



CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority Board has approved the following rules for the game of "Virtual Roulette" to be operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority Board on 14 December 1994:

(1) Rules for the playing of "Virtual Roulette"

The rules for the playing of the game of "Virtual Roulette" in the casino as set forth in the attachment hereto are approved.

This Order shall take effect on the date of publication on the Authority's website.

Signed at Sydney, this day of 25 January 2017.

Luke Freeman
**Manager Market Product
Approvals and Casino
Operations**

ARUZE VIRTUAL ROULETTE ELECTRONIC TABLE GAME

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Diagrams “A”, “B” and “C”

1. Definitions

1.1 In these rules, unless the contrary intention appears:

“**Assistant Gaming Manager**” means a person employed in a casino in a managerial capacity for the supervision of Aruze Virtual Roulette electronic table games in the casino;

“**Authority**” means the Independent Liquor & Gaming Authority Board;

“**casino supervisor**” means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a games supervisor;

“**game hardware**” means all the computer equipment needed for the conduct of the game, including one or more PTs, one or more printers, routing, networking and communications devices and cabling;

“**game system**” means the configuration of software and game hardware necessary to conduct the game;

“**inspector**” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“**maximum bet**” means the maximum amount that may be wagered on any bet selection;

“**minimum bet**” means the minimum amount that may be wagered on any bet selection;

“**promotional prize(s)**” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“**PT**” means a player terminal featuring a touch screen monitor designed to allow a player to place wagers on an electronic Roulette layout in accordance with these rules;

“**PT chip account**” means an account established under rule 3.3;

“**redeemable ticket**” means a ticket issued by a gaming machine/electronic table game showing the value of credits accumulated and not otherwise redeemed during play on that gaming machine/electronic table game. These tickets may be redeemed at Ticket In Cash Out machines, the Cage or be used to register a credit entitlement on a gaming machine or electronic table game;

“**Roulette**” means a game where players may choose to place wagers on either a single number or a range of 37 numbers, the colours red or black, or whether the number is odd or even. This game has a house edge of 2.70;

“**virtual wheel**” means an electronic representation of a roulette wheel whereby the game results shall be displayed after determination by a random number generator;

“**void**” means invalid with no result;

“**wagering period**” means the period during which a player is permitted to place, move or cancel bets. The period commences at the resolution of the previous spin and ceases when wagering is closed via the messaging announcement “no more bets”.

2. ARUZE VIRTUAL ROULETTE ELECTRONIC TABLE GAME

- 2.1 Aruze Virtual Roulette is a gaming device which facilitates a factual representation of the casino game of Roulette.
- 2.2 Aruze Virtual Roulette shall be played by the use of the player terminals electronically linked to a virtual wheel that will be used to indicate the outcome of the game. The virtual wheel shall have:
 - 2.2.1 37 equal compartments with one marked zero and indicated by the colour green and the others marked 1 to 36 and indicated by the colours alternately red and black around the wheel; and
 - 2.2.2 numbers marked in the same order as that shown in diagram "A".
- 2.3 The following equipment shall be used:
 - 2.3.1 PT units;
 - 2.3.2 a note stacker shall be attached to each PT;
 - 2.3.3 a Ticket Printer shall be attached to each PT;
 - 2.3.4 Game system.
- 2.4 The display of the touch screen monitor of the player terminal must display all the elements substantially similar to that shown in diagram ‘B’; and
 - 2.4.1 may contain any additional elements necessarily required by these rules; and/or
 - 2.4.2 may include features in addition to those shown in diagram ‘B’, if those features are not inconsistent with diagram ‘B’ or these rules.

3. PLAYING OF ARUZE VIRTUAL ROULETTE ELECTRONIC TABLE GAMES

- 3.1 The minimum and maximum wagers permitted by a player shall be shown on a sign on the PT. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 3.2 Play options shall be in accordance with the instructions displayed on the Aruze Virtual Roulette Electronic Table Game's PT artwork or screen. Such options shall be initiated by the player activating the relevant function(s) of the Aruze Virtual Roulette Electronic Table Game.

