Professional Roulette

Section 1

USER'S GUIDE TO PROFESSIONAL ROULETTE

PROFESSIONAL ROULETTE is a challenging and realistic computer simulation of Las Vegas style Roulette. It can be played by one or two players. Most of the features of Las Vegas Roulette are incorporated into this game. You have four different dollar amounts to choose from and you can initially purchase up to 99 Roulette chips.

The rules of Roulette are easy to learn, and soon you will be able to spend hours practicing different betting strategies and enjoying your game. Experienced players as well as beginners will find this to be a stimulating and realistic game.

If you are not already familiar with the rules of Las Vegas Roulette, then proceed to SECTION 2 before starting to play.
This section will describe the rules of ROULETTE as played in Las Vegas.

STRATEGY

Just like Las Vegas Roulette, the object of this game is to try and beat the house and come out a winner. The placement of your bet(s) and the winning number will determine the odds paid for each roll of the game. If you win a total of $5000.00, you beat the house. Of course, when you run out of chips and money the house beats you.

EQUIPMENT REQUIREMENTS

- ATARI 400/800/600XL/800XL with at least 48K of RAM
- Disk drive (ATARI 810 or compatible)
- TV set or video monitor
- Set of joysticks

GETTING STARTED

1. Insert the PROFESSIONAL ROULETTE disk into the disk drive, label side up.
2. Turn ON your computer, disk and TV as explained in your computer owner's guide.
3. For one player, plug a joystick into controller jack #1; for two players, plug another joystick into controller jack #2.

TO BEGIN PLAY

Upon completion of a successful load, the game table and part of the wheel will be displayed on the screen. The message "WELCOME TO PROFESSIONAL ROULETTE" will appear in the middle of the display along with the dealer. After a slight delay the dealer will spin the ball starting the game.

SELECT

Use the "SELECT" key on the computer console to choose the number of players. Each game may be played by one or two players. After you press the "SELECT" key, the welcome message and dealer will be cleared and the wheel stops spinning. PLAYER 1 and PLAYER 2 will appear at the bottom of the table. Press "SELECT" again and PLAYER 2 will disappear selecting a one-player game. If the "START" key is pressed before the "SELECT" key a one-player game is initiated.

START

Press "START" to begin the game—the words "SELECT $ VALUE" appear in the center of the screen above the wheel and $01 appears under each selected player. Once you are in the betting mode, the "START" key may be used to reset the game at any time.

JOYSTICKS

Use the "JOYSTICKS" to select the dollar value of your chips. You have the option of selecting $1, $5, $10 or $20 dollar chips. Since this is for fun we went for big money. Why not! Pushing the "JOYSTICK" forward will increase the dollar amount and pulling the stick in reverse will decrease the dollar amount.

Press the "TRIGGER" when you are ready to record the amount. The game will not advance to the next message until one/both players have recorded a dollar amount. When it advances, the message "SELECT # CHIPS" is displayed.

Each player is given one chip to start. You may now select up to 99 chips by moving the "JOYSTICK" either forward or reverse. Press the "TRIGGER" to record your selection. The total dollar amount of your chips will be displayed adjacent to your selected dollar amount.

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NUMBER
OF CHIPS ────►

DOLLAR VALUE
OF CHIPS ─────

CHIPS

PLAYER   1   PLAYER   2

01     $01 $0001   01 $01 $0001

TOTAL
DOLLAR
VALUE

PLACE YOUR BETS PLEASE

After one/both players record their number of chips, the game displays—"PLACE YOUR BETS PLEASE". Now you are ready to try your luck. HAVE AT IT.

