



ROULETTE

Rules and Guidelines

HOW TO PLAY

1. Place your chips on whichever number combinations you think will be lucky.
2. The Dealer will help you place your bets if you require assistance.
3. The Dealer spins the ball.
4. You may continue to place bets until the Dealer announces "NO MORE BETS".
5. After the ball drops into a number on the wheel, the Dealer announces the number and places a marker called a "dolly" on the corresponding number on the table. This is the winning number.
6. The Dealer clears the table, leaving all the winning bets and then pays them accordingly.

LUCKY SYMBOLS

The Lucky symbols are an additional betting option where the Billboard Display shows a reel, which randomly selects a Lucky Symbol from a range of symbols with varying odds displayed on the layout.

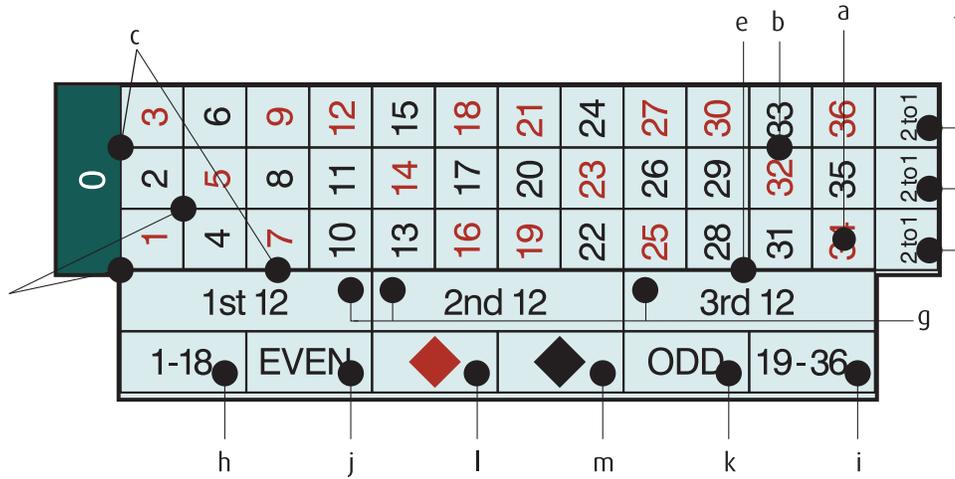
The player may place a bet on one or more of the Lucky Symbols bet spots on the roulette layout. If the corresponding Lucky Symbol appears on the Billboard Display slot reel, the player is paid at the corresponding odds. There are a total of 7 separate lucky symbols on the reel with one symbol paying 1 to 1, two symbols paying 3 to 1, two symbols paying 18 to 1 and two symbols paying 80 to 1.

***Lucky Symbols are available on selected tables only.**

CHIPS

- Roulette can be played using either cash chips or color chips.
- Color chips can only be purchased at the tables.
- Color chips are unique to the table you are playing on and they differentiate your bet from all the other bets on the table.
- When you purchase color chips you are allocated a different color to anyone else playing on the table.
- Color chips can only be played on the table where they are purchased from.
- Color chips must be converted into cash chips when you finish playing or move to another table.

For further information, please ask any of our friendly staff at the Roulette tables.



- ***Inside bets are made on individual numbers or combination of numbers.
- **Outside bets are made on the group of numbers such as all the odd numbers or all the black numbers. All outside bets lose when Zero is the winning number.

Inside Bet*	Reference	Description	Odds
Straight up	a	Any single numbers including zero	35 to 1
Split	b	Any 2 adjacent numbers	17 to 1
Street	c	Any row of 3 numbers	11 to 1
Corner	d	Any one of four adjacent numbers	8 to 1
First Four	d	A chip covering 0, 1, 2 and 3	8 to 1
Six Line	e	Covers six adjacent numbers	5 to 1
Outside Bet*	Reference	Description	Odds
Column	f	Any one of 12 numbers in one vertical column	2 to 1
Dozen	g	Any one of the sections marked 1st 12, 2nd 12 or 3rd 12 and covers 12 numbers	2 to 1
Even Chances	h, i, j, k, l, m	Any section marked 'Even', 'Odd', 'Red', 'Black', '1-18' or '19-36'	Even Money