

MONEY WHEEL

(MBS)

Game Rules

w.e.f. 26 April 2010

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1. Definitions

1.1. In these rules:.

- 1.1.1. "Colour chips" means chips not carrying a specified denomination that are issued to a Player.
- 1.1.2. "Indicator" means the object that indicates the winning symbol.
- 1.1.3. "Revolution" means the movement of the wheel completing a single rotation.
- 1.1.4. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.5. "Spin" means the process that begins when the Dealer grasps the wheel in his hand and exerts a rotational force on the wheel, causing the wheel to rotate.
- 1.1.6. "Winning area marker" is the object that is placed on the winning symbol.

2. Mode of Play

2.1. The layout for this game is as shown in Diagram "A" with designated betting areas for the placement of wagers.

2.2 The following equipment shall also be used:

- 2.2.1 A wheel consisting of 52 separate compartments as illustrated in Diagram "B"; and
- 2.2.2 An indicator, which slows and stops the wheel and indicates the winning compartment.

Diagram "A"

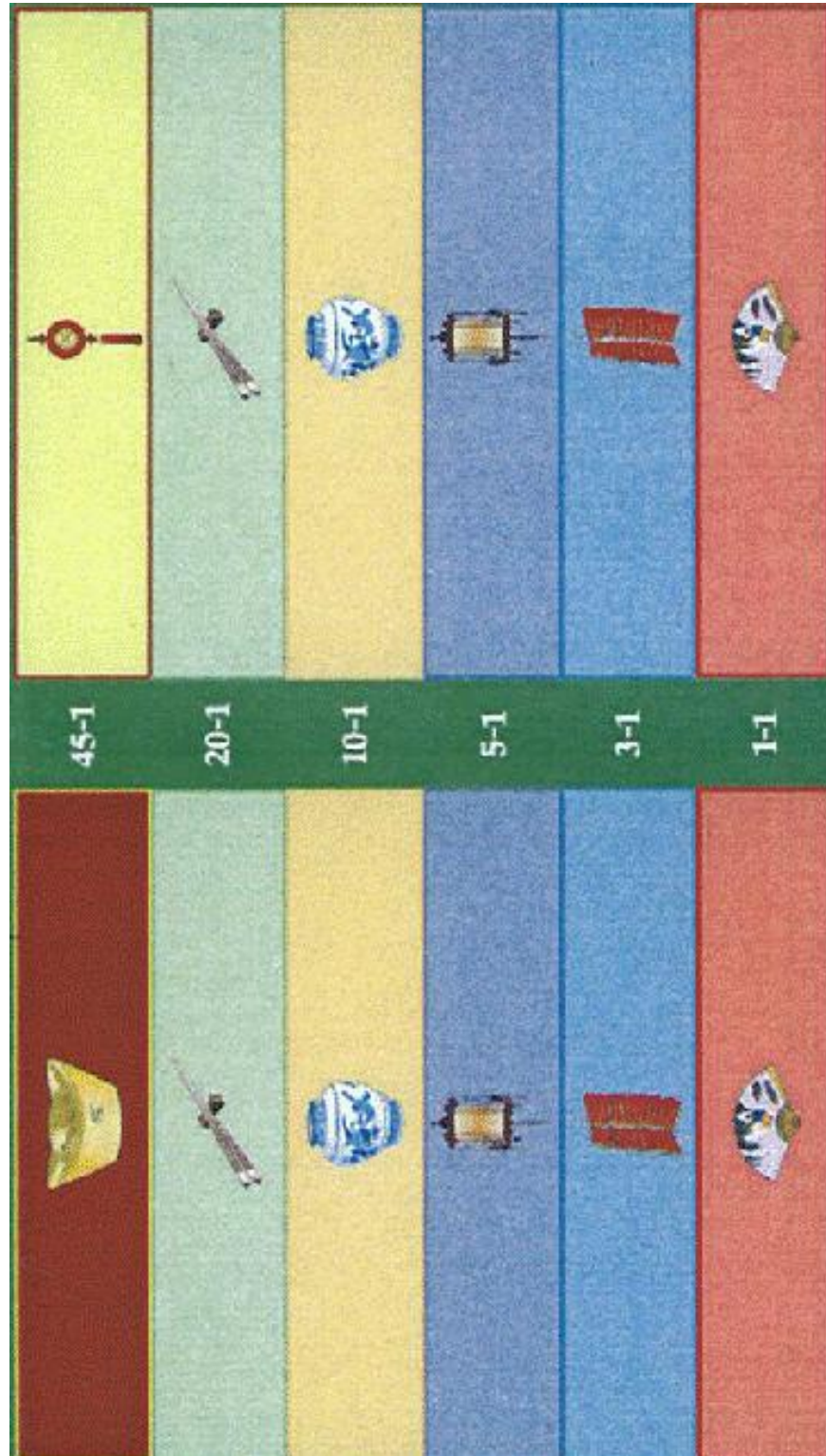
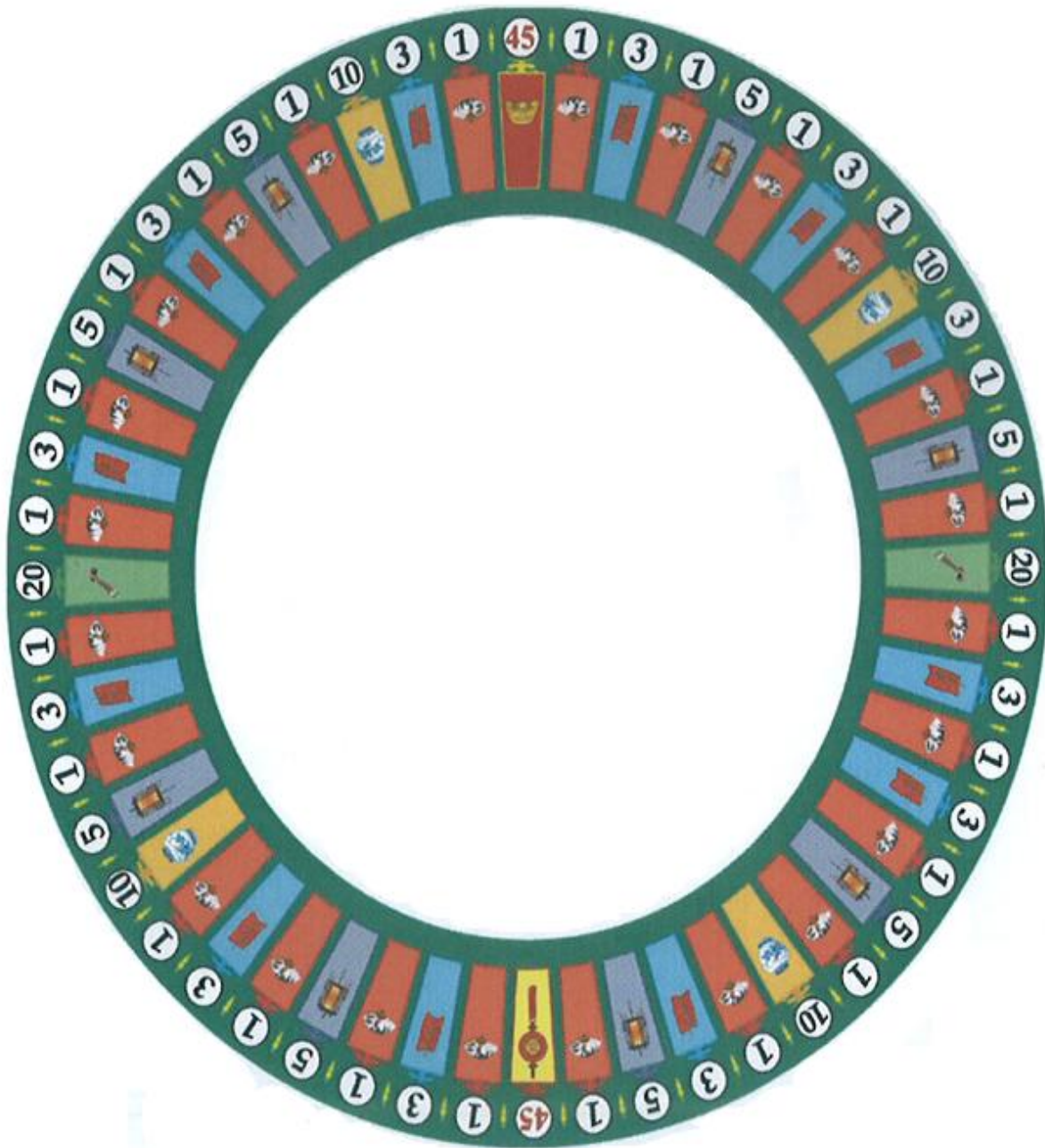


