



Technical Innovations Enable and Empower New Fantasy Sports Skill iGaming Web Application



ProContest

A new concept in Fantasy Sports and skill gaming

ProContest, the breakthrough skill iGaming site, is enabled by key technical innovation and capabilities. Although web applications by nature rely on technology, the technology incorporated into ProContest enables enhanced value to fantasy sports players. Pari-mutuel wagering principles, utilized for horse and dog racing, has been applied to human events and contests such as professional sports, reality shows and political elections. This patented approach in the ProContest game engine provides some advantages that others cannot match. Such as:

- Simpler game concept
- High prize value to entry fee games
- Excellent prize distribution

ProContest has Win/Place/Show pari-mutuel functionality built-in, which means the site generates and maintains pari-mutuel pools within a skill iGaming context. This is a new innovation never before seen in a skill game website, which is legal for US residents to play. This game engine has the potential to support both ProContest business-to-consumer (B2C) as well as business-to-business (B2B) or “white label” applications, allowing other companies to leverage this skill iGaming application, expanding their brand presence.

The game engine is extremely flexible. It has the ability within minutes to craft innovative fantasy games. If there are statistics available for an event, a fantasy game can potentially be crafted around it.

The screenshot shows the 'Game Master' interface with the following fields and options:

- Sport Name:** --Select-- (dropdown)
- Level 2:** Select (dropdown)
- Level 3:** Select (dropdown)
- Level 4:** Select (dropdown)
- Level 5:** Select (dropdown)
- Level 6:** Select (dropdown)
- Level 7:** (text input)

Game Type Selection (radio buttons):

- Game

Navigation Tabs: **Game Detail** | Contest WorkSheet | Prize Option Setup | Team Setup

Form Fields (Required fields):

- * Game Name: (text input)
- * Event Start Date: (date input)
- * Event End Date: (date input)
- * Start Time: (time input)
- * End Time: (time input)
- * Early Registration Start Date: (date input)
- * Early Registration Close Date: (date input)
- * Early Registration Virtual Point: (text input)
- * Start Time: (time input)
- * End Time: (time input)
- * Late Registration Close Date: (date input)
- * End Time: (time input)
- * Bet Amount(\$): (text input)
- * Virtual Points: (text input)
- * Free Game: Yes No
- * Status: Active Inactive

Buttons: Save, Cancel



ProContest can offer games that attract customers to play early in the contest entry period instead of having customers wait until the last minute, possibly missing the opportunity to enter contests before the entry window closes. This ability, enabled by a feature of the ProContest game platform, can potentially generate not only greater contest interest, but be a differentiator for a property in a business-to-business deployment application.

Supporting the powerful game engine, ProContest has an in-depth management suite, with the following functionality:

- Administrative access control
- Payment processing control
- User account management
- Game history/results reporting
- Game profit reporting
- Email newsletter management

The breadth of the management capability allows oversight of contest operations from customer acquisition and communication, to contest design, operation, results and profit reporting.

The entirety of the technical innovations and enablers provide the ability to offer unique contests that support both ProContest business-to-consumer (B2C) as well as business-to-business (B2B) or “white label” applications.

For additional information, please visit:

YouGaming’s website – www.yougaming.com

YouGaming’s blog – www.yougaming.blogspot.com

ProContest website – www.procontest.com

ProContest’s blog – www.procontestblog.wordpress.com