BETTING

Now the fun begins, placing your bets. Use the "JOYSTICK" to move your chip to one of the legal betting locations and press the "TRIGGER" to record your bet. When your bet is recorded, a beep tone occurs and your chip is moved to its home position. You may now place another bet. If you pick an illegal bet location a low tone is sounded and your chip remains at its present location until you move it to a legal bet location. The game allows one bet per player per location.
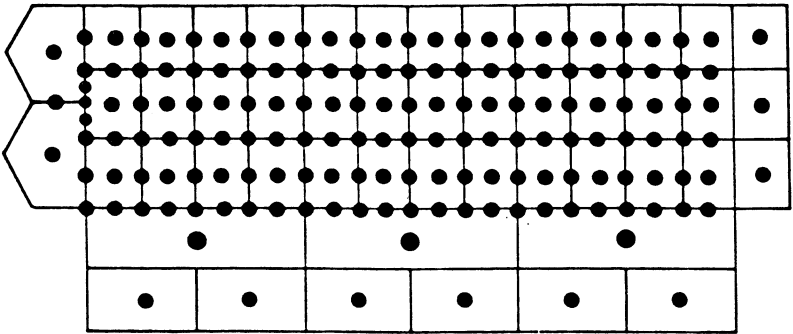
161 LEGAL BETTING LOCATIONS

BET INDICATORS

A small square is used to indicate the bet selections of PLAYER 1 and a small plus sign is used to indicate the bet selections of PLAYER 2. On single number and outside bets the individual indicators will be displayed on the respective bet placed. When both players place a bet on multiple numbers the two indicators are overlapped displaying a small solid square.


PLAYER 1 AND PLAYER 2 WAGER
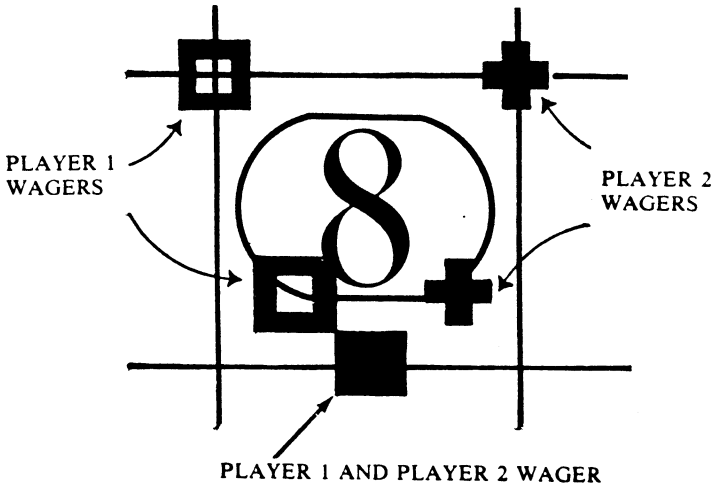
BET SELECTION INDICATORS PLACED ON NUMBER 8

BETTING COMPLETED

When you have completed placing your bets, move your chip to the "CHECKERED FLAG" located at the bottom center of the table and press the "TRIGGER". If a two-player game is being played the program waits until both players have completed betting then the dealer appears and flashes the message "NO MORE BETS PLEASE".

Next the dealer spins the ball and the wheel starts spinning. The ball will spin a random number of times as it drops down one line at a time eventually falling into one of the number pockets on the wheel.
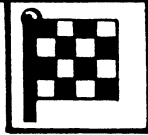
CHECKERED FLAG POSITION

WINNING

Winning is the fun part. If your strategy was correct you should receive winnings. After the winning number is selected, each player's winnings are displayed under their respective locations. The game pauses to allow each player time to analyze the results. The total of your winnings will be the odds paid for each winning bet plus your original wagered chip placed on each winning bet.

A win on a single number (the highest paying odds) is rewarded with the sound of a siren.

Press "TRIGGER" to continue the game. The game will then add the winnings to your present amount and you are ready to contiue betting. Just like Las Vegas.

If any player's winnings exceed $5000.00 they are rewarded with a pulsating tone and the message "CONGRADULATIONS! YOU BEAT THE HOUSE". This ends the game as you have reached the house table limit. As you know this doesn't happen often so GOOD LUCK.

Press "START" to reset the game.

GOING BROKE

When one or both players run out of chips, the respective chip is removed from the board and that player is considered broke. For a one player game the wheel and ball will automatically start. If this is a two player game it will automatically start when either or both players are broke or the player with money and chips remaining moves to the checkered flag and presses "TRIGGER" ending the round.

Of course if you do not win on the next roll you remain broke. If a two-player game was selected it continues until both players are broke. Once both players (two-player game) or a single player (one-player game) are broke, pressing the "TRIGGER" to continue produces the message "SORRY! THE HOUSE BEAT YOU". Press "START" to start a new game.

