



FIFA 19 ULTIMATE TEAM
MILLIONAIRE  TRADING CENTER

MASTER TRADING GUIDE



CHAPTER ONE

CONSUMABLE TRADING

Consumables are one of the least exciting parts of Ultimate team. Nevertheless, just as important and an integral factor. Irrespective of whether you are dealing with fitness, contracts, position changes or managers, there is always a huge profit to be made.

The Basics of the Consumable Market

Similarly to players, there will never be a fixed set price for consumables. Depending on the day, a squad fitness can cost 800 coins on a certain day or 1500 the next.

Consumables are generally influenced by the number of gamers in the market. Their price usually increases as more people are playing online matches and thus more consumables are being purchased and used.

You do not need to be an expert to make lots of profit from consumable trading if you follow this simple rule: buy consumables when there's less people playing the game (generally during the night) and wait to sell them when there's more people playing the game (especially during the Weekend League).



There is No Limit for Consumables in Your Account

Player cards can be difficult to trade with sometimes since you can only store 1 card of each player in your account. It's a fine exercise in careful control of spreading your transfer list and targets space equally over all the potential you can discover.

For consumables however, there are no restrictions. You can store as many consumable cards as you want and completely abuse the market if you'd like and if you are making coins trading them.

You Must Manually Filter Some Consumables in the Market

Hop onto the market and try to locate the least expensive accessible squad fitness card. We'll spare you the time. You cannot. There's a basic explanation behind this.

The way the search mechanics and filters are set up just won't allow it. You can select Fitness cards, but you cannot at this moment specify if you want to look for Player Fitness Cards or Squad Fitness Cards.

The screenshot displays the FUT Market interface. On the left, a list of fitness cards is shown, including Squad Fitness (+30) and Player Fitness (+60). The main panel shows a detailed view of a Squad Fitness card. The card's details include: START PRICE: 1,500, BID: 1,500, BUY NOW: 1,600, and TIME: <30 Seconds. The card is highlighted in blue. To the right, a sidebar shows the card's image and details, including a 'Watch' button, a 'Make Bid' button, and a 'Buy Now for 1,600' button. The bottom of the sidebar has a 'Compare Price' button.

So, whenever we want to check what is the lowest BIN that team fitness cards are selling for, you need to do a little [trick](#). You want to search for gold fitness cards so we will obviously set the class to gold and type to 'fitness'.

Adjust the Minimum BIN to close to what you know they sell for usually (this will eliminate most player fitness cards with smaller BIN's).

Then adjust that price up or down until you find only scarce squad fitness cards among overpriced single player fitness cards.

This will give you an approximation of the lowest buy now that squad fitness cards are being sold for, which is the best we can hope for.

The screenshot shows the search filters in the FUT Market. The filters are set to 'FITNESS' (type) and 'GOLD' (class). The 'BID PRICE' section has 'Min: ANY' and 'Max: ANY'. The 'BUY NOW PRICE' section has 'Min: 1,200' and 'Max: 1,500'. There are 'Reset' and 'Search' buttons at the bottom.

Pricing Your Consumables

Selling a card in a bid and for the buy now are two very different things. Since you have no control over the bids, you always want to sell your cards for the Buy Now, so you must price your buy now at an adequate price so that it sells.

In order to determine what price you should list your consumables, you should always look for the current buy now price where more than 1 page of items appear in the search results. We commonly refer to this value as the Lowest Buy Now (Lowest BIN).

This usually means that cards under this value are bought instantly in the market (so they are underpriced), and cards over this value, usually will expire unsold.

I usually recommend that you price your consumables just above the Lowest Buy Now in the Market. So if the Lowest Buy Now in the market is currently 1500, you'd list at 1600 or 1700.

Recommended Consumables to Trade

These are the consumables that I trade myself and recommend that you trade:

01. Rare Player gold contract cards

02. Team Fitness cards

03. Popular Chemistry styles that sell above 300 coins.

Check here: <https://www.futbin.com/consumables/Chemistry%20Styles>

04. Position changes that cost more than 300 coins usually.

You can check them out here: <https://www.futbin.com/consumables/Position%20Change>

How and When to Trade Consumables

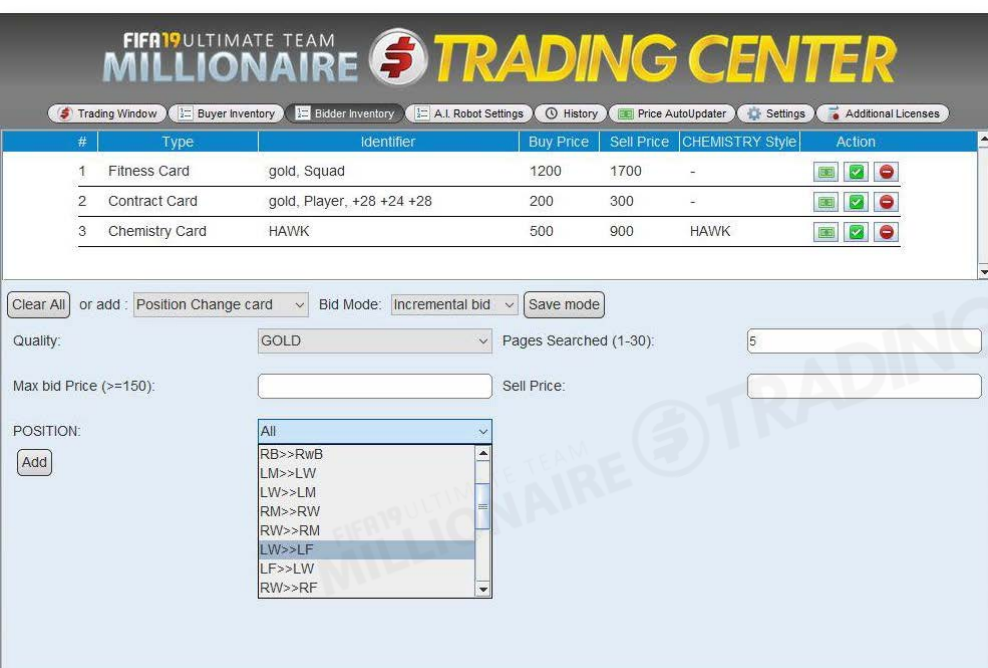
Mass Bidding Consumables

Mass bidding refers to bidding on a large quantity of consumables and hoping that other players don't get them or hit the buy now button. While with bidding we usually can get the best deals, it depends on how many traders are in the Market. If we're trading during very populated times like during the Weekend of Week days afternoons

and early nights, then it's very hard to get good deals on consumables. On the other hand, if you're Mass Bidding during the night, that's where this technique usually shines the most, as there are less traders in the Market which means you're very likely to win many more items with smaller bids, rather than being outbid constantly.

You should always have a Max Bid price set for your bids before you start trading and that Max Bid should be calculated by a percentage of the Lowest Buy Now currently in the Market. I suggest that you start by bidding around 80% of Lowest Buy Now. So just as an example if the lowest buy now in the Market is currently 1500, you'd multiply by 0,8 and get a Maximum bid of 1200.

Setting Up Mass Bidding on the FUTMillionaire Program (Autobidder Module)



Ok here we're showing you how to setup the Autobidder to Mass Bid on Consumables.

You can see that we have configured the Autobidder Inventory to Mass bid on Gold Fitness Squad and pay a Max of 1200 coins and once they are bought, list them for 1700. We also configured the program to buy Player Gold Rare Contracts for 200 coins and list them for 300 coins, and lastly the Hawk chemistry style which is very popular for Strikers. We'll try to get them for a max of 500 coins and sell them for 900.

You can also see in the image that we're also adding a [Position Change Card](#) which we haven't decided yet when that screenshot was taken.

One important thing is that you don't need to know what prices to put when you're adding the consumables to the Inventory. You can just put random prices and the program will calculate the prices for you by going to the Price AutoUpdater module once you've finished adding the consumables and clicking the Update Now button (make sure you configure the percentages first according to what is recommended in the last page or at your own taste).

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TRADING CENTER

Trading Window

Buyer Inventory

Bidder Inventory

A.I. Robot Settings

History

Price AutoUpdater

Settings

Additional Licenses

Price AutoUpdater settings:

Scan all Market:

☐

Fast Search (Use FUTBIN prices when possible):

☒

Pages to scan:

16 items per page

Sell price %:

Percentage of Lowest Sell Now Card in the Market

Buy price:

Percentage of Lowest Buy Now Card in the Market

Auto update period (hours):

Autoupdate Cycle Time

Save

Only Items with Price AutoUpdater ☒ Turned ON will be Updated

Price updater: STOPPED | Automation mode: OFF

Update Now

Automatic Update

Lastly since we're mass bidding consumables, and it's always best to sell them in high player volume times like during the Weekend League, you may want to enable the **Don't Sell** option in the settings as shown below. That way instead of listing the consumables right away, we'll keep them in our inventory, and list them whenever a Weekend League is going now to maximize their sale price.

