

The objective of the game is to predict where the ball will come to rest in the spinning wheel. There are 37 individually numbered sections in the wheel, labeled with the numbers 0-36. Bets can be placed on any one of these 37 numbers or on various groups of numbers displayed on the table.

So, try betting on your lucky numbers and give it a spin!

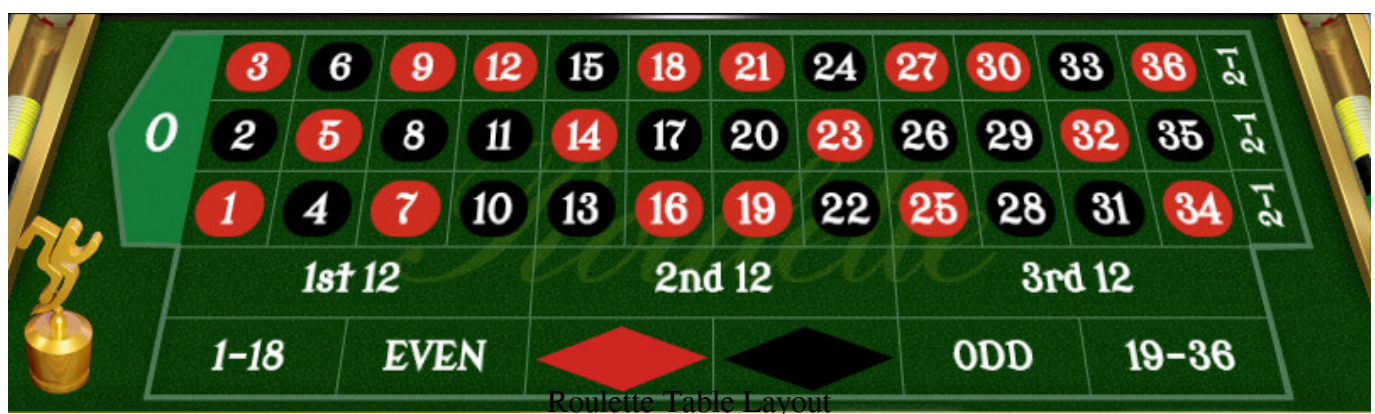
Over a long period of time, the game is likely to average a return to the player of **97.30%** of the total bets made.

***Note:** Potential wins above the maximum payout per bet allowed will be capped and this will adversely affect your %RTP. The amount will depend on your currency and stake selection.*

How to Play

When playing Roulette, you can place more than one bet on the table for each spin of the wheel, with different amounts bet in several different positions. For example, you could bet on number 21 and on various other numbers that are adjacent to number 21 on the table, on all the BLACK numbers, on all the ODD numbers, and on the THIRD DOZEN numbers. When the ball falls into a number, some of these bets win, and some lose. The secret is to win more than you lose!

Using your mouse, it is very easy to place bets. Move the cursor to the pictures of the chips in the lower left corner of the game window and LEFT-CLICK the chip value that you want to use. Move the cursor to the positions on the table layout that you want to place bets and LEFT-CLICK in each of those positions. The software will not let you place a chip unless it is a valid bet position. Chips will automatically appear underneath your cursor. Your BET AMOUNT will also appear at the top of the window. Each LEFT-CLICK with the cursor in the same position will increase your bet by one chip of the same value, up to the maximum bet for that position.



If you want to change to a different chip value, move the cursor back to the pictures of the chips at the lower left corner of the game window on your screen and LEFT-CLICK on the new chip value that you want to use. Then move the cursor back to the table layout and LEFT-CLICK as before to place bets.

To remove the top chip of a bet, hold the ALT key down and LEFT-CLICK on your mouse.

To remove the complete stack of chips, hold the ALT and SHIFT keys down and LEFT-CLICK on your

To replace the same bets as made for the previous spin, LEFT-CLICK the SAME BETS button.

When chips are stacked on the table layout, LEFT-CLICK the CLEAR BETS button. This is useful in cases

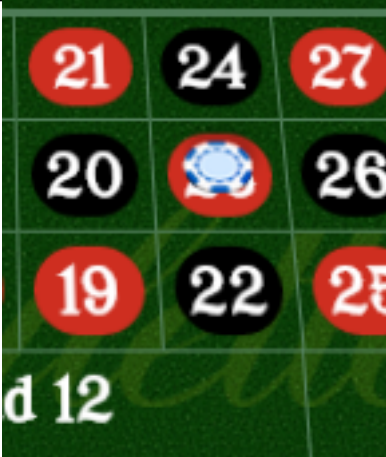
When you have placed all of your bets, LEFT-CLICK on the SPIN button to commence play. All bets are now final, and no more bets can be placed. The software will automatically start the ball spinning in the wheel.

