

Original casino games — **new mechanics**, not clones

Status: **seeking pilot operators & aggregator partners** · one wallet, one integration, two games

— TWO GAMES IN ONE BREATH

HYDRAPULL

TUG-OF-WAR BETWEEN TWO POOLS

Two pools tug at each other: **BLACK vs RED**. Every few seconds the wheel picks a color and a percent — the losing pool sends that share of its money to the winning side, split among its players in proportion to what they hold.

Positions **stay on the table round after round** until the player cashes out. One rule, ten seconds to learn.

HYDRAMINORITY

HIDDEN BETS · THE QUIET SIDE WINS

Twelve cells, hidden bets. When the countdown ends, the **two most-backed cells pay 100% of their stakes to the six least-backed**, pro-rata; the middle four push. Be where the crowd is not.

Flat chip tables (\$1–\$100), one chip per cell, up to 6 cells of 12 — every player always keeps exposure.

Solo mode included: a 5×5 duel vs the computer — it secretly marks 13 cells, you dodge with up to 12. Its whole edge is that one extra cell: RTP 96%, written openly. A full board unlocks side bets on the match count (×3.15 / ×11.8 / ×73) — same marking, no extra RNG.

— WHY PLAYERS STAY

- **Positions live across rounds (PULL).** Unlike crash games, money doesn't die every round — it rides. Players watch their stake swell and shrink spin after spin, and the cash-out decision never stops mattering.
- **It's the crowd, not just the odds.** PULL's tanks show where everyone stands; MINORITY inverts it — bets are hidden and the win condition is literally out-thinking the crowd. Both play like a market with a heartbeat.
- **Leave-and-return by design (MINORITY).** Rounds are asynchronous: a player can place chips, close the app, and come back to a settled board — their result waits for them personally, survives server restarts, and later rounds never erase it.
- **Honest solo mirrors on both titles.** PULL: every chip duels the Hydra at matched stakes, one BANKRUPT sector carries the whole edge (RTP 95.24%) — players can even build their own wheel. MINORITY: the computer's one extra cell is the whole edge (RTP 96%). In both, the house edge is a single visible object, not a buried curve.

— WHY OPERATORS SLEEP WELL

- **The house is never a counterparty in multiplayer.** Both games are strictly zero-sum between players; operator revenue comes only from configurable commissions (rake on transfers and/or cash-out fee, 0–20%).
- **Manipulation-proof by design.** In PULL, cash-outs lock for the final seconds of betting — money may join the table, never sneak away. In MINORITY the same lock-window law applies to cancels, and self-targeting the quiet side is self-defeating: heavy money on a cell is exactly what makes it pay.
- **Honest liquidity policy.** The live demo keeps tables warm with house-funded, play-money greeter bots (PULL's bots ship with a provable non-negative-EV symmetry law — see Game Mathematics, §6). The real-money MINORITY design uses **no bots at all**: liquidity comes from the quorum mechanism and network-shared tables.
- **Network liquidity.** Tables are global — players from every operator site sit together, so no table starts empty and every operator benefits from the whole network's traffic.

— TRUST YOU CAN HAND TO A LAB

- **Provably fair — every mode, verifiable in the player's browser.** PULL multiplayer runs on a pre-committed 100,000-round hash chain; PULL solo uses server seed + player-chosen client seed + nonce; MINORITY — in both modes — commits to each round's seed before betting opens (SHA-256 published first, seed revealed with the result). No one has to take our word.
- **MINORITY needs no RNG to pick winners.** The outcome is determined entirely by the players' own bets — randomness only ever breaks exact ties, through the pre-committed seed. A mechanic regulators can read in one sitting.
- **Certification-grade randomness where randomness exists.** All random values derive from CSPRNG-keyed HMAC-SHA-256; selection bias below 5×10^{-15} .
- **An audit trail with teeth.** Every round in both games is appended to a hash-chained, append-only journal (monthly archives, integrity verifiable across files), with per-round money-conservation checks written into each record. Void/refund tooling and one-click CSV exports ship in the back office.
- **Full math disclosure.** A complete Game Mathematics Document — formulas, proofs, RTP derivations, and a 10,000,000-spin simulation — plus the integration brief are available at hydrapull.com. Not yet certified; the documentation is written certification-ready.

— BUILT FOR YOUR PLATFORM

- **Crash-category wallet semantics:** debit at bet, credit at cash-out / settle — the settlement shape aggregators already support.
- **One adapter, two games:** a single standard seamless-wallet integration (balance / debit / credit / rollback, signed, idempotent) carries the whole catalogue, with one shared player wallet.
- **Reconnect-proof:** positions and open bets survive refresh, disconnect, device switches and server restarts; abandoned PULL positions auto-cash safely.
- **Back office included:** commissions, table limits, liquidity and bot controls, live rules editor, pause / malfunction void & refund, journal statistics and exports — operator-configurable in real time.

Technology: HTML5 / JavaScript, supplier-hosted, iframe or launch-URL embed. Target markets first: .com / crypto; documentation ready for compliance review.

THE ASK

A pilot slot on your platform or aggregation catalogue. We bring two finished, self-hosted games with documentation ready for your compliance team; integration is one standard seamless-wallet adapter (see the Integration Brief at hydrapull.com).

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