- 3.3 A person wishing to play the game must first establish a PT chip account by:
- 3.3.1 inserting an amount of cash or a redeemable ticket into the PT note stacker.
 - 3.3.2 Where a player inserts cash or a redeemable ticket into the PT note stacker, the equivalent number of credits will automatically be credited to the PT chip account in respect of that PT.
 - 3.3.3 Available credits will be shown on the credit meter.
 - 3.3.4 All wagers shall be made by the player appropriating money standing to the credit of the player's PT chip account to a particular bet by first selecting the value to be placed by touching a denomination chip on the PT screen and then touching the appropriate playing area(s) on the layout prior to the end of the wagering period for that spin, thereby debiting the player's PT balance by the amount of the wager.
 - 3.3.5 The player controlling a PT is solely responsible for the placement of the chips appearing on the PT.
 - 3.3.6 A wager cannot be withdrawn, placed or changed after the expiry of the wagering period.
 - 3.3.7 Wagers shall be settled strictly in accordance with the position of the chips appearing on the PT electronic layout at the time a wagering period expires.
 - 3.3.8 A casino supervisor may modify the application of rule 3.3.6 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.
- 3.4 The credit meter can be incremented by:
- 3.4.1 Australian legal tender (notes of acceptable denomination as indicated on each individual machine);
 - 3.4.2 Redeemable tickets;
 - 3.4.3 winnings from Aruze Virtual Roulette Electronic Table Game play;
 - 3.4.4 the centralized monitoring system transferring credits to the Aruze Virtual Roulette Electronic Table Game.
- 3.5 Aruze Virtual Roulette Electronic Table Game play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function:
- 3.5.1 The player appropriates money from the credit meter by touching the display on the player terminal screen and:
 - 3.5.1.1 make one or more chips appear or disappear from the PT screen with a corresponding change being made to the

amount shown as standing to the credit of the player's credit meter; or

3.5.1.2 make one or more chips appear to move from one part of the PT screen to another.

3.6 A player's winnings/prizes shall be displayed on:

3.6.1 the Aruze Virtual Roulette Electronic Table Game PT;

3.6.2 associated prize display; or

3.6.3 a combination of the above.

3.7 Credits displayed on the credit meter may be collected at the end of any game play.

3.8 Credits may be paid by issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter;

3.8.1 Wagers may not be withdrawn, placed or changed after the expiry of the wagering period.

3.9 The wagers defined in this rule shall be the permissible wagers by a player at the Aruze Virtual Roulette Electronic Table Game:

3.9.1 A Jackpot Chance Bet which is an optional wager that may be offered at the discretion of the casino operator.

3.9.2 When the Jackpot Chance is on offer :

3.9.2.1 The player will be eligible with a minimum bet on the main game of Roulette. The PT will display the credits required to enter the side bet of Jackpot Chance;

3.9.2.2 if during regular game play, the ball lands in the pocket marked as the jackpot chance, the jackpot chance feature is triggered and begins after the roulette game result is displayed;

3.9.2.3 for the jackpot chance feature, the ball will be shot again around the wheel (diagram C);

3.9.2.4 each player entered in the Jackpot Chance shall win the indicated prize corresponding to the pocket that the ball drops into. If a progressive jackpot is won, each player entered in the Jackpot Chance wins the initial jackpot value with the increment amount equally divided amongst all participating players;

3.9.2.5 Jackpot Chance prizes:

3.9.2.5.1 Mega Jackpot – progressive;

3.9.2.5.2 Major Jackpot – progressive;

3.9.2.5.3 Mini Jackpot – progressive;

3.9.2.5.4 Bonus – non-progressive.

3.9.3 Standard Screen Wagers:

3.9.3.1 "One number or Straight Up" which shall win if a single number from 1 to 36 or "0" is wagered and spun and shall lose if any other number is spun;

"Two "Two numbers or Split" which shall win if:

3.9.3.1.1 either of the two numbers wagered is spun; or

3.9.3.1.2 "0" and either of 1, 2 or 3 is wagered and any one of them is spun; or

but otherwise shall lose.

3.9.3.2 "Three numbers or Street" which shall win if:

3.9.3.2.1 any one of the three numbers in the row wagered is spun; or

3.9.3.2.2 "0" and 1 and 2 are wagered and any one of them is spun; or

3.9.3.2.3 "0" and 2 and 3 are wagered and any one of them is spun; or

but otherwise shall lose.

