

**ELECTRONIC SANDS ROULETTE
(MBS)
Game Rules
Version 1**

w.e.f. 16 March 2023, 0000hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Electronic Sands Roulette (Version 1)” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

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1. Definitions

1.1 In these rules:

- 1.1.1 "Player Terminals" mean the individual terminals or devices of an Electronic Table Game on which a Player buys credits, places wagers and cashes out winnings.
- 1.1.2 "Racetrack" means a wagering area which may be available which allows convenient placement of multiple piece wagers. The placement areas available on a Racetrack may vary from system to system.
- 1.1.3 "Revolution" means the movement of the ball completing a rotation round the wheel along the ball track.
- 1.1.4 "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces and/or Player Terminal displays an outcome and all winning and losing wagers are settled.
- 1.1.5 "Spin" means the process that begins with the Dealer causing the ball to be spun in the opposite direction to the rotation of the wheel and ends when the ball falls into the winning number.

2 Mode of Play

- 2.1 The layout for this game is as shown in the Player Terminals.

3 How to Play

- 3.1 Commencement of play shall begin when the Player Terminal displays "Place your bets".
- 3.2 Closing of bets shall take effect when the Player Terminal displays "No more bets".
- 3.3 A Player in the game of Electronic Sands Roulette places one or more wagers by indicating his wager(s) on the Player Terminal for any of the different types of wagers (listed under Rules 3.4 and 3.5) on the layout.
- 3.4 Wagers on the numbers are placed as follows and as shown in Appendix "A" which can be found on the Player Terminals:
 - 3.4.1 Straight Up – centrally on the desired number.
 - 3.4.2 Split – on the line dividing the two desired numbers.
 - 3.4.3 Corner – on the intersecting line between the four desired numbers.

- 3.4.4 Street – on the outside line (separating the playing areas for the individual numbers from the playing areas for Dozens) of the first of the three consecutive desired numbers.
 - 3.4.4.1 Street may also refer to the intersection of the lines separating the three desired numbers "S", 0 and 00 or 0,1 and 2 or 00, 2 and 3 or 0,00 and 2.
- 3.4.5 Six Line – on the outside line (separating the playing areas for the individual numbers from the playing areas for Dozens) of the first two of the six desired numbers.
- 3.4.6 Column – within the outside section directly below the column of 12 numbers beginning with either 34, 35 or 36 in a straight line to 0 and 00.
- 3.4.7 Dozen – within the section marked "1st 12", "2nd 12" or "3rd 12" or "1 - 12", "13 - 24" or "25 - 36" that includes the numbers 1 to 12, 13 to 24 or 25 to 36, respectively.
- 3.4.8 1 to 18 – within the section marked "1 - 18" that includes the numbers 1 to 18.
- 3.4.9 19 to 36 – within the section marked "19 - 36" that includes the numbers 19 to 36.
- 3.4.10 Black – within the section displaying the diamond shaped symbol representing the colour black or marked "Black" that includes all black numbers.
- 3.4.11 Red – within the section displaying the diamond shaped symbol representing the colour red or marked "Red" that includes all red numbers.
- 3.4.12 Green - within the section displaying the diamond shaped symbol representing the colour green or marked "Green" that includes 0, 00 and ("S").
- 3.4.13 Odd – within the outside section marked "Odd" that includes all odd numbers from 1 to 35.
- 3.4.14 Even – within the outside section marked "Even" that includes all even numbers from 2 to 36.
- 3.4.15 Top Line - on the outside line between 0 and 1 that includes the numbers "S", 00, 0, 1, 2 and 3.
- 3.5 Players may choose to wager on the Racetrack for multiple piece wagers as shown in Appendix "B" to Appendix "G". Not all Racetrack wagers listed below may be available on all Player Terminals. Each Player Terminal shall depict the Racetrack wager available on that terminal.
- 3.6 The Dealer shall spin the ball in a direction opposite to the rotation of the wheel and the ball shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

- 3.7 The Player Terminal shall display "No more bets" to signify the closing of bets before the Dealer spins the ball around the wheel.
- 3.8 Upon the ball coming to rest in a compartment of the wheel, the winning number shall be highlighted on the Player Terminals.

