



BuyaBall Keno

Introduction

BuyaBall Keno is a standard single player stand-alone Keno with 80 numbers to choose from and 20 numbers randomly drawn by the server at every draw. You can pick between 2 to 10 numbers. The game offers the option to buy additional ball draw at the end of the regular 20 numbers balls draw.

How to Bet

Choose between 2 to 10 numbers in the 80-number grid. Click a desired number on the grid to select it. The color of the number will change to a different color to show that the number has been selected. To unselect a number, click an already-selected number. You can select or unselect multiple numbers by pressing and dragging your cursor or finger over the numbers.

GAME STAKE

Display the current stake amount for the base game.

Press the minus button (-) to decrease the stake amount for the next round.

Press the plus button (+) to increase the stake amount for the next round.

EXTRA BALLS

Display the total amount spent buying extra balls.

TOTAL STAKE

Display the total amount wagered in the game.

CLEAR ALL

Clear all selected numbers from the grid.

CLEAR LAST

Clear last selected number from the grid.

QUICK PICK

Randomly select numbers from the grid. The number in the Quick Pick field indicates the selection of the numbers (from 2 to 10).

Click the minus button (-) to decrease the selection of the numbers.

Click the plus button (+) to increase the selection of the numbers.



SPEED

Click to change the speed of the drawn numbers from slow/normal/fast.

PLAY

Click to start the game.

Drawing Numbers

Once the numbers have been selected, press on Play to start the game. The game will randomly draw 20 numbers out of the 80 numbers.

When the drawn number lands on a number on the grid that has not been selected, the number on the grid will change to a distinct colour. If the drawn number lands on a selected number, the number will also change color but to a different color than for an unselected number.

How to Win

Winnings are paid according to the payable and depend on how many numbers you have selected and how many numbers have been matched. Winning payouts are indicated in the payable on screen and adjust based on the numbers selected and your Game Stake amount.

Paytable

Pick 2 Numbers		
Hits	Payouts	Probability
2 on 2	X16	1 in 17

Pick 3 Numbers		
Hits	Payouts	Probability
2 on 3	X3	1 in 8
3 on 3	X40	1 in 73

Pick 4 Numbers		
Hits	Payouts	Probability
2 on 4	X2	1 in 5
3 on 4	X7	1 in 24
4 on 4	X78	1 in 327



Pick 5 Numbers		
Hits	Payouts	Probability
3 on 5	X4	1 in 12
4 on 5	X35	1 in 83
5 on 5	X325	1 in 1 551

Pick 6 Numbers		
Hits	Payouts	Probability
3 on 6	X2	1 in 83
4 on 6	X16	1 in 36
5 on 6	X60	1 in 324
6 on 6	X500	1 in 7 753

Pick 7 Numbers		
Hits	Payouts	Probability
3 on 7	X1	1 in 6
4 on 7	X7	1 in 20
5 on 7	X35	1 in 116
6 on 7	X140	1 in 1 366
7 on 7	X1 000	1 in 40 980

Pick 8 Numbers		
Hits	Payouts	Probability
4 on 8	X4	1 in 13
5 on 8	X20	1 in 55
6 on 8	X85	1 in 423
7 on 8	X400	1 in 6 233
8 on 8	X3 000	1 in 230 115

Pick 9 Numbers		
Hits	Payouts	Probability
4 on 9	X3	1 in 9
5 on 9	X10	1 in 31
6 on 9	X30	1 in 175
7 on 9	X150	1 in 1 691
8 on 9	X1 000	1 in 30 682
9 on 9	X5 000	1 in 1 380 688

Pick 10 Numbers		
Hits	Payouts	Probability
4 on 10	X2	1 in 7



5 on 10	X5	1 in 20
6 on 10	X18	1 in 88
7 on 10	X80	1 in 621
8 on 10	X450	1 in 7 385
9 on 10	X3 300	1 in 163 382
10 on 10	X10 000	1 in 8 911 712

Buying Extra Balls

BuyaBall Menu

After the base game completes with all 20 balls having been drawn, you may have the option to buy up to 20 extra balls if:

- You are missing one matched number from winning a prize **OR**;
- You have won a prize.

You can buy extra balls to either try and hit a payable win or increase your current win. The BuyaBall menu will appear on screen and the balls inside the hopper will turn to red.

Extra Balls Buying Options

Extra balls can be bought in batches of 1,2,3,4 or 5.

Buying extra balls is an option. You always have the option to complete the game after the 20 balls have been drawn during the base game.

The price of extra balls is calculated based on your current winning status, the number of balls remaining and the chances of improving your winning.

After each round of extra ball(s) draw has been completed, you will be offered the following options:

- Buy extra balls if the EXTRA BALLS REMAINING counter indicates there are some left or;
- End the game and collect your winning by clicking on COLLECT CURRENT WIN or;
- End the game by clicking on END GAME if you have not won a prize.

If you have bought the 20 extra balls or won the top prize in the payable, the game will end automatically. **You may not purchase extra balls if your total wager will exceed \$250.00.**



Terms and Return to Player

In the event of a game in real play being interrupted, (i.e. started but not completed due to connectivity issues or accidentally closing the browser, etc.), depending on the previous state of the game, it will either resume from the point of the last draw or display the outcome of the game already in play. Any winnings will be correctly credited to the player account and will be exact according to the result prior to the game being interrupted.

In the event of a non-responsive game or problem during a bonus round, the game will repeat the incomplete game and display the result to the player when the game is next launched.

In this game, the draw by ball machine is a graphical animation for entertainment purposes and does not represent an actual draw. The chances of obtaining a given number are therefore not equiprobable.

The odds of getting a particular outcome are always the same at the start of every game. The odds do not vary based on prior outcomes, bet size, balance size, numbers picked, time of day, day of the week, etc. For example, if the top award is won on a given play of the game, the chances of winning the top award on the next play are exactly the same. Likewise, prior losses do not change future odds.

The theoretical average return to player (RTP) is between 96.20% and 97.13% depending on how many numbers are picked. This RTP represents the long- term expected payback of the game which has been calculated by an independent testing company. Malfunction voids all pays and plays.

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