






# Goal Stadium

White paper



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# GoaL Stadium

"GoaL Stadium", a global game inspired by the purest and greatest leagues on the current international football scene, which provides a totally new and very original gaming experience that will evolve day by day the immersive experience in a digital environment perfectly designed to accumulate online value, providing a unique gaming experience while earning huge and incredible rewards through Play to Earn. With a third-person perspective that arrives to revolutionize the digital landscape of the king of sports worldwide, with integration of the latest blockchain technology "NFT" executed in "Binance Smart Chain" (BSC) which, later, will be migrated to "NDL RETIS", a network that allows up to 136K transactions per second and that represents a cost of "GAS" much lower than "BSC". In addition, "NDL RETIS" has more than 20 additional functions that "BSC" would not have and that we will present soon in detail through the person in charge of "ByEvolutions" with the first game "Play to Earn" in its RETIS Network.

Due to its design in a competitive game format of the highest level based on skills, experience, strategies and levels of the users, the immersion in the specially designed and open digital environment with the growing number of participants, and its constant evolution, will be key to contribute to its stability and exponential growth.

To contribute to this assured success rate and evolution of the environment in terms of offering a definitive gaming experience, each user will be able to choose different roles such as being a player, representative, coach, owner of the stadiums where they play and even being team owner and manager.

By betting on the next generation of entertainment games in this format. "GoaL Stadium" offers a 3x1 experience, that is, 3 Play to Earn games developed on Unreal Engine to participate in at the same time.



First phase - GoaL Stadium Penalties in 3D.

Second phase-GoaL Stadium Cards. (Plays the league)





## Demographics & Long-term Sustainability

"GoaL Stadium" rewards users with "GLS" credits according to the time and dedication they spend farming, playing games and for their growth in the different environments of the digital gaming ecosystem.

The "GLS" credits have an internal value in the game and will only be used to assign the rewards to the users, being able to later exchange them for the cryptocurrency "GoaL".

Conversión a Criptomoneda:

The "Oracle" will be present in the game which, will regulate the variation of the conversion from GLS to GoaL based on the revaluation of the token in the cryptocurrency market.

 1 GoaL = 10 GLS

 12 GLS = 1 GoaL

Each price bracket will adjust the value of the internal exchange. Once you have the GoaL token in your wallet, the changes will not affect you. The prices of the store are synchronized with a fixed value in BUSD.

The "GLS" credits will be used in the Marketplace to buy or sell items and equipment or packs, while the characters can only be bought or sold once the conversion into "GoaL" has been made..

The game deposits rewards in "GLS" credits in the user's account with which to buy items, equipment or special packs in the marketplace to be used in the different parts of the game (boxes, balls, football shoes, energy drinks, special equipment. ..), in the Marketplace section you can buy and sell these items at the same time. The user will then be able to execute the conversion of their "GLS" credits to "GoaL", the official cryptocurrency of the "GoaL Stadium" universe, with which to buy the characters (players), also from the Marketplace.

The growth in the number of users for leagues is a determining factor for the "GoaL Stadium" ecosystem itself. To ensure this, "GoaL Stadium" will provide and facilitate different formats to establish synergies between users and at the individual user level, creating a universe of possible digital commercial operations, digital markets for objects and packs, virtual conference rooms between users, managing marketing of your own team, improving the gameplay and even future cooperative agreements between clubs and teams. In this way, the environment will be so large that it will grow globally and safely.

To ensure a real operational trajectory of long-term operation of the game, the "GoaL Stadium" team is supported by two basic pillars that ensure continuity and constant evolution:

⚽ Add additional utilities to GoLa Stadium such as penalties, kicks on goal, corner kicks, drinks, betting on pools ...

⚽ Throughout the game updates, new forms of gameplay and completely innovative new types of leagues will appear.

The economy of "GoLa Stadium" depends on the growth of the ecosystem itself with the increase of new users who will acquire "GoLa" to begin their game. Its price and profitability are determined by the demand of future buyers.

As the ecosystem grows, new profitability niches will appear through sports brand advertising sponsorships, as well as other business strategies that will impact users and their accounts.

The goal of "GoLa Stadium" is to achieve a global and expanding sports universe where the entire community enjoys playing in a stable and self-sufficient Play to Earn environment.



