

Forum:[Hack Forums](#)

Thread: [Current Lottery System Can Be Exploited , Here's a Simple Fix](#)

M1MON - May 18, 2025, 12:27 am

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

I saw this Thread and immediately checked out the lottery game. I think we could make it a bit fairer for everyone if the number of tickets each participant has is hidden. The reason this lottery can be exploited is because users can see how many tickets others have, so someone with more bytes can just outbid them by doubling their bet.

Here's why it makes sense to hide the tickets of participants:

Current Problem: When users can see how many tickets others have, wealthier users (with more "bytes" or in-game currency) can easily outbid smaller players by just buying more tickets. That discourages fair play and makes the system favor the rich.

Hiding Ticket Counts: If ticket counts are hidden, it introduces uncertainty. Now, a wealthier player doesn't know how much they need to outbid others, which levels the playing field. It adds a layer of

strategy and fairness.

?ULL - May 18, 2025, 12:37 am

(May 18, 2025 12:27 AM)M1MON Wrote: [\[CITE\]](#) I saw this Thread and immediately checked out the lottery game. I think we could make it a bit fairer for everyone if the number of tickets each participant has is hidden. The reason this lottery can be exploited is because users can see how many tickets others have, so someone with more bytes can just outbid them by doubling their bet.

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Solid plan actually. Just show the users share in the amount of tickets. Problem is, if the bytes per ticket is displayed and the pot is displayed, a user could then determine the amount of tickets.

Pr0m3th3us - May 18, 2025, 12:43 am

Should post this under [Suggestions and Ideas](#)

But i agree. Hide it.

M1MON - May 18, 2025, 1:13 am

(May 18, 2025 12:37 AM)?ULL Wrote: [\[CITE\]](#) Solid plan actually. Just show the users share in the amount of tickets. Problem is, if the bytes per ticket is displayed and the pot is displayed, a user could then determine the amount of tickets.

I think just hiding the amount of tickets each participant has makes it much harder to exploit. A participant can see how many tickets they bought, but they shouldn't be able to see how many tickets other participants bought. That way, even if they try to calculate or estimate using the bytes per ticket and the pot, they still won't know the exact number of tickets they need to buy to double their chances of winning. Also, we could change the number of entries displayed to show the total number of participants, not the total number of tickets bought. How about that? I think it would be much harder to calculate then, right?

Sam - May 18, 2025, 2:40 am

I agree with hiding a members ticket count. It will prevent sniping right before the lottery ends by wealthier members.

Mooooookie - May 18, 2025, 3:06 am

(May 18, 2025 01:13 AM)M1MON Wrote: [\[CITE\]](#) I think just hiding the amount of tickets each participant has makes it much harder to exploit. A participant can see how many tickets they bought, but they shouldn't be able to see how many tickets other participants bought. That way, even if they try to calculate or estimate using the bytes per ticket and the pot, they still won't know the exact number of tickets they need to buy to double their chances of winning. Also, we could change the number of entries displayed to show the total number of participants, not the total number of tickets bought. How about that? I think it would be much harder to calculate then, right?

Not a bad idea, and I think it could be a step in the right direction.. but I don't think this will stop some users from still just buying what they perceive is 50% of the tickets, in an attempt to gain the advantage.

I agree that hiding the total number they've purchased, as well as showing the total participants rather than total tickets bought would be key if this change was going to be implemented.

Omniscient - May 18, 2025, 8:56 am

Is snipping lotteries a real problem? And I don't see why a lottery seller can't just set a Max Tickets per member to something reasonable if they deem this an issue.

M1MON - May 18, 2025, 10:20 am

(May 18, 2025 08:56 AM)Omniscient Wrote: [\[CITE\]](#) Is snipping lotteries a real problem? And I don't see why a lottery seller can't just set a Max Tickets per member to something reasonable if they deem this an issue.

That makes sense, and I get that it shouldn't be forced on anyone. I just thought hiding ticket counts by default (or as an optional setting) could make things smoother for everyone especially casual users who might not even think about setting a max cap. It doesn't remove any freedom, just adds a bit of fairness by default. But yeah, I understand if that's more of a lottery seller decision.

?ULL - May 18, 2025, 11:27 am

(May 18, 2025 08:56 AM)Omniscient Wrote: [\[CITE\]](#) Is snipping lotteries a real problem? And I don't see why a lottery seller can't just set a Max Tickets per member to something reasonable if they deem this an issue.

There are a few members around that think the current lottery implementation is skewed a little. I would be lying if I myself did not consider sniping a lottery.

The Joker - May 20, 2025, 12:37 am

Well, having my thread quoted entirely in another actually makes me happy!

But, lottery is just a fun quotient here. Would be better if the starter sets limit accordingly instead of the Admin having to change the codes.

Cooligan - May 20, 2025, 2:31 am

(May 18, 2025 08:56 AM)Omniscient Wrote: [\[CITE\]](#) Is snipping lotteries a real problem? And I don't see why a lottery seller can't just set a Max Tickets per member to something reasonable if they deem this an issue.

No I wouldn't say so. I check lotteries often and participate in decent sized Bytes ones when I see them, but I've never seen anyone complain about "lotto sniping" in Convo, the Lounge, or anywhere

else.

I've always thought the Max Ticket amount was the way to ensure a fair lottery. In fact, I can recount multiple lotteries where the host specifically stated they set it to a certain amount to ensure fairness.

M1MON - May 20, 2025, 3:01 am

(May 20, 2025 12:37 AM)The Joker Wrote: [\[CITE\]](#) Well, having my thread quoted entirely in another actually makes me happy!

But, lottery is just a fun quotient here. Would be better if the starter sets limit accordingly instead of the Admin having to change the codes.

That's true, as a web dev myself changing code just for this is a lil bit.

(May 20, 2025 02:31 AM)Cooligan Wrote: [\[CITE\]](#) No I wouldn't say so. I check lotteries often and participate in decent sized Bytes ones when I see them, but I've never seen anyone complain about "lotto sniping" in Convo, the Lounge, or anywhere else.

I've always thought the Max Ticket amount was the way to ensure a fair lottery. In fact, I can recount multiple lotteries where the host specifically stated they set it to a certain amount to ensure fairness.

It's not causing a real problem but is it fair? to some yes, some don't care, and to some like me who's poor doesn't have that much bytes ofc I'd wish having more chances at winning. But, I respect everyones freedom and it's also true that if the lottery seller care about fairness then they should set a certain amount like you said.

I'll probably just leave this thread here to create more awareness to those who sell lottery and wants it fair but doesn't know that if they don'tt set a certain amount then their lottery can be sniped

Cooligan - May 20, 2025, 8:04 am

(May 18, 2025 11:27 AM)?ULL Wrote: [\[CITE\]](#) There are a few members around that think the current lottery implementation is skewed a little. I would be lying if I myself did not consider sniping a lottery.

You've had actual conversations with other members about how the lottery system is "skewed"?

?ULL - May 20, 2025, 2:54 pm

(May 20, 2025 08:04 AM)Cooligan Wrote: [\[CITE\]](#) You've had actual conversations with other members about how the lottery system is "skewed"?

Marlboro Man, for one.