



# G.O.A.T.

**CRYPTOCURRENCY FANTASY SPORTS**

WHITE PAPER V1

Digital Fantasy Sports (DFS) Inc.  
[www.dfstoken.com](http://www.dfstoken.com)





## Abstract

Digital Fantasy Sports (DFS) is the global leader of fantasy sports. DFS created a cryptocurrency (DFS Token) for engaged sports fans! An enormous portion of that engagement orbits around Fantasy Sports and eSports. From Weekly NFL pick'em tournaments, to playing at the poker table, to eSports video game tournaments, to the frenzied competition of Daily Fantasy Sports!

With DFS Tokens; Fantasy Sports, and E-Sports players can come together around the world in action packed tournaments. After the match you can take your DFS Tokens to the Exchange for another Cryptocurrency or Fiat.

G.O.A.T. is a gaming platform that is designed to give sports fans the opportunity to show their knowledge. G.O.A.T. will offer the most professional sports in the US and International. The platform is designed to give users the experience to connect overseas in live chats and experience the games together. Users will use DFS (Token) as a means of confidence of how likely their sports predictions are correct against other people around the world. Once the winner is correct, they can take their DFS to the Exchange, or they can matchup against more people around the world and put their DFS is where their mouth is!





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## **Welcome**

- Once logged in, this is the page on which the user will land.
- On this landing page, a prominent portion will be allotted to the “Game Lobby” and “Featured Game” section.
- The Game Lobby will be a highly advanced yet elegantly designed and easy to use function which will allow the users to pick and choose the game they want to play.

The lobby will be divided in 2 sections as listed:

**Game Selection Filters:** This half of the lobby will have very well defined filters based on which the user will be able to locate/find a game of their liking and part take in it. The filters will consist of functions like League Selection, Sport, Entry Fee, Size of Pool, etc

**Game List Half:** This half of the lobby will automatically show the games available as per the users preferences as set in the first half of the lobby. This list will keep changing in real time in order to show the exact game type that the user is looking for.

- \* The landing page will also have links to various sections related to the users. These sections will provide the user with their own relevant information. These sections are:
  - My Live Games: This section will have a list of all the games the user is involved in. This section updates automatically so the user can watch this screen during a live event and watch themselves climb the leader-board in Real Time.
  - My Upcoming Games: This section will have a list of all the games the user will be involved in.
  - My History Games: This section will have a list of all the games the was involved in. This section will act as a historical archive in regards to the users gaming history. All the games that the user has participated in the past will be available in a list format with detailed game records (Winners, Points, etc...). This is the ONLY section which will list the private game history.
  - My Account: This is the financial center of the user account. This page will store all the details related to the user’s financial history. Using a highly user friendly format of a Bank Statement, this page will list out in details all the movements within a user’s financial history on the application. This page will



show the Total DFS available in the user's account as a SNAP SHOT. This page will also provide the users with an option to Deposit or Withdraw amount for their account.

- My Profile: This is the account setting page for the user. All users can update their personal details on this page. They can edit/change values like Password, Email ID, Address, Profile Picture, Username, etc...
- Other pages such as Future Events, Withdrawal History, Transactions, Game Summary, My Funds, Add Funds, Create Contest

### **Game Fees and Prizing Structure**

- The application will have standard "Game Fees" structure, although the admin will be able to create games with "FREE ENTRY" and assign awards (Cash and Non-Cash) against them.
- The admin will be able to assign the "Entry Fee" at the time of creating the game.
- Admin will be able to setup the "Prize" structure for the games.
- The application will support the following "Prize Structures" (Recommended): \* Position: Top 1, Top 3
- Percentage (Equal Distribution):

### **Leadership Board**

- An industry standard Leadership board will list all the winners by the rank.
- The leadership board will also allow users to view other contestants selections once a game is Live.

### **Game Setup**

- The application will offer highly competitive "Daily", "Weekly", "Monthly" or "Yearly" games to its users.
- Each game will be created with a combination of rules as desired by the admin.



