# Jogo Do Bicho

## **Description**

Brazilian 'Jogo do Bicho' meaning the Animal Lottery was born in a small zoo on the outskirts of Rio de Janeiro a long-long time ago. It is played right up until today, and in many ways became a part of the Brazilian culture. Today there are a lot of different ways to win, but the basic concept remains the same even playing online. Jogo do Bicho is engaging by a few reasons: you can bet on any amount of money, winning bets have great prizes!

#### **Rules**

The objective of the game is to guess the draw of the chosen animals or numbers.

# **Lottery numbers**

Animals and their corresponding numbers

Nº	Animal	Numbers
1	Ostrich	01-02-03-04
2	Eagle	05-06-07-08
3	Donkey	09-10-11-12
4	Butterfly	13-14-15-16
5	Dog	17-18-19-20
6	Goat	21-22-23-24
7	Sheep	25-26-27-28
8	Camel	29-30-31-32
9	Snake	33-34-35-36
10	Rabbit	37-38-39-40
11	Horse	41-42-43-44

12	Elephant	45-46-47-48
13	Rooster	49-50-51-52
14	Cat	53-54-55-56
15	Alligator	57-58-59-60
16	Lion	61-62-63-64
17	Monkey	65-66-67-68
18	Pig	69-70-71-72
19	Peacock	73-74-75-76
20	Turkey	77-78-79-80
21	Bull	81-82-83-84
22	Tiger	85-86-87-88
23	Bear	89-90-91-92
24	Deer	93-94-95-96
25	Cow	97-98-99-00

## **Betting**

There are two different kinds of bets:

**Bets on animals**. The bet on only one animal is called **simple**, on two animals at a time **double**, on three animals **triple**.

**Bets on numbers** The combination of numbers can be chosen in the advanced mode. Each animal has a sequence number. Each animal represents a bet on tens, hundreds, thousands. The player can bet on the two last numbers **ten**, three last numbers **hundred** or the entire number **thousand**. Numbers are displayed beside the animals in the draw. If the winning numbers correspond to the creature, the player receives a cash prize.

Choose the bet value in the bottom panel using < and > buttons. When the maximum amount is reached, the > button becomes disabled. When the minimum amount is reached, the < button becomes disabled. Choose the animal or number. Click **Play** button. **Balance** is displayed at the bottom. By clicking the **Random** button animals or numbers will be chosen automatically in the random way, depending on the chosen mode. **Clear button** allows to delete all the bets before playing. Push the button **Rebet** to repeat the bets that have been made before. **Lock** button

allows to save and remember the bets for any time, until the **Clear** button, **Unlock** button are pressed or new bets are added/deleted. If in this mode new combinations are added - **Unlock** button activates (chains vanish). To save new bets - press **Lock** again.

To see the history of bets and winnings press the **History** button in the right part of the field.

### **Simple**

Bet on one animal. The player chooses the bet size and the animal. The bet will be increased ×12 if the animal draws in the first position. Any other position with the chosen animal increases the bet ×3.

#### **Double**

Bet on two animals. The player chooses the bet size and the animals. The bet will be increased ×95 if the animals draw in the 1st and 2nd positions. Any other positions with the chosen animals increases the bet ×12. One winning animal increases the bet ×1.

### **Triple**

Bet on three animals. The player chooses the bet size and the animals. The bet will be increased ×700 if the animals draw in the 1st, 2nd and 3d positions. Any other positions with the chosen animals increases the bet ×42. 2 winning animals - ×3. One winning animal increases the bet ×0.75.

### Quadra

Bet on four animals. The player chooses the bet size and the animals. The bet will be increased ×4000 if the animals draw in the 1st, 2nd, 3d, 4th positions. Any other positions with the chosen animals increases the bet ×500. 3 winning animals - ×22. Two winning animals increases the bet ×1.5. One winning animal increases the bet ×0.2.

#### **Penta**

Bet on five animals. The player chooses the bet size and the animals. The bet will be increased ×17000 if the player got 5 animals right. 4 winning animals increases the bet ×150. 3 winning animals - ×8. Two winning animals increases the bet ×1. One winning animal increases the bet ×0.2.

#### Advanced mode with numbers

Click on the advanced button and choose the mode tens, hundreds or thousands.

#### **Tens**

Bet on the two last numbers corresponding to one of the animals. The bet will be increased ×50 if the combination of numbers match in the 1st position. The bet will be increased ×7 if the combination of numbers match and is drawn in any other position. One winning animal increases the bet ×1.

#### **Hundreds**

Bet on the three last numbers corresponding to one of the animals. The bet will be increased ×500 if the combination of numbers match in the 1st position. The bet will be increased ×60 if the combination of numbers match and is drawn in any other position. One winning animal increases the bet ×1.

#### **Thousands**

Get the number right. The bet will be increased ×5000 if the combination of numbers match in the 1st position. The bet will be increased ×600 if the combination of numbers match and is drawn in any other position. One winning animal increases the bet ×1.

# **Paytable**

#### Bets with animals

Type of bet	Draw	Payment s
Simple Bet on one animal	1st position	×12
Simple Bet on one animal	Another position	×3
<b>Double</b> Bet on 2 animals	1st and 2nd position	×95
<b>Double</b> Bet on 2 animals	2 animals in other positions	×12
<b>Double</b> Bet on 2 animals	One winning animal	×1

Triple Bet on 3 animals	1st, 2nd and 3rd position	×700
Triple Bet on 3 animals	3 animals in other positions	×42
Triple Bet on 3 animals	2 winning animals	×3
Triple Bet on 3 animals	One winning animal	×0.75
Quadra Bet on 4 animals	1st, 2nd, 3rd and 4th position	×4000
Quadra Bet on 4 animals	4 animals in other positions	×500
Quadra Bet on 4 animals	3 winning animals	×22
Quadra Bet on 4 animals	2 winning animals	×1.5
Quadra Bet on 4 animals	One winning animal	×0.2
Penta Bet on 5 animals	You have got the 5 animals right!	×17000
Penta Bet on 5 animals	4 winning animals	×150
Penta Bet on 5 animals	3 winning animals	×8
Penta Bet on 5 animals	2 winning animals	×1
Penta Bet on 5 animals	One winning animal	×0.2

## **Bets with numbers**

Type of bet	Draw	Payment s
Tens Bet on the two last numbers	1st position	×50
Tens Bet on the two last numbers	Another position	×7
Tens Bet on the two last numbers	One winning animal	×1
<b>Hundreds</b> Bet on the three last numbers	1st position	×500
<b>Hundreds</b> Bet on the three last numbers	Another position	×60
<b>Hundreds</b> Bet on the three last numbers	One winning animal	×1

**Thousands** Get the number right 1st position ×5000

**Thousands** Get the number right Another position ×600

**Thousands** Get the number right One winning animal ×1

# **Return to Player**

The overall theoretical Return to Player (RTP) is 94%.

Malfunction voids all plays and pays! All unfinished rounds will be terminated every six hours. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.