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TRADING CENTER

Trading Window

Buyer Inventory

Bidder Inventory

History

Price AutoUpdater

Settings

Additional Licenses

General Settings:

Log to File:

☒

Save all the logs from logfeed into a file.

Sleep Min./Max. time period:

-

Time period to sleep between searches in seconds.

Trade pile size:

Trade pile size.

Autobuyer speed (default 12):

Caution: High Speeds may lead to your account being locked or banned

Don't Buy:

☐

Autobuyer will only relist, clear sold and analyze watch list items.

Don't Sell:

☒

Autobuyer will only search and bid/buy items.

Buying & Selling Settings:

Stop bidding if trade pile is full:

☒

RECOMMENDED.

Relist all items:

☐

Relist all items inside trade pile.

Time left filter (1 - 120 min.):

Skip items where auction time left > then filter value.

Max bought/bidder items per cycle:

If limit was reached ,after 1 min go to next item.

Auction duration (hours):

Auction duration.

Minimal user coins left:

Program will shutdown if reached.

Save

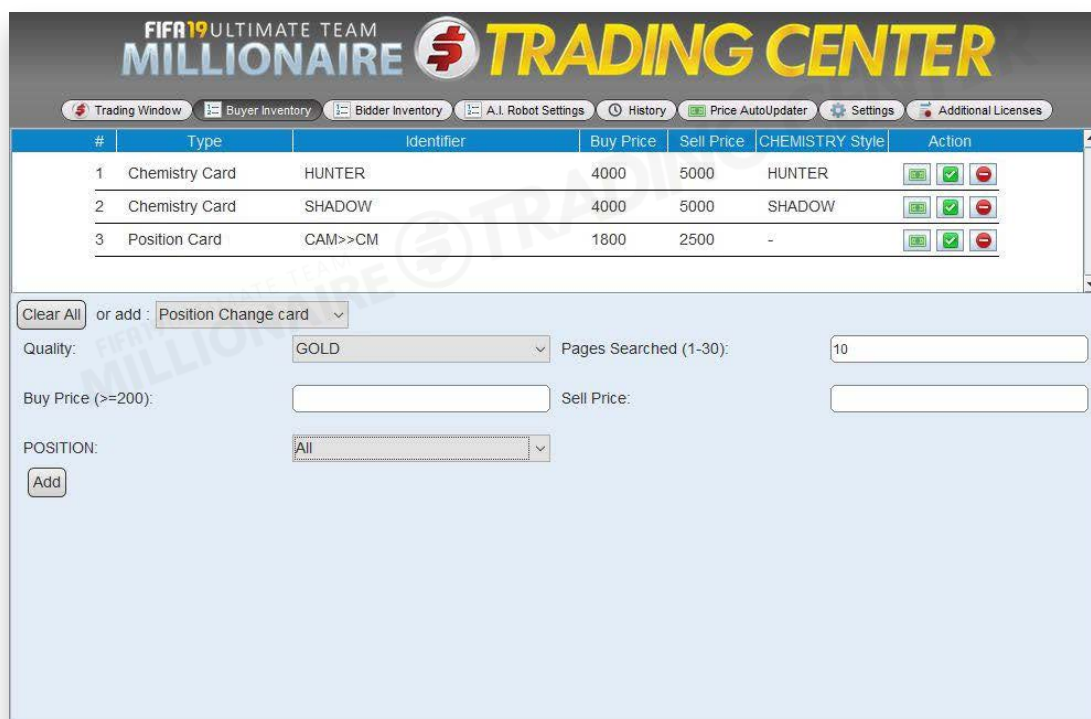
Sniping Consumables

Ok so first of all, I have to tell you that sniping consumables that you cannot select directly from the Menu such as Team Fitness cards is very hard since you always have to filter through hundreds of player fitness cards. It's the same thing with consumables like Managers, Stadiums, Healing Cards.

Therefore, if you're looking to snipe consumables, you should focus on [Chemistry Styles](#) and [Position Cards](#) that sell above 300 coins like we suggested in the previous page.

Regarding sniping, its effectiveness is very different than bidding, and works best when more cards are being placed in the Market, such as times when many packs are being opened. For example, a good time to snipe consumables and players alike is during Thursdays after people are opening their packs from the Division Rivals and Weekend League rewards, which means a lot of new items are being placed in the market, and therefore your chance of finding underpriced items is much higher than normal.

Setting Up Sniping on the FUTMillionaire Program (Autobuyer Module)



The screenshot shows the FUTMillionaire Trading Center interface. At the top, there's a navigation bar with tabs: Trading Window, Buyer Inventory, Bidder Inventory, A.I. Robot Settings, History, Price AutoUpdater, Settings, and Additional Licenses. Below this is a table with columns: #, Type, Identifier, Buy Price, Sell Price, CHEMISTRY Style, and Action. The table contains three rows of items for sniping:

#	Type	Identifier	Buy Price	Sell Price	CHEMISTRY Style	Action
1	Chemistry Card	HUNTER	4000	5000	HUNTER	[Icons]
2	Chemistry Card	SHADOW	4000	5000	SHADOW	[Icons]
3	Position Card	CAM>>CM	1800	2500	-	[Icons]

Below the table, there's a section for adding new items. It includes a "Clear All" button, a dropdown menu for "or add:" (currently set to "Position Change card"), and input fields for "Quality:" (set to "GOLD"), "Pages Searched (1-30):" (set to "10"), "Buy Price (>=200):", "Sell Price:", and "POSITION:" (set to "All"). There is also an "Add" button.

Here you can see how we setup the FUTMillionaire program to look for the Hunter and Shadow Chemistry styles along with the CAM-CM position change that is very popular at the moment. Please be advised that for sniping, speed is everything so I don't recommend that you have more than 4 or 5 items at each time in your Autobuyer inventory or your speed may suffer.

For anything relating to Buy Now's, like Sniping, you're obviously going to use the Autobuyer module, not the Auto-bidder module which does bids.

Like shown in the previous page, you may also want to use the AutoUpdater module to calculate your prices, in case you don't want to take the time to go manually to the market and see what is the Lowest Buy Now.

Trading Consumables During Market crashes

We are not going into too much depth about market crashes since usually there are not that many throughout the year. But the main cause is a large increase in the volume of cards entering the market which in turn drive the prices down since they are available in abundance. Though this is often related with the player prices, the effect it has on consumables is also noteworthy.

Unlike players, the prices of consumables don't depreciate over time.



There are no 'inform fitness cards' that restore more than 100% fitness and make the original cards redundant. This ensures that the demand for consumables is always consistent.

This means is that while during a market crash, the price of consumables will drop as much more cards than normal are being placed in the market, whereas after the price crash, the activity of the market slows down (in terms of packs opened). Therefore consumable prices will once again start to even themselves out.

The wise move here is generally to buy 100s of consumable cards on the cheap when this market crash happens and wait until the next Weekend League to offload them all, as their price should go up.

Events can also alter the market's mood

Because certain formations are much more popular than others, some position cards will be in demand all through the year. The prices of such cards will usually remain constant throughout the lifetime of the game.

Every month special SBC cards are released for the Player of the Month in select leagues. In FIFA 17, Heung Min Son won POTM and was one of the most overpowered cards in the game. He was also fairly easy to acquire for most people and as he was a PL player he was also in demand. His position was LM but he was clearly better at more attacking positions owing to his stats. As a result there were a lot of people that wanted to change his position from LM TO LW and LF. So

suddenly thousands of FIFA players wanted to buy these position change cards to convert him to a LW and LF. So naturally the price of those positions cards increased.



Hidden Gems.

Even late into the cycle, we see some managers and other miscellaneous items selling above discard value. It's because demand is always present. People usually tend to ignore these cards, quickly selling them or simply listing it without considering pricing them. This is an area of huge potential. Winning bids on some popular kits like those of Real Madrid, Barcelona, Manchester United or Liverpool in the first few weeks for minimum can provide 1,000's per card. Remember, when you find the initial item you want, you can simply compare price to find a complete list of what is available.

Play around with your filters. Find what works best for you and experiment with it to find your personal formula for a massively rewarding trading system.



A decorative background consisting of numerous small, light gray dots scattered across the white page, creating a starry or confetti-like effect.

CHAPTER TWO

TRADING CHEAP USABLE PLAYERS AKA FUTMILLIONAIRE SCRUB METHOD

This is the method that we used since before Autobuyers were even available for FIFA and not only it still works today, but it's actually improved 10x by using the Autobidder with it to automate the entire process.

