

# Game Rules

The objective in **Auto Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in Roulette includes the numbers 1–36 plus a single 0 (zero).

After betting time has expired, the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

## Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its payout rate.

Bets made on the numbered spaces in the betting area, or the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

### INSIDE BETS:

- **Straight Up** — place your chip directly on any single number (including zero).
- **Split Bet** — place your chip on the line between any two numbers, either the vertical or horizontal.
- **Street Bet** — place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** — place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** — place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

### OUTSIDE BETS:

- **Column Bet** — place your chip in one of the boxes marked “2 to 1” at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** — place your chip in one of the three boxes marked “1st 12,” “2nd 12” or “3rd 12” to cover the 12 numbers alongside the box.
- **Red/Black** — place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** — place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1–18/19–36** — place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

## Neighbor Bets

Click/tap the NEIGHBOR BETS button to view a special oval or racetrack-shaped betting area that allows you to place neighbor bets and other special bets more easily. Re-click/tap the button to close/re-open this feature.



Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.



## Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33, and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split

- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

## Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25, and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

## Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the *voisins du zero* and *tiers du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

## Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32, and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)

- 1 chip on the 32/35 split

A **neighbor bet** covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbor bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbor it to the right and left. Click/tap on the circular “-“ or “+” button to increase or decrease the set of neighbors to the right and left of the chosen number.

## Favorite & Special Bets

### FAVORITE BETS

The optional Favorite Bets feature allows you to save a preferred bet or combination of different types of bets for easier placement in future rounds at any Roulette table. You can save and edit a list of up to 30 of your favorite bets under different names.

### SAVE A FAVORITE BET

To open the Favorite Bets menu, click/tap the FAVORITE BETS button. Re-click/tap the button to close this feature.



After you have placed a favorite bet or combination of bets on the Roulette table, click/tap the SAVE LAST BET link in the Favorite Bets menu. A default name for this bet will be suggested, but you are welcome to enter a more easily recognizable name. You can then save and add this bet to your list of favorite bets by clicking/tapping the SAVE button or by pressing “Enter” on your keyboard.



### PLACE A FAVORITE BET

When you wish to place a favorite bet during the betting phase of a Roulette round, open the Favorite Bets menu to view a list of all the bets you previously saved. They will be listed in chronological order; with the favorite bet you saved earliest listed first. You can hover your cursor over the name of any listed bet to see how the chips will be placed on the Roulette table accordingly. Click/tap the name of each desired bet to place it. You can also multiply (double, triple, quadruple...) the amount of any favorite bet you have placed by clicking/tapping its name more than once.

## RENAME OR DELETE A FAVORITE BET

When the Favorite Bets menu is open, you can click/tap the EDIT button to delete or rename any listed bet.



Rename any listed bet by first clicking/tapping within the gray text box that surrounds its current name. You can then enter a new name and save it by clicking/tapping the SAVE button, or by pressing “Enter” on your keyboard.

Delete any bet you no longer wish to keep in your list of favorite bets by clicking/tapping its respective DELETE button.



When you are finished editing your list of favorite bets, click/tap the SAVE button in the top right corner of the Favorite Bets menu or click/tap the FAVORITE BETS button.

## SPECIAL BETS

Under the second tab in Favorite Bets, you can place *Finale en plein* and *Finale a cheval* bets more easily.

### Finale en Plein

- Finale en plein 0 — 4-chip bet covers 0+10+20+30, each with 1 chip
- Finale en plein 1 — 4-chip bet covers 1+11+21+31, each with 1 chip

- Finale en plein 2 — 4-chip bet covers 2+12+22+32, each with 1 chip
- Finale en plein 3 — 4-chip bet covers 3+13+23+33, each with 1 chip
- Finale en plein 4 — 4-chip bet covers 4+14+24+34, each with 1 chip
- Finale en plein 5 — 4-chip bet covers 5+15+25+35, each with 1 chip
- Finale en plein 6 — 4-chip bet covers 6+16+26+36, each with 1 chip
- Finale en plein 7 — 3-chip bet covers 7+17+27, each with 1 chip
- Finale en plein 8 — 3-chip bet covers 8+18+28, each with 1 chip
- Finale en plein 9 — 3-chip bet covers 9+19+29, each with 1 chip

