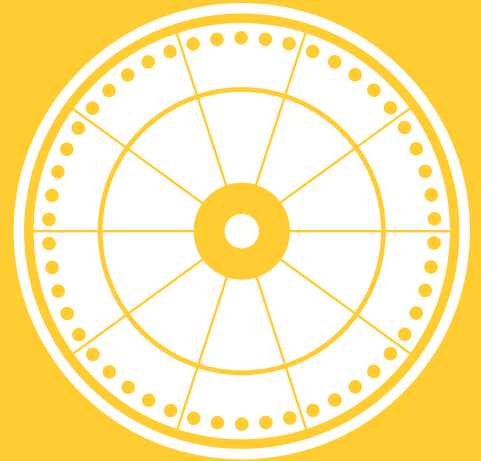


HOW TO PLAY

ROULETTE



THE FOLLOWING IS A SUMMARY OF THE GAME RULES

Roulette is one of the oldest and most famous casino games. Every Roulette table has its own set of distinctive chips that can only be used at that particular table. These chips are purchased at the table at which they are to be played and each player is given chips of a unique colour and design so they can distinguish their bets from those of other players. You determine the value of your chips with respect to the minimum limit when you purchase them.

HOW TO PLAY

The dealer spins the wheel with 37 segments (numbered 0-36) or 38 segments (numbered 00-36) in one direction and a small white ball in the other direction. The object of the game is to correctly guess which segment the ball will finally rest in. The corresponding number denotes the winning areas.

You can place bets on the Roulette table until the dealer announces, "No more bets".

When the ball comes to rest, the dealer calls out the winning number and places a marker on it. First, the table is cleared of the losing bets and then all the winning bets are paid.

During this time, please do not touch the layout or the winning chips. Wait until the dealer announces, "Place your bets", to place any new bets.

Look at the Roulette table in the diagram to see how many types of bets you can place. The chart of Payout Odds shows the odds paid if you win.

For instance, you can bet **Straight Up**, which means your bet is placed on any of the single numbers. You can place combination bets; these are bets divided over a combination of adjoining numbers.

If you place a **Straight Up** bet (odds of 35 to 1), it could be on the number shown on the diagram, or on any individual number on the table.

A **Split** is a bet placed between two numbers and pays odds of 17 to 1 if the ball comes to rest on either of those numbers.

If you place a **Street** (odds of 11 to 1), on the line adjoining 7, it would win if 7, 8 or 9 was the winning number. A Street could also be placed, as shown on the diagram, between 0, 2 and 3.

A **Corner** covers 4 numbers and pays odds of 8 to 1; this bet can also be placed to cover 0, 1, 2 and 3 as shown in the diagram.

A **Five Line** (only available on 00 Roulette Tables), covers the five numbers 0, 00, 1, 2 and 3 and pays odds of 6 to 1.

A **Six Line** wager may be placed to cover six numbers by placing a chip on the intersection of those numbers, as shown in the diagram. This would pay odds of 5 to 1 if any one of the six numbers results.

A **Column** bet is placed in one of the three boxes at the bottom of the table and pays odds of 2 to 1 if the ball comes to rest in one of the numbers in that column.

A **Dozen** bet is placed in one of the boxes marked Dozen and it would pay odds of 2 to 1 as per the following:

1st Dozen – Any number between 1 and 12

2nd Dozen – Any number between 13 and 24

3rd Dozen – Any number between 25 and 36

When you place a bet on 1-18, 19-36, Even, Odd, Red, Black, Dozens or Columns and the ball comes to rest on 0 or 00 (where offered), your bet loses. The only time you will win when the ball comes to rest on 0 or 00 (where offered) is when you have bet on 0 or any combination of 0 and the numbers 1, 2 and 3.