Once you understand this method, you can use it to make over **100k** a day (and this is just manually) if you dedicate less than 2 hours a day to it.

This is a small list of players who are very common, very cheap, **but still good enough to have large demand from people building entry level teams and also for the more and more common SBCs that require 80+ rating.**

Most people wouldn't even imagine the amount of money that can be made exclusively trading these players. For the sake of focusing on markets with high demand and learning those markets in and out, I'll advise you to focus for now on the most popular leagues: **Spain, England, Germany, France, Italy.**

The method is simple and doesn't require deep understanding of the market, but you'll need to know which players are commonly used in that particular league.

Due to new SBCs coming out all the time, I really recommend that you focus on players that are 82+ rating on this list, because any time a new SBC that requires 80+ rating comes out, these players prices increases a lot and you can sometimes more than triple your coin investment.

Inside the FUTMillionaire site you can always find an updated list of these players to trade following the link:

<https://futmillionaire.com/recommended-players/>

But I'll give you a few examples so that you understand how we choose these players.

<p>84 CF GOMEZ 90 PAC 88 DRI 76 SHO 39 DEF 81 PAS 57 PHY</p>	<p>PS4 3,700 3,800 3,800 3,800 3,800 Price Updated: 11 mins ago PRP: 32% PR: 700 - 10,000</p>	<p>XBOX ONE 3,800 3,800 3,800 3,800 3,800 Price Updated: 15 mins ago PRP: 33% PR: 700 - 10,000</p>	<p>PC 4,400 4,400 4,400 4,400 4,400 Price Updated: 30 mins ago PRP: 39% PR: 700 - 10,000</p>
<p>84 CB DE VRIJ 68 PAC 67 DRI 41 SHO 86 DEF 60 PAS 76 PHY</p>	<p>PS4 3,800 3,800 3,800 3,800 3,800 Price Updated: 2 mins ago PRP: 33% PR: 700 - 10,000</p>	<p>XBOX ONE 3,900 3,900 3,900 3,900 3,900 Price Updated: 5 mins ago PRP: 34% PR: 700 - 10,000</p>	<p>PC 4,500 4,500 4,500 4,600 4,600 Price Updated: 1 min ago PRP: 40% PR: 700 - 10,000</p>
<p>84 GK SZCZESNY 85 DIV 87 REF 81 HAN 51 SPE 71 KIC 82 POS</p>	<p>PS4 3,400 3,400 3,400 3,400 3,400 Price Updated: 14 mins ago PRP: 29% PR: 700 - 10,000</p>	<p>XBOX ONE 3,600 3,600 3,600 3,600 3,600 Price Updated: 19 mins ago PRP: 31% PR: 700 - 10,000</p>	<p>PC 3,900 3,900 3,900 3,900 3,900 Price Updated: 24 mins ago PRP: 34% PR: 700 - 10,000</p>

Ok so let's look at the players above.

They are all good starting Serie A players that a lot of gamers will use when building a starter team, which means there will always be demand for these players. They are also rated 84, which means that they will always be in demand for SBCs that require high rated teams.

These are the type of players that are ideal to use with this method.

So the method consists in buying large quantities of these cheap players within a tight range (we'll explain why tight later) in the most popular leagues. After you fill the trade pile, you put them up for sale, and you should be able to sell up to 80% of your trade pile in less than 24 hours.

These players are amazing to trade because two things happen:

01

The people selling these players don't bother checking their prices and just put them on minimum Bid all the time when they come out in packs.

02

The people that buy them don't bother waiting for the bid to expire because they are only saving a few hundred coins, and ALMOST ALWAYS use BUY NOW to buy them.

On our end, while we're not getting rich every time one of these players sells, we will be making close to 1000 coins at least in every trade, so multiply that for 100 players sold per day and there you have your 100,000 coins per day of profit.

Using the FUTMillionaire Method Manually




I recommend you starting to Look for FUTMillionaire players from the Recommended Players List at:

<https://futmillionaire.com/recommended-players/>


Pick one league and update the player prices for a handful of players of that league using [FUTBIN.com](https://www.futbin.com/)


Then start going through each player you just updated and making bids up until the Max price you set when calculating the prices.


So just as example if we're looking for Gomez 84 cards who sell currently at the lowest buy now of 3700.


			
	3,700	3,600	4,800
	3,700	3,600	4,800
	3,700	0	4,900
	3,700	0	4,900
	Price Updated: 8 mins ago	Price Updated: 24 mins ago	Price Updated: 3 mins ago
	PRP: 32%	PRP: 31%	PRP: 44%
	PR: 700 - 10,000	PR: 700 - 10,000	PR: 700 - 10,000


We can calculate his max bid price at 80% of 3700 which is 3000. Then configure the market to search for Gomez cards with a max bid price of 3000 like shown below.


 GOLD

 CHEMISTRY STYLE

 LEAGUE

 POSITION

 NATIONALITY

 CLUB

BID PRICE:

Min: +

Max: +

BUY NOW PRICE:

Min: +

Max: +

Reset

Search

Now bid for all the cards within the first 5 minutes of Remaining Auction Time until the max amount of 3000 coins.

Obviously, don't buy anything at Buy Now, the goal of this system is ONLY Bidding

Obviously in the beginning you'll need to check the Prices on FUTBIN.com often as you don't know how much every Player/Chemistry Style combo can be sold for.

After a while you'll learn how much each player can be sold for, check its price evolution daily.

Obviously this is a lot of work and time to do manually, and it's 100x easier if you're using the FUTMillionaire program as the Price AutoUpdater module calculates the prices for you, for all your selected players, instantly, and every time, so they are always correct.

Don't get frustrated if you get outbid. You will get outbid on most players, but if you're doing this consistently for 1-2 hours you will still win a lot of players for under the max bid price you calculated earlier. Do go back and re-bid (if it still fits your max bid price), whenever you finish bidding on all player auctions under 5 minutes left.

So the sequence is:

01

Bid on player up to
5 mins auction left

02

Move to the next player

03

Re-bid when outbid

04

Repeat

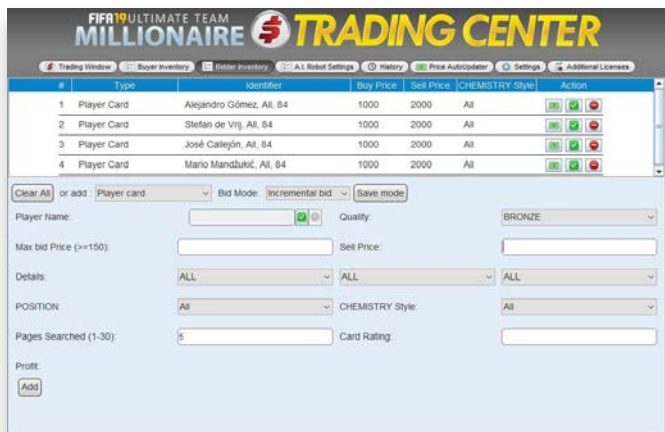
Don't get into bidding wars, they're not worth your time at all. Often it's better to just bid your max calculated bid amount instead of bidding much lower, because if you do that, you are likely to end up in bidding wars that waste a lot of your time.

The key to this method is buying a lot of these players, and if you're wasting time in bidding wars, you'll take 3 or 4 times longer.

Using the FUTMillionaire Method with the FUTMillionaire Autobidder (much recommended)

The FUTMillionaire Autobidder really makes this method 100x simpler and faster, since the only thing you have to do is to input a handful of players in your Autobidder Inventory and the Program will automatically calculate buy/sell price and then keep searching, bidding, re-bidding and selling the players you win for you, 24 hours per day. You really cannot compete with the Autobidder, if you're trading manually.

So the first step to putting the Method to work with the Autobidder is to pick a handful of players from the Recommended Player List <https://futmillionaire.com/recommended-players/> and adding them to the Autobidder Inventory.

