

RULES FOR PLAYING

DICE ROULETTE

TRADE MARK

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PARKER BROTHERS, Inc.,
Salem, Mass., New York, London

For Any Number of Players

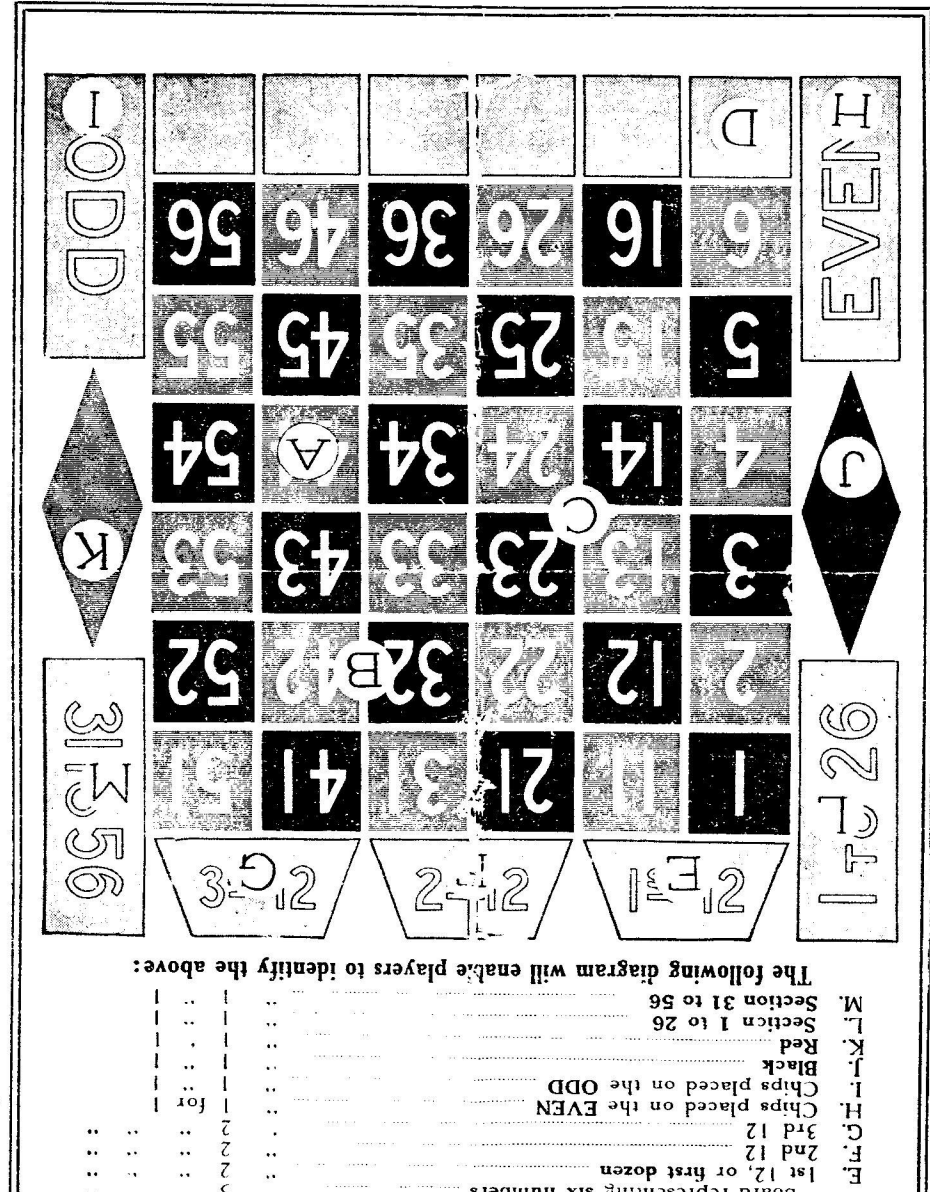
This game is played upon a board showing a design similar to the well-known *Roulette* layout.

Two special dice are used — one black, the other white. The black die shows a blank on one face and the numerals 1, 2, 3, 4 and 5 on the other five faces. The white die shows the numerals 1, 2, 3, 4, 5 and 6 on the six faces. These dice are used in place of the *Roulette Wheel* for determining the number or count, and by their use the same result is obtained as by the use of the wheel. The method of counting is as follows:

BLACK is always called first — **WHITE** last. (As a suggestion, remember the phrase "Black and White".) The dice are thrown from the hand and the thrower, or **banker**, reads the dice, first **Black** then **White**, as follows:

Should the **Black** die show a 1, and the **White** die a 5, the count would be 15. (The numbers on the dice are **never** added together.) On a throw of a **Blank** face with the **Black** die, and a 6 **White**, the count is 6. Should you throw a **Black** 4 and a **White** 2, the count is 42. **Every Throw Counts.**

THE BOARD: The players will notice that there are 18 **Black** and 18 **Red** squares — 36 in all, each square having a number. Note that these numbers do not run consecutively as it is impossible to obtain certain numbers by the use of the dice; namely — 7, 8, 9 or 10 — 17, 18, 19, 20 — 27, 28, 29, 30 — 37, 38, 39, 40 — 47, 48, 49, 50. We omit all



1299 ←

↑ 12 39

numbers from 7 to 10; from 17 to 20; from 27 to 30; from 37 to 40; and from 47 to 50 inclusive.