3.9.3.3 "Four numbers or Corner" which shall win if:

3.9.3.3.1 any one of the four numbers wagered is spun; or

3.9.3.3.2 "0" and 1, 2 and 3 are wagered and any one of them is spun.

but otherwise shall lose.

3.9.3.4 "Six numbers or Six-line" which shall win if any one of the six numbers in the two rows wagered is spun and shall lose if any other number or "0" is spun;

3.9.3.5 "Column" which shall win if any one of the 12 numbers in the column wagered is spun and shall lose if any other number or "0" is spun;

3.9.3.6 "Dozen" which shall win if any one of the 12 numbers in the dozen wagered (1-12, 13-24 or 25-36) is spun and shall lose if any other number or "0" is spun;

3.9.3.7 “Low - (1-18)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or “0” is spun;

3.9.3.8 “High - (19-36)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or “0” is spun;

3.9.3.9 “Even” which shall win if the number wagered and spun is an even number and shall lose if the number spun is an odd number or “0”;

3.9.3.10 “Odd” which shall win if the number wagered and spun is an odd number and shall lose if the number spun is an even number or “0”;

3.9.3.11 “Red” which shall win if the colour of the number wagered and spun is red and shall lose if the number spun is black or “0”;

3.9.3.12 “Black” which shall win if the colour of the number wagered and spun is black and shall lose if the number spun is red or “0”.

3.9.4 Strategy Screen Wager:

3.9.4.1 this screen shall only allow the placement of a "One number or Straight Up" which shall win if a single number from 1 to 36 or “0” is wagered and spun and shall lose if any if any other number is spun.

3.9.5 Winning wagers shall be paid in accordance with the below table:

Wager	Odds
One number or Straight Up	35 to 1
Two numbers or Split	17 to 1
Three numbers or Street	11 to 1
Four numbers or Corner	8 to 1
6 numbers or Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

Note; actual payout will be the total of wager + odds multiplier. Eg \$1 straight up will result in a total payout of \$36

3.10 The casino operator will determine the length of the wagering period for the game.

- 3.11 Each PT must clearly display a countdown of the remaining portion of the wagering period for the next round of play.
- 3.12 A player shall be eligible to shoot the ball at the end of the wagering period by sliding the ball across the screen of their PT.
- 3.13 The 'Ball Shooter' may be determined by one of the following:
 - 3.13.1 Moving in a clockwise direction around each of the player terminals with a valid wager placed; or
 - 3.13.2 The first player to place the highest bet during the wagering period for that spin,
- 3.14 The casino operator shall determine which method for choosing the 'Ball Shooter' shall be used.
- 3.15 The 'Ball Shooter' shall have a predetermined amount of time to shoot the ball; if the countdown timer reaches zero the game system will shoot the ball automatically.
- 3.16 The ball will be depicted moving around the virtual wheel in an opposite direction to that which the virtual wheel is depicted as rotating.
- 3.17 Upon the ball coming to rest in a compartment of the virtual wheel, the Aruze Roulette electronic table game system will register the winning number and the automatic payout process is activated.

4. SETTLEMENT

- 4.1 The game system must display the outcome of the spin on each open PT; and in respect of any wagers placed on a PT, must:
 - 4.1.1 clear any losing wager, by causing the chips representing that wager to disappear from the electronic layout; and
 - 4.1.2 pay any winnings thereby causing an appropriate amount to be shown on the PT win meter; and
 - 4.1.3 credit the value of the winnings and the winning wagers to the PT chip account.
- 4.2 A player wishing to leave the game may do so at any time within the wagering period by activating the cash out button providing no wagers have been placed on the current spin.
- 4.3 Credits may be paid by issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter.

5. PAYOUTS

- 5.1 A player entitled to receive a manual payout should verify the amount of the payment and must acknowledge receipt of that payment by signing the manual payment form.

