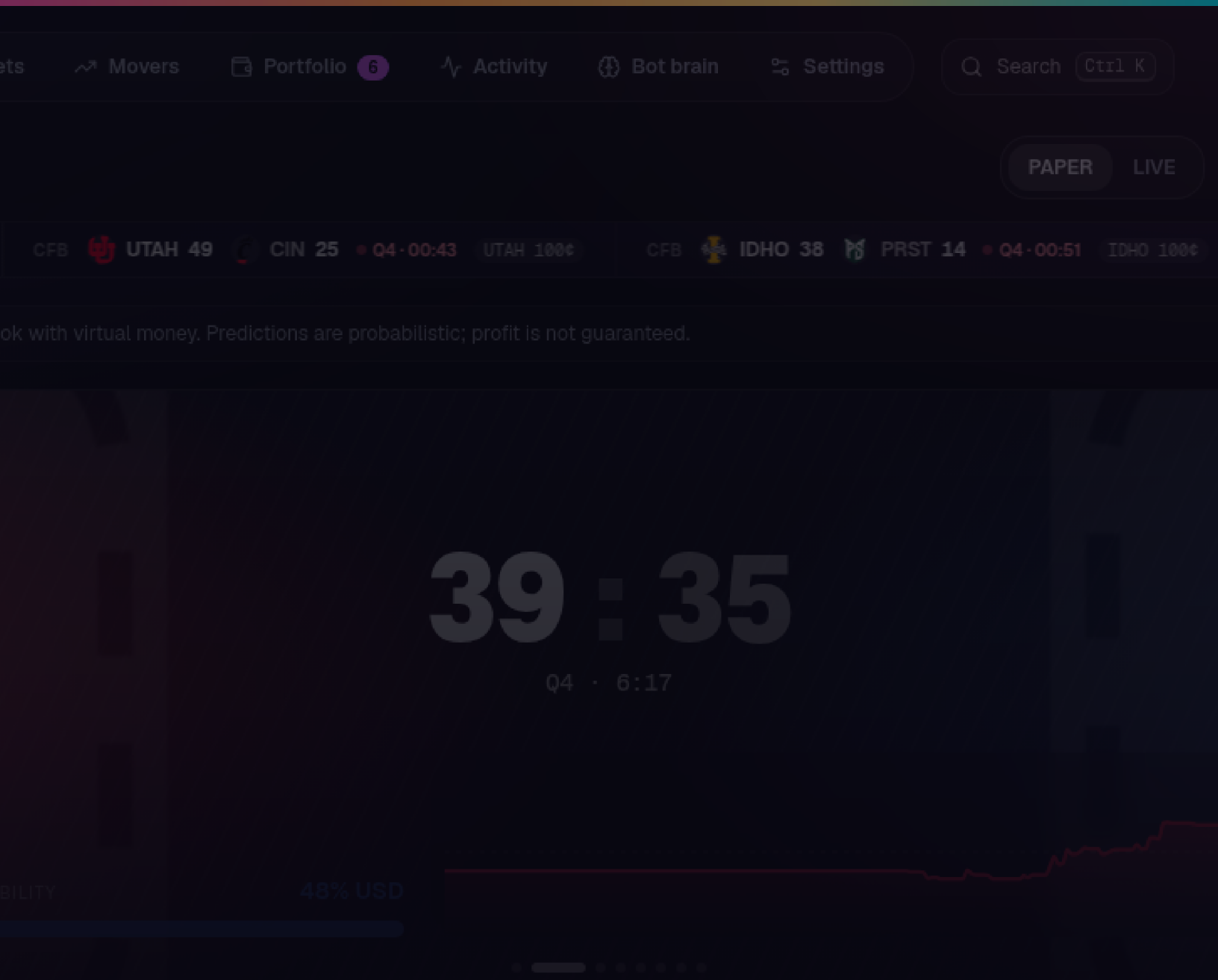
1. **Start** Sports v4 (or enter Sports Beach). It always starts in **paper** with auto-trade off and $1,000 virtual cash.
2. **Board**: filter **Live · Today · Starting soon · Futures**, or pick a league.
3. **Game page**: click a price to preselect it in the trade ticket ("… preselected in the trade ticket").
4. **Ticket**: check stake and price, then buy. In paper the quick ticket fills in one click.
5. **Portfolio** (g p) tracks the position; TP/SL backstops apply.



▸ The board: live games, card lines, movers.

Going live needs your API key in Settings, then the header LIVE switch, then typing `TRADE REAL MONEY`. Auto-trade needs a second confirmation.

