

Roulette bet types

$$2^{15}=32768$$

$$2^{14}=16384$$

$$2^6=64$$

1. Single number bet pays 35 to 1. Also called “straight up.” **x36**

uint4 betType: 1(1-12), uint6 betDet (1-38), uint14 amount (1-10000)

37-zero

38- double zero

2. Double number bet pays 17 to 1. Also called a “split.” **x18**

uint4 betType: 2(1-12), uint6 betDet (1-33), uint14 amount (1-10000)

	1	2	3	4	5	6	7	8	9	10
	1,4	2,5	3,6	4,7	5,8	6,9	7,10	8,11	9,12	10,13
+10	11,14	12,15	13,16	14,17	15,18	16,19	17,20	18,21	19,22	20,23
+20	21,24	22,25	23,26	24,27	25,28	26,29	27,30	28,31	29,32	30,33
+30	31,34	32,35	33,36							

betDet and betDet+3

3. Three number bet pays 11 to 1. Also called a “street.” **x12**

uint4 betType: 3(1-12), uint6 betDet (1-12), uint14 amount (1-10000)

1	2	3	4	5	6	7	8	9	10	11	12
1,2,3	4,5,6	7,8,9	10,11,12	13,14,15	16,17,18	19,20,21	22,23,24	25,26,27	28,29,30	31,32,33	34,35,36

betDet*3, betDet*3-1, betDet*3-2

4. Four number bet pays 8 to 1. Also called a “corner bet.” **X 9**

uint4 betType: 4(1-12), uint6 betDet (1-22), uint14 amount (1-10000)

	1	2	3	4	5	6	7	8	9	10
	1,2 4,5	2,3 5,6	4,5 7,8	5,6 8,9	7,8 10,11	8,9 11,12	10,11 13,14	11,12 14,15	13,14 16,17	14,15 17,18
+10	16,17 19,20	17,18 20,21	19,20 22,23	20,21 23,24	22,23 25,26	23,24 26,27	25,26 28,29	26,27 29,30	28,29 31,32	29,30 32,33
+20	31,32 34,35	32,33 35,36								

First number from table

2nd=frstNum+1

3rd=frstNum+3

4th=frstNum+4

5. Five number bet pays 6 to 1. Only one specific bet which includes the following numbers: 0-00-1-2-3. **X 7**

uint4 betType: 5(1-12), uint6 betDet (0), uint14 amount (1-10000)

6. Six number bets pays 5 to 1. Example: 7, 8, 9, 10, 11, 12. Also called a “line.” **X6**

	1	2	3	4	5	6	7	8	9	10
	1,2,3 4,5,6	4,5,6 7,8,9	7,8,9 10,11,12	10,11,12 13,14,15	13,14,15 16,17,18	16,17,18 19,20,21	19,20,21 22,23,24	22,23,24 25,26,27	25,26,27 28,29,30	28,29,30 31,32,33
+10	31,32,33 34,35,36									

uint4 betType: 6(1-12), uint6 betDet (1-11), uint14 amount (1-10000)

bet3=betDet*3 bet2=bet3-1 bet1=bet3-2	bet4=bet3+1 bet5=bet3+2 bet3=bet3+3
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7. Twelve numbers or dozens (first, second, third dozen) pays 2 to 1. **X 3**

uint4 betType: 7(1-12), uint6 betDet (1-3), uint14 amount (1-10000)

1	2	3
1-12	13-24	25-36

8. Column bet (12 numbers in a row) pays 2 to 1. **X 3**

uint4 betType: 8(1-12), uint6 betDet (1-3), uint14 amount (1-10000)

1	2	3
1,4,7,10,13,16,19,22,25, 28,31,34	2,5,8,11,14,17,20,23,26, 29,32,35	3,6,9,12,15,18,21,24,27, 30,33,36

```
for(i=1;i<=36,i+=3) {  
    checkNum=i+betDet-1  
    if(CheckNum==rouletteRes) return true  
}  
return false
```

9. 18 numbers (1-18) pays even money. **X 2**

uint4 betType: 9(1-12), uint6 betDet (0), uint14 amount (1-10000)

1-18

10. 18 numbers (19-36) pays even money. **X 2**

uint4 betType: 10(1-12), uint6 betDet (0), uint14 amount (1-10000)

19-36

11. Red or black pays even money. **X 2**

uint4 betType: 11(1-12), uint6 betDet (1-2), uint14 amount (1-10000)

1-red	2-black
1,3,5,7,9,12, 14,16,18, 19,21,23 25,27,30,32,34,36	2,4,6,8,10,11 13,15,17,20,22,24 26,28,29,31,33,35

12. Odd or even bets pay even money. **X 2**

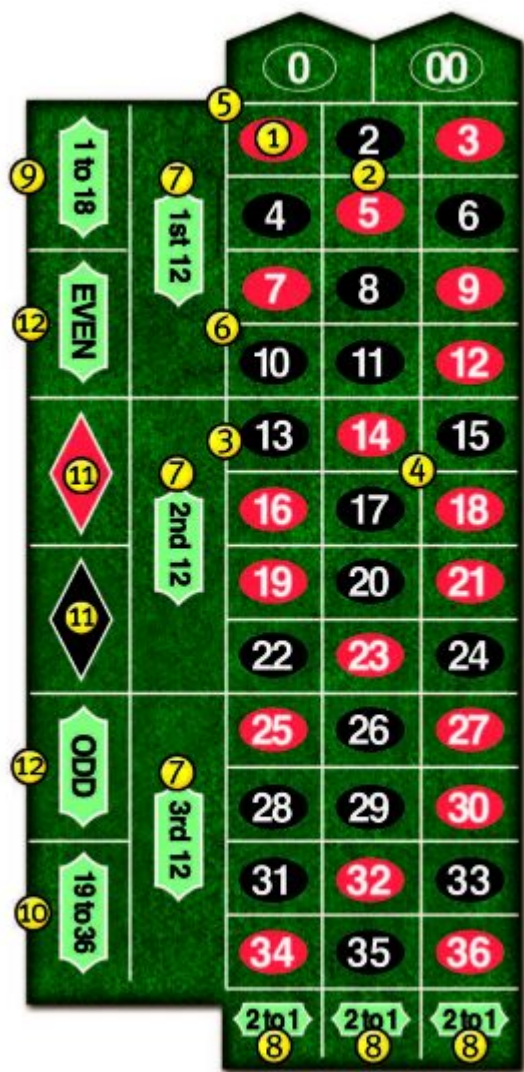
uint4 betType: 12(1-12), uint6 betDet (1-2), uint14 amount (1-10000)

1-even	2-odd
2,4,6,8,10,12 14,16,18,20,22,24 26,28,29,30,32,34,36	1,3,5,7,9,11, 13,15,17,19,21,23, 25,27,29,31,33,35

```

if(n%2==0) {
    num_type='even';
}
else
{
    num_type='odd';
}

```



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