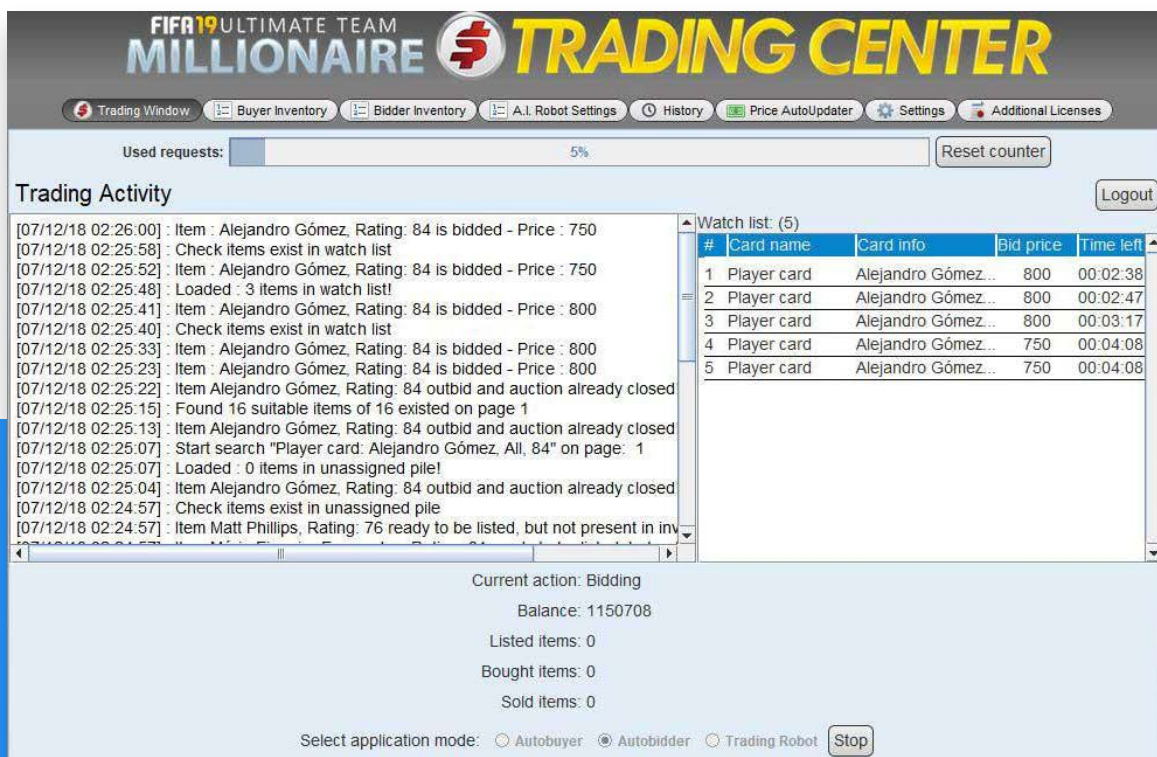


You can insert random prices, as the program will calculate them afterwards if you just go to the price AutoUpdater module and click Update Now. You can see in the program I randomly inserted 1000 buy and 2000 sell for all items.

Now look at the prices after updating the prices with the Price AutoUpdater:



After that, the only thing you have to do is to go on the Program screen, select Autobidder, click Start and watch the Program do it magic!





CHAPTER THREE

59TH MINUTE

Classic 59th Minute Trading is all about scrolling the trade window all the way up to page 1000 or so, so you can browse through the players that are being placed in the market with exactly 1 hour expiration time.

So experienced traders would hawk the 59minutes:59 seconds page scrolling up and down until a good under-priced player hits the market.

SEARCH RESULTS

83

GK



BAS

Ederson

DIV

HAN

KIC

REF

SPD

POS

81

76

82

87

64

78

BID

13,500

BUY NOW

16,000

TIME

59 Minutes

76

CM



BAS

Renato Sanches

PAC

SHO

PAS

DRI

DEF

PHY

78

72

69

77

70

82

BID

15,750

BUY NOW


16,000

TIME

59 Minutes

79

CB



BAS

Stones

PAC

SHO

PAS

DRI

DEF

PHY

71

35

67

71

80

77

BID

850

BUY NOW


16,000

TIME

59 Minutes

81

CAM



BAS

Barkley

PAC

SHO

PAS

DRI

DEF

PHY

77

73

77

82

55

77

BID

6,800

BUY NOW

16,000

TIME

1 Hour

81

CAM



BAS

Barkley

PAC

SHO

PAS

DRI

DEF

PHY

77

73

77

82

55

77

BID

850

BUY NOW

16,000

TIME

1 Hour

Most big money traders I know use this method along with custom price intervals. So for instance, they'll look for players in the 20-30k interval, maybe focus on getting IFs and hit Buy Now on the ones that are priced below the others in the Market Place.

Why this method has worked in the past

A lot of people don't bother looking the price of the players in the market before putting them up for sale. Others just want a quick sale because they need money. You can find some pretty good underpriced player due to that.

So during peak hours of the platform like prime time UK or Happy Hours, you could usually get people to list their IFs for lower prices because they just didn't know how much they were worth.

This also works particularly well during Pack Happy Hours.

Another great method is to focus in the Silver overpowered players

People usually know Messi is worth a few hundred thousand coins, but a lot of people don't play with Silvers and don't know there are silver players that are worth much more than gld players.

So you might pick up a few if you try to find Silver players in the 59th minute.

Why this method has lost a lot of efficiency

First reason is that Autobuyers are direct competitors to Min.59 traders, and they have gotten increasingly popular, and to be fair, it's almost impossible to compete with autobuyers for cheap buy nows if you are trading manually.

While you can still make a lot of money because each week there are more players and more in forms getting released, people are also getting more and more clued up about auction prices and therefore are far less prone to make mistakes.

There are probably more people waiting around in the 59th minute right now at every instant, than people actually making mistakes and listing the players cheaper than their market value.

This makes it increasingly difficult.

My Opinion is this method has two inherent problems that means it will not work that well for most people trying to do it with manual trading:

01. You need a good starting capital to invest in players

02. You have to know the prices of a lot of players already because if you are trading the minute 59 you do not have time to go check the price on FUTBIN.com

While I have made some money using this method, due to the sheer amount of people (and bots) hawking the 59th minute at all times, it's really not as good as it once was, and downright impossible at peak hours (8pm-0am GMT).

Another reason why I don't dig it it's because it relies too much on luck and on people being dumb and undervaluing their players.

I mean, for every player that you pick up 5k cheaper, there has to be someone dumb enough to put it on the market at that price.

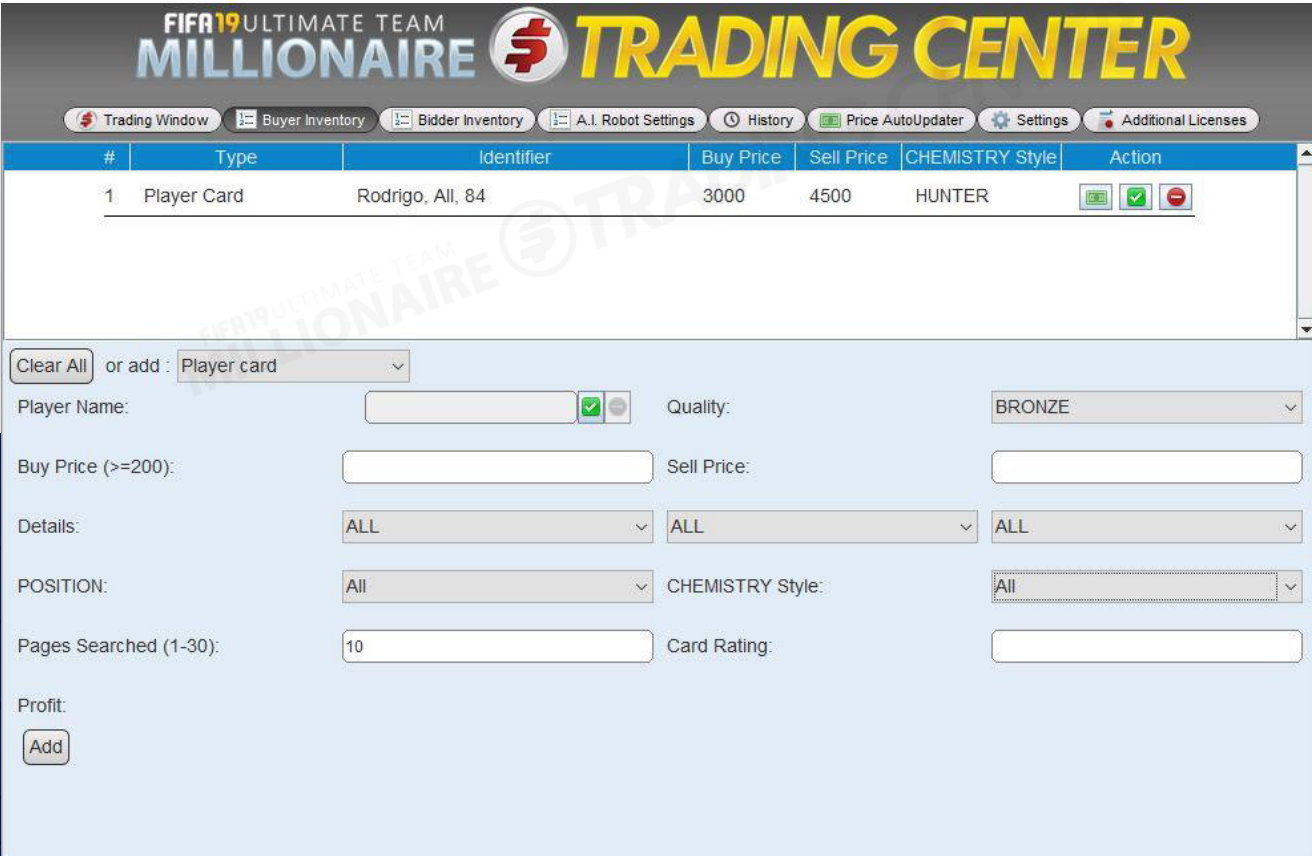
Using the 59th Minute Method with the FUTMillionaire Autobuyer

All Autobuyer trading is inherently minute 59 trading! This is one of the most common misunderstandings new users have. The Autobuyer will keep searching 24 hours for cards that have a buy now under the Max Price you set. A lot of these cards will be placed in the minute 59, so the Autobuyer will always pick them up!




