

BLACK AND WHITE

BET ON THE WINNING SIDE
IN THE NEW GAME BY TTT GAMES

BLACK & WHITE

Black & White is the newest release from TTT Games, Mascot Gaming's instant games division, expanding its portfolio of fast-session products built around simple controls and high-impact decision loops. The title reinterprets a classic dice concept through a two-zone system focused on balance, timing, and player control.

At the center of the game is a single field divided into two dynamic zones: black and white. These zones are controlled via a central slider. Before each round, the player adjusts the slider to define the size of each zone, directly shaping the probability distribution for the outcome.

Once the configuration is set, the round resolves based on the selected balance between the two zones. Larger zones increase hit probability, while smaller zones increase the multiplier attached to a successful result, creating a direct trade-off between safety and potential payout.

Progression continues through Instant Autoplay, which allows multiple rounds to run automatically using predefined settings.

BLACK AND WHITE

97%

RETURN TO PLAYER



Max multiplier
x9 700



Players
SINGLEPLAYER



Release date
JULY 23



Volatility
HIGH



Devices
MOBILE & DESKTOP

Alongside the core loop, players progress through a rank system that advances with betting activity. Each rank unlocks new customization options and avatars, allowing adjustments to visual elements of the play area.

The visual style is built around a strict black-and-white contrast that mirrors the core mechanic. A minimalistic interface approach, consistent with most TTT Games releases, keeps the focus on core interaction. The game field is reduced to essential components: the slider, the two zones, and immediate feedback on changes in balance.

