ROULETTE DOUBLE ZERO

(Electronic Table Game)

(RWS)
Game Rules

Version 4

w.e.f. 5 August 2020, 0800 hours

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 "Roulette Double Zero (Electronic Table Game) (Version 4)" as set out in this document by Resorts World at Sentosa Pte. Ltd. ("RWS"), to be conducted in the casino operated by RWS.

Table of Contents | Page Number

1.	Definitions	3
2.	Mode of Play	4
3.	How to Play	5
4.	Settlement	6
5.	Irregularities	8
Appendix A		10
Appendix B		12
Appendix C		15
Appendix D		16
Appendix E		17

1. Definitions

In these rules:

1.1 **Bet** shall have the same meaning as wager.

1.2 **Dealer** refers to the person responsible for the dealing of the game.

1.3 **Game Console** refers to the Dealer-operated terminal or device that communicates and transmits data and game result information to all the Player Terminals.

1.4 **House** refers to the Casino Operator.

1.5 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.

1.6 **Player** refers to a person who places a Bet during a Round of play.

1.7 **Player Terminal** refers to the individual terminals or devices of an Electronic Table Game used by the Player through which Bets may be placed, credits may be bought, and winnings or credit balances may be dispensed in the form of betting instruments.

1.8 **Revolution** refers to the completion of a 360 degree movement around the ball track of the wheel by the ball.

1.9 **Round of play** refers to the period of play commencing when the notice for the placement of Bets is displayed on the Player Terminal and concluding when the settlement for all Players are made.

1.10 **Spin** refers to an action by the Dealer to cause the ball to roll along the ball track around the wheel.

1.11 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Display

2.1.1 The display for Roulette Double Zero (Electronic Table Game) is as shown in the Player Terminals.

3. How to Play

3.1 The objective of the game is to Bet on a number which matches the respective numbered compartment in the wheel where the ball comes to rest.

3.2 Player may start placing a Bet when the Player Terminal displays the notice for the placement of Bets.

3.3 The permissible minimum and maximum limits shall be displayed in the Player Terminals.

3.4 Each Player shall play the game of Roulette Double Zero (Electronic Table Game) by Betting on the display as shown in the Player Terminals.

3.5 No more Bets shall be placed after the Player Terminal displays “No More Bets”.

3.6 The ball shall be Spun in a direction opposite to the rotation of the wheel and the ball must complete at least four Revolutions to constitute a valid Spin.

3.7 The winning number is determined when the ball has come to rest in any compartment of the wheel.

3.8 In the event that the ball comes to rest in the compartment “0” (ZERO) or “00” (DOUBLE ZERO), all Bets shall lose with the exception of those Bets on (a) “0” (ZERO) or “00” (DOUBLE ZERO) number or (b) any combination involving "0" (ZERO) or "00" (DOUBLE ZERO) number.

3.9 All losing Bets shall be collected and winning Bets shall be paid in accordance with the Roulette Double Zero (Electronic Table Game) Pay Table stipulated in paragraph 4.1.

4. Settlement

4.1 Odds of Each Winning Bet

4.1.1 Roulette Double Zero (Electronic Table Game) Pay Table 1 is applicable when the game is played on a Player Terminal with an Appendix A layout.

Roulette Double Zero (Electronic Table Game) Pay Table 1		
Type	Bet/Rules	Pays
Straight Up	One number Bet	35 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1

4.1.2 Roulette Double Zero (Electronic Table Game) Pay Table 2 is applicable when the game is played on a Player Terminal with an Appendix B layout.

Roulette Double Zero (Electronic Table Game) Pay Table 2		
Type	Bet/Rules	Pays
Straight Up	One number Bet	35 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Top Line	Five number Bet	6 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1

5. Irregularities

5.1 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:

5.1.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or

5.1.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

5.2 In the event of a technical interruption (such as a power failure) which affects all or only certain ETG terminals within the cluster, the Round of play shall continue. For the ETG terminals affected by the technical interruption, if:

5.2.1 the Bets have been registered, all losing Bets shall be collected and winning Bets shall be paid in accordance with the Roulette Double Zero (Electronic Table Game) Pay Table stipulated in paragraph 4.1; or

5.2.2 the Bets have not been registered, the Bets shall be returned to the Players.

