

# ROULETTE

PLAYER'S GUIDE

## RED OR BLACK?

Play to find out.

  
**CASINOS AUSTRIA**

Das Erlebnis.

## HISTORY & STORIES

**Roulette** is probably the best known and **most popular game** of chance. Numerous stories, movies and fantasies revolve around this game, which is actually quite simple – after all, it’s merely a case of guessing **which number the ball will land on**.... As easy as that may seem, as exciting it is to be part of the action when the ball rolls!

### THE ORIGINS OF THE GAME

The invention of roulette is often attributed to the French mathematician Blaise Pascal – but incorrectly. It is generally assumed that **17th-century Italy** was the **country of origin**. In Meyer’s Encyclopaedia, Big Roulette is referred to as Italian Roulette at around the year 1900. The actual roots of roulette can probably be found in the medieval wheel of fortune.

### DEVELOPMENTS

Roulette arrived in France, where Louis XV tried in vain to ban it, during the 18th century. In 1806, Napoleon Bonaparte allowed the game of chance only in the gaming houses of the Palais Royal in Paris. **The rules for today’s game essentially came into being in France**. The croupier launches the ball on the wheel against the direction of rotation. Bets may no longer be placed after the announcement “No more bets please.” **The rules of the game are almost identical the world over.**

### FAMOUS

The attempts to ban the game may have been one aspect that helped it gain such prominence. From Russian author Dostoevsky, who fell for the game of roulette and wrote his novel ‘The Gambler’ about it, all the way through to movies in which the roulette wheel spins. People find roulette quite fascinating. Physicist Stephen Hawking put it like this: “All the evidence shows that [...] the universe is a great casino, where [...] roulette wheels spin on every occasion.”

## IMPORTANT TERMS

### PLAYING AREA

The playing area consists of a cloth with lines, numbers, words and symbols. The names are in English. The numbers on the playing area are clearly arranged from 0 to 36 or also 00 to 36.

### WHEEL

Forming the heart of the roulette table, the wheel is divided into 37 or 38 fields from 0 or 00 to 36. The numbers are not arranged in arithmetic order and positioned alternately on red and black fields.

### PLAY YOUR GAME

The croupier opens the game by announcing “Place your bets please.” You place your chips on your chosen odds in the playing area. The croupier will be pleased to place them for you if you wish.

### NO MORE BETS

The croupier launches the ball on the wheel against the direction of rotation. Bets may no longer be placed after the announcement “No more bets please.”

### PRIZE INDICATION

The dolly – a small figure made of metal or glass – is used to indicate winning numbers in roulette.

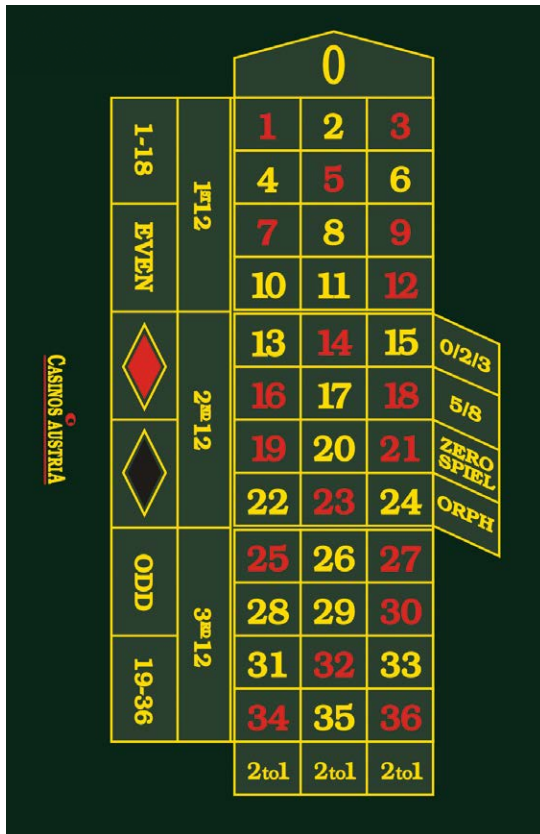
### PRIZES

As soon as the ball lands in a number pocket, both the winning number and the winning colour are announced loudly. Any chances related to this number are paid out.

