



Crypto Simulator Game Manual

Complete guide to trading, risk, career progression, and Steam features

Windows / Steam | Version 1.0.0 | Updated 2026-08-04

DOCUMENT SCOPE

Trading Core Spot, perptuials, limit orders, fees, slippage, and liquidation	Career Loop Client goals, events, risk grades, replay, and desk upgrades	Progression Identity, mining, tasks, achievements, rankings, and Cloud
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Important: This game uses virtual funds only. Prices, assets, rewards, and leaderboards are game systems, not investment advice, and no real orders are ever sent.



01 / BEFORE YOU PLAY

Start Here

This manual covers the current sandbox and career modes. The game can read public market data, while every player action remains inside an isolated virtual account.

Safety boundary

- No Binance login, API key, exchange account, or wallet address is required.
- The game never reads real balances or sends deposits, withdrawals, spot orders, or futures orders.
- If online market data becomes unavailable, the game automatically falls back to local simulation.
- High leverage amplifies virtual gains and losses. It is a risk-learning mechanic, not real-world trading advice.

New players should complete the eight Academy lessons, then begin with the Rookie identity or Career Chapter 1. The default candle interval is 5 minutes.

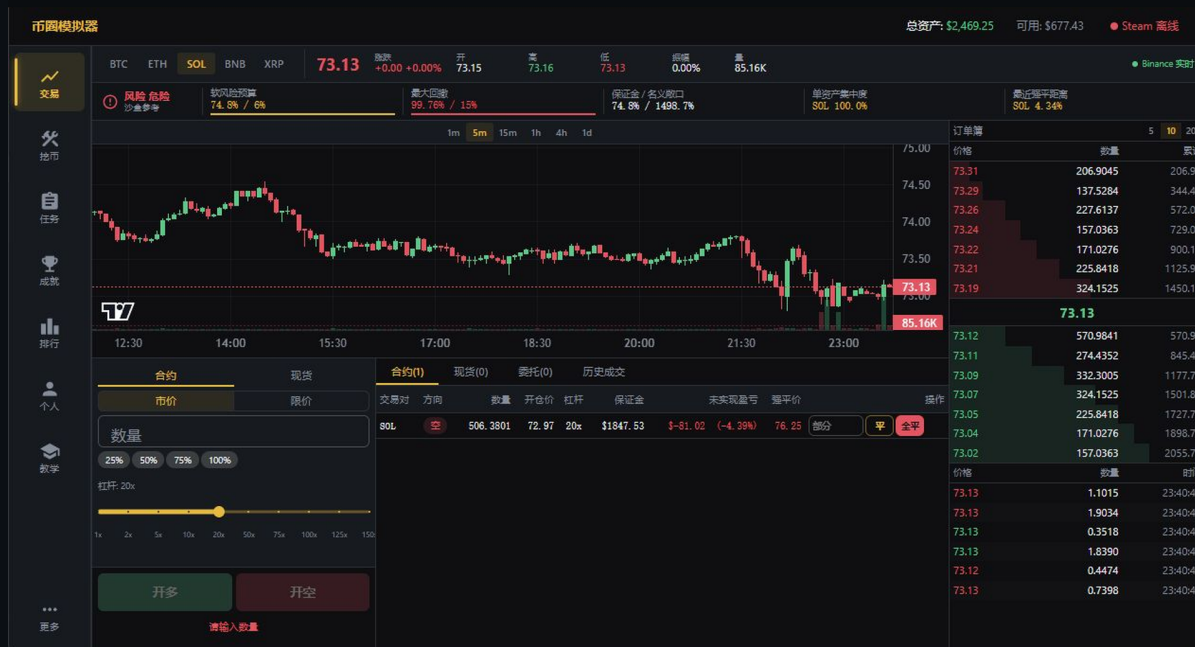
How this manual is organized

- Chapters 02-08: interface, market data, spot, perpetuals, orders, fees, and liquidation.
- Chapters 09-13: career days, client mandates, events, risk grades, and desk upgrades.
- Chapters 14-17: identities, mining, tasks, achievements, leaderboards, and Steam features.
- Chapters 18-19: saves, languages, performance, troubleshooting, and glossary.

02 / MAIN INTERFACE

Navigation and Trading Workspace

The left navigation follows the core play flow: Trading, Tasks, Achievements, Leaderboards, Profile, Academy, Mining, Career, and More.



