



FOOTBALL FANTASY · AI+

500+

BETA ADOPTERS

30+

CONTRACTS

EXP@OLEFOOT.COM

*The first football
game with
autonomous
agents*

built from Brazil.

Mobile-first · AI-native

\$250K · 15%

SEED ROUND

\$1.67M

PRE-MONEY

MONTH 8

BREAK-EVEN

30+ Years of elite football connections.

WE LIVED, WE RESPECT
WE PLAYED SINCE ALWAYS



He has 10 minutes on the bus.

There is a football fan invisible to the gaming industry for a decade. 28 years old. Mid-range Android. Wants tactical depth. Has never been properly served.

THE INVISIBLE PLAYER

*"28 years old.
One phone.
Infinite passion.
Zero options."*

Football Manager 26 Mobile

3 most-played game on Netflix globally

EA Sports acquired by Saudi PIF for \$55B

Largest private buyout in entertainment history

THE GAP IS CLEAR

No mobile-first, AI-native, Portuguese-language football management simulator exists. That is the exact space Olefoot occupies.

Three forces, one *window*.

2026 is the rarest convergence in football gaming history.
Miss this window and wait a decade.

01

WORLD CUP 2026

5B+

Viewers in July 2026. Largest tournament in history. All-time low organic CAC for football apps.

02

EA SPORTS · \$55B

\$55B

Saudi PIF acquisition Sept 2025 — the largest private entertainment buyout in history.

03

AI MATURITY

2024

Olefoot gameplay is driven by 22 autonomous AI agents on a mobile browser. Real-time match. **Technically impossible 3 years ago.**



04 · THE SOLUTION

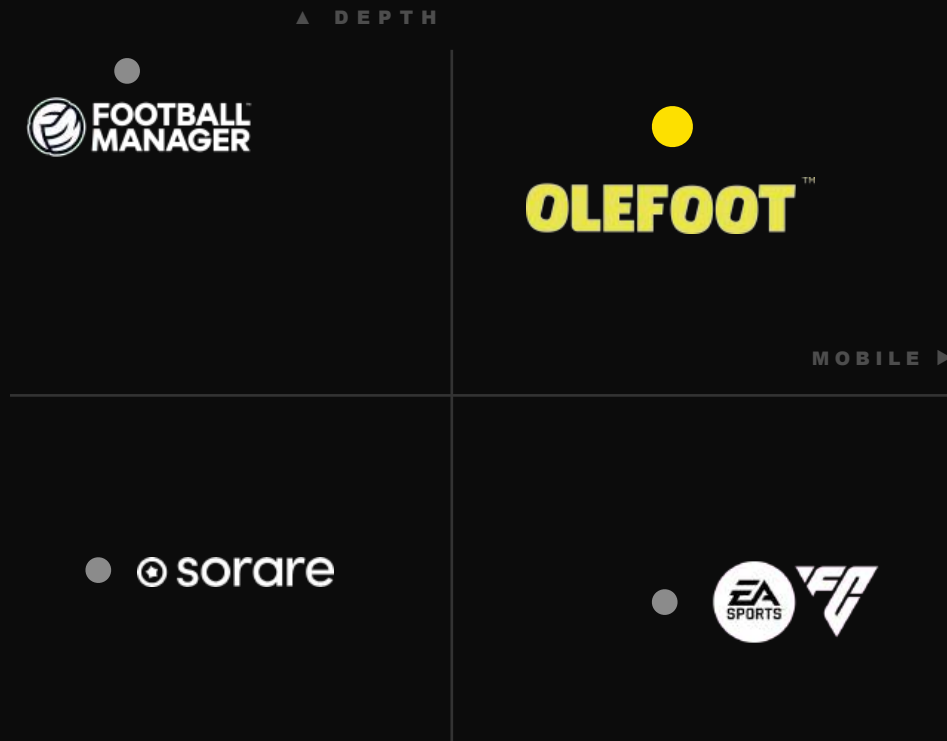
Depth-on-mobile was technically impossible until 2024

22 autonomous AI agents simulating a football match on a mobile browser, with narrative resolution, pre-computed tactical geometry, and zero per-match AI cost. The architectural ingredients only matured in the past 24 months. **Olefoot is the first product engineered for this moment.**

The empty quadrant.

Football Manager depth × Mobile access × AI native.
No product on earth serves this combination.

Football Manager depth
+ Elifoot's Brazilian soul
+ Sorare's digital economy
= **OLEFOOT™**



DEPTH

Football Manager tactical complexity

MOBILE

5-min sessions any device

AI

Native generative AI from day one

Six systems, one product.