ROULETTE – RETURN TO PLAYER 97.3%

2 to 1	34	31	28	25	22	19	16	13	10	7	4	1	0
2 to 1	35	32	29	26	23	20	17	14	11	8	5	2	0
2 to 1	36	33	30	27	24	21	18	15	12	9	6	3	00
3 RD 12			2 ND 12				1 ST 12						
19 - 36		ODD	◇		◇		EVEN	1 - 18					

Indicative table design

00 ROULETTE – RETURN TO PLAYER 94.74%

2 to 1	34	31	28	25	22	19	16	13	10	7	4	1	0	00	
2 to 1	35	32	29	26	23	20	17	14	11	8	5	2	0	00	
2 to 1	36	33	30	27	24	21	18	15	12	9	6	3	0	00	
3 RD 12			2 ND 12				1 ST 12								
19 - 36		ODD	◇		◇		EVEN	1 - 18							

Indicative table design

Each casino game has a house margin which is the overall theoretical percentage of money wagered that is retained by the casino.

The lower the house margin, the higher the proportion of money that is returned to players. With games of skill it is possible for players using betting/ decision strategies to reduce the house margin, while for games of chance no betting system will change the house margin.

In the long run, most players are unlikely to come out ahead. Each casino game played at The Star must be conducted in accordance with rules approved by the Independent Liquor & Gaming Authority.

Roulette is considered to be a game of chance. **Roulette played at The Star has a house margin of 2.70% and for 00 Roulette the house margin increases to 5.26%.**

PAYOUT ODDS

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
5 NUMBERS OR FIVE-LINE (only available with 00 option)	6 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

Please remember that where you place your chip or chips on the Roulette table is very important as this determines your bet. Use our diagram as your guide. It is your responsibility to ensure your bet is placed correctly. If you are not sure of the correct placement, our dealers are happy to assist.

Colour chips must be changed for cash chips before leaving the table, as they only have value at the table at which they are purchased.

LUCKY BALL ROULETTE

Lucky Ball is an optional wager offered on selected Roulette tables.

There are 4 Lucky Ball betting areas each defined by a colour; red, green, blue and yellow. Each spin the Lucky Ball display shall randomly select four numbers and assign each of the Lucky Ball wagering areas one of the selected numbers. After 'No More Bets' has been called one of the four Lucky Ball numbers shall be selected to pay Super Odds if it is the winning number. The display shall indicate the selected number and Super Odds.

In addition, on tables where Mega Odds have been enabled, there is also the chance that instead of Standard or Super Odds, one of the four Lucky Ball numbers will be selected to receive Mega Odds – an amazing 1000:1.

A Lucky Ball wager shall win if the number in which the ball has come to rest matches the allocated Lucky Ball number indicated on the Lucky Ball Display.

PAYOUT ODDS

Table One (Mega Odds not enabled)

	STANDARD PAYOUT ODDS	SUPER PAYOUT ODDS
RED BET	6 TO 1	120 TO 1
GREEN BET	12 TO 1	100 TO 1
BLUE BET	20 TO 1	75 TO 1
YELLOW BET	25 TO 1	60 TO 1

Table Two (Mega Odds enabled)

	STANDARD PAYOUT ODDS	SUPER PAYOUT ODDS	MEGA ODDS
REDBET	5 TO 1	120 TO 1	1000 TO 1
GREEN BET	12 TO 1	100 TO 1	1000 TO 1
BLUE BET	20 TO 1	75 TO 1	1000 TO 1
YELLOW BET	25 TO 1	60 TO 1	1000 TO 1

See table games staff for further information on how to play.
Think! About your choices.
Call Gambling Help 1800858 858
www.gamblinghelp.nsw.gov.au

ROULETTE – RETURN TO PLAYER 97.3%

The image shows a roulette table layout with a green background. At the top left, there is a '0' in a white pocket. The numbers 1-36 are arranged in a grid. The numbers 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 are in red pockets, and 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35 are in black pockets. The number 3 is in a red pocket. At the bottom, there are betting areas for 1-12, 2-12, 3-12, 1-18, EVEN, ODD, and 19-36. There are also diamond-shaped betting areas.

Indicative table design

00 ROULETTE – RETURN TO PLAYER 94.74%

The image shows a roulette table layout with a green background. At the top left, there is a '00' in a white pocket. The numbers 1-36 are arranged in a grid. The numbers 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 are in red pockets, and 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35 are in black pockets. The number 3 is in a red pocket. At the bottom, there are betting areas for 1-12, 2-12, 3-12, 1-18, EVEN, ODD, and 19-36. There are also diamond-shaped betting areas.

Indicative table design