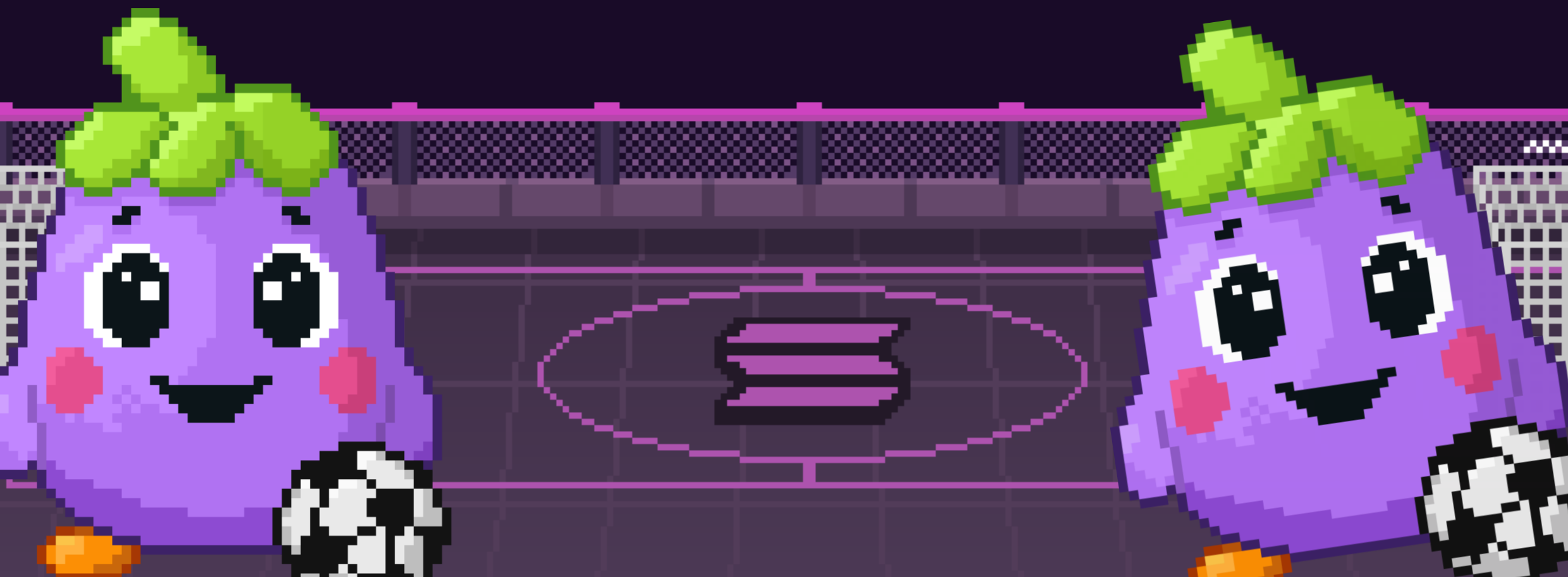


EGGY LEAGUE

Survival Guide



EGGY LEAGUE

Controls

You can check the game's controls at any time: **Other > Controls**



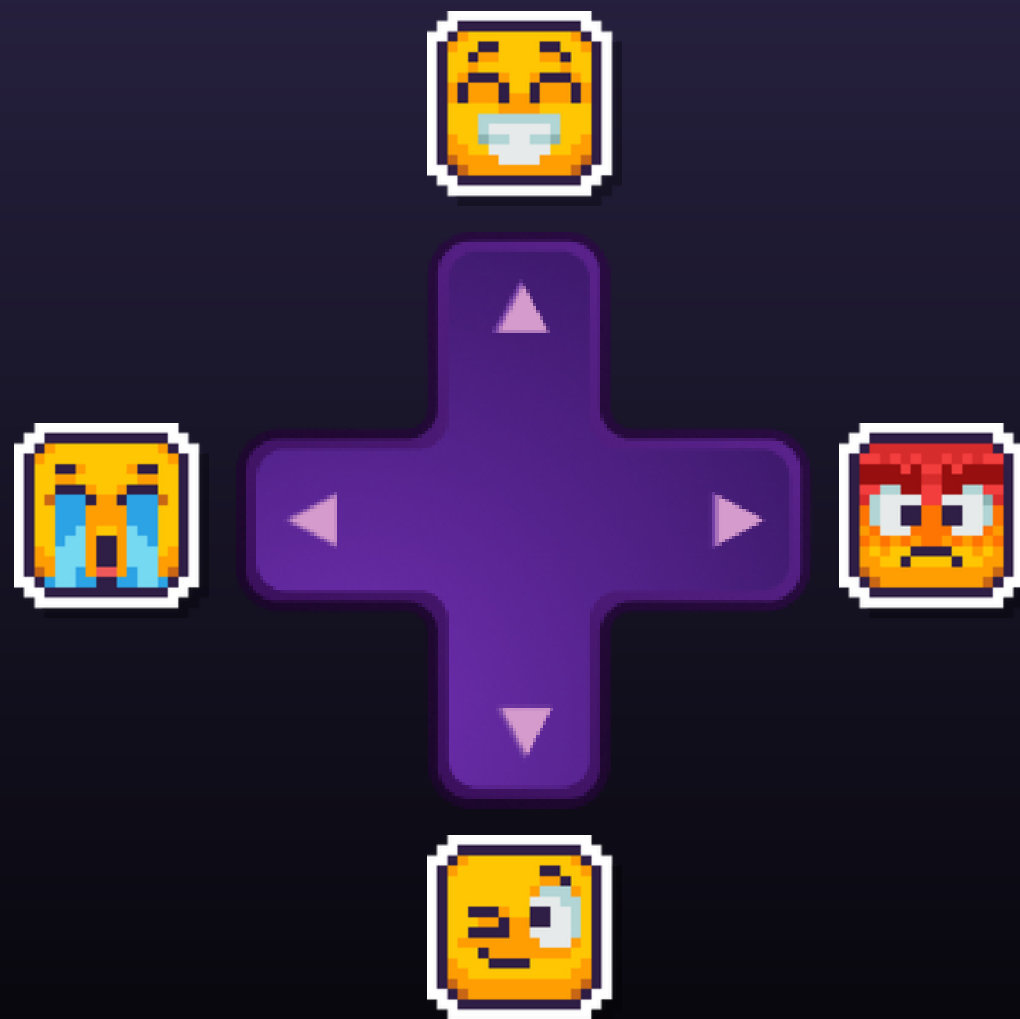
Tip: try holding **jump** to jump higher!

Tip: **Loadout** buttons will be explained further in the guide.

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Controls: QuickChat

You can also use the **QuickChat** feature to send real-time reactions to your opponent!



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Powerups

Powerups can be activated in two ways:

- If the ball goes over a powerup that periodically spawns in the field, its effect will be applied to the last player to touch the ball.
- Manually, by using the **Loadout** buttons, which will activate powerups you have equipped.

Powerups can be **Positive** , **Neutral**  or **Negative** .

Negative powerups, when manually activated, will be applied to the opposite player; others are applied to yourself.

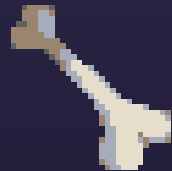
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Powerups

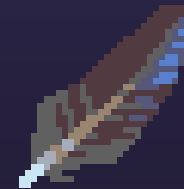
Powerup types:



Bouncy Ball 



Break Legs 
(cannot move)



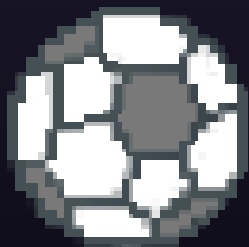
Speed boost 



Shrink Ball 



Shrink Player 



Grow Ball 



Grow Player 

Tip: try stacking powerups for interesting effects...

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Powerups Shop

In the main menu, use the **Shop** to buy powerups, which can then be manually activated at any point in the match. To use it, add up to 20 powerups at once, then press **Buy**.



