



# Nibtu numru ta' qlajjiet, superstituzzjonijiet u twemmin falz dwar il-magni tal-logħob għall-flus.

## QLAJJA 1

Il-magni huma pprogrammati biex jipproduċu logħob rebbieħ jekk kien hemm wisq telf irrekordjat f'ċertu perjodu.

## FATTI

Il-magni tal-logħob għall-flus joperaw b'mod ta' kif jigi jigi L-HIN KOLLU minkejja r-rebħ jew telf li jkun sar qabel.

## QLAJJA 2

Il-magni tal-logħob għall-flus iħallsu aktar f'ħinijiet speċjali tal-gumata.

## FATTI

M'hemm l-ebda differenza fl-operat tal-magna jekk tiġi milgħaba f'ħin partikulari tal-jum jew tal-lejl.

## QLAJJA 3

Wara numru ta' telfiet, min ikun jilgħab għandu jkompli jilgħab għax il-magna tkun se "troddlu lura" billi tipproduċi serje ta' rebħiet.

## FATTI

Il-logħbiet li jkun saru qabel m'għandhom x'jaqsmu xejn ma' l-ebda logħba, jew serje ta' logħbiet, li għandhom mnejn jintlagħbu wara.

## QLAJJA 4

Magna tista' tkun ittrikjata biex tipproduċi kumbinazzjonijiet ta' rebħ billi:

## FATTI

- |                                 |      |                                      |      |
|---------------------------------|------|--------------------------------------|------|
| • tibdel il-mod ta' kif tilgħab | FALZ | • tibdel in-numru tal-linji milgħuba | FALZ |
| • tmiss il-magna b'xi mod       | FALZ | • tiskopri fattur ta' "hila" sigriet | FALZ |
| • tibdel il-livelli ta' mħatri  | FALZ | • tibdel il-velocità tal-logħob      | FALZ |

## Kif jaħdmu l-magni tal-logħob għall-flus

Ir-riżultati kollha tal-logħob jiġu ddeterminati minn Ġenerator ta' Numri bl-Addoċċ (Random Number Generator - RNG). Din hi "magna taċ-ċans" li tagħzel is-simboli għal kull logħba. It-teknoloġija tikkontrolla l-aspetti kollha tal-logħba minn x'ħin tiffa' l-munita jew il-karta tal-flus sa meta jiġi ddeterminat ir-riżultat ta' kull dawra.

## Għalhekk ma tista' qatt tbassar ir-riżultat ta' ebda logħba.

- Mela, int għandek TISTENNA li fuq tul twil ta' żmien int ser tiflew il-flus, għax ma tista' tuża l-ebda forma ta' ħila biex tegħleb il-magna
- Tilgħabx flus li ma tistax taffordja li tiflew-agħmel limitu
- Ipprova żomm rekord tar-rebħiet u tat-telfiet wara kull sezzjoni tal-logħob biex tkun taf kemm qed tonfoq
- Jekk tixrob xorb alkoħoliku waqt li tkun qed tilgħab, agħmel dan bil-moderazzjoni – alkoħol iżżejjed għandu mnejn iwassal għall-infiq iżjed ta' flus minn kemm kont biħsiebek tonfoq meta bdejt tilgħab

## Xi lagħba għandhom mnejn jgħaddu minn problema ta' logħob tal-ażżard.

### Is-sinjali għandhom mnejn jinkludu:

- Taħseb wisq dwar l-attività tal-logħob tal-ażżard
- Iżżid l-ammonti li tilgħab u tibqa' tipprova tagħmel tajjeb għat-telf
- Taħbi sinjali tal-logħob tal-ażżard tiegħek mill-familja u l-ħbieb
- Tisellew flus biex tilgħabhom, tbigh jew tisellew fuq affarijiet tad-dar biex thallas il-kontijiet jew biex tilgħabhom
- Tilgħab il-flus biex tinsa l-inkwiet

Ikkuntattjana fuq 1800 856 800 bejn it-8.30am u l-5.00pm mit-Tnejn sal-Ġimgħa





A number of myths, superstitions and false beliefs have developed around gaming machines.

**MYTH 1**

Machines are programmed to produce winning games if there have been too many losses recorded in a period.

**FACT**

Gaming machines operate randomly **AT ALL TIMES** no matter what wins or losses have occurred in the past.

**MYTH 2**

Gaming machines pay out more at special times of the day.

**FACT**

It makes no difference to a machine's operation if it is played at any particular time of the day or night.

**MYTH 3**

After a run of losing games, a player should continue playing because the machine will 'make up for it' by producing a run of wins.

**FACT**

Previous games have no influence at all over any game, or series of games, that might be played in the future.

**MYTH 4**

A machine can be tricked into producing winning combinations by:

**FACT**

- |                                    |       |                                       |       |
|------------------------------------|-------|---------------------------------------|-------|
| • altering play patterns           | FALSE | • altering the number of lines played | FALSE |
| • touching the machine in some way | FALSE | • discovering a secret 'skill' factor | FALSE |
| • changing bet levels              | FALSE | • changing the speed of play          | FALSE |

## How gaming machines operate

All game results are determined by a Random Number Generator (RNG). This is a "chance machine" that selects the symbols for each game. Technology controls all aspects of the game from coin or note insertion to determining the outcome of each spin.

## Hence the outcome of any game is always unpredictable

- Therefore you should EXPECT to lose money in the long run, as you cannot use any form of skill to beat the machine
- Do not bet money you cannot afford to lose – set a limit
- Try to keep a record of wins and losses after each session of play so you know how much you are spending
- If you drink alcoholic beverages when playing, do so in moderation – too much alcohol may lead to more money being spent than you intended at the start of play

## Some players may experience problems with gambling. Signs may include:

- Thinking a lot about gambling activity
- Increasing amounts gambled and chasing losses
- Hiding signs of your gambling from family and friends
- Borrowing money to gamble, selling or pawning household items to meet bills or to gamble with
- Gambling to forget troubles

Contact us on **1800 856 800**  
8.30am and 5.00pm Monday to Friday

