Roulette Help Index

The Index lists all the Roulette Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

How to Play

Overview
Playing the Game
Bet Types
Rules Of the Game

Commands

Main Menu Commands
Play Menu Commands
Board/House Configuration
Player Configuration

Mouse

Buying Chips
Placing/Moving Chips
Cashing Chips

KeyBoard

Accelerator Keys

How to Play

This section contains information about how to play Roulette.

Overview

Roulette is one of the most glamorous of casino games and is played all over the world; the objective of the game being to win money by betting on the outcome of the spin of a wheel.

There are two main components to the game: the board upon which the bets are placed and the wheel.

The wheel has 38 pockets numbered 1 to 36, 0 and 00.   18 numbers are displayed on a red background, 18 on a black background and 0 and 00 on a green background.   The numbers are ordered so that 0 and 00 are opposite with the separating numbers alternating red/black, odd/even and high/low.   The wheel is spun in one direction and a ball is thrown around the edge in the opposite direction.   The pocket into which the ball finally comes to rest is the winning number.

The main or inner portion of the board is comprised of 36 numbered squares arranged in 3 columns of 12 numbers.   To the right of the columns are 2 spaces numbered 0 and 00.   The board also contains outer areas allowing bets on columns, the 1st, 2nd and 3rd dozens,   1st/2nd 18 numbers, odd/even and red/black.   The layout of these outer betting areas differ radically in the USA and European versions of the game.   This program supports both versions.

In addition to the different board layout, the standard European version does not use 00 and, hence, has a completely different sequence of pockets around the wheel.   The program, in fact, supports 0 and 0/00 in both the USA and European versions.

During the game, the program normally displays the board surrounded by 3 or 4 areas;   the house area, the message area and 1 or 2 player holdings areas. The actual position of these areas vary according to the board layout selected and the screen resolution. The wheel is only displayed when in use.

Related Topics

- ◆   Playing the Game
- ◆   Bet Types
- ◆   Rules of The Game

Playing the Game

To Modify the Configuration:

Select <u>Board/House Configuration</u> and/or <u>Player Configuration</u> from the Play Menu or select Reset All Default Options from the Play Menu.

To Start a New Game:

From the Play Menu, choose New or press F3.   This starts a new game using the currently selected configurations.   The same initial stake is given to both players.

To Buy Chips:

Click the left mouse button on the <u>player's holdings</u> money value.

To Place a Bet:

Click the left mouse button one or more times on the sample chip displayed in the <u>player's holding</u> area.   Move the chips that have been picked up to the desired <u>bet point</u> and left click again to place them on the board.   The different bet types and the odds paid on them are listed in the <u>Bet Types</u> section.

To Spin the Wheel:

Select Spin from the Main Menu or hit F2.   The wheel is displayed and when the ball comes to rest, the winning number is displayed in the <u>message area</u> and the winning areas of the board hilighted.   After a 3 second pause, the <u>house</u> then removes the losing bets from the board and pays the players' winnings.   The result of the spin then remains on view in the message area for a further 45 seconds but new bets can be placed without waiting for this period to expire.

To Save State of Play:

Select Save Player Holdings from the Main Menu.   When you next enter the program you will be given the option of resuming the saved game.

Related Topics

- <u>Overview</u>
- <u>Bet Types</u>
- <u>Rules of The Game</u>
- <u>Mouse</u>

Bet Types

This section lists the types of bets available, the real and paid odds and the house advantage.

Straight Bet: Bet on a single number
Position: Inside one of the 38/37 numbered areas.
Paid Odds: 35-1   0 & 00 / 0 Only   Real Odds: 37:1 / 36:1   House Advantage: 5.26% / 2.70%

Split Bet (Normal):   Bet on 2 numbers
Position: On the line separating the 2 numbers.   Also for the USA board, a bet on 0 and 00 can be placed on the line
          separating the area marked "2nd 12" and "3rd 12".
Paid Odds: 17-1   0 & 00 / 0 Only   Real Odds: 18:1 / 17.5:1   House Advantage: 5.26% / 2.70%