# ROADMAP



## PHASE I (2nd Trim. 2021)

- Official name of the GAME "GoaL StadiumM". ✓
- Equipment and facilities. ✓
- Creation of the WhitePaper y RoadMap. ✓



## PHASE I (3RD Trim 2021)

- "Official launch of the website. ✓
- Creation of the internal currency GLS. ✓
- Creation of the Token on the blockchain. ✓
- Token audit ✓
- Telegram ✓
- Discord ✓
- Twitter
- Listing of the token on Pancake Swap and other exchanges. ✓
- Launch of the token in Pancake Swap. ✓
- Private presale 11 November 2021 of NFTs Game Characters. 50% off. (19:30 UTC) ✓
- Public presale 14 November 2021 of NFTs Game Characters.
- 25% discount. (19:30 UTC) ✓
- Public presale November 16, 2021 of NFTs Game Characters. 15% discount. (19:30 UTC) ✓
- Public presale November 18, 2021 of NFTs Game Characters.
- 10% discount. (19:30 UTC) ✓
- Private presale November 19 of Token GoaL at \$ 0.04. (19:30 UTC) ✓
- Public presale November 21 of Token GoaL at \$ 0.06. (19:30 UTC) ✓
- Opening of Farming mode "training"



- Staking.
- Opening of the NFT's Game Marketplace
- Launch of the beta versión of 3D Penalties with a demo, once the Token GoLa is listed.
- Launch of the 3D PVE penalties game.



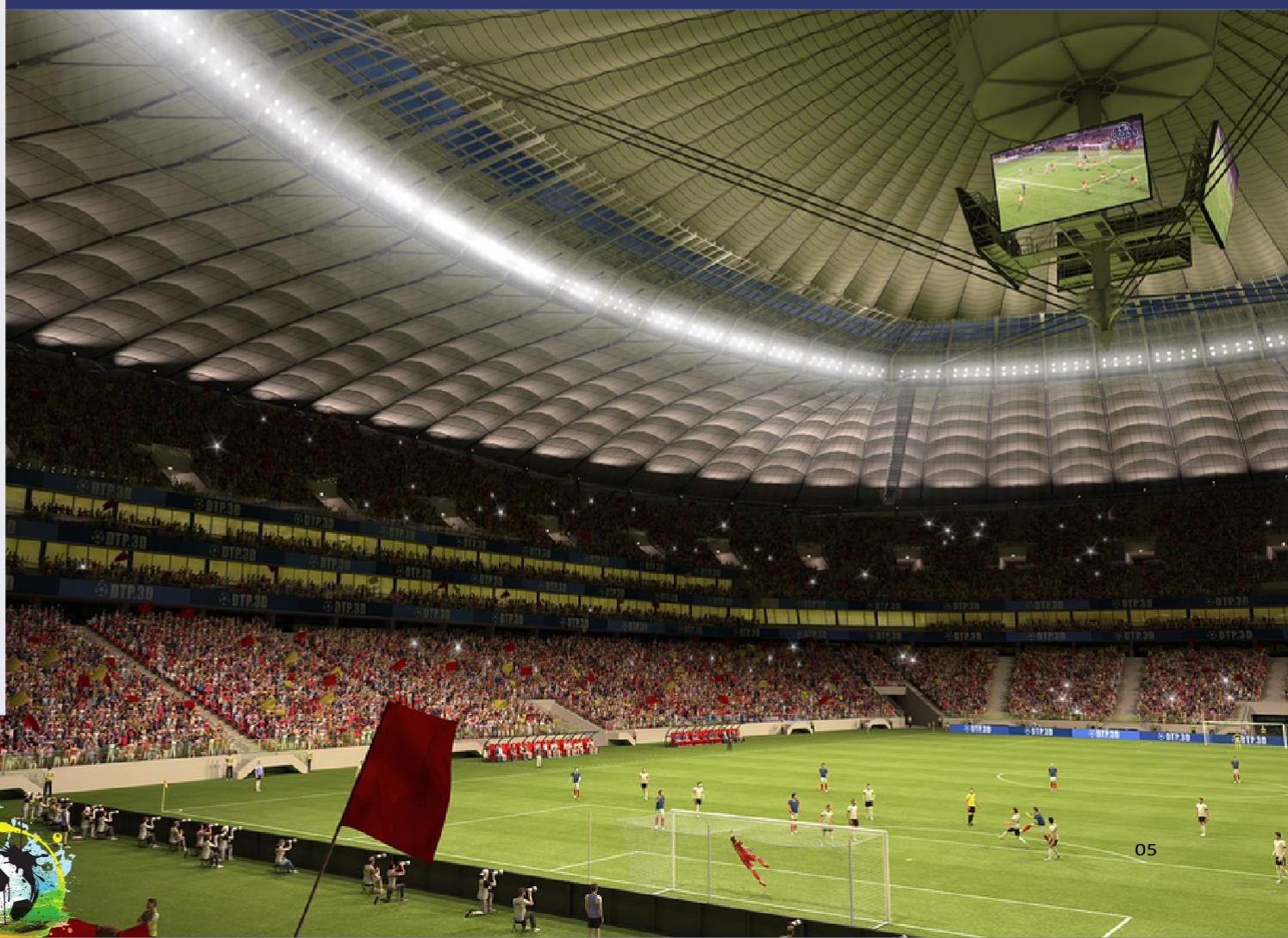
## PHASE II (1st Trim. 2022)

