

Forum:[Hack Forums](#)

Thread: [Exploiting Lottery - Lets give everone an equal chance to win!](#)

The Joker - May 11, 2025, 12:51 am

Hi folks!

I've bought tickets to lotteries here. I have won a few and lost in some.

But, what I had noticed is, these lotteries are being exploited by some by increasing the odds in their favour thereby gaining undue advantage.

Example, let's say there's a lottery with 1 Byte entry and unlimited tickets per person.

If 100 users buy 10 tickets each, the lottery pool becomes 1000 Bytes and everyone has equal chances of winning. If a few minutes before it ends, someone buys 4000 tickets, the total prize becomes 5000 Bytes.

But the probability of the person with 4000 Tickets is 80% and each of the users with 10 tickets will have a 0.2% probability of winning the lottery.

This isn't fair and shouldn't be this way. This maybe one of the reasons why it hasn't been welcomed as it should be.

I have started a lottery where max tickets an user can buy is capped at 1. Cost per ticket is 1000 and if 10 people buy a ticket each, they all have an equal 10% chance of winning the 10,000 prize. Just pure luck.

I have named it Fair Lottery as it is fair and ends in a week (May 18, 2025). Get your ticket to see if you're lucky enough to win!

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

Wishing good luck to all participants!

?ULL - May 11, 2025, 1:06 am

(May 11, 2025 12:51 AM)The Joker Wrote: [\[CITE\]](#) Hi folks!

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Do you consider the greater risk/reward structure proposed by your scenerio? Should the one who put in 80% lose, the prize pool was much larger and his risk was also, his loss was the other gain. All lotteries operate on this function, essentially. You can purchase as many tickets as you want in US lotteries, thereby increasing your odds and the prizepool. If you want a fair lottery, limit submissions per user.

This can be done on HF and solves the issue you are suggesting.

The Joker - May 11, 2025, 1:13 am

(May 11, 2025 01:06 AM)?ULL Wrote: [\[CITE\]](#) Do you consider the greater risk/reward structure proposed by your scenerio? Should the one who put in 80% lose, the prize pool was much larger and his risk was also, his loss was the other gain. All lotteries operate on this function, essentially. You can purchase as many tickets as you want in US lotteries, thereby increasing your odds and the prizepool. If you want a fair lottery, limit submissions per user.

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I agree with the greater risk/reward. But the fact that this gives undue advantage to the one with most Bytes can't be discarded either.

Yes. I have started a 1 ticket per user lottery and link is also in the thread. Let's see how this goes.

Yanix - May 12, 2025, 1:21 am

Fair lottery play, this is awesome! Nice idea and hoping everyone will join the current lottery available. Best of luck everyone!

Mooooookie - May 12, 2025, 2:31 am

(May 11, 2025 12:51 AM)The Joker Wrote: [\[CITE\]](#) I have started a lottery where max tickets an user can buy is capped at 1. Cost per ticket is 1000 and if 10 people buy a ticket each, they all have an equal 10% chance of winning the 10,000 prize. Just pure luck.

If we're going to call one lottery fair, over the others.. then you should state all the variables. In the scenario you suggested, that would only be the case if the Starter's cut was 0% - In the lotto you created, the Starter takes 15% of the winning, so if 10 users played, the total winning would be 8,500 Bytes.. not 10,000 Bytes. Still a decent prize if you can get 10 users to put up the 1k Bytes. Now that the Check-In thread is no longer around, and users aren't getting those free bytes, it's harder to find users willing to put up those type of numbers.

I wouldn't necessarily call the other lotteries not fair, as this is the same way the real world lottery works. Any player can purchase a larger amount of tickets then the others, and increase their chance of winning. That's not cheating the system or anything like that, it's just playing strategic. Many don't do that, as in the end it makes other users no want to play.. I've personally seen this

happen already.

Shout out to [Aeowulf](#) for always pumping out fresh lotteries, even when others aren't putting out any.

The Joker - May 12, 2025, 2:45 am

Next FAIR Lotteries by me would have low ticker prices and the starter's cut will be used for the Initial prize in next lotteries!

ghyxxpz - May 12, 2025, 3:11 am

do people actually win stuff??

asking for a friend

Aeowulf - May 12, 2025, 12:48 pm

(May 12, 2025 02:31 AM)Mooooookie Wrote: [\[CITE\]](#) If we're going to call one lottery fair, over the others.. then you should state all the variables. In the scenario you suggested, that would only be the case if the Starter's cut was 0% - In the lotto you created, the Starter takes 15% of the winning, so if 10 users played, the total winning would be 8,500 Bytes.. not 10,000 Bytes. Still a decent prize if you can get 10 users to put up the 1k Bytes. Now that the Check-In thread is no longer around, and users aren't getting those free bytes, it's harder to find users willing to put up those type of numbers.

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Thank you. ?

Typically, I do see the higher volume purchases win, but it is by no means a guarantee. I recall a 9000 byte payout won by someone that bought a single ticket.

(May 12, 2025 02:45 AM)The Joker Wrote: [\[CITE\]](#) Next FAIR Lotteries by me would have low ticker prices and the starter's cut will be used for the Initial prize in next lotteries!

I do 1 byte buy-in and the proceeds from my "cut" go to future lotteries. Some people see the 25% and want to bitch about it for some reason.

Lefty - May 12, 2025, 5:50 pm

Oh you actually have a tutorial on how to win! Thank you haha

The Joker - May 12, 2025, 6:10 pm

(May 12, 2025 05:50 PM)Lefty Wrote: [\[CITE\]](#) Oh you actually have a tutorial on how to win! Thank you haha

It's not like nobody knew that buying more tickets would increase their odds of winning. lol.

SantaSearch - May 12, 2025, 6:30 pm

Interesting will check out maybe

Chrome - May 13, 2025, 5:07 am

I'm okay with it because eventually the person playing big will lose and will lose a lot. It's still gambling.

Aeowulf - May 13, 2025, 6:22 am

(May 13, 2025 05:07 AM)Chrome Wrote: [\[CITE\]](#) I'm okay with it because eventually the person playing big will lose and will lose a lot. It's still gambling.

Yeah... that's a hell of a risk to drop 5000 bytes and lose it to someone for what would have been a 1000 bytes profit. ?

Keep doing it, you will lose eventually.

The Joker - May 17, 2025, 10:22 pm

Congratulations [mention=62740453] for winning the fair lottery!