Split Bet (Including 0 &/or 00):   Bet on 3 numbers
Position: For both the USA and the European boards: a bet at the left hand end of the line separating 1 and 2 is treated as a
          bet on the 3 numbers 0, 1 and 2; a bet at the left hand end of the line separating 2 and 3 is treated as a bet on the 3
          numbers 00, 2 and 3.   For the European board only: a bet at the right hand end of of the line separating 0 and 00 is
          treated as a bet on the 3 numbers 0, 00 and 2.
Paid Odds: 11-1   0 & 00   Real Odds: 11.66:1   House Advantage: 5.26%

Street Bet: Bet on 3 numbers
Position: At the top or bottom of the row of the 3 numbers.
Paid Odds: 11-1   0 & 00 / 0 Only   Real Odds: 11.66:1 / 11.33:1   House Advantage: 5.26% / 2.70%

Square Bet: Bet on 4 numbers
Position: Intersection of the 2   lines separating the 4 numbers.
Paid Odds: 8-1   0 & 00 / 0 Only   Real Odds: 8.5:1 / 8.25:1 House Advantage: 5.26% / 2.70%

Line Bet (Normal):   Bet on 6 numbers
Position: At the top or bottom end of a line between 2 rows of 3 numbers.
Paid Odds: 5-1   0 & 00 / 0 Only   Real Odds: 5.33:1 / 5.16:1   House Advantage: 5.26% / 2.70%

Line Bet (Including 0 & 00):   Bet on the 5 numbers 0, 00, 1, 2 and 3
Position: At the top or bottom end of the line separating 0/00 and 1/2/3.   Also, for the USA board only, at the right hand end of
          the line separating 0 and 00.
Paid Odds: 6-1   0 & 00   Real Odds: 6.6:1   House Advantage: 7.89%

Line Bet (Including 0):   Bet on the 4 numbers 0, 1, 2 and 3
Position: At the top or bottom end of the line separating 0 and 1/2/3.
Paid Odds: 8-1   0 Only   Real Odds: 8.25:1   House Advantage: 2.70%

Column Bet: Bet on 12 numbers
Position: In the square at the left hand end of the column. This is marked "2 to 1" on the USA board.
Paid Odds: 2-1   0 & 00 / 0 Only   Real Odds: 2.166:1 / 2.08:1   House Advantage: 5.26% / 2.70%

Dozens Bet: Bet on 12 numbers
Position: In the areas marked "1st 12", "2nd 12" or "3rd 12" on the USA board and the 2 sets of areas marked "12P", "12M"
          and "12D" on the European board.
Paid Odds: 2-1   0 & 00 / 0 Only   Real Odds: 2.166:1 / 2.08:1   House Advantage: 5.26% / 2.70%

Even Money Bet: Bet on 18 numbers
Position: There are 6 types of even money bets.   They are listed below with the symbol used to indicate the area for the USA
          and European boards.

1-18	Manque	1st 18 numbers
18-36	Passe	2nd 18 numbers
Odd	Impair	the odd numbers 1, 3, 5, ...
Even	Pair	the even numbers 2, 4, 6, ...
Black Diamond		the black numbers
Red Diamond		the red numbers

Paid Odds: 1-1   0 & 00 / 0 Only   Real Odds: 1.11:1 / 1.05:1   House Advantage: 5.26% / 2.70%

Combined Columns or Dozens Bet: Bet on 24 numbers

     Position: For the European board only: on the line separating the areas to be combined.

     Paid Odds: 1-2   0 & 00 / 0 Only   Real Odds: 1.17:2 / 1.08:2   House Advantage: 5.26% / 2.70%

Related Topics

- ◆   <u>Overview</u>
- ◆   <u>Playing the Game</u>
- ◆   <u>Rules of The Game</u>

Rules of the Game

This section contains various rules and limits imposed by the game Roulette.