### ZERO/DOUBLE ZERO

As with any other number, you can also win with zero/double zero, of course. The only difference is that zero and double zero are not assigned to a dozen, a column or an even money chance.

# AMERICAN ROULETTE



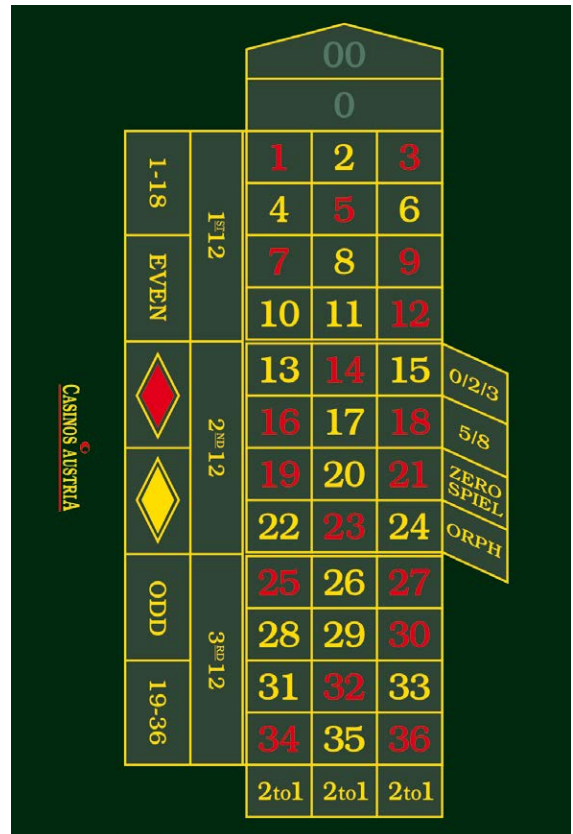
CASINOS AUSTRIA

		0					
1-18	1 <sup>st</sup> 12	1	2	3			
		4	5	6			
		7	8	9			
		10	11	12			
EVEN	2 <sup>nd</sup> 12	13	14	15	0/2/3		
		16	17	18	5/8		
		19	20	21	ZERO SPIEL		
		22	23	24	ORPH		
ODD	3 <sup>rd</sup> 12	25	26	27			
		28	29	30			
		31	32	33			
		34	35	36			
19-36		2to1	2to1	2to1			

You can also play roulette **with your own chips**. As a guest, **you determine the value when buying**, which is visibly marked for all to see. Since no cash value is indicated on personal chips, they can only be used at this table. After you have **finished your game**, you must change back the chips **directly at the table**.



# PARTY ROULETTE



CASINOS AUSTRIA

		00					
		0					
1-18	1 <sup>st</sup> 12	1	2	3			
		4	5	6			
		7	8	9			
		10	11	12			
EVEN	2 <sup>nd</sup> 12	13	14	15	0/2/3		
		16	17	18	5/8		
		19	20	21	ZERO SPIEL		
		22	23	24	ORPH		
ODD	3 <sup>rd</sup> 12	25	26	27			
		28	29	30			
		31	32	33			
		34	35	36			
19-36		2to1	2to1	2to1			

**Party Roulette** is a **new variant** of the game of roulette. Guests can bet on **38 winning numbers**. Typical of Party Roulette is the double zero (00) directly above the zero (0) and the modern coloured **halo wheel with stylish colour effects**.



# EASY ROULETTE

Easy Roulette is played at special gaming stations that can be easily operated via touch screen.

## GAME

Make yourself comfortable and enjoy the game undisturbed. **Easy Roulette is American Roulette or Party Roulette, which is played via touch screen.** The screen shows the playing area, via which you can put up stakes by pressing with your finger. After you have **'fed'** the gaming station **with a gaming card or banknotes**, the screen displays **your credit balance under 'Credit'**.

## BETS

The **game starts** with the electronic announcement: **"Place your bets please."** You **place** your bets **by touching the area** with the desired odds. For example, if you want to bet on '13', simply touch the field displaying '13'. The nice thing about Easy Roulette is that you can also play with small bets. You can easily vary the value of the bet using the multiplier button. The second electronic announcement, **"No more bets"** advises you that **the period for placing bets is over. There are two variants:**

## EASY ROULETTE CLASSIC

The **gaming station** is **connected to at least one roulette table** where a croupier places the ball in the usual manner.