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01

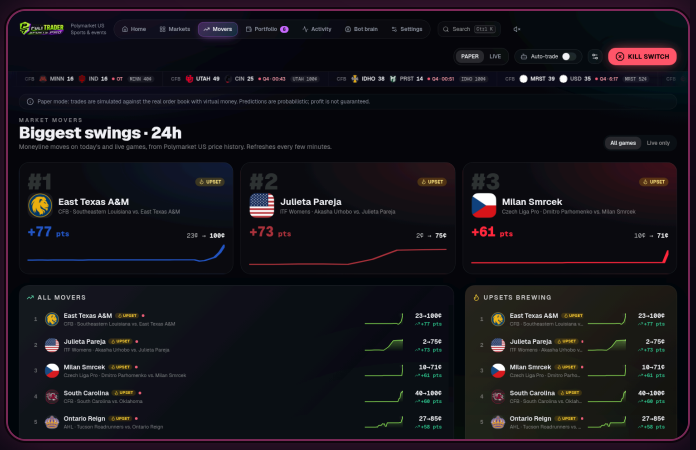
THE BOARD & LEAGUES

Every game with a market, live first.

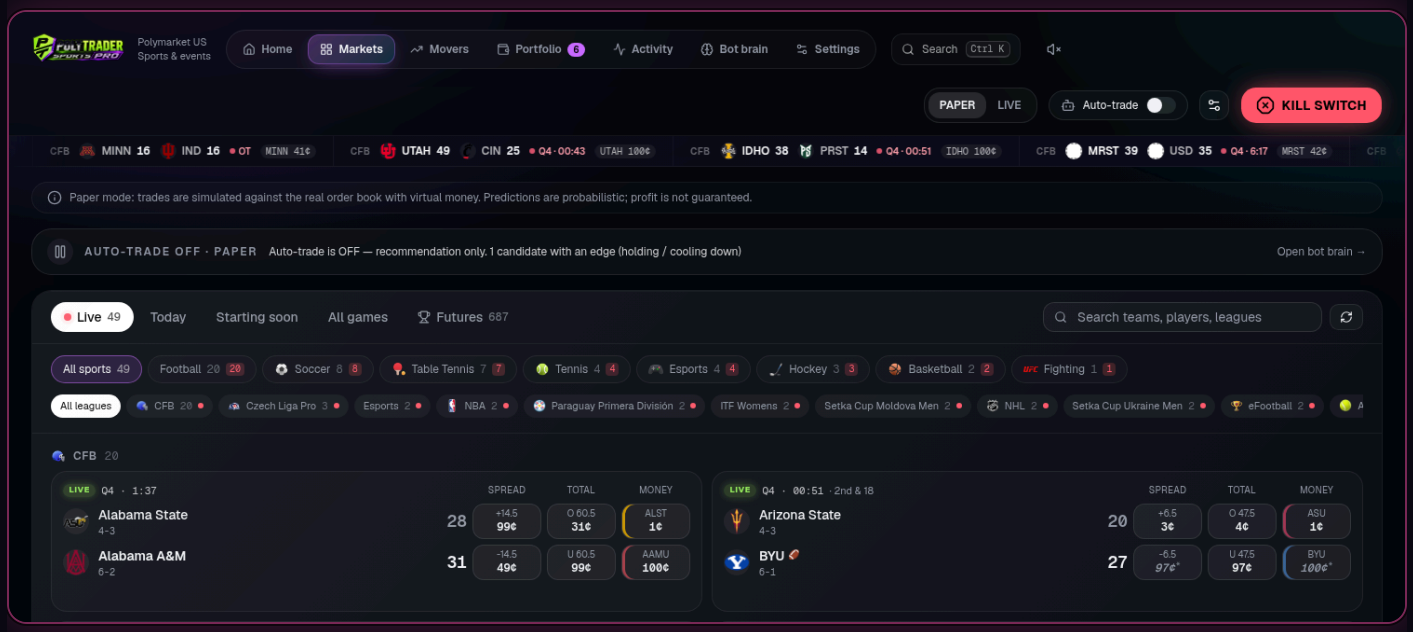
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BOARD, LEAGUES & MOVERS

- **Filters**: Live, Today, Starting soon, Futures.
- **Card lines** show each side's price on the game card.
- Live games refresh every **12 s** and the full board every **180 s**.
- **Browse** (`g` `a`) by sport and league; team pages collect a team's markets.
- **Movers** (`g` `m`): biggest price swings over 24 h.