- Game 2 (Card game).
- The first championship season.
- Launch of Free to Play with Cup celebrations.



## PHASE III (2nd Trim. 2022)

- Launch of the League game in Virtual Reality.al. Diferentes
- Different stages on the roadmap, incorporation of sport brands in staduims, football shirts.





# Token Goal

The "GoaL Stadium" online transaction system is based on the BEP-20 / NDL RETIS protocol that allows authorisation of the execution of transactions with the "GoaL" Token where users can claim their game rewards.

"GoaL Stadium" provides all users with the necessary incentives at their fingertips to ensure a fun and innovative experience on a continuous basis, with constant evolutions and updates in the game. One of the main objectives is to create and evolve a stable and upward projected online Play to Earn game, where players can claim the rewards of the income generated by the interactions of the market transactions.

More game lines will be progressively added implementing different ways of selling accessories and devices to access and to play the penalty finals with virtual reality, purchase of real game equipment in the Marketplace, player customizations, betting, seasonal players transfers, stadium license fees, sports events sponsored by brands outside of the leagues and more surprises already planned in the different phases of implementation of the game as it grows.

To ensure the stability and smooth running of the game, 5% of all transactions will go to the following wallets:

- 2% for the reservation wallet.
- 3% for the betting wallet.

Planning stages: Different programmed stages have been established to activate them sequentially as they meet the proper functioning requirements until 100% of the Tokens acquired in Pre-sale are released.

- 1 STAGE: Liberalization/unblocking of 25% once listed in Pancake Swap.
- 2 STAGE: Liberalization/unblocking of the next 25% (30 days after the first stage)
- 3 STAGE: Liberalization/unblocking of the next 25% (30 days after the second stage)
- 4 STAGE: Liberalization/unblocking of the next 25% (30 days after the third stage)

In this way, a 100% liberalization is ensured 90 days after the receipt of tokens at the first stage.

For each stage, 10% may be withdrawn per day. It is not cumulative.  
Minimum withdrawal time (withdrawing every day): 99 days.



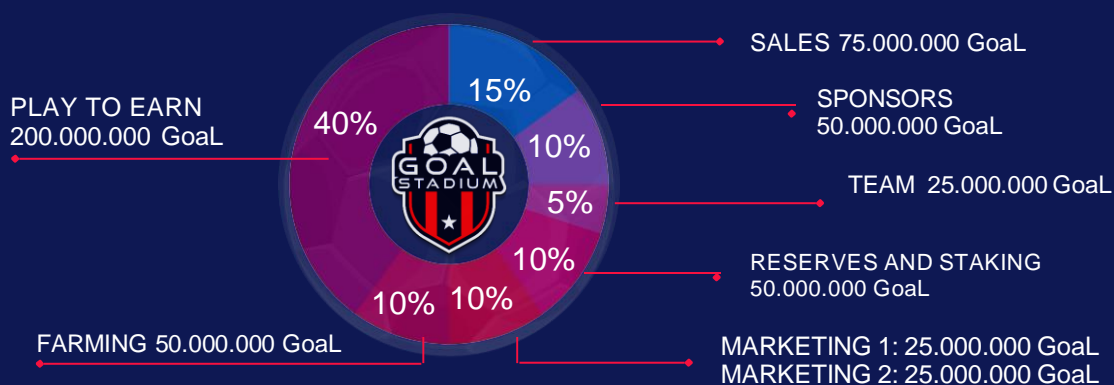


Through our official channels," a daily statement will be issued from "Goal StadiumM with the maximum daily sales of Goal token per wallet and we will inform about the variations in the purchases, if they occur, since the maximum purchases are limited to 0,1% of the total supply to avoid destabilizing the value of our cryptocurrency GoalL.