## EASY ROULETTE AIR

The winning number is determined with a **roulette wheel** located **directly at the gaming stations**. The **ball** is not set in motion by a croupier but blown **into a special air wheel by means of air pressure**.

## PRIZE INDICATION

After the **ball has dropped into the number pocket**, a spoken message announces the winning number and all the **winning fields are colour highlighted**. Your prize is shown in an animation and credited to you in the 'Credit' field.

## FINISHING THE GAME

If you want to **finish the game**, simply press the **'Payout'** button.

If you have **any questions**, simply press the **info button** or contact our **staff**, who are always keen to assist.



Figure: Example of American Roulette. Please note that the appearance and arrangement of elements can vary

## 1. STRAIGHT UP

One number  
Payout in Easy Roulette Classic **35 : 1**,  
the stake is withheld.  
Payout in Easy Roulette Air **35 : 1**

## 2. SPLIT

Two numbers, payout **17 : 1**

## 3. STREET

Three numbers, payout **11 : 1**

## 4. CORNER

Four numbers, payout **8 : 1**

## 5. SIX LINE

Six numbers, payout **5 : 1**

## 6. COLUMNS

Every 12 numbers, payout **2 : 1**

## 7. DOZEN

Every 12 numbers, payout **2 : 1**

## 8. EVEN MONEY CHANCE

1 to 18, even numbers, red, black, 19 to 36, odd numbers, payout **1 : 1**

## 9. LUCKY TIP

Six 'lucky numbers' suggested for the next round.

## 10. PAYOUT CREDIT BALANCE

**11. BET**  
of the current game

## 12. LAST BET

Bets played in the previous game are repeated

## 13. ERASE

**1 x**: undo last setting  
**2 x**: erase all settings

## 14. MULTIPLIER

Setting for the amount by which bets are increased

## 15. TO THE SIDE BETS

## 16. CREDITS AND PRIZES ADDED

## 17. PERMANENCE

Sequence of the numbers that come up in roulette

## 18. ASSISTANCE

## 19. GAME INFORMATION

## 20. LANGUAGE SELECTION

# BETTING OPTIONS

The following illustrations show the positions where you can place your chips. The minimum bets are marked on each table.

## EVEN MONEY CHANCES PAYOUT 1:1

### RED

All red numbers



### BLACK

All black numbers



### ODD

All odd numbers



### EVEN

All even numbers



### 1-18

The numbers  
1 to 18



### 19-36

The numbers  
19 to 36



## DOZENS AND COLUMNS PAYOUT 2:1

### FIRST DOZEN

12 consecutive numbers  
from 1 to 12



### SECOND DOZEN

12 consecutive numbers  
from 13 to 24



### LAST DOZEN

12 consecutive numbers  
from 25 to 36



1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36

COLUMNS 34      COLUMNS 35      COLUMNS 36

## SIX LINE PAYOUT 5:1



Six consecutive numbers from two consecutive transverse rows, e.g. 7, 8, 9, 10, 11, 12.

## CORNER PAYOUT 8:1



Four numbers that form a square on the playing area, e.g. 7, 8, 10, 11.

## STREET PAYOUT 11:1



Three consecutive numbers from one transverse row on the playing area, e.g. 7, 8, 9.

## SPLIT PAYOUT 17:1



Two numbers that are either vertically or horizontally adjacent, e.g. 7/10 or 7/8.

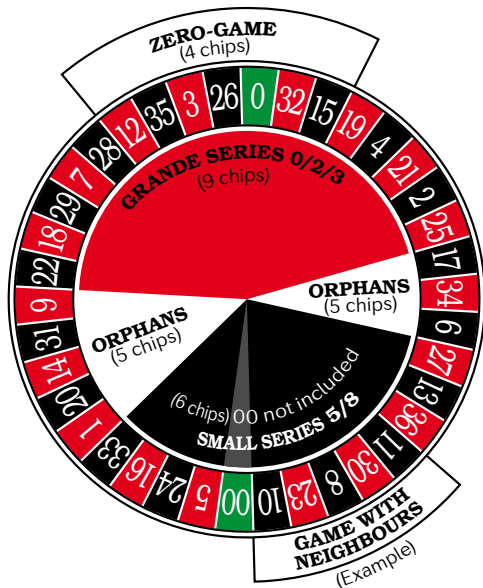
## STRAIGHT UP PAYOUT 35:1



One of the 37 or 38 numbers on the playing area.

