Prepared by Kevin Harrigan
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February 20 2013

I simulated 1000 players each making 600 spins
I analyzed this data assuming the the wager was **$1.00** per spin.
600 spins is approximatly one hour of play
Maximum prize was $500
Payback Percentage 92.5% (i.e. House Hold of 7.5%)

Of the 1000 simulated players:
265 were up after 600spins
735 were down after 600 spins

Of the 735 players who were down:				
484	lost	$0	to	$100
240	lost	$100	to	$200
11	lost	$200	to	$300

251 players had an hourly cost > $100
(25.1%)

Of the 265 players who were up:				
227	up	$0	to	$100
28	up	$100	to	$200
4	up	$200	to	$300
0	up	$300	to	$400
4	up	$400	to	$500
2	up	$500	to	$600

The average loss per player was $44
The median loss per player was $51

Theoretical loss (average) $44

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I simulated 1000 players each making 600 spins
I analyzed this data assuming the the wager was **$5.00** per spin.
600 spins is approximatly one hour of play
Maximum prize was $2500
Payback Percentage 92.5% (i.e. House Hold of 7.5%)

Of the 1000 simulated players:
265 were up after 600spins
735 were down after 600 spins

Of the 735 players who were down:				
79	lost	$0	to	$100
87	lost	$100	to	$200
105	lost	$200	to	$300
115	lost	$300	to	$400
98	lost	$400	to	$500
96	lost	$500	to	$600
66	lost	$600	to	$700
36	lost	$700	to	$800
28	lost	$800	to	$900
14	lost	$900	to	$1,000
11	lost	more than $1,000		

656 players had an hourly cost > $100
(65.6%)

Of the 265 players who were up:				
72	up	$0	to	$100
57	up	$100	to	$200
48	up	$200	to	$300
27	up	$300	to	$400
23	up	$400	to	$500
38	up	$500	to	$600

The average loss per player was	$218
The median loss per player was	$256
Theoretical loss (average)	$218