- These rules will include selections such as:
- \* Duration of the game (Daily and/or Weekly).
- Entry Fees.
- Game Type (H2H, Multiuser League) – All with Salary Cap.
- Number of Users permitted (This could be a range from minimum 2 to Uncapped)
- Prize Structure (From the built in Prize Matrix).
- Editable Game Name.
- Multi Entry Feature.
- Guaranteed prize option.

**G.O.A.T. Fantasy (DFS) Clone Contest Feature:**

\* To offer a complete solution to the users, the application will also allow users to create their own games with a few standard set of rules. **G.O.A.T. Fantasy (DFS) Disallow Front End Contests Feature** can be enabled.

- Users will be able to create these games as set them as "Public" or "Private".
- Public games created by the users will show up on the game lobby and will be open for all to join.
- Private games will NOT show up in the lobby, the only way to join them would be via email invite.
- Users will be able to invite their friends to join the games by sending out invites and also by sharing the game info on Social Media platforms.
- Admin can make the system to create contests automatically when needed.



## **Payment and Payouts**

- The application will have a fully encrypted and secure payment system.
- Users will be able to deposit funds to their respective accounts by using DFS, BTC, or ETH.
- Affiliate funds if they are able to get their friends to join the application.
- Admin will need to approve all payouts in order to ensure fair trade.

## **Game Type and Sports**

- In order to offer a complete solution, the application will be capable of supporting all the major Sports and Leagues from across the globe.
- The Leagues and Sports supported by the application as recommended are:
- American Sports: NFL, NBA, NHL, MLB and MLS.
- The order in which the leagues/sports need to be integrated will depend on the Start date of the said league and the total time needed to integrate it.
- All other leagues/sports can be added based on a pre-decided schedule and with a separate cost analysis.
- The application will offer standard "Daily" or "Season" formats to its users.
- Under these formats, users will need to create and submit a fixed lineup (will change depending on the Sport and/or League) consisting of actual players.
- Each user will start with a Fixed amount (Salary Cap or limited feature), in which they need to submit their lineups.
- The lineup structure and scoring logic can be customized by the client.



## **My Team and Team Draft**

- Once the user has paid the entry fee and joined a game, they will need to submit a lineup in order to compete.
- Users will be able to create their lineups from the list of available players (Player Roster).
- Each Sport and/or League will have its own unique line up structure.
- These lineup structures is programmed already, but can change through back-end customization.
- While creating the lineup, user will have access to all the relevant player information, which will help them in creating the best and most competitive lineup.
- We will offer a standard view of Lineup page as listed:

\* **Standard Table View:** This is the most common format currently in the market. The player lineup will be placed on one side of the page, whereas the user selection roster on the other. Users will be able to pick players and add them on their lineup.

**NOTE:** for some sports we can offer improved lineup page, which will include soccer field graphics or Formula 1 race track.

## **Player Card**

- The application will come with a unique "Player Card" feature.  
This player card will show all the relevant information about the player as listed below:
  - \* Player's Actual Stats (Historical and Current Season)
- Player's Fantasy Stats (Current).
- Player related news and details (optional)

## **Live Draft Functionality**

- This is the ability for a league manager to specify a time when all members of that league can log in and draft their team.
- Waiver wire: The waiver wire is the pool of all players that are not on fantasy teams within a league currently.





- Trades: Teams may trade players with each other. So within the website, I can offer you a trade of my player for perhaps two of your players.
- Autodraft: Not everyone can make it to every draft, so if 1 or 2 league members can't make their leagues in draft time, it will autodraft their team for them.