Token GoalL sales will be limited to a maximum of 10% daily per Wallet. In case of a higher withdrawal, it will be penalized with 25%, which will go to the reserve wallet.

## Token Distribution

Goal StadiumM	%	GoalL
SALES (AND PRESALES)	15%	75.000.000 GoalL
SPONSORS	10%	50.000.000 GoalL
TEAM	5%	25.000.000 GoalL
RESERVES	5%	25.000.000 GoalL
STAKING	5%	25.000.000 GoalL
MARKETING (M1 50% Y M2 50%)	10%	50.000.000 GoalL
FARMING	10%	50.000.000 GoalL
PLAY TO EARN	40%	200.000.000 GoalL
TOKENOMICS BEP-20/RETIS	100%	500.000.000 GoalL



**BLOCKING RESTRICTIONS:** In "Goal StadiumM" each section of the Token distribution system will have its own wallet.

The sections of "Team", "Youtubers / Influencers" and "Sponsors", will receive a fixed percentage defined in the distribution of the Token of the total collected that is generated with the presales and sales of the store. Said percentages will remain automatically locked for a period of between 24 to 30 months, allowing the corresponding amounts to be withdrawn daily. These amounts will have the daily restriction on withdrawal until reaching 100% of the corresponding amount in each case.

That is to say, that daily, according to your assigned wallet, between 0.1369% and 0.1095% can be withdrawn until the entire corresponding amount is reached during the blocking period of 24 to 30 months. The common denominator of these restrictions and withdrawal system is to achieve the objective of contributing to the stability of the "Goal StadiumM" ecosystem and guarantee the equity of acquisition rights necessary for users in the community.

# Play to Earn



Farming with players while they train ball touches.

1. Play to Earn with 3D penalti shootout (GAME 1)
2. Play to Earn with players' cards. PLAY THE LEAGUE (GAME 2 ).
3. Play to Earn with participation in 2D, 3D (GAME 2) , METAVERSE RV (GAME 3).



To participate, users must buy a character in the "GoaL Stadium" Marketplace with which they can train or play the different challenges offered and improve their skills and improve their levels..

Official contract "GoaL Stadium":

The objective to win the maximum of "GoaL" focuses on forming the best possible team with the best performance and players' levels in order to obtain the best rewards and results in each challenge.

We will use "GoaL Stadium" to earn rewards within the virtual ecosystem offered by the game with different challenges:

1. Farming with training sessions.
2. Participating in events, games and leagues.
3. Trading in the Marketplace.



As new parts of the game already planned are added, the number of players will increase, which in turn will cause the rewards to increase.

As "GoaL Stadium" adds new challenges or game formats already planned in each phase, the number of players will increase, which will translate into increased value of rewards available to winning users.

The more players in the game, the more value is added to the network and with it, the more rewards will be gained.

1. Amount of Tokens for rewards: 200.000.000 GOAL.
2. Percentage of the total supply of Tokens: 40%.
3. Internal token : GLS (1 GoaL = 10 GLS / 12 GLS = 1 GOAL).



1. Staking : 5% . 25.000.000 GoaL
2. Farming : 10%. 50.000.000 GoaL



## ENTRENAMIENTOS (FARMING)

Users, after acquiring their players from the Marketplace from the three available divisions, can start farming by placing all their players to train at the same time and as many times as they want to gain gaming experience and increase their level when training with "Ball touches" to increase their strength and accuracy skills per player.

To start training, the user enters his inventory, chooses his players and directly start training. In the stage "Training with touches of the ball", the user has four sessions in which they can obtain strength and accuracy while keeping the ball in the air, hitting it with the foot, knee, shoulders and head.

Access to the "farming" training phase and gaining experience to upgrade strength and accuracy skills will be limited, as well as farming time. Once the maximum level of the character's characteristics in terms of strength and accuracy has been obtained, Goal rewards will begin to be obtained with farming in a limited way (see tokenomics). These farming rewards correspond to 0.0173% per hour of the price of the acquired player.

At the moment in which the waiting time for the penalty shootout expires, he can withdraw his players from training, jump onto the field to play, pausing the farming of said player, who once the penalties have been executed will be able to resume the training of the player again. .

### Levels of strength and accuracy:

**1st Division.** -The player starts with a 50% probability of winning. Through farming, the probability of scoring a goal will go up to a maximum of 90%.