In terms of choosing players to trade with the Autobuyer, I always recommend that you choose a max of 5 players at each time to have in your Autobuyer inventory, and either do not trade the most popular players (as a lot of other people using Autobuyers will also be trying to pick them up), or choose popular players but with changed Chemistry Styles or Positions.

Just as an example in FIFA19, [Rodrigo 84](#) is one of the most popular strikers in the game, so trading it in the Autobuyer will probably not be a good idea. However if you select Rodrigo with the Hunter Chemistry Style, that is probably a much better option.



Of course you will have to pay a little more for Rodrigo Hunter than you would for any Rodrigo, but that little more will allow you to beat all other Autobuyers just searching for normal Rodrigo cards, and you'll also get those coins backs and probably even more when you sell the Rodrigo Hunter cards.



The screenshot displays the FUTMillionaire Trading Center interface. At the top, there's a header with the logo and navigation tabs: Trading Window, Buyer Inventory, Bidder Inventory, A.I. Robot Settings, History, Price AutoUpdater, Settings, and Additional Licenses. Below the header is a table with columns: #, Type, Identifier, Buy Price, Sell Price, CHEMISTRY Style, and Action. The table contains one entry: a Player Card for Rodrigo, All, 84, with a Buy Price of 3000 and a Sell Price of 4500, under the HUNTER chemistry style. Below the table is a search filter form with various input fields and dropdown menus.

#	Type	Identifier	Buy Price	Sell Price	CHEMISTRY Style	Action
1	Player Card	Rodrigo, All, 84	3000	4500	HUNTER	  

Clear All or add : Player card

Player Name:   Quality: BRONZE

Buy Price (>=200): Sell Price:

Details: ALL ALL ALL

POSITION: All CHEMISTRY Style: All

Pages Searched (1-30): Card Rating:

Profit:

CHAPTER FOUR

PRICE FIXING

The Ins and Outs of Price Fixing

Price Fixing can be a great way to make money, but the tiniest mistake or thing overlooked can also wipe out your coin pile in a hours or even minutes.

The idea behind Price Fixing is basically to **buy all cards of a single version of a player in the market and relist them all at a higher price, so that anyone who wants that player has no choice but to pay your price.**

First of all you need A LOT of money, depending on the player you're trying to fix and do not even try to Price Fix any player without an Autobuyer, because it's just not going to work, unless you can manually track the market 24 hours per day, which unless you're a robot, you can't.

Secondly, if you're going to fix prices, you need to know exactly what could possible work, since most players are just impossible to price fix.

The main problem with price fixing is this: if you are trying to price fix a player that is too common, you just cannot possibly buy every card that is being placed in the market under the price you are trying to fix the market at.

With common players the market is just too flooded of players at the usual price and the price fixer now either keeps buying those players that come up and relist them, or just gives up and is left with a bunch of cards that he'll have to sell below his expected price.

The ONLY REALISTIC way to Price fix is obviously to do it with the rarest Special or In Form players of the game. This means that the market is not going to be so flooded with new cards underpricing you, if you are price fixing.

Example of Price Fixing

Imagine if you bought all the cards of a player who was selling for 500k.

As he's very rare, there were only 5 cards in the market, so you pay $500 \times 5 = 2.5$ Million coins.

You'd then list all these cards at around 700k and for each one you sold, you'd be making 200k Profit (minus EA Tax).

What you'd need to be very wary of is that if someone lists the same player in the Market below your Price, you need to hit Buy Now instantly on it, or it will ruin your strategy!

Setting Up the Autobuyer for Price Fixing

So cards that would probably be good targets for price fixing right now are OTW cards from players who have had no IF's yet, which means their price is still relatively low. And of course since they are OTW cards, they are rare enough to make price fixing work for us.

Just for the sake of example, let's see how we'd set up the Autobuyer to Price Fix Fred OTW, from Manchester United.

As you can see below, he is currently selling for 27.5k lowest buy now, and we want to price fix him for 40k.

The image shows a Fred OTW card from Manchester United with a rating of 82 CM. Below the card, three panels display price ranges for different platforms:

Platform	Current Price	Lowest Buy Now	PRP	Price Range
PS4	27,500	27,750	21%	10,250 - 90,000
XBOX ONE	26,250	27,000	22%	10,250 - 80,000
PC	44,000	45,000	30%	10,250 - 120,000

So setting up the Autobuyer to price fix is really easy. We only need to select the Fred OTW card in the Autobuyer inventory and set your buy price to 40000 coins and sell price also to 40000 coins.

The screenshot shows the 'FIFA 19 ULTIMATE TEAM MILLIONAIRE TRADING CENTER' interface. The 'Autobuyer' tab is selected, and the following settings are visible:

#	Type	Identifier	Buy Price	Sell Price	CHEMISTRY Style	Action
1	Player Card	Fred, All, 82	40000	40000	All	

Below the table, the following fields are visible:

- Player Name:
- Quality:
- Buy Price (>=200):
- Sell Price:
- Details:
- POSITION:
- PAGES SEARCHED (1-30):
- Card Rating:
- Profit:
-

This doesn't mean that the program will buy the cards at 40000 coins. It means it will buy ALL THE FRED OTW Cards, regardless of the price, UP TO 40000 coins, since this is the only way that there will be no cards undercutting the price at which we're trying to fix him.

Now setting this up as you've seen is really easy, but the problem is that you need to keep your Autobuyer turned ON all day to make sure no one lists cheaper Fred's in the market, or your strategy will be ruined!



CHAPTER FIVE

TRADING RARE/UNPOPULAR IFS

AN EASY, NOT TOO TIME CONSUMING, DECENT REWARD METHOD

How It Works

This method is simple: gather a List of In Form players (especially outside the 4 most popular leagues) and check their live market prices. You can do this on a Live Price Checker like the one on FUTBIN.com

So the trading would be something like this:

IF the price of the lowest for sale is considerably LESS than the 2nd lowest player for sale + taxes, then buy it and relist it.

You either use BUY NOW for this, or check if there are any players listed with Low Bids on the Market and bid for them to see if you can win them.

Obviously most of the times, you'll get outbid, but when this doesn't happen, you can get extraordinary deals.

This is particularly amazing to use during the night as lots of these players are in markets that don't get tracked at all.

You can just use the FUTBIN.com live Market checker for this. It's quicker than looking for players inside the game.

Example:

If de Ligt's 2nd lowest card is for sale at 30k and you spot one for sale at 25k, you would buy it and list 29k. So when you finally sold it, you'd make $29000 - 1450(5\% \text{ tax}) = 25k$, therefore 2550 coins.

Card	Start Price	Bid	Buy Now	Time
de Ligt	39,500	39,500	50,000	<1 Minute
de Ligt	32,750	32,750	33,000	1 Minute
de Ligt	4,500	4,500	4,800	1 Minute
de Ligt	31,500	31,500	31,750	1 Minute
de Ligt	31,500	31,500	31,750	2 Minutes

Card details: 83 CB, de Ligt, 71 PAC, 60 SHO, 70 PAS, 69 DR, 83 DEF, 84 PHY. Bid: 39,500. Buy Now: 50,000.

Not too bad, but obviously not amazing either. You're basically making a 10% profit on the money invested.

Don't forget the 5% tax!!!! If you do, you may be losing coins, instead of making coins!

TIP:

STAY AWAY from recently released players.

Their prices fluctuate too much and they can lose enormous value in HOURS.

The background of the page is white and features a pattern of small, solid gray dots scattered across the entire surface. The dots are of uniform size and are distributed in a seemingly random, non-uniform pattern, with some areas having a higher density of dots than others.

CHAPTER SIX

PREDICTING TOTW DURING THE WEEKEND BEFORE

This method is very good but unfortunately it involves some work.