### **Premium features description:**

- Allow custom spread - if this feature is enabled, then additional "spread" settings will be displayed on "Create Contest" page. This feature allows the site admin to enter custom spreads for Pick Em' Games as well as Over/Unders for Ultimate Pick Em game types.
- Allow send pick email - if this feature is enabled, then website admin will be receiving emails with the user's draft picks.
- Allow export pick - if this feature is enabled, then website admin will be able to download user picks for any contest in .csv format.
- Allow statistics - if this feature is turned on, you will see the new page on your website with the detailed statistics for any player from the purchased auto feed.
- Show full contests at lobby - if this feature is enabled, then full contest will appear from the lobby page.
- NFL defensive - if this option is enabled, user will be able to draft three additional NFL players - LB, DL, DB.
- Allow mixing sport - if this feature is turned on, then it will be possible to create contest using some leagues. I.e. NBA + NFL, NBA+Euroleague, EPL+Bundesliga etc.
- Allow PickTie - if this option is enabled, then it will possible to create a contest with a "Tie" result for the "Pick'em" gametype.
- Allow change background - if this option is enabled, user will be able to choose his most favourite team from the dropdown. The site admin is able to pre-select images for any team. When the end user select their favorite team, then the users background of the website will be the pre-selected image.



- Prohibit changes in the lineup after draft - if this option is enabled, website admin will be able to create a contest, where users cannot edit their line ups after initial pick.
- Allow Motocross sports - if this option is enabled, then "Motocross" sport will be added to a website automatically. It will include different rules set and different "Player Draft" page.
- Allow Soccer Flex Position - if this feature is enabled, then website admin can set any soccer formation for the contest. I.e. 4-3-3, 3-4-3, 4-3-2-1 etc. The default one is 4-4-2.
- Allow Soccer Field Position - if this feature is enabled, then we will display soccer field on the playerdraft page. It won't be possible to manage your team(add or remove players) directly on the field.
- Allow Lineup Soccer Field - if this feature is enabled, then you will see an amazing soccer field on the playerdraft page and it will be possible to edit your line up directly on the field.
- Pick Soccer Player By Position Step - if this feature is enabled, then when user creates a contest, he will see additional tab on the draft page which will display all players available for drafting.
- Rugby season long - if this feature is enabled, then it will be possible to create season long contests for Super Rugby auto feed.
- Stats for soccer - this feature enables additional soccer scoring categories: penalty saved/ penalty missed, minutes played, own goal, goal scored (goalkeeper or defender gets more points than midfielder), clean sheet.
- Change salary by performance - If this feature is enabled, then players salaries will be dynamic and will be updating based on how effective player is.
- Google news - if this feature is enabled, all website users will have an access to the news page for any player from the subscribed sport and league.
- Allow guaranteed prize - if this feature is enabled, then website admin can assign guaranteed prize to any paid contest.
- Contests only for rookies - if this feature is enabled, then only users who entered 50 contests or less will be able to join this contest.



- Allow auto create contest - if this feature is enabled, then the system will create contests automatically when needed.
- Nfl update weekly salary - if this feature is enabled, then NFL player salaries will be updated on weekly basis based on player performance.
- Specify dates for season long contests - if this feature is enabled, then it will be possible to specify custom start/end dates for season long contests.

### **Supported Game Types**

**Player Draft** - this game type allows users to buy players from the list and draft a team. After it's done user may compete with other users and their teams. Team with the most points at the end of the contest wins.

**Pick'em** - the objective of this game is simple: select the winner of each game throughout the week by picking team you believe will win.

**Both Teams To Score** - in this game type user needs to choose an option saying whether or not a team will score.

**How Many Goals?** - in this game type user should decide how many total goals the game will have.

**Pick'em / Tie Breaker** - it's actually the same game type as Pick'em, but the user can predict total points of the event. If players tie for the first place prize, the player with the closest prediction to the game point total of the final game will win.

**Pick Squares** - in this game type you will see 100 white numbers squares with numbers inside. Once the game is finished we count the last digit of the final game result. E.g. Team1 - 96 VS Team2 - 88. So the final score is 96:88 and the winning square is 6\_8.

**Best 5** - the scoring in this game type consists of combining your best 5 scores out of the 8 players selected. If a fantasy player does not have 5 players to make the cut, we eliminate them. So, you should have 5 scores in order to have a chance to win.



Final Score example:

Tiger Woods: -5

Phil Mickelson: 0

Jordan Spieth: -2

Ian Poulter: -3

Jason Day: -4

Adam Scott: 5

Henrik Stenson: 3

Bubba Watson: 2

So the lowest 5 scores in this example are the first 5. So the total score will be -14. User with the lowest score in this game type is a winner. So after the 2nd round, let's say that Phil Mickelson, Adam Scott, Henrik Stenson and Bubba Watson all missed the cut. In this case your entry will be eliminated or you just won't have any chances to win.