- The house has an unlimited number of chips.
- Players may not play on credit.
- The maximum house gain/loss amount is $99,999,999.
- The maximum money a player can win is $99,999,999.
- The maximum number of chips a player can own is 9,999.
- The maximum number of chips a player can buy at a time is 999.
- The maximum number of chips that may be picked up or placed at a <u>bet point</u> is 99.
- The maximum number of chips that may be picked up from the player's sample chip per button click is 99.
- Different rules can be selected for handling even money bets when 0 or 00 is spun.   (See <u>Board/House Configuration</u> for details).
- The USA and European boards have different definitions for a number of <u>bet points</u>. (See <u>Board/House Configuration</u> or <u>Bet Types</u> for details).
- Bets on combined columns or dozens must be an even number of chips.
- No new chips may be placed at a <u>bet point</u> that has chips, owned by the same player, already in 'prison'. (See <u>Board/House Configuration</u> for explanation of 'prison').
- The maximum 'prison' depth (number of consecutive spins of 0 or 00) is 255.
- Chips belonging to both players can be placed at the same <u>bet point</u>.   This is indicated by 2 half-chips. Because of space restrictions, the number of chips normally shown are not displayed.   If one of the players' chips are moved, the numbers re-appear.

Related Topics

- <u>Overview</u>
- <u>Bet Types</u>
- <u>Playing the Game</u>

Commands

This section contains information about the menu commands in Roulette.

Main Menu Commands
Play Menu Commands
Board/House Configuration
Player Configuration

Main Menu Commands

The shortcut keys available are shown after the menu command name.

Play:

Pull down menu - see Play Menu Commands

Spin (F2):

Spins the wheel/ball.   Prior to actually spinning, checks are made to ensure that the bets placed satisfy any enabled minimum/maximum bet requirements imposed by the house.   These are set by the Board/House Configuration dialog box. After spinning, the winning areas of the board are highlighted and the winning and losing bets are handled according to each player's options as set by the Player Configuration dialog box.

Help (F1):

Pull down help menu.   F1 invokes help showing the index of this help file.

Player 1 Remove Bets (F7):

All bets made by player 1 are removed from the board and the chips returned to the player's holdings.

Player 2 Remove Bets (F8):

As above except for player 2.   Only shown in two player games.

Related Topics

- ◆   Play Menu Commands
- ◆   Board/House Configuration
- ◆   Player Configuration

Play Menu Commands

This menu is a pull down menu from the Main Menu Commands.The shortcut keys available are shown after the menu command name.

New (F3):

Starts a new game for 1 or 2 depending on the selected option.   The players start off with the initial dollar stake as set in the Board/House Configuration dialog box.   The house gains/losses dollar value is also reset.

Save Player Holdings:

Removes both players' chips from the board and then saves, in win.ini, the current dollar value for the house, and, for each player, the dollar value, the number of chips owned and their values.   The next time Roulette is invoked, you will be given the opportunity of resuming the saved game.   If the game is resumed, the saved information is destroyed.   Otherwise, it remains saved for the next time Roulette is called.   Only one set of saved game information is supported.

Show Bet Points & Pay Odds (F4 or Shift+Left Mouse Button):

When this option is selected, a white chip is placed at every possible bet point available on the current board.   The number shown inside the chips indicates the odds paid for that point.   Thus, if 17 is displayed, the pay odds are 17 to 1.   The bet points having 1 to 2 odds are indicated by '1/2'.   The white chips can be removed by re-selecting the menu option or by clicking either mouse button.   When the white chips are removed, any player bets on the board are re-displayed.

Show Bet Points & # Covered (F5 or Control+Left Mouse Button):

As above except the numbers displayed inside the white chips indicate how many wheel numbers are covered by the bet point.

Track Odds Information (F6 or Shift+Control+Left Mouse Button):

When this option is selected, the cursor becomes a white chip that can be tracked anywhere across the board.   When the chip is located at a legal bet point, the message area provides the following information:-

Odds Paid

Genuine Odds

House Advantage as a percentage.

This option can be selected in addition to one of the two Show Bet Point commands above.   Once selected,   the option can only be cancelled by clicking either mouse button since no menu items can be picked.   Section Bet Types in this document also provides this information.

Board/House Options:

This menu item invokes the Board/House Configuration dialog box.

Player 1 Options:

This menu item invokes the Player Configuration dialog box for player 1.

Player 2 Options:

This menu item invokes the Player Configuration dialog box for player 2.   The menu item is enabled only for 2 player games.