The players will notice at the top of the board **three sections numbered** — 1st 12; 2d 12; and 3rd 12. These represent the 1st, 2nd and 3rd groups of **twelves**. The 1st group of **twelves** are the numbered squares 1 to 16; the 2nd group of **twelves** the squares from 21 to 36; and the 3rd group of **twelves** from 41 to 56.

The players will also note on the left hand side of the board a rectangular space marked 1 to 26; a **Black Diamond**; and one space marked **Even**. On the right, a rectangular section marked 31 to 56; a **Red Diamond**; and one space marked **Odd**. **Black** wins when the number thrown by the dice is on a **Black Space**, and **Red** wins when the space is **Red**; **Odd** when the number thrown is **Odd**; **Even** wins when the number thrown is **Even**. Players placing their chip on space marked 1 to 26 **win**, when the number thrown is any number between 1 and 26 inclusive; 31 to 56 **wins**, when the number thrown is any number between 31 and 56 inclusive. Players placing their chips on the **1st 12 win**, if the number thrown is a 1, 2, 3, 4, 5, 6, 11, 12, 13, 14, 15, or 16; on **2d 12** — 21, 22, 23, 24, 25, 26, 31, 32, 33, 34, 35 or 36; on **3rd 12** — 41, 42, 43, 44, 45, 46, 51, 52, 53, 54, 55 or 56.

At the bottom of the board there are **six squares**. These are used when a player wishes to lay a bet on a **six number** group. For example — any player placing his chips on the **first square** on the left will win if any of the numbers of this run of **six** — 1, 2, 3, 4, 5, 6 are thrown.

This layout is used in play and it is upon these **squares, rectangles and diamonds**, etc., the players lay their chips, winning or losing according to the throw of the dice.

To Play the Game of Dice Roulette

One player is selected who acts as **banker**. There may be any number of **players**. Place the board upon a table. The **banker** always throws the dice. For counters, the players may use peas, beans, kernels of corn, buttons, but preferably counters or chips. Each player should have an equal number at the start of the game.

- A. Chips placed squarely upon any numbered square pays 35 times the bet
- B. Chips placed between two squares (On Horseback) .. 17
- C. Chips placed on a square of four numbers .. 8
- D. Chips placed on any square at the bottom of the

SCORING COLUMN

pays one for one.

bers from 1 to 26 (L) are *manque* — those from 31 to 56 (M) *passee*, **Red or Black**; and finally the untranslatable *pass* or *manque*. (Num- (J); the Red (K) — (Observe that every number on the board is either the French idiom "pay once times." Even (H); the Odd (I); the Black The *chances simples* (even chances) return your stake doubled or, in pays twice.

A stake on either the *premiere douzaine* (first dozen) numbers (E) or on the second dozen numbers (F) or on the third dozen numbers (G) of six numbers (D).

four numbers (C); and five times the bet on a double *transversale simple* between two numbers (B); eight times the bet on *en carre* (square) of Seventeen times the bet is paid for a win *a cheval* (on horseback) Chip A).

En plein or "squarely" on a number, thirty-five times the bet (see Bets laid on various parts of the board pay as follows:

— the black wins the dice numbers and one blank.

The Banker throws the dice which have numbers on their several faces

La Roulette

course would be in proportion.

etc., as many checks or chips as they desire. Their winnings and losses of Players may place upon the numbered squares, rectangles, or diamonds, returned to the winner.

all winning players are paid by the banker. The original bet is always All losing chips are first removed from the board by the banker — then checks as is shown by the scoring column, together with his original bet. or chips on the number thrown receives in return a certain number of finger the result of the throw. Any of the players who have placed checks The banker then throws the dice calling aloud and pointing with his any chips.

or Black spaces, etc., that they may select. The banker does not place any number of chips on any of the numbered squares, Odd or Even, Red Before the throw of the dice, all the players make their bets by placing

RULES ARE A MESS BECAUSE OF SIZE OF BOX

1 3/8" H X 3" ACROSS X 1 7/8"

2 1 PA

1 ← PA