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Predetermined Game

No or Minimal Interaction

Whether You Have purchased a ticket
or Lottery. can. ~~select~~ select \$1 from acct.

GLEP₃ - e.g. 100 Tickets in Packet.
At least \$50 of wins.

How To Translate that into Internet or SMS.

Now- Virtual Scratch-off Games

DK how they do prizes.

Generate all sums in advance.

Usually predetermined -- in random.

Force an even distribution of prizes.

- Fair # of Low Tier Prize winners.
 - Virtual stack (not limited to 100).
- win every X plays.

Certain amount of low tier wins.

Lottery- Reg's Fixed % payout.

Take Maximum Universe, Subdivide

Perfect 10

SMS - Arcade Game.

Certain # of Winning Combinations

Certain # of losing Combinations

Ensure that win every X # is the %

winning Combs should be randomized.

-2-

"Mears" to generate the list.

Individual-- Every player is entitled to his Virtual GLEPs system.

Level 2--

Congrats. You have hit 10.

Here is the Prize Board - Pick "4".

Prize is predetermined.
Variable Top Prize

Lottery - 75% payout to 75%.

Cash 95%-98%

~~Can~~

~~increase~~

Can increase % of wins by the level 2.

In physical lottery, Free play costs the system money.

Add this to any electronic game possibilities.

May Need it To Be predetermined.

That Guarantees the payout.

Can apply to slot-machine

Video Lottery Terminal (VLT)

Ch- Jacks, Poker re: predetermined.

PA - Watch

Fixed payout & randomization.