01

GAMESPIRIT AI

Match Narrator

Referee, commentator, tactical advisor. Resolves goals, penalties, story arcs — powered by Anthropic Claude.

02

SMARTFIELD

Tactical Geometry

Python-generated zones, positional anchors, radius of influence. Pre-computed JSON. Zero runtime AI cost.

03

YUKA AGENTS

22 Autonomous Players

Each player is an independent AI agent with behavioral DNA: riskTaking, buildUpPreference, pressIntensity.

04

AGENT BRAIN

4 Simultaneous AI Engines

BehaviorAI · PolishAI · OffBallAI · PlayerDecisionAI. Every agent thinks, reads the game, adapts in real time.

05

LEGACY MODE

The Agent Economy

Real players as digital cards with autonomous AI agents trained on their tactical DNA. Cards that play, not trade.

06

LIQUIDITY ENGINE

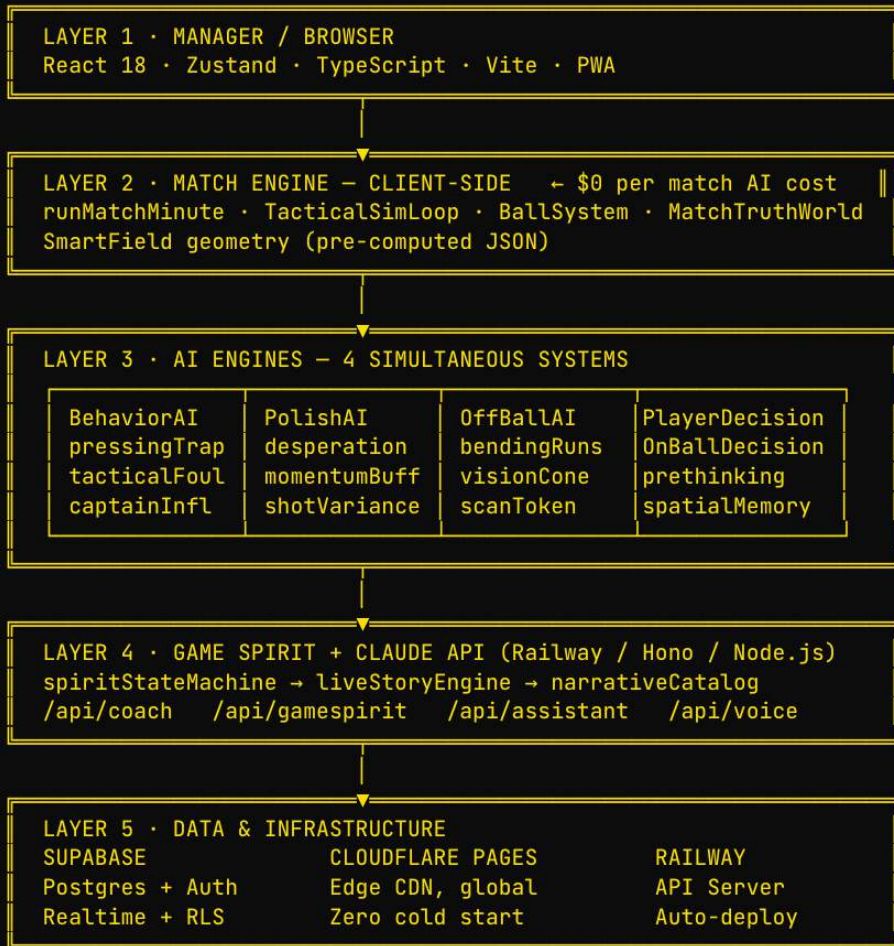
Market Maker + Async PvP

Instant buy offers, dynamic pricing. OVR ± 10 matchmaking. Results generate EXP regardless of online status.

Five layers, one strategic decision.

Olefoot is built on a five-layer architecture designed around a critical strategic decision: **AI runs at creation time, not at runtime.** This means the marginal cost of every match played is effectively zero.

Data flow: Manager → Browser → Motor (client) → Supabase (sync).
Tactical decisions → Railway → Claude → Contextual response.
Matchmaking: manager_squad → fetchOpponentSquads → OVR ±10 → match.
Market: squad → calcMarketMakerOffer → EXP immediate → inventory.



Skills changing how the team plays.

SKILL

PRESSING TRAP

BEHAVIOR TRIGGERED

Agent forces opponent error in defensive third; triggers coordinated press.

RARITY

RARE

SWEEPER KEEPER

Goalkeeper actively intercepts through balls outside penalty area.

COMMON

CAPTAIN INFLU

Boosts morale and action probability of adjacent teammates by 12%.