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Swap

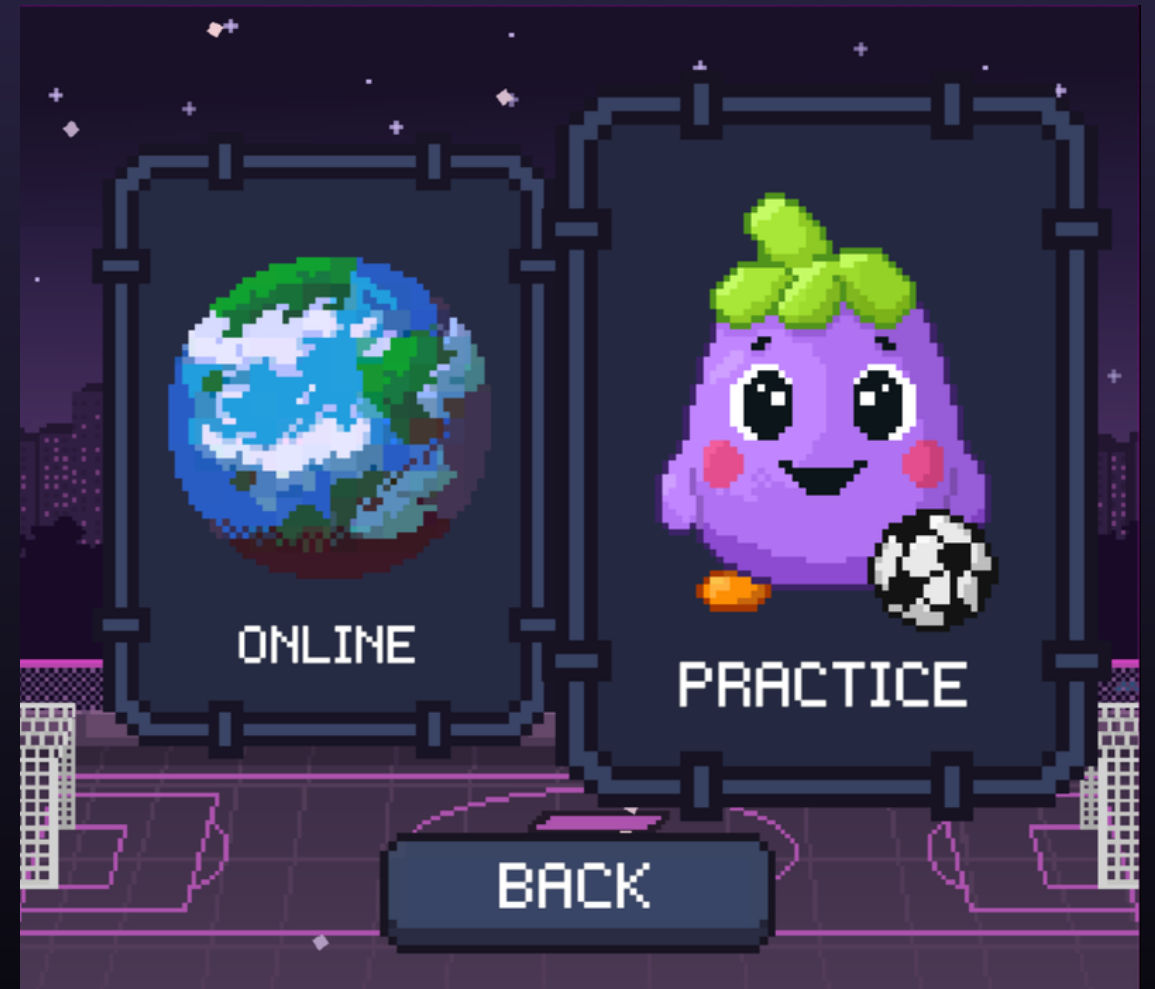
If you have insufficient \$PLAY, you can use the built-in swap to get more. Just press the + next to your balance, and select the token you want to swap, as well as the amount.



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Practice Mode

To get a quick grasp on the game's mechanics, you can play in **practice** to compete against a bot: **Play > Practice**



This mode is completely **offline**, requiring no fees or transactions.

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Matches

Matches in Eggy League happen in lobbies, using a **Solana** account to represent information about players, stake, etc.

⚠ Make sure you pick the closest server Region when joining, searching, and creating lobbies, for lowest latency.

A lobby is identified by its ID - a unique number.

Matches last 90 seconds, excluding pause time. After those 90s, the player with the most goals wins the stake that both players deposited, with a fee applied; if the score is even, everyone is refunded evenly, but a fee is still applied.

