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#### **Overview**

Live Single Zero Roulette and French Roulette share the game flow, main difference between the two games is the game UI, RTP and French Roulette's <u>La Partage Rule</u>.

Live Single Zero Roulette and French Roulette use a physical table-top single-zero Roulette wheel, which consists of 37 sectors, numbered from 0 to 36. The sectors are coloured red and black (alternately), except for Zero, which is green.

Live Single Zero Roulette and French Roulette are played at a real Roulette table with a real dealer. Single Zero Roulette and French Roulette can also be played at a **Slingshot** table, where an automated Roulette wheel is used instead of a live dealer.

It is also possible to play Single Zero Roulette and French Roulette at the tables that take their video feed from landbased Casinos. This means that players can get the table events and see and hear the video and audio from a real-time Roulette table in an actual Casino. Landbased tables do not show betting timer; instead, round progression is announced by the dealer and with on-screen notifications. Due to this, reader should ignore references to betting timer in the game flow section.

#### **Game flow**

- If a game round is in progress when player enters the table, they must wait for the next round before they can place their bets.
- To place a bet, player chooses a chip and places it on a betting position.
- Player can put several chips on different betting positions simultaneously using the <u>Racetrack</u>, <u>Special Bets</u> or <u>My Bets</u> menus.
- Winnings are paid for the winning bets at the end of each game round.
- Player can remove winning bets like any other bet, or, if enabled by the service provider, leave them on the table, in which case the chips are used to bet again on the previous round's winning positions.
- A turn is skipped if no bets were placed on the table.

### **Betting options**

#### My bets panel

#### My Bets tab

Players can save their favourite bets using the **My bets** panel and later place them on the game table with just one action. On Desktop, when player mouse overs their favourite bet in the **My Bets** panel, the relevant positions are highlighted on the betting map. All the bets saved in this game are also available in other single zero games.



#### Special bets tab

Players 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**.

#### All Straight Up bets tab

Players can use this panel to bet on a specific **Straight Up** bet or place a bet on all of them simultaneously.

#### Racetrack panel

#### **Side bets and Neighbours bet**

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

Players 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, player first chooses on how many neighbours on both sides of a number they want to bet on (from 1 to 9) and then places their chip on the desired number. Default range is 2 neighbours.

**Note**: **Bet types** are further explained in **Roulette Rule**s section.

## **Autoplay**

This feature places bets automatically for the player, during a predefined number of game rounds.

## **Configuring Autoplay**

To initiate the **Autoplay**, the player needs to place a bet on the table. Next, they can set the number of **Autoplay Rounds**: how many rounds they want to play using the **Autoplay**.

In some regulations, they are also required to set the **Loss Limit** and the **Single Win Limit**, by either choosing a value from the dropdown or inserting a custom value.

- Loss Limit (mandatory): the default value is presented as a multiplication of player's bet and the number of Autoplay rounds. Autoplay cannot be used to start a round where the Loss Limit could be reached.
- **Single Win Limit** (optional): causes the **Autoplay** to automatically stop when the set amount is won.



Note that these two features can be switched on for all Casinos, irrespective of the local regulatory requirements.

### **Initiating Autoplay**

When the player taps/clicks on **Start**, the **Autoplay** always starts from the next game round.

Counter on the Autoplay button shows how many rounds the player has left.

### **Stopping Autoplay**

If the player taps on the **Autoplay** button while it is running, the **Autoplay** is stopped. Players can see current conditions and change them on the **Autoplay** panel.

In addition, **Autoplay** may be stopped by several events, but in every case the player is notified of the reason:

- Number of set spins has been completed
- Any of the **Autoplay** conditions are met
- Player wins a Jackpot game
- Player decides to place additional bets
- Player clicks/taps on **Undo**
- A responsible gaming prompt is displayed
- Player's Balance is too low

## **Golden Chips**

If player decides to use **Golden Chips** for **Autoplay**, same-value **Golden Chips** are used to make bets. When these have been used up, **Regular Chips** are used instead.

