

Live Roulette

The game is played with a live dealer and a real Roulette wheel*. We use standard European Roulette rules.

*For the tables that have **Slingshot** in the name, an automated Roulette wheel is used, instead of a live dealer and a real Roulette wheel.

Live Roulette games can also be played in a **landbased Casino**. The only difference between standard and landbased Roulette is that the latter is played without a betting timer. Round progress is announced via player notifications. Due to this feature, ignore the reference to betting timer in the betting flow section.

Rules

Limits

Minimum and maximum position limits are applied to all tables, meaning that all your bets on available positions must be within the limits indicated under the **Table Limits** panel.

The **Min** and **Max** sign on the table indicate the limits for a **Plein (Straight Up)** bet. Some tables also have a minimum and maximum table limit, meaning that the sum of your bets must be within the limits. These limits are also shown on the **Limits** panel.

Bet types

There are many ways to place Roulette bets in Live Roulette. Each bet type covers a different set of numbers and has a different distribution. The payouts for all bets are listed in the **Winnings Table** below.

Roulette inside bets

These are the figures on the internal area of the Roulette table layout, where you bet on each specific number.

Roulette outside bets

These are the bet positions on the outside edge of the board, e.g. **Even, Odd, Red, Black**, etc.

Straight Up (*Plein*)

You can bet on any number, including zero (0), by placing your chip on the centre of a number. The maximum bet for this wager is indicated under the **Limits** panel.

Split bet (*Cheval*)

You can bet on two numbers by placing a chip on the line that divides the two numbers. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by two.

Street bet (*Transversale Pleine*)

To bet on a row of three numbers (a street), place a chip on the boundary line of the Roulette table, at the end of the corresponding row. A bet on three numbers 0, 1 and 2, or 0, 2 and 3 is a special **Street bet**. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by three.

Corner bet (*Carré*)

You can bet on four numbers by placing a chip at the corner where the four numbers meet. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by four.

Basket bet (*Transversale de Quatre*)

You can bet on the numbers 0, 1, 2, and 3 by placing your chip on the boundary line, where the line between zero (0) and the first row intersects it. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by four.

Line bet (*Transversale Simple*)

You can bet on two streets (i.e., on six different numbers in two rows, three numbers in each row), by placing your chip on the boundary line of the Roulette table where the line dividing the two rows intersects it. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by six.

Column bet (*Colonne*)

You can bet on all twelve numbers in a column by placing a bet in one of the three boxes marked as “2 to 1” in regular Roulette, or in any of the empty boxes on the French Roulette table. If any of the numbers in the selected column is hit, you get paid 2:1. Note that zero (0) is a losing number. This bet option has minimum and maximum limits that are not derived from the **Straight Up** bet and can be found under the **Table Limits** panel.

Dozen bet (*Douzaine*)

You can bet on a group of twelve numbers by placing a chip on the area marked as “1st 12”, “2nd 12” and “3rd 12” in regular Roulette; and “D12”, “M12” and “P12” in French Roulette. If one of your 12 numbers is hit, you are paid 2:1. Note that zero (0) is a losing number. This bet option has minimum and maximum limits that are not derived from the **Straight Up** bet and can be found under the **Table Limits** panel.

Red/Black, Even/Odd (*Pair/Impair*) , Low (*Manque* or 1-18) / High (*Passe* or 19-36) and the *La Partage* rule

You can place a bet in one of the boxes along the long side of the table that covers half of the numbers on the Roulette table (excluding zero). Each box covers 18 numbers. You win even money (1 to 1) on all these bets. In regular Roulette, if the outcome is zero (0), player loses their bet; in French Roulette they get half their bet back (see the *La Partage* rule). This bet option has minimum and maximum limits that are not derived from the **Straight Up** bet and can be found in the **Limits** panel.

Special bets

Following bets can be placed using the **Racetrack**, **My Bets** and **Special bets** panels.

Straight Up bets

Place **Straight Up** bets on all the numbers belonging to a specific bet type.

Complete bets

This is a bet on all the different inside bets that have been made on a specific number.

Half-complete bets

This is a bet that covers the same positions as **Complete bets** but excludes **Street** and **Line** bets.

Voisins du Zéro

A bet on the neighbours of zero (0) on the Roulette wheel that covers every number on the wheel between 22 and 25, covering nearly half of the wheel, along with the zero (0).