5.3 In the event that any of the following situations occur:

5.3.1 the ball is not being Spun above the revolving wheel but is dropped into a compartment of the wheel; or

5.3.2 the Spinning ball does not complete four Revolutions; or

5.3.3 the ball does not drop into any compartment of the wheel after the ball is Spun; or

5.3.4 the ball is flung out of the wheel; or

5.3.5 the wheel is not rotating at the time the ball is Spun; or

5.3.6 the ball is Spun in the same direction as the rotating wheel; or

5.3.7 a foreign object enters the wheel prior to the ball coming to rest in a compartment of the wheel; or

5.3.8 a person interferes with the Spinning ball or the rotation of the wheel; or

5.3.9 the wheel stops rotating prior to the ball coming to rest in a compartment of the wheel,

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

5.4 In the event that the ball breaks, all affected Rounds of play shall be Voided.

5.5 In the event that an incorrect result in respect of a Round of play has been registered in the Game Console, the Round of play shall be settled in accordance with the result shown on the wheel.

5.6 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.

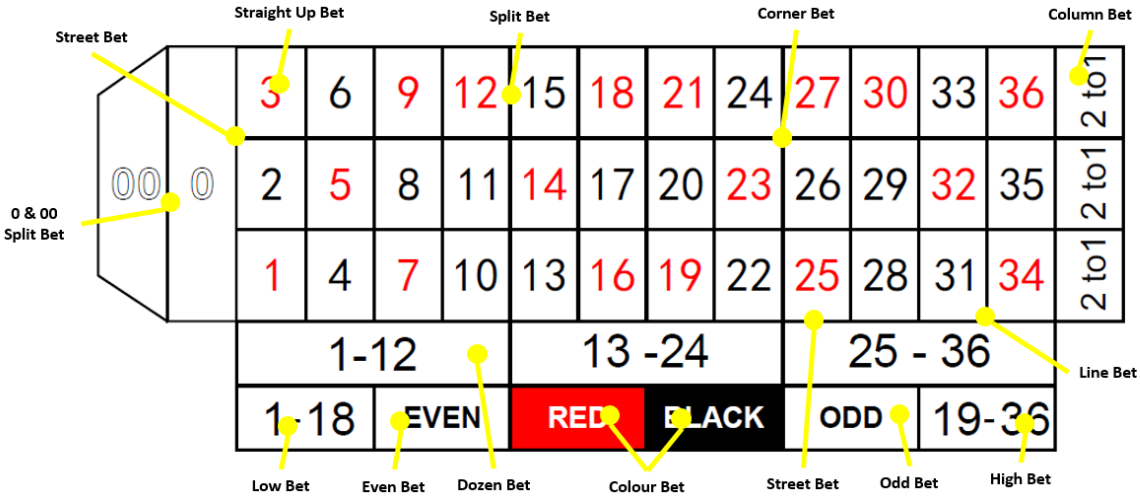
5.7 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error in the Player Terminal by the Player.

