

# Lux Roulette

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## Lux Roulette SPECIFICATION

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### About Lux Roulette

GENERAL INFORMATION	
Game Type	Table Game
Theme	Roulette
GAME FEATURES	
	<ul style="list-style-type: none"> <li>• European Roulette</li> <li>• French Bets Racetrack</li> <li>• Statistics</li> </ul>
PAYOUT	
Default maximum Win	Bet x 36
Jackpot	Not suitable

Variations	
Variations (%)	97
Return (%)	97,30

\*The RTP needs to be stated in the game help text.

## GAME DESIGN



### Game Theme and Graphics

Roulette, called “small wheel” in French, is one of the most popular table games in the world. Lux Roulette is a classic European Roulette version with all the well-known betting opportunities. Furthermore, a French bets racetrack is included.



### Main Game

The aim of Roulette is to guess which number the ball will land on in the wheel. The players mark their guess and bet by placing chips on the table. As soon as the player has made his/her bet, he/she can start the wheel by pressing the checkmark.

As soon as the ball lands on a number confirmation will be given whether the player has won. If the player guesses correctly, the winnings shall be awarded.



## Called Bets

Called bets involve players betting on numbers, which lie next to each other on the wheel. The following bets are possible:

### Neighbours

A player can bet on a number with two neighbours. E.g.: If the player chooses 7, he/she also selects 18, 29, 28 and 12, as these numbers are either side of 7 in the wheel.

### Grand Series (Voisins)

This involves betting on the numbers 22, 18, 29, 7, 28, 12, 35, 3, 26, 0, 32, 15, 19, 4, 21, 2 and 25 with nine chips as follows: two each on 0/2/3 and the Corner 25/26/28/29 and a chip each on the Splits 4/7, 12/15, 18/21, 19/22 and 32/35.

### Small Series (Tiers)

The Small Series covers twelve numbers in a row (27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16 and 33), which are bet with six chips as follows: a chip each on 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

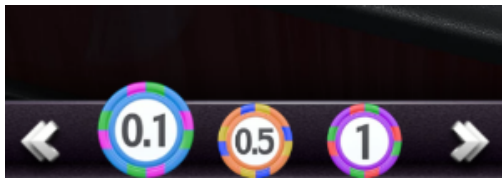
### Orphans (Orphelins)

This covers the eight numbers which belong neither to the Grand Series nor the Small Series, namely 1, 20, 14, 31, 9, 17, 34 and 6. One chip is placed on the 1 and a chip is placed on each of the Splits 6/9, 14/17, 17/20 and 31/34 (the 17 is included twice).



## Zero

If the ball lands on the zero, all stakes placed on the zero and any bets which include the zero in a combination, namely 0/1, 0/2, 0/3, 0/1/2, 0/2/3 and 0/1/2/3, win. All other multiple chance bets lose.



## Stakes

The chips are available in different values. The player is free to place chips of differing values on the table.

The stake of the bet depends on the sum of the chips placed on the field. The minimum stake is the lowest available chip. This value can be adjusted as well as the Max Bet. Both values are configurable.



## Rules

First of all, you must select random numbers or combinations to bet on. To do this, simply place your chips on the corresponding fields. You can find a list of all the betting options below.

- The rubber lets you remove individual chips.
- The x removes all of the chips, allowing you to start again from the beginning.
- The checkmark gets the ball rolling.
- The wheel places the chips in the same positions as in your last round.

Once the ball has stopped, the winning fields will flash. Your win will be automatically credited to your balance. All losing bets go to the bank.

## PAYTABLE

Bets

CHANCE	Payout
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Straight Up (any single number)	35:1
Split (any 2 adjoining numbers)	17:1
Street (a row across the table)	11:1
Corner (any 4 adjoining numbers in a block)	8:1
Six Line (two adjoining numbers)	5:1
Column or Dozen	2:1
Even or Odd	1:1
Low or High Numbers	1:1
Red or Black	1:1

**Bets with Zero**

Bets	Odds
0-1, 0-2, 0-3	17:1
0-1-2, 0-2-3	11:1
0-1-2-3	8:1