- 5.2 The casino operator may withhold the payment of any prize or redeemable ticket or payout voucher, or demand the return of any prize or redeemable ticket or payout voucher, subject to notification to and review by an inspector, until such time as the casino operator has completed an investigation and made a determination.
- 5.3 Wherever possible, prizes, redeemable tickets or payout vouchers payable by the casino operator will be paid immediately to the player. However, the casino operator may:
- 5.3.1 delay payment, subject to further verification of the player's entitlement, to a mutually agreed time;
 - 5.3.2 pay the prize other than in a form requested by the player; and
 - 5.3.3 request an appropriate form of personal identification from the player.

6. PLAYER REWARDS AND PROMOTIONAL PRIZES

- 6.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 6.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 6.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 6.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 6.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
- 6.5.1 tobacco in any form;
 - 6.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 6.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 6.5.4 more than 20 litres of liquor; or
 - 6.5.5 any item or service prescribed by the regulations.
- 6.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the

marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.

6.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

6.7.1 the manner in which a Promotional Prize is to be awarded;

6.7.2 when and where the Promotional Prize will be awarded;

6.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;

6.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;

6.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;

6.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;

6.7.7 the place, date and time of any Promotional Prize promotion;

6.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);

6.7.9 how the winner of a Promotional Prize will be notified;

6.7.10 how the results of a Promotional Prize will be published;

6.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

6.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

- i) Make;
- ii) Model;
- iii) Accessories.

6.7.11.2 If the prize is a motor vehicle, details shall also include:

- i) Make;
- ii) Model;
- iii) Accessories; and
- iv) whether registration and other on-road costs are included.

6.7.11.3 If the prize is travel, details shall also include:

- i) number of persons entitled to take advantage of the travel prize;

- ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
- iii) restrictions on when the travel must be taken;
- iv) if spending money is included.

6.7.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

6.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 6.8.1 face-to-face; or
- 6.8.2 mail; or
- 6.8.3 telephone; or
- 6.8.4 email.

6.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

6.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

6.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

6.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

6.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

6.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

7. IRREGULARITIES

- 7.1 If a PT experiences a malfunction the Assistant Gaming Manager must seek to confirm what wagers were placed through the analysis of available records in the player terminal and cause the results to be re-calculated and/or make appropriate adjustments to the patron(s) credit meter based on the actual outcome.
- 7.2 For the purposes of rule 7.1, a PT shall be taken to have malfunctioned where:
- 7.2.1 multiple credits are displayed on the credit meter of the PT screen that are not in keeping with the settlement odds contained in rule 3 and the amount wagered; or
 - 7.2.2 the normal playing sequence of the PT is interrupted or the normal display is faulty; or
 - 7.2.3 for any other reason the casino operator is of the opinion that the PT is not functioning correctly.
 - 7.2.3.1 The actual outcome of a game will be the number the ball falls in as opposed to the number recorded by the system, a PT or centre unit display.
- 7.3 If the Assistant Gaming Manager is unable, for the purposes of rules 7.1, to confirm the relevant wagers placed through the analysis of available records in the PT, the Assistant Gaming Manager shall declare void the relevant wagers.
- 7.4 Any malfunction of the game system of an Aruze Roulette Electronic Table Game shall void any game plays and payouts on that round of play.
- 7.4.1 For the purposes of rule 7.4 a game system shall be taken to have malfunctioned where:
 - 7.4.1.1 multiple PTs connected to the same server terminal display the same error message; or
 - 7.4.1.2 an error occurs with the operation of the wheel; or
 - 7.4.1.3 the ball comes to rest prior to the ending of the wagering period; or
 - 7.4.1.4 for any other reason the casino operator is of the opinion that the game system or automated roulette wheel is not functioning correctly.
- 7.5 The casino operator may withhold payment of any amount to be credited to the player terminal, or demand the return of any amount credited to the PT, until such time as the casino operator has completed an investigation and made a determination. An inspector is to be notified as soon as practicable of such an event.