EPIC

DUMMY RUN

Creates space for ball carrier through coordinated off-ball movement.

COMMON

Skills are special abilities that modify how an agent behaves in specific match situations. Purchased, traded or unlocked through achievements. The right skill combination is a real tactical differentiator.

AI at creation *Not at runtime.*

Most AI-native games call the API on every match event — costs scale exponentially. Olefoot inverts this model. Claude runs once per player creation. After that: \$0 per match, forever.

\$0

MARGINAL AI COST
PER MATCH PLAYED

After initial DNA generation.
1 match = 1,000,000 matches.
Marginal cost is invariant.

PLAYER CREATED

01

Claude generates DNA: attributes · traits · Signature Moves · narrative backstory

DNA STORED

02

Saved permanently in Supabase. One API call. Never repeated.

AGENT RUNTIME

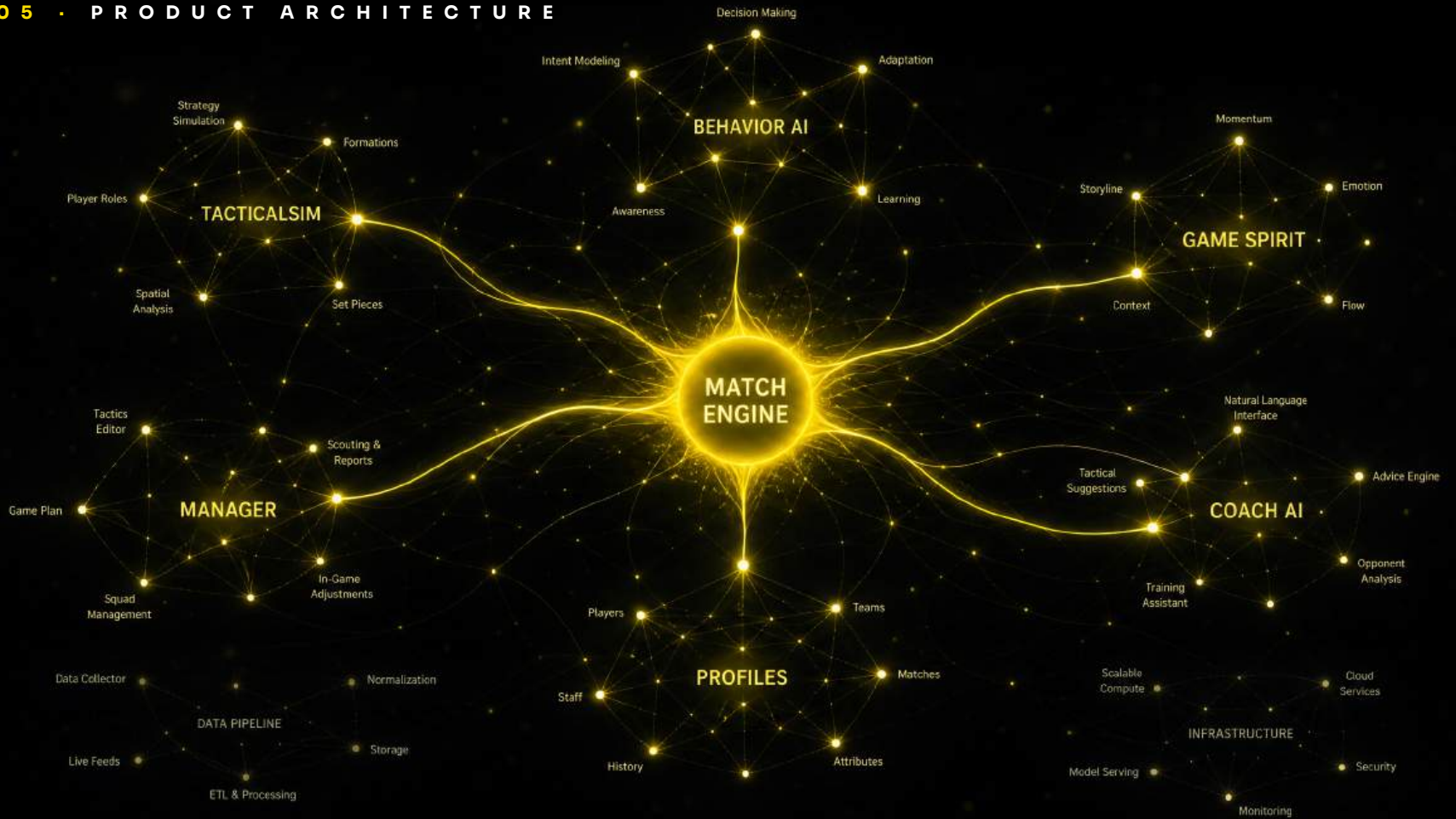
03

Match engine reads DNA snapshot. Yuka agent decides. Zero AI cost.