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Section 2

LAS VEGAS ROULETTE

Roulette, though it seems complicated, is a fairly simple game. The game is based on the random selection of one number out of thirty-eight. The Roulette Table has a wheel with thirty-eight numbered pockets and a board layout which has the same 38 corresponding numbers. Eighteen of the numbers, 1 to 16, are red and eighteen are black. Zero and 00 are both green.

The wheel is the device used to select the winning number. The zero and double-zero are directly opposite each other and are colored green. The other numbers are alternately colored red and black around the wheel—18 black and 18 red. Across the wheel from each odd number is the next highest even number. One and two are opposite and are of different color. Likewise three and four, etc.

The board layout is the Roulette road map. It contains all the numbers that appear on the wheel. They are arranged in an order of rows and columns that provides a variety of bets. Players make bets by placing their chips directly on the table layout.

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The player should be careful that each chip fits clearly on the bet desired because every bet wins or loses on each spin of the ball. If a player cannot reach a certain bet, he/she can slide their wager toward the dealer and tell the dealer which number or combination of numbers to place it on.

Roulette chips have no monetary value printed on them and can be purchased from the dealer at the table with either currency or regular casino chips. The player receives a set of distinctly colored Roulette chips which no one else may use. Roulette chips are used because there is only one place on the Roulette layout to make each bet. When more than one player makes the same bet, the chips are piled on top of one another, so the owners of winning chips are identified by their respective colors.

Roulette chips are sold by the dealer in stacks of 20. The price depends on the casino. Some sell 20 chips for $2.00—10¢ each, 20 for $5.00—25¢ each, 20 for $10.00—50¢ each and 20 for $20.00—$1.00 each. All tables have minimum bet requirements. When playing with low valued chips, it is necessary to bet a minimum number per roll. Ask the dealer for the minimum.

When finished, the player cashes in the Roulette chips to the dealer who will exchange them for regular casino chips. These can then be cashed in at the casino cashier desk.

STRAIGHT UP — 35 to 1

When a chip is centered on a single winning number, the player is paid 35 to 1. Each of the thirty-six red and black numbers and green 0 and 00 may be wagered individually. Zero and 00 are treated exactly like the other numbers.

It is possible to bet on 35 numbers and still show a profit of one chip if one of your thirty-five numbers win. You would be paid thirty-five chips plus your original chip placed on the winning number, for a total of 36 chips. However, if one of the three numbers not covered should win you would loose all 35 chips.
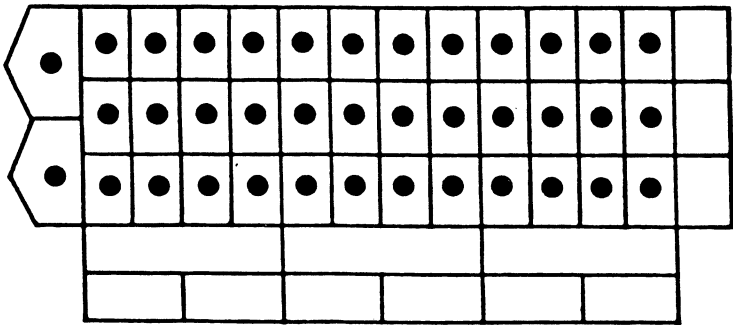
38 WAYS TO BET 1 NUMBER

SPLIT BET — 17 to 1

When the chip is placed across any line that separates two numbers, it is a split bet (2 number). If the ball lands on either number, the bet pays 17 to 1.

There is one bet that may be made at two different locations on the layout. The split bet between 0 and 00 may be made on the line that separates the two green numbers or on the line that separates the 2nd Dozen and 3rd Dozen bets on the outside of the layout. In most casinos this is not printed on the layout, but it is accepted in all casinos for the convenience of the players. This computer version of roulette does not accept this bet.
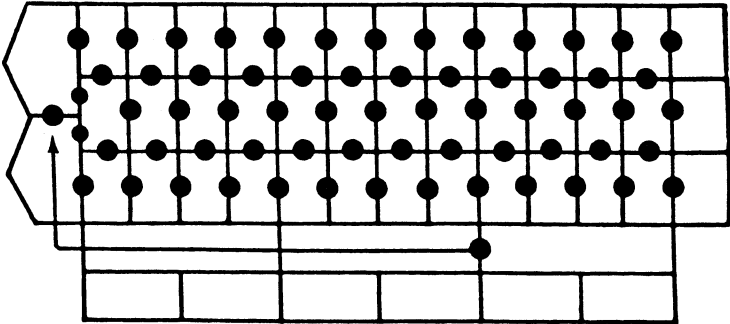
THREE NUMBER BET — 11 to 1