#### **Cancelled Games**

Cancelled game round does not stop the **Autoplay**. Bets are returned, but the **Autoplay** will use the previous conditions to continue from the next round. Cancelled game round is not deducted from the **Autoplay rounds** counter.

#### **Goal Bet**

When this bet is enabled, players can place a bet on the **Goal** bet position (at the top of the betting map), which covers five (5) **Neighbors** in a row. These **Neighbors'** positions are selected randomly each round and represented as football shirts on the betting map during the betting time. After betting time, the multiplier affecting the payout of the **Goal** bet is shown.



Possible multipliers are: x3, x5, x20, x50 and x100. If the round result is one of 5 **Neighbors**, players payout is their **Goal** bet x the multiplier:

Example: the player bet 2 on the **Goal** bet position, the result was x20 so their payout is 40.

It is important to note that only when players place the bet on the **Goal** bet position, they get the chance to win the **Goal** bet and get the multiplier payout. If they place **Straight Up** bets on the positions marked with football shirts, they are not eligible for the bet.

Placing this bet does not increase player's table coverage.

### **Trail Betting**

The feature is available only on mobile devices and it must be enabled by both the service provider and the player (players need turn it on **Game Settings**, as it is off by default).

With this feature, players can place bets on the betting map without lifting their finger from the mobile device screen. To use the feature, player must choose a chip and slide their 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).

#### **Bet Creator**

Players can use the bet creator to compose custom bets at any moment and without time limitation. They can use both the regular betting map and the **Racetrack** to create bets, save them as favourites or immediately place them on the table.

When the player opens the panel for the very first time, they see an overlay that explains the feature to them.

When a bet is created and saved, it is available in the **My Bets** menu. When players create another bet, they can save it as a new bet, or update an existing one.

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

If the **Golden Chips** have been enabled, players can use them to create bets.

The feature can be enabled per Casino. In the Mobile game table UI, the **Bet Creator** button is visible only after the betting round, but players can always access it from the **Menu**. In Desktop, the button is visible below the **Racetrack** and always visible.



### **Lucky Dip**

Players can use the new **Lucky Dip** feature to try their luck. Every tap on the **Lucky Dip** button places chips randomly on the table on as many **Straight Up** positions as indicated on the button.

When the player opens the **Lucky Dip** panel for the very first time, they see an overlay that explains the feature to them.

When the player presses the **Lucky Dip** button, chips are added to the table and placed onto as many **Straight Up** positions as indicated on the button.

In Mobile, this new feature is available on the **Special bets** panel. Players can use the **Lucky Dip** bet button to place bets at any moment during the betting time. When they try to use it during the game round, they are prompted to wait until the next betting round. In Desktop, the **Lucky Dip** button is located under the **Racetrack** which is now always open.

If the **Golden Chips** have been enabled, players can use them to make bets.

Lucky Dip feature can be enabled and disabled per Casino.

## **Betting from Statistics panel**

**In Desktop**, players can now use the **Results, Statistics** & **Chart** panel to place a bet during the betting time. When player mouse overs on the results in **Statistics, Chart** or **Results** panel, the range of positions belonging to the respective bet type is also highlighted on the betting map and **Racetrack**. When they click on the result, a bet is placed on the betting map, using chips that are currently selected on the chip tray.

If players are trying to place the bet during the game round, they are notified that they need to wait for the next betting time to place a bet.

In both Desktop and Mobile, they can also place bets on the Hot and Cold numbers directly from the Special Bets panel (Mobile) and from the Chart panel (Desktop). The buttons appear as bars, each bar containing five numbers. Press on the button during the betting round will place chips on those five positions.

#### **Cancelled Game**

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).

#### **Limits**

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

The **Min** and **Max** signs on the **Limits** panel indicate the limits for the Roulette <u>inside bets</u> and <u>outside bets</u>. Minimum and maximum position limits are applied to all tables, meaning that all the bets placed on available positions must be within position the limits indicated on the **Limits** panel.

Tables also have a minimum and maximum **table limit**, meaning that the sum of player's bets must be within the limits indicated under the **Table** limits, shown on the **Limits** panel.

