LUCKY LADIES

Player Guide

How credits, games, rewards and cashing out work on Lucky Ladies

PLAYER GUIDE

Lucky Ladies · Social arcade · 21+

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Welcome

This guide walks through the whole platform once, start to finish. For quick answers, the Help Center on the site has short versions of everything here, and support chat is in the lobby.

Three things are worth knowing before you start.

Everything runs through your wallet. Credits come into the wallet, you move them onto the games you want to play, and you bring them back to the wallet to cash out.

One SC is one dollar. A wallet showing 105.00 SC holds one hundred and five dollars of credits.

Some rewards are switched on and off by our team. Promotions and the first purchase Diamonds offer come and go. The live Player guide page on the site always shows what is running right now.

Your Wallet

SC and Gold

Your wallet holds two kinds of credit, shown separately.

- **SC** is your own money. It loads onto any game, and it is what cashouts are paid from.
- **Gold** is promotional credit from our team, as a grant or a make good. You cannot buy it.

Gold plays on a game exactly like SC, but:

- it **cannot be cashed out**, directly or indirectly
- it **does not count** toward covering a cashout request
- it never loads on its own: at least **$1 of SC** has to go with it

Anything you win and bring back from a game lands as **SC**, even if you played Gold.

Why the wallet is the middle of everything

Your money can be spread across many games at once. If you have $50 on one game, $50 on another and $35 on a third, that is $135, but there is no way to cash out $135 while it sits in three places. Bringing it back to the wallet puts it in one number you can see and cash out.

You cannot cash out straight from a game.

Adding Credits

Add Credits in the lobby opens the cashier. A purchase goes into your wallet, not onto a game. You choose the game afterwards.

Ways to buy

METHOD	WHO	AMOUNTS	PURCHASE BONUS
Tierlock (card)	Every player	$25 minimum, no maximum	+8.5%
Cash App, Apple Pay, Google Pay	Every player	Fixed amounts, $9.99 to $199.99	None
Chime, Zelle	VIP accounts only	$25 minimum	None

Tierlock. Every Tierlock purchase carries a **+8.5% bonus** in credits, added at the same moment, so the wallet shows the full total straight away. Buy $50 and $54.25 lands. Your card is charged a processing surcharge on top of the credits you buy, which is what the bonus gives back.

Chime and Zelle are manual. You send the money yourself using the details the cashier gives you, mark it sent, and an admin confirms it before your wallet moves. If you do not see them, your account is not marked VIP.

There is no crypto option.

When you cannot buy

A new purchase is paused while:

- you have a cashout being processed (it opens again once that is paid), or
- your wallet and games together hold more than **$10** (play it or cash it out first).

A purchase unlocks cashouts

Your most recent purchase has to be **$9.99 or more** before you can cash out.

Games and Game Accounts

Your game accounts

Every game you add gets its **own account**, made for you. You do not sign up on the game's own site. The username and password for each game sit on that game's card in **My Games**.

- **Username:** first initial, last name, then 1111. Sarah Smith gets `ssmith1111`. If that name is taken on a game, another 1 is added, so check each game's card rather than assuming they match.
- **Password:** a temporary one, shown on the card. Its shape depends on the game.
- **RiverSweeps** gives you an account number written in pairs, like `17-32-25-68-49-26`. Type it with the dashes. You set your own PIN the first time you log in at river777.com.
- **Diamond Dragon** logs in with the **Mobile ID** and numeric password shown on its card.

Not every game supports a password reset. Where it is not offered, message support.

Loading a game

Open the game and use **Get Coins** to move credits from your wallet onto it.

- **$1 minimum**, in **whole dollars**. Load $33.30 and $33 goes on; the 30c stays in your wallet.
- Load as often as you like. No cap on loads, no wait between them, and no limit on what a game already holds.
- A game under maintenance, or not taking new credits, refuses a load. Nothing is taken from your wallet when that happens.
- Loading does not change your cashout limit.

Move to Wallet

Move to Wallet brings credits back off a game, in whole dollars. It sits under Get Coins and only shows when the game has a balance.

- Close the game fully first. Credits are locked while you are playing.
- Money going **out** of a game always works, even on a game that is hidden or under maintenance.
- If we cannot confirm the game released the credits, nothing is added and the move is flagged for a person to check.

Transfer

Transfer moves credits straight from one game to another, in whole dollars, **$1 minimum**. It is refused onto a game that is under maintenance or not taking new credits.

Winnings-only games

On **RiverSweeps, Crown Codex and Diamond Dragon**, credits you load have to be played. Only what you **win** can be moved back to your wallet or to another game.

Promotions

Promotions are bonus credits our team runs for a set time, like a Power Hour. A running promotion shows in the lobby with its own flyer and amounts.

- Make a qualifying purchase while it is running and the bonus is worked out on that purchase.
- The bonus lands in your wallet as **SC** straight away.
- Each promotion pays **once per player**. If several are running and you qualify for each, they all pay on the same purchase.

There is **no signup bonus**, **no welcome match**, and **referrals are switched off**. Nothing is paid just for signing up or for inviting someone.

A cashout against free play or cashback credit has two extra rules: it caps at **$150**, and its minimum becomes **twice your last purchase** whenever that is more than $100.

Rewards

Diamonds

Diamonds are the loyalty currency. They sit beside your wallet, not in it.