4 Settlement

- 4.1 Settlement of wagers shall be as follows:

Number / Section	Pays
One number (Straight Up)	35 to 1
Two numbers (Split)	17 to 1
Three numbers (Street)	11 to 1
Four numbers (Corner)	8 to 1
Six numbers (Six Line)	5 to 1
Top Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1
Green	11 to 1

- 4.2 When the outcome is 0, wagers placed on a straight up 0 or on any combination of the 0 and the numbers 1, 2, 00 and/or "S" and a "Top Line" wager shall win and all other wagers shall lose.
- 4.3 When the outcome is 00, wagers placed on a straight up 00 or on any combination of the 00 and the numbers 0, 2, 3 and/or "S" and a "Top Line" wager shall win and all other wagers shall lose.
- 4.4 When the outcome is "S", wagers placed on a straight up "S" or on any combination of the "S" and the numbers 0 and/or 00 and a "Top Line" wager shall win and all other wagers shall lose.

5 Irregularities

- 5.1 If the ball is spun in the same direction as the rotating wheel, the round of play shall be void.
- 5.2 If the ball does not spin around the rotating wheel before being dropped into a compartment of the wheel, the round of play shall be void.
- 5.3 If the ball does not complete four revolutions around the track of the wheel, the round of play shall be void.
- 5.4 If a foreign object enters the wheel prior to the ball coming to rest, the round of play shall be void.
- 5.5 If the ball fails to fall into one of the compartments, the round of play shall be void.
- 5.6 If the ball is propelled out of the wheel, the round of play shall be void.
- 5.7 If the ball breaks, the round of play shall be void.
- 5.8 If the wheel stops rotating while the ball is spinning, the round of play shall be void.
- 5.9 If the wheel is not rotating while the ball is being spun, the round of play shall be void.
- 5.10 If any person interferes with the ball or the rotation of the wheel, the round of play shall be void.
- 5.11 Unless otherwise stated in these rules, after the Player Terminal has displayed "No more bets", no wager may be withdrawn.
- 5.12 Unless otherwise stated in these rules, after the Player Terminal has displayed "No more bets", no wager may be placed or increased.
- 5.13 In the event of a technical interruption (such as a power failure) that affects the continuation of a round of play:
 - 5.13.1 If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), the round of play shall be void.
 - 5.13.2 If an outcome has been established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.
- 5.14 In the event of a technical interruption (such as a power failure) which affects all or only certain Player Terminals, the round of play shall continue. For the Player Terminals affected by the power failure,
 - 5.14.1 If the closing of bets has taken place on the Player Terminal and the Player's wager was successfully accepted, with an outcome established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.

- 5.14.2 If the closing of bets has not taken place on the Player Terminal and the Player's wager was not successfully accepted, the Player is deemed to not have participated in the round of play.
- 5.15 A Dealer, Pit Supervisor or Pit Manager can announce "no spin" in the case or suspicion of any irregularity in these rules. After an announcement of "no spin", the round of play shall be void regardless of whether or not the ball comes to rest in one of the compartments.

6 General Provisions

- 6.1 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.
- 6.2 Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.
- 6.3 Any display information provided by the Casino Operator on the outcome of the current and/or previous rounds of play is for information purposes only. In the event that the display information provided by the Casino Operator shows an incorrect outcome of the current and/or previous rounds of play, the actual outcome (based on the compartment which the ball comes to rest in) of the round of play shall stand, given the round of play has been conducted in accordance with these rules.

