Training Manual

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1. Riverboat Roulette, a roulette variation [redacted] is essentially traditional roulette except six multi-spin colored neighborhood wagering options and a single-spin white neighborhood wagering option have been added. These seven new betting options are all considered outside wagers.

2. Winning multi-spin colored neighborhood wagers pay odds and only lose when the outcome results in the single-spin white neighborhood.

3. Non-winning multi-spin colored neighborhood wagers are considered pushes. Players may leave their pushed wagers in place, take them down, or add to them for the next spin.

4. Winning single-spin white neighborhood wagers pay odds but lose on all other outcomes.

5. Other than the exceptions contained in this manual, normal roulette procedures apply.

General Information

6. The six multi-spin colored neighborhood wagers, as well as the single-spin white neighborhood wager, are all considered self-service bets.

7. Winning blue and orange neighborhood wagers are paid 7:5 odds.

8. Winning purple and pink neighborhood wagers are paid 8:5 odds.

9. Winning teal and yellow neighborhood wagers are paid 2:1 odds.

10. Winning white neighborhood wagers are paid 7:2 odds.

11. Multi-spin colored neighborhood wagers are intended to be made in $5 increments in order to be paid proper, however they are not restricted solely to this amount. If improper wagers are allowed to be made by the player, odds are paid on the $5 portions of the winning wager and even money paid on the remaining portion.

    (*Example: If a player makes a proper $10 bet on the blue multi-spin colored neighborhood option, the winning wager is paid $14. However, if the player wagers an improper bet of $9 on the blue multi-spin colored neighborhood option, the winning wager is paid $11 -- $7 for the $5 portion of the wager and $4, or even money, for the remainder.*)

12. On a $5 game, the minimum proper wager for the single-spin white neighborhood bet is $6, and in $2 increments for wagers over $6, however they are not restricted solely to this amount. If improper wagers are allowed, odds are paid on the proper portions of the winning wager and even money paid on the remaining improper portions of the wager.

    (Example: If a player makes a proper $6 bet on the white single-spin neighborhood option, the winning wager is paid $21. However, if the player wagers an improper bet of $13 dollars on the white single-spin neighborhood option, the winning wager is paid $43 - $42 for the $12 portion of the wager and $1, or even money, for the remainder.)

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Placement of the Colored Multi-spin Betting Options on the Layout

13. It's important to note that some players may mistakenly view the placement of the multi-spin colored neighborhood betting areas as double-street wagers. As a result, it's imperative that dealers explain that the multi-spin colored neighborhood areas are not covering the six numbers located directly above these colored areas on the layout, but rather covering the corresponding consecutive numbers that comprise each colored neighborhood identified in the roulette wheel.

Colored Rings Identified on the Inside Portion of the Layout

14. The colored rings that surround the traditional red and black ovals on the layout are primarily for the dealer. They exist to reduce the necessity of the dealer having to glance back into the roulette wheel to identify winning multi-spin colored neighborhood outcomes.

The "Blank" Numbers / Pockets

15. There are six pockets in the wheel that are not associated with a secondary color. Additionally, there is no way for a player to bet these numbers as a multiple-spin wager in Riverboat Roulette. There are two black pockets, two red pockets, and two green pockets. When the outcome results in any of these six pockets, all multiple-spin colored wagers are considered pushed wagers.

Announcing the Outcome

16. As the dealer is marking the winning number he/she announces the number; even or odd; red, black or green; and, if applicable, the secondary color of blue, purple, teal, yellow, pink, or orange.

    (Example: "Seventeen, odd, black, yellow".)

17. When the outcome results in any number associated with single-spin white neighborhood, the white outcome is referred to as a "White-Out". Consequently, as the dealer is marking the winning number he/she announces the number; even or odd; red or black; and "White-Out".

    (Example: "Sixteen, even, red, White-Out".)

Handling Losing Outside Wagers

18. Since there is the potential for pushes of non-winning multi-spin colored neighborhood bets, it is essential that dealers "pick" losing outside wagers and completely refrain from "sweeping" losing outside wagers Conversely, in the event of a winning white neighborhood outcome, all multi-spin colored neighborhood wagers are losers and are swept. After the number is marked, the dealer will proceed to collect the losing outside wagers in the following order:

    3rd Column

    2nd Column

    1st Column

19-36

Odd

3rd Twelve

Black

White

Red

2nd Twelve

Even

1-18

1st Twelve

Paying Outside Winning Wagers

19. After all losing bets have been collected, the dealer will pay the outside winning wagers in the same order in which they were taken, as follows:

3rd Column

2nd Column

1st Column

19-36

Odd

3rd Twelve

Black

White

Red

2nd Twelve

Even

1-18

1st Twelve

Orange, Pink, Yellow, Teal, Purple, or Blue

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