8. General Provisions

- 8.1 A player shall be entitled to play more than one Aruze Virtual Roulette electronic table game at a time, unless otherwise instructed by an Assistant Gaming Manager.
- 8.2 The player of an Aruze Virtual Roulette PT is required to clear credits from the Aruze Virtual Roulette PT when a close of play warning or notification is initiated.
- 8.3 Players are required to notify the casino operator in the event of any malfunction of an Aruze Virtual Roulette PT or game system at which they are playing. Failure to do so, and the retention of any prizes free play as a result of an Aruze Virtual Roulette PT malfunction, may be considered to be a contravention of these rules.
- 8.4 Tilting, rocking, or in any way damaging or interfering with an Aruze Virtual Roulette PT, or attempting to operate a terminal with any object or device other than legal tender is prohibited, and may be considered to be a contravention of these rules.
- 8.5 A person shall not, either alone or in concert with any other persons, use or control at or near an Aruze Virtual Roulette PT or location related to the playing of Aruze Virtual Roulette PT a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to an Aruze Virtual Roulette PT or a part thereof, of interfering with an outcome or the proper or normal operation of an Aruze Virtual Roulette PT or a part thereof.
- 8.6 Rule 7.5 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 8.7 Where an Assistant Gaming Manager is satisfied that a person has contravened any provision of rule 8.3, 8.4, 8.5, 8.10, 8.11 or 8.13 the Assistant Gaming Manager may:
- 8.7.1 declare that any wager made by the person is void;
 - 8.7.2 direct that the person shall be excluded from further participation in playing of Aruze Roulette Electronic Table Games; or
 - 8.7.3 recommend the person be excluded from the casino in line with the provisions of section 79 of the Casino Control Act 1992.
- 8.8 An Assistant Gaming Manager may invalidate the outcome of a game if:
- 8.8.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 8.8.2 any fraudulent act is perpetrated by any person that, in the opinion of the Assistant Gaming Manager, affects the outcome of the game.
- 8.9 Where the outcome of a game is invalidated under rule 8.8, all wagers made by the players for that particular result may be refunded provided that an Assistant

Gaming Manager may direct that the wager of any player referred to in rule 8.8.2 be forfeited.

- 8.10 Any person who induces a player at an Aruze Roulette PT to vacate an Aruze Virtual Roulette PT is in breach of these rules. Any person who solicits such an inducement is also in breach of these rules.
- 8.11 A person who interferes with, disturbs, or intimidates other Aruze Virtual Roulette Electronic Table Game patrons or casino employees is in breach of these rules.
- 8.12 Players and spectators are not permitted to have side wagers with or against each other.
- 8.13 Where, in the opinion of an assistant gaming manager, a person is not actively playing an Aruze Virtual Roulette PT and is:
 - 8.13.1 occupying an Aruze Virtual Roulette PT; or
 - 8.13.2 occupying an adjacent area such that it restricts another patron from gaining access to play an Aruze Virtual Roulette PT;an assistant gaming manager may direct the person to vacate the Aruze Roulette PT or adjacent area. If a person refuses to comply with this directive, that person is in breach of these rules.
- 8.14 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a casino supervisor, subject to a review (if requested) by an Assistant Gaming Manager.
- 8.15 In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 8.16 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

Wheel Sequence



DIAGRAM B

PT Display

The image shows a digital roulette game interface. At the top, it displays 'GAME NO. = 232', 'CREDIT 97', '\$97.00', '\$1', 'BET 26', '\$26.00', 'WIN 0', '\$0.00', 'STATION NO. 1', 'BET TIME 9 sec', and 'MIN MAX 5000'. Below this is a 'STRATEGY STANDARD' section with a list of numbers: 20, 27, 34, 24, 23, 31, 16, 31, 19, 25, 33, 10, 36, 31, 9. A 'BET SCREEN CHANGE' button is located to the right. The main betting table is a 3x12 grid with columns labeled '1st 12', '2nd 12', and '3rd 12'. The grid contains numbers 1-36 and betting options like '1 to 18', 'EVEN', 'ODD', and '19 to 36'. A roulette wheel is shown at the bottom left. On the right side, there are buttons for 'GAME RULES', 'PLACE YOUR BETS', 'REPEAT BET', 'DOUBLE BET', 'CANCEL', and 'JACKPOT BET CANCEL'. A 'MIN MAX 5000' button is also present. At the bottom right, it says 'ALL WINS PAID BY MACHINE OR ATTENDANT.' and 'MALFUNCTION WOUNDS ALL PLAYS AND PAYS.'

Diagram C

Jackpot Chance wheel

