



Electronic Table Games Rules - Roulette

1. Roulette consists of a wheel with 38 pockets representing 36 numbers, one zero and one double zero.
2. The numbers on the roulette wheel are not ordered but staggered, with alternating red and black colors to create a random effect.
3. A ball is launched around the upper perimeter of the wheel and spins until it slows down and eventually falls into one of the 38 pockets.
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 which number or color the ball will land on after each spin.
6. Insert currency or ticket(s) to receive on screen credits.
7. You can choose from a standard roulette table view or a roulette wheel view, where the fields are placed as they lie on the roulette wheel.
8. 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.
9. Choose the chip value and tap the desired betting position(s) on the table or drag the chips one by one onto the desired betting position(s).
10. Repeatedly tapping a chip that is already on the table will increase its value, provided there are enough credits available and total bets don't exceed either highest or lowest value set by the venue.
11. If a bet does not meet the Minimum Bet Limit, the chips become red. If the bet isn't increased to the minimum value, it will be returned after "No more bets".
12. Copying Bets
 - a. Bets can be copied manually or automatically. Using the arrow buttons will copy bets from the left game to the right or from the right one to the left, as indicated by the direction of the individual arrow.



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- b. Both the directions and the value affect how the bets are copied. Pressing the arrow button will copy any bet in the current game which is larger than the bet placed in the same position in the target game, including fields with no placed bets. To do this automatically, use the toggle switch marked "Auto copy." Bets will be copied to the target game window once "No more bets" is announced in the current game.
- c. Copied bets will not stack. Copied bets will be added to any already existing bets in the target game window. Bets will only be copied if there are enough credits to do so.

13. Prevention of Simultaneous Opposite Bets

- a. 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.
- b. Your next bet needs to have a higher value or a higher potential payout in order to be placed.
- c. In case of a "Bets 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.

14. Bet Limits: 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.

- a. Maximum and minimum bets, as well as the highest possible win amount for each bet 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 across the Table View, with each field combination outlined in white.
- b. **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.
- c. **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.
- d. **Min Bet** (marked red) is the minimum bet value (in currency or in credits) which is allowed to be placed on a bet.
- e. **Max bet** (marked green) is the maximum bet value (in currency or in credits) which is allowed to be placed on a bet.
- f. **Max win** (marked yellow) is the maximum winning amount (in currency or in credits) which can be achieved on a particular bet.

15. Ball Out

- a. The ball is launched and starts spinning around the upper perimeter of the wheel.



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16. No More Bets

- a. A few seconds after the ball is launched, "No more bets" is announced. From that moment, no one is allowed to place or change their bets until the ball drops in a pocket, determining the winning number.

17. Winning Number

- a. The winning number is electronically detected and announced, all the wins are calculated automatically, and all chips are cleared from the table layout and a new game can start.
- b. The winning numbers are displayed in the History bar on the game screen.

18. Even Money Bets

- a. When a wager is placed on Odd/Even, Red/Black, 1-18/19-36 or any allowed combination thereof, and the ball lands on zero (0) or double zero (00), the player loses their entire wager.

19. Save/Recall Bets

- a. Using the Save / Recall button, you can access the Save / Recall menu, enabling you to save and recall different 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.
- b. 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.
- c. 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.
- d. 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.
- e. If there are not enough credits for placing a particular pattern with the chosen chip value, the value of the chips will be automatically reduced to meet credit limitations. If player credit is too low to accomplish this, the pattern will not be placed.

20. Payments of Winnings

- a. All wins are paid in currency or in credits.



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21. Payouts

- a. Straight Up pays 35:1
- b. Split pays 17:1
- c. Street pays 11:1
- d. Corner pays 8:1
- e. Five Number pays 6:1
- f. Six Number pays 5:1
- g. Column pays 2:1
- h. Dozen pays 2:1
- i. Red/Black pays 1:1
- j. Even/Odd pays 1:1
- k. 1-18/19-36 pays 1:1

22. A W2-G will be required if the pay net sum of all wins is \$1,200 or more.

23. Special Bets

- a. The "Red Splits" bet always places 4 chips of the same value on the board. One chip is placed on each of the four red splits: 9/12, 16/19, 18/21 and 27/30.
- b. The "Black Splits" bet always places 7 chips of the same value on the board. Once chip is placed on each of the seven black splits: 8/11, 10/11, 10/13, 17/20, 26/29, 28/29, and 28/31.
- c. The "Red Snake" bet always places 12 chips of the same value on the board. Once chip is placed on each of the 12 red numbers straight up: 1, 5, 9, 12, 14, 16, 19, 23, 27, 30, 32, and 34.
- d. With the "Complete" option, you place chips of the same value on the Straight Up bet and all possible Split and Corner bets for the chosen number. When placing a "Complete" bet on 0, 00, 1, 2 and/or 3, all Street bet exceptions applicable to the chosen number will also be placed.
- e. The "Final" bet means you are betting on the numbers ending with the same digit, straight up (for example, Final 5 means bet on 5, 15, 25 and 35).

24. Pressing the "Neighbors" button after placing a bet on a single number will place chips of the same value on 2 left and 2 right neighboring numbers, as they lay on the roulette wheel. Pressing this button again will place the same bet on one additional left and one additional right neighboring number, until the 4 bets are added to the original bet. Afterwards, bets on all selected numbers start increasing.

25. Machine malfunction voids all pays and plays.



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26. Side betting between and amongst players, with or against the house, is prohibited.
27. The Clearwater Casino is not responsible for lost or stolen tickets.
28. Any patron disputes will be processed in accordance with Clearwater Casino's currently approved *Dispute Resolution Process Memorandum*.



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