# GAME VARIANTS

## commonly found across the world



00	0		
1	2	3	
4	5	6	
7	8	9	
10	11	12	
13	14	15	
16	17	18	
19	20	21	
22	23	24	
25	26	27	
28	29	30	
31	32	33	
34	35	36	

### LARGE SERIES

#### NINE CHIPS

17 adjacent numbers in the wheel:  
22, 18, 29, 7, 28, 12, 35, 3, 26, 0, 32,  
15, 19, 4, 21, 2, 25.

00	0		
1	2	3	
4	5	6	
7	8	9	
10	11	12	
13	14	15	
16	17	18	
19	20	21	
22	23	24	
25	26	27	
28	29	30	
31	32	33	
34	35	36	

### SMALL SERIES

#### SIX CHIPS

12 adjacent numbers in the wheel:  
27, 13, 36, 11, 30, 8, 23, 10, 5, 24,  
16, 33.

Please note that 00 is between 5 and 10  
and does not form part of the Small Series  
in Party Roulette.

### ZERO GAME

#### FOUR CHIPS

Seven adjacent numbers in the  
wheel:  
12, 35, 3, 26, 0, 32, 15.

00	0		
1	2	3	
4	5	6	
7	8	9	
10	11	12	
13	14	15	
16	17	18	
19	20	21	
22	23	24	
25	26	27	
28	29	30	
31	32	33	
34	35	36	

# GAME VARIANTS

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00	0		
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16	17	18	
19	20	21	
22	23	24	
25	26	27	
28	29	30	
31	32	33	
34	35	36	

### ORPHANS

#### FIVE CHIPS

Eight numbers divided into two  
segments in the wheel:  
1, 20, 14, 31, 9 and 17, 34, 6.

### NEIGHBOUR BETS

#### FIVE CHIPS

Five adjacent numbers in the wheel,  
e.g. 8 with the two neighbouring  
numbers (11, 30, 8, 23, 10).

00	0		
1	2	3	
4	5	6	
7	8	9	
10	11	12	
13	14	15	
16	17	18	
19	20	21	
22	23	24	
25	26	27	
28	29	30	
31	32	33	
34	35	36	

### FINALE | THREE OR FOUR CHIPS

(not shown) numbers from a series with the same last digit,  
e.g. Final 3 = 3, 13, 23, 33 or Final 7 = 7, 17, 27.

## HOW MUCH SHOULD THE 'TRONC' BE?

Look forward to a visit to the casino – and to unforgettable moments. Glamorous surroundings, fascinating people, legendary games and excellent cuisine... When you pay us a visit you will experience everything only a casino is able to offer. As in all upscale casinos around the world, it is customary to **leave the croupier a small share of your winnings** at Casinos Austria, too – entirely at your own discretion, of course. To this end, you'll find a slot on every gaming table for the so-called **'cagnotte'** or **'tronc'**. The cagnotte is shared among our employees in accordance with a collective agreement and an operating agreement.


## MY CASINOS AUSTRIA APP

The My Casinos Austria App is your digital Glücks Card. Your benefits and all the facts are permanently within reach. Simply scan the barcode and load onto your smartphone!



You are also welcome to visit our Group's online casino at win2day.at!

P.S. All our player's guides are also available online at [spiele.casinos.at](https://spiele.casinos.at)

Service line: +43 (0)1 534 40 50 [casinos.at](https://casinos.at) 

  
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**12 X IN AUSTRIA:**

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Visitors to the casino must be at least 18 years of age and carry an official photo ID. Rules of play valid within the framework of the visiting and gaming policy; subject to alterations; Management's decision is final. For the precise limits, please refer to the rules of play displayed in the casino, as authorised by the Federal Ministry of Finance.



Consumer information available at [spiele-mit-verantwortung.at](https://spiele-mit-verantwortung.at) and in every casino 