Reset All Default Options:

This menu item resets all board and player options, for both players, back to their initial default values, saves them in the win.ini file and starts a new game.

Related Topics

- Main Menu Commands
- Board/House Configuration
- Player Configuration
- Bet Types

Board/House Configuration

Displays the current Roulette board and <u>house</u> configuration settings which, if desired, can then be modified.   After modification, if the OK button is selected, the settings will be used for all subsequent games played during this session of Roulette.   Selecting the Save as Default button, will cause the settings to be saved and used as the initial configuration settings for subsequent Roulette sessions.   The initial default settings can be re-instated by selecting the Reset Defaults button.   Any of the settings can be changed during the course of play without forcing the start of a New Game; the program will take any action appropriate to the change (viz. if the board layout is changed, all chips are returned to the <u>players' holding</u> areas).   The board/house configuration options available are:-

Number of Players:

Sets the number of players for subsequent games to 1 or 2.   The initial default is 2.

Board Type:

Sets the board type to the USA or European layout.   The initial default is USA.   Changing the board type resets the Number of Zeroes and the Zero Result Option settings described below.   Apart from the obvious physical differences between the USA and the European boards, the two boards also provide a number of slightly different <u>bet points</u> that implement the two differing practices.   These differences are:-

USA	24 number bets (combining dozen and column bets) are not allowed. For the 0 and 00 layout, a bet on the line between the 2nd and 3rd dozen areas is a bet on the 0/00 combination and a bet placed at the rhs end of the horizontal line between 0 and 00 is treated as betting on the 5 numbers 0, 00, 1, 2 and 3.
European	24 number bets are allowed (both for dozen and column combinations). For the 0 and 00 layout, a bet placed at the rhs end of the horizontal line between 0 and 00 is treated as betting on the 3 numbers 0, 00 and 2.

Number of Zeroes:

Sets the number of zeroes to 1 (0 only) or 2 (0 and 00).   The initial default for the USA board is 2 while the default for the European board is 1.   The number of zeroes alters the <u>house</u> advantage as show in section <u>Bet Types</u>.

Zero Result Options:

Sets the action taken for even money bets when the result of the wheel spin is 0 (or 00).   This action differs from casino to casino and three different actions are supported, namely:-

Las Vegas	Even money bets are lost completely. This is the initial default for the USA board.
Atlantic City	Half of even money bets are lost. For bets comprising an odd number of chips, guess what, the <u>house</u> takes the extra odd chip.
Monte Carlo	Even money bets are placed in 'Prison' whereby the ultimate outcome of the bet is decided by the next spin. If the <u>bet point</u> wins on the next spin, the bet is removed from 'prison' and the player can remove or leave it as desired. If the bet point loses on the next spin, the <u>house</u> removes the chips. Should the next spin result in 0 or 00 again, chips already in 'prison' become doubly so; requiring two consecutive wins to be removed. Chips that are in 'prison' cannot be moved and, in this game, are indicated by the chip's color changing to dark red or blue instead of the normal light red or blue. Also, for this game, a player with chips in 'prison' cannot add further chips to that bet point. Placing chips in 'prison' is the initial default action for the European board.

Initial Stake per Player:

Sets initial dollar stake given to each player when a New Game is selected.   The initial default is $1000 and can be set to any value from 1 to 99,999.

Minimum Bet in Chips:

Sets the minimum number of chips that must be bet per player per spin.   The chips can be all in one place or spread out anywhere across the board.   The minimum bet is only imposed by the <u>house</u> when the player has actually placed a bet on the board.   The initial default is 4 chips and can be set to any value from 1 to 9 with 1 effectively removing the minimum bet restriction.

Maximum Bet Limits Imposed:

Sets whether or not the <u>house</u> is imposing a maximum on the dollar value of bets that can be made.   When enabled, the limits vary according to the odds the <u>bet point</u> pays.   The limits are:-

1 to 6 number bets	$100
12 number bets	$500
18 and 24 number bets	$1000

The initial default is limits are enabled.

