

Crazy time casino history (Coupon: 69DS3)

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Crazy Time. Crazy Time could be briefly described as an elaborate form of Big Six. It adds random multipliers and four slices represent independent games the player will play if the initiating spin stops in the slice for that game. The whole thing is played by live dealers about once a minute, 24 hours a day, 7 days a week, by the upbeat and energetic live dealers of Evolution Gaming. According to Bitcasino.io, the return of the game is 96.08%. Disclaimer. Evolution, the maker of Crazy Time, is very protective of their game rules and don't disclose many details that one would need to do a proper math analysis of the

game. Fortunately, there is Tracksino, which tracks some statistics of the game. For elements of the game that can't be quantified I used historical data from Tracksino and tweaked it a bit to get the return of all bets close to 96.08%. That said, I do not claim all of the following rules are exact, but they are my best guess. Base Game Rules. Sit back and pay attention, as the Crazy Time rules are rather involved. If you get confused, maybe watching my video on how to play Crazy Time will help. The base game is played on a vertical wheel with 54 stops. The player may bet on where the wheel will stop. The table below shows the available bets and the number of stops of each on the wheel. After betting is closed, the "Top Slot" will spin. The left of two reels will stop first on one of the eight bets. Then the right wheel will usually stop on a multiplier. If the wheel stops on the same bet chosen by the Top Slot, then the win for that bet shall be multiplied by the multiplier on the right reel. If the right reel stops between multipliers, then no prize will be multiplied. For example, the game might pick Pachinko and 5X. This would mean that if the outcome of the spin lands on Pachinko, then the win from the Pachinko game will be multiplied by 5. All wins are on a "to one" basis. Bets on 1, 2, 5, and 10 pay those same odds. For example, a winning bet on 5 will pay 5 to 1. If the wheel stops on Coin Flip, Pachinko, Cash Hunt, or Crazy Time, then that game will be played. Any bets on that slice be eligible to play the game and pay according to its outcome and any Top Slot multiplier earned. The rules of each bonus game are indicated below. Following are the basic rules of each bonus. I get into much more detail on them in the analysis sections below. Cash Hunt: This is a simple bonus with 108 symbols with a win behind each one. The player may pick any symbol. At the end of the bonus the wins behind the symbols are revealed. Coin Flip: Two wins are randomly assigned to both sides of a coin. One side will have a win from 2 to 5 and the other from 7 to 100. The coin is flipped, determining the player's win. Pachinko: This is played on a Plinko board with 16 possible wins or multipliers on the bottom. If the puck lands in a multiplier, then all the fixed wins are doubled and the puck dropped again. Eventually, the puck will land in a fixed win, which is what winning Pachinko bets will pay. Crazy Time: This is both the name of the game itself as well as a particular bonus round. This bonus round is the most elaborate and takes the most time to play. It is played on a prize wheel with three stoppers, which the player may choose from. Where the prize wheel stops on the chosen stopper will be bonus win. There are also multipliers on the wheel, which will double or triple all fixed wins and the wheel will be re-spun. Both the Pachinko and Crazy Time bonuses could, in theory, go on indefinitely with doubles and triples, resulting in enormous prizes. Although this rule will probably never have to be enforced, there is a maximum win of 20,000 for both games. The following table shows the eight available bets on the Base Game wheel and the number of stops on each one. Base Game Wheel. Bet Number Stops \$1 21 \$2 13 \$5 7 \$10 4 Coin Flip 4 Pachinko 2 Cash Hunt 2 Crazy Time 1 Total 54. Cash Hunt Bonus Analysis. Click on this image to go directly to my explanation of the Cash Hunt Bonus on YouTube. As mentioned in the rules section, the Cash Hunt bonus is simply picking from one of 108 icons to reveal a win behind it. The table below shows just three prize distributions I have seen. Below are three prize boards I have seen. Cash Hunt Prize Distribution. Win Board 1 Board 2 Board 3 5 14 15 15 7 14 18 13 10 24 25 20 15 29 15 15 20 18 19 25 25 0 9 7 50 0 3 7 75 0 3 5 100 9 0 1 500 0 1 0 Total 108 108 108 Average 19.47 19.96 19.36. Board 2, with the 500 win and highest average win, does not seem to happen very often. I would estimate about 10% of the time. To get an overall average win, I took a weighted average consisting of 40% board 1, 10% board 2, and 50% board 3, for an mean Cash Hunt win of 19.47. Coin Flip Bonus Rules. The following video starts at the beginning of my narration of a Coin Flip bonus. You can stop at 5:47. As mentioned in the rules above, the game picks two wins, a smaller and a larger one, assigns a win to each side of a coin and flips it. The following table shows my best estimate of the probability of each win for the lower win. The lower right cell shows an average win of 3.265625. Coin Flip -- Lower Win. Win Weight Probability Return 2 37 0.289063 0.578125 3 43 0.335938 1.007813 4 25 0.195313 0.781250 5 23 0.179688 0.898438 Total 128 1.000000 3.265625. The following table shows my best estimate of the probability of each win for the higher win. The lower right cell shows an average win of 15.296875. Coin Flip -- Higher Win. Win Weight Probability Return 7 16 0.125000 0.875000 8 17 0.132813 1.062500 9 14 0.109375 0.984375 10 15 0.117188 1.171875 12 17 0.132813 1.593750 15 18 0.140625 2.109375 20 13 0.101563 2.031250 25 10 0.078125 1.953125 50 7 0.054688 2.734375 100 1 0.007813 0.781250 Total 128 1.000000 15.296875. The overall average win of the Coin Flip bonus is simple the average of the two average, of $(3.265625+15.296875)/2 = 9.281250$. Pachinko Bonus Rules. Click on this image to go directly to my explanation of the Pachinko Bonus on YouTube. Following are more detailed rules for the Pachinko Bonus. The game is played on a pegged pachinko/plinko board with 16 slots at the bottom. Each slot at the bottom shall be associated with multiplier or a "Double." A disk is dropped from the top at a random