Limits can be configured in the LiveAdmin. The VIP Limits page allows to configure the Straight Up, Column/Dozen, 50-50 and Table's limits. Any limits set for Straight Up directly affect Split, Street, Corner, Four and Line bets' limits; limits set up for 50-50 affect Red, Black, Even, Odd, Low 1–18, High 19–36 bets' limits. For further information, see the respective bet's description in <a href="Bet types">Bet types</a>.

#### Game RTP

The theoretical percentage return to player in Live Single Zero Roulette is 97.30%.

The theoretical percentage return to player in Live French Roulette is 98.65% on even money bets (see <u>La Partage Rule</u>) and 97.30% on all other bets.

On tables where AGE OF THE GODS™ Jackpot is available the contribution is 0.99%.

The Goal bet RTP is 95.29%.

#### **Live Roulette Rules**

There are many ways to place bets in Single Zero and French Roulette. Each bet covers a different set of numbers and has a different distribution. French bet names used in French Roulette are indicated in brackets. Payouts for all bets are listed in the <u>Winnings Table</u> section.



Please note that bets are always rounded down from the third decimal point. When a player is refunded and the money is transferred to the player's account **Balance**, regardless of the currency, any amount smaller than .01, is rounded down. This is especially important regarding the *La Partage* Rule in French Roulette.

#### La Partage rule (French Roulette)

According to this rule, player loses only half of their even-money bets when the wheel result is zero (0). The rule applies only to Red/Black, Pair/Impair (Even/Odd), Manque (1–18) / Passe (19–36) bets.

#### **Bet types**

#### Roulette inside bets

These are the figures on the internal area of the Roulette table layout, where player bets 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)

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

#### Split bet (Cheval)

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

#### Corner bet (Carré)

Player 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)

Player can bet on the numbers 0/1/2/3 by placing a 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*)

Player can bet on two streets (i.e., on six different numbers in two rows, three numbers in each row), by placing a 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)

Player 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 Single Zero Roulette, or in any of the respective empty boxes on the French Roulette table. If any of the numbers in the selected column is hit, player gets 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)

Player 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 Single Zero Roulette; and "D12", "M12" and "P12" in French Roulette. If one of the 12 numbers is hit, player is 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* or19-36) and the La Partage rule

Player 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. Player wins even money (1 to 1) on all these bets. In Single Zero Roulette, if the outcome is zero (0), player loses their bet; in French Roulette they get half their bet back (see the <u>La Partage</u> <u>rule</u>). 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 My bets, Special bets and Racetrack panels.

#### **All Straight Ups**

Players can use the betting panel to place a bet on a specific or all the **Straight Up** positions on the betting map.



#### **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.

**Note**: **Complete** and **Half-complete** bets can be placed only when the option is selected by the player in the **Special Bets** panel. If **Complete** or **Half-complete** option is selected, **outside bets** are dimmed on the betting map, as **Complete** and **Half-complete** bets do not apply for these positions. If the player places a bet in **Complete** or **Half-complete** betting mode, all relevant positions are highlighted (on hover on Desktop, tap and hold in Mobile).

#### Voisins du Zéro

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

#### 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 includes the twelve numbers which lie on the opposite side of the wheel between 27 and 33 including 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 includes 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.

#### Jeu 0 - Zéro

**Jeu 0** (**Jeu Zéro**) is smaller version of the **Voisins du Zéro** bet. It covers the number in between (and including) 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.



#### Jeu 7/9

This bet covers all numbers ending in 7, 8, or 9. One chip is paced 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.



Special bet	Number of chips placed on the table	Positions covered
Jeu O	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.



Special bet	Number of chips placed on the table	Positions covered
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:** Players can place bets that involve two, three, or even four numbers. For example, using the zero, they can place bets on: 1+0, 1+2+0, 2+0, 3+0, or 1+2+3+0.

## Winnings

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.

#### Winnings for *Orphelins*

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

#### Winnings for Voisins du Zéro

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

#### **Winnings for Neighbours Bet**

The winning number always pays 35 to 1. The return, however, depends on the number of chips involved in the bet. 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.

