CashRoulette

Game's rules

- the purpose of the game is to make different types of bets on the output of a number from a European Roulette-type (numbered from 0 to 36)

- the numbers on the Roulette board are 37, from the number 0 to the 36. The number 0 is a special number because it is neither red nor black and it is neither odd nor even, so in case of bets of this type, if the 0 comes out, the bets result as lost

- bets with a higher probability of winning, give a minor winning compared to those with lower probability. For each bet corresponds a winnings multiplier fixed calculated based on the probability of winning of it

- all possible bets with the name that identifies it, the numbers involved and the associated multipliers are listed in the following table:

NAME	DESCRIPTION	NUMBERS INVOLVED	MULT.
Black	Black numbers	2-4-6-8-10-11-13-15-17-20-22-24-26-28-29-31-33-35	2x
Red	Red numbers	1-3-5-7-9-12-14-16-18-19-21-23-25-27-30-32-24-26	2x
Even	Even numbers	2-4-6-8-10-12-14-16-18-20-22-24-26-28-30-32-34-36	2x
Odds	Odd numbers	1-3-5-7-9-11-13-15-17-19-21-23-25-27-29-31-33-35	2x
Manque	Numbers from 1 to 18	1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18	2x
Passe	Numbers from 19 to 36	19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36	2x
First dozen	Numbers from 1 to 12	1-2-3-4-5-6-7-8-9-10-11-12	3x
Second dozen	Numbers from 13 to 24	13-14-15-16-17-18-19-20-21-22-23-24	3x
Third dozen	Numbers from 25 to 36	25-26-27-28-29-30-31-32-33-34-35-36	3x
First column	First column of numbers	1-4-7-10-13-16-19-22-25-28-31-34	
Second column	Second column of numbers	2-5-8-11-14-17-20-23-26-29-32-35	3x
Third column	Third column of numbers	3-6-9-12-15-18-21-24-27-30-33-36	3x
Full	Single number	Ex: 0	36x
Cheval (Horse)	Two adjacent numbers horizontally or vertically	Ex: 13-14	18x
Triplet	Three numbers horizontally adjacent	Ex: 1-2-3	12x
Carrè	Four adjacent numbers forming a square	Ex: 10-11-13-14	9x
Sextuple	Six adjacent numbers of which 3 are horizontal	Ex: 16-17-18-19-20-21	6x
Les voisins du zéro (Near the	Various combinations of bets	1-3-7-9-12-14-16-18-20-22-28-	

zero)		29-31-33-35	
Orphelins	Various combinations of bets	0-5-10-23-24-26-32	
5/8 series (Tiers)	Various combinations of bets	2-4-6-8-11-13-15-17-19-21-25-27-30-34-36	
AMBO (Two in a row)	Two chosen numbers whose output must be in the current hand and in the next one, in the order they were pointed	Ex: 24 - 12	300 x
TERNO (Three in a row)	Three chosen numbers whose output must be in the current hand and in the next two, in the order they were pointed	Ex: 24 - 12 -33	1000 x

- at the top center of the interface (figure above), there is the betting Timer, which lasts four minutes, near it is displayed the number of the current hand

- at the center of the interface, there is a window where you can see in real time the Roulette from which are extracted the numbers and the current croupier

- at the top left of the interface, there is a window where you are displayed the winning percentages of the individual bets calculated on the last hands, there are also displayed the *late numbers* and *the most common numbers*

- at the bottom left of the interface, there is a window showing the last 30 numbers drawn (each with the corresponding number next to the hand)

- in the right part of the interface, there is a window which shows the coming-out percentage of each of the 37 roulette numbers