

EFED MANAGEMENT SUITE

eMS CONTRACTS FEATURE GUIDE

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OVERVIEW

The eMS Contracts Management feature is designed to add realism to your fantasy wrestling experience. By itself, the contracts feature will give your users the ability to earn “money” that they can spend in a character store for one time use items to enhance their experience that you create, or vanity items that will display on their character profile.

When combined with the Show Budgeting feature, you have the ability to increase realism by tracking show expenses such as talent cost. It is recommended that if you plan to also use the Show Budgeting feature, you create characters for everyone that will be utilized on shows, such as referees, on screen staff, commentators, and so on and ensure that they have contracts.

LOCATION

Show Budgeting adds multiple top level menu items in the eMS dashboard menu. These are:

- Shop
- Contracts
- Payouts
- Transactions

FIRST USE

After turning the feature on via the features toggle, you *may* need to refresh your dashboard to see the new options.

CREATE STORE ITEMS

Before creating contracts, you may want to create some initial store items for characters to “purchase.”

Navigate to Shop -> Manage Store items. This will give you the option to add new items.

🔒
Store Item Manager

Add / Edit Item

Name:

Description:

Cost:

Type:

Quantity (blank = unlimited):

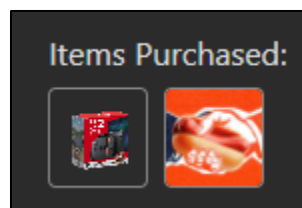
Limit Per Character (blank = unlimited):

Image:

Active

These fields are available to fill out when creating an item:

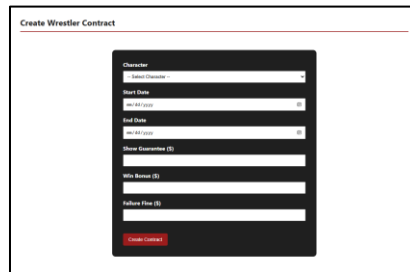
- Name – The name of the item
- Description – A description of what the item is or does
- Cost – How much will it cost the character from their wallet
- Type – One-Time Use or Vanity. One-Time Use items are items such as *guaranteed title shot* or *use weapon in match*. These items can be used by the character. Vanity items are items that will display on a character’s profile as purchased. They are nothing more than in character purchases that can theoretically be used in promos or for bragging rights



- Quantity – The number of overall available for this item. This is helpful if you want only a limited number of people to be able to purchase any type of item. A good example is if characters could “buy” a Tesla Cybertruck. Maybe you only have 1 available
- Limit Per Character – How many of this particular item can one character purchase
- Active – Checkbox marking the store item as active
- Image – We recommend a square image for the store item that maintains the same size for all store items to render on profiles

CREATE A TALENT CONTRACT

To create a talent contract, navigate to Contracts -> Contract Creator.

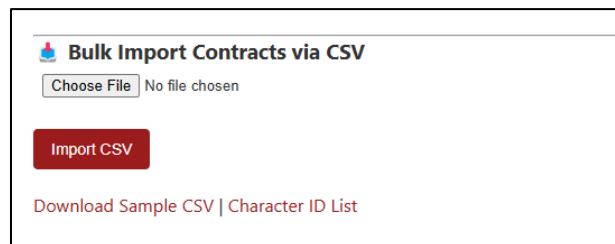
A screenshot of a web form titled "Create Wrestler Contract". The form is dark-themed and contains several input fields: a dropdown menu for "Character", a date field for "Start Date", a date field for "End Date", a text field for "Show Guarantee (\$)", a text field for "Win Bonus (\$)", and a text field for "Failure Fine (\$)". A red "Create Contract" button is located at the bottom of the form.

This will allow you to create a single talent contract. Items to fill out for the contract are:

- Character – Select the character the contract is for
- Start Date – When is the contract valid from
- End Date – When does the contract expire
- Show Guarantee – How much does the character “earn” for being on the show, either in a match, segment, or interference guaranteed
- Win Bonus – If in a match, how much extra does the character get if they win
- Failure Fine – This is used if you want to “fine” characters for not meeting objectives. An example would be no showing a match by not RPing. We recommend that the failure fine always be more than the show guarantee and win bonus combined

BULK CREATE/IMPORT NEW CONTRACTS

If you have an extensive roster or do not want to create multiple contracts manually, we do allow for bulk importing new contracts. Under the contract creator, you will find a bulk import section.

