SPEARHEAD LTD

European Roulette
Game Rules
(desktop & mobile)

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Version history

Version	Date	By	Changes
0.1	13/01/2020	KC	First draft
0.2	24/01/2020	TC	Updated content
0.3	29/01/2020	KC	Updated content
0.4	17/02/2020	TC	Updated content
0.5			

European Roulette – game rules (desktop & mobile)

European Roulette provides a classic European-style roulette gaming experience for desktop and mobile gameplay.

The theoretical return to player through 1 billion simulated game plays is: 97.3%

GAME RULES

- European Roulette is a classic roulette game that provides players with **inside**, **outside**, **call**, **special** and **favourite** bets.
- The roulette wheel has 37 slots numbered 0 to 36. The player''s goal is to forecast which slot the ball will land in after the wheel is spun.
- The minimum and maximum bets for the game are displayed on the MIN/MAX section of the table.
- Payouts are made according to the Paytable. To view the Paytable, use the Settings ´hamburger´ icon.

GAME PLAY

- Select a chip value, place your bets then use the Spin button to spin the wheel then wait to see if you won, and how much.

GAME FEATURES

Chip selection

- A range of chip value is provided. Select one, then use it to place bets

Bet placement

- Select a chip value.
- Bets can be placed on a specific number or on a bet area (e.g. 'RED' or ´3rd 12').
- In the board view, select a number or bet area to place one chip. Each additional click or press will add a further chip.
- Once a bet has been placed, long-press (mobile) or hover over (desktop) the number of bet area to see the total value of that bet and the total payout if it wins.
- Bets can also be placed using the **Special Bets**, **Statistics** and **Racetrack** pop-up panels. To place one of the these, select the bet in the panel. This will display the numbers/locations on which the chips have been placed on the table.
- After making your bet selections, select the SPIN button. The display will change to show the rotating wheel and a list of all your bets. Your bet value will be deducted from your balance. A ball will be released, spin, then land in a pocket. The winning number will be displayed, and any winnings credited to your balance.
- Results panel – runs across the top of the screen denoting the most recent numbers that have been drawn.

- To cancel a placed bet, use the undo button or alternatively the clear button to clear all bets.

Bet Limits

- Long-press (mobile) or hover over (desktop) a number or area of the board to see the minimum and maximum bet limits for that bet type.

Bet Types

Inside bets - bets made on numbers or on the lines between numbers on the table.

- **Straight** - a bet placed on a single number. Made by placing a chip on a number on the table.
- **Split** - a bet placed on 2 adjoining numbers. Made by placing a chip on a line between any 2 adjoining numbers.
- **Three Line (Street)** - a bet on a row of 3 numbers. To make a street bet, place a chip on the line at the start of one of the 12 rows. Alternatively make a street bet on 0, 1, 2 or 0, 2, 3 by placing a chip on the intersecting corner of those 3 numbers.
- **Corner** - a bet on 4 numbers made by placing a chip on the intersecting corner of 4 numbers. You can also make a corner bet on 0, 1, 2, 3 by placing a chip on the intersecting corner of 0 and the row of 1, 2, 3.
- **Six Number** - a bet on 6 numbers (2 rows of 3 numbers, excluding 0) made by placing a chip on the start of the line between the 2 rows.

Outside Bets - bets placed on the areas of the table that represent number groups.

- **Column** - a bet on 1 column of 12 numbers made by placing a chip on one of the 3 areas labelled '**2:1**'.
- **Dozen** - a bet on 12 numbers defined by 4 rows of 3 numbers made by placing a chip on one of the areas labelled, '**1st -12**', '**2nd – 12**' or '**3rd – 12**'.
- **Red/Black**. A red or black bet is a bet on 18 numbers; either all the black numbers or all the red numbers. To make a red or black bet, place a chip on either of the unlabelled red or black areas.
- **Even/Odd** - is a bet on 18 numbers; either all of the even numbers, excluding 0, or all of the odd numbers, and made by placing a chip on the area labelled either '**EVEN**' or '**ODD**'.
- **1-18/19-36** - a bet on 18 numbers (either the first 18 numbers, excluding 0, or the last 18) made by placing a chip on the area labelled '**1-18**' or the area labelled '**19-36**'.

Favourite Bets

- The game has a Favourite Bets feature, which allows you to save up to 10 bets of any configuration and place them automatically.

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- Open the Favourite Bets panel by first placing a bet on the table and then clicking on the button with the heart icon.
- Saved favourites are marked with a number (1 to 10). Available slots are marked with a '+' icon.
- To save a new favourite bet, open the panel with the bet that you want to save already placed on the board. Then, select one of the available unused slots.
- To delete a favourite bet, select it then select the TRASH CAN button and select the desired favourite bet slot again to remove it.

Special Bets – these are either several inside bets of one type or combinations of inside bets. The minimum number of chips needed to make a special bet is shown in the Special bets panel.