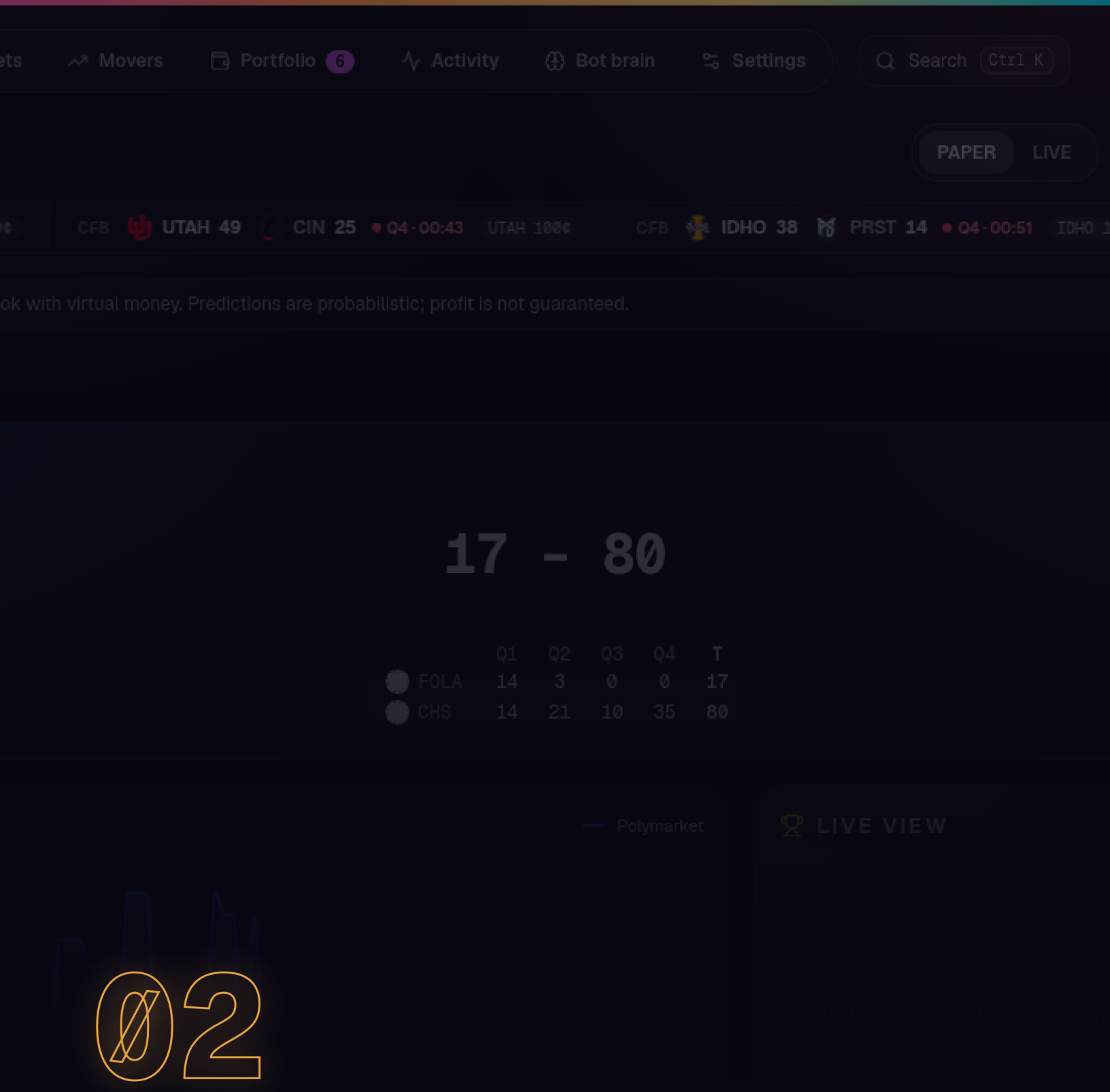


▸ Movers — biggest swings in 24h.



▸ Browse leagues.

