

# Boss the Ball

To play Red Card, simply begin picking balls. You can touch each ball individually, or you can swipe multiple balls at a time. Good balls will reveal trophies. Once you have selected 6 good balls, the 'cash out' button is enabled. You can choose to cash out with double your stake or keep playing.

From this point on, you will be able to cash out after each good ball you select.

There are 6 red cards. Selecting one of these will end the game and lose your existing prize.

## Rules

Before you start, decide how much you're willing to bet. The higher your bet, the more money you can win.

The jackpot shows the maximum amount to be won for that bet.

The board consists of 49 balls – 43 are trophies and 6 are red cards, randomly distributed.

The ball will revolve – if the ball is good, a trophy will appear.

If the ball is bad, a red card will be revealed. At the same time the panel at the top will reveal which 6 balls were red cards.

Once the player has found at least 6 trophies, the cash out button will flash. The player can choose to cash out by pressing it or to continue playing by selecting further balls.

After each trophy is found the player can choose to cash out or continue.

To win the jackpot, the player must select only trophies without getting a red card, up to the maximum jackpot.

## Capping

Occasionally the jackpot may be capped to a certain amount. This figure will be shown as the 'Jackpot'. After selecting the maximum number of balls up to the capped amount, the game will automatically publish and award the win.

## Average Payout

Red Card is a chance based game where the outcome is NOT pre-determined. This means that the players choices are meaningful within the context of the random number generator calculating the odds of a given ball being good or bad.

The player chooses whether to cash out or not at each ball choice after the first 6 balls have been selected.

The theoretical RTP is thus calculated on the premise that a player is equally likely to cash out or continue after each ball selection.

RTP: 91%

Interrupted play

We know that internet connections can sometimes be unreliable or something can interrupt the game. We try to make this as fair as possible to you. For example, if you run out of battery while playing or you've reached your personal daily time limit, when you return, the game will start at the point you left.

But we do ask you to finish any game you have started within 24 hours or we will mark your game as abandoned and you will lose your stake.

Demo Play

The Operator's Demo Mode games are a sample of the Play for Real version. They play with the exact same rules and random number generator. Demo Mode versions of games allow you to play for "fun money" that has no financial value.

Gaming System Malfunction

The Operator reserves the right to withhold winnings and void wagers if a Player manipulates the games in a fraudulent manner or the Gaming System itself malfunctions. The definition of such a malfunction extends to an error in the published odds or pay tables, or a game not working in accordance with its published rules.