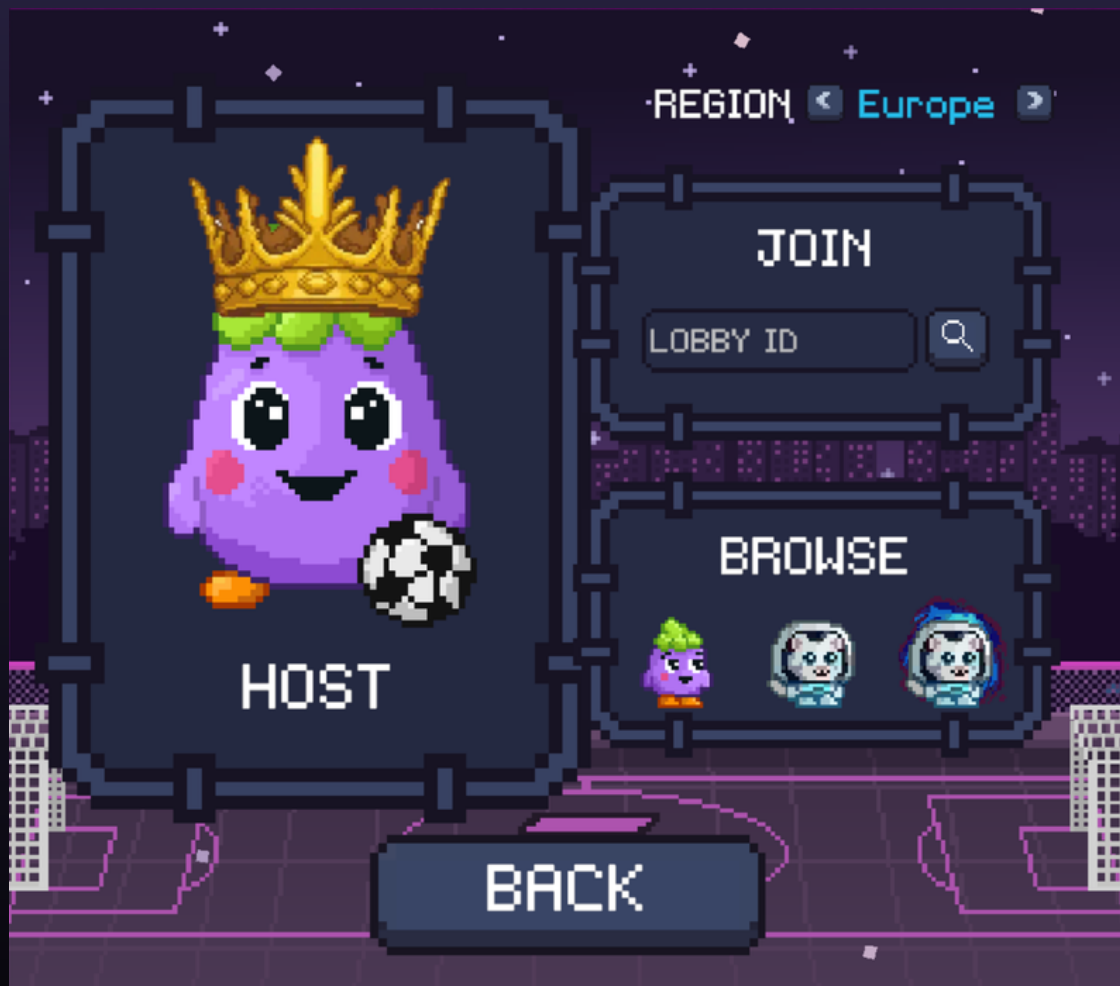
Stakes have a fee of 10%, taken after the match finishes and stakes are distributed.

Funds and powerups are only deducted when the player is Ready.

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Creating a Lobby

You can create your own lobbies: **Play > Online > Host > Create**. You may be prompted to sign a transaction, so that the on-chain lobby account gets created.