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02

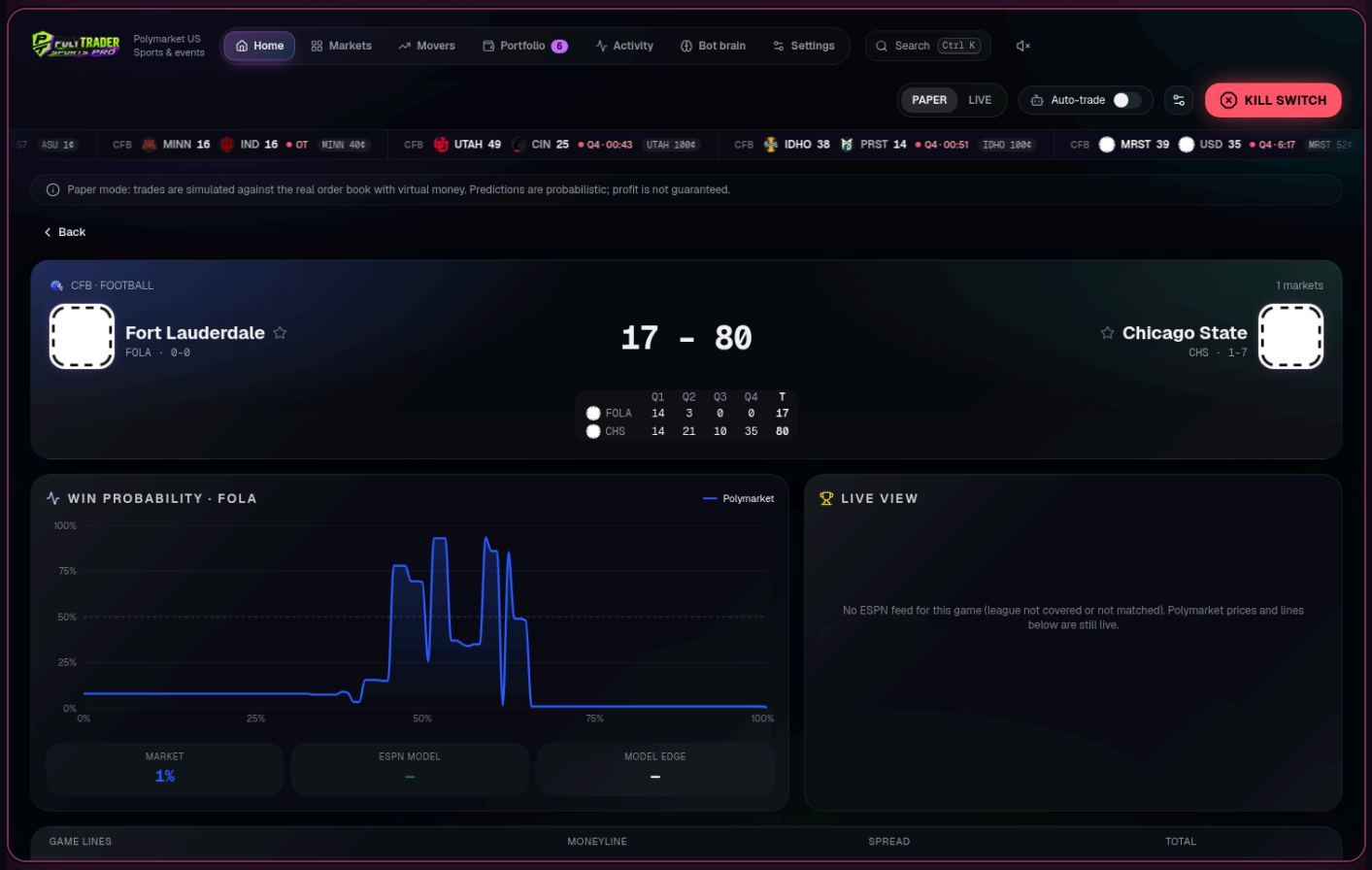
GAME CENTER & TICKET

ESPN-powered live view and the trade ticket.

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02 · GAME CENTER

INSIDE A GAME



▸ Game page: score, win probability vs market, field graphic, leaders, box score, play-by-play.

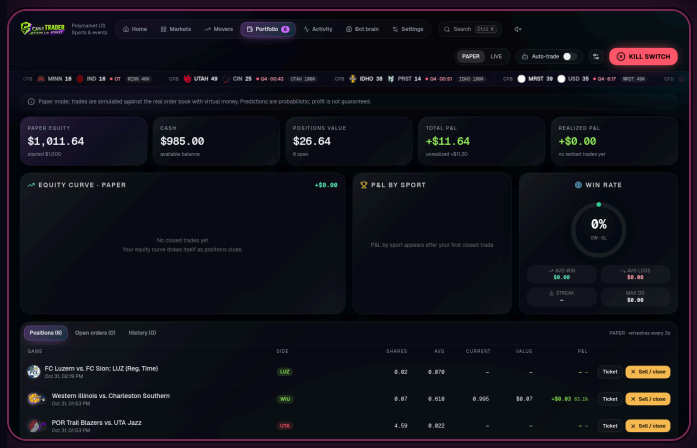
WIN PROB VS MARKET
The model's chart against the market price over the game.

PRESELECT
Click any price to load it into the ticket.

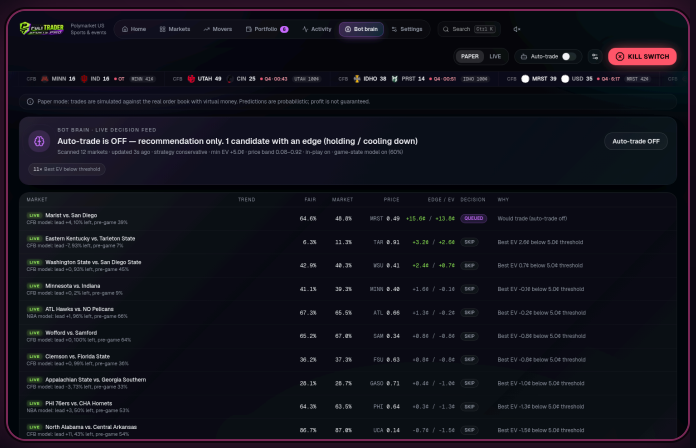
QUICK TICKET
One click in paper. In live it opens the full ticket with every live gate.

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PORTFOLIO & BOT BRAIN



▸ Portfolio: cash, exposure, open positions, history.