**2nd Division.** - The player starts with a 40% probability of winning. Through farming, the probability of scoring a goal will go up to a maximum of 80%.

**3rd Division.** - The player starts with a 30% probability of winning. Through farming, the probability of scoring a goal will increase to a maximum of 70%.

For every hour of farming, strength and accuracy go up 0.027%.

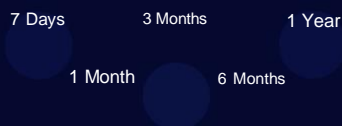


# STAKING



## INVEST AN AMOUNT

Choose the time,  
More time=More Earnings



You Choose 30%

THE AMOUNT TO INVEST



In "Goal Stadium", users can buy Goal tokens and do Staking. Depending on the number of "Goals" and how long users keep tokens in the game community, they will receive rewards, which guarantees to generate more tokens and revalue the game.

We understand the importance of Holders in our "Goal Stadium" universe, therefore, all those who bet on the game and the token will be rewarded with a high percentage.

- 300% 1 year
- 120% 6 months
- 50% 3 months
- 20% 1 month
- 7% 15 days
- 3% 7 days

"Goal" is the main token in different games, updates and evolutions that are launched from our platform progressively. All the games included in the Metaverse will be acquired and monetized only by the cryptocurrency "Goal".

CLICK !!! and HOLD !!!!

# PENALTIES 3D (GAME I)

Each user will be able to buy in the Marketplace the players (characters) categorized according to their divisions and levels.

1st division: 4 penalties are taken on goal every 4 hours (24 penalties / day).

2nd division: 2 penalties are taken on goal every 4 hours (12 penalties / day).

3rd division: 1 penalty is taken on goal every 4 hours (6 penalties / day).



## Rewards (GLS)

Divisions	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9	Lvl 10
1st	1,234.57	1,543.21	2,160.49	2,777.78	3,703.70					
2nd	1,003.09	1,080.25	1,157.41	1,311.73	1,466.05	1,620.37	1,929.01	2,314.81		
3rd	61.73	123.46	246.91	308.64	617.28	925.93	1,234.57	1,543.21	1,851.85	2,469.14

In the game of penalties, the user selects one of the nine positions marked for the penalty from which he is going to shoot the kick at the goal. Once the area has been selected, the power of the shot will be adjusted by a bar of power that oscillates from high to low having to press the space bar while oscillating. Once the shooting power has been obtained, the penalty kick will be taken.

Both before and after the process of selecting the shooting area and power of the penalty and launch, the game will show animations with characters and celebrities on the big screens showing different moods (celebration, animation, anger, disappointment ...) depending on the result of the launch. .

After each scored goal, the user will receive rewards that will vary in importance and amount according to the user's player level. Player levels will increase with each goal scored on penalty shootouts required to earn each bonus level.

Once the maximum level of each player has been reached, more rewards can only be obtained in penalties by previously acquiring shoes and ball equipment in the Marketplace. In this way, the more equipment is acquired (balls, shoes, energy drinks ...), the lesser the time between penalties.

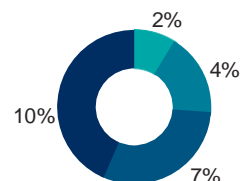
Rewards (Goal): depending on the level of the player, greater or lesser amounts of "Goal" will be obtained with each goal scored.

The chances of scoring a goal further increase according to the player's base characteristics: Strength and Precision (Farming).

## EQUIPMENT FEATURES: FOOTBALL SHOES, BALLS AND DRINKS

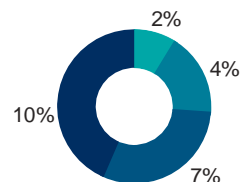
Football shoes: Provide additional strenght to the player and are available in different colours according to the additional strength they provide. Their use is limited due to wear but this can be improved by changing the studs.

- Orange shoes- Allow 2% strenght increase
- Green shoes - Allow 4% strenght increase
- Silver shoes - Allow 7% strenght increase.
- Gold shoes - Allow 10% strenght increase.



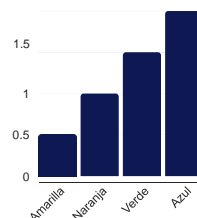
Balls: They provide a percentage of additional precision to the player and are differentiated by colours according to the percentage of additional precision they provide. The balls have a limited use due to wear but this can be improved with creams/ointments.

