

Any Theme Roulette

Rules of Play

Any Theme Roulette is an optional wager that can be added to any single, double or triple zero roulette wheel. Pie shaped sections added to the wheel's center cone delineate five, seven or eight number sections using color and/or overlapping images. These matching images, and optional background colors, may also be placed on the felt to create betting areas.

If the ball lands in one of these sections, the wager will win, otherwise, the wager loses.

These wagers pay 6 to 1 for five winning positions, 4 to 1 for seven winning positions and 3 to 1 for eight winning positions.

If the optional (at licensee's discretion) Dealers' Share is utilized, these payouts will include an additional 10% of the winning payout for the dealer, excluding the players payout. Therefore, the payouts will be 6.1 to 1, 4.1 to 1 and 3.1 to 1. If the player's Any Theme Roulette wager is lost, the dealer does not receive a 10% payout.

At the discretion of the operator, up to three designated numbers may result in a push for losing sections.

The following are a few examples to illustrate how this system works.

Triple Zero Wheel

One iteration, utilizing the Dealers' Share, has a five, 8 number *Any Theme Roulette* sections on the triple zero wheel that pay 3.1 to 1 (000 through 7, 000 through 2, 27 through 10 and 5 through 31) with one section, that's divided into two 4 element sections

placed on opposite sides of the wheel (25 through 6 and 9 through 29).

Another iteration, has the 8 number sections configured contiguously (without the divided 8 number sections of 4 numbers on each side) as follows (000 through 2, 25 through 11, 30 through 33, 1 through 29 and 7 through 000).

When 000 hits, the two sections that overlap at 000 (000 through 2 and 000 through 7) both pay 3.1 to 1.

At the discretion of the operator, when 000 hits, not only may the two overlapping eight number sections at 000 both pay but the three losing eight number sections may push.

The operator may choose to return these bets or require that these bets remain in place till the next spin. If they remain in place, this procedure continually repeats until the bets win or lose.

Both 0 and/or 00 can also be used to push losing bets in addition to 000. For instance, If 0 hits, its encompassing section pays and the losing 4 sections push and are returned to the player or required to remain in place till the next spin.

Similarly, if 00 hits, its section pays but the losing 4 sections push and the bets are returned to the player or required to remain in place till the next spin.

The procedure continually repeats if 0 or 00 hits again until the bets win or lose.

Double Zero Wheel

In one iteration there are five *Any Theme Roulette* sections that pay 3.1 to 1 if Dealers' Share is utilized, (0 through 33, 0 through 20, 00 through 34 and 00 through 19) and one section that's divided into two 4 element segments, making a total of 8

numbers, placed on opposite sides of the wheel (32 through 22 and 31 through 21).

When 0 hits, the two sections that overlap at 0 (0 through 20 and 0 through 33) both pay 3.1 to 1 (if Dealers' Share is utilized). Similarly, when 00 hits, the two sections that overlap at 00 (00 through 19 and 00 through 34) both pay 3.1 to 1.

At the discretion of the operator, when 0 hits, the two overlapping eight number sections pay but, the three losing sections can push.

Similarly, when 00 hits, the two overlapping sections at 00 both pay but the three losing sections push. The operator may return these bets or require that the bets remain in place till the next spin. This procedure continually repeats, if 0 or 00 hits again, until the bets win or lose.

On ETGs pushing losing bets can be randomly generated as a bonus after "no more bets" is called.

Single Zero Wheel

In one iteration, 3 eight number sections (25 through 11, 30 through 33 and 1 through 29) paying 3.1 to 1 and two seven number sections that overlap at zero, which pays 4.1 to 1 (0 through 2 and 0 through 7) are used. Since both 7 number sections overlap at 0, both sections pay when 0 hits.

At the discretion of the operator, when 0 hits, the two overlapping seven number sections will pay but the three losing eight number sections push.

In another configuration, utilizing the optional Dealers' Share, there are four contiguous 8 number sections that pay 3.1 to 1 (19 through 6, 27 through 10, 5 through 31 and 9 through 35) and one 5 number section that pays 6.1 to 1 (3 through 15).

With this iteration, if 0 hits, the 5 number section (which includes 0) will pay but the four 8 number sections push.

The operator may require that these bets remain in place until the next spin or return them to the player(s). If they remain in place, the procedure continuously repeats till the bets win or lose.