As mentioned before, 99% of the times special cards are released because of an amazing real life performance by that player. For example if a player scores 2 or more goals in a match in one of the most popular leagues, you can bet he's probably going to get an IF in the next TOTW.

While sometimes TOTW is hard to predict as there have been cases when just a goal has been enough to feature in the TOTW, whereas more complete performances by other, less popular players have gone unnoticed, I always keep it safe and invest in players who had 2+ goals in a single game.

It is not possible for two versions of the same player to be in packs at the same time. This stands true for all sorts of cards like upgraded cards from Rating Refresh or maybe even transferred cards. This is the same case when a card is featured in TOTW. Only the IF cards are available in packs.

This method depends entirely on keeping tabs on real life football. If you react too late, you are buying someone else's investment, if you buy too early, you've created a risk that didn't need to be created.

Snipping Your TOTW Predictions on the Autobuyer

Whenever you are watching a game or checking the scores and a player scores 2 goals, or is having an exceptional performance that makes you think he is nailed on to be on the next TOTW, it's time to immediately turn on the Autobuyer and snipe players.

I recommend that you set a maximum amount of coins that you're willing to risk on this investment and limit the program to not spend over a certain amount.

Let's say we had a 500k coin pile and we wanted to invest a max of 100k on a TOTW prediction. To program the FUTMillionaire program to spend a max. of 100k, you go to the settings and set your minimal user coins left to 400k, so the program will stop trading when that amount is reached.

General Settings:

Log to File: ☒

Sleep Min./Max. time period: 10 - 20

Transfer list size: 30

Autobuyer speed (default 8): 12

Don't Buy: ☐

Don't Sell: ☒

Buying & Selling Settings:

Stop bidding if transfer list is full: ☒

Relist all items: ☐

Time left filter (1 - 120 min.): 10

Max bought/bid items per cycle: 5

Auction duration (hours): 1 Hour

Minimal user coins left: 400000

Save all the logs from logfeed into a file.

Time period to sleep between searches in seconds.

Transfer list size.

Caution: High Speeds may lead to your account being locked or banned.

Autobuyer will only relist, clear sold and analyze watch list items.

Autobuyer will only search and bid/buy items.

RECOMMENDED.

Relist all items inside transfer list.

Skip items where auction time left > then filter value.

If limit was reached ,after 1 min go to next item.

Auction duration.

Program will shutdown if reached.

Save

You should probably also check "Don't Sell" as we'll be looking to sell the players we're investing in during the first days the TOTW is released.

So now imagine you're watching a La Liga game, and it's Valencia playing and Rodrigo scores two goals. The first thing I would do is to go to FUTBIN.com and check where the price is at currently.

The screenshot displays Rodrigo's card on the left and its current market prices on the right. The card is a yellow 84-rated ST with stats: 90 PAC, 82 DRI, 81 SHO, 44 DEF, 73 PAS, 71 PHY. The prices are as follows:

Platform	Current Price	Price History	PRP	Price Range
PS4	4,700	4,700 (4 times)	43%	700 - 10,000
XBOX ONE	5,100	5,100 (4 times)	47%	700 - 10,000
PC	5,800	5,800, 5,900 (3 times)	38%	750 - 14,000

Since his price is at 4700, I would probably set my Autobuyer to buy every card up to 4900 and expect them to sell for around 6500-7500 when the TOTW is released.

The screenshot shows the 'FIFA 19 ULTIMATE TEAM MILLIONAIRE TRADING CENTER' interface. It includes a table with the following data:

#	Type	Identifier	Buy Price	Sell Price	CHEMISTRY Style	Action
1	Player Card	Rodrigo, All, 84	4900	7500	All	[Icons]

Below the table is a search and filter section with the following fields:

- Clear All or add: Player card
- Player Name: [Input field]
- Quality: BRONZE
- Buy Price (>=200): [Input field]
- Sell Price: [Input field]
- Details: ALL (dropdown)
- POSITION: All (dropdown)
- CHEMISTRY Style: All (dropdown)
- Pages Searched (1-30): 10
- Card Rating: [Input field]
- Profit: Add

If he ends up not being on the TOTW, that is really not a big problem since you can still sell his cards at the same price you bought them, it will just take a little time to do so.

The background of the page is white with numerous small, gray, semi-transparent dots scattered across it in a random pattern.

CHAPTER SEVEN

SNIPING COMMON SBC SOLUTIONS

Ok guys so I've been using this trick to make a lot of coins.

The strategy is to go on the SBC page of FUTHEAD <https://www.futhead.com/squadbuilding-challenges/> or FUTBIN.com at <https://www.futbin.com/squad-buildingchallenges> and checkout the higher ranked SBC solutions with more likes for the most popular daily/weekly SBCs.

Since there's a lot of people checking out FUTHEAD and FUTBIN for SBC solutions these players will normally sell at buy now for really high prices, as people who are making the SBC usually don't really take their time and gather their items with bids, they just buy them for whatever price there is on the market.

This strategy is particularly effective when a SBC comes out (usually a new one comes out almost every day around 6-7pm UK time), as people will rush to the site to get solutions, FUTBIN is not updating their prices often enough, which means that people are listing the players at FUTBIN price, when the higher price is already higher than that.



This makes for really easy snipes.

How to Snipe SBC Players with the Autobuyer

So pick a couple of players from one of the most popular SBCs and put them on the Autobuyer and try to snipe them at a lower price.

Just to see how much these SBC solutions can influence the players.

We'll look at the Top SBC solutions for a current SBC that both say Gibbs is key (which really isn't, but people are too lazy to see other solutions or even make their own SBC solutions).

MVP	Name	Rating	Chemistry	Likes	PS4	XONE	PC	By	Loyalty	Position
	Gibbs key quick	71	<div><div>80</div></div>	0	6,050	7,050	6,850	Sophokles	0	0
	GIBBS!	71	<div><div>80</div></div>	0	6,050	7,050	6,850	Guest	0	0

And just because Gibbs name was dropped in the Top 2 solutions right now on FUTBIN, his price DOUBLED since the SBC was released.



So while it would be even better to snipe for Gibbs cards earlier (before FUTBIN reflected the true price increase), you can bet that if you still set the Autobuyer to snipe Gibbs for 400-500 coins under current buy now, you will still get a lot of cheap deals and profit which is what we show below:

#	Type	Identifier	Buy Price	Sell Price	CHEMISTRY Style	Action
1	Player Card	Kieran Gibbs, All, 77	450	800	All	[Icons]

or add : Player card

Player Name:
 Quality: BRONZE

Buy Price (>=200):
 Sell Price:

Details: ALL ALL ALL

POSITION: All
 CHEMISTRY Style: All

Pages Searched (1-30):
 Card Rating:

Profit:

This is just an example. It's not uncommon for cheap discard price players to increase their value 10x due to SBCs requirements, so keep your eye on the daily SBCs and use the Autobuyer to snipe!

Make sure to pick 3-4 players at each time and you'll see results!



CHAPTER EIGHT

SPECIAL CARD INVESTMENTS

Initial Influx of Cards On The Market

"Supply is directly related to demand".

This fact should always be kept in mind before you consider each and every single investment that you hope to make. Demand is almost never affected by the volume of cards available. A person either wants a card or doesn't.

Here, the variant is the supply. It largely affects the market. When demand is higher than supply, prices are through the roof. But when the supply matches the demand, the prices stabilize.

If there is a surplus of supply, the prices drop.

With TOTW players, if players' prices would slowly drop over the week as more cards enter the market. They then start to rise when they once again leave packs. Since the introduction of the weekend league, prices act somewhat like a ping pong ball.

The new TOTW is released on a Wednesday, and unless some big event is going on or people have packs saved, the release of cards into the market remains controlled.

While we say 'controlled', this usually lasts only a few hours. And as this is too short an amount of time, the number of cards that enter the market are not enough to balance out the card values. This makes the cards overpriced for the time being.

The FUT champions rewards are next. Here, a billion packs are suddenly uploaded onto people's accounts. These include many TOTW only packs.



This provides a sudden influx of cards into the market causing prices to fall as supply outweighs the demand.

The remainder of the week is somewhat slow. People who are not around during the release open their packs. Some buy FIFA points and others may get them from SBC or drafts. But mostly, majority cards packed are available in the FIFA multiverse waiting to be bid on and bought.

Investing When Supply Outweighs Demand

During this time of sudden influx of cards into the market after thousands of packs are opened, a huge number of these special cards are seen. As we explained before, when supply is in excess in relation to the demand, the prices are considerably reduced. This is when the market is ideal for buyers.

Because of the price drop, the sellers start getting anxious and invariably start undercutting each other's price too. This further drops the price.

Providing there is enough demand for the said card, this price drop will be temporary and will recover sooner if there is an upcoming weekend league.