- Orange balls- Allow 2% precision increase
- Blue balls - Allow 4% precision increase
- Silver balls - Allow 7% precision increase
- Gold balls - Allow 10% precision increase



Energy Drinks: Make your player recover earlier and shortens the waiting time between daily penalty shootouts. Once used, their effect is 7 days.

- Yellow bottle - Shortens the time in 0,5 hours.
- Orange bottle- Shortens the time in 1 hour
- Green bottle - Shortens the time in 1,5 hours
- Blue bottle - Shortens the time in 2 hours.



**Important notice:**The maintenance and replacement of the shoes, balls and drinks will vary depending on the value of the token at the time of purchase.



# RNG BOXES

"RNG Boxes" are acquired in the Marketplace, by acquiring these boxes you will be able to get new players from the three divisions. These boxes are classified in different colors: Gold, Silver and Bronze, depending on the color of each box, it will provide more or less chances that a first division player can come out.

According to the division and the level the user is in and the level and division of each player that the user manages, it will increase the percentage of a first division player with a random level. "Cajaleatorio.

## Odds with the Gold Boxes

The probabilities of winning a "First Division" player is 70% and the level may come out in different percentages:

<div><div></div></div>	Level 1	60%
<div><div></div></div>	Level 2	15%
<div><div></div></div>	Level 3	14%
<div><div></div></div>	Level 4	10%
<div><div></div></div>	Level 5	1%

The probabilities of winning a "Second Division" player is 15 % and the level may come out in different percentages:

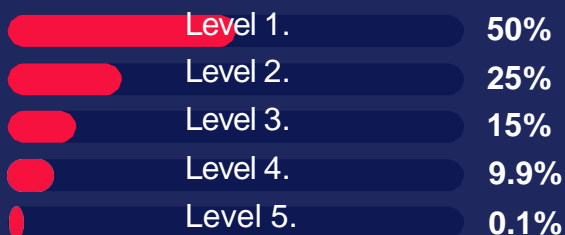
<div><div></div></div>	Level 1 to 3.	2%
<div><div></div></div>	Level 4 to 5.	3%
<div><div></div></div>	Level 6.	5%
<div><div></div></div>	Level 7.	15%
<div><div></div></div>	Level 8.	75%

The probabilities of winning a "Third Division" player is 15 % and the level may come out in different percentages:

<div><div></div></div>	Level 1 to 5.	2%
<div><div></div></div>	Level 6 to 7.	2%
<div><div></div></div>	Level 8.	5%
<div><div></div></div>	Level 9.	9%
<div><div></div></div>	Level 10.	85%

## Odds with Silver Boxes

The odds of winning a "First Division player" are 10 % and the level may come out in different percentages:



The odds of winning a "Second Division player" are 70 % and the level may come out in different percentages:

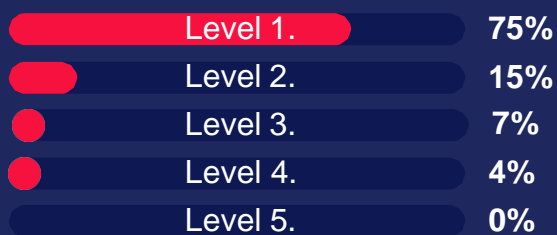


The odds of winning a "Third Division player" are 20 % and the level may come out in different percentages:

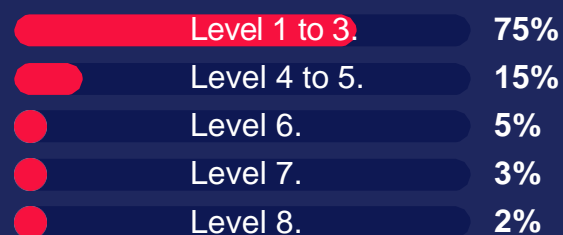


## Odds with the Bronze Boxes:

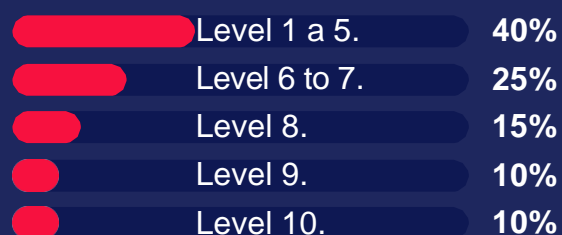
The odds of winning a “First Division player” are 1 % and the level may come out in different percentages:



The odds of winning a “Second Division player” are 10 % and the level may come out in different percentages:



The odds of winning a “Third Division player” are 89 % and the level may come out in different percentages:





## CARDS (GAME 2)

“GoaL Stadium” Cards. NFT (ERC-721) collectibles. Users will be able to exchange their cards in the game with other users to play the “Play to Earn” League or buy and sell outside of “GoaL Stadium” on different platforms such as OpenSea, SuperRare, etc.