The **Voisins du Zéro** bet places nine chips on the board: two chips on the triplet 0/2/3, two chips as **Corner bet** on 25/26/28/29 and one chip each as **Split bet** on 4/7, 12/15, 18/21, 19/22 and 32/35. The total of the **Voisins du Zéro** bet is 9 x the selected chip value.

The payout is as follows:

Winning number	Paid to player	Player's true profit
4, 7, 12, 15, 18, 19, 21, 22, 32, 35	17 chips (17:1) + 1 chip	17 + 1 - 9 = 9 chips

0, 2, 3	22 chips (11:1) + 2 chips	$22 + 2 - 9 = 15$ chips
25, 26, 28, 29	16 chips (8:1) + 2 chips	$16 + 2 - 9 = 9$ chips

Tiers du Cylindre

Tiers du Cylindre or **Tiers** means "one third of the wheel", since this is as close to 1/3 of the wheel as one can get. This bet covers the twelve numbers which lie on the opposite side of the wheel between 27 and 33, together with 27 and 33 themselves. The series is 27,13,36,11,30,8,23,10,5,24,16,33 (on a single zero wheel).

The bet places six chips, where one chip is placed on each of the following splits: 5/8; 10/11; 13/16; 23/24; 27/30; 33/36.

Orphelins(Orphans)

These numbers make up the two slices of the wheel outside the **Tiers** and **Voisins**. They contain a total of eight numbers, comprising 17,34,6 and 1,20,14,31,9.

- **Orphelins en Plein** : Places one **Straight Up** bet on each orphan's position.
- **Orphelins a Cheval** : One chip is placed on number 1, and one chip on each of the splits: 6/9; 14/17; 17/20 and 31/34.

The payout is as follows:

Winning number	Paid to player	Player's true profit
1	35 chips (35:1) + 1 chip	$35 + 1 - 5 = 31$ chips
6, 9, 14, 20, 31, 34	17 chips (17:1) + 1 chip	$17 + 1 - 5 = 13$ chips
17	34 chips (17:1) + 2 chips	$34 + 2 - 5 = 31$ chips

Jeu 0 - Zéro

Jeu 0 (Jeu Zéro) is a smaller version of the **Voisins du Zéro** bet. It covers the number in between (and containing) 12 and 15 on a Roulette wheel. One chip is placed on number 26 and one chip on each of the splits: 0/3; 12/15; 32/35.

Jeu7/9

This bet covers all numbers ending in 7, 8, or 9. One chip is placed on 19 and 27 as **Straight Up** bets and one chip on each of the splits: 7/8; 8/9; 17/18; 28/29.

Finales en Plein

This is a bet on all the numbers on the Roulette wheel that have the same last digit, e.g.: "Final 5" means a bet on the numbers 5, 15, 25, 35.

This bet places four chips when 0, 1, 2, 3, 4, 5 or 6 is selected as the last digit - one chip on each number as a **Straight Up** bet. If the spin result is one of these numbers, the payout is the regular **Straight Up** bet win on that number. Thus, your profit is $35 + 1 - 4$ chips = 32 chips.

However, the bet places three chips when 7, 8 or 9 is selected as the last digit - one chip on each number as a **Straight Up** bet. Thus, your profit in this case is $35 + 1 - 3 = 33$ chips.

The table below gives a brief overview of the number of chips that are placed on the game table with each special bet, and which Roulette wheel positions the bet covers.

Special bet	Number of chips placed on the table	Positions covered
Voisins du Zéro	9	The Roulette wheel sector around the zero (0). With two chips: 0/2/3, 25/26/28/29. With one chip: 4/7, 12/15, 18/21, 19/22, 32/35.
Tiers du Cylindre	6	The Roulette wheel sector opposite to the zero (0), minimum number of chips. 5/8, 10/11, 13/16, 23/24, 27/30, 33/36.
Orphelins en Plein	8	The orphan numbers (between the two sectors), one chip per number. 1, 6, 9, 14, 17, 20, 31, 34.
Orphelins à Cheval	5	The orphan numbers (between the two sectors), minimum number of chips. 1, 6/9, 14/17, 17/20, 31/34.
Jeu 0	4	A series of numbers surrounding zero (0), minimum number of chips. 0/3, 12/15, 26, 32/35.
Jeu 7/9	6	All numbers ending with 7, 8, and 9, minimum number of chips. 7/8, 8/9, 17/18, 19, 27, 28/29.
Finales en Plein 0	4	All numbers ending in 0, one chip per number. 0, 10, 20, 30.
Finales en Plein 1	4	All numbers ending in 1, one chip per number. 1, 11, 21, 31.
Finales en Plein 2	4	All numbers ending in 2, one chip per number.