When a chip is placed on the line at the end of a row of three numbers, it is a 3 number bet. If the ball lands on any one of the three numbers, the bet pays 11 to 1.

There are 15 ways to bet on 3 numbers. Three involve 0 and 00.
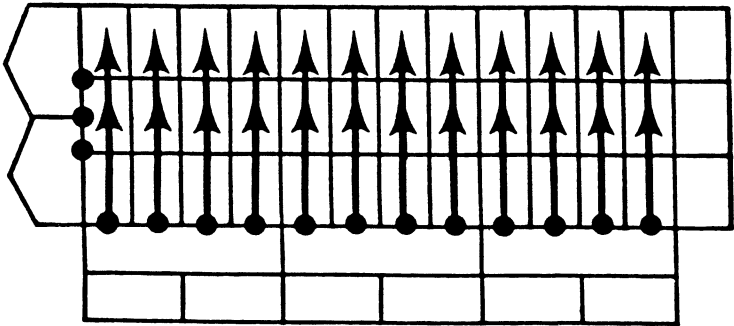
15 WAYS TO BET 3 NUMBERS

CORNER BET — 8 to 1

When the chip is placed at the junction of four numbers, it is a corner bet (4 number). If the ball lands on any one of the four numbers, the bet pays 8 to 1. There are 22 ways to bet 4 numbers.
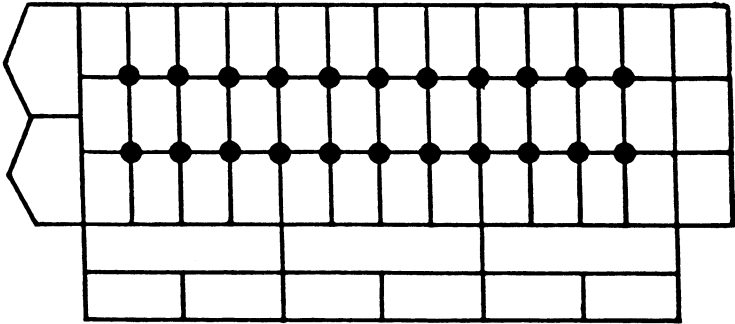
22 WAYS TO BET 4 NUMBERS

FIVE NUMBER BET — 6 to 1

When a chip is placed at the intersection of the lines forming the squares 0, 1 and the 1st Dozen, it is a five number bet. If the ball lands on any one of the five numbers 1, 2, 3, 0, or 00, the bet pays 6 to 1.
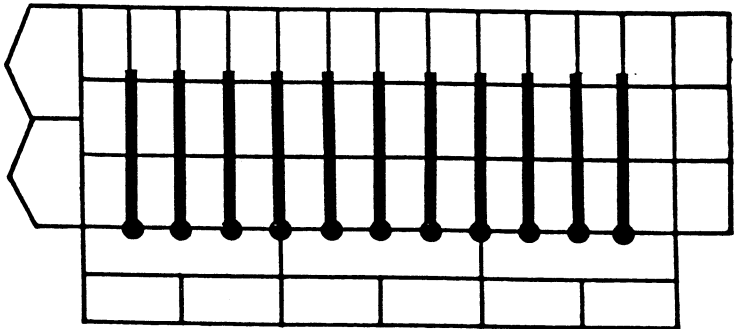
The casino wins 50% faster on this bet than any other, and the house advantage is 7.89%. This is not a recommended bet.
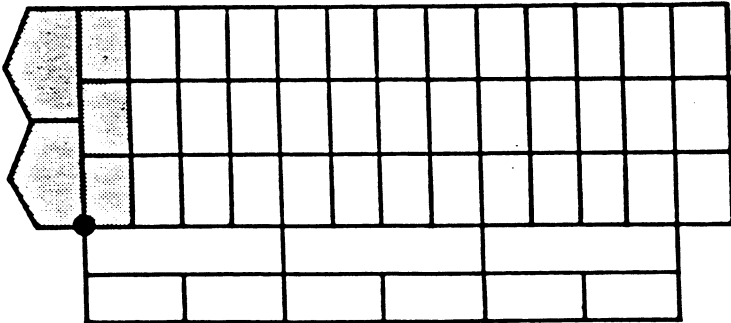
5 NUMBER BET

