

ROULETTE

GAMING GUIDE

TABLE GAMES

3-CARD POKER

4-CARD POKER

BLACKJACK

CARIBBEAN STUD® POKER

CRAPS

LET IT RIDE® POKER

ROULETTE

TEXAS HOLD'EM BONUS POKER



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ROULETTE

00	2	6	9	12	15	18	21	24	27	30	33	36	G
0	2	5	8	11	14	17	20	23	26	29	32	35	2-1
	A	4	7	10	13	16	19	22	25	28	31	34	2-1
	1st 12			2nd 12			3rd 12			H			
	1 TO 18			E J N			I			ODD 19 TO 36			K

In the game of **Roulette**, there is a layout with 38 single numbers (1 through 36, 0 and 00) which correspond to a Roulette Wheel having identical numbers as the layout. In Roulette the Player can place 11 types of wagers, each one having different payouts. As a general rule, the Player's wager is reflected by where the chip(s) are placed and what it touches on the layout. Use the Pay Schedule as a guide.

THE PLAY OF THE GAME

The Dealer spins the Roulette Wheel in one direction and a small ball in the opposite direction. Bets may be placed until the Dealer announces "No More Bets." When the ball comes to rest in one of the pockets of the Roulette Wheel, the Dealer will announce the winning number and place a marker on the winning number.

First, the table is cleared of losing wagers and then all the winners are paid. Do not remove winning wagers or place new bets until all winners have been paid and the Dealer announces "Place Your Bets."

In order to keep each Player's wages separate from the others, the Dealer assigns a color chip unique to each Player.

The Player determines the value of their color chips when purchasing stack(s) of chips. There are 20 chips per stack, and the value of a color is indicated by a numerical button placed on your color (20 indicates \$20 per stack). "Color" chips are redeemed before leaving that particular Roulette table.

The following is a list of various Roulette wagers, where they are located on the layout and the pay schedule for each.

- A Straight Up** - Placing a chip on one number out of the 38 numbers on the wheel. Pays 35 to 1.
- B Two Numbers (Split)** - Placing a chip so that it touches two numbers on the layout. Pays 17 to 1.
- C Three Numbers (Street)** - Placing a chip so that it aligns with a row of three numbers. Pays 11 to 1.
- D Four Numbers (Corner)** - Placing a chip so that it touches four numbers on the layout. Pays 8 to 1.
- E Five Numbers (Top Line)** - Placing a wager as shown above so that it pays on 0, 00, 1, 2 & 3. Pays 6 to 1.
- F Six Numbers (Line)** - Placing a wager as shown above so that it pays on two rows. Pays 5 to 1.
- G Column** - Placing a chip so that it aligns with any column of vertical numbers. Pays 2 to 1.
- H Any 12** - Selecting between the first 12 numbers, second 12 numbers, and third 12 numbers on the wheel (i.e.; 1-12, 13-24, 25-36). Pays 2 to 1.
- I Red or Black** - Selecting between red or black numbers on the wheel. Pays 1 to 1.
- J Odd or Even** - Selecting between odd or even numbers on the wheel. Pays 1 to 1.
- K First of Second 18 numbers on the wheel** - (i.e.; 1-18 or 19-36). Pays 1 to 1.