Appendix “A”

A	One number (Straight Up)
B	Two numbers (Split)
C	Three numbers (Street)
D	Four numbers (Corner)
E	Six numbers (Six Line)
F	Top Line ("S", 00, 0, 1, 2 and 3)
G	Column
H	Dozen
I	Low (1-18)
J	High (19-36)
K	Odd
L	Even
M	Black
N	Red
O	Green

Appendix “B”

	00	3	6	9	12	15	18	21	24	27	30	33	36	2 to 1
	0	2	5	8	11	14	17	20	23	26	29	32	35	2 to 1
		1	4	7	10	13	16	19	22	25	28	31	34	2 to 1
	1 ST 12					2 ND 12					3 RD 12			
1 - 18		EVEN								ODD		19 - 36		

"Small Series" (Tiers) – a six piece wager as per Appendix "C" which consists of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

Appendix "C"

	00	3	6	9	12	15	18	21	24	27	30	33	36	2 to 1
	0	2	5	8	11	14	17	20	23	26	29	32	35	2 to 1
		1	4	7	10	13	16	19	22	25	28	31	34	2 to 1
1 ST 12					2 ND 12					3 RD 12				
1 - 18		EVEN								ODD		19 - 36		

"Orphans" (Orphelins) - a five piece wager as per Appendix "D" which consists of 1, 6/9, 14/17, 17/20 and 31/34.

Appendix "D"

	00	3	6	9	12	15	18	21	24	27	30	33	36	2 to 1	
	0	2	5	8	11	14	17	20	23	26	29	32	35	2 to 1	
			4	7	10	13	16	19	22	25	28	31		34	2 to 1
	1 ST 12					2 ND 12					3 RD 12				
1 - 18		EVEN								ODD		19 - 36			

"Zero Spiel (0-Spiel) (if offered) - a five piece wager as per Appendix "E" which consists of ""S""/0, 00/3, 12/15, 26 and 32/35.

Appendix "E"

	00	3	6	9	12	15	18	21	24	27	30	33	36	2 to 1
		2	5	8	11	14	17	20	23	26	29	32	35	2 to 1
	0	1	4	7	10	13	16	19	22	25	28	31	34	2 to 1
	1 ST 12				2 ND 12				3 RD 12					
	1 - 18	EVEN								ODD		19 - 36		

"Neighbours - a wager on a given number and either 1, 2 or 3 numbers on either side of the given number on the Racetrack, requiring either 3, 5 or 7 chips in total depending on the option chosen. For example, for a wager on a given number and 2 numbers on either side of the given number, "21 and the Neighbours" = 21, 2, 4, 19 and 25 as shown in Appendix "F".

Appendix "F"

														
	00	3	6	9	12	15	18		24	27	30	33	36	2 to 1
		5	8	11	14	17	20	23	26	29	32	35	2 to 1	
	0	1		7	10	13	16		22		28	31	34	2 to 1
	1 ST 12				2 ND 12				3 RD 12					
	1 - 18	EVEN								ODD		19 - 36		

"Finales, - a three, four or six piece wager with one piece placed straight up on each number with a certain last digit. E.g. "Finales 4" = 4, 14, 24 and 34 as per Appendix "G". "Finales Zero" is the only available 6 piece wager, with the "S" section treated as part of the "zero" group of numbers.

Appendix "G"

S Sundus	00	3	6	9	12	15	18	21		27	30	33	36	2 to 1
	0	2	5	8	11		17	20	23	26	29	32	35	2 to 1
		1		7	10	13	16	19	22	25	28	31		2 to 1
1 ST 12					2 ND 12					3 RD 12				
1 - 18		EVEN								ODD		19 - 36		

Finales	Bets
1	1, 11, 21, 31
2	2, 12, 22, 32
3	3, 13, 23, 33
4	4, 14, 24, 34
5	5, 15, 25, 35
6	6, 16, 26, 36
7	7, 17, 27
8	8, 18, 28
9	9, 19, 29
0	0, 00, "S", 10, 20, 30