Your first aim should be to try to estimate the true value of this card and to be able to tell when the card price falls drastically and dramatically. Then you need to know when the price has reached its absolute lowest and will fall no further. This can be easily done by watching the market closely over a short time and snatching up the card in question as soon as you feel the price is beginning to plateau or begins to rise.

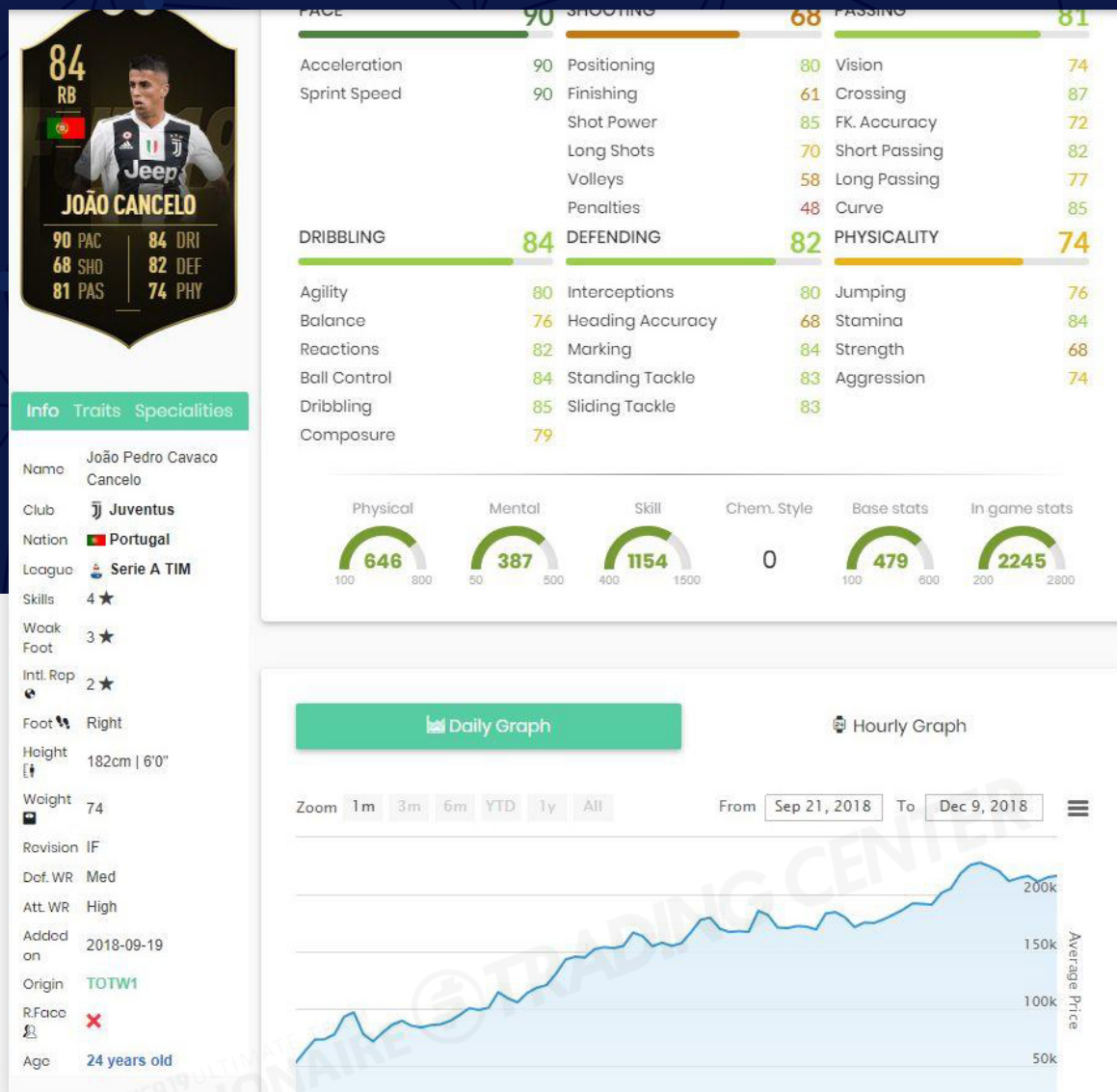
Finally, all you need to do is to sell the card when you feel the price has recovered well enough. Again, a close study of the market over a short time can aid you in this. For rarer cards, we suggest a long period investment. In this guide we are talking about short term gains targeting the cheaper cards that are huge on volume. It is highly unlikely that their prices rise too much over time.

Special Card Demand Over Time

The price fluctuations of a special card over the week of release was covered in the short term guide. The actual demand for them on a long term basis can be estimated only after they leave the pack.

It becomes clear that a player is in high demand if after a week we find only a handful of that player on the market. You can make an educated guess that the demand of a particular player will increase if pro players or youtubers are creating a song about them. If this player somehow manages to fill a gap when options are unavailable, you can expect there to be a continuous and significant rise in demand which can be seen for months.

For example [Cancelo](#) which came out in TOTW1 was a great investment I made in FIFA19 early on that really paid off, as his price has increased from 50k to 200k, since there are not many good RBs in the Italian League.



A few things need to be taken into consideration like the initial number of cards that entered the market, the basis of the demand (public hype or long term) , the likeliness of the card being replaced in the near future (new IF coming out), the current value of the average player and hence how much in demand is the card at the current time and its approximate value.

Special Card Price Over Time

Once you have read this guide, you should be able to estimate a rough valuation of the price over an X amount of time by taking into consideration how limited the initial supply was with how high the demand is expected to be.

More important than buying, it is the time of the purchase that matters. The correct time of purchase ensures that you take minimum risk. The most commonly followed practice is Mondays or Tuesdays after a weekend league when most of the cards are still in their packs. Though this is followed by most, it is not a foolproof method and may be different every year.

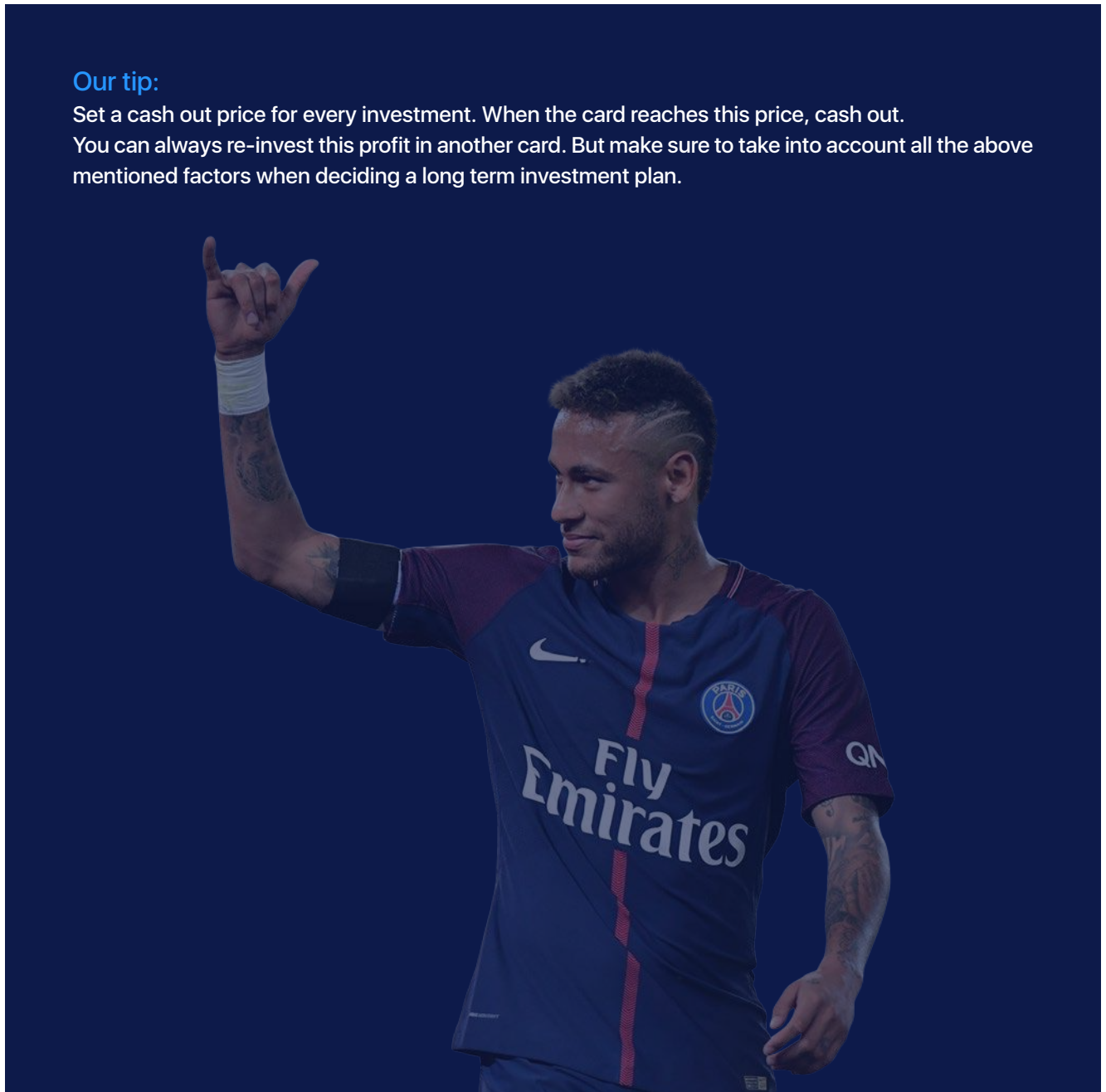
Selling is as important as buying. And just how timing mattered there, it does here too.

