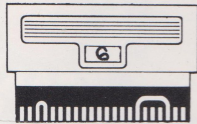


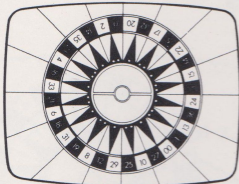
ROULETTE

...all the casino action of Monte Carlo! Place your bets and try to break the bank! (For 2 or more players.)

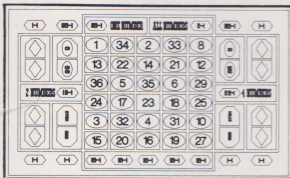
GAME AIDS



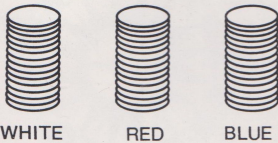
GAME CARD #6



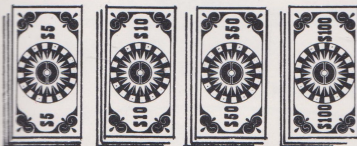
GAME OVERLAY



ROULETTE LAYOUT BOARD



CHIPS



PLAY MONEY

SET UP

1. Insert GAME CARD #6 into the Master Control Unit.
2. Place the ROULETTE Overlay on the screen.
3. The players divide the chips and each receives \$1,000.00 of paper money.

White Chips = \$ 5.00

Red Chips = 10.00

Blue Chips = 50.00

One player is the BANKER and retains custody of the balance of the cash.

HOW TO PLACE BETS

The players make their bets by placing their chips on the Roulette Layout Board. Several kinds of bets are possible and the odds are indicated on the Roulette Layout Board. (See page 30 for illustration.)

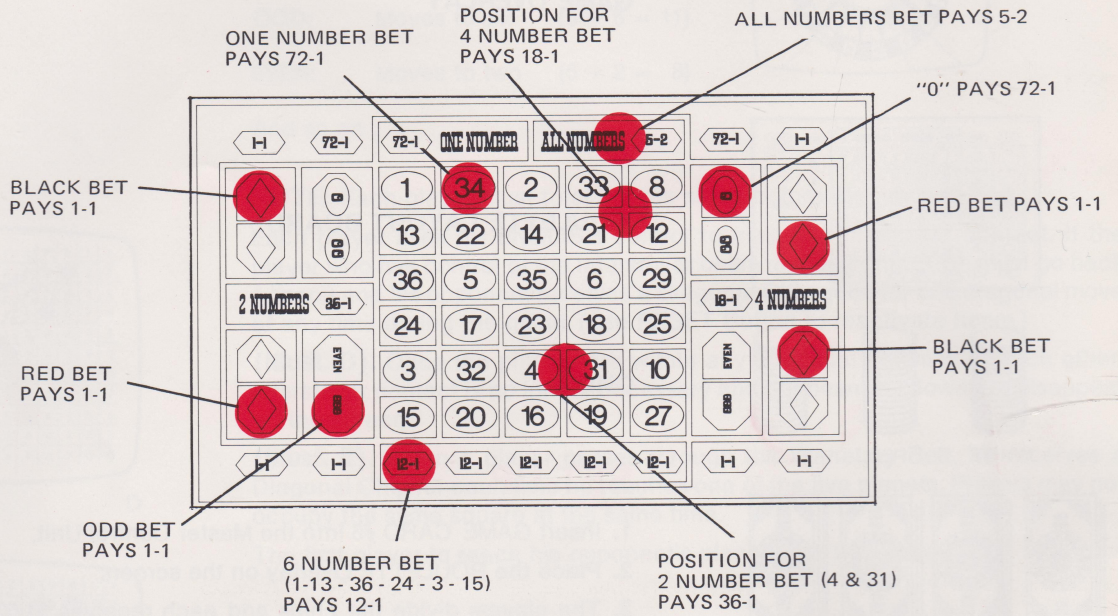
- To make a one-number bet, cover the entire number with a chip.
- To make a two-number bet, position a chip so that it falls between two numbers.

ROULETTE (Continued)

- To make a four number bet, position a chip so that it covers the corners of the four numbers.
- To make a six number bet, put a chip at the end of the row of numbers, as shown.

You may bet on red or black
and
odd or even
and
0 and 00

THE ILLUSTRATION BELOW SHOWS THE PROPER CHIP PLACEMENT FOR THE VARIOUS BETS



PLAY

Only the Player Control #2 is used to play Roulette. First, its electronics are "shuffled": the BANKER depresses the RESET Button and offers the VERTICAL or HORIZONTAL control to any one of the players, who then randomly turns that particular control with his eyes closed. The same procedure is followed for the remaining control (vertical or horizontal).

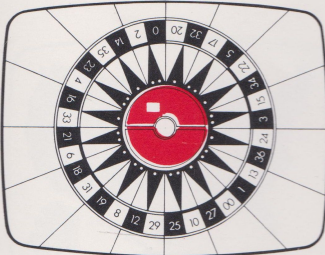
The BANKER may present the control in *any* position. (Right-side-up, on its side or up-side-down.) It is important that the dial settings be random.

The BANKER then releases the RESET Button and lets the ball fall into place on the wheel. If the ball does not appear on the Roulette Game Overlay, the BANKER has the electronics "reshuffled." If the ball falls on "0" or "00," the house wins *all one-to-one bets*.

Good Luck!

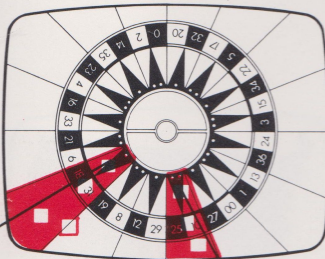
THE FOLLOWING ILLUSTRATIONS SHOW SOME OF THE COMBINATIONS WHICH WOULD WIN THE BETS MADE ON THE ROULETTE LAYOUT.

SPIN AGAIN



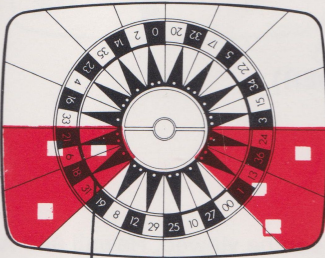
If ball falls in center red circle it is out of play and electronics in the control unit are "reshuffled."

**ODD
EVEN**



Odd—Even Bet. Alternating single and double dots appear on the yellow points of the roulette wheel. These indicate *odd* and *even* areas. A ball landing in any of the locations indicated in illustration would win.

**BLACK
RED**



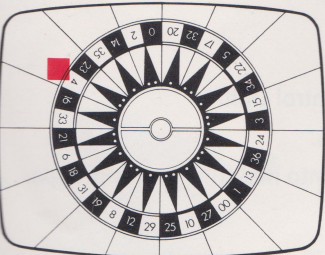
The outcome of a Black/Red bet is determined by the color of the segment in which the ball falls.

**BLACK BAND INDICATES
GOOD BLACK SEGMENT**

Illustration showing winning bets for...

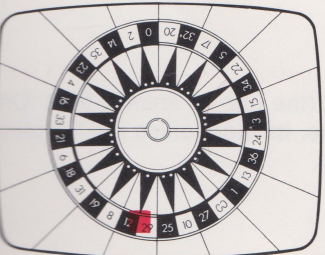
Even and Red bets

- Any one number, two number, four number, six number, or all number bets which included number four is a winner.
- The even bet wins.
- The red bet wins.



Two-number bets

If a ball falls between two numbers, both numbers win. In this illustration, numbers 12 and 29 win.



NUMBER BETS ARE 12 & 29