## Age of Gods<sup>™</sup> Jackpot

The following text appears in Single Zero Roulette help files. For further information, you can also see the *Jackpot in Live Games* document in the <u>Documentation Portal</u>.



"AGE OF THE GODS™ Jackpot is a multi-level progressive Jackpot game that is available on some of the Casino Slot and Live Roulette tables. It is accumulated from all the bets in all games which feature the AGE OF THE GODS™ Jackpot, among all online casinos that offer these games.

There are four levels of Jackpots that can be won: **Power**, **Extra Power**, **Super Power** and **Ultimate Power**. Different types of Jackpots hold different prize amounts.

**Seed** - the Jackpots start out with the following sum

**Power** : €50

Extra Power : €500 Super Power : €5,000

*Ultimate Power* : €100,000

**Contribution rate** - 0.99% of your total bet sum, but not less than 0.01. This sum is taken each game round in addition to all the other bets you place, and added to the Jackpot pool.

Please note, that depending on your locale, the amounts can be in euros, dollars or British pounds. All other currencies are dependent on the currency exchange rates specified by your service provider.

Also, limits to maximum Jackpot contribution and maximum payout levels may apply depending on the settings of your service provider. Please check the Limits panel.

**How to play** - Jackpot is triggered randomly on any spin in a slot or a Live Roulette game featuring the **AGE OF THE GODS™ Jackpot**. Entering the Jackpot game guarantees a win of 1 of the 4 Jackpots.

The Jackpot game screen contains 20 coins, each of which hides 1 of the 4 Jackpot symbols. Flip a coin to reveal the Jackpot symbol. If you find 3 matching symbols − you will win the corresponding Jackpot. The **AGE OF THE GODS™ Jackpot** game has a timeout timer (30 second). If you do not find 3 matching symbols before the time runs out, the game reveals your prize automatically.

All Jackpot winnings are added to your balance.

#### Please note:

- The seed and Jackpot values are in euros in the progressive network and their value in your local currency is dependent on the currency exchange rates specified by your service provider.
- The contribution for Jackpot is added to your current bet amount, the maximum contribution is stated under the **Limits**.
- The mechanics of the **AGE OF THE GODS™ Jackpot** prohibit simultaneous Jackpot winnings.
- Imperfections in the Internet connectivity may cause you to experience delays in Jackpot messages or updates, but they do not affect actual Jackpot wins.
- If you get disconnected in the middle of a game round, your game does not change the value of the Jackpot. The state of the game up to that point is remembered by the



- casino; the next time you log in you will see a message with your winnings and you will not need to play the game again.
- If a Jackpot is being discontinued (a game is closed and removed from the Casino),
   Casino will notify you.
- **Golden Chips** cannot be separately used as Jackpot **Seed** contributions. To participate in Jackpot, your bet must include real money.
- Please keep in mind, that on tables with an active Jackpot bet, the number of betting
  positions you can cover within the same round, is limited. Table coverage maximum
  limit may vary, depending on your service provider."

### **Spin Now**

**Spin Now** feature aims to speed up the game flow when there are only a few players at the table. Players can use the **Spin Now** button to request that the betting round is ended early, because they have finished placing bets and are ready to play. Option is available only if enabled by the service provider.

**Spin Now** 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. This number can be configured in the **LiveAdmin** environment. Example: **Spin Now** feature has been configured to be available when there are three or less players sitting at the table. One player joins an empty table and the **Spin Now** button is available for them. However, by the time the next game begins, three more players have joined the table, and **Spin Now** button does not appear any more, as the number of players at the table exceeds the player limit for **Spin Now** functionality established in LiveAdmin.

Note, that if auto-confirmation of bets is disabled, the **Spin Now** button is enabled only after players have manually confirmed their bets.