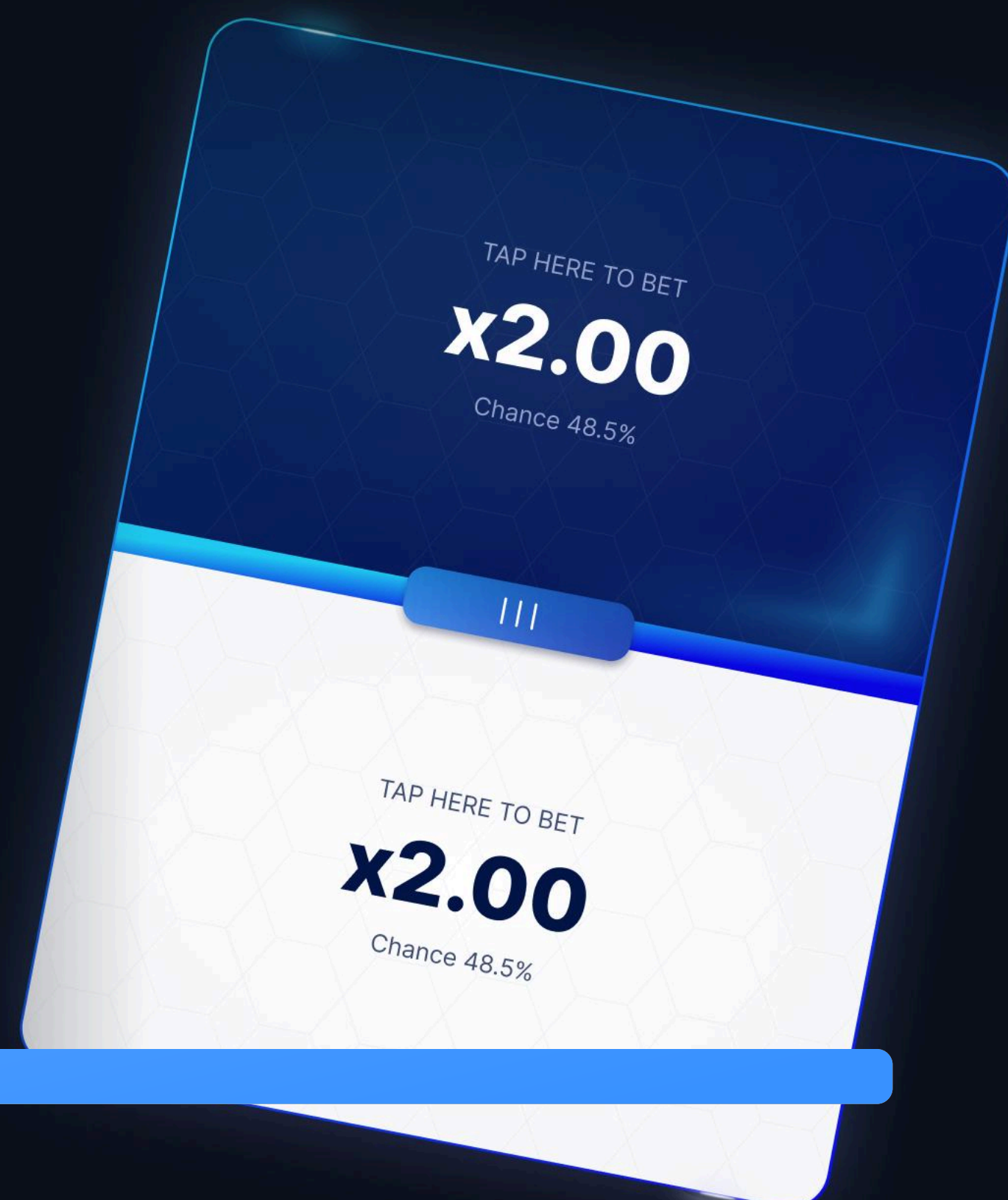
Margarita Malysheva

Head of Marketing at Mascot Gaming

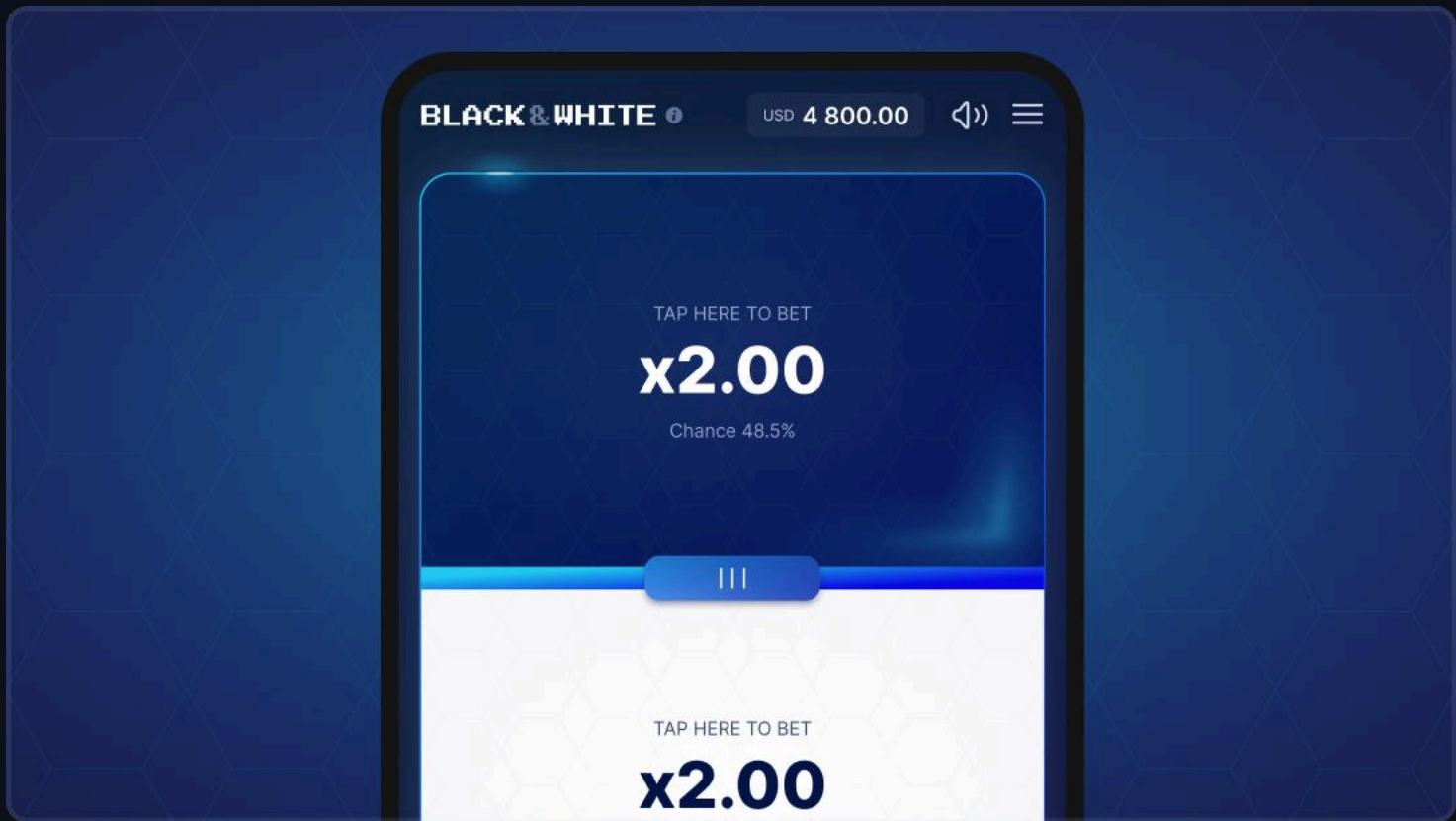


Black & White is built around clarity of choice.

