MONEY WHEEL

(RWS)
Game Rules

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1. Definitions

In these rules:

Clapper refers to the device which will indicate the winning symbol, once the Wheel slows down and stops.

Colour Chips are chips of a particular set, bearing the same emblem or mark to distinguish them from colour chips used at other tables.

Dolly refers to an indicator used to denote the winning symbol, as reflected by the clapper.

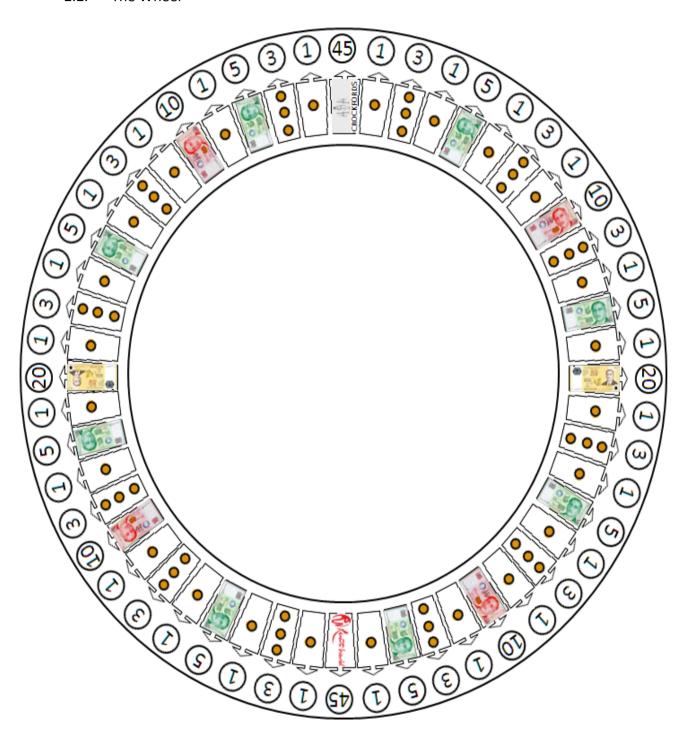
A **revolution** is a complete turn of the Wheel, starting from the last symbol indicated by the clapper, before the Wheel is spun.

Spin means to rotate the Wheel causing it to revolve.

2. Mode of Play

- 2.1. The Layout
 - 2.1.1 Money Wheel may be played only on tables displaying the layout as shown in Appendix "A".

2.2. The Wheel



2.2.1 The Wheel comprises of 52 equal segments marked with seven different symbols. The symbols are allocated to the 52 segments in the order as shown in the diagram above. The allocated number(s) of segment(s) to each symbol is as follows:

Types:	Number(s) of Segment(s):	
Resorts World Sentosa	1	
Crockfords	1	
SGD 20	2	
SGD 10	4	
SGD 5	8	
SGD 3	12	
SGD 1	24	
Total	52	

2.2.2 The Wheel shall have a clapper attached to the top.

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 Each Player shall play the game of Money Wheel by placing the cash chips and/or colour chips in accordance to Appendix "A".
- 3.4 The Wheel must complete at least three (3) revolutions to constitute a valid spin.
- 3.5 When the Wheel stops, the segment indicated by the clapper shall represent the winning symbol of the game.
- 3.6 The Dealer shall place a dolly on the winning symbol as reflected by the clapper on the layout.

4. Settlement

4.1 Odds of Each Winning Wager

Money Wheel Pay Table			
Туре	Bet/Rules	Pays	
Resorts World Sentosa	1 segment	45 to 1	
Crockfords	1 segment	45 to 1	
SGD 20	2 segments	20 to 1	
SGD 10	4 segments	10 to 1	
SGD 5	8 segments	5 to 1	
SGD 3	12 segments	3 to 1	
SGD 1	24 segments	1 to 1	

5. Irregularities

- 5.1 In the event that any of the following situations occur, the game shall be considered void:
 - 5.1.1 Any physical interference while the Wheel is spinning;
 - 5.1.2 At the instance when the clapper rests on the roller pin between two symbols; or
 - 5.1.3 The Wheel rotates less than three (3) revolutions.
- 5.2 After the Dealer announces "No more bets", no wager may be placed, increased or withdrawn and the Dealer will refuse all such wagers.

Appendix "A"

