



**Game Procedures for Rapid Roulette
As Played on Scientific Games Fusion Hybrid Terminals**

Per “CHAPTER Lot 7200 GAMES OF CHANCE”, section Lot 7206.07(c)(2), please find below the relevant game procedures for Rapid Roulette, one of the game options offered on the Scientific Games Fusion Hybrid live dealer gaming platform.

A. The Name of the Game

Rapid Roulette, as played on the Scientific Games Fusion Hybrid terminals.

B. The Object of the Game

Rapid Roulette is based off of the classic table game Roulette. There are thirty-eight numbered slots in the Rapid Roulette wheel (1 – 36, 0 & 00). The goal is for the player to correctly guess which number the dealer will spin the ball into next on the roulette wheel. The player may bet on any one of the numbers to come up by selecting to place his or her digital chips on the space corresponding to that number on the player’s Fusion Hybrid terminal digital roulette layout. The player may place bets on any number of spaces he or she wishes. Additionally, the player may choose to bet the color of the next spun number (i.e. Red or Black), whether it is Odd or Even, or choose to bet a section, column, or street of numbers.

C. The Rules of the Game

Players can choose to place their bets on their Fusion Hybrid terminal screen roulette layout up until the game screen flashes “No More Bets”. As this game is systematically run via a game clock, the dealer will time his or her ball spins so that the ball does not drop until the “No More Bets” image has flashed across the player screens. Additionally, the dealer will ensure that the ball is spun counter-clockwise to the rotating wheel and the ball rotates at least 3 revolutions around the wheel before it drops. If a ball drops before it has fully rotated around the wheel 3 times, the dealer will call “No Spin” and that spin is invalid, with neither a winning or losing number.

Players are not allowed to place new bets after the “No More Bets” image flashes, nor change their bets. Once the ball drops and rests on one of the 38 possible numbers, a winning number has been selected. If the ball spins off the table or does not end up landing on a number, a “No Spin” is called and the ball is re-spun. On “No Spins”, players have the option to change their bets once again until “No More Bets” flashes on the screen. Winning bets are paid-off based-on their corresponding odds. There is a “Maximum” and a “Minimum” amount that can be wagered on this game. The “Maximum” wager is \$10 per selected bet, the “Minimum” wager is no less than \$1 and can go up to \$10.

D. The Equipment Used for the Game

The Fusion Hybrid terminals allow players to connect to an available e-table within their venue from their terminal. A live video feed of the game action at the selected table is displayed on the player terminal. Large display screens and Live Betting displays show game proceedings and game information.



A Fusion Hybrid system consists typically of a bank of MOJO Player Terminals (terminals) arranged around one or more dealer's podiums. Video and audio to the display is supplied by a dedicated display controller PC. A Fusion Hybrid system can typically support up to 600 eTS terminals across all tables. From their terminal, players place bets on a table layout via their touchscreen. In the manual mode which is used at The Brook, the dealer conducts the game at the podium where he/she administrates the game using the dealer terminal. The gaming device used, which for Rapid Roulette is a Roulette Wheel, is contained within the Dealer Podium. A microphone and IP camera is positioned over the gaming device to capture sound and live game action and is relayed to the player terminals and display screens. For Rapid Roulette, in addition to the roulette wheel a plastic ball is used to spin to select the winning number.

E. The Method of Play for the Game

Rapid Roulette is a fast-paced replica of the traditional double zero roulette wheel game that uses computer technology to track wagers and quickly payout winning bets and settle losing bets. A typical game lasts about 60 seconds. When a new game is initiated, the players have 30 seconds to place a bet on their individual monitors. Once this time is up no more bets can be placed. Typically, the roulette ball is spun by the dealer when 5 seconds remain on the betting clock. A typical roulette spin will rotate the ball completely around the counter-clockwise spinning wheel between 7 – 12 times before the ball drops. The ball will not drop until after the wagering clock has expired for players. Once the ball drops and settles on the winning number, the winning number is announced by the dealer. The dealer will verify on his or her computer the winning number and the corresponding winning bets placed by the players will be paid off. Once the winning bets have been paid off and losing bets removed, the game cycle will repeat and players will have 30 seconds to place new bets.

