


Sands Fast Action Roulette
MBS
Game Rules
Version 2

w.e.f. 17 September 2020

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1. Definitions

1.1 In these rules:

- 1.1.1 “Bonus Number” means a number that is chosen by a random number generator which illuminates on the layout. There shall be ten “Bonus Numbers” generated during each round of play. If a “Bonus Number” is the winning number for the round of play, the wagers placed on that number shall be paid in accordance with the Pay Table stipulated in Rule 4.1.
- 1.1.2 “Bonus Win wager” means a wager which wins if the winning number is a “Bonus Number” or a “Super Bonus Number” and loses with any other outcome.
- 1.1.3 “Colour chips” means chips without denomination markings that are issued to a Player. The value of a colour chip is established by the Player at the time of purchase. When colour chips are issued at an amount higher than the table minimum, a marker or cash chip of the equivalent value shall be used to clearly denote the value of the colour chips and shall be placed either on the bank of colour chips or on a stand specifically for this purpose.
- 1.1.4 “Dolly” is the object that is placed on the winning number.
- 1.1.5 “Number” means the numerals 00, 0, 1-36, the Sands (“S”) symbol and the MBS (“”) symbol, which corresponds to the compartments of the wheel.
- 1.1.6 “Revolution” means the movement of the ball completing a rotation round the wheel along the ball track.
- 1.1.7 “Round of play” means the period of play commencing with the commencement of play and concluding when the Dealer announces an outcome and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.8 “Scatter Bonus” means that each of the ten links marked “a” to “j” in Appendix “C” contains a “Bonus Number” during the same round of play.
- 1.1.9 “Scatter Bonus wager” means a wager which wins if there is a “Scatter Bonus” and loses with any other outcome.
- 1.1.10 “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.
- 1.1.11 “Super Bonus Numbers” means the four “Bonus Numbers” in the same link which are illuminated during the same round of play. The link configurations are as shown in Appendix “C”. If a “Super Bonus Number” is the winning number for the round of play, the wagers placed on that number shall be paid in accordance with the Pay Table stipulated in Rule 4.1.
- 1.1.12 “Super Bonus Win wager” means a wager which wins if the winning number is a “Super Bonus Number” and loses with any other outcome.

2. Mode of Play

- 2.1 The layout for this game is as shown in Appendix "A" with designated playing areas for the placement of wagers. Appendix "B" indicates examples of the placement of the available wagers. Appendix "C" shows the link configuration used to determine "Super Bonus" numbers.

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 Sands Fast Action Roulette places one or more wagers using cash chips or colour chips or both on any of the different types of wagers (listed under Rule 3.4) on the layout.
- 3.3.1 Each wager at a particular playing area may be placed by individual or multiple Players, provided that it is within the minimum and maximum limits displayed at the table.
- 3.4 Wagers on the numbers are placed as follows and as shown in Appendix "B":
- 3.4.1 Straight Up – centrally on the desired number.
- 3.4.2 Bonus – within the section marked "Bonus Win".
- 3.4.3 Super Bonus – within the section marked "Super Bonus Win".
- 3.4.4 Scatter Bonus – within the section marked "Scatter Bonus".
- 3.5 The Dealer, Pit Supervisor or Pit Manager may, at the request of a Player, place wagers on behalf of the Player prior to "no more bets" being announced. It is the Player's responsibility to ensure that the placement is carried out correctly.
- 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 While the ball is still rotating around the wheel, the Dealer shall announce "No more bets" to signify the closing of bets.
- 3.8 The winning outcome shall be determined based on the compartment which the ball comes to rest in. Upon the ball coming to rest in a compartment of the wheel, the Dealer shall announce the outcome and shall place the dolly on the corresponding number on the layout.
- 3.9 After the ball comes to rest in a compartment, if there are wagers on the layout which were not placed clearly or inadvertently moved during the round of play, the Pit Supervisor or above shall determine the treatment of such wagers on the layout. It is the Player's responsibility to ensure that wagers are clearly placed on the layout.

4. Settlement

4.1 Settlement of wagers shall be as follows:

Wager and Outcome	Pays
Straight Up and Non-Bonus Number	35 to 1
Straight Up and Bonus Number	40 to 1
Straight Up and Super Bonus Number	80 to 1

4.2 Settlement of Bonus wagers shall be as follows:

Bonus Wager	Pays
Bonus Win	2 to 1
Super Bonus Win	350 to 1
Scatter Bonus	700 to 1

4.3 Except in the case of Rule 3.9, wagers shall be settled strictly in accordance with the position of chips on the layout when the Dealer calls "No more bets".

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 If any of the ten "Bonus Numbers" fail to illuminate, the round of play shall be void.
- 5.12 In the event of a power failure:
- 5.12.1 If the ball has not dropped into a compartment and "no spin" as described in Rule 5.13 was announced, the round of play shall be void.
- 5.12.2 If the ball has not dropped into a compartment and "no spin" as described in Rule 5.13 was not announced, play shall continue and the round of play shall be concluded.
- 5.13 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.
- 5.14 Unless otherwise stated in these rules, after the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased shall be refused and/or shall not be honoured.
- 5.15 Unless otherwise stated in these rules, 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 outcomes.
- 5.16 Once the outcome has been determined, winning wagers that are under the minimum shall be paid one time only and losing wagers shall be collected one time only. All future wagers irrespective of outcome by the same Player that are under the minimum shall be returned.
- 5.17 Winning wagers that are over the maximum shall be paid to the maximum only. Losing wagers that are over the maximum shall be collected to the maximum only.
- 5.18 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.

6. General Provisions

- 6.1 At the Pit Manager's discretion, the Dealer may announce "No more bets" prior to the spin.
- 6.2 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.
- 6.3 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.
- 6.4 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”

SANDS FAST ACTION ROULETTE

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SUPER BONUS WIN

SCATTER BONUS

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BONUS WIN

SANDS FAST ACTION ROULETTE

Appendix “B”

SANDS FAST ACTION ROULETTE

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SUPER BONUS WIN

SCATTER BONUS

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BONUS WIN

SANDS FAST ACTION ROULETTE

A	Straight Up
B	Bonus
C	Super Bonus
D	Scatter Bonus

SANDS FAST ACTION ROULETTE

0	00	S	III	a
1	2	3	4	b
5	6	7	8	c
9	10	11	12	d
13	14	15	16	e
SUPER BONUS WIN <small>SCATTER BONUS WIN</small>				SCATTER BONUS <small>SCATTER BONUS</small>
17	18	19	20	f
21	22	23	24	g
25	26	27	28	h
29	30	31	32	i
33	34	35	36	j
BONUS WIN <small>BONUS WIN</small>				

SANDS FAST ACTION ROULETTE