Players can immediately understand how their decisions affect each round, while progression and customization keep engagement steady across longer sessions without increasing complexity.

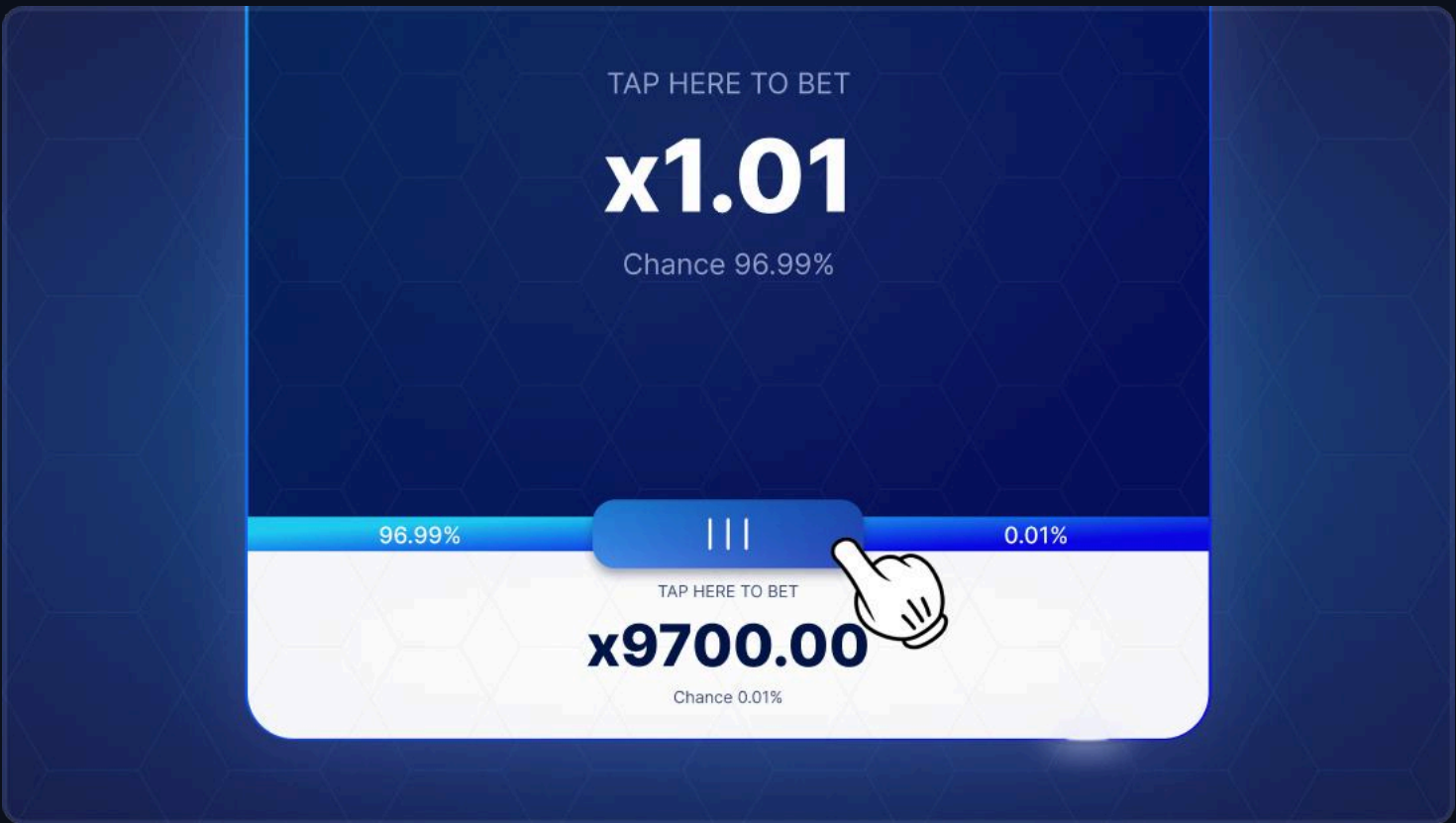


FEATURES



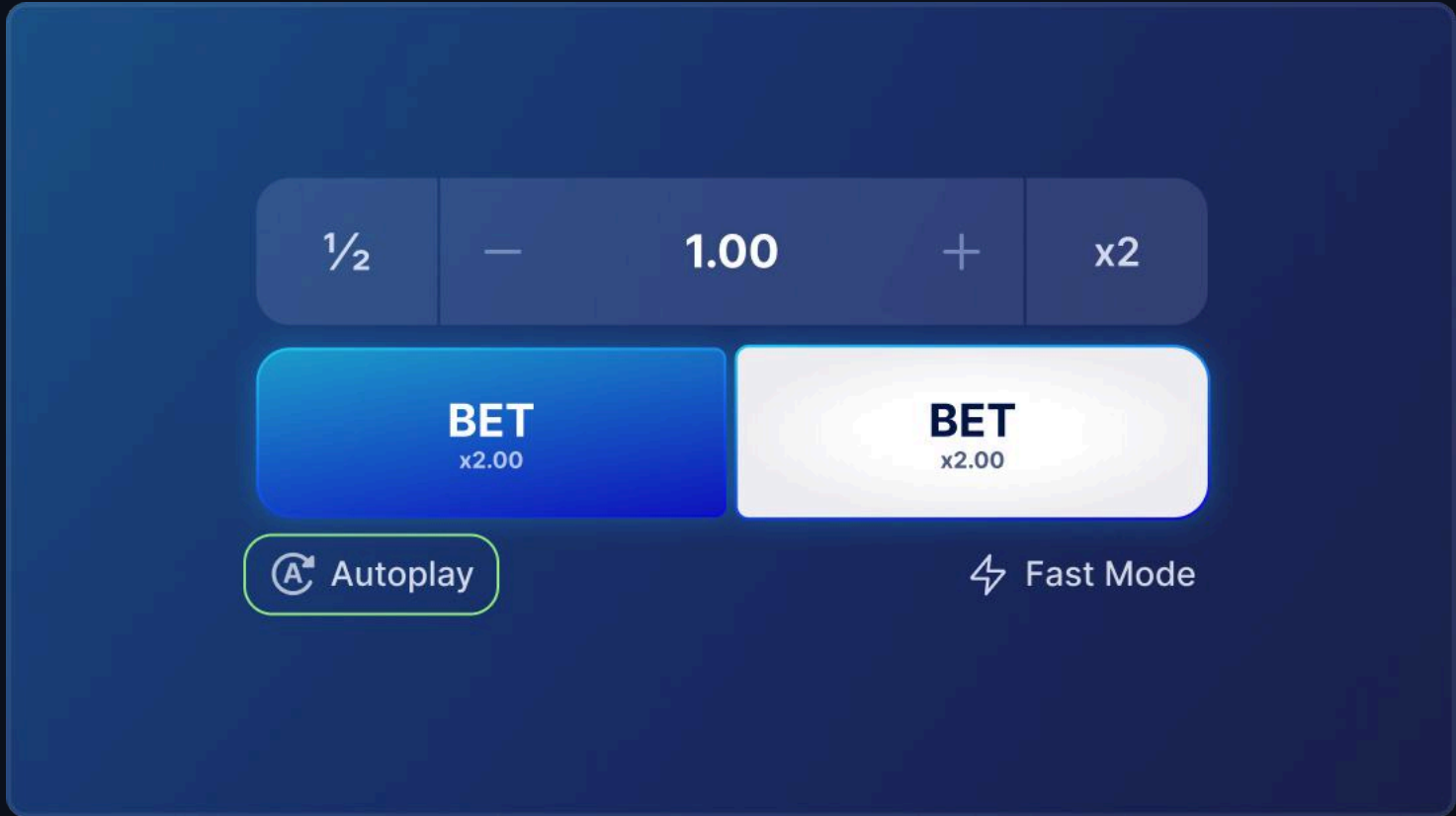
Dice Reimagined

A fresh take on the classic dice genre. Instead of a numerical range, the entire game field is split into two zones — black and white — that you control with a single slider.



Zone Selection

Players adjust the size of each zone using the slider directly on the game field. The smaller the zone, the higher its multiplier.



Instant Autoplay

Rapidly simulates multiplie rounds using predefined settings, allowing players to experience high-volume play in seconds.



Ranks & customization

By placing bets, players advance through ranks, unlocking new customization elements and avatars.

GAME DETAILS

Release date

11 June 2026

Game ID

fly_high

Game type

TTT game

Clients Area

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