



## French Roulette



### Playing the game

- Press on a chip of the desired value to select it.
- Place your bet by pressing on a number or betting area on the Roulette table. Every touch on the betting area adds one chip of the selected value to the bet.
- You can place several chips into different betting areas simultaneously.
- Press **Spin** to set the ball spinning after you have placed your bets.
- Pressing **Clear Bets** removes all the placed bets from the table.
- After a spin, press **Rebet** to place the same bet as during the previous spin.
- Pressing **Double** doubles the bets you have placed on the table.

# Rules

## **Plein (Straight Up)**

An inside bet on a single number. The chips are placed entirely in the middle of a number (including 0) on the Roulette table.

## **Cheval (Split Bet)**

An inside bet on two neighbouring numbers, either on the vertical or the horizontal direction. The chips are placed on the line that divides the two numbers.

## **Transversale Pleine (Street Bet)**

An inside bet on three numbers on a single vertical line (a street). The chips are placed on the lower edge of the board, at the end of the corresponding street. A bet on three numbers 0, 1 and 2 or 0, 2 and 3 is a special Street Bet. The chips are placed on the T-section where the three numbers meet.

## **Carré (Corner Bet)**

An inside bet on four numbers. The chips are placed at the cross where the four numbers meet.

## **Transversale de Quatre (Four Bet)**

An inside bet on the numbers 0, 1, 2, and 3. The chips are placed on the lower edge of the board, at the end of the line between 0 and the first row.

## **Transversale Simple (Line Bet)**

An inside bet on six numbers (two neighbouring streets). The chips are placed on the lower edge of the Roulette table, at the T-section where the two streets meet.

## **Colonne (Column Bet)**

An outside bet on all twelve numbers on any of the three horizontal lines. The chips are placed to the left side of the Roulette table, in one of the three unlabelled boxes next to the column. If one of the numbers in the selected column is hit, the payout is 2:1. 0 is a losing number.

## **Douzaine (Dozen Bet)**

An outside bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers. The chips are placed in one of the boxes marked "P12", "M12" or "D12". If one of the selected 12 numbers is hit, the payout is 2:1. 0 is a losing number.

## **Rouge/Noir (Red/Black)**

An outside bet on the outcome of a particular colour, either red or black. The chips are placed on the red or black betting area on the Roulette table. If the selected colour is hit, the payout is 1:1. If the outcome is 0, you get half your bet back.

## **Pair / Impair (Even / Odd Bet)**

An outside bet on the outcome of either an even or an odd number. The chips are placed on "PAIR (Even)" or "IMPAIR (Odd)" on the Roulette table. If the selected outcome is hit, the payout is 1:1. If the outcome is 0, you get half your bet back.

## **Manque (1-18) / Passe (19-36) (Low / High Bet)**

An outside bet on whether the outcome of the next spin will be low (numbers 1 to 18) or high (numbers 19 to 36). The chips are placed on "MANQUE (1-18)" or "PASSE (19-36)". If the selected outcome is hit, the payout is 1:1. If the outcome is 0, you get half your bet back.