## **UI Elements**

lcon	Description
Rebet	Places the same bet as in the previous round.
Undo	Removes bets that are currently on the table.
×2 Double	Doubles the current bet.
Autoplay	Allows you to place several bets automatically during a certain number of rounds.  * Option is available only if enabled by your service provider.
(Desktop) (Mobile)  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 <b>Straight Up</b> positions simultaneously.  *Available if enabled by your service provider
SPIN NOW Spin Now	Confirms player's bets and notifies others that the player is ready to proceed to game round.
Goal bet	Places a bet on the neighbours belonging to the <b>Goal</b> bet.



Icon	Description
Statistics (Desktop)  Statistics (Mobile)	Shows the outcome of the recent game rounds as well the winning numbers that have occurred the most and the least in percentages and by count.
Racetrack (Mobile)	Place <b>Straight Up</b> , <b>Neighbours</b> , <b>Voisins du Zéro</b> , <b>Tiers du Cylinder</b> , <b>Orphelins à Cheval</b> and <b>Jeu 0 – Zéro</b> bets.
My Bets (Desktop)  My Bets (Mobile)	Can be used to save player's favourite bets and place them on the table again.
Chart (Desktop)	Displays the history of the current table in a form of a pie chart.
0 1 2 3 Special Bets (Desktop)	Place Complete and Half-Complete bets, Jeu 7/9, Finales en Plain and Orphelins en Plein bets.
Menu (Desktop)	<ul> <li>Game Settings - Enable or disable different features and tooltips.</li> <li>Audio Settings - Mute and unmute game sounds and dealer's voice and change sound volume.</li> <li>Video Settings - Change video stream quality.</li> <li>Game History - Access full information about previous game history.</li> </ul>



Icon	Description
	Help - Opens the Help and Rules files     Support* - Contact the Customer Support team.     * This option may not be available in all regions.
Cashier (Desktop)	Opens the <b>Cashier</b> window, where players can make deposits, withdrawals, see the transaction history, etc.
Settings (Mobile)	Opens the panel where players can change different video and audio settings.
History (Mobile)	Access full information about players previous game history.
Chat (Mobile)	Opens the chat panel.
Support (Mobile)	Contact the Customer Support team.  * This option may not be available in all regions.
? Help (Mobile)	Opens the Help and Rules files.
Cashier (Mobile)	Opens the <b>Cashier</b> window, where players can make deposits, withdrawals, see the transaction history, etc.
Balance	Displays player's current game balance. This is the money they can use to play the game.
↓ ↑ Limits	Opens the <b>Limits</b> panel.
Tips	Gives a tip* to the dealer.  * Option is available only if enabled by the service provider.



Icon	Description
Lobby	Loads the <b>Lobby</b> where players can join another table.
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.
	<ul> <li>If enabled by the service provider, you can mix Golden Chips with Regular Chips (tied to your Balance) on one betting position.</li> <li>If enabled by the service provider, you can use Golden Chips for: <ul> <li>Blind actions during betting round</li> <li>Betting during action rounds (e.g. to Double)</li> </ul> </li> <li>If the service provider has enabled the use multiple Golden Chips, the game automatically tries to place these bets with Golden Chips, preferring</li> </ul>



Icon	Description	
ICON	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 <b>Tie</b> or <b>Push</b> , the <b>Golden Chip</b> you bet is returned to you. Note that <b>Tie</b> or <b>Push</b> are featured in Blackjack, Baccarat, Dragon-Tiger and poker games.  You cannot insure a <b>Golden Chip</b> bet or a mixed bet.  When your <b>Golden Chip</b> bet wins, the value of the winning <b>Golden Chip</b> is deducted from your win amount.  All game rounds that are played using <b>Golden Chips</b> are also distinguished in game history with the corresponding (GC) icon.	

#### **Live Bets Disclaimer**

The following text is displayed in Single Zero Roulette and French Roulette help files.

"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."