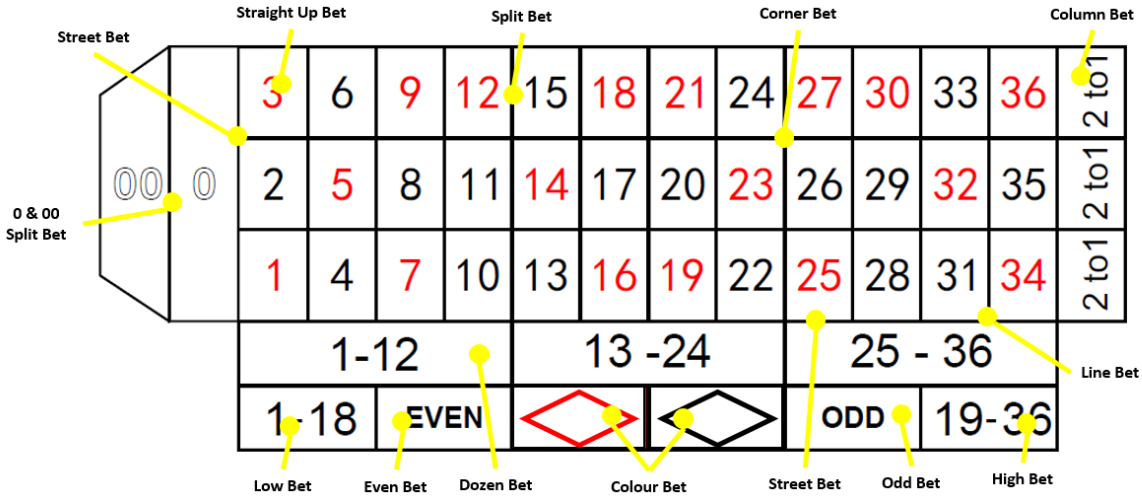
5.8 Any display information provided by the House on the outcome of current and/or previous Rounds of play is for information purposes only, and the actual outcome at the table shall prevail in the event of any inaccuracy in the display information.

5.9 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.

5.10 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Games Shift Manager or above.

Appendix A

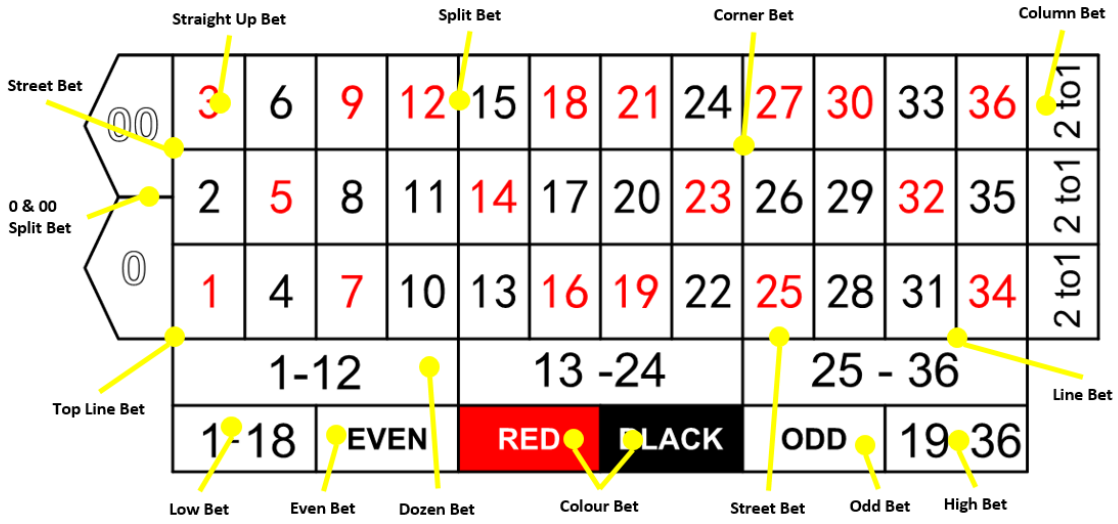

Straight Up Bet
Split Bet
Corner Bet
Column Bet
Street Bet
0 & 00
Split Bet
3 6 9 12 15 18 21 24 27 30 33 36
2 5 8 11 14 17 20 23 26 29 32 35
1 4 7 10 13 16 19 22 25 28 31 34
00 0
2 to1
2 to1
2 to1
1-12
13 -24
25 - 36
1-18
EVEN
RED
BLACK
ODD
19-36
Line Bet
Low Bet
Even Bet
Dozen Bet
Colour Bet
Street Bet
Odd Bet
High Bet