EVOLUTION

04

Goals + assists → XP → new Signature Moves unlock. Card value increases.





The Age of agents.

In other games, you buy a card and it is static.
In Olefoot, you buy an agent — and it evolves,
learns, has morale, has fatigue, has spatial
memory of previous matches and **PLAY BY
THEMSELVES 15 TO 15 MINUTS.**

***Monetization is not
cosmetic. It is functional.***

OLEFOOT

Real players, Autonomous agents.

In other games, you buy a static card. In Olefoot you buy an agent — it evolves, learns, has morale, fatigue, and spatial memory. Monetization is functional, not cosmetic.

88
OVR

DIEGO LUGANO · CB
CO-FOUNDER PACK

"This is the first time I've seen a game that actually understands how a defender thinks. My agent plays the way I played."

OLEFOOT

CARDS THAT PLAY

22 autonomous agents per match. Not just trade assets — active tactical contributors.

SKILLS SYSTEM

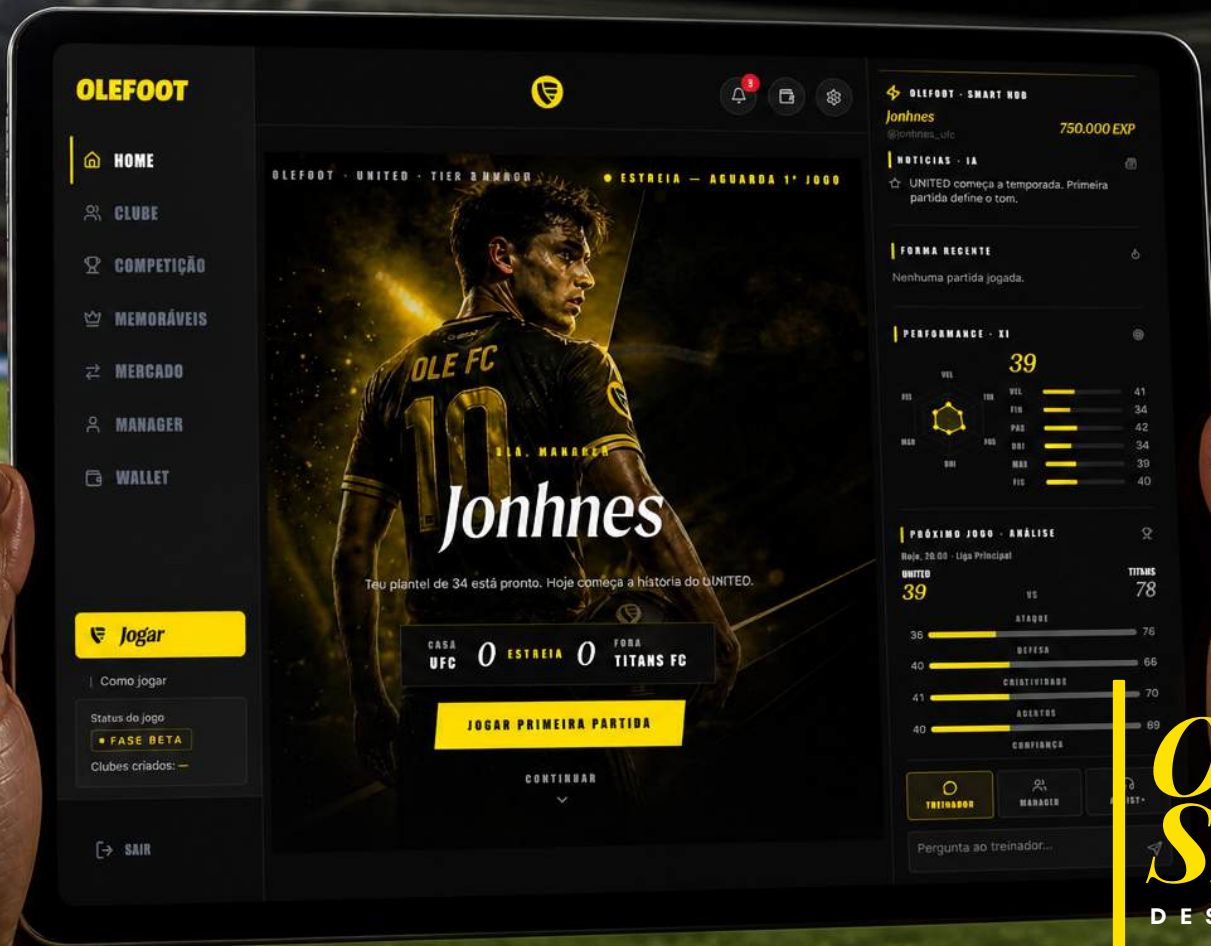
Pressing Trap, Captain Influence, Desperation Mode. Every skill changes how the team plays.