Trading workspace: chart, ticket, positions, order book, and executions.

Responsive layout

- The default window is 1280x790; the minimum supported window is 1280x720.
- Compact and Steam Deck layouts use tabs for order book and executions while keeping the trade ticket visible.
- Maximizing the window recalculates chart axes to prevent labels and panels from overlapping.

03 / MARKET SYSTEM

Online Prices and Offline Simulation

Sandbox prices prefer Binance public endpoints. Spot and USD-M perpetual data feed the corresponding account areas on the Trading screen.

Item	Rule
Pairs	BTC/USDT, ETH/USDT, SOL/USDT, BNB/USDT, XRP/USDT
Intervals	1m, 5m, 15m, 1h, 4h, 1d; startup default is 5m
History	30 days of real candles before startup, then continuously appended and saved
Online source	Binance public spot and USD-M perpetual data; no private account access
Fallback	Automatic local simulation when requests fail or prices become stale

Simulated market

Full local simulation is controlled from More. It uses template data from 2026-06-01 through 2026-07-31, produces continuous candles, and records output in the save. Simulated or mixed-market runs cannot upload leaderboard scores.

- Automatic network fallback and the manual full-simulation setting are separate states; the UI shows the active mode.
- Career mode uses reproducible seeds and event effects so decisions can be reviewed later.

04 / READING THE MARKET

Candles, Depth, and Executions

Read trend and volatility first, inspect available depth, then choose direction, price, size, and protection.

Candle workflow

- After changing pair or interval, let the chart stabilize before judging the same time scale.
- Limit mode fills the selected asset's current price automatically; you can still edit it.
- The price axis follows the visible range, and the time axis relayouts when the window changes size.

Order book

- The interface shows 10 levels by default and supports up to 20 levels.
- Large market orders consume multiple levels and create slippage; career settlement records execution quality.
- Liquidity events and market state change depth, so the best quote is not necessarily your full fill price.

A useful sequence: trend sets direction, volatility sets stop distance, depth sets execution, and risk budget sets size.

05 / PERPETUAL FUTURES

Long, Short, and Leverage

Trading opens on the perpetual tab by default. Direction actions write an explicit long or short side that remains consistent in fills and positions.

Setting	Values / Rule
Leverage	1x, 2x, 5x, 10x, 20x, 50x, 75x, 100x, 125x, 150x
High-leverage warning	Shown above 20x, with a Do not show again option
Open fee	0.5% of filled notional value
Manual close fee	1% of filled notional value
Maintenance margin	0.5%

Workflow

- Choose pair, order type, and leverage; enter quantity; review estimated margin, fees, and liquidation distance.
- Select Open Long or Open Short. Pending orders reserve funds and release them correctly when canceled.
- After entry you can close, reverse, or use unlocked OCO protection. Reverse closes the old side first, then opens the same quantity in the opposite direction.

Above 20x, liquidation distance contracts quickly. Fees use notional value, not posted margin.

06 / SPOT TRADING

Buy, Sell, and Asset Allocation

Spot holdings appear in the Profile allocation view and continuously revalue total assets with the live or active simulated price.

Action	Fee	Balance effect
Spot buy	0.5% of fill value	Spend USDT plus fee; receive the asset
Spot sell	0.5% of fill value	Spend the asset; receive net USDT
Limit order	Charged on fill	Reserve the required USDT or asset while pending

Valuation and holdings

- Total assets combine free and reserved USDT, all spot market value, and perpetual account equity.
- Profile shows allocation by asset and updates as prices move without a manual refresh.
- BTC, ETH, SOL, BNB, and XRP found in Mining enter the corresponding spot balances.
- Profile supports a 2-16 character nickname; the default is admin plus four random digits and synchronizes to leaderboards.
- The statistics panel shows largest single gain/loss in seven days and longest winning/losing day streak in 30 days.

Spot positions cannot be liquidated, but price changes still move total assets. Sell quantity cannot exceed available holdings.

07 / ORDERS

Market, Limit, Cancel, and Reverse

Order type controls fill certainty, slippage, and fee efficiency. Career mandates may require limit fills or a low fee ratio.

Market orders

Execute immediately against available depth. They provide certainty but can cross multiple levels when liquidity is thin. Inspect the book before using a large size.

Limit orders

Fill only at the chosen price or better. Selecting Limit pre-fills the current price; pending orders can be canceled individually or all at once.