#### **Screenshots**

#### **Live Single Zero Roulette**

#### **Desktop**

Betting timer, betting map, Racetrack panel, betting buttons, betting options, table coverage indicator, History line, chip tray, betting from Statistics panel (bet positions highlighted on the betting map)

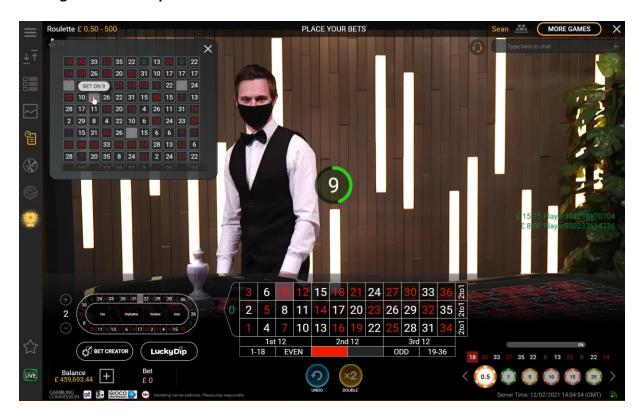


Betting timer, betting map, Racetrack panel, betting buttons, betting options, table coverage indicator, History line, chip tray, betting from Chart on Hot and Cold numbers (bet positions highlighted on the betting map)





#### **Betting from Results panel**



#### Bet creator open





#### Racetrack open in be creator, bet positions highlighted on the racetrack



#### Bet created and queued

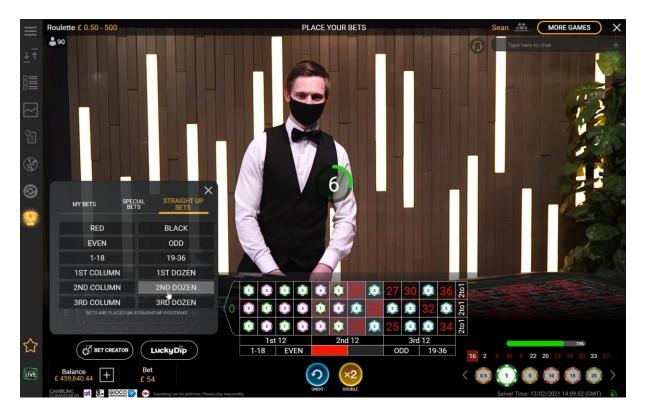




#### Lucky Dip panel open, Lucky 8 bet placed on the table



#### Straight Up bets panel open, certain Straight Up bets placed on the table





#### Mobile

Mobile (landscape mode): betting map expanded, betting buttons, betting timer, chip tray, chips placed on the table, table coverage indicator

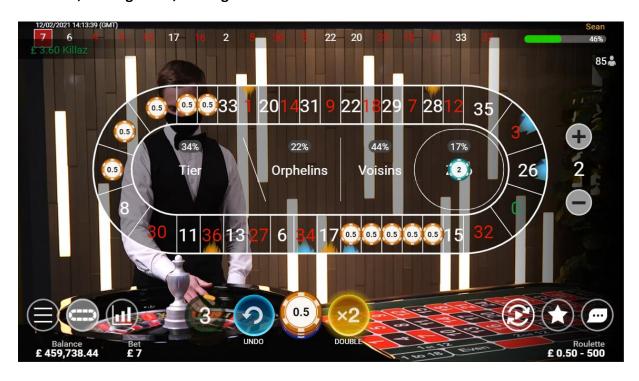


Mobile (landscape mode): game round, betting map collapsed





Mobile (landscape mode): Racetrack panel open, Neighbours selector, table coverage indicator, betting timer, betting buttons