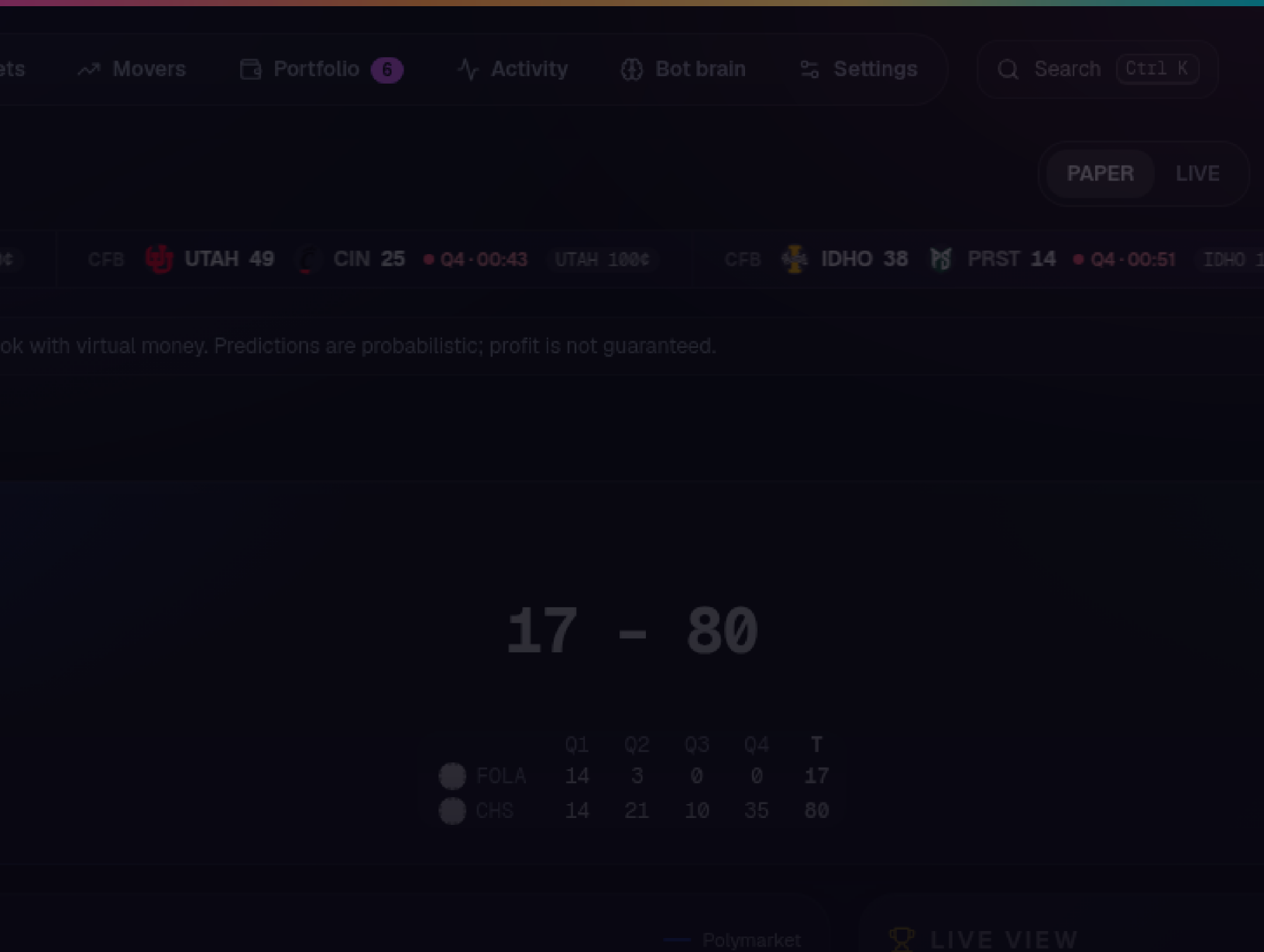


▸ Bot brain: markets watched and gate status.

Trade lifecycle



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03

IN-PLAY MODEL & RISK RAILS

How live game state moves fair value.

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THE IN-PLAY MODEL

Before tip-off the fair value comes from the pre-game moneyline. Once the game starts, the game-state model updates it from the score and the time left:

$$P(\text{team 0 wins}) = \Phi\left(\frac{L + \mu \cdot f}{\sigma \cdot \sqrt{f}} \right)$$

L = current lead, f = fraction of the game left, μ = expected margin backed out of the pre-game moneyline, σ = the sport's scoring volatility, Φ = normal CDF.

COVERAGE

Basketball, American football and hockey. Soccer, tennis and esports return no game-state value, so the market-based value is used instead.

BLEND

Mixed with the market-based value at **gameStateWeight = 0.6**. Turn it off with `gameStateModel`; in-play entries need `allowInPlay` (on).

