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# DogRacer

*Game's rules*

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- the purpose of the game is to make various types of bets on dog races, such bets will be contained and detailed into Ticket
- at each race participate 6 dogs, numbered from 1 to 6
- each race generates new odds relating to the possible bets, the odds and the dogs change with every new race
- each possible bet has a relative odds that in case of victory is multiplied for the bet amount in order to get the win
- There is a Timer of 4 minutes, during which bets can be made, at the expiration of the timer a video shows the race and dogs classified in the first 3 positions. After the results of the race, new odds are shown and the timer starts back from 0
- the possible bets are:
  - **First place:** *the dog chosen wins the race*
  - **Second place:** *the dog chosen ranks second*
  - **Third place:** *the dog chosen ranks third*
  - **Placed within the first 2:** *the dog chosen ranks within the first 2*
  - **Placed within the first 3:** *the dog chosen ranks within the first 3*
  - **Coupled:** *it is a bet where you have to guess simultaneously the dog who ranks first and the dog who ranks second*
  - **Tris:** *it is a bet where you have to guess simultaneously the dog who ranks first, the dog who ranks second and the dog who ranks third*
  - **Supersix:** *it is a bet where you have to guess precisely the order of arrival of the six dogs that take part in the race*
- for the SuperSix bet type there are no odds, if the bet is won, you get the amount displayed as "SuperSix" in the game interface
- each Ticket played participate to the **Jackpot** draw, such extraction is made randomly among all Ticket played. The amount that is possible to win with the Jackpot is displayed in the game interface



- at the top left corner of game interface, as shown in the figure above, there is the betting Timer
- under the Timer are displayed the arrivals placement of the previous races, with the corresponding number of race
- at the top right is displayed the number of race
- in the central part of the interface, at the top, there is the "Bets" window that contains the odds related to the following betting type: "First place"; "Second Place"; "Third Place"; "Placed within the first 2"; "Placed within the first 3". The odds are organized in a table where the rows indicate the type of bet and the columns indicate the number of the dog
- in addition in the central part of the interface, this time at the bottom, there is the window "Combined Bets" that contains the odds of the "Coupled" bet for each possible pair of dogs (which have to classify first and second). The odds are organized in a table where the rows indicate the number of the dog that has to arrive first and the columns that indicate the number of the dog that has to arrive second
- at the bottom of the interface there is a panel which displays: on the left the amount of the jackpot; in the center the messages related to the game; on the right the amount of SuperSix
- within the odds, in red is displayed the lowest odds and in green the highest one
- In a totally random way, just before the start of the race and so after the expiry of the Timer, it may happen that the betting odds are multiplied by a random number drawn, this Bonus number could be: 2x, 3x, 4x or 5x. When this happens you will see a special message and all Ticket played in that race will take benefit of the multiplier bonus on betting odds. In the "Last Bets" box is reported the eventual multiplier bonus before the order of arrival of the dogs (as shown in the figure above 'x2')