F. The Types of Wager or Wagers for the Game

When players buy into the Fusion Terminals for Rapid Roulette, they are given digital credits equaling their cash dollar value buy-in. Players can make numerous wagers across the digital roulette layout but are limited to a maximum bet per space of \$10. Bets can be made in \$1 increments between 1 – 10. Players can make the following wagersⁱ:

Wager	Description	Numbers Covered	Pays*
Straight Up	A single number	1	35
Split	Any two adjacent numbers from the betting field	2	17
Street	Any row consisting of three numbers from the betting field	3	11
Corner	Any four adjacent numbers from the betting field	4	8
Five-Way**	0-00-1-2-3	5	6
Six-Line	Any two adjacent 'Streets'	6	5
Column	Any of the three columns from the betting field	12	2
Dozen	The numbers 1 -12, 13 - 24 or 25 -36	12	2
Low	The numbers 1-18	18	1
High	The numbers 19-36	18	1
Even	All the numbers divisible by 2	18	1
Odd	All the numbers NOT divisible by 2	18	1
Red	All the numbers in Red	18	1
Black	All the numbers in Black	18	1

* Pays are TO 1

** Only offered on a 00 wheel

G. The Wager Amounts for the Game

The minimum wager for the game is \$1 per bet. During high volume days, this minimum wager may increase to \$5 or \$10 per bet. The maximum wager for the game is \$10 per bet and is static. While a player may only bet up to \$10 per betting space, he or she may wager on multiple spaces on the digital roulette layout during one game. The player has the opportunity to win multiple bets on one number spin based-on the number of Inside & Outside wagers placed.

H. The Payouts and Payout Odds for Each Wager in the Game

The methodologyⁱⁱ of Rapid Roulette is that the probability of each wager can be easily calculated by taking the quantity of covered numbers divided by 38 (the number of positions on the roulette wheel). The payback of each wager is calculated by multiplying this probability by the payout of each wager.

Double 00 Wheel Paybacks				
Wager	Numbers Covered	Probability	Payout*	Payback
Straight Up	1	2.6316%	36	94.7368%
Split	2	5.2632%	18	94.7368%
Street	3	7.8947%	12	94.7368%
Corner	4	10.5263%	9	94.7368%
Five-Way**	5	13.1579%	7	92.1053%
Six-Line	6	15.7895%	6	94.7368%
Column	12	31.5789%	3	94.7368%
Dozen	12	31.5789%	3	94.7368%
Low	18	47.3684%	2	94.7368%
High	18	47.3684%	2	94.7368%
Even	18	47.3684%	2	94.7368%
Odd	18	47.3684%	2	94.7368%
Red	18	47.3684%	2	94.7368%
Black	18	47.3684%	2	94.7368%

* Includes the return of the original wager

** Only offered on a 00 wheel

I. The Rules Governing any Game Point System Established by the Licensee

Each ball spin in Rapid Roulette is independent of any previous ball spins. Wagers can be changed at the players' discretion up until "No More Bets" flashes on the screen. All winning and losing wagers are properly transacted with at the conclusion of each spin. If a player has a dispute with the outcome of any spin it can be researched and investigated utilizing surveillance cameras and each Fusion Hybrid terminal's internal accounting software. All spins must complete a minimum of 3 rotations and land on one specific number to be valid. At this time there is no cumulative spin feature on our Rapid Roulette game.

ⁱ Per "Analysis of Roulette" March 14, 2019 SHFL entertainment document prepared by Elliot Frome, Page 2

ⁱⁱ Per "Analysis of Roulette" March 14, 2019 SHFL entertainment document prepared by Elliot Frome, Pages 3 & 4