

RULES FOR PLAYING THE "WHEEL OF CHANCE" GAME

The game consists of a game wheel such as that used in most casinos for Roulette or the version thereof called the "BIG WHEEL". The wheel consists of 54 slots evenly spaced which show the exact same symbols contained in a full deck of playing cards, including two jokers, making a total of 54 symbols. The symbols are arranged in a unique layout design which are colored alternately in black and red, with the exception of the two jokers. In addition, there also is a gameboard which is similar to a Craps table. The betting layout consists of a variety of six individual bets for players to bet on. The game is designed primarily for casinos and other gaming operations.

The betting layout includes three different even-bets and three odds-bets:

The even-bets are:	OVER 7 FIELD (8,9,10,J,Q,K)	Pays 1 to 1
	UNDER 7 FIELD (6,5,4,3,2,A)	1 to 1
	ANY BLACK OR RED COLOR	1 to 1

The odds-bets are:	ANY 7	Pays 10 to 1
	ANY JOKER	23 to 1
	ANY A,K,Q,J,10	3 to 2

To Play: Each player places a bet of their choice on the Gameboard betting layout and after all the bets are placed, the dealer spins the wheel and when the pointer stops at a designated slot, the dealer announces the winning symbol and places a marker on all the winning bets on the Gameboard. The dealer takes in all losing bets and makes the payout on all the winning bets.

Game Rules:

1. The casino has the right to place a limit on all bets.
2. Once the dealer starts the spin the bets cannot be removed.
3. All bets are paid according to house rules.
4. Whenever the pointer stops on a "peg" between the slots, the dealer calls a no-spin and the game continues in the same order of play.