Show Wheel when Spin:

Sets whether or not the wheel is shown when the Spin <u>Main Menu</u> command is selected.   When disabled, selecting Spin bypasses showing the wheel and proceeds directly to displaying the result in the <u>message area</u> and handling any bets that have been made.   The initial default is to show the wheel.

Sound Enabled:

Sets whether or not sound is enabled for error warnings and during the wheel/ball Spin display.   The initial default is sound is enabled.

Related Topics

- ◆ <u>Main Menu Commands</u>
- ◆ <u>Play Menu Commands</u>
- ◆ <u>Player Configuration</u>

Player Configuration

Displays the current Roulette player configuration settings for 1 player which, if desired, can then be modified.   After modification, if the OK button is selected, the settings will be used for all subsequent games played during this session of Roulette.   Selecting the Save as Default button, will cause the settings to be saved and used as the initial   player configuration settings for subsequent Roulette sessions.   Note that the player configuration options can be different for each of the 2 players.   The initial default settings can be re-instated by selecting the Reset Defaults button.   Any of the settings can be changed during the course of play without forcing the start of a New Game; the program will take any action appropriate to the change (viz. if the chip value is changed, all chips, both on the board and in holdings, are cashed in at the old value).   The player configuration options available are:-

Chip Value:

Sets the chip value for the player's chips.   The choices are $1, $5, $10, $50 and $100 with $1 being the initial default.

Return Winning Stakes:

Sets whether or not winning stakes are returned to the player's holdings or are left on the board.   The initial default setting is off.

Don't Re-bet Outer Winnings:

This option governs the method of payment of chips won by 'outer' bets.   Outer bets are the 12, 18 and 24 number bets the areas of which are outside the main numbers grid.   Unless enabled, winnings are added to the original stake at the bet point rather than added to the player's holdings.   Chips won by 'inner' bets are always paid into the player's holdings.   This option is disabled when the option above is selected.   The initial default setting is off.

Pay Losing Bets from Holdings:

This option enables the player to elect to pay the chips that it owes the house from holdings rather than have the house remove the losing chips from the board.   It enables the player to set up a pattern of bets for a number of spins without having to keep replacing the losing chips each spin.   If the player's holdings does not have sufficient chips, or money, to pay the house, the chips are removed from the board regardless of the setting of this option.   The initial default setting is off.

Number of Chips Picked Up at a Time:

Sets the number of chips that are picked up each time the left mouse button is clicked on the player's holdings sample chip. The initial default is 1 and can be set to any value between 1 and 99.

Number of Chips Bought at a Time:

Sets the number of chips that are bought each time the left mouse button is clicked on the player's holdings money area.   The initial default is 25 and can be set to any value between 1 and 99.

Related Topics

Mouse

This section contains information about playing Roulette using the mouse.

[Buying Chips](#)
[Placing/Moving Chips](#)
[Cashing Chips](#)

Related Topics

♦   [Play Menu Commands](#) for options that can be selected using the mouse.
♦   [Keyboard](#)

Buying Chips

A player buys chips from the <u>house</u> by clicking the left mouse button on the money value in the <u>player's holdings</u> area.   The number of chips bought per click can be set in the Player Configuration dialog box but is initially set to 25 chips.   The house has an unlimited supply of chips.

If the player does not have sufficient money to purchase the normal number of chips, then the number bought is reduced to the number that can be afforded.   Players are not allowed to play on credit.

This game also limits the number of chips that can be owned to 9999.   If purchasing the standard number of chips would cause this maximum to be exceeded, then the number bought is reduced so that exactly 9999 chips are owned.

Related Topics

- <u>Placing/Moving Chips</u>
- <u>Cashing Chips</u>

Placing/Moving Chips

This section explains how bets can be made by picking up chips from the <u>player's holding</u> area and also how existing bet can be moved to either another <u>bet point</u> or returned to the player's holdings area.   In both cases, the operation involves picking up chips, dragging them to a new position and dropping them again.   Unlike most Windows drag operations, however, the mouse button does NOT have to be held down.

Picking Up Chips from The Player's Holding Area.