position. If the disk lands in a fixed prize, then that shall be what the player wins. Wins are on a "to one" basis. If the disk lands in Double, then all fixed win prizes will be doubled and the disk re-dropped. The game may re-double an unlimited number of times. The maximum win is capped at 20,000 to 1. The way I believe this game works is each of the 16 wins is independently drawn. That means that some games can have a much higher average win than others, once the board is drawn. The table below shows my best estimate of the weighting and probability of each of the 16 wins. Pachinko Weighting Table. Win Weight Probability 2 6 2.34% 3 8 3.13% 5 16 6.25% 7 56 21.88% 10 60 23.44% 15 36 14.06% 20 23 8.98% 25 10 3.91% 35 9 3.52% 40 5 1.95% 50 7 2.73% 100 4 1.56% 200 2 0.78% Double 14 5.47%

Total 256 100.00% After a lot of math, before considering the doubles, I find the average win to be 16.62. After the effect of the doubles, I find it to be 17.64. Crazy Times Bonus Analysis. Click on this image to go directly to my explanation of the Crazy Time Bonus on YouTube. Following are my detailed rules for the bonus. The Crazy Time Bonus features a 64-stop prize wheel. There are at least three different prize wheels the game may randomly choose from. The player picks from three stoppers on the wheel -- green, blue, and yellow. The player shall win whatever prize is at the color of his stopper when the wheel stops. If the wheel lands in "double" or "triple" at any stopper then the wheel shall be re-spun with all prizes doubled or tripled for that color only. For example, if the blue stopper only lands in "double" then players picking green or yellow shall be paid according to where those stoppers landed, then prizes will be doubled, and the wheel re-spun to resolve the blue win only. Re-spins can trigger more re-spin, infinitely. The maximum win is 20,000. The following table shows three wheels I have seen used in the Crazy Times Bonus. I believe there are many more. The concept is simple, the dealer spins the wheel and wherever it lands determines what the player wins. If the wheel lands in Double or Triple, then all fixed wins are doubled or tripled and the wheel re-spun. Re-spins can trigger more re-spins. The maximum win is 20,000. The following table shows the possible prizes in the Crazy Times Bonus and how many appear on the three wheels I observed. Crazy Time Bonus. Win Wheel 1 Wheel 2 Wheel 3 10 12 0 9 15 13 11 8 20 7 10 8 25 8 18 17 50 6 17 15 100 2 4 4 200 0 0 1 Double 16 4 1 Triple 0 0 1 Total 64 64 64. The next table shows my analysis of the Crazy Time bonus using Wheel 1 above. The left column shows the final win, the middle the probability, and the right the contribution to the return. The lower right cell shows an average win of 36.066539. Crazy Time Bonus Wheel #1. Win Probability Return 10 0.187500 1.875000 15 0.203125 3.046875 20 0.156250 3.125000 25 0.125000 3.125000 30 0.050781 1.523438 40 0.039063 1.562500 50 0.125000 6.250000 60 0.012695 0.761719 80 0.009766 0.781250 100 0.062500 6.250000 120 0.003174 0.380859 160 0.002441 0.390625 200 0.015625 3.125000 240 0.000793 0.190430 320 0.000610 0.195313 400 0.003906 1.562500 480 0.000198 0.095215 640 0.000153 0.097656 800 0.000977 0.781250 960 0.000050 0.047607 1280 0.000038 0.048828 1600 0.000244 0.390625 1920 0.000012 0.023804 2560 0.000010 0.024414 3200 0.000061 0.195313 3840 0.000003 0.011902 5120 0.000002 0.012207 6400 0.000015 0.097656 7680 0.000001 0.005951 10240 0.000001 0.006104 12800 0.000004 0.048828 15360 0.000000 0.002975 20000 0.000002 0.030696 Total 1.000000 36.066539. The next table shows my analysis of the Crazy Time bonus using Wheel 2 above. The left column shows the final win, the middle the probability, and the right the contribution to the return. The lower right cell shows an average win of 36.874718. Crazy Time Bonus Wheel #2. Win Probability Return 15 0.171875 2.578125 20 0.156250 3.125000 25 0.281250 7.031250 30 0.010742 0.322266 40 0.009766 0.390625 50 0.283203 14.160156 60 0.000671 0.040283 80 0.000610 0.048828 100 0.080200 8.020020 120 0.000042 0.005035 160 0.000038 0.006104 200 0.005013 1.002502 240 0.000003 0.000629 320 0.000002 0.000763 400 0.000313 0.125313 480 0.000000 0.000079 640 0.000000 0.000095 800 0.000020 0.015664 960 0.000000 0.000010 1280 0.000000 0.000012 1600 0.000001 0.001958 1920 0.000000 0.000001 2000 0.000000 0.000000 Total 1.000000 36.874718. The next table shows my analysis of the Crazy Time bonus using Wheel 3 above. The left column shows the final win, the middle the probability, and the right the contribution to the return. The lower right cell shows an average win of 36.361278. Crazy Time Bonus Wheel #3. Win Probability Return 10 0.140625 1.406250 15 0.125000 1.875000 20 0.127197 2.543945 25 0.265625 6.640625 30 0.004150 0.124512 40 0.001987 0.079498 45 0.001953 0.087891 50 0.238525 11.926270 60 0.002052 0.123138 75 0.004150 0.311279 80 0.000031 0.002484 90 0.000095 0.008583 100 0.066227 6.622696 120 0.000063 0.007575 135 0.000031 0.004120 150 0.003792 0.568771 160 0.000000 0.000078 180 0.000034 0.006040 200 0.016660 3.331959 225 0.000065 0.014591 240 0.000001 0.000351 270 0.000002 0.000531 300 0.001094 0.328213 320 0.000000 0.000000 360 0.000002 0.000544 400 0.000260 0.104117 405