A screenshot of a web interface titled "Bulk Import Contracts via CSV". It features a "Choose File" button with the text "No file chosen" next to it. Below this is a red "Import CSV" button. At the bottom, there are two links: "Download Sample CSV" and "Character ID List".

You can download the sample CSV provided fill out and upload here.

	A	B	C	D	E	F	G
1	character	start_date	end_date	show_guaran	win_bonu	failure_fine	
2	101	8/1/2025	10/1/2025	1000	500	250	
3	102	8/15/2025	9/30/2025	800	400	200	
4							
5							
6							

We have also provided a link that will provide you with all available character IDs to use for the bulk import CSV.

GENERATING PAYOUTS

So, you've created store items and sent out contracts. Assuming all of the contracts are now approved, it's time to generate some payouts for previous shows. This will also need to be done after every show is posted for now. We do plan to expand an auto contract on publish at a later date.

To generate payouts, navigate to Payouts -> Generate Payouts. Find the event that you need to generate a payout for in the list, and click Run Payouts.

Generate Payouts for Completed Events

Aftershow Podcast
Aired: Aug 04, 2025 Run Payouts

25
Aired: Aug 03, 2025 Run Payouts

Aftershow Podcast
Aired: Aug 02, 2025 Run Payouts

Hall of Fame
Aired: Aug 01, 2025 Run Payouts

Aftershow Podcast
Aired: Jul 31, 2025 Run Payouts

After you click Run payouts, you will see a list of characters assigned to matches and segments for said show. This will display their base pay, win bonus, and payment status.

Payouts for Event: 25 (08.03.2025)				
Character	Base Pay	Win Bonus	Total Pay	Status
El Fantasma Oscuro	\$650.00	\$0.00	\$650.00	✔ Already Paid
Jarvis Valentine	\$1,500.00	\$150.00	\$1,650.00	✔ Already Paid
Jaxon Ryder	\$650.00	\$0.00	\$650.00	✔ Already Paid
Aaron Shaffer	\$850.00	\$0.00	\$850.00	✔ Already Paid
Brandon Henderson	\$550.00	\$0.00	\$550.00	✔ Already Paid
Mr. Juan Calderon	\$550.00	\$0.00	\$550.00	✔ Already Paid
Marie Van Claudio	\$1,250.00	\$0.00	\$1,250.00	✔ Already Paid
Valkyrie Knox	\$1,000.00	\$200.00	\$1,200.00	✔ Already Paid
Brick Bronson	\$1,000.00	\$0.00	\$1,000.00	✔ Already Paid
Raging Dead	\$1,500.00	\$0.00	\$1,500.00	✔ Already Paid
Eric Dane Jr.	\$1,250.00	\$0.00	\$1,250.00	✔ Already Paid
Chris Ross	\$1,250.00	\$0.00	\$1,250.00	✔ Already Paid
Ron Hall	\$5,000.00	\$500.00	\$5,500.00	✔ Already Paid
AC Smooth	\$0.00	\$0.00	\$0.00	✘ No Approved Contract
CBR	\$0.00	\$0.00	\$0.00	✘ No Approved Contract
Chance Von Crank	\$0.00	\$0.00	\$0.00	✘ No Approved Contract
Seth Payne	\$0.00	\$0.00	\$0.00	✘ No Approved Contract

Characters that have already been paid previously will be marked as Already Paid. Characters who have been paid just now will be marked as Paid Now. Characters without an approved contract will display in a darker color and be marked that they have no approved contract.

If you send new contracts at a later date to those without one, you may re-run the payout at any time to update the paid-out list. Those already paid will not be paid again, even if their contract amount has changed.


MANAGING CONTRACTS

There are a few things you can do to manage contracts once you have begun using the system. We plan to update this feature with more functionality at a later date.

ACCEPTING A CONTRACT

Once a contract has been created for a character, they will be able to review it at Contracts -> My Contracts.

Upon logging into the dashboard and selecting their character, the user will be alerted that they have a new contract waiting as well.

 **Contract Pending:** You have a pending contract offer.

[Review & Sign >](#)

By clicking Review & Sign, this will take them to the Contracts -> My Contract page where they will have the ability to review the contract and either accept or reject the offer.

UNITED TOUGHNESS ALLIANCE CONTRACT

This contract is between **United Toughness Alliance** and **Mark Bravo** to start on **08/07/2025** and end on **08/07/2026**. **Mark Bravo** will receive **\$550.00** per show that they appear on for **United Toughness Alliance**.

For each win on a show that **Mark Bravo** appears on, they will receive an additional **\$200.00**.