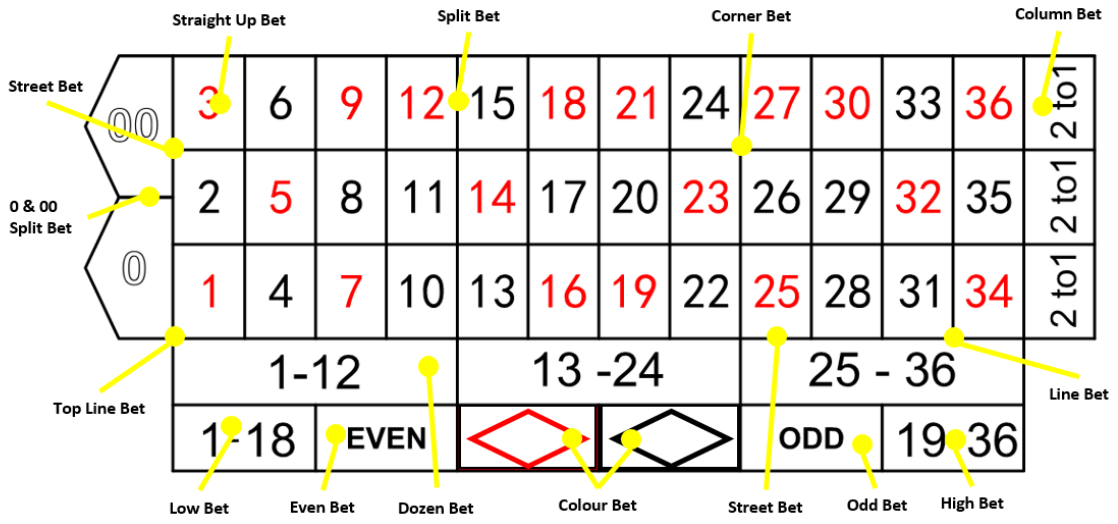

Straight Up Bet
Split Bet
Corner Bet
Column Bet
Street Bet
0 & 00
Split Bet
3 6 9 12 15 18 21 24 27 30 33 36
2 5 8 11 14 17 20 23 26 29 32 35
1 4 7 10 13 16 19 22 25 28 31 34
00 0
2 to1
2 to1
2 to1
1-12
13 -24
25 - 36
1-18
EVEN
ODD
19-36
Line Bet
Low Bet
Even Bet
Dozen Bet
Colour Bet
Street Bet
Odd Bet
High Bet

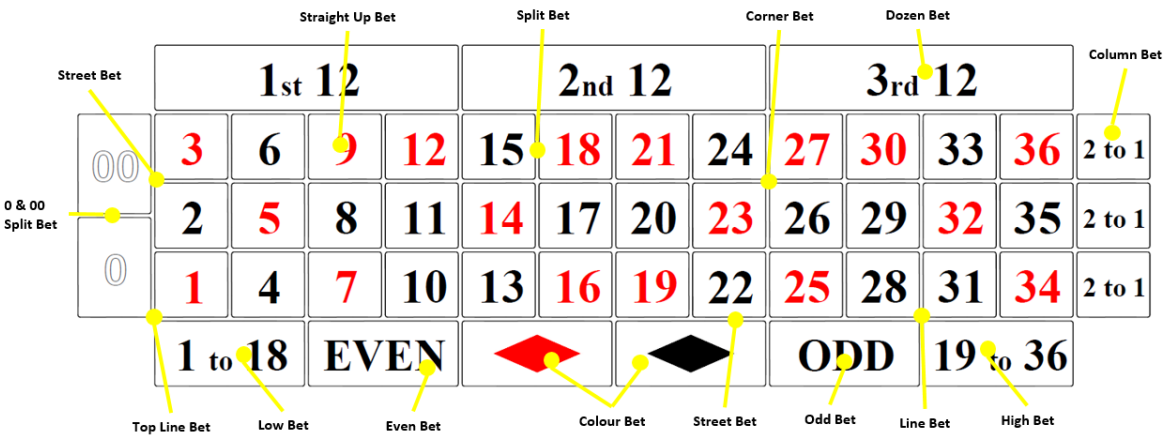
Type of Bet	Description
Straight Up Bet	A Bet on any single number including “0” and “00”, placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the two numbers. Also can be placed between 0 and 00, 0 and 1, 0 and 2 or 0 and 3.
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed for 0, 1 and 2 and 0, 2 and 3 where the three numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the four numbers touch. Also can be placed for 0, 1, 2 and 3 at the Corner where 0 touches the line at the end of the row of 1, 2 and 3.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Column Bet	A Bet on an entire Column, placed on the respective “2 to 1” box at the end of a Column.
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the “1st 12”, “2nd 12” or “3rd 12” boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured box or the diamond shape symbol respectively.
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers includes all even numbers other than 0 and 00.
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the “19-36” or “1-18” boxes respectively.