SIX NUMBER BET — 5 to 1

When a chip is placed on the end of the line separating two rows of three numbers, it is a 6 number bet. If the ball lands on any one of the six numbers, the bet pays 5 to 1. There are 11 ways to bet 6 numbers.

11 WAYS TO BET 6 NUMBERS

TWELVE NUMBER BETS — 2 to 1

There are 6 ways to bet 12 numbers. The 12 number wagering areas are designated 1st, 2nd, 3rd Dozen and the 12 number Column bets.

1st, 2nd, 3rd Dozen

When a chip is placed on one of the wagering areas designated 1st, 2nd, or 3rd 12, it is a twelve number bet. If the ball lands on any one of the twelve numbers in the designated wagering area, it pays 2 to 1.

12 Number Column

When a chip is placed on one of the wagering areas designated 2 to 1, it is a 12 number Column bet. If the ball lands on any one of the twelve numbers in that column, it pays 2 to 1.
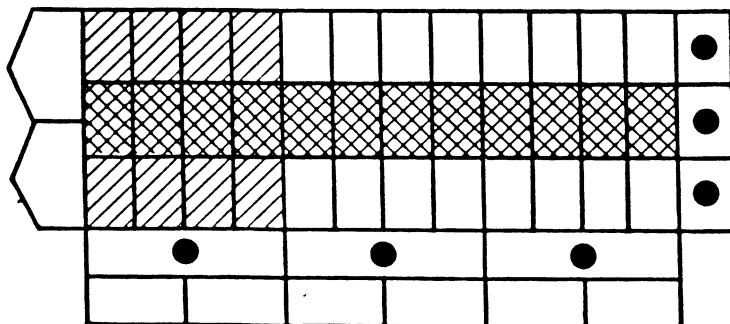
6 WAYS TO BET 12 NUMBERS

EIGHTEEN NUMBER BET — 1 to 1

There are 6 ways to bet 18 numbers. They are designated Red or Black, Even or Odd, and 1-18 or 19-36. All 18 number bets pay 1 to 1.

Red or Black

A chip placed on the wagering areas designated Red or Black is a bet that one of the 18 Red or one of the 18 Black numbers will win. If the number 0 or 00 win, the wager is lost. A win on this bet pays 1 to 1.

Even or Odd

A chip placed on the wagering areas designated Even or Odd is a bet that one of the 18 Even or one of the 18 Odd numbers will win. If the number 0 or 00 win, the wager is lost. A win on this bet pays 1 to 1.

1-18 or 19-36

A chip placed on the wagering areas designated 1-18 or 19-36 is a bet that one of the numbers from 1 to 18 or one of the numbers from 19 to 36 will win. If the number 0 or 00 win, the wager is lost. A win on this bet pays 1 to 1.
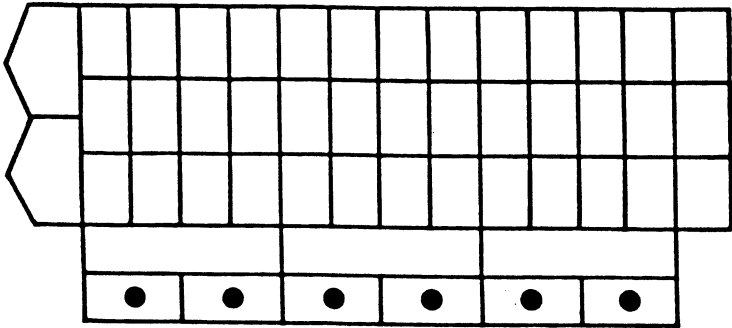
6 WAYS TO BET 18 NUMBERS

PAYOFFS

Payoffs are made when the ball comes to rest in one of the numbered pockets on the wheel. The dealer announces the number and places a house marker on the number. Then the dealer sweeps in all of the losing wagers before paying off the winning ones.

