## The TOTO Game

To play TOTO, pick at least six numbers between 1 and 49.

(1)

The minimum cost is $\$ 1$, inclusive of GST, for a set for 6 numbers.

Draws take place every Monday and Thursday at 6.30pm. If it is a cascade draw, the draw time will be at 9.30 pm .

Six Winning Numbers and one Additional Number are drawn each draw.

If the numbers you picked match at least three of the Winning Numbers, you win a prize.

## Playing the TOTO game

Players may select the numbers by:

- Self Pick - Players to pick the numbers himself ;
- Quick Pick - Allowing the SPPL computer system to pick the numbers

The Bet types for TOTO are as follows:

| Bet Type | Total Numbers <br> Selected | Number of <br> Ordinary Entries | Bet Amount |
| :--- | :--- | :--- | :--- |
| Ordinary | 6 | 1 | $\$ 1$ |
| System 7 | 7 | 7 | $\$ 7$ |
| System 8 | 8 | 28 | $\$ 28$ |
| System 9 | 9 | 84 | $\$ 84$ |
| System 10 | 10 | 210 | $\$ 210$ |
| System 11 | 11 | 462 | $\$ 462$ |
| System 12 | 12 | 924 | $\$ 924$ |
| System Roll | 5 | 44 | $\$ 44$ |

## System Roll

Place a bet on 5 numbers of your choice and one rolling number The rolling number, designated by ' $R$ ', represents all remaining 44 numbers

0


## 14

## 18

## 40

## Quick Pick System Roll

Allow SPPL computer system to pick 5 numbers and one rolling number The rolling number, designated by ' $R$ ', represents all remaining 44 numbers


## What is the First Software Glitch?

- The first software glitch was detected on 18 December 2019. It occurred during a system update conducted by a service vendor on 2 October 2018.
- The software glitch resulted in the online TOTO Quick Pick option (i.e. internet, mobile app, and telephone betting services) not generating the number " 49 ".
- As a result, the online Quick Pick option only generated numbers from 1 to 48.


## What is the Second Software Glitch?

- The second software glitch was uncovered during the re-configuration to fix the first glitch.
- The Quick Pick System Roll logic was also found to have been affected during the system update on 2 October 2018.
- This glitch resulted in the highest number, among the six numbers randomly generated by Quick Pick System Roll, to be replaced with the wildcard (R). Refer to page 3 for explanation on Quick Pick System Roll.
- The Quick Pick System Roll should have replaced one of six numbers randomly generated, instead of the largest number, with the wildcard.
- A patch was introduced on 13 January 2020 to fix the Quick Pick System Roll logic.