		2, 12, 22, 32.
Finales en Plein 3	4	All numbers ending in 3, one chip per number. 3, 13, 23, 33.
Finales en Plein 4	4	All numbers ending in 4, one chip per number. 4, 14, 24, 34.
Finales en Plein 5	4	All numbers ending in 5, one chip per number. 5, 15, 25, 35.
Finales en Plein 6	4	All numbers ending in 6, one chip per number. 6, 16, 26, 36.
Finales en Plein 7	3	All numbers ending in 7, one chip per number. 7, 17, 27.
Finales en Plein 8	3	All numbers ending in 8, one chip per number. 8, 18, 28.
Finales en Plein 9	3	All numbers ending in 9, one chip per number. 9, 19, 29.

Note: You can place bets that involve two, three, or even four numbers. For example, using the zero, you can place bets on: 1+0, 1+2+0, 2+0, 3+0, or 1+2+3+0.

Winnings table

Chip Covers	Bet type	Pays
1 number	Straight Up	35:1
2 numbers	Split bet	17:1

3 numbers	Street bet	11:1
4 numbers	Corner bet or Basket bet	8:1
6 numbers	Line bet	5:1
12 numbers	Dozen bet or Column bet	2:1
18 numbers	Red/Black, Even/Odd, Low (1-18) / High (19-36) bets	1:1

Although the payout ratios are fixed, the return depends on the number of chips involved in the bet. For example: in case of the **Neighbours** bet, the winning number always pays 35 to 1. If, for example, the bet is placed on five consecutive numbers 11-30-8-23-10, it involves five chips. If one of the numbers is hit, the return is $35 + 1 - 5 = 31$ chips.

Winning number display

The winning number display shows the results of the previous spins.

Game flow

- You make a bet on a certain kind of spin result. See the **Betting options** section and the **Bet type** section for additional information.
- After all the players have made their bets, the wheel starts to spin, and the ball is launched to the wheel.
- The ball comes to a stop in a number slot in the wheel and the result is announced.
- Winning bets remain on the table. You can remove them like any other bet, or you can leave them on the table, in which case the chips are used to bet again on the previous round's winning positions. This feature is available if enabled by your service provider.

Betting flow

- If a game round is in progress when you enter the table, please wait for the next one, and then, place your bets.
- To place a bet, choose a chip and place it on the betting position.
- You can place several chips on different betting positions simultaneously.
- The timer in the game window shows how much time you have left to place your bets.
- After the **No More Bets signal**, the game round begins.
- Winnings are paid for the winning bets at the end of each game round.
- To play a game round, place your bets again or use the **Rebet** button.
- To skip a turn, simply do not place any bets on the table.

Betting options

My Bets panel

You can save your favourite bets using the **My Bets** panel and later place them on the game table with just one action. Bets saved in this game are available in other single zero Roulette games.

Special bets tab

You can use this panel to quickly access the following special bets positions: **Complete** and **Half-Complete** bets, *Jeu 7/9*, *Finales en Plain* and *Orphelins en Plein*.

Straight Up bets tab

Use this panel to place several **Straight Up** bets on different bet types.

Racetrack, side bets and Neighbours bet

Racetrack shows you a racetrack with wheel numbers, side bet positions and **Neighbours** bet selector.

You can place the following side bets via the racetrack: *Voisins du Zéro*, *Tiers du Cylinder*, *Orphelins à Cheval* and *Jeu 0 – Zéro*.

To place a **Neighbours** bet, choose on how many neighbours on both sides of a number you want to bet on (from 1 to 9), and then place your chip on the desired number.

See the **Bet types** section in **Roulette Rules** for further explanation of bet types.

Betting from Statistics panels

If enabled by your service provider and you are playing on Desktop, you can place bets straight from the **Statistics**, **Results** and **Chart** panels. When you hover your mouse over the relevant bet type, it is highlighted on the betting map or on the **Racetrack**. If you click on the bet type, a chip is placed on the bet position. If you try to place a bet during the game round, you are prompted to wait until the betting round starts.

Limit ranges

The limit ranges displayed next to the table name in the **Lobby** and on the game table UI correspond to **Straight Up** bet limits. In addition, the **Limits** panel inside the game table gives additional info about different bet positions' limits.

