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Ezugi

ROULETTE GAME RULES

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Roulette

The following game rules applies to:

Roulette	Diamond Roulette
Auto Roulette	Prestige Roulette
Speed Roulette	Prestige Auto Roulette
Speed Auto Roulette	Cumbia Roulette
Roulette Gold (1 to 3)	Namaste Roulette
Turkish Roulette	

Introduction

European/Single Zero Roulette is one of the oldest, most iconic and attractive gambling games in the world. It is also the easiest to play. It is a game where anybody can try their luck and every time the ball starts spinning, the heart of every player beats faster.

The roulette wheel has 37 separately numbered slots alternately colored red and black. The Zero pocket is green to clearly show that it is not part of any Red/Black, Odd/Even, High/Low, Dozens or Columns bets

The dealer will spin the wheel and release the ball. Once the ball has settled, the dealer will announce the winning number and all bets will be calculated automatically. In Auto-Roulette the ball is spun with a wheel engine automatically and the winning number is displayed on your screen.

The timer will then begin counting down to the start of the next game.

The object of the game is to accurately predict the outcome of where the spinning ball will land inside the turning wheel. By predicting the right number, you earn a pay-out on your bet. The size of the pay-out depends on the nature of the bet placed.

Game flow

To start playing, please wait until the message **“Please place your bets”** appears, then select the value of chip you would like to wager on a given spin and place on the appropriate betting fields on the gaming table.

Your total bet will be displayed in the **“Total bet”** area.

After the Dealer has announced **“No more bets”**, no wager may be placed and any bet so placed can be modified.

At the close of betting, the value of all placed bets is withdrawn from your casino balance.

When the ball comes to rest in a pocket, the winning number is displayed in the statistics bar and in the middle of the screen. It is also highlighted on the table layout and announced by the Dealer. If any of your bets cover the winning number, you will receive winning returns in accordance with Roulette pay-table. Your win amount will be showed in the **“Last win”** area and in the winning message.

During the next betting time you may:

- Repeat the bets placed in your last game by clicking the **Rebet button**
- **Double** all your bets placed
- **Undo** the last action in placing bets
- **Clear** all your bets on the layout.

Bet Types

There are a number of different possible types of bets to be made in Roulette. These are split into Inside Bets which are bets made onto the numbered section of the table layout, and Outside Bets which are made on the other areas.

Inside Bets:

- **Straight Up Bet** - A bet on an individual number. The simplest roulette bet with the highest payout chance. This bet pays at 35 to 1.
- **Split Bet** - A two-number bet which is placed on the line connecting the two numbers; for example covering 24 and 27. This type of bet pays 17 to 1.
- **Corner Bet** - A bet placed at the corner of four numbers; for example covering 8, 9, 11 and 12. This bet pays 8 to 1.
- **Street Bet** - A 3-number bet, placed at the end of a row of numbers; for example covering 13, 14 and 15. A street bet pays 11 to 1.
- **Six-Line bets** - A six-number bet placed at the junction of two street bets; covering for example 31, 32, 33, 34, 35 and 36. Six-Line bets pay 5 to 1.

Outside Bets:

- **Column Bet** – A 12-number bet placed on the spot marked 2 to 1 at the end of the columns which covers all 12 numbers in the corresponding column. This bet pays 2 to 1.
- **Dozen Bet** - A 12-number bet placed on one of the three boxes marked 1st 12, 2nd 12 or 3rd 12. It covers twelve numbers of the corresponding dozen (1-12, 13-14 or 25-36). This bet pays 2 to 1.
- **Chances: Red/Black, Even/Odd, 1 to 18/19 to 36**– got their name because each of it pays 1 to 1. Any covers the 18 numbers on the board as described in that box. Red/Black bets cover either the 18 red numbers or the 18 black numbers. Even/Odd bets cover the even numbers (2, 4, 6, 8, etc.) or the odd numbers (1, 3, 5, 7 etc.). 1 to 18 / 19 to 36 bets cover the lower 18 numbers or the higher 18 numbers. (Pays 1:1).

The Zero is not covered by any of the Columns, Dozens or Chances

When you place bets, the numbers that would be included in the selected bet type, will be highlighted.

Example: A pay-out of, 35:1 on a Straight-Up Bet means when you bet, for example, 5 chip units on a single number would win 175 chip units plus your original bet of 5, if your number won. Your total payoff will be equal to the sum of your winning 175 chip units, plus your original bet of 5 units.

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Bet Type	Covers	Payout
Straight up	1 Number	35:1
Split	2 Numbers	17:1
Street	3 Numbers	11:1
Corner	4 Numbers	8:1
Line	6 Numbers	5:1
Column	12 Numbers	2:1
Dozen	12 Numbers	2:1
Red/Black	18 Numbers	1:1
Even/Odd	18 Numbers	1:1
1-18/19-36	18 Numbers	1:1

RTP

The RTP of Roulette is 97.3%.

Playing on Racetrack

Racetrack represents the numbers as they appear on the Roulette wheel, rather than the Roulette table. Wheel Sectors and Neighbor bets can be played on by using a Roulette **Racetrack**

Wheel Sectors are the first and most important group of bets that the majority of players use. These types of bets are placed by using Roulette **Racetrack**.

A Single Zero Roulette wheel is split into 4 main sections that correspond to areas on the table. The traditional names of these sections are in French - **Voisins du Zero** with a subsection **Jeu 0**, the **Tiers Du Cylindre** section, and **Orphelins**.

- **Voisins du Zero** is a 9-chip bet that covers Zero plus seven numbers on the right and nine numbers on left. This is the biggest sector on the wheel. It consists of 2 chips on Street 0/2/3, 2 chips on Corner 25/26/28/29 and one chip on each of Splits: 4/7, 12/15, 18/21, 19/22 and 32/35.
- **Jeu 0** is a 4-chip bet that includes one chip on 26 in Straight-Up and one chip on each of Splits: 0/3, 12/15 and 32/35.
- **Tiers du Cylindre** a 6-chips bet which covers the numbers on the wheel from thirty-three to twenty-seven inclusive. One-chip will be placed on each of Splits: 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
- **Orphelins** is a 5-chip bet covering two slices of the wheel outside of Tiers and Voisins. This combination includes one chip on 1 in Straight-Up and one chip on each of Splits: 6/9, 14/17, 17/20 and 31/34.

Neighbor

A **Neighbor Bet** covers a particular number and other numbers that are located in close proximity to this number on the Roulette wheel. By click/tap on the circular "-" or "+" button, you can adjust the amount of neighbors that will be placed automatically while betting on the particular number.

For example, "0 number and two Neighbors" is a 5-chip bet with 1 Straight-Up on 3, 26, 0, 32 and 15.

Roulette Valid Spin Rule

A winning number is valid only when the spin was deemed valid

A valid spin is defined thus: **the Roulette ball must be spun by the Dealer in the direction opposite to the rotation of the wheel and must complete at least four revolutions around the track of the wheel before dropping to constitute a valid spin.**

If the spin is defined as not valid, this situation is called as "No Spin".

Situations where a "No Spin" will be declared in the following cases:

- The ball made less than 4 complete revolutions;
- The ball was spun in the same direction as the wheel;
- The ball or wheel were spun in the wrong direction;
- The wheel stopped rotating during the spin;
- The ball drops, does not go into a pocket, but just revolves on the wheel for more than 3 wheel cylinder revolutions;
- The ball came out of the wheel (ball-out);
- Any foreign object enters the wheel.

In case of a “No Spin”, the Dealer will re-spin the ball based on our Casino procedures.

Your bet will remain on the table until a valid spin is made.