You could miss out on a big profit just because of impatience and restlessness. Inversely, if you hold onto the card too long, you could miss out on a huge payday and lose a chunk of coins not to mention the time wasted over this investment which turned bad.

Our tip:

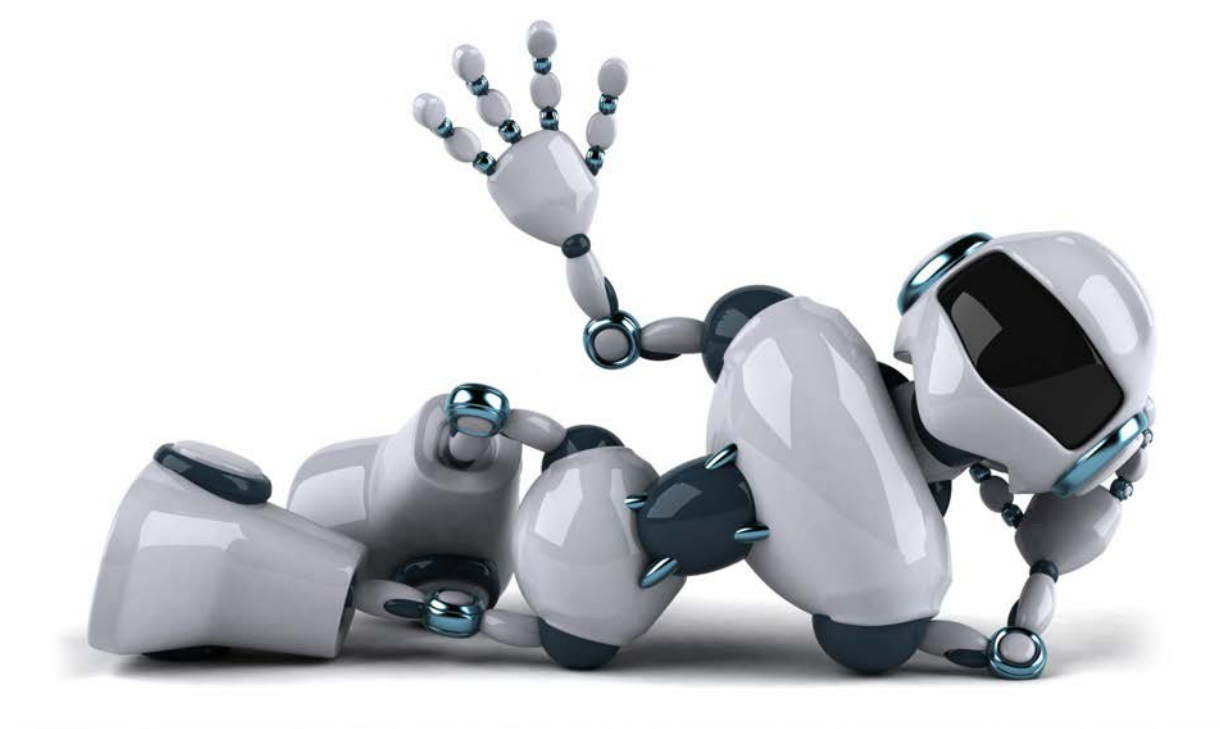
Set a cash out price for every investment. When the card reaches this price, cash out.

You can always re-invest this profit in another card. But make sure to take into account all the above mentioned factors when deciding a long term investment plan.



CHAPTER NINE

BONUS METHOD



FUTMILLIONAIRE A.I. ROBOT Trading

The A.I.Robot Module is the newest revolutionary trading module that came out this year, and people are really loving it so far, because it allows you to make coins without barely any effort or research, and pretty much all on Autopilot.

I wanted to include the A.I. Robot here because although the trading method itself isn't anything new, the way the Robot does it is special, and there is nothing out there in the FIFA market that does the same.

So just to sum it up, this is what the **A.I. Trading Robot** does:

01. It searches for random profitable players in popular leagues within your designated price range (default is 1500 to 3500)

02. For each player it finds, it sets a max buy and sell % based on the lowest buy now in the market

03. It then searches for these players in the market and bids/rebids until it buys them and after it buys them it lists them for sale

So, these are the options you have:

FIFA19 ULTIMATE TEAM MILLIONAIRE TRADING CENTER

Trading Window | Buyer Inventory | Bidder Inventory | **A.I. Robot Settings** | History | Reports | Price AutoUpdater | Settings | Additional Licenses

#	Type	Identifier	Buy Price	Sell Price	Action
1	Player Card	William José, ST, 83, gold	1200	1800	
2	Player Card	Luiz Gustavo, CDM, 83, gold	1200	1900	
3	Player Card	Allan, CM, 82, gold	1200	1900	
4	Player Card	Thomas Meunier, RB, 82, gold	1700	2600	
5	Player Card	Morata, ST, 83, gold	1500	2200	
6	Player Card	Julian Brandt, LM, 82, gold	1600	2400	
7	Player Card	Naby Keita, CM, 83, gold	1200	1800	

Buy price: % Sell price: % Refresh Save

Price range for items: -

Minimal card rating (50-99): Card type: GOLD ▾

Pages to scan:

Bid Mode: Bid Max Amount ▾

Price Range for Items

So as I said the default price range for items will almost certainly make you coins. If you think you're having trouble finding players or you have more coins to spend (more than 100k coins), you can probably increase the max range to almost 10,000 coins and it will find many more players.

Now I don't recommend lowering your minimum price range below 1200 or 1300 because if you do that, you'll start buying those very, very cheap players that almost no one wants with stats like 50 pace, which means they are generally harder to sell, and so it will slow down your coin making.

Buy / Sell price

For the Buy price %, 80 is a decent number for players 1500-2500. You can even set it down a little bit further to 70-75% to see if you can get the players even cheaper (however this may lead to less players bought).

If you're going more towards the 5000-10000 range or even higher, then it will be harder to win bids for players with 80%, so for more expensive players, it means you may need to increase your buy % to somewhere like 85-90.

In regards to the sell price: 120% is a good starting number as it will list the players for a 20% over the lowest buy now in the market. This usually leads to the players being sold within 24 hours since there are always market fluctuations and the prices go up and down within a day. If you find the players are not selling even after 24 hours, you can always lower it to 115% or 110%. This may be a good strategy, especially if you can leave the program on all day, as it makes less coins per trade, but will buy and sell players quicker, which in the end may mean more coins.

Chem Styles / Positions

Regarding the Chemistry Styles and Positions options, when enabled, what this means is that the Robot will calculate different prices for all different chemistry styles and positions. In the beginning of FIFA, cards with changed chemistry style and position are rarer, but after a month or two, they are more common and this is one of the biggest opportunities for profit, as a lot of people will be okay with paying more for a changed position or chemistry style card, and won't even look at the price they are paying! This means profit for you!

Pages to Scan

Usually irrelevant, just don't set it to Zero.

Bid Type

For the last option, incremental bid or bid max amount it really depends if you prefer to risk losing some bids in order to get the items cheaper when the program is too slow in making rebids (may be looking for other items), or you just want to bid your max allowed bid amount which means that if a player has a max bid price set of 2000, then it will bid 2000 right away. This usually will mean more items won, but less profit margin, because if you used incremental bid, there is a chance that you could have gotten these items for less coins.

In the end, as I said the default values should almost certainly make you coins if you trade with it at least a little bit every day, to at the very least spend the maximum amount of coins you can afford, so you get it back + profit the next day and repeat the process.

The A.I. Robot Module that is an option for the FUTMillionaire Program is really the easiest and most autopilot way there is to make coins in FIFA. However I know there are always people that like to play with the settings to maximize their coin making, so if that is you, I hope this small guide enlightened you so you know what you're doing when you're changing the settings.