Diagram “B”



3. How To Play

- 3.1. Commencement of play shall begin when the Dealer announces “Place your bets, please”.
- 3.2. Closing of bets shall take effect when the Dealer announces “No more bets”.
- 3.3. A Player in the game of Money Wheel places one or more wagers using cash chips or colour chips or both on any of the symbols (listed under rule 3.5) on the layout.
- 3.4. A wager wins if the wheel comes to a stop on the compartment with the symbol matching the one on the layout chosen by the Player.
- 3.5. A Player may wager on any or all of the following symbols:
 - 3.5.1. Fan
 - 3.5.2. Crackers
 - 3.5.3. Lantern
 - 3.5.4. Vase
 - 3.5.5. Chopsticks
 - 3.5.6. Lucky Charm
 - 3.5.7. Gold Ingot
- 3.6. The wheel must complete three full revolutions to constitute a valid spin.
- 3.7. The indicator must be clearly inside one of the compartments at the completion of a spin to constitute a valid spin.
- 3.8. Upon the indicator coming to rest in a compartment of the wheel, the Dealer shall announce the winning symbol and shall place the winning area marker on the winning symbol on the layout.

4. Settlement

4.1. Settlement of wagers shall be as follows:

Symbols	Compartments	Pays
Fan	24	1 to 1
Crackers	12	3 to 1
Lantern	8	5 to 1
Vase	4	10 to 1
Chopsticks	2	20 to 1
Lucky Charm	1	45 to 1
Gold Ingot	1	45 to 1

5. Irregularities

- 5.1. If the wheel does not complete three revolutions, the round of play shall be void.
- 5.2. If the indicator stops on the peg between two compartments, the round of play shall be void.
- 5.3. If there is physical interference with the spin of the wheel, the round of play shall be void regardless of whether or not the indicator comes to rest in one of the compartments of the wheel.
- 5.5. After the Dealer has announced “No more bets”, no wager may be placed or increased and any bet so placed or to the extent increased will be refused and/or will not be honoured.
- 5.6. After the Dealer has announced “No more bets,” no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.