

```

    max-width: 600px;
    margin: 20px auto;
    background: #1e1e1e;
    padding: 20px;
    border-radius: 8px;
    box-shadow: 0 0 10px #000;
}

button {
    background: #f1c40f;
    border: none;
    color: #121212;
    padding: 10px 20px;
    margin: 5px;
    font-weight: bold;
    border-radius: 5px;
    cursor: pointer;
    transition: background 0.3s ease;
}

button:hover {
    background: #d4ac0d;
}

input {
    padding: 10px;
    width: 100%;
    margin: 8px 0;
    border-radius: 5px;
    border: none;
}

#auth-message,
#pix-message {
    margin-top: 10px;
    font-weight: bold;
    color: #e74c3c;
}

footer {
    text-align: center;
    margin: 30px 0 10px;
    color: #777;
}

```

## script.js

```

const authForm = document.getElementById('auth-form');
const authMessage = document.getElementById('auth-message');
const gameSection = document.getElementById('game-section');
const authSection = document.getElementById('auth-section');
const gameArea = document.getElementById('game-area');
const logoutButton = document.getElementById('logout-button');
const slotButton = document.getElementById('slot-button');
const rouletteButton = document.getElementById('roulette-button');
const pixSection = document.getElementById('pix-section');
const pixPayButton = document.getElementById('pix-pay-button');
const pixMessage = document.getElementById('pix-message');

let loggedInUser = null;
let userBalance = 0;

authForm.addEventListener('submit', (e) => {
    e.preventDefault();
    const username = document.getElementById('username').value.trim();
    const password = document.getElementById('password').value.trim();

    if (username && password) {
        loggedInUser = username;
        userBalance = 100;
        authSection.style.display = 'none';
        gameSection.style.display = 'block';
        pixSection.style.display = 'block';
        authMessage.textContent = '';
        updateGameArea('Bem-vindo, ' + loggedInUser + '! Seu saldo: R$ ' + userBalance.toFixed(2));
    } else {

```

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    authMessage.textContent = 'Por favor, preencha todos os campos.';
  }
});

logoutButton.addEventListener('click', () => {
  loggedInUser = null;
  userBalance = 0;
  authSection.style.display = 'block';
  gameSection.style.display = 'none';
  pixSection.style.display = 'none';
  gameArea.innerHTML = '';
  authMessage.textContent = '';
  pixMessage.textContent = '';
});

function updateGameArea(message) {
  gameArea.innerHTML = `

${message}</p>`;
}

slotButton.addEventListener('click', () => {
  if (userBalance < 5) {
    updateGameArea('Saldo insuficiente para jogar. Deposite via Pix.');


```

return;

```
  }
  userBalance -= 5;
  const slots = ['■', '■', '■', '■', '7■■'];
  const result = [
    slots[Math.floor(Math.random() * slots.length)],
    slots[Math.floor(Math.random() * slots.length)],
    slots[Math.floor(Math.random() * slots.length)]
  ];

  updateGameArea(`Slots: ${result.join(' ')}<br>`);

  if (result[0] === result[1] && result[1] === result[2]) {
    const winAmount = 20;
    userBalance += winAmount;
    updateGameArea(`■ Você ganhou R${winAmount}! Resultado: ${result.join(' ')}`);
  } else {
    updateGameArea(`Resultado: ${result.join(' ')} - Tente novamente!`);
  }
  updateGameArea(`Seu saldo: R$ ${userBalance.toFixed(2)}`);
});

rouletteButton.addEventListener('click', () => {
  if (userBalance < 5) {
    updateGameArea('Saldo insuficiente para jogar. Deposite via Pix.');
```

return;

```
  }
  userBalance -= 5;
  const numbers = Array.from({ length: 36 }, (_, i) => i + 1);
  const spin = numbers[Math.floor(Math.random() * numbers.length)];
  updateGameArea(`Roleta caiu no número: ${spin}<br>`);

  if (spin === 7) {
    const winAmount = 50;
    userBalance += winAmount;
    updateGameArea(`■ Você ganhou R${winAmount}! Número sorteado: ${spin}`);
  } else {
    updateGameArea(`Você perdeu. Número sorteado: ${spin}. Tente novamente!`);
  }
  updateGameArea(`Seu saldo: R$ ${userBalance.toFixed(2)}`);
});

pixPayButton.addEventListener('click', () => {
  const amount = Number(document.getElementById('pix-amount').value);
  if (amount > 0) {
    userBalance += amount;
    pixMessage.style.color = 'lightgreen';
    pixMessage.textContent = `Pagamento de R${amount.toFixed(2)} realizado com sucesso! Saldo atualizado: R$`
  } else {
    pixMessage.style.color = '#e74c3c';
    pixMessage.textContent = 'Informe um valor válido para pagar.';
  }
});

```