Fees & edge

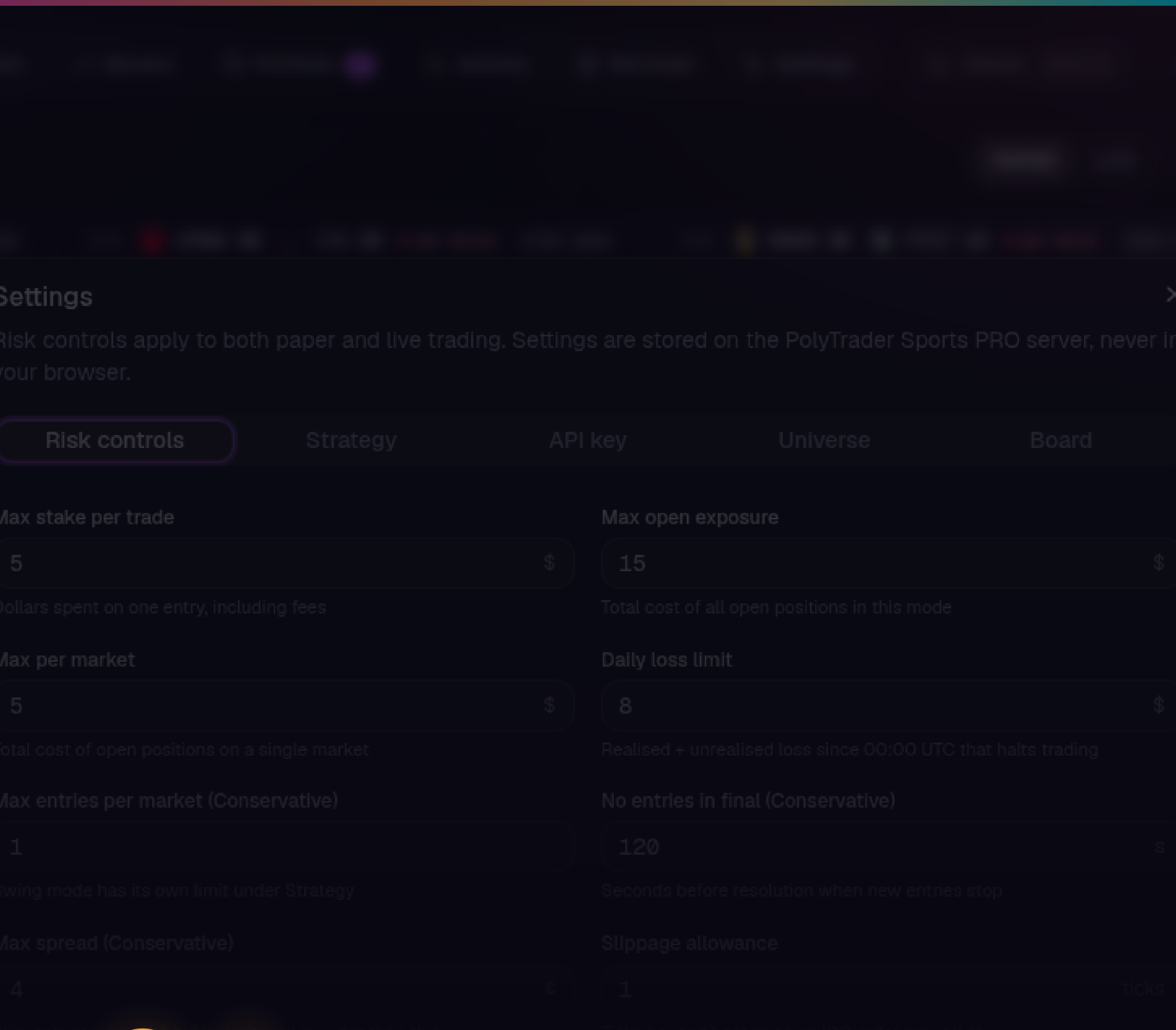
$$\text{taker fee} = 0.0695 \cdot \text{contracts} \cdot p \cdot (1 - p)$$

Conservative mode (default) enters only when the edge beats **minEdge 5¢** after fees.

Rails

- **TP/SL backstops**: take-profit at +40%, stop-loss at -35% of the entry price. These are price rules. The v4 upgrade applies them once to older settings files.
- **Exposure caps**: $5 per trade, $15 total open, $5 per market. Validation requires per-market ≤ total and stake ≤ total.
- **Daily loss limit** $8 · **Kill switch** cancels open live orders.

