

6. Players cannot combine their inside and outside bets to meet the table minimum. For example, on a \$10 minimum bet table, a player can't just bet \$5 on the inside and \$5 on the outside.
7. If the number a player wants to bet is already covered with chips, it is permissible to stack their chips on top of the other chips. This is another reason why each player has their own color chips.
8. Players are not allowed to place their bet for the next spin until the dealer removes the marker from the previous winning number. After the dealer removes the marker, they may place their bets for the next spin. The dealer will tell the players when to stop betting. As the wheel slows down, the dealer will wave their hand over the table and call out, "No More Bets."
9. The dealer will mark the winning number with a marker. The dealer will then collect all losing bets, pay all winning bets, and then the next round of betting will begin.

— HOW *to* PLAY — MYSTERY CARD ROULETTE

Mystery Card Roulette is an exciting innovation to the game of Roulette. The rules are the same, but instead of a traditional Roulette wheel, San Manuel Casino is using the "Mystery Card" version of this world-renowned game. Specially made cards numbered 1 thru 36, 0, and 00 are randomly inserted into one of 38 slots on a mixing apparatus. The dealer spins the mixing apparatus, and where it stops, the card is revealed and the winning number is announced.

To win at Mystery Card Roulette, the player is to select the winning number that will be revealed. Players can make many different bets including combinations of numbers, or which color will come up, whether the number will be odd or even, high or low, etc.

ROULETTE RULES

1. Seats at the roulette table are for players only.
2. To win, the player needs to select the winning number that is determined by the spinning apparatus. Players will win if they have made bets on the winning number or on combinations of bets that include the winning number.
3. Play begins after the dealer has cleared off all losing bets and paid all winners from the previous spin. Players are given time to put down bets by placing chips on the layout before the dealer calls, "No more bets."
4. At the end of the spin, the mixing apparatus will stop and point to one of 38 slots. A card will be pulled from the slot indicating the winning number. Next the dealer will place a marker on the layout on the corresponding number or on top of any chips that have been bet on that number. The dealer will then clear away all losing bets and pay off all those who have bet on the winning number or on combinations including the winning number. When all that is done, the dealer will lift the marker off the number on the layout, and betting may begin again.

THE MIXING APPARATUS

The mixing apparatus has 38 individual slots, each with one card in them numbering from 1-36, a zero (0) and a double zero (00).



THE LAYOUT

Roulette layouts have two betting areas.

1. The inside betting area contains all of the individual numbers on the layout.
2. The outside betting area has boxes for the columns, red/black, odd/even, and different groups of numbers.

BUYING IN

1. Players will purchase special roulette chips when they sit down to play. Each player receives a different color chip. This makes it easy to identify every player's chips.

Note: These chips are good at the roulette table only and players must cash them in when they are done playing. Players will then be given regular casino chips in exchange for their roulette chips. Players cannot cash in their roulette chips at the cage or use them in any other game.

BETTING

1. When a player places chips anywhere on the betting area after the marker (dolly) has been picked up by the dealer, it will be understood that the player wants to place their bet where the chips came to rest. If a player places chips in such a way as to be different than was their intention, and it is not discovered until after the winning number has been chosen, the chips will play where they came to rest.
2. Players are not to toss the chips on the table or to the dealer. Tossed chips may displace other bets or cause confusion over the intent of the better. If the player cannot reach to place a bet, he/she should announce the intended bet to the dealer and lay the chips/cheques/cash on the layout for the dealer to place the bet for them.
3. All announced bets are considered courtesy bets and are only placed if the dealer has time to make change (if needed) and place the bet. The bet is considered taken only if the dealer has repeated the bet. If the dealer does not take the bet, he/she will announce "no bet."
4. A player may remove, change or add bets if the dealer has not announced "No more bets." Once the Dealer gives the hand signal and has announced "No more bets," players will not be allowed to remove, change or add bets anywhere on the layout.
5. "Call Bets" are not allowed. A "Call Bet" is a bet called by the player without placing any money/cheques/chips on the table to cover the cost of the bet.



"OUTSIDE" AND "INSIDE" BETS

Outside Bets

Bets made on an area of the layout that are not touching any of the numbers on the layout are considered outside bets and pay as follows:

- Outside Bets that pay Even Money are: Black or Red, Odd or Even, and Numbers 1-to-18 or 19-to-36.
- Outside Bets that pay 2-to-1: Columns of 12 numbers or Sections of 12 numbers (Dozens).

Inside Bets

Bets made in the interior area of the layout on a specific number or group of numbers are paid at different odds based on the amount of numbers being wagered are considered as "Inside Bets."

- (1) Number bet pays 35-to-1 (Straight Up)
- (2) Number bet pays 17-to-1 (Split)
- (3) Number bet pays 11-to-1 (Street)
- (4) Number bet pays 8-to-1 (Corner)
- (5) Number bet pays 6-to-1 (Top Line)
- (6) Number bet pays 5-to-1 (Six Line)

ADDITIONAL RULES

1. Dealers are not allowed to take money to change for chips from a player's hand. If the player wishes to get more chips, he or she must place the money on the layout of the table.
2. If a player wishes to change the value of their chips, they are to explain their wishes to the dealer and turn in their existing chips. The dealer will cash out the player's existing chips and mark up the value of the new chips for the player to use.
3. Players should not collect their winnings and betting chips on the outside bets until all of the winnings in the same box (such as bets on color, dozens, odd/even etc.) have been paid.
4. Each roulette table has a minimum and maximum bet. If the minimum total bet is \$10 and players are using \$1 chips, roulette rules allow the players to place one or more chips in different "inside" spots or bet all of them on one number, as long as the total bet adds up to the table minimum. Players may cover as many inside numbers as they wish, as long as the total bet does not exceed the table maximum.
5. When making outside bets, roulette rules do not allow players to divide the table minimum over several fields. The whole amount must be placed as one wager on one decision. Players may, of course, place more than one bet and/or bet more than the required minimum, but not more than the table maximum.

