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ROULETTE ENGLISH

Bet on the right number with your fingertips...

+18

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UP TO YOU !

Do you know English roulette?

Upon arrival, you exchange your value chips to the dealer, who will give you an equivalent value in colored chips. The minimum bet value is displayed at the table. You can purchase colored chips for a higher bet if you wish.

The game table is therefore made up of a mat, a cylinder, and a table indicating the value of the colors (tokens) used.

The numbers from 0 to 36 are reproduced on the table, as well as boxes allowing you to bet on single chances, columns and dozens.

When the dealer announces "place your bets," you can place your chips on any combination of numbers. The dealer then spins the ball. Players can continue betting while the ball is still spinning, but must stop betting as soon as the dealer announces "rien ne va plus."

When you wish to leave the table, you must return your colored chips to the dealer. The dealer will verify the total amount and pay you an equivalent amount in colored chips, which can either be used to play at another table or exchanged for cash at the cashier.

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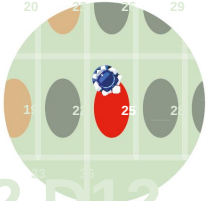
INTERIOR BETS

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



IN FULL

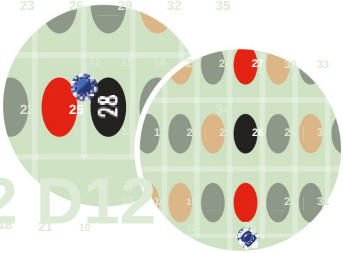
A bet on a single number that can bring you the biggest win of 35 x your stake.

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.

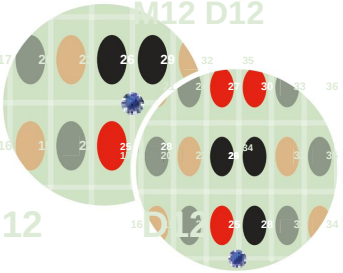


IN SQUARE

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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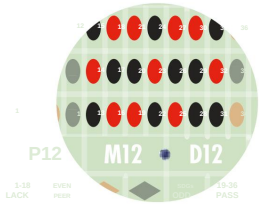
OUTSIDE BETS

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



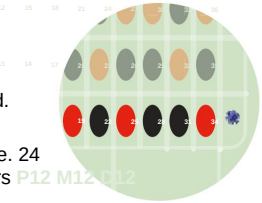
SIMPLE ODDS

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.