In the case that **Mark Bravo** fails to perform any required duties for a show that they are booked on, they will be fined the amount of **\$1,000.00**.

[Approve](#) [Reject](#)

REVIEWING CONTRACT RESPONSES

An admin or webmaster may review contract responses at any time. This will also give them the ability to view the contract.

You can access this by going to Contracts -> Contract Responses.

Contract Approval Status

Character	Start	End	Status	Approved At	Expiration	Actions
Mark Bravo	08/07/2025	08/07/2026	Pending	-	364d left	View
Angela Hall	08/02/2025	12/31/2025	Active	08/02/2025	145d left	View Release
Gunnar Van Patton	08/01/2025	12/31/2025	Active	08/02/2025	145d left	View Release
Scott Stevens	07/30/2025	12/31/2025	Active	07/30/2025	145d left	View Release
Chris Ross	07/25/2025	12/31/2025	Active	07/25/2025	145d left	View Release

When clicking view beside an already approved contract, you will see that it is marked as approved.

UNITED TOUGHNESS ALLIANCE CONTRACT

This contract is between **United Toughness Alliance** and **Angela Hall** to start on **08/02/2025** and end on **12/31/2025**.
Angela Hall will receive **\$650.00** per show that they appear on for **United Toughness Alliance**.

For each win on a show that **Angela Hall** appears on, they will receive an additional **\$100.00**.

In the case that **Angela Hall** fails to perform any required duties for a show that they are booked on, they will be fined the amount of **\$1,000.00**.

Status: Approved

When viewing, if a contract has yet to be accepted by a character, the admin/webmaster may approve it themselves. This is helpful for people with NPCs or handlers too lazy to click Approve.

UNITED TOUGHNESS ALLIANCE CONTRACT

This contract is between **United Toughness Alliance** and **Mark Bravo** to start on **08/07/2025** and end on **08/07/2026**.
Mark Bravo will receive **\$550.00** per show that they appear on for **United Toughness Alliance**.

For each win on a show that **Mark Bravo** appears on, they will receive an additional **\$200.00**.

In the case that **Mark Bravo** fails to perform any required duties for a show that they are booked on, they will be fined the amount of **\$1,000.00**.

Approve

Reject

If you need to “release” a character from contract, you can click the release button. Their contract will now be marked as such.

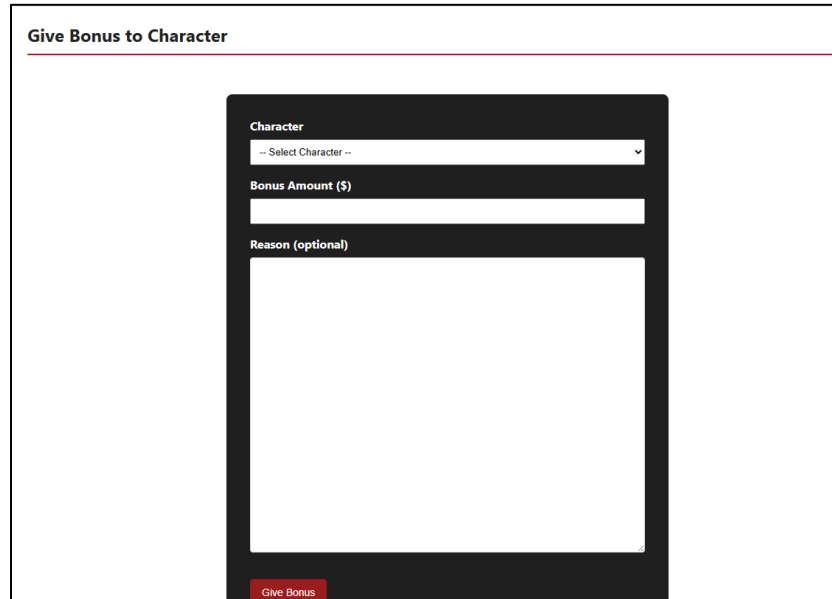
Rico Vance	07/25/2025	12/31/2025	Terminated	07/25/2025	145d left	View
------------	------------	------------	------------	------------	-----------	------

If a character’s contract is expired, you will see it marked as such.