### **Finale a Cheval**

- Finale a cheval 0/3 — 4-chip bet covers 0/3+10/13+20/23+30/33, each with 1 chip
- Finale a cheval 1/4 — 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
- Finale a cheval 2/5 — 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
- Finale a cheval 3/6 — 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
- Finale a cheval 4/7 — 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
- Finale a cheval 5/8 — 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
- Finale a cheval 6/9 — 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
- Finale a cheval 7/10 — 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
- Finale a cheval 8/11 — 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
- Finale a cheval 9/12 — 3-chip bet covers 9/12+19/22+29/32, each with 1 chip

### **Complete Bets**

A Complete Bet places all of the inside bets on a specific number.

For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on the Straight Up 36, 2 chips on each of the Split bets 33/36 and 35/36, 3 chips on the Street bet 34/35/36, 4 chips on 32/33/35/36 the Corner bet and 6 chips on the Line bet 31/32/33/34/35/36.

## Straight Up Bets

Straight Up Bets place all the straight bets of the selected type (Red, Black, Odd, Even, etc.), covering each number with one chip.

For example, a Straight Up Bet RED will place 18 chips to cover all the red numbers.

## Winning Numbers

The WINNING NUMBERS display shows the most recent winning numbers.



15 1 0 36 35 12 7 32 13

The result of the most recently completed round is listed on the left.

## Your Recent Results

Click/tap the STATISTICS button to view a table of the winning numbers in up to 500 of the most recent game rounds. Use the slider to alter the number of past rounds to apply it.



When you hover your cursor over any part of the statistics diagram, the spot on the betting table where a chip would be placed is highlighted. Simply click/tap the bet to place your chip.

## Payouts

Your payout depends on the type of placed bet.

## INSIDE BETS

| BET TYPE    | PAYOUT |
|-------------|--------|
| Straight Up | 35:1   |
| Split       | 17:1   |
| Street      | 11:1   |
| Corner      | 8:1    |
| Line        | 5:1    |

## OUTSIDE BETS

| BET TYPE   | PAYOUT |
|------------|--------|
| Column     | 2:1    |
| Dozen      | 2:1    |
| Red/Black  | 1:1    |
| Even/Odd   | 1:1    |
| 1–18/19–36 | 1:1    |

Malfunction voids all pays and play.

## Return to Player

The optimal theoretical return-to-player is 97.30%.

## Place Bets

The BET LIMITS panel shows the minimum and maximum allowed bet limits at the table, which may change from time to time. Open the Bet Limits to check your current limits.

To participate in the game, you must have sufficient funds to cover your bets. You can see your current BALANCE on your screen.

BALANCE  
\$100,000

In the Immersive view, the TIMER informs you of the duration of the betting time. After it expires, betting is closed and no more bets are accepted.



In the classic view, the TRAFFIC LIGHTS tell you the current status in the game round by informing you when you can bet (GREEN light), when betting time is nearly over (YELLOW light), and when betting time has expired (RED light).

PLACE YOUR BETS

The CHIP DISPLAY allows you to select the value of each chip you wish to bet. Only chips of denominations that can be covered by your current balance will be enabled.



Once you have selected a chip, place your bet by simply clicking/tapping the appropriate bet spot on the game table. Each time you click/tap the bet spot, the amount of your bet increases by the value of the selected chip or up to the maximum limit for the type of bet you have selected. Once you have bet the maximum limit, no additional funds will be accepted for that bet, and a message will appear above your bet to notify you that you have bet the maximum.

