

Roulette Royal



Main Screen

The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Buttons

EXIT	-	Close the game
RACE BET	-	Change the layout type
RISE BET	-	Rises the bets
UNDO TABLE	-	Undo table
START	-	Indicate that you have finished betting

The following values are displayed onscreen

CREDIT	-	Display the credit
LAST WIN	-	Display the last win
BET	-	Display the bet

Toolbar



- 1** - Shows the activated options
- 2** - Opens the extended toolbar
- 3** - Displays the current time
- 4** - Shows the ID of the played game



- A** - Change the language
- B** - Turn the audio off/on
- C** - Shows the help
- D** - opens the history of the played games



On the right side of game is a bar, which allows you to switch to full screen or to exit the current game

Due to the varying configurations and versions, deviations between the displays or button assignments and this manual can occur.

The Game

With the announcement “Make your bets, please” the player can begin to place the bets. After selecting the chip, individual numbers or numbers-combinations can be placed according to the rules of roulette.

In addition, it is any time possible to replace chips that are already placed onto another field by pulling, or also to remove them by pulling the chip from the field. To facilitate the selection, the field-combinations are illuminated while pulling the chips across the fields.

By pushing the start button the player can finish the putting prematurely and accelerate therefore the play start. The small progress beam indicates how many players have already pushed the start button.

The length, colour of the large progress beam provides information for the remaining time for the putting (beam colour green, orange) or for the playing time in which cannot be put (beam colour red). After the ball was thrown against the rotation direction into the wheel the announcement occurred “No more bets, please. Good luck” and it cannot be put any more.

Zero Rule:

When the ball lands on “zero”, wagers on red, black, odd, even 1 to 18 and 19 to 36 are entirely lost.

Help - Menu

The help menu opens when pressing the HELP button.



Help Menü

Operation

You can now select jetons with different colours. The active jeton has a yellow border around it.

To place your bet you can either touch the area or you can drag the coin into position (possible areas light up).

You can move the jetons you bet at any time by dragging them to another position.

You can also cancel the jetons you bet by taking them and dragging them off the table.

If you drag a jeton to one of the series, this series is bet automatically for you.

Main menu

Help Screen 1

UK ?06:08ID: -

Serie 5/8



Serie 5/8

Big Serie

Orphelins Plein

Orphelins Cheval

Zero Game

Series 5/8, uses 6 chips to cover the following numbers: 5/8 10/11 13/16 23/24 27/30 33/36

Main menu

Help Screen 2

12:33 ID: -

Orphelins Cheval



The series 'Orphelins cheval' uses 5 chips to cover the following numbers: 1 6/9 14/17 17/20 31/34

- Serie 5/8
- Big Serie
- Orphelins Plein
- Orphelins Cheval
- Zero Game

Main menu

Help Screen 5

13:09 ID: -

Zero Game



The zero game uses 4 chips to cover the following numbers: 0/3 12/15 26 32/35

- Serie 5/8
- Big Serie
- Orphelins Plein
- Orphelins Cheval
- Zero Game

Main menu

Help Screen 6

13:59 ID: -

Win plan

		0					Lim.
Low H	1st 12	1	2	3	A	Full Number	35:1 10.00
		4	5	6	B	Split	17:1 20.00
		7	8	9	C	Street	11:1 30.00
Even I	2nd 12	10	11	12	D	Corner	8:1 40.00
		13	14	15	E	Six Line	5:1 60.00
		16	17	18	F	Column	2:1 120.00
Odd J	3rd 12	19	20	21	G	Dozen	2:1 120.00
		22	23	24	H	Low / High	1:1 180.00
		25	26	27	I	Odd / Even	1:1 180.00
High H	3rd 12	28	29	30	J	Red / Black	1:1 180.00
		31	32	33			
		34	35	36			

Maximum table limit 180.00

Main menu

Help Screen 7

Types of bets

The following pictures show on which positions the chips (jetons) can be placed.

SINGLE CHANCE

One even single wins (bet x 2)



RED

all red numbers



BLACK

all black numbers



EVEN

all even numbers



ODD

all odd numbers



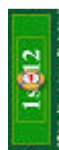
1-18 (MANQUE)

all numbers from 1 to 18



19-36 (PASSE)

all numbers from 19 to 36



FIRST DOZEN
all numbers from 1 to 12



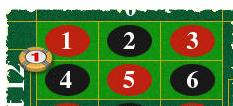
THIRD DOZEN
numbers from 25 to 36



COLUMN
12 numbers
there are 3 columns. column: 1-34, 2-35, 3-36

SIX LINE

One even wins five fold (bet x 6)



Six numbers following on each other from two across rows following on each other of the table layout

CORNER

One even wins eight fold (bet x 9)



CORNER
Four numbers in a square block on the layout



FIRST FOUR
The first four numbers
0, 1, 2, 3

STREET

One even wins eleven fold (bet x 12)



Three numbers following on each other on a single horizontale line of the layout

SPLIT

One even wins seventeen fold (bet x 18)



Two adjoining numbers, eighter on the vertical or horizontal.

FULL NUMBER (Straight-up)

One even wins thirty five fold (bet x 36)



One of the thirty seven numbers 0-36.