B.R Ellis	08/03/2025	12/31/2025	Expired	-	145d left	View
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GIVE A CHARACTER A BONUS

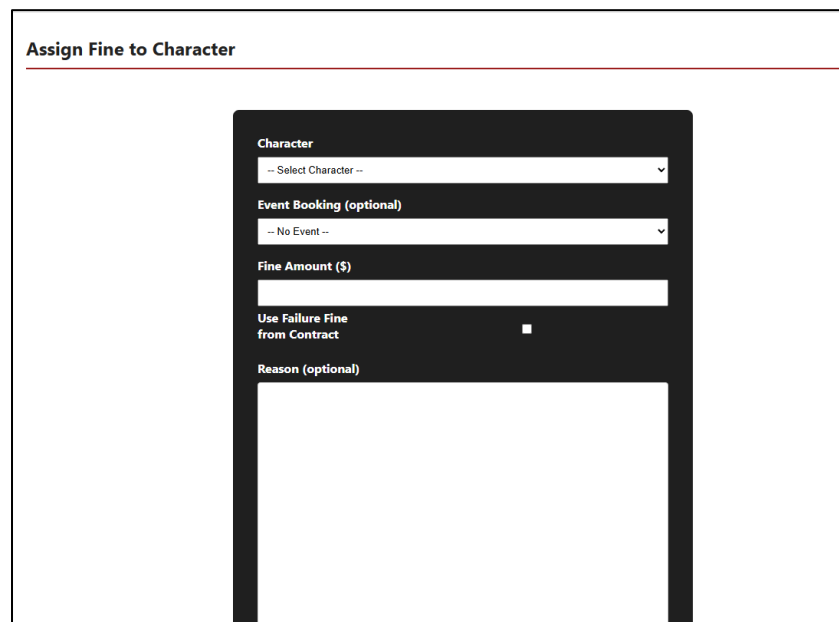
If you need to give a character a bonus in pay, you can navigate to Payouts -> Give Bonus. This will allow you to pick the character, bonus amount, and add a reason why.



The screenshot shows a web form titled "Give Bonus to Character". The form is contained within a dark grey rounded rectangle. It features the following fields: a "Character" dropdown menu with "-- Select Character --" as the selected option; a "Bonus Amount (\$)" text input field; a "Reason (optional)" text area; and a red "Give Bonus" button at the bottom right.

GIVE A CHARACTER A FINE

Need to fine a character? Navigate to Payouts -> Fine Character. This will allow you to subtract money from that character's wallet.

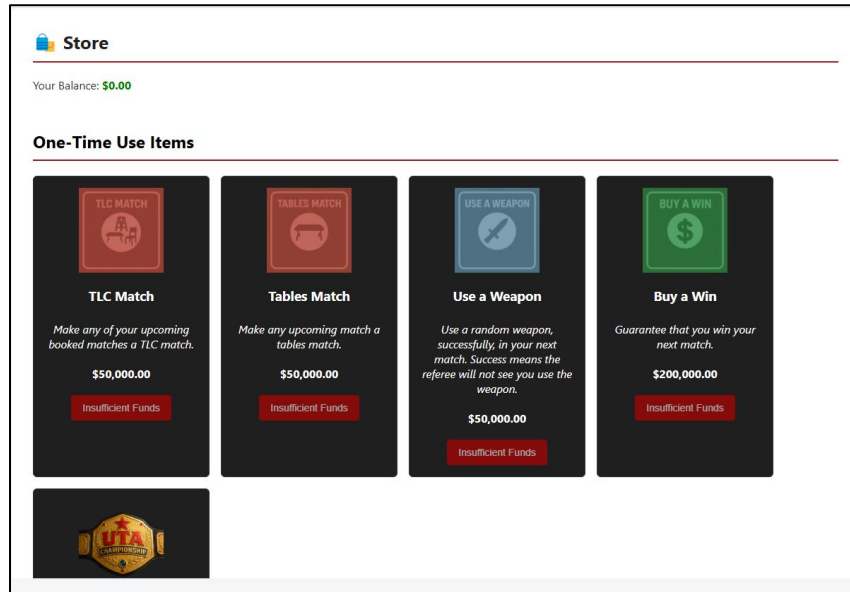


The screenshot shows a web form titled "Assign Fine to Character". The form is contained within a dark grey rounded rectangle. It features the following fields: a "Character" dropdown menu with "-- Select Character --" as the selected option; an "Event Booking (optional)" dropdown menu with "-- No Event --" as the selected option; a "Fine Amount (\$)" text input field; a "Use Failure Fine from Contract" checkbox; and a "Reason (optional)" text area.

By selecting the check box for Use Failure Fine from Contract, it will auto populate their failure fine.