The user will be able to choose from among his characters/player cards previously acquired in the Marketplace from his players by dragging the chosen card to the pitch according to the corresponding demarcation.

The demarcations will be the following:

P (Goalkeeper) DF (Defense) C (Midfielder) DL (Forward).

To start playing, the user must have a minimum of 11 and a maximum of 24 characters / players in the squad.

On the scoreboard you can see the sum of the characteristics of the team chosen by the user (speed, power, skill, resistance, technique and motivation). These characteristics will vary according to the cards chosen by the user, adding the individual scores of each character/player, resulting in a higher probability percentage to win the matches.

The user can change the team configuration with more or less defenders, midfielders and forwards. At the beginning, the game provides a default configuration that can be changed by the user by dragging the players to the defined positions on the field. As mentioned above, this team configuration, resulting from the sum of the characteristics of each player, will increase the chances of winning the match and the percentage of victories. It's all about setting up the best lineup for the team.

“GoaL Stadium” has different default team configurations with unique statistics due to the characteristics and levels of each player that will allow the user to create different game strategies.

In the “Presales” users have discounts on the prices of envelopes where surprise characters appear. These “Presales”, once concluded, will give way to the start of the “Free to Earn” game.

The “Free to Earn” League Game will award championship winners from each Division with large prizes in “GoaL” amounts”.



1 M GoLa First Division.  
500 K GoLa Second Division.  
200 K GoLa Third Division.  
50 K GoLa Free Division.

For each match won rewards are received in GLS. In the daily PvP matches (trainings) rewards will accumulate and the characteristics of the players will increase to be more competitive when playing in League matches (weekends) 2 official matches.

At all times you will have access to the rankings in the leagues of the different divisions and groups.



# ESTADIOS

"GoaL StadiumM" adds another element of entertainment such as the football stadiums of different divisions, in which all users can participate with their teams. These game spaces are designed to have their own possibility of growth and evolution, giving the user control of their challenges to receive better rewards.

Football stadiums have three categories (first, second and third division) and different levels of infrastructure. These two characteristics (division and level) make up the potential of the Stadium (as happens with the players). A Stadium characteristics evolve with a greater participation of users in training sessions and penalty shootouts in the field and with the league matches and events that increase the number of spectators and level according to the participations to achieve the highest level of motivation.

Motivation will be one of the main keys for your players to contribute to a higher percentage of games won in your future matches.

## LEVELS ACCORDING TO CATEGORIES:

3rd division stadiums:

Level 3 capacity for 20.000 spectators	(10/20% Motivation)
Level 2 capacity for 25.000 spectators.	( 30/60% )
Level 1 capacity for 30.000 spectators.	(70/100%)

2nd division stadiums:

Level 3 capacity for 35.000 spectators.	( 10/20% Motivation)
Level 2 capacity for 40.000 spectators.	( 30/60% )
Level 1 capacity for 45.000 spectators.	( 70/100% )

1st division stadiums:

Level 3 capacity for 50.000 spectators.	( 10/20% Motivation)
Level 2 capacity for 75.000 spectators.	( 30/60% )
Level 1 capacity for 100.000 spectators.	( 70/100% )



# METVERSE GAME

"GoaL StadiumM" offers up to six different forms of gameplay; in this advanced phase of the game, the user has the control to choose the character with which he wants to start playing and which best suits the needs and desired requirements, accessing a virtual world in continuous expansion and enjoying active participation in different fascinating competitions in championships, leagues and cups, accumulating raffles, prizes and surprises for users who enter the Metaverse. In addition, rewards will be obtained in "GLS" and "GoaL" in different ways.

In the "GoaL StadiumM" Marketplace, users can purchase from a wide variety of different categories of football stadiums, up to the option to buy any player, coach, club president ...Also to sell and accept offers for their players, make transfers of players, rent equipment or facilities or buy other players to complete squads of up to 22 players. Users can manage different options to earn advertising revenue on on-field billboards, on t-shirts, on video scoreboards, etc.

