## **BallOMatic**

Game's rules

- The purpose of the game is to make different types of bets on the extraction of 6 colored balls (called "**sestina**")
- There is a timer of 30 seconds, during which you can place bets on any of the 9 games available, at the expiration of the timer are extracted 6 winning balls and displayed the results of the 9 games available
- The balls are 36 and numbered from 1 to 36, in addition have three different colors, red, yellow and green. The numbers represented on each ball and the color are always the same and they are:

GREEN: 1,4,7,10,13,16,19,22,25,28,31,34

YELLOW: 2,5,8,11,14,17,20,23,26,29,32,35

RED: 3,6,9,12,15,18,21,24,27,30,33,36

- There are 9 games on which you can bet on:
  - 1. LOTTO
  - 2. LAST NUMBER
  - 3. BOSS COLOR
  - 4. TOTAL
  - 5. LAST COLOR
  - 6. FIRST or LAST
  - 7. PERCENTAGE OF COLOR
  - 8. MORE ODD OR MORE EVEN
  - 9. ODD or EVEN
- **LOTTO**: consists on betting on the output of 1, 2, 3 or 4 numbers, the output order is not relevant
- **LAST NUMBER**: consists in guessing what will be the last number of the sestina (for example in the sestina '8,24,16,7,18,12', the last number is 12)
- **BOSS COLOR:** consists in guessing what will be the boss color on the sestina balls (for example in the sestina '13,3,1,28,18,34', the boss color is green), if there isn't a boss color in the sestina, then the bet will result as lost
- **TOTAL:** the total is the sum of the numbers of the sestina, the bet consists in guessing in what range of numbers (High, Medium, or Low) you will find the total.
  - High → da 122 a 201
  - Medium → da 101 a 121
  - Low  $\rightarrow$  da 21 a 100
- **LAST COLOR:** consists in guessing what color will be the last ball of the sestina (for example in the sestina '12,7,15,22,20,34', the last color is green)
- **FIRST OR LAST:** consists in guessing the ball with the highest number between the first and the last of the sestina (for example, in the sestina '2,32,35,16,17,14', the ball with the highest number among the first and the last is 14)
- **PERCENTAGE OF COLOR:** consists in guessing how many balls will come out of a certain color (for example, in the sestina '14,11,9,8,6,20', the winning bets are: "3 yellow balls" and "2 red balls")
- MORE ODD OR MORE EVEN: consists in guessing in the sestina if there will be more balls with numbers odd or even. if the number of balls in the sestina with

even number is equal to that of the odd ones, then the bet will result as lost (for example, in the sestina '32,23,9,24,6,35', there are 3 balls with even numbers and 3 balls with odd numbers)

- **ODD or EVEN:** consists in guessing if the sum of the numbers of the sestina will be an odd or even number (for example, in the sestina '33,22,1,34,10,29', the sum, 129, is odd)
- The JACKPOT is completely random, in order to participate to the jackpot draw, you have to play a Ticket, between all of the ticket played will be extracted one that will be the winner



- in the central part of the game interface as shown in the above figure is displayed
  the balls-shacker containing the colored balls and under it there is a panel that
  will contain the six balls drawn, above are displayed messages of the game and
  the id of the hand
- on the left side of the interface are displayed the results for each of the last 9 games, relatively to the last hand played
- at the top right are displayed respectively: the amount of the **Jackpot** and the amount of **SuperSix**
- on the right side of the interface are displayed the statistics on the output of the numbers in relation to the previous hands, these statistics are:
  - **Most common**: are the most frequently drawn numbers
  - Latecomers: are the numbers drawn less frequently
  - **Red dominant**: a bar that indicates how many times the color red was the dominant color of the sestina
  - **Yellow dominant**: a bar that indicates how many times the color yellow was the dominant color of the sestina
  - **Green dominant**: a bar that indicates how many times the color green was the dominant color of the sestina

- **High total**: a bar that indicates how many times the sum of the numbers of the balls drawn is in the range from 122 to 201
- **Medium total**: a bar that indicates how many times the sum of the numbers of the balls drawn is in the range from 101 a 121
- **Low total**: a bar that indicates how many times the sum of the numbers of the balls drawn is in the range from 21 a 100
- **Even total**: a bar that indicates how many times the sum of the numbers of the balls drawn is an even number
- **Odd total**: a bar that indicates how many times the sum of the numbers of the balls drawn is an odd number
- **+ Even**: a bar that indicates how many times the even numbers were more than the odd ones on the balls drawn
- **+ Odd**: a bar that indicates how many times the odd numbers were more than the even ones on the balls drawn
- **First** + **high**: a bar that indicates how many times the number of the first ball drawn was higher than that of the last ball drawn
- Last + high: a bar that indicates how many times the number of the last ball drawn was higher than that of the first ball drawn
- **Last ball**: a series of balls that represent the last ball drawn in each of the previous hands
- the **SUPERSIX** is a particular type of bet, it consists in bet on 6 numbers randomly generated by the system. If the 6 numbers that are extracted are the same as those played, then you will win the amount shown on the top right (SuperSix). The cost of a bet on the SuperSix is always 1 euro. If multiple users simultaneously win the SuperSix, then the winning is divided into equal parts.