

# Roulette

Close

## How to Play

- In this classic Penny Roulette, the wheel has 37 numbers - from 0 to 36.
- To win, place bet(s) on the table to predict what number the ball will land on at the end of the spin. You win if the ball matches one or more of your predictions/bets.
- Payouts are made according to the Paytable in the Full Rules.
- On your screen you can see the last 5 winning numbers from the last 5 spins. This is updated with every spin of the wheel.
- Place your bets – and spin the ball! Each bet is represented by a chip/chip-stack on the table. Depending upon the position of the chips on the table, one spin can return multiple wins.

## Placing Bets

Select the chip for your bet - by touching the relevant chip and then where you wish to place it on the table.

Tap different positions on the table to place a bet. Additional finger taps or mouse clicks will add additional chips to 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.



Press LAST BET UNDONE button to undo the last bet that has been placed.



Press ALL BETS CLEARED button to clear all the bets placed on the table.



Press DOUBLE WAGER button to double all bets.

## Bet Types

In this game you can place inside and outside 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. Rows are "1, 2, 3" or "4, 5, 6" and so on until "34, 35, 36". In this game of roulette, the rows are displayed vertically.
- **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.

### 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**. Note: 'Column' is a specific term in roulette that refers to a group of 12 non-sequential numbers (unlike a dozen, which is sequential). There are 3 columns, starting from 1, 2, and 3, and increasing by 3 for each number. In this version of roulette, the columns are presented horizontally.
- **Dozen.** A bet on 12 numbers made up of 4 rows of 3 numbers. Place a chip on one of the areas labelled, **1st 12**, **2nd 12** or **3rd 12**.
- **Colours.** Place a chip on one of the two opposing colours.
- **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**.

### Paytable

Bet	Minimum chips	Payout
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
Colours	1	1:1
Even/Odd	1	1:1
1-18/19-36	1	1:1

### Autoplay

**Autoplay** automatically plays the game for the selected number of rounds.

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%

### Interrupted Play

We know that internet connections can sometimes be unreliable or something can interrupt the game. We try to make this as fair as possible to you. For example, if you run out of battery while playing or you've reached your personal daily time limit, we will automatically credit any win.

### 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.