In Roulette games, the following bets have their own limits: **Straight Up**, **Split**, **Street**, **Corner**, **Basket**, **Line**, **Column**, **Dozen**, **Red**, **Black**, **Even**, **Odd**, **Low 1–18**, **High 19–36**.

Your jackpot winnings cannot exceed €500,000.

Spin Now

Spin Now * feature aims to speed up the game flow when there are only a few players at the table. You can use the **Spin** button to request that the betting round will end early, because you have finished placing your bets and are ready to play.

Spin button may be available in one game round and disabled in the next — this depends on the number of players sitting at the game table.

* Option is available only if enabled by your service provider.

Autoplay

If it has been enabled by the service provider, you can use this feature to place bets automatically during a predefined number of game rounds.

As soon as you have placed a bet on the table, you can open the **Autoplay** panel. There, you can choose a value for the **Autoplay Rounds** : the number of rounds you want to play using the **Autoplay**.

Autoplay always starts from the next game round. Counter on the **Autoplay** button shows how many rounds you have left.

If you select the **Autoplay** button while the feature is running, the **Autoplay** is stopped and the panel is opened. You can see current conditions and change them. New conditions are applied from the next game round.

If you make your bet with **Golden Chips**, the **Autoplay** will use **Golden Chips** of the same value to make bets. When these have been used up, the **Autoplay** stops.

On some occasions, the **Autoplay** is automatically stopped. You are notified of the reason.

Bet creator

If enabled by your service provider, you can use it to create custom bets at any moment and without time limitation. You can use both the regular betting map and the **Racetrack** to create bets, and save them to favourite bets or immediately place them on the table.

If you create a bet and save it, it is available in the favourite bets' menu. If you create another bet, you can save it as a new bet or update an existing one.

If you decide to place the bet on the table straight from the bet creator, the bet is placed only if the betting round is still ongoing. If the game round has already started, the bet is placed in the beginning of the next betting round.

If your service provider has enabled **Golden Chips**, you can use them to create bets.

The bet creator also indicates custom bet's table coverage.

Lucky Dip

If enabled by your service provider, you can use the feature to place chips onto several random **Straight Up** positions simultaneously. Every press on the **Lucky Dip** bet button adds chips to the table and places them onto as many **Straight Up** positions as indicated on the button.

If your service provider has enabled **Golden Chips**, you can use them to make the bets.

Trail Bet

If enabled by your service provider, Trail betting feature is available for the game. With this feature, you can place bets on the betting map without lifting your finger from the mobile device screen. To use the feature, you need to enable the feature in game **Settings** menu (it is off by default), then choose a chip and slide your finger across the betting map. Bets can be placed onto all **Straight Ups** and related positions (**Split, Triple, Corner, Basket/First Five, Line, Street**). Bets cannot be placed onto outside bets (and **Spread-Bets** in Spread-Bet Roulette).

Return to player

The theoretical percentage return to player (RTP) is 97.30%.

Cancelled games

A game round can be cancelled if a complication occurs and disrupts the game session. All the players who are currently at the table are notified of the cancellation and all bets are returned to their accounts. Cancelled game rounds are marked with an **X**. The spin is considered to be valid if the ball completes three full revolutions inside the wheel. If the dealer believes that the ball will not complete three full revolutions, they will pick up the ball and respin it.

If the **Autoplay** has been enabled by the service provider, a cancelled game round does not stop the **Autoplay**. Round's bets are returned, but the **Autoplay** will apply current conditions to continue from the next round. Cancelled game round is not deducted from the **Autoplay** rounds (the number on the counter does not decrease).

UI Elements

 Rebet	Places the same bet as in the previous round.
 Undo	Removes your bets that are currently on the table.
 Double	Doubles the bet you have currently placed.
 Spin	Confirms your bets and notifies others that you are ready to proceed to game round.
 Results	Shows the results of the past rounds.
 Autoplay	Allows you to place several bets automatically during a certain number of rounds. * Option is available only if enabled by your service provider.
 Bet Creator	Allows to create custom bets, place them on the table or save them to favourite bets. *Available if enabled by your service provider

