



DAN MARINO KENO

How to play

Introduction

Dan Marino Keno is a standard single player Keno game with 80 numbers to choose from and 20 numbers randomly drawn by the server in every draw. In addition, before the numbers are drawn in every game, 6 Ball Bonus symbols are randomly placed onto 6 numbers on the grid, paying as a multiplier to any base game win.

If you match 1 to 4 of the ball bonus symbols you get a multiplier win for any base game win you hit. If you hit 5 or 6 of these bonus numbers, the game will trigger one of the two bonus games: "DM Mini Game" for hitting 5 or "DM Quarterback Challenge" for hitting all 6, which also has the possibility of winning the progressive Jackpot.

In the base game Dan Marino can occasionally, randomly and after the base game draw, throw 5 extra balls onto the grid to enhance the chances of a win or bonus.

How to Bet

Pick between 2 to 10 numbers on the numbers grid and select your desired stake using the STAKE button. Once you are ready, you press the PLAY button to start the game. Before the 20 numbers are drawn, 6 Ball Bonus symbols will appear randomly on the grid, on numbers outside of your picks. The system randomly draws 20 numbers with win amounts based on how many of the 20 balls match your picks and/or the Ball symbols.

Ball Bonus Symbol

During each game, before the 20 number draw begins, 6 Ball Bonus Symbols will be placed randomly on the board outside of your selected numbers.

If a drawn ball matches (hit) a Ball symbol, prize multipliers will be awarded based on the following payable:

BALL BONUS SYMBOLS HIT	BENEFIT
6	8x + Bonus game "DM Quarterback Challenge"
5	6x + Bonus game "DM Mini Game"
4	5x Multiplier
3	4x Multiplier
2	3x Multiplier
1	2x Multiplier



Ball Bonus Symbol Hit Upgrade

When there are either 4 or 5 Ball Bonus Symbol hits there is a chance that there will be an upgrade to 5 or 6 Ball Bonus Symbol hits, respectively. This is done by Dan Marino throwing an extra ball onto the grid, after the base game 20 balls, which hits the 5th or 6th bonus symbol number. There can only be 1 upgrade in each game.

If there are 5 Ball Bonus Symbol Hits (from either the first 5 bonus symbols or an upgrade from 4) any base game win is paid out at the relevant multiplier (6x) and then the Dan Marino Mini-Game Bonus is triggered.

If there are 6 Ball Bonus Symbol Hits (from either the first 6 bonus symbols or an upgrade from 5) any base game win is paid out at the relevant multiplier (8x) and then the Dan Marino Quarterback Challenge Bonus is triggered.

Dan Marino Mini Game Bonus

The DM Mini Game is a multi-pick me, where you get the chance to pick up to 3 prizes with the chance on the 1st or 2nd pick to either Collect This Win or Reject & Pick Again. You can pick up to 3 balls from a selection of 10 to win multiplier awards. The awards are stake multipliers that range from 1x to 36x.

- 10 balls appears on the screen and you must pick one of them
- After picking your first ball, the game reveals the multiplier prize and you are given the choice to either Collect This Win or Reject & Pick Again
- The game repeats until either you pick Collect This Win after the first or second pick, or you get to the 3rd pick after which the round will automatically finish
- If you pick Reject & Pick Again, the former prizes on the balls will be visible but disabled
- Once the prize is collected, your total win is shown and the game transitions back to the base game.

Dan Marino Quarterback Challenge Bonus Round

If there are 6 Ball Bonus Symbol Hits (from either the first 6 bonus symbols or an upgrade from 5) any pick win with the associated multiplier is awarded and then the Dan Marino Quarterback Challenge Bonus is triggered.

The bonus game is a race by throwing balls between you and Dan Marino to see who can reach the winning score of 25 points first. The game shows you multiple moving targets on a football field, where Dan Marino and you will take alternate turns to throw balls at the targets.

The targets are placed at varying depths with the further-away ones having higher points and have the following values:



TARGETS	VALUES
White	2 points
Yellow	4 points
Green	6 points
Blue	8 points
Red	12 points

The bonus is made upto 6 rounds and you always take the first throw:

- Click on the ball at the screen to throw to the moving targets. If hit, the value of the target is shown and add to your total score, and a multiplier prize is revealed and added to the total win
- The next throw will be automatic by Dan Marino. If hit, the value of the target is shown and add to Dan Marino's total score, and a multiplier prize is revealed
- After Dan Marino's throw, you must click again on the ball on the screen to throw
- If you get to 25 points first, you win the progressive Jackpot as well as the multipliers that you accumulate during this Bonus Round
- If Dan Marino gets to 25 points before you, he wins the round but you accumulate both your multipliers and Dan Marino's multipliers
- The round ends as soon as either you or Dan Marino accumulates a total of 25 points on the score counter

Prizes:

- Stake multipliers that range from 2x to 25x for the 5/6 entry
- Stake multipliers that range from 3x to 100x for the 6/6 entry
- Progressive Jackpot. In order to win the progressive jackpot, you have to win the race against Dan Marino, meaning you must reach 25 points first.