NOTE: Please do not minimize your browser or open any other tab in your browser while betting time remains, and you have placed bets on the table. Such actions may be interpreted as leaving the game, and your bets will therefore be declined for that particular game round.

The DOUBLE (x2) button becomes available after you have placed any bet. Each click/tap doubles all your bets up to the maximum limit. Note that you must have a sufficient account balance to double ALL your placed bets.



The REPEAT button allows you to repeat all bets from the previous game round. This button is only available before the first chip is placed.

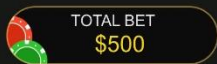


The UNDO button removes the last bet you placed.



You can click/tap the UNDO button repeatedly to remove bets, one by one, in the reverse order in which they were placed. You can clear all your bets by holding the UNDO button.

The TOTAL BET indicator displays the total amount of all bets placed in the current round.



## Live Support

Contact Live Support for game-related inquiries.



## Disconnection Policy

If you are disconnected from a game round, any placed bets remain valid and are settled in your absence. Upon reconnecting, you can view the bet outcomes in the History window.

## Automated Chat Moderation

Players' messages in Chat are subject to automated decision-making. In cases of misuse, such as the abuse of the game host or other players or

inappropriate and/or offensive language, the player will be issued a warning. If the warning is disregarded, chat privileges will be disabled. If you disagree with any automated decision, we encourage you to contact your Casino support for further assistance.

## Chat

Chat with other players and/or with a game presenter.



## Game Number

Each game round is identified by a unique GAME NUMBER.

# 21:10:10

This number reflects when the game round began in terms of GMT by *hour: minute: second*. Please use this game number for the reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

## Sound

Sound controls all sounds in the game.



## Game History

Game History displays your Evolution game rounds and results.



## Settings

Settings let you customize user preferences that are saved to your profile.



## Error Handling

If there is an error in the game, system, or game procedure, the game round will be temporarily paused while the game host notifies the service manager. You and other players will be notified via Chat, or by an on-screen pop-up message, that the issue is being investigated. If the manager can immediately resolve the error, the game round will continue as normal. If immediate resolution is not possible, the game round will be canceled, and the initial bets will be refunded to all the players who participated in the game round.

## Roulette Valid Spin Rule

The winning number is valid only when the spin was deemed valid.

To constitute a valid spin the Roulette ball must be spun by the automatic wheel in the direction opposite to the rotation of the wheel and must complete at least its first 3 full revolutions around the track of the wheel before dropping and coming to rest in a numbered pocket on the wheel.

An invalid spin will be declared in the following cases:

- The ball made less than 3 full revolutions
- The ball was spun in the same direction as the wheel rotation
- The ball did not fully touch the rim upon spin
- The wheel stopped rotating during the spin
- The ball came out of the wheel during the spin
- A foreign object entered the wheel during the spin.

In the case of an invalid spin, the automatic wheel will perform a re-spin.

In the case of any irregularities, please provide the Game Number of the round in question to Live Support.

# More Games

Evolution Lobby — easy game selection without exiting your current game until a new game is chosen.



## Shortcut Keys

Shortcut keys can be used to quickly perform useful game functions.

| KEY                               | FUNCTION                                                                                                                                                               |
|-----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Number Keys from 1 onwards        | Select the desired chip from the chip display. Key “1” corresponds to the leftmost chip with the lowest value. Key “2” selects the next highest value chip, and so on. |
| SPACEBAR                          | Repeat your most recent bet. Press SPACEBAR a second time to double your bet.                                                                                          |
| CTRL+Z (CMD+Z), DELETE, BACKSPACE | Undo your last bet. Hold for 3 seconds to remove all your bets.                                                                                                        |
|                                   | When applicable, the ESC key can be used to:                                                                                                                           |
| ESC                               | <ul style="list-style-type: none"><li>• Exit the full-screen mode</li><li>• Close an open pop-up window (History, How To Play, Settings, etc.)</li></ul>               |