 Lucky Dip	Allows to place chips onto several random Straight Up positions simultaneously. *Available if enabled by your service provider
 Chart	Displays the history of the current table in a form of a pie chart.
 Special Bets	Allows you to place Complete and Half-Complete bets, Jeu 7/9, Finales en Plain and Orphelins en Plein bets.
 Statistics	Shows the outcome of the recent game rounds as well as the winning numbers that have occurred the most and the least in percentages and by count.
Racetrack	Allows you to place Straight Up, Neighbours, Voisins du Zéro, Tiers du Cylinder, Orphelins à Cheval and Jeu 0 – Zéro bets.
 My Bets	Allows you to save your favourite bets and place them on the table again.
 Menu	The button opens the Settings menu. • Game Settings - Allows you to enable or disable different features and tooltips. • Audio Settings - Allows you to mute and unmute game sounds and dealer's voice and change sound volume. • Video Settings - Allows you to change video stream quality. • Game History - Allows you to access full information about your previous game history. If you find the data provided in the Game History insufficient, please request a more detailed overview from your service operator. • Help - Opens the Help and Rules files that you are currently reading. • Support* - Allows you to contact the Customer Support team. * This option may not be available in your region.
Balance	Displays your current game balance. This is the money you can use to play the game.
 Cashier	Opens the Cashier window, where you can make deposits, withdrawals, see your transaction history, etc.
 Limits	Opens the Limits panel.
 Tips	Gives a tip* to the dealer. * Option is available only if enabled by your service provider.
	Loads the Lobby where you can join another table.



Lobby



Golden Chip

Note: This feature can be enabled or disabled by your service provider.

Golden Chips are bonus chips that are awarded to you in certain table games. Each **Golden Chip** has a specific value and can be used for betting like a normal chip. If the **Golden Chip** menu is available on the dashboard, it means that you have **Golden Chips** available for you to use in the current game.

The **Golden Chip** menu displays the value and the amount of the **Golden Chips** available. If you have been awarded **Golden Chips** of different value, the menu lists all chip values and their amount. Chips of the same value from different bonuses are added up.

The **Info** button opens a pop-up with more information about the **Golden Chips**.

To bet using the **Golden Chips**, first select the desired **Golden Chip** value and then place a bet as normally. The remaining amount of **Golden Chips** decreases respectively.

Note that:

- More than one **Golden Chip** can be used during the betting round and you can place **Golden Chips** on different betting positions. However, the service provider may have limited the number of **Golden Chips** that can be used in one game.
- If enabled by the service provider, you can mix **Golden Chips** with **Regular Chips** (tied to your **Balance**) on one betting position.
- If enabled by the service provider, you can use **Golden Chips** for:
 - **Blind** actions during betting round
 - Betting during action rounds (e.g. to **Double**)
- If the service provider has enabled the use of multiple **Golden Chips**, the game automatically tries to place these bets with **Golden Chips**, preferring chips that are closer to the initial **Golden Chip** bet value.
 - If no more **Golden Chips** are available, the game uses **Regular Chips** to place the bet, creating a mixed bet.
 - If mixed bets are not allowed and you do not have enough **Golden Chips**, or you have reached the limit of allowed **Golden Chips** in the current game, **Regular Chips** are used for the bet.
 - Note that the bet is rejected if your **Regular Chips** balance is too low to cover the bet.
- You can always make a mixed bet in Roulette and SicBo game.

In case of a **Tie** or **Push**, the **Golden Chip** you bet is returned to you. Note that **Tie** or **Push** are featured in Blackjack, Baccarat, Dragon-Tiger and poker games.

You cannot insure a **Golden Chip** bet or a mixed bet.

When your **Golden Chip** bet wins, the value of the winning **Golden Chip** is deducted from your win amount.

All game rounds that are played using **Golden Chips** are also distinguished in game history with the corresponding (GC) icon.

Live Bets Disclaimer

We make every effort to ensure that the information that is displayed to you and on our website with regards to the events is accurate. However, this is to be used for guidance purposes only. Due to the nature of these events and due to live transmissions potentially being delayed, we assume no liability for any information, including the score and time of game, being incorrect. Please ensure that you refer to the specific betting rules to see how bets are settled in particular markets. Note that this delay varies between customers and may depend on the setup from which they are receiving the data or pictures.

Live video feeds: Due to the nature of the Internet, video latency may occur. The game has been designed to ensure that players do not have advantage nor are in disadvantage due to the potential latency.

Note on malfunctions: A malfunction voids all pays and plays.

Note on rounding: Bets are always rounded down from the third decimal point. When you are refunded, and the money is transferred to your account balance, any amount smaller than 0.01 is rounded down.

Note on disconnections: If you are disconnected from the game due to a connection problem, your bets are recorded and paid out according to the results of the round. You can view the results of the round in the game history.

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