EVOLUTION

Goals + assists → XP → new Signature Moves unlock. Card value grows with performance.

30+ SIGNED

Brazilian and South American champions. Target: 100+ contracts by Dec 2026.



Olefoot Smart Hub

DESKTOP VIEW

& revenue streams, Zero loot boxes.

Monetization through depth, not manipulation. Every purchase delivers real tactical value on the field.

PLAYER CARDS \$2 – \$60	Licensed · real DNA · rarity tiers
SKILLS \$1.50 – \$16	Tradeable · modifies agent behavior in-match
CLUB STRUCTURES \$5 – \$20	Youth Academy · Medical Center · Stadium
CONSUMABLES \$1 – \$4	Morale boost · recovery accelerators
AI-GEN CARDS \$3 – \$30	Claude-generated · unique · manager-described
AI UPGRADES \$4 – \$40	Basic → Legend · deeper decision-making
OLE PASS \$4 – \$10/mo	Subscription · private leagues · analytics
SPONSORSHIP \$500+/mo	Stadium naming · jersey logos · B2B from M5

AT SCALE · 500K USERS

\$2.2M

ANNUAL RECURRING REVENUE

12% PAYING CONVERSION

Strategy and RPG games average 8–15% paying conversion. Olefoot targets mid-core sports management.

NO SINGLE STREAM > 20% REVENUE

Eight independent revenue lines — transactional, subscription, B2B. Resilient by design.

REVENUE MIX

Player Cards 20% Season Pass 19%

Skills 15% Club Structures 13%

AI Cards 19% Other 14%

Break-even: Month 8.

\$154K

YEAR 1 REVENUE

Conservative · 5 streams

\$780K

YEAR 2 REVENUE

100K users · 12% conv.

\$4.47M

YEAR 5 ARR

1M accounts · platform

YEAR 1 · CONSERVATIVE · \$250K SEED 3-YEAR SCALE TRAJECTORY

MONTH	ACCOUNTS	REVENUE	NET
M1	600	\$1.6K	(\$43K)
M2	950	\$2.6K	(\$13K)
M3	1,500	\$4.1K	(\$11K)
M4	2,500	\$6.8K	(\$8K)
M5	4,000	\$9.8K	(\$22K)
M6	6,500	\$9.8K	(\$5K)
M7	9,500	\$9.8K	(\$12K)

M8 ✓ 12,000 \$17.1K +\$2K

✓ BREAK-EVEN: MONTH 8 · CONSERVATIVE

SEED END Y1

17,500 users

\$154K

GROWTH Y2

100,000 users

\$780K

SCALE Y3

300,000 users

\$1.34M

MATURITY Y5

1,000,000 users

\$4.47M

Live, Growing, Credible!

500+

BETA MANAGERS

Ready to reactivate at launch

30+

PLAYER CONTRACTS

Brazilian + South American legends

100+

TARGET DEC 2026

Players as micro-influencers

3

MEDIA FEATURES

CoinTelegraph · Exame · Valor

THE TEAM



**Jonhnes
Carvalho**

FOUNDER · VISION ARCHITECT

Advertising + crypto pioneer since 2015. Architect of Sports Legacy Tech. 7 years building Olefoot. Campo Grande, MS, Brasil.



**André
Figer**

CO-FOUNDER · FOOTBALL ADVISOR

Grupo Figer — Brazil's largest sports marketing group. Bridges Olefoot to clubs, athletes, and international deals.



**Diego
Lugano**

CO-FOUNDER · AMBASSADOR

Uruguay national captain. Copa América veteran. São Paulo FC legend. Joined Olefoot before a formal offer (conviction, not commerce.)

The window is now.

Three forces converge in 2026 that will not align again.

\$250,000

SEED INVESTMENT

15%

EQUITY STAKE

\$1.67M

PRE-MONEY VALUATION

Month 8

BREAK-EVEN
CONSERVATIVE

RETURN SCENARIOS · 15% STAKE

4×

CONSERVATIVE

\$1.34M / yr → \$1.0M stake value

8×

BASE CASE

\$2.24M / yr → \$2.0M stake value

21×

OPTIMISTIC

\$4.47M / yr → \$5.4M stake value

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