VIEW THE SHOP/MAKE PURCHASES

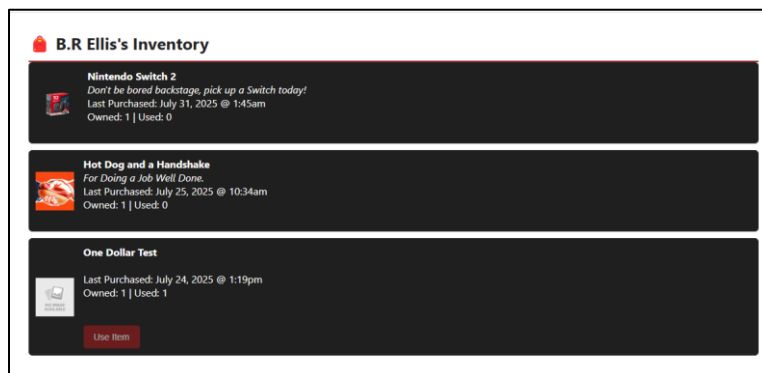
Users logged in with a character selected can check out the items available for purchase by navigating to Shop -> Store.



This page will let them know how much they have to spend and allow them to make purchases.

VIEW INVENTORY/USE ITEMS




Users logged in with a character selected can see items they have purchased by navigating to Transactions -> My Inventory. Items that can be used, display a Use item button.



When using an item, the user can write a note to the admin/webmaster for use during redemption.

VIEW/FULFILL ITEM REDEMPTIONS

Admins/Webmasters can navigate to Transactions -> Item Redemptions.

 Item Redemption Requests					
Character	Item	Note	Date	Status	Action
Aaron Shaffer	One Dollar Test		August 7, 2025 @ 4:29pm	 Pending	Mark Fulfilled
B.R.Ellis	One Dollar Test	i wanna use it	July 24, 2025 @ 1:19pm	 Fulfilled	—

This will allow them to view items already used, or mark pending redemptions as fulfilled.

VIEW CHARACTER TRANSACTIONS

A user logged in with a character selected can view their transactions by navigating to Transactions -> My Transactions.

Transaction History for Aaron Shaffer			
Date	Type	Amount	Reference
08/07/2025	Purchase	-\$1.00	Purchase: One Dollar Test
08/03/2025	Payout	\$850.00	25 (08.03.2025)
08/02/2025	Payout	\$850.00	IN THE ZONE (6)
08/02/2025	Payout	\$850.00	Rumble at the WrestleZone (07.25.2025)
08/02/2025	Payout	\$850.00	IN THE ZONE (5)
08/02/2025	Payout	\$850.00	IN THE ZONE (4)
08/02/2025	Payout	\$850.00	IN THE ZONE (2)
08/02/2025	Payout	\$850.00	IN THE ZONE (1)

This will show all transactions such as payouts, bonuses, fines, and purchases.

VIEW ALL TRANSACTIONS

Admins/Webmasters may view all transactions by navigating to Transactions -> All Transactions.

All Character Transactions

All Characters ▾ All Types ▾ Filter [Export to CSV](#)

Character	Type	Amount	Reference	Date
Aaron Shaffer	Purchase	\$-1.00	Purchase: One Dollar Test	08/07/2025
Ron Hall	Payout	\$5,500.00	25 (08.03.2025)	08/05/2025
Marie Van Claudio	Purchase	\$0.00	Purchase: Hot Dog and a Handshake	08/04/2025
Amy Harrison	Payout	\$1,200.00	25 (08.03.2025)	08/03/2025
Scott Stevens	Payout	\$1,950.00	25 (08.03.2025)	08/03/2025
Sean Jackson	Payout	\$5,000.00	25 (08.03.2025)	08/03/2025
The Spectre	Payout	\$5,000.00	25 (08.03.2025)	08/03/2025
El Fantasma Oscuro	Payout	\$650.00	25 (08.03.2025)	08/03/2025
Jarvis Valentine	Payout	\$1,650.00	25 (08.03.2025)	08/03/2025
Jaxon Ryder	Payout	\$650.00	25 (08.03.2025)	08/03/2025
Aaron Shaffer	Payout	\$850.00	25 (08.03.2025)	08/03/2025
Brandon Henderson	Payout	\$550.00	25 (08.03.2025)	08/03/2025
Mr. Juan Calderon	Payout	\$550.00	25 (08.03.2025)	08/03/2025

Here they can export the data to CSV for record keeping.

