

HOW TO PLAY



The diagram illustrates a roulette table layout with various betting areas and numbers. The layout is organized as follows:

- NUMBER:** The main grid of numbers 1-36, arranged in three columns (1-12, 13-24, 25-36) and three rows (1-12, 13-24, 25-36). The numbers are color-coded: red (1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35), black (2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36), and green (0, 00).
- SPLIT:** Betting on two adjacent numbers.
- LINE:** Betting on a line of three numbers.
- CORNER:** Betting on a corner of four numbers.
- DOZEN COLOUR:** Betting on the color of the ball (Red, Black) or the dozen (1-12, 13-24, 25-36).
- LOW:** Betting on the low numbers (1-18).
- EVEN:** Betting on the even numbers (2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36).
- SECTORS:** Betting on six sectors of the table, each containing a set of numbers: 32/15/19/4/21/2, 25/17/34/6/27/13, 36/11/30/8/23/10, 5/24/16/33/1/20, 14/31/9/22/18/29, and 7/28/12/35/3/26.
- NEIGHBOURS:** Betting on the neighbors of a specific number (1-23).

3. COLLECT WINNINGS: CONGRATULATIONS!

If you have placed a winning bet redeem your ticket at the cashiers



1. A player will receive a bet slip for each number or color game played and paid for.
2. The player is responsible for checking that details on the bet slip are correct.
3. The bet slip must be presented in order to claim winnings.
4. Malfunction of the system voids all plays and pays.
5. No cancellation is allowed after the draw has started or after 5 minutes post sale.
6. Prize tables are configurable by Operator.
7. Maximum pay outs for winning numbers are limited by an amount defined by the Operator