Introduction

This guide is for a single KickSoccer Coin (KSOC) masternode, on a Ubuntu 16.04 64bit server (VPS) running headless and will be controlled from the wallet on your local computer (Control wallet). The wallet on the VPS will be referred to as the Remote wallet. You will need your server details for progressing through this guide.

Basic Requirements

- 10,000 KSOC coins.
- A main computer (Your everyday computer) – This will run the control wallet, hold your collateral 10,000 KSOC coins and can be turned on and off without affecting the masternode.
- Masternode Server (VPS – The computer that will be on 24/7)
- A unique IP address for your VPS / Remote wallet. For security reasons, you’re going to need a different IP for each masternode you plan to host. The basic reason for these requirements is that, you get to keep your KSOC in your local wallet and host your masternode remotely, securely.
Configuration

**Note:** The auto KSOC minter should be disabled during this setup to prevent auto-minting of your masternode collateral. BEFORE unlocking your wallet, you can disable autominting with the command line parameter “-staking=0”.
e.g. kicksoccer-qt.exe -staking=0

1) Using the control wallet, enter the debug console (Tools > Debug console) and type the following command: `masternode genkey` (This will be the masternode’s privkey. We’ll use this later…).

2) Using the control wallet still, enter the following command: `getaccountaddress <chooseAnyNameForYourMasternode>`
e.g.: `getaccountaddress userMN1`

3) Still in the control wallet, send (or ask someone to send) exactly! 10,000 KSOC to the address you generated in step 2 (Be 100% sure that you entered the address correctly. You can verify this when you paste the address into the “Pay To:” field, the label will autopopulate with the name you chose”, also make sure this is exactly 10,000 KSOC; No less, no more.)
Be absolutely 100% sure that this is copied correctly. And then check it again. We cannot help you, if you send 10,000 KSOC to an incorrect address.

4) Wait for at least 1 confirmation. Still in the control wallet, enter the command into the console: `masternode outputs` (This gets the proof of transaction of sending 10,000).

5) Still on the main computer, go into the KSOC data directory, by default in Windows it’ll be `%Appdata%/KickSoccer` or Linux `~/.kicksoccer`
Find masternode.conf and add the following line to it:

```
<Name of Masternode>(Use the name you entered earlier for simplicity)> < external server IP address>:10555 <masterdone privkey of Step 1> <txhash of Step 4> <outputidx of Step 4>
```

Example: `userMN1 1.2.3.4:10555 89hjgd63ofh26fk29cyfdfsjajmpuzAxFwETCrpPJubnrmU6aKzh c8f4965ea57a6d06d298eohru28dlnsn3ode03o51015b973e7331db8ce0187169321`

Substitute it with your own values and without the “<>”s
**VPS Remote wallet install**

You will need linux VPS with docker installed.

Example of docker setup on ubuntu:
```
curl -fsSL https://get.docker.com -o get-docker.sh
sudo sh get-docker.sh
sudo usermod -aG docker <Yourlogin>
```

Then reconnect to the server (close ssh connection and login again)

**Config file configuration**

Create directory for KickSoccer masternode:
```
mkdir -p ~/kicksoccer/.kicksoccer && cd ~/kicksoccer
```

Create a config file `~/kicksoccer/.kicksoccer/kicksoccer.conf` with content:

```
listen=1
server=1
maxconnections=256
rpcpassword=<any random password>
masternode=1
externalip=<your server external ip>:10555
masternodeprivkey=<masterdone privkey of Step 1>
```

**Start your masternode**

Now, you need to finally start these things in this order:
- Start the daemon client in the VPS.

```
cd ~/kicksoccer
```

```
docker run -d --restart=always --name kicksoccermn -p 10555:10555 -v `pwd`/.kicksoccer:/root/.kicksoccer/ kicksoccer/mn /opt/kicksoccer/bin/kicksoccerd -printtoconsole
```

- Wait for 15 confirmation of transaction
- From the Masternodes tab of Control wallet right click on your masternode then left click on Start alias.
Use the following command to check status on VPS:
docker exec kicksoccermn kicksoccer-cli masternode status

You should see something like:
{
  "txhash" : "284625364758293948758373659f36ff4456454dfffff32472",
  "outputidx" : 0,
  "netaddr" : "1.2.3.4:10555",
  "addr" : "KDAhJUuZqiqdcYGcL78XEfvCt89coZotF",
  "status" : 4,
  "message" : "Masternode successfully started"
}

Congratulations! You have successfully created your masternode!
Now the masternode setup is complete, you are safe to run Control wallet without -staking=0 command line parameter.

Tearing down a Masternode

1) How do I stop running userMN1 on my VPS hoster and delete userMN1 from my KickSoccer Control wallet?
   a) docker rm -f kicksoccermn from the masternode to stop the wallet.
   b) Then from your controller wallet PC, edit your masternode.conf,
delete the userMN1 masternode line entry.
   c) Now restart the controller wallet.
   d) your 10 000 KSOC coins will now be unlocked.

2) How do I get the 10 000 KSOC coins back that I've send to my userMN1 address at the beginning of the userMN1 setup?
   You don't need to “get that back” as it is already in your wallet. Being in the different address is not an issue as that's also your address.

3) Can I use this 10 000 KSOC coins normally on my wallet then again, and sell it or stake it normally like before?
   Yes.