VIEW ALL BANK BALANCES

Admins/Webmasters can view all character bank balances by navigating to Transactions -> All Bank Balances.

Active Character Wallet Balances

[Show Alumni Wallets](#)

Character	Balance
Jarvis Valentine	\$20,550.00
Eric Dane Jr.	\$8,750.00
Brick Bronson	\$8,000.00
Chris Ross	\$7,500.00
Aaron Shaffer	\$5,949.00
B.R. Ellis	\$5,751.00

These are listed as active characters first, the most to the least. By clicking Show Alumni Wallets, characters set as Alumni can be viewed.

VIEW CHARACTER PAYOUTS

Users logged in with a character selected can view their payouts by going to Payouts -> My Payouts.

Payout History for Aaron Shaffer						
Event	Label	Air Date	Base Pay	Win Bonus	Total	Paid On
Unsanctioned	02.19.2020	02/19/2020	\$850.00	\$0.00	\$850.00	08/03/2025

VIEW ALL PAYOUTS


Admins/Webmasters can view all payout history by navigating to Payouts - > Payout History.

Contract Payout History						Export CSV
Event	Label	Air Date	Characters Paid	Total Paid	Actions	
25	08.03.2025	08/03/2025	18	\$33,000.00	View	
Hall of Fame	2025	08/01/2025	5	\$16,700.00	View	
IN THE ZONE	6	07/30/2025	5	\$4,550.00	View	
Rumble at the WrestleZone	07.25.2025	07/25/2025	28	\$21,250.00	View	
IN THE ZONE	5	07/23/2025	6	\$5,100.00	View	
IN THE ZONE	4	07/16/2025	4	\$3,550.00	View	
One Last Stop	2025	07/11/2025	14	\$25,300.00	View	
IN THE ZONE	3	07/09/2025	3	\$1,750.00	View	
Jackpot Recap	07.04.2025	07/04/2025	3	\$3,500.00	View	
IN THE ZONE	2	07/02/2025	8	\$7,350.00	View	
Jackpot	06.27.2025	06/27/2025	13	\$11,600.00	View	
IN THE ZONE	1	06/25/2025	11	\$7,800.00	View	

This will let them view how many people were paid, and for how much. The results can be exported to CSV for record keeping. By clicking View, the user is taken to the single event payout view.

EDIT/DELETE STORE ITEMS

To edit store items, navigate to Shop – Manage Store Items. Find the item you wish to edit, or make inactive, and click the edit button beside it.

Image	Name	Type	Cost	Status	Actions
	Playstation 5 Pro	Vanity	\$699.00	<input checked="" type="checkbox"/> Active	Edit Delete

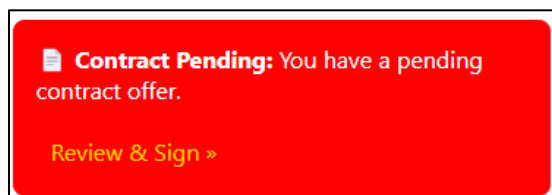
This will reload the editor at the top of the page with the item. To delete an item, press delete next to it. We recommend making items inactive over deleting.

CONTRACT WIDGETS

There are a few different widgets associated with contracts. These display on the dashboard when a user signs in, depending on their user group and/or character selected.

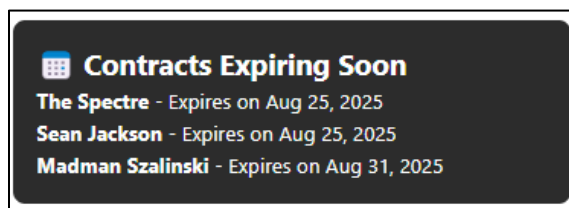
CONTRACT PENDING

Displays to a user with a pending contract.



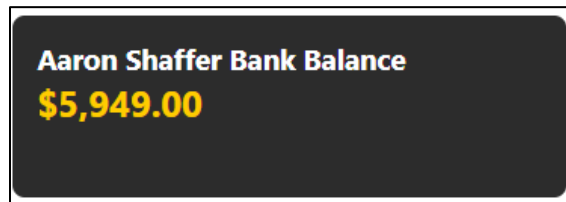
CONTRACTS EXPIRING

Displays to admins/webmasters if contracts are expiring in the next 30 days.



BANK BALANCE

Displays to users logged in with a character that has money in their “wallet.”



PENDING ITEM REDEMPTIONS

Displays to Admins/Webmasters when an item has been used by a character but not yet fulfilled.

