



Roulette Platinum Close

How to Play

- In European Roulette Platinum, the wheel has 37 numbers - from 0 to 36.
- You win when you make a bet that predicts where the ball will land after the wheel has spun.
- Payouts are made according to the Paytable in the Full Rules.
- On your screen you can see the last 40 winning numbers from the last 40 spins. This is updated with every spin of the wheel.
- To switch views, press the 'SWITCH VIEW' button to toggle between board and racetrack view.
- To see game statistics, click the MENU icon.
- Place your bets - and spin the ball!

Placing Bets

- Select the chip amount you want.
- Tap different positions on the table to place a bet. Additional finger taps or mouse clicks will add additional chips to the bet.
- To place Complete, Neighbour and Finale bets select the chip amount you want, press the Complete, Neighbour or Finale toggle button and then select a number on the roulette board to place the bet.
- When you have finished placing your bets, press **SPIN** to start the ball spinning in the roulette wheel.
- When the ball lands on a number, any winning bets will be paid.

Bet Types

Roulette is a traditional casino game and there are special names and terms for the bets!

Inside Bets

Inside bets are bets placed on specific numbers on the table layout. Inside bets include the following:

- Straight.** A bet placed on a single number. Place a chip on your chosen number(s) on the table.
- Split.** A bet placed on 2 numbers next to each other. Place your chip on the line between any 2 numbers.
- Three line (street).** A bet on a row of 3 numbers. Place your chip on the line at the start of one of the 12 rows or on the 'corner' of the numbers 0, 1, 2 or 0, 2, 3.
- Corner.** A bet on 4 numbers. Place a chip on the intersecting corner between any 4 numbers or the intersecting corner of the 0 and the row of 1, 2, 3.
- Six line.** A bet on 6 numbers - 2 rows of 3. To make a six-line bet, place a chip on the start of the line that separates the 2 rows.
- Red Snake.** A traverse pattern **Straight** bet placed on each of the following red numbers **1, 5, 9, 12, 14, 16, 19, 23, 27, 30, 32 and 34**. Twelve chips are used to place this bet.
- Red splits.** A **Split** bet pattern is placed on the following pairs of red numbers **9 and 12, 16 and 19, 18 and 21, 27 and 30**. Four chips are used to place this bet.
- Black splits.** A **Split** bet pattern is placed on the following pairs of black numbers **8 and 11, 10 and 11, 10 and 13, 17 and 20, 26 and 29, 28 and 29, 28 and 31**. Seven chips are used to place this bet.
- Complete.** A bet placed on all available **Straight, Split and Corner** options of a single number. Either four, six or nine chips are used to place this bet depending on the position of the number on the board.
- Finale.** A **Straight** bet pattern placed on a series of individual numbers that end with the same digit. E.g. if a **Finale** bet is placed on number **2** a bet of the same chip value will each be placed on numbers **12, 22 and 32**. If the number selected ends with a digit between **0-6** four chips are used to place this bet. If the number selected ends with a digit between **7-9** three chips are used to place this bet.

Outside Bets

Outside bets are placed on the areas of the table that represent groups of numbers.

- Column.** A bet on 12 numbers in a column. Place a chip on one of the areas next to the 3 columns, labelled **2 to 1**.
- Dozen.** A bet on 12 numbers made up of 4 rows of 3 numbers. Place a chip on one of the areas labelled **1-12, 13-24 or 25-36**.
- Red/Black.** This bets on all the black numbers or all the red numbers. Place a chip on either the red or black area at the front of the table.
- Even/Odd.** A bet on 18 numbers; either all of the even numbers, excluding 0, or all of the odd numbers. Place a chip on the area labelled **Even** or the area labelled **Odd**.
- 1-18/19-36.** A bet on either the first 18 numbers, excluding 0, or the last 18. Place a chip on the area labelled **1-18** or the area labelled **19-36**.

Call Bets

Call bets are placed according to the sequence of the numbers on the roulette wheel.

- Zero.** A bet on the numbers **15, 32, 0, 26, 3, 35, and 12**. Four chips are used for placing this bet. One chip is placed on **26 black** with the payout **35:1**, and three remaining chips are distributed into the groups of paired numbers **0 and 3, 35 and 32, 12 and 15**. Payout is **17:1**.
- Voiains.** A bet on the numbers **25, 2, 21, 4, 19, 15, 32, 0, 26, 3, 35, 12, 28, 7, 29, 18 and 22**.
 - Numbers **0, 2** and **3** use two chips with the payout **11:1**.
 - Paired groups of numbers **4 and 7, 12 and 15, 18 and 21, 19 and 22, 32 and 35** use one chip each group (in total 5 chips). Payout is **17:1**.
 - Group of numbers **25, 26, 28 and 29** uses two chips. Payout is **8:1**.
- Orphelins.** A bet on the numbers **6, 34, 17, 9, 31, 14, 20 and 1**. Five chips are used for placing this bet. One chip is placed on **1** with the payout of **35:1**, and four remaining chips are distributed into the following groups of paired numbers: **6 and 9, 14 and 17, 17 and 20, 31 and 34**. Payout is **17:1**. In case the outcome is **17 black**, the payout is **35:1**.
- Tiers.** A bet on the numbers **33, 16, 24, 5, 10, 23, 8, 30, 11, 36, 13 and 27**. Six chips are used for placing this bet. These chips are distributed into the following groups of paired numbers: **5 and 8, 10 and 11, 13 and 16, 23 and 24, 27 and 30, 33 and 36**. Payout is **17:1**.
- Neighbours.** A **Straight** bet is placed on one number and four adjoining numbers using five chips. E.g. if the bet is placed on number **10** a bet of the same chip value will also be placed on the neighbouring numbers **8, 23, 5 and 24**. Each number is treated as separate for the purposes of the payout which is **35:1**.

Statistics Menu

To see game statistics, click the **MENU** icon. 'Hot' numbers display the five most frequently won numbers in descending order. 'Cold' numbers display the five most rarely won numbers in ascending order. The grey numbers under the 'Hot' and the 'Cold' numbers display the number of times that the number has been spun in a fixed number of rounds.

Payouts

Bet	Minimum chips	Payout
Table	1	
Straight	1	35:1
Split	1	17:1
Three line (street)	1	11:1
Corner	1	8:1
Six line	1	5:1
Column	1	2:1
Dozen	1	2:1
Red/Black	1	1:1
Even/Odd	1	1:1
1-18/19-36	1	1:1

Autoplay Options

- Tap **AUTO** in the game panel.
- Number of spins.** Select a number of spins of the wheel to complete.
- On any win.** Stops Autoplay when you win in a round.
- If single win exceeds.** Stops Autoplay when the amount you win exceeds or equals the amount you specify.
- If cash increases by.** Stops Autoplay if cash increases by the amount you specify.
- If cash decreases by.** Stops Autoplay if cash decreases by the amount you specify.

However, please note that Autoplay and Turbo are not available in some jurisdictions.

Return to Player

The theoretical return to player for this game is 97.3%

Demo Play

The Operator's Demo Mode games are a sample of the Play for Real version. They play with the exact same rules and random number generator. Demo Mode versions of games allow you to play for 'fun money' that has no financial value.

Gaming System Malfunction

The Operator reserves the right to withhold winnings and void wagers if a Player manipulates the games in a fraudulent manner or the Gaming System itself malfunctions. The definition of such a malfunction extends to an error in the published odds or pay tables, or a game not working in accordance with its published rules.

Malfunction voids all plays and pays.

The prizes are paid in accordance with the payout table available on the game interface.

Any game in progress will be completed automatically and the corresponding prize, if any, will be deposited into the account.