



TAKE IT FOR A SPIN

In roulette, you simply bet on where the ball is going to land on the roulette wheel. To bet, you place your chips on the table layout, in any combinations you want. If you guess right, you win.

Playing more doesn't mean you'll win more. If you add it all up, you might lose more than you win.



Money Spent

The rules of ROULETTE



HAVE OTHER QUESTIONS?

Ask a GameSense Advisor at the casino, visit GameSenseAB.ca

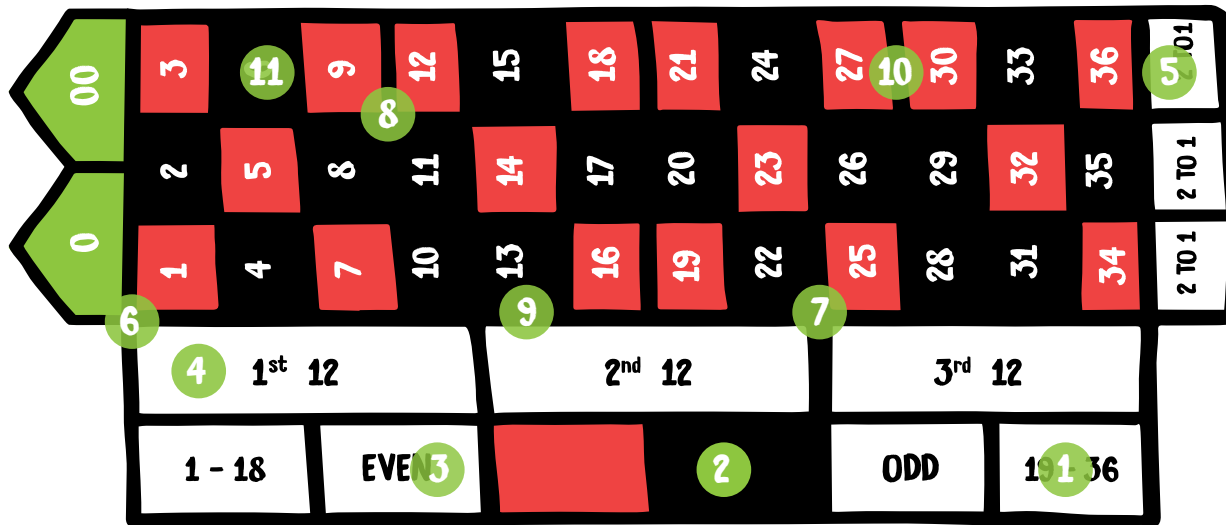
Learn the odds, ways to bet and more.



Two types of bets

Outside bets on big groups of numbers on the “outside” of the table. Outside bets generally have lower odds than inside bets.

Inside bets on specific numbers or small groups of numbers on the “inside” of the table. Inside bets generally have higher odds than outside bets.



Outside bets

- HIGH OR LOW**
PAYS 1 TO 1
- RED OR BLACK**
PAYS 1 TO 1
- ODD OR EVEN**
PAYS 1 TO 1
- DOZEN BET**
PAYS 2 TO 1
- COLUMN BET ON 12 NUMBERS**
PAYS 2 TO 1

Inside bets

- FIVE LINE BET ON FIVE NUMBERS (0, 00, 1, 2, 3)**
PAYS 6 TO 1
- SIX LINE BET ON SIX NUMBERS**
PAYS 5 TO 1
- CORNER BET ON FOUR NUMBERS**
PAYS 8 TO 1
- STREET BET ON THREE NUMBERS**
PAYS 11 TO 1
- SPLIT BET ON TWO NUMBERS**
PAYS 17 TO 1
- STRAIGHT UP BET ON ONE NUMBER**
PAYS 35 TO 1

LET'S PLAY electronic roulette

In addition to the table version, you can play a real live roulette game using a touch screen terminal.

- Insert your money into the terminal. Credits, also known as chips, will be registered and displayed on screen.
- When “Place your bets” is displayed on screen, select where you would like to place your chips by touching the screen.
- Depending on the unit, the ball may be spun by a live dealer, spun electronically, or use a random number generator (RNG) and graphics to simulate a spin.
- When “No more bets” is highlighted, it's no longer possible to change, add or remove chips for that spin. The terminal is locked out.
- The winning number is displayed on the terminal and winning bets are paid out.
- Press “Cash” to cash out your credits or continue to play.