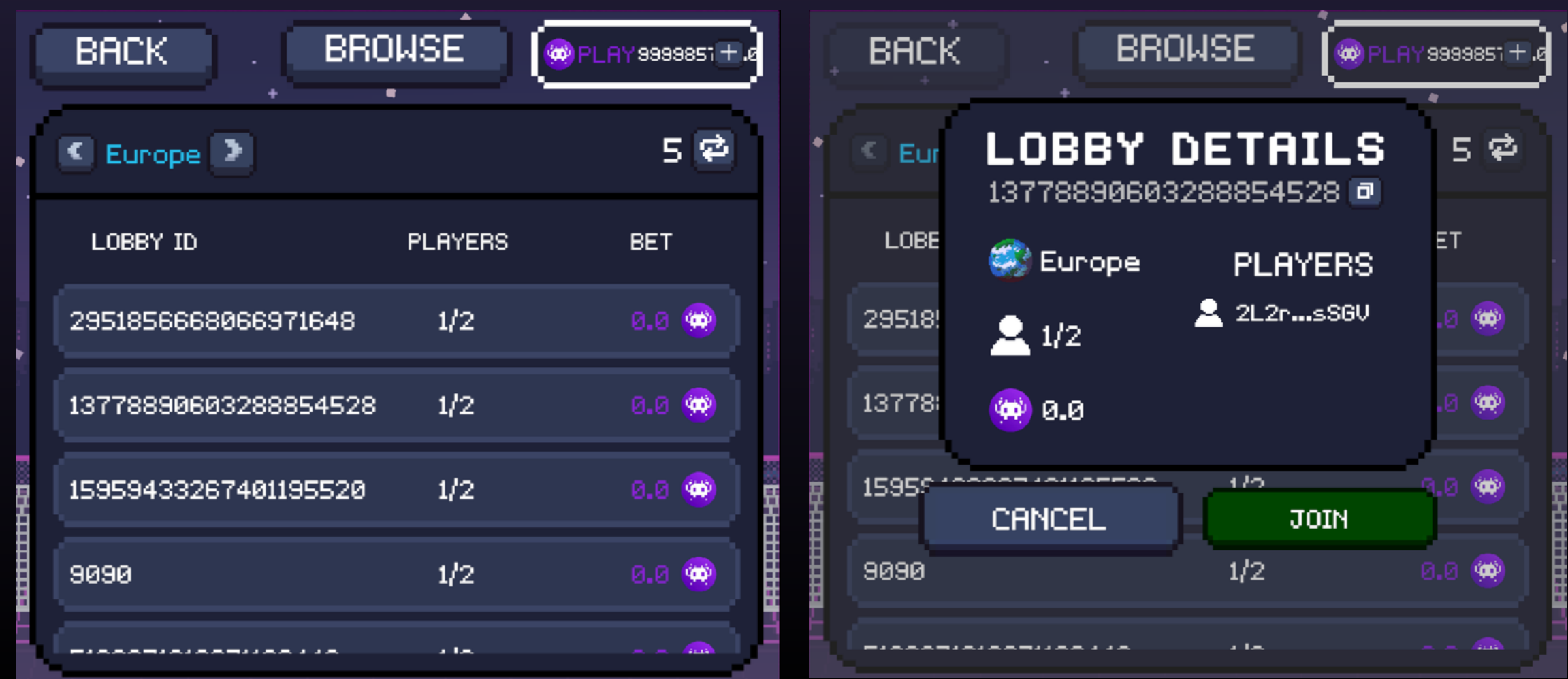


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Joining a Lobby

There are two ways to join a lobby. The first is by manually Inserting its ID: **Play > Online > Join**.

The second is by using the browser: **Play > Online > Browse**, which lists lobbies that have a slot for another player. Be sure to pick the correct **Region**! To enter, select the lobby and press **Join**.



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Starting a match

For a match to start, both players must be **Ready**. The lobby owner can only set this once both players join, and the joiner can only select ready once the creator is also ready.

Pressing **Ready** represents a commitment, where your stake is transferred, and powerups removed from your **Loadout**.

Once both players are ready, a **Connect** button is available, which lets you play the match!

As soon as one player connects, the match is set to start automatically when the other player takes too long to connect.

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Setting your Loadout

Before pressing **Ready**, you can add purchased powerups to your **Loadout**. These powerups can then be manually activated at any point during the match, and are permanently consumed from your inventory.



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Leaving a lobby

While you can never leave or cancel an ongoing match, there are a couple of ways you can leave a lobby.

If you are the lobby **Creator** and no one has joined, you can leave at any time by pressing the **Back** button on the top left.