0.000000 0.000193 450 0.000060 0.027117 480 0.000000 0.000015 540 0.000001 0.000282 600
0.000277 0.166442 640 0.000000 0.000000 675 0.000001 0.000684 720 0.000000 0.000034 800
0.000004 0.003243 810 0.000000 0.000007 900 0.000018 0.016232 960 0.000000 0.000001 960
0.000000 0.000001 1080 0.000000 0.000001 1200 0.000008 0.010082 1215 0.000000 0.000009
1280 0.000000 0.000000 1350 0.000001 0.001207 1440 0.000000 0.000002 1600 0.000000
0.000096 1620 0.000000 0.000012 1800 0.000005 0.008309 1920 0.000000 0.000000 2025
0.000000 0.000032 2160 0.000000 0.000000 2400 0.000000 0.000468 2560 0.000000 0.000000
2700 0.000000 0.000644 2880 0.000000 0.000000 3200 0.000000 0.000000 3600 0.000000
0.000732 3840 0.000000 0.000000 4050 0.000000 0.000057 4320 0.000000 0.000000 4800
0.000000 0.000019 5120 0.000000 0.000000 5400 0.000000 0.000322 5760 0.000000 0.000000
6400 0.000000 0.000000 7200 0.000000 0.000045 7680 0.000000 0.000000 8100 0.000000
0.000030 9600 0.000000 0.000001 12800 0.000000 0.000000 14400 0.000000 0.000002 16200
0.000000 0.000015 19200 0.000000 0.000000 20000 0.000000 0.005880 Total 1.000000 36.361278.

To summarize, the return of wheel 1 is 36.066539, wheel 2 is 36.361278, and reel 3 is 36.361278.

