

We build a Channels which already using in our casino.

Call "PG Channels", let the player only on-chain 1 time and play a lot of time off-chain.

share to you all!

Preparation work

Player send ERC-20 token to Game Contract(Lock Token)

PG Channels (Go through API)

Step 1

Dealer Generate "Random D", and Hash "Random D". Announce "Random D's Hash"

Step 2

Players Generate "Random P", and Hash "Random P". Announce "Random P's Hash"

Step 3

Players announced "Bets"

Step 4

Hash("Random D's Hash", "Random P's Hash", "Bets"). Announce "All Hash"

Step 5

Players Sign the "All Hash", "Random P" with private key and Announce

Step 6

Dealer Announce "Random D"

Step 7

Hash all Random D & P (Game Result's random seed)

after step 7, player can know the game result immediately.

and starting next game.

After Playing

We upload the record to Game Smart Contract .

So player:

1. no need to pay fee.
2. no need to wait transaction confirmation.

we call this: hybrid decentralized casino.

since we upload the record at batch, so we have a small average gas used in every game record.

or we will upload the "result" only, and if the result which we upload is not correct , player can challenge.

Withdraw

if a player want to withdraw from our platform, he need to wait a period(2 hours or half day)

make sure we are already upload all the record about him.

github.com

[pigworld/Smart-Contract/blob/master/dice.sol](https://github.com/pigworld/Smart-Contract/blob/master/dice.sol)

```
pragma solidity ^0.4.16;
```

```
contract PICOMainContract { function requestToPay(address _paidAddress,uint _Amount) public {} function  
requestToAward(address _winAddress,uint _Amount) public {} function balanceOf(address tokenOwner) public constant
```

```
returns (uint balance) {} function isGameContract(address _GameContract) public constant returns (bool success) {} }
```

```
contract Dice {
```

```
PICOMainContract PICOMainContract_;  
address public Picomaincontract;
```

```
address public Owner;  
address Dealer;
```

```
struct SimpleTicket {  
    address Addr;  
    bytes32 SecretKey_P;
```

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but it still have 1 problem, player need to trust us will upload.

so we will do plasma next stage after this modal stable.

play pig world here <https://pig.world/>