

# ENGLISH ROULETTE

A variation on EUROPEAN ROULETTE, ENGLISH ROULETTE can be played by nine persons maximum at the same table, each one playing with their own token color.

Number of seated players at the table: from 1 to 9

Aim of the game: of the 37 numbers on the wheel, players bet on the one on which the ball will come to rest.



The specific feature of English roulette is that you play with personalised chips. Each player buys chips - which can only be used on this particular gaming table - in different colors and worth an amount equal to the table's minimum stake. If he wishes, the player can attribute a different value to his chips.

The game begins when the croupier says "Faites vos jeux" ("Place your bets"). You must then proceed to place the bets of your choice (see below). In contrast to European roulette, spoken announcements are forbidden except for the three classic wagers (Thirds, Orphans, Neighbours of Zero and one number and its two neighbours), and you must place your bets yourself on the green baize. The croupier spins the ball in the wheel with 37 sections numbered from 0 to 36. When it is about to make its last two rounds, the croupier announces "Rien ne va plus" ("No more bets") and you must stop placing bets. The ball is on the point of coming to rest: this is the moment when everyone holds their breath, their eyes riveted on the roulette wheel. The croupier announces the winning number. Losing bets are raked in and winning bets are paid out.



Note: When the ball lands on zero, even money wagers (red/black, odds/evens, manque/passe) are "locked in" and lose half of their value. The player recovers therefore his bet at half its value.

- With the next spin of the wheel, "locked in" wagers on even money bets are "released" and revert to their original value. You can leave them on the table or pick them up.
- In the next game, "locked in" wagers on even money bets that lose are, however, lost definitively.



## WAGERS AND PAYOUTS

- **Straight:** you bet on a single number. (35 to 1).
- **Split:** you bet on two numbers at the same time by placing your chip on the line separating the two numbers. (17 to 1).
- **Street:** you bet on three numbers by placing your chip on the left side of a row of numbers. (11 to 1).
- **Corner (or square):** you bet on four numbers by placing your chip at the intersection of four numbers. (8 to 1).
- **Four number bet:** you bet on the first four numbers at the top of the grid (0, 1, 2 and 3) by placing your chip on the edge and at the intersection of the line of 0 and that of 1, 2 and 3. (8 to 1).
- **Sixain (or Sixline):** you bet on six numbers by placing your chip on the left side and at the intersection of two rows of numbers. (5 to 1).
- **Column:** you bet on an entire column of numbers by placing your chip below the last number in the column. Note: A column does not include the 0! (2 to 1).
- **Dozen:** you bet on a dozen numbers, i.e. from 1 to 12, 13 to 24 or 25 to 36, by placing your chip on the dozen boxes. (2 to 1).
- **Even money wagers:**
  - Red/Black: you bet on the color of the winning number (Even money).
  - Odds/Evens: you bet that the winning number will be odd or even (Even money).
  - Manque: you bet that the winning number will be between 1 and 18 inclusive (Even money).
  - Passe: you bet that the winning number will be between 19 and 36 inclusive (Even money).



## MORE ADVANCED PLAY...

The English roulette board has three extra spaces on which you can play combinations of numbers corresponding to specific sectors of the wheel: neighbours of zero, thirds and orphans.

- **Neighbours of zero:** by announcing this wager, you are betting on 17 numbers with 9 chips placed as follows: split at the intersection of the 0, 2 and 3 (2 chips); split between the 4 and 7, 12 and 15, 18 and 21, 19 and 22, 32 and 35 (5 chips), and as a corner on the 25, 26, 28 and 29 (2 chips).
- **Thirds:** by announcing this wager, you bet on 12 numbers by placing 6 chips as follows: split between the 5 and 8, 10 and 11, 13 and 16, 23 and 24, 27 and 30, 33 and 36.
- **Orphans:** orphans are numbers which belong neither to the thirds nor to the neighbours of zero. By announcing this wager, you bet on 8 numbers by placing 5 chips as follows: as a straight bet on the 1, split between the 6 and 9, 14 and 17, 17 and 20, 31 and 34.