Taking the average of the three wheels, my estimate of the return from the Crazy Times bonus is 36.434179. Top Slot Analysis. Our friends at Tracksino tracked the outcome of 76,175 Top Slot spins in their page Crazy Time Multipliers Revealed. The following table shows their results of the winning symbol. The second column quotes the Tracksino results exactly, which add up to 100.48%. The right column divides each probability by 1.0048, to get the probabilities to add up to 100%. Top Slot Winning Symbol. Symbol Tracksino Odds Adjusted Odds \$1 13.25% 13.19% \$2 13.34% 13.28% \$5 11.45% 11.40% \$10 8.32% 8.28% Pachinko 11.70% 11.64% Coin Flip 14.06% 13.99% Cash Hunt 12.34% 12.28% Crazy Time 16.02% 15.94% Total 100.48% 100.00%

The next table shows the Tracksino results for the multiplier. They refer to the multiplier reel stopping between symbols as a "miss," which is mathematically equivalent to a 1x multiplier. These probabilities add to 100%, so no adjustment was needed. Top Slot Multiplier. Symbol Tracksino Odds Miss (1x) 21.52% 2 25.04% 3 21.34% 4 10.23% 5 8.97% 7 5.28% 10 3.44% 15 1.70% 20 1.34% 25 0.82% 50 0.32% Total 100.00%

The average multiplier, given these probabilities, counting a miss as a 1x multiplier, is 3.8155. However, based on my own observations, the average multiplier for some symbols was significantly higher than others. This did not surprise me because if every symbol had a 3.8155 average multiplier, then some bets would pay significantly more than others. To be specific, if we assumed there symbol and multiplier were drawn independently, according to the probabilities above, the following would be the returns of the flat win bets: \$1 -- 92.22% \$2 -- 90.22% \$5 -- 98.57% \$10 -- 98.75%

Evolution, the company that makes Crazy Time, is too smart for that. To equalize the return of every bet, I had to assume the average multiplier was higher for bets like \$2 and lower for bets like \$10. Based on tweaking the data from Tracksino, to make sure the overall probabilities still matched for each symbol and multiplier, I created the following table which shows my best estimate for each combination of symbol and multiplier. Top Slot Reel Pairings.

Multiplier	\$1	\$2	\$5	\$10	Pachinko	Coin Flip	Cash Hunt	Crazy Time	Total
1	0.024492	0.024972	0.025641	0.018887	0.026148	0.030288	0.028990	0.035783	0.215200
2	0.031284	0.029666	0.029652	0.021852	0.027663	0.037123	0.031896	0.041265	0.250400
3	0.028140	0.028332	0.024318	0.017670	0.024849	0.029861	0.026208	0.034023	0.213400
4	0.013490	0.013582	0.011657	0.008471	0.011912	0.014315	0.012564	0.016310	0.102300
5	0.011828	0.011909	0.010222	0.007427	0.010445	0.012552	0.011016	0.014301	0.089700
7	0.006963	0.007010	0.006017	0.004372	0.006148	0.007388	0.006484	0.008418	0.052800
10	0.006272	0.006769	0.003232	0.002160	0.003570	0.004657	0.003080	0.004659	0.034400
15	0.003544	0.003908	0.001421	0.000892	0.002135	0.001779	0.001229	0.002091	0.017000
20	0.003049	0.003451	0.001011	0.000594	0.001909	0.001083	0.000787	0.001517	0.013400
25	0.001949	0.002190	0.000590	0.000335	0.001109	0.000683	0.000449	0.000894	0.008200
50	0.000856	0.000975	0.000193	0.000143	0.000553	0.000199	0.000107	0.000174	0.003200
Total	0.131867	0.132763	0.113953	0.082803	0.116441	0.139928	0.122811	0.159435	1.000000

Overall Game Analysis. After all that, we are finally ready to calculate the return of each bet. We can definite that return as $a * (1 + b * (c * (d-1) + 1))$, where: a = Probability of winning b = Average base win (before Top Slot) c = Probability Top Slot multiplier d = Average Top Slot multiplier. That said, the following table brings it allow together to get the overall return of each bet. Overall Game Analysis. Bet Probability Win Average Win Probability Multiplier Average Multiplier Return \$1 0.388889 1.000000 0.131998 4.563011 0.960677 \$2 0.240741 2.000000 0.131899 4.753397 0.960589 \$5 0.129630 5.000000 0.114067 3.475132 0.960769 \$10 0.074074 10.000000 0.082885 3.376673 0.960734 Coin Flip 0.074074 9.281250 0.116557 3.486176

0.960799 Pachinko 0.037037 17.644735 0.140068 3.952433 0.960798 Cash Hunt 0.037037
19.465741 0.122933 3.287086 0.960692 Crazy Time 0.018519 36.434179 0.159594 3.483479
0.960644. At this point, please reread my disclaimer where I say that I had to do some hand-waving
adjustments to get the return of each bet close to 96.08%. I'm sure this is not exactly how the game was
designed, but I think it is pretty close. If somebody hired me to reverse engineer it, this is how I would do
it. External Links. Live stream of Crazy Time from Tracksino. Discussion about Crazy Time in my forum
at Wizard of Vegas.

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