The Roulette ball will complete its rotation around the wheel track and come to rest in a randomly selected number. The software will show the winning number and all winning bets will be highlighted on the table layout. All losing bets will be collected and all winning bets paid. If a bet is a winner, your winnings will be posted to your credit balance and updated in the BALANCE display upon selecting your next game or upon returning to the lobby.

When the spin is finished, all winning bets remain on the table layout ready for the next spin. The NEW GAME button in the game window on your screen will illuminate. LEFT-CLICK on this button to begin the next game.

Bet Options

The Table is laid out in a 12x3 grid that includes all of the 36 RED and BLACK numbers that appear on the wheel, together with 0 at the top of the layout. You can place chips in any of the betting positions as described below.

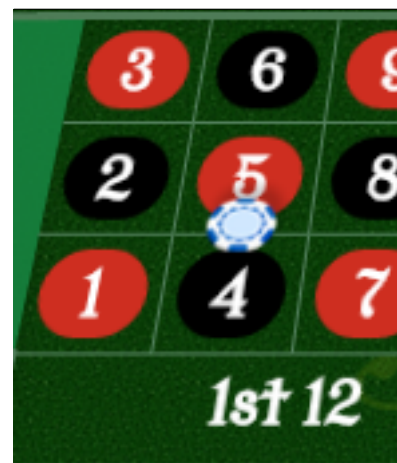
Bet Option	Description	Example
Straight-Up	A STRAIGHT-UP bet is a bet on ONE selected number winning. There are 37 possible STRAIGHT-UP bets. The bet is placed within the square of any specific number. If the ball comes to rest in that number in the wheel, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.	 Straight-Up: 23
Split	A SPLIT bet is a bet on one of TWO selected numbers winning. There are 60 possible split bets. The numbers must be adjacent on the TABLE layout, and not on a diagonal. The bet is placed on a	

Bet Option

Description

Example

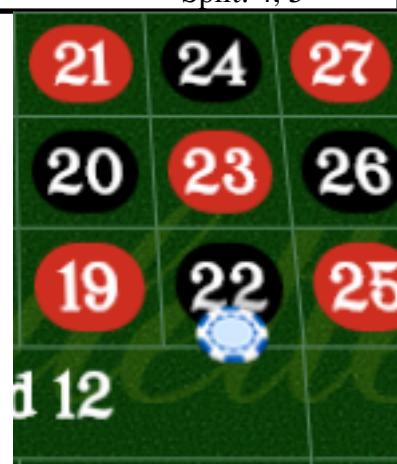
line that borders the squares of any two adjacent numbers. If the ball comes to rest in either of the two numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



Split: 4, 5

Street

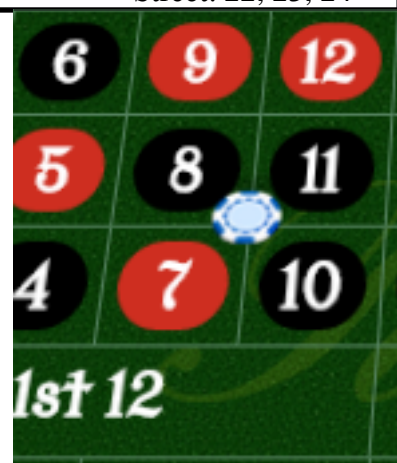
A STREET bet is a bet on one of THREE selected numbers winning. There are 12 possible STREET bets. The numbers must lie in a row across the TABLE layout. The bet is placed on the line to the left of the row of numbers. If the ball comes to rest in any of these three numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



Street: 22, 23, 24

Corner

A CORNER bet is a bet on one of FOUR selected numbers winning. There are 22 possible CORNER bets. The numbers must share one corner on the TABLE layout. The bet is placed at the intersection of all four numbers. If the ball comes to rest in any of these four numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



Corner: 7, 8, 10, 11

Zero Section

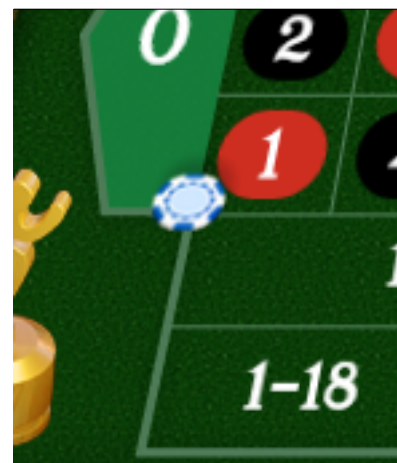
A ZERO SECTION bet is a bet on one of FOUR particular numbers winning. There is only 1 ZERO SECTION bet. These numbers are 0, 1, 2, 3. The bet is placed at the left intersection of all four numbers. If the ball comes to rest