How to Win

You can win by matching selected numbers to the numbers drawn. All winnings during the draw are paid according to the paytable and depend on how many of your selected numbers match the 20 drawn balls.

In addition, winnings are multiplied depending on the number of Ball Bonus Symbols that were hit during the base game draw.

DM Mini Game

If you match 5 ball bonus symbols, you will be paid out on their base game with a 10x multiplier, and then the game will trigger the "DM Mini-Game" for the chance to win multiplier prizes by picking up to 3 balls on the grid.



DM Quarterback Challenge

If you match 6 bonus symbols, you will be paid out on your base game win with a 25x multiplier, and then the game will trigger the “DM Quarterback Challenge”, for the chance to win stake multipliers and the opportunity to win the Jackpot, by throwing balls on moving targets.

Paytable:

Pick 2		
Match	Payout	Probability
2 on 2	5	1 in 16.35

Pick 3		
Match	Payout	Probability
3 on 3	11.5	1 in 69.94
2 on 3	1	1 in 7.11

Pick 4		
Match	Payout	Probability
4 on 4	27	1 in 311.39
3 on 4	5	1 in 22.55

Pick 5		
Match	Payout	Probability
5 on 5	90	1 in 1,445.34
3 on 5	6	1 in 79.38
3 on 5	2	1 in 11.67

Pick 6		
Match	Payout	Probability
6 on 6	125	1 in 7,003.00
5 on 6	22	1 in 303.54
4 on 6	3	1 in 33.83
3 on 6	1	1 in 7.58

Pick 7		
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Match	Payout	Probability
7 on 7	200	1 in 35,448.33
6 on 7	23	1 in 1,246.73
5 on 7	8	1 in 109.60
4 on 7	4	1 in 18.60

Pick 8		
Match	Payout	Probability
8 on 8	500	1 in 187,453.98
7 on 8	100	1 in 5,464.38
6 on 8	19	1 in 389.42
5 on 8	4	1 in 52.09
4 on 8	2	1 in 11.97

Pick 9		
Match	Payout	Probability
9 on 9	1200	1 in 1,034,297.45
8 on 9	500	1 in 25,438.67
7 on 9	25	1 in 1,500.88
6 on 9	10	1 in 162.63
5 on 9	3	1 in 29.44
4 on 9	1	1 in 8.59

Pick 10		
Match	Payout	Probability
10 on 10	3000	1 in 5,938,095.61
9 on 10	200	1 in 125,244.90
8 on 10	50	1 in 6,225.82
7 on 10	5	1 in 557.85
6 on 10	3	1 in 81.73
5 on 10	2	1 in 18.78
4 on 10	1	1 in 6.69



Progressive Jackpot

The jackpot starts with the seed value and contributions from each stake are added from each game. When triggered the seed plus accumulated value is awarded. The jackpot is reset to the fixed seed value and contributions from each stake are added from each game until the next award. This cycle then continues.

The progressive jackpot has its own fixed reseed value of 10,000.00.

- 2.0% of each of the players' bets is added to the live progressive jackpot amount.

PROGRESSIVE JACKPOT	
Average Pay	\$50,000.00
RTP Per Game	2.50%
Games Per Hit	2,000,000.00
ReSeed Value	\$10,000.00
Add In per Game	2.00%

Jackpot Legal Notice

Any Jackpot and its corresponding entry cost is defined in your operator's default currency. If you are playing in any currency other than the default, jackpot values and entry costs visible in-game will be automatically converted into your local currency using a conversion rate as defined by your operator. Unless otherwise noted, all Jackpot values in this document are presented in default currency.

Jackpot values displayed in-game are delayed by up to 30 seconds.

The payout value of any Jackpot will be the current amount on the Jackpot server. Every effort is made to ensure that the amount displayed in the game is as close to the actual value as possible.

Should two or more players appear to win the same Jackpot in close succession, then the first player will win the full amount and the next player will win the reset amount plus any further contributions. The same will apply to any subsequent players.

The progressive jackpot is available in "real play" only.

Button Glossary

	Play Press to start the game.
	Autoplay Press to access the autoplay menu.

	Stop Autoplay Button Press to stop the autoplay feature
	Stake Menu Press to open the stake selection menu.
	Stake Increase/Decrease 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. (available only in landscape mode)
	Clear Clear all selected numbers from the grid.
	Quick Pick Randomly select numbers from the grid.
	Speed Drag to change the speed of the drawn numbers from Normal/Fast
	Game settings Access additional game settings, such as audio settings.
	Info Display game's rules.



Max Win

Any combination of wins in a single game is limited and will not exceed \$250,000.00. It may not be possible to reach this limit in a single game from every bet configuration.

Note: Progressive jackpot winnings shall not be considered in the max winnings parameter.

Terms and Return to Player

The theoretical average return to player (RTP) is between 94.93% to 93.49% depending on how many numbers are picked. This RTP represents the long- term expected payback of the game.

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 the event of equipment failure or planned/unplanned terminations, progressive jackpot parameters, (including jackpot values and incremental percentages), are fully restored with identical parameters, after the restart.

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.

Malfunction voids all pays and plays.

Only the highest win is paid.

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