

Forum:[Hack Forums](#)

Thread: [FAIR Lottery - Only 1 ticket per user](#)

Mooooookie - May 10, 2025, 5:16 pm

[FAIR Lottery - Only 1 ticket per user](#)

"Tired of people buying 50% of total tickets and winning? I'm too. Here, only 1 entry per person allowed. Lets do a fair lottery. Equal chances of winning. Just pure LUCK. good luck!"

@The Joker@ - I understand your logic behind your lottery, and partially why you set it up the way you did.. but it's one part of the equation that you forgot about.. and that's the initial prize. Most users won't participate in the lottery if they see the prize is only 7.65 Bytes. Yes, the prize will increase as others join.. but it would take 2 users to purchase a tickets @ 1k Bytes Each, for it to be beneficial to them.. and unfortunately, most users won't take that initial step.

A lot of users won't purchase lottery tickets if they're not 1 byte per ticket, as they want multiple chances to win. And many won't play if the prize, is less than ticket price. So the lottery remains at 0 participants. I'm saying this based off everything I've seen since watching, creating, and playing in on-site lotteries myself. So my advice would be, to start with a winning prize that is over the cost of the ticket.. this will get you your first participant.. as they know they have a chance to make back their money. Once other users see that others have participated in it, and the prize has increased, this will encourage other users to want to play in your lottery.

And in regards to "Tired of people buying 50% of total tickets and winning" .. I get it, and I respect what you're saying.. and is why I personally never buy out half the tickets. I try and keep it fair for everyone. I could easily purchase the majority of the tickets of most the lotteries, and win most of them.. but all that's going to do is make other users not want to play, and while also making other users even want to create the lotteries in the first place. So the most tickets I usually purchase in these lotteries maxes at 24 tickets. I don't choose 24 because it's my favorite number, I max it at 24 to keep it fair for everyone else.

Hope this information was of value to some. I think most users when they create their first on-site lottery, make many mistakes in the values they choose when setting it up. I too made those same mistakes on my first lottery, so you're not alone. And if you haven't been participating in the lotteries on-site, take a moment and play. All it takes is 1 ticket, for a possibility to win. I've won with only 1 ticket, and so have many others. So play, and have fun.

XtremeDiscount - May 10, 2025, 6:18 pm

Love the fair lottery idea, @The Joker@! One ticket per user really levels the playing field. I hear you on the prize size concern—maybe starting with a slightly higher initial prize could draw more players, as you suggested. I'm in for a ticket to support this! Excited to see how it goes, and thanks for the tips on keeping lotteries fun and fair!

Mooooookie - May 10, 2025, 8:19 pm

(May 10, 2025 06:18 PM)XtremeDiscount Wrote: [CITE](#) Love the fair lottery idea, @The Joker@! One ticket per user really levels the playing field. I hear you on the prize size concern—maybe starting with a slightly higher initial prize could draw more players, as you suggested. I'm in for a ticket to support this! Excited to see how it goes, and thanks for the tips on keeping lotteries fun and

fair!

Yeah, I like the idea behind the 1 ticket per person too. Evens the playing field for everyone, so everyone has a fair chance at winning. I'm not sure why tagging him isn't working, I believe Omni fixed tags and mentions the other day.

[Omniscient](#) why aren't we able to tag The Joker?

Charlie Sheen - May 10, 2025, 9:38 pm

I don't ever buy tickets when the starter has cut percentage. Especially in a case like this where it's started with 7 bytes but each ticket the starter gets 150 bytes for hosting.

Starter shouldn't get anything, and there should be a minimum of 1000 bytes to start a lottery.

Mooooookie - May 11, 2025, 2:09 am

(May 10, 2025 09:38 PM)Charlie Sheen Wrote: [\[CITE\]](#) I don't ever buy tickets when the starter has cut percentage. Especially in a case like this where it's started with 7 bytes but each ticket the starter gets 150 bytes for hosting.

Starter shouldn't get anything, and there should be a minimum of 1000 bytes to start a lottery.

Yeah, I like the idea of their being a minimum of 1k bytes for starting a lottery.. as this way, it gives users an incentive to actually want to play. You're going to have a hard time convincing someone to put up 1k byte to play a lottery, that the prize is only 7 Bytes.

The only time I really think it's fair for the starter to get a percentage, is if the starting pot is a decent size. i.e. they start with a pot of 5k Bytes, and the starter claims a 10-15% cut. As this doesn't give the impression that they're just doing it with themselves in mind. But when the starting pot is like 250, and they're claiming a 25% cut.. it comes across as money grab.

The Joker - May 12, 2025, 1:22 am

(May 10, 2025 09:38 PM)Charlie Sheen Wrote: [\[CITE\]](#) I don't ever buy tickets when the starter has cut percentage. Especially in a case like this where it's started with 7 bytes but each ticket the starter gets 150 bytes for hosting.

