GAME RULES

ROULETTE

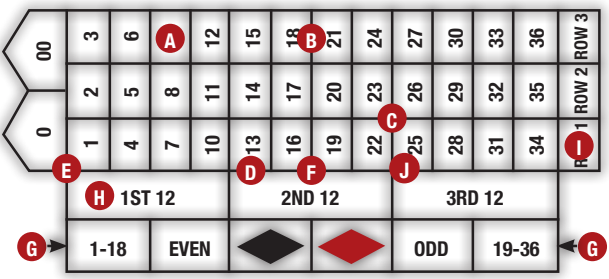
The Roulette Wheel has 38 numbers from 1 to 36, plus “0” and “00”. The numbers are alternately colored red and black with the “0” and “00” in green.

Play begins when players have made most of their bets by placing chips on the numbered layout. The dealer then spins the ball in the opposite direction of the spinning wheel.

Bets may be placed until the dealer waves off further betting. The dealer places a marker called a dollie on the winning number and bets are paid accordingly. No bets may be placed or taken from the layout until the dollie is removed from the winning number.

Checks, ranging in value, can be bought in stacks of 20 from the dealer. Each player is given a different color non-value Roulette check when they buy in. Players may choose to play value checks. The player determines the monetary value of non-value Roulette checks, and the value is indicated by a lammer placed on the wheel head. Table minimums are posted at each Roulette table. Roulette checks have no value at any other game, so it is important to cash them in before leaving.

ODDS



A	35 to 1	Straight Up	Any Numbers
B	17 to 1	Split	2 Numbers
C	8 to 1	Corner	4 Numbers
D	11 to 1	Street	3 Numbers
E	6 to 1	First Five	5 Numbers
F	5 to 1	Six Way	6 Numbers
G	1 to 1	Red/Black	18 Numbers
G	1 to 1	Even/Odd	18 Numbers
G	1 to 1	1-18/19-36	18 Numbers
H	2 to 1	Dozen	12 Numbers
I	2 to 1	Column	12 Numbers
J	17 to 1	Courtesy Line	2 Numbers

Side wagers are prohibited. Roulette rules apply.

GAME RULES

i-TABLE ROULETTE (ITR)

i-table Roulette (ITR) is the same as the standard Roulette game that offers an electronic wagering system which facilitates player betting functions for Roulette.

ITR is on a regular sized traditional Roulette table with seven Player Betting Terminals, a live dealer, one Dealer Terminal, one Center Display, a standard Roulette wheel, Roulette ball(s), a standard drop box, a regular dollie and value checks to bank the game.

When a player buys in cash or check change for credits on a Player Betting Terminal, the dealer must enter the amount into the Dealer Terminal to credit to a Player Betting Terminal of equal value in order to play ITR.

Roulette play continues with a set amount of time into the system for play using a Game Clock. ITR alerts the players when no more bets are displayed followed by the dealer announcing, “no more bets.” Once the ball lands in a pocket and appears on the Dealer Terminal, the dealer then verifies the result from the wheel matches with the result on the Dealer Terminal. ITR completes the round by confirming the win or loss and either credits or collects wagers accordingly.

Side wagers are prohibited.

Roulette rules apply

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