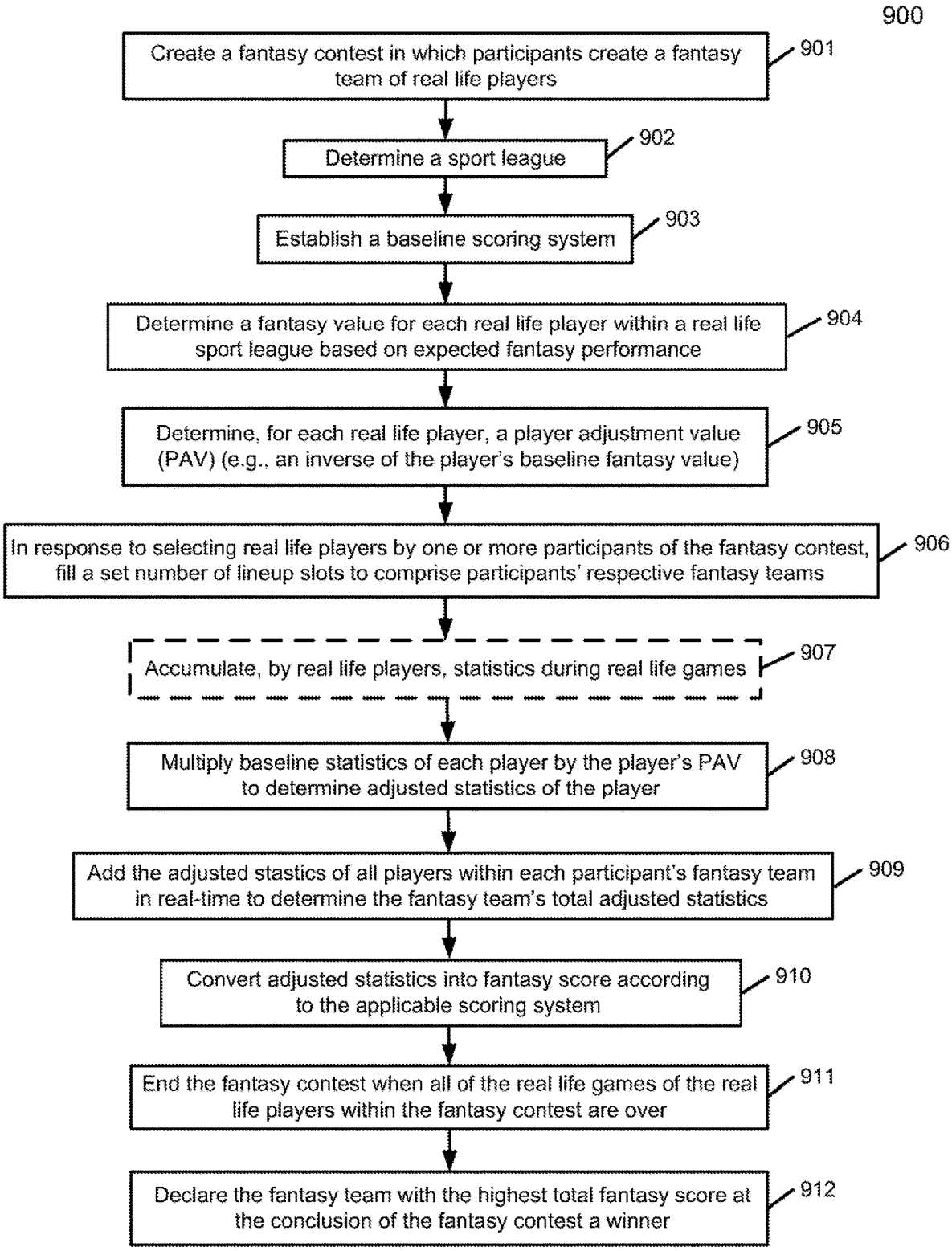
900
Create a fantasy contest in which participants create a fantasy team of real life players
901
Determine a sport league
902
Establish a baseline scoring system
903
Determine a fantasy value for each real life player within a real life sport league based on expected fantasy performance
904
Determine, for each real life player, a player adjustment value (PAV) (e.g., an inverse of the player's baseline fantasy value)
905
In response to selecting real life players by one or more participants of the fantasy contest, fill a set number of lineup slots to comprise participants' respective fantasy teams
906
Accumulate, by real life players, statistics during real life games
907
Multiply baseline statistics of each player by the player's PAV to determine adjusted statistics of the player
908
Add the adjusted stastics of all players within each participant's fantasy team in real-time to determine the fantasy team's total adjusted statistics
909
Convert adjusted statistics into fantasy score according to the applicable scoring system
910
End the fantasy contest when all of the real life games of the real life players within the fantasy contest are over
911
Declare the fantasy team with the highest total fantasy score at the conclusion of the fantasy contest a winner
912

FIG. 9