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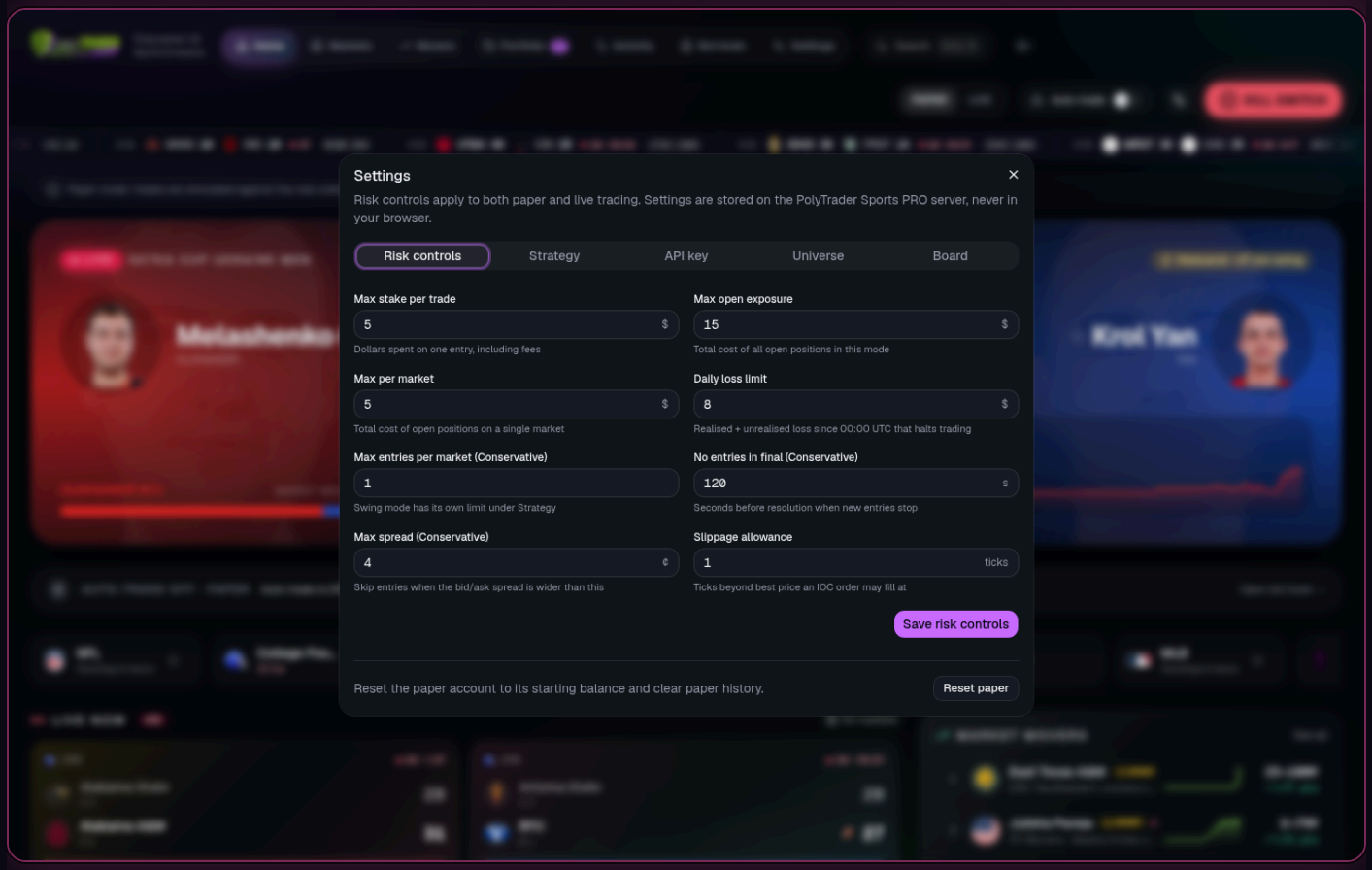
04

EVERY SETTING

All 50 settings with their defaults, from the code.

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THE SETTINGS DIALOG



▸ Settings dialog.

Source. Defaults come from server/src/store/settings.ts; labels and hints from the Settings dialog. The settings live in `data/settings.json`.

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BOARD

SETTING	DEFAULT	WHAT IT DOES
Event board `board.eventBoard`	On	Build the sports board from Polymarket game events (teams, score, clock) instead of the flat market list.
Live refresh sec `board.liveRefreshSec`	12	Seconds between live-score/price refreshes of in-progress games.
Full refresh sec `board.fullRefreshSec`	180	Seconds between full reloads of every open event.
Auto games only `board.autoGamesOnly`	On	Auto-trader only picks markets that belong to a real, current game (no futures, no stale listings).
Card lines `board.cardLines`	On	Show spread and total prices on game cards (lazy-loaded for visible cards, cached).
Espn data `board.espnData`	On	v4: enrich games with free ESPN data (box score, play-by-play, win probability, standings, team pages).
Movers `board.movers`	On	v4: market movers (24h price swings) computed from Polymarket price history.

RISK LIMITS

SETTING	DEFAULT	WHAT IT DOES
Max stake per trade `risk.maxStakePerTrade`	$5	Dollars spent on one entry, including fees
Max open exposure `risk.maxOpenExposure`	$15	Total cost of all open positions in this mode
Max per market `risk.maxExposurePerMarket`	$5	Total cost of open positions on a single market
Daily loss limit `risk.dailyLossLimit`	$8	Realised + unrealised loss since 00:00 UTC that halts trading
Max entries per market (Conservative) `risk.maxTradesPerWindow`	1	Swing mode has its own limit under Strategy
No entries in final (Conservative) `risk.minSecondsLeftToEnter`	120 s	Seconds before resolution when new entries stop
Max spread (Conservative) `risk.maxSpread`	4¢	Skip entries when the bid/ask spread is wider than this
Slippage allowance `risk.slippageTicks`	1 ticks	Ticks beyond best price an IOC order may fill at

STRATEGY

SETTING	DEFAULT	WHAT IT DOES
Mode `strategy.mode`	conservative	'conservative' waits for EV edge (default). 'swing' trades the favoured side and trails.
Minimum EV `strategy.minEdge`	5¢	Expected value per contract after taker fee required to signal
Kelly fraction `strategy.kellyFraction`	25%	Fraction of full Kelly used for sizing (stake still capped)
Price guard `strategy.minPrice`	8¢	Skip sides priced below this or above 1 − this (no room to swing)

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STRATEGY (CONT.)