Appendix B


Straight Up Bet
Split Bet
Corner Bet
Column Bet
Street Bet
0 & 00
Split Bet
Top Line Bet
Line Bet
00
0
3 6 9 12 15 18 21 24 27 30 33 36
2 5 8 11 14 17 20 23 26 29 32 35
1 4 7 10 13 16 19 22 25 28 31 34
2 to1
2 to1
2 to1
1-12
13 -24
25 - 36
1-18
EVEN
RED
BLACK
ODD
19-36
Low Bet
Even Bet
Dozen Bet
Colour Bet
Street Bet
Odd Bet
High Bet


Straight Up Bet
Split Bet
Corner Bet
Column Bet
Street Bet
0 & 00
Split Bet
Top Line Bet
Line Bet
00
0
3 6 9 12 15 18 21 24 27 30 33 36
2 5 8 11 14 17 20 23 26 29 32 35
1 4 7 10 13 16 19 22 25 28 31 34
2 to1
2 to1
2 to1
1-12
13 -24
25 - 36
1-18
EVEN
ODD
19-36
Low Bet
Even Bet
Dozen Bet
Colour Bet
Street Bet
Odd Bet
High Bet


Straight Up Bet
Split Bet
Corner Bet
Dozen Bet
Column Bet
Street Bet
0 & 00
Split Bet
1st 12
2nd 12
3rd 12
00
0
3 6 9 12 15 18 21 24 27 30 33 36
2 5 8 11 14 17 20 23 26 29 32 35
1 4 7 10 13 16 19 22 25 28 31 34
2 to 1
2 to 1
2 to 1
1 to 18
EVEN
ODD
19 to 36
Top Line Bet
Low Bet
Even Bet
Colour Bet
Street Bet
Odd Bet
Line Bet
High Bet

Type of Bet	Description
Straight Up Bet	A Bet on any single number including “0” and “00”, placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the two numbers. Also can be placed between 0 and 00, 0 and 1, 0 and 2, 00 and 2 or 00 and 3.
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed at the corner on 0, 1 and 2 or 00, 2 and 3 or 0, 00 and 2 where the three numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the four numbers touch.
Top Line Bet	This is a Bet which covers the Top Line of the betting area and includes 0, 00, 1, 2 and 3 placed at the end of two rows on the line between them.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Column Bet	A Bet on an entire Column, placed on the respective “2 to 1” box at the end of a Column.
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the “1st 12”, “2nd 12” or “3rd 12” boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured “<>” symbol respectively.
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers includes all even numbers other than 0 and 00.
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the “19-36” or “1-18” boxes respectively.

