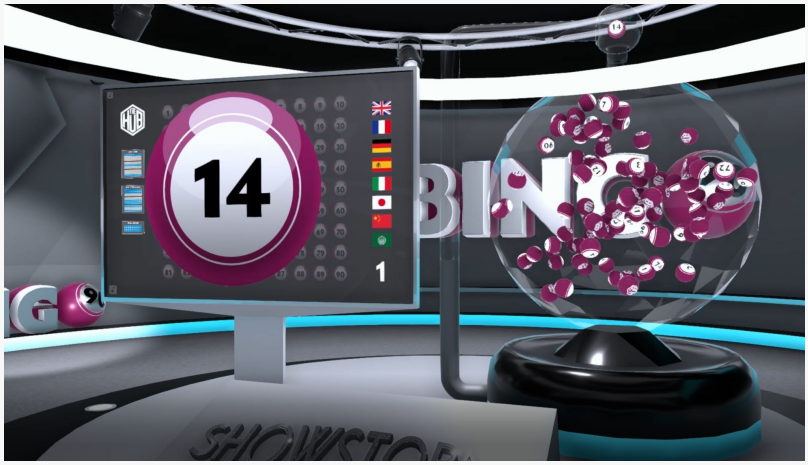
Bingo! A Random Story about Blowing and Sucking

Has this UK software company created the world's first genuinely random Digital Bingo Machine, or is it just a lot of hot air?

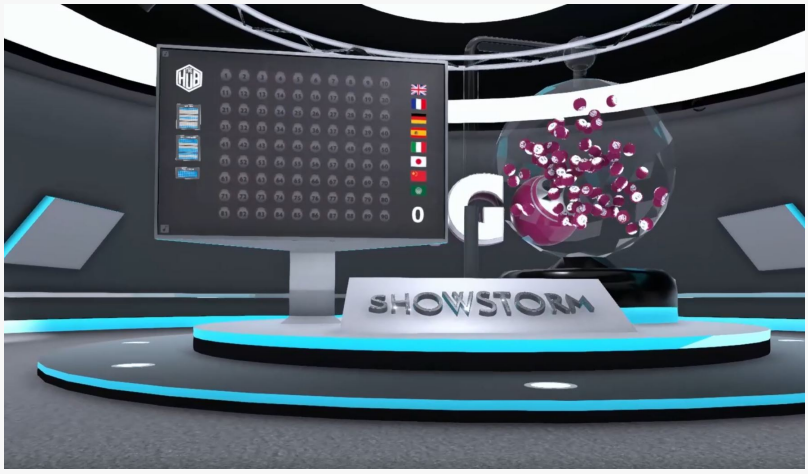
BRIGHTON, EAST SUSSEX, UNITED KINGDOM, May 14, 2019 /EINPresswire.com/ -- A widely enjoyed pastime played across the globe, Bingo is a game of chance in which players mark off numbers on cards as they are drawn by a caller, the winner being the first person to mark off all of their numbers.

Bingo is believed to have its origins from Italy in the 16th century, specifically, around 1530 and originates from the Italian lottery, Il Gioco del Lotto d'Italia.

Down the years, Bingo machines have come in all shapes and sizes, however, in more recent times the manual drawing of a physical ball from a spinning cage or blower, has given way to more computer-based solutions, which raises an important question about randomisation, which lies at the heart of what makes the game of Bingo fair.



Digital Bingo, Real Simulated Physics



Multilingual Bingo Caller

Showstorm®, an Entertainment software developer from Brighton in the United Kingdom has over a decade of experience in Digital Bingo Machines supplied through their Entertainers Software HUB® brand, and in their latest release of 'Multilingual Bingo' they claim to have created the world's first genuinely random Digital Bingo Machine.

> Our solution now is to use a lot of blowing and sucking!"
> *Tomasz Kirsz - CTO Showstorm Ltd.*

"The problem is that computers are not random, they are logical", said Tomasz Kirsz, Showstorm's CTO. "Previous versions of our software were what is known as '*pseudo-random'; our solution now is to use a lot of blowing and sucking!"

Tomasz went on to explain how their new pioneering Bingo machine works.

"The only pseudo-random calculation that we use is in the start position of the balls, after that it is all real-world simulated physics."

"An unbreakable glass globe contains the bingo balls which are digitally manufactured using a unique iron and nickel composite. Each ball has a defined mass of 100grams, and the balls are repelled around the orb by a powerful magnet in the base the machine and forced to collide in a truly limitless and random simulation.

The HUB - A Division of Showstorm Ltd

When the bingo caller decides to release a ball from the globe, the pipe at the top of the globe is allowed to open, thus creating a vacuum that sucks in the ball nearest to the pipe at that moment.

So there it is, a problem solved that you didn't even know needed addressing, it might be a conundrum worth cogitating upon the next time you play a game on a computer that claims to be random.

* A pseudo-random number generator is a computer algorithm that generates a sequence of numbers that appears to be random but is not truly random.

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