First the dealer will pay off the Outside wagers. They are paid off individually in their respective bet spaces. The dealer calculates the total payoff for the winning Inside wagers and slides it across the table directly in front of the player. All winning wagers and payoffs on the Outside Bets remain on the layout for the next spin of the ball unless the player removes all or part of them.

Once the dealer has paid off all the winning wagers, the players may start wagering for the next spin of the ball. The players may continue wagering until the dealer calls "NO MORE BETS". Any bets made after this time are returned to the player whether he wins or not.


PAYOFFS
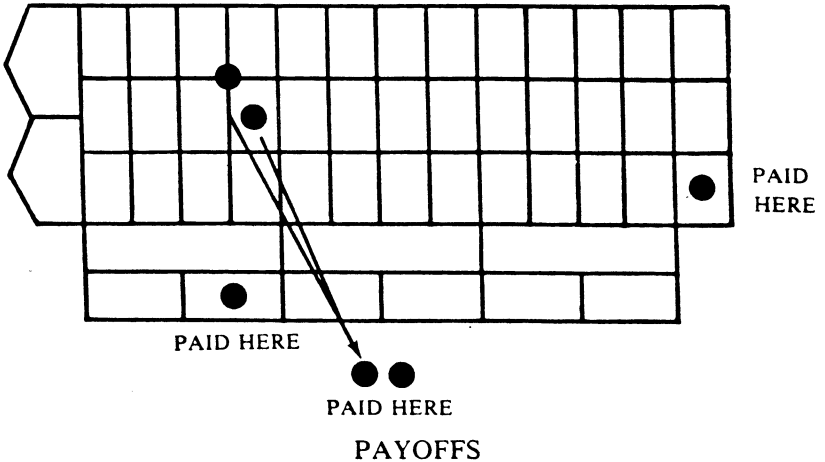
ROULETTE TABLES

Roulette Tables have both a chip minimum and a table minimum. The table minimum depends on the chip minimum. A 10¢ chip minimum has a table minimum of 50¢ or less, and a 25¢ chip minimum has a table minimum of $1. Each Outside Bet wagered requires at least the table minimum, and the maximum for each Outside Bet is usually $250 or $500.

OUTSIDE BETS

INSIDE BETS

Inside Bets also require at least the table minimum, but several different bets may be made with smaller value chips which total that amount. For example, when the table minimum is $1, four 25¢ chips may be placed on any combination of Inside Bets. The maximum on any Inside Bet is usually $25 or less.

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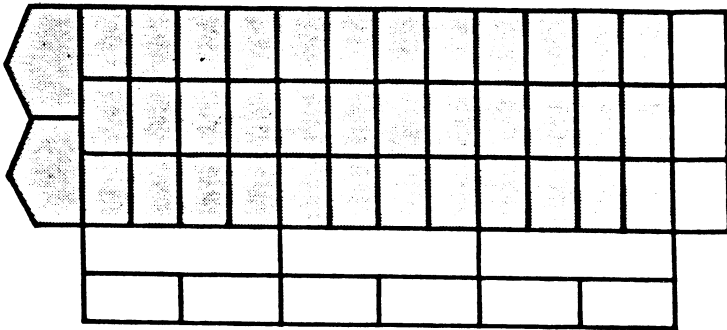
INSIDE BETS

CASINO ADVANTAGE

The Casino Advantage for all bets, except the single five number bets, is 5.26% because the casino will win an average of 2 chips for every 38 chips wagered.

The Casino Advantage is the same for the other bets which involve more numbers because the bets pay off correspondingly smaller amounts of chips.

The five number bet is the exception. In this case the player will lose on 33 numbers and win 6 chips five times when the numbers 0, 00, 1, 2 and 3 appear. Therefore you would win only 30 chips while losing 33, and the casino would be ahead 3 chips. The casino wins 50% faster on this bet than any of the others. The house advantage is 7.89%.

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