- Open the Special Bets panel by selecting the star button.
- **Red and Black Splits** - a bet on all possible split bets on red numbers (9/12, 18/21, 16/19, 27/30) or all possible split bets on black numbers (8/11, 10/11, 10/13, 17/20, 26/29, 29/28, 28/31).
- **Finales en Plein** - a bet on one number and all additional numbers that end with that number. For example, a bet on Finales en Plein 7 would be a bet on 7, 17, 27 while a bet on Finales en Plein 2 would be a bet on 2, 12, 22, 32.
- **Les Voisins du Zero** – A bet on zero and the 16 numbers either side of zero on the roulette wheel. It includes a street bet on 0/2/3, split bets on 4/7, 12/15, 18/21, 19/22, 32/35 and a corner bet on 25/26/28/29.
- **Le Tiers Du Cilindre** – A bet on the 12 numbers on opposite sides of the wheel between 27 and 33, including 27 and 33 themselves. It includes a split bet on 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
- **Finales a Cheval** - a split bet on 2 numbers and additional split bets on those numbers that end with the same pair of digits. For example, a bet on Finales a Cheval 3/6 includes split bets on 3/6, 13/16, 23/26, and 33/36.
- **Finales a Cheval/Plein** - a split bet on 2 numbers and all the numbers that end with those 2 numbers. Non-adjoining numbers which follow the pattern have straight bets placed on them. For example, a bet on Finales a Cheval/Plein 4/5 includes split bets on 4/5, 14/15, 34/35 and straight bets on 24 and 25.
- Click on a special bet name to place a bet on it.

Statistics panel

- Open the Statistics panel by selecting the statistics button.
- **Bar charts** - show the percentage of game rounds where numbers were drawn on either red, black, zero, odd or even.
- **Hot numbers** – displays the 4 most drawn numbers, and above, the number of times these numbers have been drawn in the last 500 spins.
- **Cold numbers** – displays the 4 least drawn numbers, and above, the number of times these numbers have been drawn in the last 500 spins.

- Click on a statistic to place a bet on it.

Racetrack (Call Bets) - a series of numbers in the sequence as they appear on the roulette wheel. Some have a pre-defined minimum number of chips that are required. Call bets are made by placing chips directly on the Racetrack panel.

- Open the Racetrack panel by selecting the racetrack button.
- **Number and neighbours** - is by default a bet on 5 numbers (1 number plus the 2 numbers that appear on both sides of that number on the wheel) made by placing a chip on a number on the racetrack. To increase or decrease the number of neighbours included, click the **(-)** and **(+)** buttons. The maximum number of neighbors is 8.
- **Zero** - a bet on a series of 7 numbers. This includes a split bet on 0/3, 12/15, 32/35 and a straight bet on 26 made by placing a chip on the area of the racetrack labelled '**Zero**'.
- **Tiers** - a bet on a series of 12 numbers. This includes a split bet on 5/8, 10/11, 13/16, 23/34, 27/30, 33/36 made by placing a chip on the area of the racetrack labelled '**Tiers**'.
- **Orphelins** - a bet on 2 series of 8 numbers. This includes a straight bet on 1and split bets on 6/9, 14/17, 17/20, 31/34 made by placing a chip on the area of the racetrack labelled '**Orphelins**'.
- **Voisins** - a bet on a series of 17 numbers. This includes a street bet on 0/2/3, Split bets on 4/7, 12/15, 18/21, 19/22, 32/35 and a corner bet on 25/26/28/29 made by placing a chip on the area of the racetrack labelled '**Voisins**'.
- Call bets are made by making a selection directly on the Racetrack panel.

PAYOUTS

Bet	Minimum chips	Payout
Straight	1	35:1
Split	1	17:1
Three Line (Street)	1	11:1
Corner	1	8:1
Six Line	1	5:1
Column	1	2:1
Dozen	1	2:1
Red/Black	1	1:1
Even/Odd	1	1:1
1-18/19-36	1	1:1
Number and neighbours	1	35:1
Zero	4 (3 split and 1 straight bet)	Split - 17:1 Straight - 35:1
Tiers	6 (6 split bets)	17:1
Orphelins	5 (4 split bets and 1 straight bet)	Split - 17:1 Straight - 35:1

