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THE BALL 2000

Ready to win the prize?

+18

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THE PRINCIPLE OF THE GAME

Players must guess which number and color the ball will land on in the cylinder numbered twice from 1 to 9. All players are positioned around the table.

HOW TO PLAY?

STEP 1: PLACE YOUR BETS

The dealer announces “place your bets” by throwing the ball into the cylinder. Players place their chips on the mat. Several options are available to them. (Details on the next page)

STEP 2: NOTHING IS WORKING ANYMORE

The dealer announces "the bets are made" as the ball is spinning. He then announces "no more bets" a few seconds before the ball lands on a number. Players may no longer touch the chips.

STEP 3: END OF GAME

The ball stops on a number and the winners collect their winnings.

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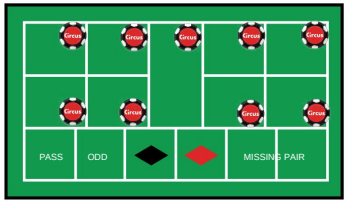
Option 1: Bet on full numbers

The player places his tokens on one of the squares marked 1 to 9. Horse riding is prohibited.

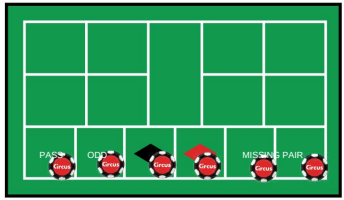


Winnings: The number rolled pays 7 times the stake to the person who played it.

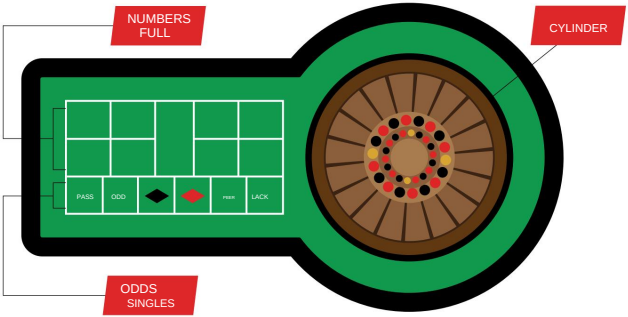
Option 2: Play the simple odds

The player places his bets on a of the following six boxes:

Black = numbers 1, 3, 6, 8
Red = numbers 2, 4, 7, 9
Even = the numbers 2, 4, 6, 8
Odd = numbers 1, 3, 7, 9
Missing = numbers 1, 2, 3, 4
Pass = numbers 6, 7, 8, 9



Payouts: Less risky than betting on straight numbers, bets on simple odds only pay out 1 times the initial stake.



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