Appendix C

Options for multiple piece Bets for Rapid Terminal with Appendix A Layout

Options for multiple piece Bets	Description of the Options for multiple piece Bets
Neighbours Bet	Neighbours Bet refers to 1 piece of Straight Up Bet on each of the following numbers: a central number and its neighbouring numbers, to the left and right of that central number on the Roulette Wheel. Example: If **21** is the central number, the Neighbours Bet covering 1 number refer to: 2, **21**, 4 If **21** is the central number, the Neighbours Bet covering 2 numbers refer to: 25, 2, **21**, 4, 19 If **21** is the central number, the Neighbours Bet covering 3 numbers refer to: 17, 25, 2, **21**, 4, 19, 15
Tiers Bet	Tiers Bet refers to 6 piece Bet on the following numbers: 1 piece of Split Bet on each of the following: 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36 (Total 6 pieces)
Orphelins Bet	Orphelins Bet refers to a section Bet which is a 5 piece Bet on the following numbers: 1 piece of Straight Up Bet: 1 1 piece of Split Bet on each of the following: 6/9, 14/17, 17/20 and 31/34 (Total 4 pieces)
0-Spiel Bet	0-Spiel Bet refers to 4 piece Bet on the following numbers: 1 piece of Straight Up Bet: 26 1 piece of Split Bet on each of the following: 0/3, 12/15, 32/35 (Total 3 pieces)
Finales Bet	Finales Bet refers to 1 piece of Straight Up Bet on each of the numbers ending with the same last digit. Example: 4, 14, 24, 34 or 8, 18, 28
Grand Series Bet	Grand Series Bet refers to 9 piece Bet on the following numbers: 1 piece of Split Bet on each of the following: 4/7, 12/15, 18/21, 19/22 and 32/35 (Total 5 pieces) 2 pieces of Street Bet: 0/2/3 2 pieces of Corner Bet: 25/26/28/29

Appendix D

Options for multiple piece Bets for Rapid Terminal with Appendix B Layout

Options for multiple piece Bets	Description of the Options for multiple piece Bets
Neighbours Bet	Neighbours Bet refers to 1 piece of Straight Up Bet on each of the following numbers: a central number and its neighbouring numbers, to the left and right of that central number on the Roulette Wheel. Example: If **21** is the central number, the Neighbours Bet covering 1 number refer to: 2, **21**, 4 If **21** is the central number, the Neighbours Bet covering 2 numbers refer to: 25, 2, **21**, 4, 19 If **21** is the central number, the Neighbours Bet covering 3 numbers refer to: 17, 25, 2, **21**, 4, 19, 15
Finales Bet	Finales Bet refers to 1 piece of Straight Up Bet on each of the numbers ending with the same last digit. Example: 4, 14, 24, 34 or 8, 18, 28

Appendix E

Options for multiple piece Bets for Alfastreet Terminal with Appendix B Layout.

Options for multiple piece Bets	Description of the Options for multiple piece Bets
Neighbours Bet	Neighbours Bet refers to 1 piece of Straight Up Bet on each of the following numbers: a central number and its neighbouring numbers, to the left and right of that central number on the Roulette Wheel. Example: If **21** is the central number, the Neighbours Bet covering 1 number refer to: 2, **21**, 4 If **21** is the central number, the Neighbours Bet covering 2 numbers refer to: 25, 2, **21**, 4, 19 If **21** is the central number, the Neighbours Bet covering 3 numbers refer to: 17, 25, 2, **21**, 4, 19, 15 If **21** is the central number, the Neighbours Bet covering 4 numbers refer to: 34, 17, 25, 2, **21**, 4, 19, 15, 32
Small Series Bet	Small Series Bet refers to a 12 pieces Bet on the following numbers: 2 pieces of Split Bet on each of the following: 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36 (Total 12 pieces)
Orphans Bet	Orphans Bet refers to a section Bet which is a 8 pieces Bet on the following numbers: 1 piece of Straight Up Bet on each of the following: 1 and 14 (Total 2 pieces) 2 piece of Split Bet on each of the following: 6/9, 17/20 and 31/34 (Total 6 pieces)
Zero Spiel Bet	Zero Spiel Bet refers to 8 pieces Bet on the following numbers: 1 piece of Straight Up Bet on each of the following: 3 and 26 (Total 2 pieces) 2 pieces of Split Bet on each of the following: 0/00, 12/15, 32/35 (Total 6 pieces)
Big Series Bet	Big Series Bet refers to 18 pieces Bet on the following numbers: 2 pieces of Split Bet on each of the following: 0/00, 2/3, 4/7, 12/15, 18/21, 19/22 and 32/35 (Total 14 pieces) 4 pieces of Corner Bet: 25/26/28/29