**Pick'em Against Spread** - in this game type the user, who creates contest, will give default score to 2 teams in a match. Total score is total team's score+default score.

**Ultimate Pick'em** - in this game type admin can choose the score prediction for two teams in the match. When users enter contest, they need to select total score proposed by admin. Will it be over or under proposed number - nobody never knows

**Pick'em Against Money Line** - in this game type a team is given a value like 1.3 or 1.5 etc. Almost like an odd, but each team is given a money line value. If you pick the correct team, then the value is added towards your fantasy points. Player that has the most fantasy points at the end of the contest - wins.

**Golf Skin** - in this game type total bet will be increased by \$1 for every player selected. User can choose the players and show it as "Your Players Selected" (instead of "Your lineup" that is used in all other game types).

**Below is The Skin Game logic** -

A User (bettor) can choose one or many players, you have that player for all 18 holes of that round.

If a player that you have chosen has the lowest score on any hole in that round you win a skin.

If no bet on the player has the lowest score then no one wins a skin.

You have 18 chances to win per round per player chosen.



At the end of the 18 holes the total number of skins won by all (users) bettors is added up, users (bettors) can win more than one skin.

E.x. if there are 18 bettors who won a skin, and there is \$200 total bet the 18 bettors would receive 40% of the total amount bet (\$200) divided by 40% or \$200 times 40% = \$80 \$80 divided by 18 wins \$4.45 per win (skin) some players (bettors) may have more the one winner (skin) they will receive \$4.45 time the number of skins that they won

Mike won 4 skins winnings  $4 \times \$4.45 = \$17.80$

Donna won 8 skins winnings  $8 \times \$4.45 = \$35.60$

Ron won 1 skin winnings  $1 \times \$4.45 = \$4.45$

Mark won 3 skins winnings  $3 \times \$4.45 = \$13.35$

Stan won 2 skins winnings  $2 \times \$4.45 = \$8.90$

In the event of no skins are won, then the total amount wagered will belong to the owner of the business. Then the process starts over on the 2nd day of the tournament, then the 3rd and 4th day following the same format.

**Live Draft** - this is the ability for a league manager to specify a time when all members of that league can log in and draft their team. They will all enter a virtual "draft room" where the draft will take place. The default draft rules is a snake draft. This means that the person that gets the first pick in the first round gets the last pick in the second round. So if there are 10 people in a league, let's say team 1 drafts 1st, team 2 draft second and so on to team 10, who drafts 10th. Team 10 then also gets the 11th pick (the 1st pick of the second round), team 9 gets the 12 pick, team 8 gets the 13th pick and so on to the 20th pick which is back with team 1. Team 1 then gets the first pick of the 3rd round (the 21st overall pick) and the draft snakes back towards team 10.

The draft order is determined randomly by the website once the league is finalised. When drafting, each team have 2 minutes by default to make their pick once the previous person has made their pick. If they fail to make their pick within 2 minutes a selection of the highest ranked remaining player will be automatically made for them.



# GOAT

CRYPTOCURRENCY FANTASY SPORTS

The Future of Fantasy Sports

WHAT MAKES US THE G.O.A.T >>>



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START: SAT AUG 06 1:05 PM

CONTEST	ENTRIES	PRIZE
Pick players from here		
<b>NYV VS CLE</b> Sat Aug 06 1:05 pm		
<b>OAK VS CHC</b> Sat Aug 06 4:05 pm		
<b>LAD VS BOS</b> Sat Aug 06 4:05 pm		
<b>TB VS MIN</b> Sat Aug 06 6:10 pm		

ENTER OTHER CONTESTS

CONTEST	ENTRIES
<b>1</b> <a href="#">minhtuan1989</a> Winners: 0	31.0
<b>2</b> <a href="#">dayoayoade</a> Winners: 0	23.0
<b>3</b> <a href="#">tuan</a> Winners: 0	12.0
<a href="#">mobile1</a>	



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