

# ROULETTE

*For Any Number of Players*

## METHOD OF PLAY

Roulette may be played by any number of players, one of whom acts as the Banker. To begin the game, the layout should be spread out on the table. The spinning dial should be placed in front of the player who is to act as the Banker. The counters should be divided equally among the players.

The players, except the Banker, then place their counters as bets on the layout. Any number of counters may be bet, and any number of bets may be placed on the same play.

When all bets have been placed, the Banker spins the dial. No bets may be placed after the dial starts spinning. When the pointer stops, the Banker announces the winning number and color. When the pointer stops on a line between two numbers, the Banker must spin again.

When the Banker announces the winning number and color he pays the winners. All other bets are collected by the Banker as losing bets.

When the winning number is zero (0), all counters placed on Red, Odd, and 19-to-36 remain on the board as they are for the result of the next spin. These are called "imprisoned." All other counters on the sheet are won by the Banker.

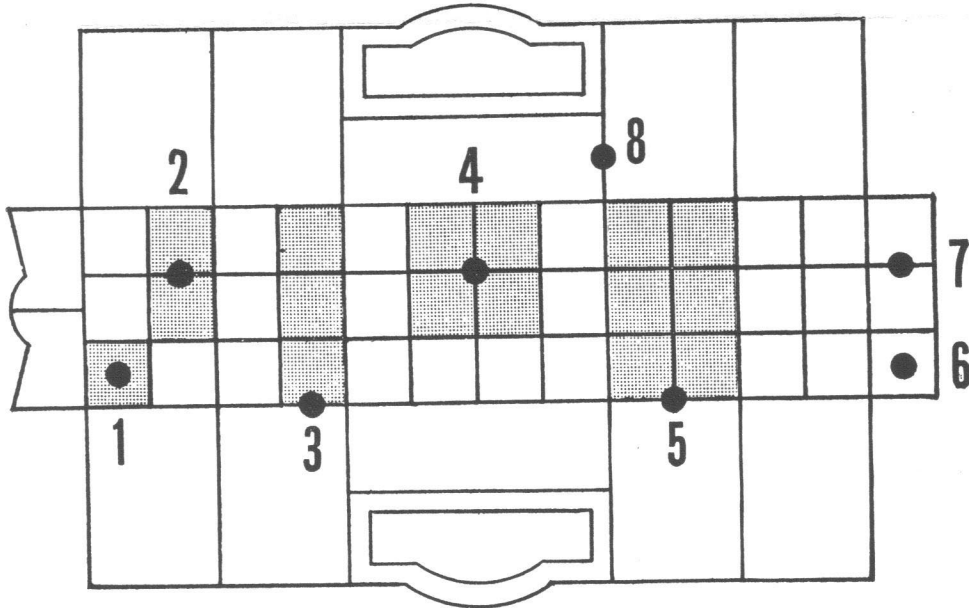
When the winning number is Double Zero (00), the counters placed on Black, Even, and 1-to-18 are "imprisoned" and all others are won by the Banker. Of course, if a player has a counter on Zero or Double Zero when they win, he wins his bet.

Following are some of the ways of placing the counters, and the odds paid by the Banker:

On any single number, or on the zero and double zero.....	35 for 1
(See Illustration "1")	
On the line between two numbers (See Illustration "2").....	17 for 1
On intersecting lines, taking in four numbers (See Illustration "4")	8 for 1
At the right or left of any line of three numbers.....	11 for 1
(See Illustration "3")	
On the line between two rows of three numbers.....	5 for 1
(See Illustration "5")	
At the bottom of any of the three vertical columns, taking in the twelve numbers over it (See Illustration "6").....	2 for 1
On the line between any two of these columns (See Illustration "7")	½ for 1
On the 1st, 2nd or 3rd twelve space.....	2 for 1
On the line between two of these spaces (See Illustration "8").....	½ for 1
On either of the following spaces: Odd, Even, Red, Black, 1-to-18, and 19-to-36 .....	1 for 1

(See Illustration "5")

- At the bottom of any of the three vertical columns, taking in the twelve numbers over it (See Illustration "6")..... 2 for 1
- On the line between any two of these columns (See Illustration "7") ½ for 1
- On the 1st, 2nd or 3rd twelve space..... 2 for 1
- On the line between two of these spaces (See Illustration "8")..... ½ for 1
- On either of the following spaces: Odd, Even, Red, Black, 1-to-18, and 19-to-36 ..... 1 for 1



The chances are estimated to be as follows:

- Against a certain number turning up..... 37 to 1
- Against one of two certain numbers ..... 18 to 1
- Against one of three certain numbers..... 12 to 1
- Against one of four certain numbers..... 17 to 2
- Against one of six certain numbers ..... 16 to 3
- Against one of twelve certain numbers..... 13 to 6
- Against one of eighteen certain numbers..... 10 to 9
- Against one of twenty-four certain numbers..... 7 to 12
- Against Even, Odd, Black or Red..... 10 to 9

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