

GUIDE TO
**MYSTERY CARD
 ROULETTE**

Mystery Card Roulette is easy to learn and fun to play. Play this exciting new game by choosing your lucky number or any combination of your lucky numbers and find out which one will win. Don't have a lucky number? You could always choose "Red" or "Black"; "Odd" or "Even"; or "High" or "Low" and discover you may have more than one lucky number.

38 cards are used for each round of play. They are printed with the numbers 1-36, 0 and 00. These cards are randomly shuffled before each round. Each card represents a number printed on the layout. 18 of the cards are "Red"; 18 are "Black" and 2 are "Green". To start the game, the Mystery Card Roulette wheel is spun.

Each slot in the wheel contains a unique card that corresponds to the number on the layout that determines the winner. Once the wheel comes to a stop the card will be turned face up exposing the winning number.

Any bets placed on that number (including any combinations involving that number as well as whether or not it was even or odd and red or black) will win.

Before playing, customers usually buy-in for chips. Each player is assigned their own chip color. This makes it easier to identify each player's bet. The monetary value of each chip is established when a player buys-in.

Player may make any of the following bets:

- One number pays.....35 to 1**
- Two numbers pay17 to 1**
- Three numbers pay11 to 1**
- Four numbers pay8 to 1**
- Five numbers pay.....6 to 1**
- Six numbers pay.....5 to 1**
- Columns pay.....2 to 1**
- 1ST, 2ND, or 3RD dozens pay2 to 1**
- Red or Black pay1 to 1**
- Odds or Evens pay1 to 1**
- 1 through 18 pay.....1 to 1**
- 19 through 36 pay.....1 to 1**

See Table Games for Official Rules.