How you earn them

- **0.35 Diamonds for every $1** you buy, rounded down to whole Diamonds.
- When the first purchase offer is running, your **first purchase earns 5 Diamonds per $1** instead. A $100 first purchase earns 500.
- A **daily Diamond bonus** you claim once every 24 hours. Your rank sets the size.
- Diamond prizes on **Roulette**.

What you spend them on: SC for your wallet, XP packs and Roulette spins, all in the Market.

Diamonds cannot be cashed out directly. They become SC through the Market first.

XP and ranks

XP is your progress score. It never runs down, and the more you have, the higher your rank.

- **1 XP for every $1** you buy
- **25 XP** with every daily Diamond bonus
- XP prizes on Roulette, and XP packs in the Market

RANK	XP NEEDED	DAILY DIAMONDS	FREE SPINS A DAY
Player	0	5	1
Dealer	10,000	10	2
High Roller	75,000	25	3
VIP	160,000	50	4
Royal	430,000	75	5
Legend	667,667	100	6

Reaching a new rank pays no one time reward. A rank is worth its daily bonus and its free spins. Roulette is the fastest way up.

Roulette

A prize wheel you spin from the lobby. Each spin uses one spin from your balance.

- **Free spins** are added every day. Your rank sets how many (see the table above).
- **Bought spins** come from the Market and stay until you use them. Free spins are used first.
- Wedges pay Diamonds, XP or a free spin. Some pay nothing.

The wheel and its prizes are set by our team and can change.

The Market

Tap the Diamond count at the top of the lobby to open the Market.

Diamonds for SC. Fixed prices, the same at every rank:

YOU GET	DIAMONDS	RANK NEEDED
$10	250	Any
$25	563	Dealer or higher
$50	1,063	Dealer or higher
$100	2,000	Dealer or higher
$200	3,750	Dealer or higher
$500	8,750	Dealer or higher

The SC lands in your wallet, so it loads and cashes out like anything else. Before any Diamond can become SC:

- you need **$50 in lifetime purchases**, and
- you need a set amount of **real purchases in the last 7 days**. The Market shows the amount and how far you are. Loads and bonuses do not count.

XP packs: 250 XP for 25, 500 for 45, 1,000 for 85, 2,500 for 200, 5,000 for 375, 10,000 for 700 Diamonds.

Roulette spins: 1 spin for 50, 3 for 135, 5 for 213, 10 for 400 Diamonds.

Live Bingo and Community Pool

Both are hosted live on our Facebook group, and both pay winners straight to the wallet.

- **Live Bingo:** pick rows on an open round. Each round shows its row price before you join. The host calls numbers live and declares the winning row. The pot grows with every row bought and can be split across up to 5 winners.
- **Community Pool:** take a spot for **$25**, up to **10** players per pool. Our host plays the pool live, and what it wins is split back to everyone in it, in proportion to what they put in.

A round only starts once enough rows or spots are filled.

Cashing Out

The steps

1. Open each game holding credits and use **Move to Wallet**.
2. Check your wallet shows the full amount you want, as **SC**.
3. Tap **Redeem**, fill in the form and submit.

You can ask **at any hour**, day or night. The clock only decides which payout run you make:

- In by **2:30 PM ET**: paid in that day's **3 PM to 6 PM ET** run.
- After 2:30 PM ET: still accepted, and it rides the next run.

The rules

RULE	LIMIT
Minimum	$100
Most in any 24 hours	$500
Unlocks after	A purchase of $9.99 or more
Amounts	Whole dollars
Requests	One at a time, one per window (clears at 3 PM ET)

- **The $500 is rolling**, not a calendar day. Every request in the last 24 hours counts, and room comes back 24 hours after each one. It is the same for every player. Cash out $300 at 2 PM Monday and you can cash out $200 more until 2 PM Tuesday.
- **The wallet has to cover it.** Money on a game, and Gold, do not count. $150 asked against $35 in the wallet is declined even with $115 on a game. Move it across and ask again.
- There is **no playthrough requirement** and **no cashout fee**.
- A cashout against free play or cashback credit caps at **$150**, and its minimum becomes twice your last purchase whenever that is more than $100.
- Requests are refused from a VPN or private relay connection.

How you get paid

- **Tierlock**, open to every player. You need your Tierlock / LockPay number, not a card.

- **Cash App, Apple Pay and Google Pay**, when the cashout form shows them.

Every request also asks for your platform username. You can carve a **tip** out of the payout: whole dollars, less than the cashout, and you type who it is for. It comes out of what you receive.

After you ask

Nothing leaves your wallet when you ask. It comes out when the payout is sent, so you can keep playing, but keep the amount in your wallet until then.

Every request is checked by a person: pending, then approved, then paid. You can cancel while it is pending. A declined or cancelled request does not use up your window and does not count toward the $500.

While a cashout is being processed you cannot make a new purchase.

Your Account and Safety

- **One account per person**, household, device or payment method. Extra accounts can be closed, balances included. If you already have an account, use the password reset instead of signing up again.
- **Use your real name**, matching where you will be paid, so a cashout is never held up by a mismatch.
- **You must be 21 or older** to play.
- Use a password you use nowhere else. **Never share your password or a code we send you.** Our team will never ask for them.
- For anything this guide does not answer, use support chat in the lobby or the Help Center on the site.