#### Mobile (landscape mode): My Bets panel open

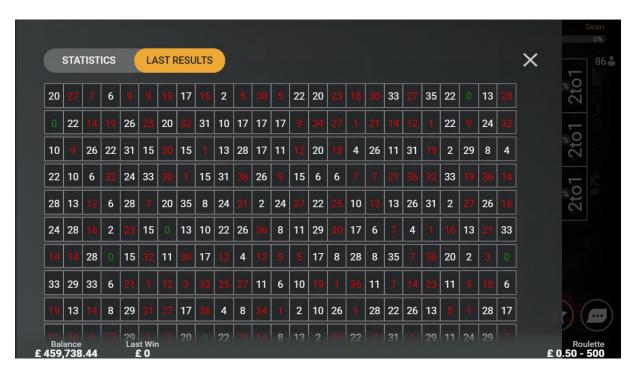




#### Mobile (landscape mode): Statistics tab open



#### Mobile (landscape mode): last results tab open



## Mobile (portrait mode): betting timer, betting buttons, map extended, chip tray



## Mobile (portrait mode): Racetrack panel, Neighbours bet selector





## Win message, winning position highlighted on the table



## Mobile (portrait mode): Bet creator panel open, bet saved





## Mobile (portrait mode): My Bets panel open, betting options available

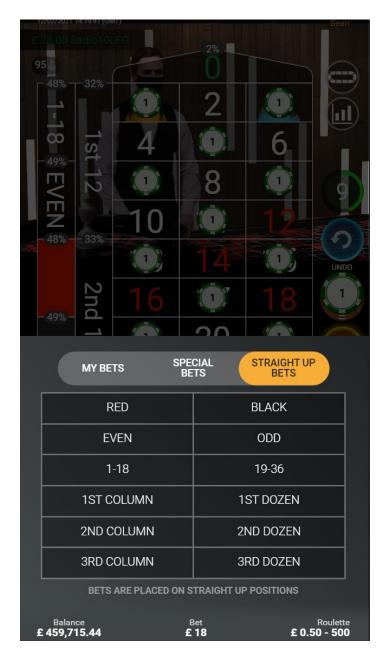


## Mobile (portrait mode): Lucky Dip panel open, Lucky 8 placed on betting map





# Mobile (portrait mode): Straight Up bets panel open, Straight Ups on Odd bet placed on the table





#### **Live Football French Roulette**

#### Desktop

Game UI: bet timer, betting map, Racetrack, betting buttons, chip tray



Game UI: win message, winning position highlighted on the betting map, chip tray





#### Mobile

Mobile (landscape mode): betting time, betting buttons, betting map expanded, chip tray, chips placed on the table, table coverage indicator, History line



#### Mobile (landscape mode): betting map collapsed





Mobile (landscape mode): win message, winning positions highlighted on the map, bet buttons, chip tray



Mobile (landscape mode): Racetrack panel, Neighbors selector, table coverage indicator, History line, chip tray, betting timer



Mobile (portrait mode): betting timer, bet buttons, bet map expanded, chip tray, table coverage indicator, History line



Mobile (portrait mode): win message, winning positions highlighted on the map, bet buttons, chip tray





Mobile (portrait mode): Racetrack panel open, Neighbours bet selector





## **Document Version History**

Version	Date	Owner	Change Description
1.0	15.12.2016	Live Casino	Initial version.
1.1	20.06.2017	Live Casino	Add HTML5 Mobile information and screenshots.
1.2	28.11.2018	Live Casino	Game flow, Betting options, Limits, Rules, Winnings, UI elements, Disclaimer sections updated New screenshots added
1.3	15.02.2019	Live Casino	Overview section updated Limits section updated AOG section updated
1.4	11.03.2019	Live Casino	Reference to Spread-Bet removed
1.5		Live Casino	Links fixed
1.6	08.10.2019	Live Casino	My Bets panel section updated Special bets (complete and half-complete bets) section updated Golden Chip description updated
1.7	26.11.2019	Live Casino	Game Flow section updated Autoplay added Cancelled Games section updated Icons in UI Elements table updated
1.8	15.01.2020	Live Casino	Desktop Menu, Statistics, Racetrack and My Bets icons updated
1.9	06.03.2020	Live Casino	My Bets panels and Racetrack and Special bets tabs description updated.  Bet Creator description added Lucky Dip description added Betting from Statistics description added All Straight Up bets description added Desktop Racetrack icon removed Screenshots updated
1.10	11.06.2020	Live Casino	UI Elements table updated, references to manual confirm removed  Round result and win message images updated
1.11	30.06.2020	Live Casino	Lucky Dip description updated
1.12	18.08.2020	Live Casino	Goal bet description and RTP added Trail betting description added
1.13	12.02.2021	Live Casino	Lucky Dip description updated Cancelled games description updated UI Elements table icons updated Images updated