Protection and efficiency tools

- Position Calculator: sizes an order from remaining risk budget, leverage, fees, and minimum step.
- OCO: links take-profit and stop-loss; when one triggers, the position closes and the other is canceled.
- Reverse: after confirmation, closes the current side and opens the same quantity opposite; both trades charge their own fees.

A pending order is still committed risk. It reserves funds and may fill quickly when the market moves.

08 / RISK AND LIQUIDATION

Decide the Maximum Loss Before the Size

Perpetual risk depends on side, quantity, leverage, entry price, maintenance margin, fees, and the subsequent price path.

Metric	Purpose
Margin	Collateral supporting notional exposure; higher leverage lowers initial margin for the same position
Liquidation distance	Percentage between current price and estimated liquidation price; lower is more dangerous
Soft risk budget	Client guideline in career mode; exceeding it reduces the risk grade
Hard drawdown	Crossing this line fails the day or contract and cannot be repaired by later profit
Correlation risk	Holding several correlated assets can remain concentrated even when directions differ

Offline liquidation

On restart, the game checks continuous candles across the offline period. If price crossed a liquidation point, the matching time is used to settle loss and fees into the ledger and execution history.

Key warnings before liquidation: rising margin use, shrinking liquidation distance, drawdown near the hard line, and excessive single-asset concentration.

A Complete Day from Brief to Replay

Career mode turns the terminal into a 7-9 minute decision session. Every visible action affects return, risk, client goals, or the final grade.

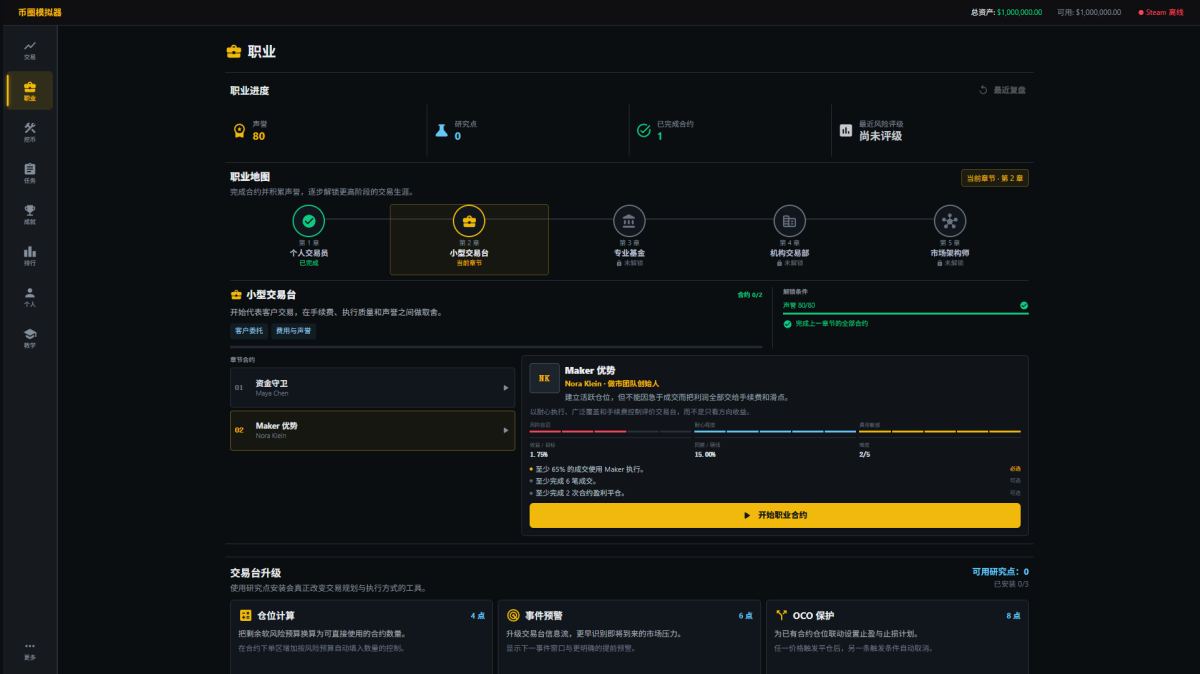
Phase	Player action
Morning brief	Read the client, return target, risk line, and optional objectives
Preparation	Choose focus pairs, plan size, and set protection
Trading	Observe, place orders, manage positions; pause or use 1x/2x/4x speed
Market event	Choose a deterministic response and accept its consequences
Close and review	Inspect return, fees, drawdown, objective progress, and risk grade
Desk management	Spend research points, then choose the next day or contract

A standard contract contains six trading days and lasts about 35-55 minutes. Exit saves the day, market seed, orders, positions, event effects, and settlement snapshot.