Starter shouldn't get anything, and there should be a minimum of 1000 bytes to start a lottery.

I totally agree with you. In fact, I had hosted my first lottery with 1000 Bytes. But couldn't do it for this as I didn't have enough Bytes.

And I agree with you on the cut % as well. Will change based on the initial prize in the future.

I thought of using the cut % to host another fair lottery actually.

This was a spur of the moment idea and I just started without putting much thought into it.

And yeah. Why am I not getting tagged?

Yanix - May 12, 2025, 1:25 am

(May 10, 2025 08:19 PM)Mooooookie Wrote: [\[CITE\]](#) Yeah, I like the idea behind the 1 ticket per person too. Evens the playing field for everyone, so everyone has a fair chance at winning. I'm not sure why tagging him isn't working, I believe Omni fixed tags and mentions the other day.

[Omniscient](#) why aren't we able to tag The Joker?

To tag [The Joker](#) I am just using the mention method and it works great.

Mooooookie - May 12, 2025, 1:49 am

(May 12, 2025 01:25 AM)Yanix Wrote: [\[CITE\]](#) To tag [The Joker](#) I am just using the mention method and it works great.

I was trying using the @Username@ method, as it has seem to been working well since Omni updated it.. but for some reason he's the only user that it's not working for, at least for me.

For the mention method, what is it [mention=UID] ?

Yanix - May 12, 2025, 1:49 am

(May 12, 2025 01:49 AM)Mooooookie Wrote: [\[CITE\]](#) I was trying using the @Username@ method, as it has seem to been working well since Omni updated it.. but for some reason he's the only user that it's not working for, at least for me.

For the mention method, what is it [mention=UID] ?

Yeah that was the prompt for mention method. It will work great!

Pr0m3th3us - May 12, 2025, 2:41 am

(May 10, 2025 08:19 PM)Mooooookie Wrote: [\[CITE\]](#) Yeah, I like the idea behind the 1 ticket per person too. Evens the playing field for everyone, so everyone has a fair chance at winning. I'm not sure why tagging him isn't working, I believe Omni fixed tags and mentions the other day.

[Omniscient](#) why aren't we able to tag The Joker?

Its any username with a space in it. @Tha Sneak@ also doesn't work...

Mooooookie - May 12, 2025, 2:45 am

(May 12, 2025 02:41 AM)Rust-0l3um Wrote: [\[CITE\]](#) Its any username with a space in it. @Tha Sneak@ also doesn't work...

Ahhh, I see. Very good observation. [Omniscient](#) we figured out why tagging the The Joker wasn't working, there is a discrepancy when users have a space in their username.

I can't take credit for figuring it out, as I didn't know myself. This great guy [Pr0m3th3us](#) was the one to figure it out.

Pr0m3th3us - May 12, 2025, 3:34 am

(May 12, 2025 02:45 AM)Mooooookie Wrote: [\[CITE\]](#) Ahhh, I see. Very good observation. [Omniscient](#) we figured out why tagging the The Joker wasn't working, there is a discrepancy when users have a space in their username.

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I cant take all the credit. I believe it was a couple of us in MRT-x SF that discovered it shortly after the update to fix the single digit username tags.

Omniscient - May 12, 2025, 9:59 am

(May 12, 2025 02:45 AM)Mooooookie Wrote: [\[CITE\]](#) Ahhh, I see. Very good observation. [Omniscient](#) we figured out why tagging the The Joker wasn't working, there is a discrepancy when users have a space in their username.

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F'n HELL! Man this is gonna suck to fix I'm sure. Took me forever to get it right before. Ugh...I almost feel like removing the ability to have a space in username would be better.

Skorp - May 12, 2025, 10:52 am

(May 12, 2025 09:59 AM)Omniscient Wrote: [\[CITE\]](#) F'n HELL! Man this is gonna suck to fix I'm sure. Took me forever to get it right before. Ugh...I almost feel like removing the ability to have a space in username would be better.

I came across this a week ago, just stayed silent. To add on to this, I don't believe dashes work either. The post below is an example of mentions not tagging the username properly with a dash in the username.

<https://hackforums.net/showthread.php?tid=6297583&pid=62737198#pid62737198>

Omniscient - May 12, 2025, 11:05 am

(May 12, 2025 10:52 AM)Skorp Wrote: [\[CITE\]](#) I came across this a week ago, just stayed silent. To add on to this, I don't believe dashes work either. The post below is an example of mentions not tagging the username properly with a dash in the username.

<https://hackforums.net/showthread.php?tid=6297583&pid=62737198#pid62737198>

That didn't tag because of the ! after the @. It only works for space and period at the end. I edited your post, removed the exclamation and it worked fine.

The space shit I'll look into when I have a spare couple hours. Because often times that regex shit takes hours to fix. I'm really not looking forward to it.