



Electronic Table Games – Big Six

1. Big Six Wheel is an automated wheel, which is divided into equal segments. Each segment is associated with a symbol.
2. The wheel stops at a symbol based on the result of a random number generator and only serves as an analog display of gaming results; it does not generate results or have any influence on the game odds.
3. The symbols and reels are used only to display the result of each game, and do not represent the chances of winning.
4. If there is a discrepancy between the game results shown on the player terminal and those shown on the secondary display, the results will be based on those shown on the player terminal only.
5. The object of the game is to predict on what symbol the rotating wheel will stop.
6. Players insert currency or ticket(s) to receive on screen credits.
7. Before each spin, players can place a wager on one or more symbols.
8. To place a bet during the betting period, select the desired betting chip and press inside the betting locations, which are indicated with symbols.
9. A bet must be placed before the betting time is over. The remaining betting time is displayed in the timer at the top left corner of the game screen.
10. If a bet does not meet the minimum bet limit, the chips become red. If the bet isn't increased to the Minimum bet limit it will be returned after "No more bets" is announced.
11. The player can view available bet limits for all the bets on the table. Maximum and minimum total bets are displayed in the information box at the top of the player's screen.
12. Maximum and minimum bets, as well as the highest possible win amount for each betting field will be shown if the player uses the toggle switch marked "Show Bet Limits", located in the Options menu. These amounts will be indicated by different colors and shown on each betting field.
13. Possible winnings for each placed bet will be shown automatically.
14. Max total bet is the maximum combined value of all bets (in currency or in credits) which can be placed in a single game round.



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15. Min total bet is the minimum combined value of all bets (in currency or in credits) which must be placed in a single game round in order to participate in the game.
16. Min bet (marked red) is the minimum bet value (in currency or in credits) which is allowed to be placed on a betting field.
17. Max bet (marked green) is the maximum bet value (in currency or in credits) which is allowed to be placed on a betting field.
18. Max win (marked yellow) is the maximum winning amount (in currency or in credits) which can be achieved on a particular betting field.
19. If the difference between the highest possible win and the total bet value is too low when attempting to place a wager, the wager will not be accepted and the message "bet not allowed" will be displayed. Your next bet needs to have a higher value or a higher potential payout in order to be placed. In case of a "Bets are not valid – too little risk!" warning, placed bets must be changed or removed before "No more bets" is announced, otherwise all placed chips will be removed automatically.
20. The wheel can be stopped by the highest betting player directly after the game timer runs out. The time at which the wheel is stopped will not affect the outcome of the game. If other players match the highest total bet, the player who first placed it keeps the right to stop the wheel. If the original highest betting player withdraws, the chance to stop the wheel is passed on to the player who matched the highest bet and has the lowest player ID number.
21. You can access the Save/Recall menu, enabling you to save and recall different bet patterns. You can save up to 3 patterns. All patterns will be saved in credits. The cash value of the credits depends on the selected denomination.
22. Place your chips on the desired fields. All chips in the game at the time of saving will be part of the saved pattern, including those placed on side bets.
23. To save a pattern, access the Save/Recall menu and press the Save button on one of the available saving fields. Saved patterns can be overridden by placing a new pattern and pressing the Save button on one of the already populated saving fields. To replace the previous pattern with a new one, press Override. Otherwise press cancel.
24. To recall a saved pattern, access the Save/Recall menu and press Recall. "Ghost" chips will be placed in the saved pattern. To confirm your choice, press confirm. If you do not wish to use the pattern, click Cancel.
25. If there are not enough credits for placing a particular pattern with the chosen chip value, the value of the chips will automatically be reduced to meet credit limitations. If player credit is too low to accomplish this, the pattern will not be placed.



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26. All wins are paid in currency or in credits.

27. Payouts

a. You will be paid if the winning symbol matches the symbol you bet on.

b. Big Six Payouts

i. Diamond	45: 1
ii. 23	23: 1
iii. 11	11: 1
iv. 5	5: 1
v. 3	3: 1
vi. 1	1: 1

28. Button Functions

a. Cashout – Cash out your credits/print ticket.

b. Tip – Display tip box.

c. Call Attendant – Signal an attendant.

d. Select Language.

e. Settings – Open options menu.

f. Help – Display help/Rules.

g. Clear Last Bet – First press to clear the last bet.

h. Clear All Bets – Second press to clear all bets.

i. Repeat Last Bet – Repeats bets from the last game round. If there is not a previous game round, repeats bets from the last game round of the same kind of game.

j. Auto Repeat Bet – Hold the “Repeat last bet” button to keep automatically repeating your bet. Auto Repeat Bet starts with your original bet but can be increased until the Auto Repeat Bet timer runs out. The wagered amount active at that point will be repeated in the next round. If the player does not have enough credits for the current bet, the bet amount will be automatically reduced to enable on bet, when possible. Auto Repeat Bet will stop if the bet has been removed, the “Auto Repeat Bet” button is pressed again or the “Spin” button is pressed.



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- k. Double Bet – Double existing bets.
- l. Save/Recall Bet – Access to Save/Recall menu.
- m. Spin – Press the button for immediate game start.

29. Player's Credits

- a. Available Credits are displayed at the top left corner of the game screen.
- b. Credit: Value of all available credits
- c. Playable: Credit available for betting. Playable credit is equal to the multiplied value of the currently selected denomination. The value of the playable credit is equal to or lower than the value of all available credits.
- d. Non-cashable: Credit value cannot be cashed out, available only for betting.

30. Bix Six Super Spin Optional Bet – If a wager is placed on the Super Spin symbol and the symbol wins, the inner (virtual) Super Spin Wheel spins. The Super Spin wheel is divided into equal segments, and each segment is associated with a multiplier value, which multiplies the wager placed on the symbol.

a. Bix Six Super Spin Optional Bet Payouts

i. x 1000	1000: 1
ii. x 500	500: 1
iii. x 100	100: 1
iv. x 75	75: 1
v. x 50	50: 1
vi. x 20	20: 1

- 31. Machine malfunction voids all pays and plays.
- 32. Side betting between and amongst players, with or against the house, is prohibited.
- 33. The Clearwater Casino is not responsible for lost or stolen tickets.
- 34. Any patron disputes will be processed in accordance with Clearwater Casino's currently approved *Dispute Resolution Process Memorandum*.



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