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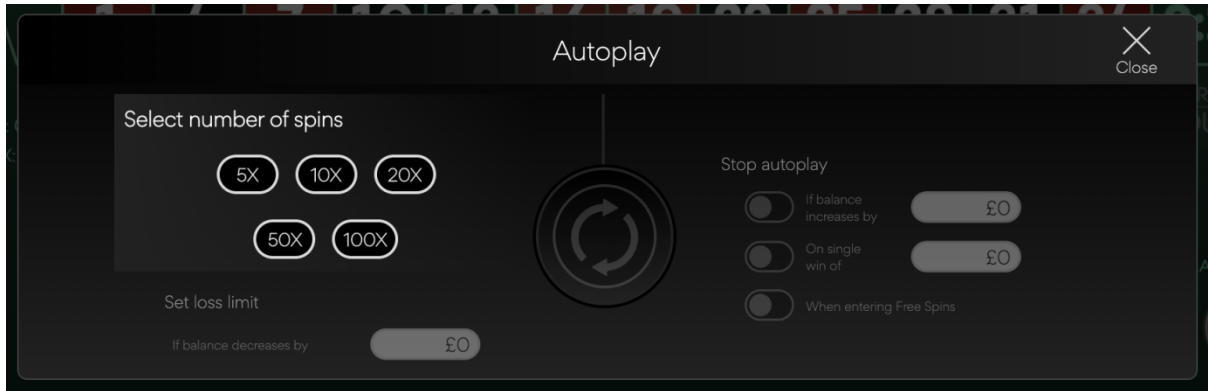| Voisins	9 (1 three line bet of 2 chips, 5 split bets with 1 chip, and 1 corner bet with 2 chips)	Split - 17:1 Three line (street) - 11:1 Corner - 8:1
Red Splits	4	17:1
Black Splits	7	17:1
Finales en Plein 0, 1, 2, 3, 4, 5, 6	4 (4 straight bets)	35:1
Finales en Plein 7, 8, 9	3 (3 straight bets)	35:1
Les Voisins du Zero	9 (1 three line bet of 2 chips, 5 split bets with 1 chip, and 1 corner bet with 2 chips)	Split – 17:1 Three line (street) 11:1 Corner – 8:1
Le Tiers Du Cilindre	6 (6 split bets)	17:1
Finales a Cheval 0/3, 1/4, 2/5, 3/6	4 (4 split bets)	17:1
Finales a Cheval 4/7, 5/8, 6/9, 7/10, 8/11, 9/12	3 (3 split bets)	17:1
Finales a Cheval/Plein 0/1, 1/2, 2/3, 4/5, 5/6	5 (3 split bets and 2 straight bets)	Split - 17:1 Straight - 35:1
Finales a Cheval/Plein 6/7	5 (3 straight bets and 2 split bets)	Split - 17:1 Straight - 35:1
Finales a Cheval/Plein 3/4	6 (2 split bets and 4 straight bets)	Split - 17:1 Straight - 35:1
Finales a Cheval/Plein 7/8, 8/9, 9/10	4 (2 split bets and 2 straight bets)	Split - 17:1 Straight - 35:1

GAME FUNCTIONS

	SPIN BUTTON
	Click to start a game round at the current bet value. Hold to start autoplay.
	CHIP SELECT BUTTON Click to open the chip selector. Use the left/right arrows to scroll through the chips and click to select the desired value
	UNDO BUTTON Click to undo the previous bet

	DOUBLE BET Click to double the previous bet
	CLEAR BET Click to clear all chips from the table
	FAVOURITE BETS Click to open Favourite Bets panel
	SPECIAL BETS Click to open Special Bets panel
	STATISTICS BET Click to open Statistics Bets panel
	RACETRACK BET (Call Bet) Click to open Racetrack (Call Bets) panel
	MENU BUTTON Click to open settings, paytable, game rules and history.
	AUDIO BUTTON Click to toggle all audio on/off.

POP-UP MENUS

The autoplay pop-up menu allows the player to select a number of spins to autoplay. To do so, the player clicks on one of the available spin number options. This button will then highlight white. The player must then set a loss limit (must be greater than 0) and then click on the spin button to confirm their intention. The menu is then hidden and the player is returned to the main game screen, with autoplay active.

The player may also choose to set optional conditions to automatically stop autoplay. These include:

- Stop autoplay on a single win of a player-stipulated value.
- Stop autoplay if the balance increases by the amount the player specifies.

Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game.

GAME SETTINGS AND REGULATORY

Current time

The game client shows the current time at all times (in the bottom left of the screen). The time is acquired from the player's computer or device system clock.

Reality check

In case the operator does not provide this functionality, the player can choose to set a reminder for 30, 60 or 90 minutes from the settings menu. To access this, the player:

- Clicks/taps on the 'setting hamburger' icon.
- The settings, paytable, game rules, and close icons pop-up from the bottom of the screen. On mobile, the home and mute buttons are also visible.
- The player clicks/taps on the settings icon.
- The settings pop-up menu is displayed.
- Under 'Set Reminder', the player can select one of three possible options are enabled (30, 60 and 90 minutes).
- The player clicks/taps on 'Close' to return to the game.

- If the player is still playing after their chosen interval has been reached, then a pop-up is displayed with a text reminder and the stated time interval. The pop-up screen contains:
    o Notice of selected reminder time interval having been reached
    o Link to return to the game
    o Link to exit the game

ADDITIONAL INFORMATION

The following processes may be subject to the terms and conditions of the gaming site.

- The process of managing unfinished game rounds.
- The time after which inactive game sessions are automatically ended.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.