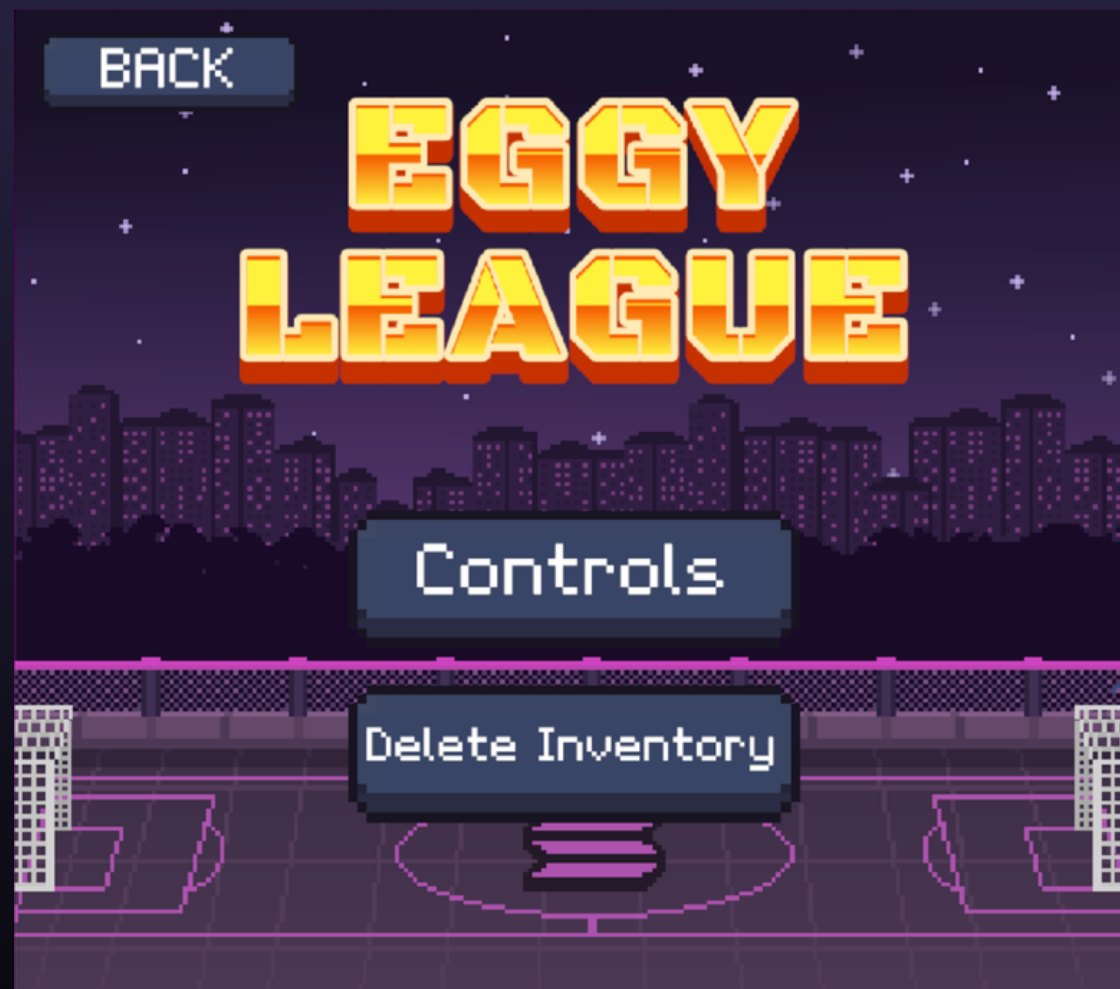
If you have **joined** an existing lobby and have not pressed **Ready**, you can leave the lobby. The creator is refunded at your expense.

If you are the lobby **Creator**, are **Ready** but the other player has not selected **Ready** for a long time, a **Kick** button will become available.

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Closing Inventory Account

You can close your **Inventory Account** at any time by going to **Other > Delete Inventory**, which will close the account and refund you its rent. However, **all powerups will be deleted**.



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Skin Selection

Before setting **Ready**, you can choose your skin by clicking its icon, in the corner next to your character.





Roadmap / New Features

- Machine learning practice bot
- Replay matches
- Spectate matches
- XP/Level up system