

WELCOME

In this guide, we will explain the basic rules of American Roulette. However, should you require any more information or have any questions, our friendly Casino Staff are always on hand to help you and give you advice.

ENJOY THE GAME AND HAVE FUN!

OTHER TSOGO SUN GAMING GUIDES AVAILABLE:

Please ask any of our Casino hosts for our other Gaming Guides and Information Brochures in this series.

FOR FURTHER INFORMATION CONTACT ANY TSOGO SUN GAMING CASINO

Montecasino : 011 510 7000

Suncoast : 031 328 3000

Gold Reef City : 011 248 5000

Silverstar : 011 662 7300

The Ridge : 013 655 9300

Hemingways : 043 707 7777

Emnotweni : 013 757 4300

Golden Horse : 033 395 8136/7

Garden Route : 044 606 7777

Blackrock : 034 328 1777

Caledon : 028 214 5100

Mykonos : 022 707 6970

Goldfields : 057 391 5700

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TSOGO SUN GAMING PROUDLY SUPPORTS THE NATIONAL RESPONSIBLE GAMBLING PROGRAMME. WINNERS KNOW WHEN TO STOP. ONLY PERSONS 18 YEARS AND OLDER ARE PERMITTED TO GAMBLE. NATIONAL PROBLEM GAMBLING COUNSELLING TOLL-FREE HELPLINE 0800 006 008.

HOW TO PLAY

American Roulette



TSOGO SUN
GAMING

AMERICAN ROULETTE

American Roulette originated from the European game known as French Roulette. While the layout of the numbers in the wheel are identical, the version we now offer is much faster and many would argue more exciting than the original version. Players may choose to place bets on either a single number or a range of numbers, colours red or black, or whether the number is odd or even.

To determine the winning number, a dealer spins a wheel in one direction and a ball in the opposite direction around the circumference of the wheel. The ball eventually loses momentum and falls into one of the 37 numbered pockets in the wheel. This represents the winning number for this spin.

THE AIM OF THE GAME

The aim of Roulette is to correctly guess which number the ball will land in. Every number has the same chance as any other and the winning number for each spin has no effect on the outcome of the next spin.

THE WHEEL

The American Roulette wheel is made up of 37 segments, numbered from 0-36, with 18 black numbers, 18 red numbers and 1 green zero.

THE TABLE

The table can accommodate up to eight players and the game is run by a dealer who is responsible for all aspects of the game.

THE CHIPS

To avoid confusion when placing bets, each player is issued with an individually coloured set of chips, which is unique to that Table; these cannot be used anywhere else in the Casino. You can stipulate the value of the chips when you buy in and the minimum bets are clearly displayed at each table. Once you have finished playing, you must exchange your coloured chips for Casino Cash chips. These can be used at any table in the Casino.

THE PLAY

Just before the dealer spins the ball, they will announce, "Place your bets", and you may continue betting until the dealer calls "No more bets". At this time, no more bets will be accepted. This means the ball is close to dropping into the winning number. Once the ball has come to rest, the dealer will announce the winning number and then place a marker on the layout indicating where the winning number and bets are. The table is then cleared of all the non-winning bets and the dealer pays out all the winning bets.

BETS AND PAY-OUTS

			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			
		2 to 1	2 to 1	2 to 1	

	Bets	Odds Paid
A	Straight up A bet on any single number	35 - 1
B	Split A bet on any two adjacent numbers	17 - 1
C	Street A bet on a line of three adjacent numbers	11 - 1
D	Corner A bet on four adjacent numbers	8 - 1
E	Six line A bet on two adjacent rows of numbers	5 - 1
F	Dozen A bet on twelve consecutive numbers, either 1-12, 13-24 or 25-36	2 - 1
G	Columns A bet on all twelve numbers in a column	2 - 1
Even Chance Bets		
Red or Black A bet placed on all the red or black numbers		1 - 1
H	Odds or Evens A bet placed on all the odd or even numbers	1 - 1
High or Low Numbers A bet on eighteen consecutive numbers either 1-18 or 19-36		1 - 1
I	First Four 0, 1, 2, 3	8 - 1
J	Zero, 2, 3 0, 2, 3	11 - 1

WHEN ZERO IS THE WINNING NUMBER

- All dozen and column wagers lose
- Even bets lose half the wager