10 / CAREER MAP

Five Chapters and Twelve Contracts

Chapter access checks both reputation and prerequisite contract completion. Repeated failure or a single accumulated number cannot skip progression.



Career map: chapters, clients, objectives, risk lines, and unlock conditions.

Chapter	Reputation	Theme
Solo Trader	0	Core execution, risk budget, single-asset decisions
Small Desk	80	Fees, liquidity, and multi-asset management
Professional Fund	220	Client constraints, portfolio risk, and replay
Institutional Desk	480	Tight drawdown, compound goals, execution quality
Market Architect	900	High-pressure events, systemic risk, final assessment

11 / CLIENTS AND MANDATES

Profit Is Only One Requirement

The career account starts at 100,000 USDT. The first contract targets 1% return with an 18% hard drawdown, and later mandates become tighter.

Objective types

- Primary: return target, positive ending equity, and survival conditions.
- Execution: maker ratio, fill count, limit efficiency, and fee ratio.
- Portfolio: pair coverage, spot share, long/short entries, profitable closes, and concentration.
- Risk: time over soft budget, maximum drawdown, liquidations, and correlation concentration.

Client differences

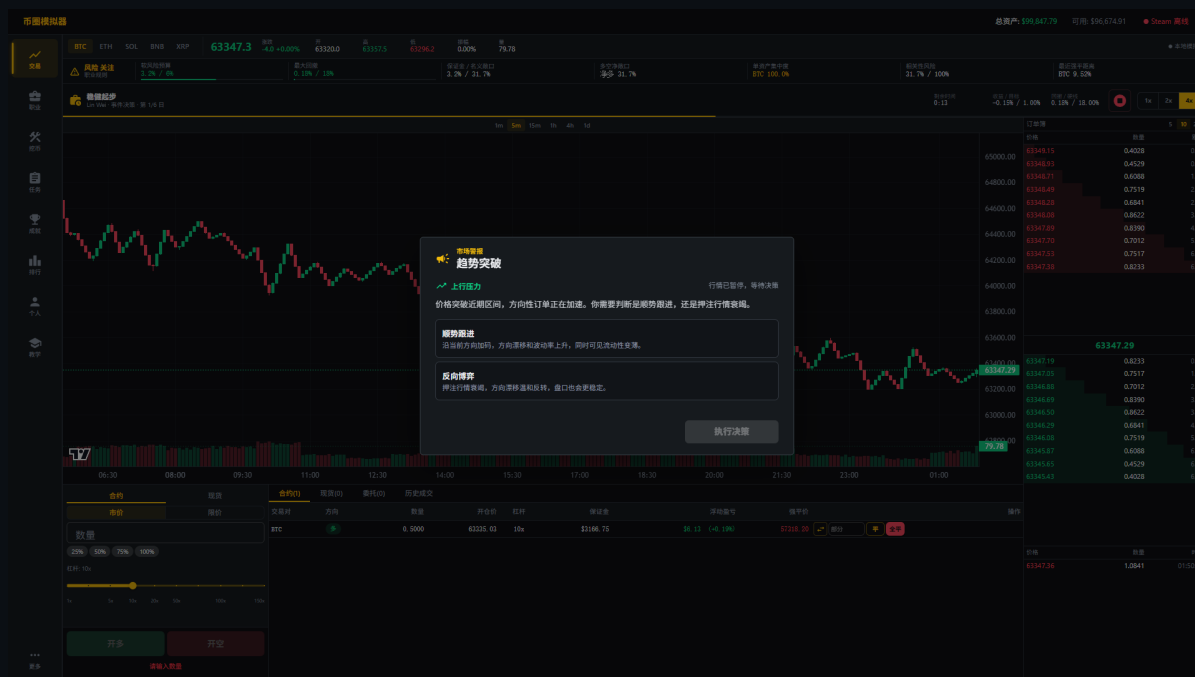
Sixteen client archetypes vary in risk tolerance, patience, fee sensitivity, execution preference, favored pairs, and behavior traits. Twelve appear in launch contracts; four support later events and challenges.

