

Keno

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This is a 10-draw keno game that is totally predictable if you know the pattern!

The previous "days" drawings come out in each of the waves so while the puzzle is solvable after wave 1 each subsequent wave gives more data.

Some of the patterns may be obvious, others maybe not so much. First, 52 is always drawn in each game. The next 4 (up, down, left, right) always move one space in that direction and are clued by the + sign for its marker. The next 4 are a bit trickier: they're common sequences of numbers so you have to ask the question "what is interesting about each number" and develop patterns from there. Again these are clued by "..." to indicate they're a series. At that point it becomes process of elimination. The last one is hard unless you have the other 9 but the % sign should help clue that it is modulo!

Number	Pattern	4/1	4/2	4/3	4/4	4/5
1	Same (" + 0")	52	52	52	52	52
2	Up (" + -10")	43	33	23	13	3
3	Down (" + 10")	35	45	55	65	75
4	Left (" + -1")	40	39	38	37	36
5	Right (" + 1")	16	17	18	19	20
6	Squares ("...")	36	25	16	9	4
7	Fibonacci ("...")	8	13	21	34	55
8	Primes ("...")	79	73	71	67	61
9	Triangle ("...")	15	21	28	36	45
10	Modulo ("%")	4	78	2	12	31

So the solution is **3-4-20-31-36-45-52-55-61-75**. Note that Keno has no ordering so any order of these numbers will do.

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