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ENGLISH ROULETTE ELECTRONIC

Bet on the right number with your fingertips...

+18

www.circuscasino.fr

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PLAY IN COMPLETE PRIVACY

Do you know about electronic English roulette?

It works with an automated cylinder, around which several individual play stations are located. Each of them has a touchscreen that displays the virtual play mat.

The entire system is fully automated and will send messages to your computer, guiding you through the various stages of the game.

ÿ When you receive “Place your bets”, bet by touching the boxes, your stakes remain secret from the other players.

ÿ When the message “Nothing is working anymore” appears, stop everything, you can no longer change the placement of your tokens.

Results appear instantly and simultaneously on your personal computer and on a screen. If you place a successful bet, your account will be automatically credited. If you wish to stop playing, simply press the "Payment" button to collect your winnings.

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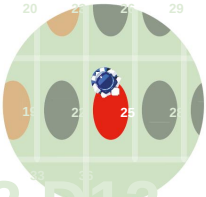
INTERIOR BETS

Inside bets allow for bigger payouts.
To play them, you must bet your virtual chips:

IN FULL

A bet on a single number that can bring you the biggest win of 35 x your stake.



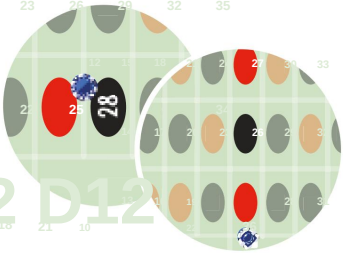
ON HORSEBACK

A joint bet on 2 numbers.
The payout is 17 x your stake.

CROSS-SECTIONAL

On a column of 3 numbers.

The payout is 11 x the stake.



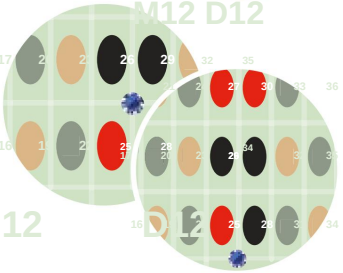
IN SQUARE

At the intersection of 4 numbers.

The payout is 8 x the stake.

IN SIXAIN

At the intersection and at the end of 2 lines of 3 numbers. The payout is 5 x the bet.



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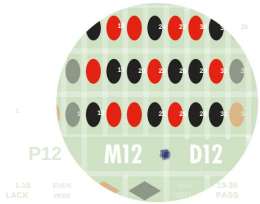
OUTSIDE BETS

Outside bets are more likely to win because they involve multiple numbers at once. They therefore generate lower winnings. In this case, place your virtual chips on:

SIMPLE ODDS

Red, Black, Even, Odd, Low or High.
The payout is 1 x the stake.

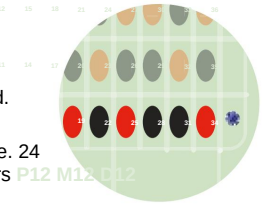


MULTIPLE CHANCES

Dozens or the intersection of 2 dozens for 24 numbers played. The payout is 2 x your stake for the dozen and ½ x your stake for the split dozens, i.e. 24 numbers played.

COLUMN

Column, at the bottom of one of the three vertical columns, i.e. 12 numbers, at the intersection of 2 columns for 24 numbers played. The gain is 2 x your stake for the column and ½ times your stake for the overlapping columns, i.e. 24 numbers played.



THE CASE OF ZERO

When a 0 is rolled, bets placed on single chances lose half their value. The player concerned therefore only recovers half of their stake.

Entry to the games room is reserved for adults who are not prohibited from gambling, upon presentation of a valid identity document.