SETTING	DEFAULT	WHAT IT DOES
Max entry price `strategy.maxPrice`	92¢	Ignore contracts dearer than this
Exit margin `strategy.exitMargin`	2¢	Sell when the bid after fee beats model value by this much
Take-profit target `strategy.takeProfitPct`	40%	Lock in when unrealised return reaches this (0 = off)
Stop-loss `strategy.stopLossPct`	35%	Cut when down this much and the model agrees (0 = off)
Min hold before a loss sale `strategy.cutMinHoldSec`	300 s	Seconds a position must be held before a stop or model-drop exit
Model-drop to sell `strategy.cutDrop`	15 pts	P(our side) must fall this far from entry before a loss sale is allowed
Confirm drop for `strategy.cutConfirmSec`	30 s	The model drop must persist this long before selling
Allow in play `strategy.allowInPlay`	On	Allow new entries after the game starts (in-play).
Game state model `strategy.gameStateModel`	On	Use the score/clock game-state model as an independent fair value for live games.
Game state weight `strategy.gameStateWeight`	0.6	Weight of the game-state model vs the market mid in the fair value (0–1).

SWING MODE

SETTING	DEFAULT	WHAT IT DOES
Stake per trade `swing.stake`	$5	Dollars per entry, still capped by Max stake per trade
Start trailing at `swing.trailActivation`	4¢	Net profit per contract (after both fees) that arms the trailing exit
Trailing pullback `swing.trailPullback`	3¢	Sell when the net bid falls this far below its high
Stop-loss `swing.stopLoss`	10¢	Sell a losing position at this net loss per contract
Trend reversal sensitivity `swing.reversalThreshold`	0.4	Sell when the trend score (−1…1) drops below minus this; lower = quicker exits
Re-entry cooldown `swing.cooldownSec`	120 s	Seconds after a fill before entering again
Max trades per market `swing.maxTradesPerWindow`	3	Entries allowed on one market before it settles
No entries in final `swing.noEntryLastSec`	120 s	Seconds before resolution when new entries stop
Expiry decision window `swing.expiryWindowSec`	180 s	In the final N seconds, hold a likely winner to settlement or bank profit
Hold to settlement above `swing.holdToSettleProb`	85%	Model probability for our side needed to hold through the close

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SWING MODE (CONT.)

SETTING	DEFAULT	WHAT IT DOES
Max spread `swing.maxSpread`	6¢	Skip entries when the spread makes a round trip impossible
Min entry price `swing.minPrice`	5¢	Ignore contracts cheaper than this

UNIVERSE

SETTING	DEFAULT	WHAT IT DOES
Sports `universe.sports`	(empty)	Sport ids to auto-trade (football, soccer, …). Empty = watchlist / slugs only. '*' = all sports.
Leagues `universe.leagues`	(empty)	Optional league restriction within selected sports. Empty = every league in those sports. '*' = all sports.
Slugs `universe.slugs`	(empty)	Specific Polymarket market slugs to always include.
Watchlist `universe.watchlist`	(empty)	Markets you starred; shown first and always tracked.
Max auto markets `universe.maxAutoMarkets`	12	Most markets the bot evaluates automatically at once.
Stop before start sec `universe.stopBeforeStartSec`	120	Skip new entries this many seconds before gameStartTime (0 = ignore start time).
Include non sports `universe.includeNonSports`	On	Also include non-sports events in the universe.

GENERAL

SETTING	DEFAULT	WHAT IT DOES
Fair overrides `fairOverrides`	(none)	Your own fair-value overrides per market (none by default).
Paper starting balance `paperStartingBalance`	1000	Virtual cash a fresh paper account starts with.

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05

SHORTCUTS, TROUBLESHOOTING & GLOSSARY

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05 · KEYBOARD CARD

SHORTCUTS

Command palette	Ctrl K
Search	/
Home	g h
Movers	g m
Portfolio	g p
Bot brain	g b
Browse	g a
Activity	g l
Back	Alt ←

Troubleshooting

SYMPTOM	AREA	FIX
Bot not entering	gates	Bot brain shows the blocker: edge, spread above 4¢, under 120 s left, or caps.
No in-play value	sport	Soccer, tennis and esports have no game-state model.
Live switch refuses	gating	Add your API key first, then type TRADE REAL MONEY.
Exposure won't save	validation	Per-market and stake must be ≤ total exposure.
Data location	data/	ptsp.sqlite, settings.json, encrypted secrets.

Glossary

Moneyline — pre-game win price

In-play — after the game starts

Game-state model — score + clock → win probability

Futures — season-long markets

Movers — largest 24h swings

Preselect — load a price into the ticket

Backstop — fallback TP/SL price rule

Exposure — money in open positions

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