Passing normally requires the primary mandate, no hard-drawdown breach, and positive ending equity. Chasing return and liquidating the account still fails.

12 / EVENTS AND RISK HUD

Make Explainable Choices with Imperfect Information

Market events can change price drift, volatility, book depth, or client pressure. Simulation pauses during the choice, then applies a deterministic effect.



Event choices show effect direction and information confidence.

Risk HUD

- Soft risk budget, hard drawdown, margin use, and nearest liquidation distance.
- Long/short net exposure, correlation-adjusted exposure, common-volatility concentration, and hedge benefit.
- Peak single-asset concentration and client objective progress.

Current event types

- Trend breakout changes price drift and tests whether to follow, reduce, or hedge.
- Liquidity withdrawal increases slippage and thins depth, forcing a different execution plan.
- Client pressure changes mandate constraints and reputation weight, testing return versus risk control.

13 / SETTLEMENT, REPLAY, AND UPGRADES

Turn Results into the Next Actionable Improvement

Day and contract reviews record equity curves, order markers, fees, maximum drawdown, event choices, and best/worst decisions.



Latest career replay: filter by day and inspect the decision timeline.

Upgrade	Points	Effect
Position Calculator	4	Sizes from risk budget, leverage, fees, and step; includes three templates
Event Forecast	6	Shows deterministic event countdowns to help schedule exposure
OCO Protection	8	Adds linked take-profit and stop-loss for long or short positions

Risk grades: S 90-100, A 80-89, B 65-79, C 50-64, D 0-49. Desk upgrades are permanent career progress and survive identity changes.

14 / IDENTITIES AND COMPENSATION

Three Starting Points, Three Risk Scales

Identity changes sandbox starting funds, compensation, and mining eligibility, but does not clear level, achievements, Academy, or permanent career progress.

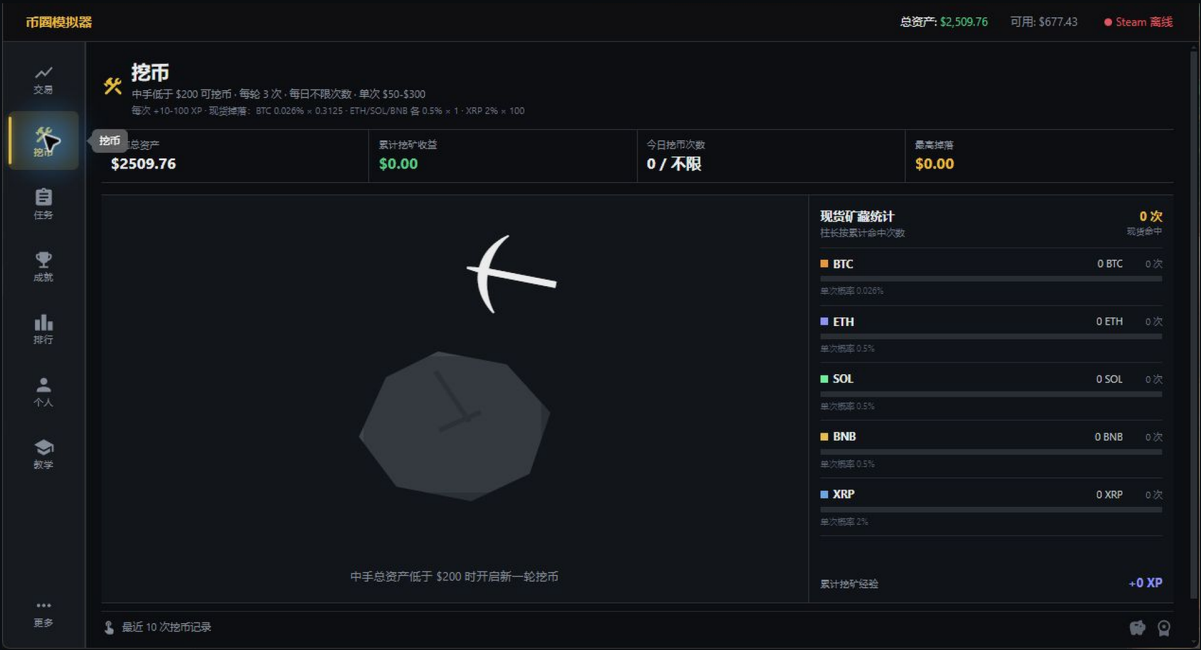
Identity	Starting USDT	Compensation	Claim rule
Rookie	1,000,000	50,000	Up to twice per day
Intermediate	10,000	500	Up to twice per day
Expert	100	5	Up to twice per day

Switching identity

- Use the Career page in the left navigation; each identity owns a separate sandbox balance.
- Nickname, level, XP, achievements, rare mining totals, Academy progress, and career progress are shared.
- Leaderboards separate Rookie, Intermediate, and Expert so starting capital does not mix directly.