Bet Option

Description

Example

in any of these four numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



Zero Section: 0, 1, 2, 3

Zero Corner

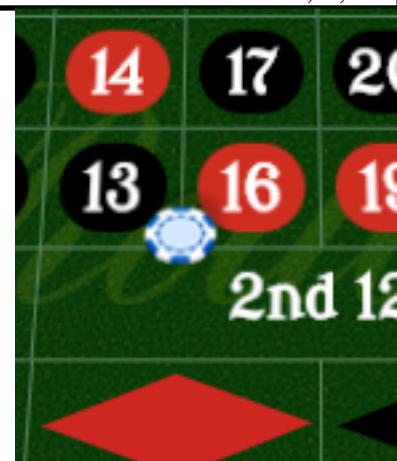
A ZERO CORNER bet is a bet on one of THREE particular numbers winning. There are two ZERO CORNER bets. These are 0, 1, 2, and 0, 2, 3. The bet is placed at the intersection of all three numbers. If the ball comes to rest in any of these three numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



Zero Corner: 0, 1, 2

Six Line

A SIX LINE bet is a bet on one of SIX selected numbers winning. There are 11 possible SIX LINE bets. The numbers must lie in two adjacent rows across the TABLE layout. The bet is placed on the line to the left and between the two rows of numbers. If the ball comes to rest in any of these six numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



Six Line: 13, 14, 15, 16, 17, 18

Column

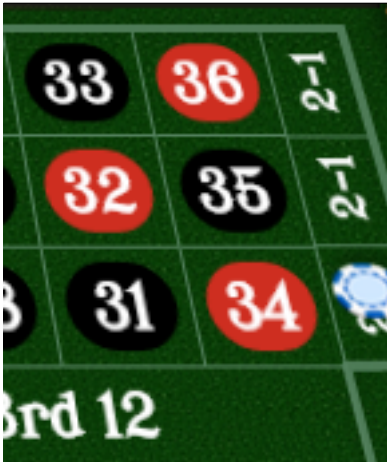
A COLUMN bet is a bet on one of TWELVE selected numbers winning. There are 3 possible COLUMN bets. The numbers must all lie in one of the three columns down the TABLE layout. The bet is placed in the box provided at the

Bet Option

Description

Example

bottom of the layout. If the ball comes to rest in any of these twelve numbers, this bet wins. For any other number in the wheel, this bet loses.



Column: first

Dozen	A DOZEN bet is a bet on one of TWELVE selected numbers winning. There are 3 possible DOZEN bets. The numbers must all lie in one of the three DOZENS regions on the TABLE layout. The bet is placed in the box provided to the left of the layout. If the ball comes to rest in any of these twelve numbers, this bet wins. For any other number in the wheel, this bet loses.	1st 12		2nd 12	
Even Chance	An EVEN CHANCE bet is a bet on one of EIGHTEEN selected numbers winning. There are 6 possible EVEN CHANCE bets. The bet is placed in the box provided to the left of the layout. If the ball comes to rest in: - Any number between 1 and 18, the 1-18 bet wins. - Any EVEN number, the EVEN bet wins. - Any RED number, the RED bet wins. - Any BLACK number, the BLACK bet wins. - Any ODD number, the ODD bet wins.	1-18	EVEN		

Bet Option	Description	Example
	- Any number between 19 and 36, the 19-36 bet wins. - In any other event, these bets lose.	

Payout Odds

Type of Bet	Description	Payout Odds
Outside Bets		
Red	Covers any RED number.	1 to 1
Black	Covers any BLACK number.	1 to 1
Even	Covers any EVEN number.	1 to 1
Odd	Covers any ODD number.	1 to 1
Low	Covers numbers 1-18.	1 to 1
High	Covers numbers 19-36.	1 to 1
First Dozen	Covers numbers 1-12.	2 to 1
Second Dozen	Covers numbers 13-24.	2 to 1
Third Dozen	Covers numbers 25-36.	2 to 1
Column	Covers 12 numbers in any of the 3 COLUMNS.	2 to 1
Inside Bets		
Straight-Up	Covers any single number including 0.	35 to 1
Split	Covers any 2 adjacent numbers on the table.	17 to 1
Street	Covers any 3 numbers in a line across the table.	11 to 1
Corner	Covers any 4 adjacent numbers on the table.	8 to 1
Six Line	Covers any block of 6 adjacent numbers on the table.	5 to 1
Zero Section	Covers a bet on one of FOUR particular numbers winning. There is only 1 ZERO SECTION bet. These numbers are 0, 1, 2, 3.	8 to 1
Zero Corner	Covers a bet on one of THREE particular numbers winning. There are two ZERO CORNER bets. These are 0, 1, 2, and 0, 2, 3.	11 to 1

Online URL: <https://www.sbobet-help.com/article/royal-roulette-betting-rules-1397.html>