

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

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

— FOUR GAMES IN ONE BREATH

HYDRAHEIST

NEW FLAGSHIP · CINEMATIC CRASH · GLOBAL ROUNDS

Two cartoon burglars raid a vault in **fully animated film scenes**. Every bag they load climbs a 30-rung ladder, **×1.05 → ×385.68** — cash out before the police burst in; survive all 30 bags and the getaway chopper pays the top rung.

Two independent bets per round, a rotating "cover scene" every betting window. **Every cash-out strategy returns exactly 96%**, provably.

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, pro-rata to holdings.

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. At the countdown's end 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.

Solo included: a 5×5 duel where the computer's whole edge is one extra cell (RTP 96%, written openly).

HYDRABIATHLON

CALL THE RING · SOLO BY DESIGN

A winter shooting range: one stake loads **five shots**. Call a ring — "this one or closer". A hit multiplies the pot (**×1.2 up to ×150**); the black house band ends the round at zero. Cash out between any two shots.

A streak bonus (up to ×1.177) refunds the ladder's compounding: **every strategy returns exactly 96%**, provably.

— WHY PLAYERS STAY

- **Characters you can love (HEIST).** The crash genre's first title that plays like a cartoon: hand-built burglars, a comic police bust instead of a red curve, and a different mini-scene "cover" opening every betting window. Wordless slapstick — nothing to localize, endlessly clippable for streams and socials.
- **Positions live across rounds (PULL).** Money doesn't die every round — it rides, swelling and shrinking 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 hides the bets and pays whoever out-thinks the crowd. Leave-and-return by design: a MINORITY result waits for its player through restarts and later rounds.
- **Ladders that never punish nerve (BIATHLON & HEIST).** Every ride-or-cash decision is mathematically value-neutral — the full clip and the first-shot cash carry the same honest 96%. The tension is pure; no play pattern is a trap.
- **The house edge is one visible object.** PULL solo: a single BANKRUPT sector (95.24%). MINORITY solo: one extra cell (96%). BIATHLON: the black band. HEIST: the printed ladder. Never a buried curve.

— WHY OPERATORS SLEEP WELL

- **Two revenue models, both transparent.** The pool games (PULL, MINORITY) are strictly zero-sum between players — the house is never a counterparty; revenue comes from configurable commissions (rake and/or cash-out fee, 0–20%). The banked titles (BIATHLON, HEIST) run at a fixed, published 96% RTP with strategy-invariance proofs.
- **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 (with a provable non-negative-EV symmetry law). 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 co-signs every spin with a player-chosen client seed; MINORITY commits each round's seed before betting opens; BIATHLON commits a per-round seed before the first shot — its book is self-verifying ($\text{multiplier} \times \text{probability} = 0.96$ on every call, printed in the game); HEIST shows each round's SHA-256 commitment on screen before betting and reveals the seed with the result.
- **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 of every game 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.** The complete Game Mathematics Document (formulas, proofs, simulations — including the strategy-invariance theorem BIATHLON and HEIST share: RTP is a single number, 96.00%, for every cash-out strategy) and the Integration Brief are public at hydrapull.com. Not yet certified; 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. BIATHLON and HEIST are exactly two wallet operations per round.
- **One adapter, four 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, open bets and live rounds survive refresh, disconnect, device switches and server restarts; abandoned PULL positions auto-cash safely, and a restart auto-refunds any interrupted HEIST stakes.
- **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 four finished, self-hosted games with documentation ready for your compliance team; integration is one standard seamless-wallet adapter.

Iliia Pochkhidze · Founder, HYDRA · ilia@hydrapull.com · Telegram @iliapochkhidze