The ecosystem within the Metaverse is specially designed to offer challenges and continuous entertainment that encourages users to play to become the best competitor in each match, since there is a defined and very important amount of tokens for the first classified in the different position lists by categories for each character and role in the game.

The President, Representative and Bookmaker modes are limited according to the number of active players in the different divisions and competitions. .





## PRESIDENT MODE

"GoaL Stadium" offers the possibility of adopting the role of owner of a football club, which, as President of a club, allows actions such as hiring coaches, signing for the team, managing player transfers or deciding on the transfer of players to other clubs.

In this modality, to obtain the maximum profitability of the club, each user has to ensure good signings to create a competitive squad. In addition, this modality offers a wide variety of options such as being able to rent the commercial ground floor of the club's stadium to third parties to generate income in the format of "Rewards", hold presentations or even use its facilities as an independent business center such as the sale of tickets in its establishments. You can even speculate with the Offices, allocating them to different functions such as human resources where to hire staff, stadium management and equipment rental, etc.

## COACH MODE

“GoaL StadiumM” includes the “Coach” game mode. A modality that has different coach profiles for different game strategies with offensive or defensive characteristics. The modality has exclusive trainers by divisions. Basic trainers can be purchased in the Marketplace, except for premium trainers that come in exclusive boxes or packs. In this mode, users have two ways to farm, with “Game Strategies” and with “Training”:

- Strategies: The coach receives rewards while the team farms, establishing strategies and plays facing the opponent with hundreds of possible combinations according to the characteristics of the players.
- Training: The coach will be in charge of appointing a player as team captain, motivating with talks and controlling the training process and evolution of his players while his teams concentrate to train. This will earn you rewards for building a strong team and leveling up your players' stats. The different training phases are unlocked as the characteristics of the players increase. Penalty shooting, sprinting, goal kick for goalkeepers and defenders, throw-ins, corner kicks, headers, free kicks, etc.



## PLAYER MODE

The users can choose the player and create their own avatar, customizing their profile and appearance with various items such as demarcation, height, weight, level, division, etc. Each player has to comply with the daily training sessions, arrive on time to the meeting, get the "GLS" rewards for each event. After raising the level of the characteristics in the different training formats; penalties, fouls, corners, runs, skill and ball control, the best products can be obtained to increase the chances of having more precision, speed, skill, technique, strength and endurance.

It is vitally important to comply with all this, since in addition to obtaining daily rewards, you can also be summoned in a random process by your coach for the different meetings of the weekend (greater rewards). This guarantees that the coaches are fair when choosing their 11 players of preference with which to win the matches and therefore obtain better rewards.



## MASSEUR MODE

All “Goal StadiumM” clubs have a masseur responsible for the maintenance and physical improvement of the players on the squad. There are different types of interventions such as massages to relax the muscles, make a bandage and even give energy drinks to the most tired players, on the pitch or changing rooms.

The masseur is responsible for different daily tasks (which bring rewards); performing them will be of vital importance for the club since without them the players could have more injuries and not be able to comply with their training sessions and games which can prevent them from obtaining their winnings and thus lower the team's overall score. The figure of the masseur, even though it is not very visible, is essential in any football team dressing room.





# AGENT MODE

"In "GoaL Stadium" the users contribute to the system in a linear and parallel way in the different ways of obtaining rewards with which to obtain virtual amounts in "GLS" or "GoaL" by playing in each of the competition modes available in different scenarios. This gaming experience means that the game is more dynamic and fun. The goal is to provide top-level sports entertainment while playing games and earning rewards.

In this case, to be able to play with the figure of Footballers Representative/Agent, a license must be acquired within the Marketplace, being able to choose between those of the different divisions with which to work.

Proposals have to be made to players to add them to the portfolio (inventory), reach agreements with them, since the representative will collect his rewards when he is summoned for the meetings and when they are sold. The sales of the players are random and the presidents will be the ones who jointly accept the sales or purchases of the players in their club's squad.



## SPORTS BETTING MODE

The user has the possibility of being part of the game ecosystem with sports bets on the weekend matches, where there will be a common fund that comes from the burning of all the fungible "GLS" tokens that are used in each of the sale transactions from "GLS" to "GoaL" and from "GoaL" to any other token.

The accumulated jackpot will be divided into two parts:

- A part among all those who have placed their bets when buying their tickets with a defined result.
- Another part is for the winners who get the result right to obtain their GLS Tokens.