Click the left mouse button on the sample chip shown in the <u>player's holdings</u> area.   A new chip is drawn overlaying the sample chip.   Until the mouse is moved away from the sample chip, each left button click will pick up the number of chips as set in the <u>Player's Configuration</u> dialog box subject to a total of 99 chips.   The number of chips picked up is indicated by the number inside the newly drawn chip.   Drag the chips that have been picked up to the desired position and click the left button again to drop the chips.   The chips can be placed at any legal <u>bet point</u> on the board or, by clicking on the player's money area, cashed in (see <u>Cashing Chips</u> for cashing in all the chips owned).   If the chips are placed at a bet point, they are combined with any chips the player currently has at that point provided that the sum does not exceed the 99 chip maximum and that the chips currently at the bet point are not in 'prison' (see Zero Result Options in the <u>Board/House Configuration</u> dialog box for definition of 'prison').   Once the chips that have been picked up are dragged away from the player's sample chip, bringing them back again and left clicking will return the chips picked up back to holdings and not pick up more chips.

Picking Up Chips from The Board.

Click the left mouse button on the chips on the board and all the chips will be picked up.   If, in 2 player games, both players have chips at the same <u>bet point</u>, position the cursor on the correct chip color.   The other players' chips remain intact at the bet point.   Once picked up,   the chips can be placed at a new bet point, returned to <u>holdings</u> or cashed in by dragging them to the new bet point, the player's sample chip or the player's money area respectively and clicking the left button again.   Note that chips in 'prison' cannot be removed from the board.

Aborting the Drag Operation.

Regardless of how the drag operation was initiated, it can be aborted by clicking the right mouse button.. The chips will be returned to their original pick up point.

Related Topics

- ◆   <u>Buying Chipss</u>
- ◆   <u>Cashing Chips</u>

Cashing Chips

All the chips owned by a player can be cashed in, converted back to money, by clicking the left mouse button on the figure showing the number of chips owned in the player's holdings area.   See Placing/Moving Chips for cashing in a few chips at a time.

The maximum number of chips that can be owned is set at 9999 and if a player's winnings, paid to the player by the house in chips, would cause this maximum to be exceeded, then the program automatically cashes in chips to take the number owned down to 5000.

Related Topics

- Buying Chipss
- Placing/Moving Chips

Keyboard

Roulette cannot be played without a mouse.   A number of the menu commands can, however, be selected from the keyboard by the use of <u>Accelerator Keys</u>.

Related Topics

♦   <u>Mouse</u>

Accelerator Keys

This section provides a quick reference for the accelerator keys available and the associated menu.

F1	Help	Main Menu
F2	Spin Wheel	Main Menu
F3	New Game	Play Menu
F4	Show Bet Points and Pay Odds	Play Menu
F5	Show Bet Points and # Covered	Play Menu
F6	Track Odds Information	Play Menu
F7	Player 1 Remove Bets	Main Menu
F8	Player 2 Remove Bets	Main Menu

Bet Point

Each board layout, USA and European, is covered with a grid of normally invisible points and chips can only be placed at one of these points.   Selecting either of the two Show Bet Points commands from the Play menu results in all these points being displayed.   Apart from the obvious physical differences between the USA and the European boards, the two boards also provide a number of slightly different bet points that implement the two differing practices.   These differences are listed in the Board/House Configuration dialog box section while the section Bet Types provides a description of all the types of bet available.

House Area

The house is one of the areas placed around the board layout and displays the dollar amount that the house has gained or lost since the start of the current game.   The house does not contain any mouse button clickable points.

The actual position of the area varies according to the board layout selected and the screen resolution.

Player's Holdings Area

Each player has a holdings area placed outside of the board layout indicating how many chips are owned, the value of each chip, how much money the player has and a sample chip showing the player's chip color.   Additionally, after each wheel spin, the number of chips lost or won on the spin is shown until the next action taken by the player.

The player can click the left mouse button on the money value to buy chips, on the number of chips owned to cash them in and on the sample chip to pick up chips to place a bet.   See the Mouse section for more details.

The actual position of the area varies according to the board layout selected and the screen resolution.

Message Area

The message area is one of the areas placed around the board layout and is used to display information and error messages. The message area does not contain any mouse button clickable points.

The actual position of the area varies according to the board layout selected and the screen resolution.