Low-Balance Recovery and Rare Spot Drops

While below the identity threshold, each round contains three pickaxe clicks. Rounds are unlimited per day, and every click grants 10-100 random XP.



Mining: interaction on the left, cumulative rare-asset statistics on the right.

Eligibility		Base reward / hit
Rookie, total assets below 20,000U		200-2,000U
Intermediate, below 200U		50-300U
Expert, below 20U		1-50U

Rare drop	Chance	Reward
BTC	0.026%	0.3125 BTC spot
ETH	0.5%	1 ETH spot
SOL	0.5%	1 SOL spot
BNB	0.5%	1 BNB spot
XRP	2%	100 XRP spot

16 / TASKS, LEVELS, AND ACHIEVEMENTS

Short Goals Feed Long-Term Progress

There are five daily tasks and four weekly tasks. Level cap is 100, and XP or achievements are never cleared by identity switching.



Tasks: daily and weekly objectives arranged in two columns.

Level milestone	Reward
Level 10	Unlock milestone achievement and receive 2 ETH spot
Level 30	Unlock milestone achievement and receive 2 ETH spot
Level 50	Unlock milestone achievement and receive 2 ETH spot
Level 100	Unlock maximum-level achievement and receive 2 ETH spot

Achievements

The current build defines 23 achievements across trading, Academy, levels, and rare mining drops. When Steam is available they synchronize; offline unlocks remain local and can sync later.

Compare the Latest Seven Days Fairly

Leaderboards rank the most recent seven days of profit and loss, with Global and Steam Friends scopes and separate gain/loss columns.



Leaderboards: identity, scope, and metric controls.

Ranking rules

- Rookie, Intermediate, and Expert identities rank separately.
- Views include total profit, return rate, and total asset context; the core ranking window is seven days.
- Runs using local simulation or mixed online/simulated market data are ineligible for upload.
- When Steam is unavailable, trading, local saves, tasks, and career mode remain playable.

Leaderboard values are virtual game results. They do not represent real investment ability or real assets.

18 / SAVES, CLOUD, AND LANGUAGES

Recoverable, Pruned, and Offline-Capable

Local data uses Electron's Windows userData directory, usually %APPDATA%\币圈模拟器\.

Item	Details
Main save	save.json, written atomically through save.json.tmp
Backups	save.backup.{timestamp}.json before corrupt-data recovery or reset
Hard size limit	32 MiB; history is pruned and compressed before upload
Steam Cloud	Only save.json; gzip level 9 + Base64 + SHA-256 integrity, not encryption
Languages	30 Steam languages; full English, Simplified and Traditional Chinese; English fallback for 27

Privacy

- Only anonymous Binance public market endpoints are accessed; private APIs are not used.
- Nickname and progress support local profiles and Steam features; there is no cash-out or on-chain asset design.
- Manual language selection is stored in the save and travels through Steam Cloud.

19 / TROUBLESHOOTING AND GLOSSARY

Check Market Mode, Then Funds and Order State

Most purchase failures come from balance, reserved funds, quantity step, position side, limit conditions, or the active market mode.

Symptom	Check in this order
Cannot buy / open	Free balance -> quantity above zero -> fee -> leverage -> minimum step -> reserved orders
Price not updating	Market status -> network -> full local simulation setting -> wait for automatic fallback
Limit not filling	Side and price relationship -> market touched price -> funds still reserved
Steam not syncing	Steam client -> Cloud setting -> save below 32 MiB -> restart
Long-session slowdown	Close unused overlays -> use supported window size -> inspect market status and logs

Core terms

- Notional value: total market value represented by a position; perpetual fees use it.
- Margin: collateral supporting leveraged exposure.
- Drawdown: decline in equity from a prior peak.
- Slippage: difference between expected price and average fill price.
- Maker: a resting order that provides liquidity; Taker: an order that consumes it immediately.

Performance target: 60 FPS and long-session memory below 450 MB. Keep a backup of save.json before resetting data.