Who Wants To Be A Millionaire Roulette Live

The game is played with a live dealer and a real 37-slot single zero Roulette wheel. The objective is to predict which number pocket the Roulette ball will settle in to. We use standard European Roulette rules.

Every game round, 1–5 random numbers, or, on some occasions, 10 random numbers are selected and presented to you. These are the **Millionaire Numbers.** Each **Millionaire Number** represents a different type of a special game, which is triggered when the Roulette ball comes to stop on a slot that corresponds to one of those numbers. The special games, aka **Millionaire Games** can award you with multipliers ranging up to x2,000!

You can place any kind of bet in this game, but remember that only your inside bets, i.e., **Straight Up, Split, Street, Corner/Basket** or **Line** bet(s) placed on the **Millionaire numbers** make you eligible for the special **Millionaire Game** rounds.

Note that Casino allows up to 1,000 simultaneous players.

Rules

Millionaire Numbers and Games

Each round, after the betting time, 1–5 or 10 numbers are randomly generated and displayed. These are **Millionaire Numbers,** and each represents a different type of special game, aka the **Millionaire Game** when the Roulette ball comes to a stop in the slot representing this number.

The options are:

- An icon with a **Millionaire Logo,** which initiates the **Millionaire Round,** where you need to guess which one of the 4 options presented to you grants the highest multiplier.
    - There are two types of icons with the **Millionaire Logo:** one bronze and one gold, indicating that they trigger an 8-question and 10-question **Millionaire Round** respectively.
- An icon showing "x100", which awards your **Eligible Bet the x100 Multiplier**
- An icon showing the **Question Mark "?",** which initiates one of these two options:
    - Allowing you to choose between playing the **Millionaire Round** with a maximum potential win of x150, or getting the **x50 Multiplier.**
    - Allowing you to choose between playing the **Millionaire Round** with a maximum potential win of x300, or getting the **x100 Multiplier.**

  Note: the **Millionaire Round** is preselected, but you can choose the **x50/x100 Multiplier** instead.

Eligible Bet

When one of the special **Millionaire Numbers** drops, you will see a panel that calculates your **Eligible Bet** for the multiplier payout. The total bet comprises all your inside bets, i.e., **Straight Up, Split, Street, Corner/Basket** or **Line** bet(s) placed on the winning **Millionaire Number.** Bet amount on each inside bet is divided by the number of **Straight Up** positions inside the **Split, Street, Corner/Basket** or **Line** bet.

This means that the bet for:

- **Straight Up** = bet
- **Split** = 1/2 of the bet
- **Street** = 1/3 of the bet
- **Corner/Basket** = 1/4 of the bet
- **Line** = 1/6 of the bet

*Example: you bet 2-value chip on number 34 and made a **Straight Up**, **Split** and a **Corner/Basket** bet on that number. Number 34 is revealed as the **Millionaire Number**, and on the game screen you see a panel where your total bet is 3.5:*

- *2 from the **Straight Up**,*
- *1 from the **Split**,*
- *and 0.5 from the **Corner/Basket** bet.*

The panel shows the breakdown of different bets, and you can access this panel any time during the **Millionaire Round.**

As for the wins from the **Millionaire Round,** the number of **Straight Up** belonging to the relevant inside bet is also taken into account:

- **Straight Up** bet: bet x **Multiplier** = **Straight Up Win**
- **Split** bet: (bet x **Multiplier**) x ½ = **Split Win**
- **Street** bet: (bet x **Multiplier**) x 1/3 = **Street Win**
- **Corner/Basket** bet: (bet x **Multiplier**) x ¼ = **Corner/Basket Win**
- **Line** bet: (bet x **Multiplier**) x 1/6 = **Line Win**

If you placed several bets that cover the **Millionaire Number,** all these are **added** together to calculate the total win of the **Millionaire Round.**

The Millionaire Round

When the Roulette ball stops in the slot that represents one of the special **Millionaire Numbers** that shows either the **Millionaire** logo or the question mark "?", the **Millionaire Round** is initiated.

Before the **Millionaire Round** you will see a panel that shows your **Eligible Bet.**

Then, the round begins. It consists of multiple levels, represented as a ladder on the game screen. The current stage of the game is always indicated on the ladder.

On each level, your goal is to guess which of the options presented to you as A, B, C or D grants the highest multiplier. If you do not pick an option on time, a random one is automatically selected for you.

When the decision time is over, the results are revealed, and you are granted the multiplier from the letter you chose. As you progress, the multipliers from different levels are accumulated. This info is always shown on the game screen.

If you pick a letter that reveals the **X** symbol, you will not get any multipliers from this level and the game ends for you. You will be awarded all the multipliers that you had accumulated up to this point.

The game ends when all the levels have been completed or when the last player drops out.

Lifelines

Throughout the game, some of the **Lifelines** may be automatically triggered. The options are:

- **50:50 -** automatically removes 2 smallest multipliers
- **Ask the Audience** - displays the answers as bar chart as if an audience had voted for them, and automatically selects the answer with the highest multiplier. Note: there is no audience, the info comes from the game Server.
- **Ask the Host** - the host can remove answers with lower multipliers. The higher the level, the less answers the host can remove. Although the host activates the lifeline, the actual info about how many and which **Multipliers** are removed comes from the game Server.

Note that each **Lifeline** can appear **only once per each level,** and **only once per the whole Millionaire Round.**

Millionaire Games Payout Table

Bet type	**Pays**
Straight Up	9–1999:1
Split	4-999:1
Street	2.33-665.66:1
Corner/Basket	1.5-499:1
Line	0.66-322.33:1

All other bets do not participate in the special game and pay out according to the regular rules. Please see the **Winnings Table** and special bets' payout tables below.

The Play Along Watcher Mode

If you:

- chose the fixed multiplier (x50 or x100) in the question mark round,
- joined the game when the bonus game had already started, or
- did not qualify for the **Millionaire Round,**

you can play along and guess the **Multipliers.**

In this mode, no bet is taken from your **Balance,** nor will you receive any **Multipliers** or payouts. You are notified that you are in the **Watcher Mode,** but you can interact with the buttons on the game screen.

In addition, if you joined this **Watcher Mode** after choosing the fixed multiplier in the question mark round, you will see your chosen multiplier on the screen.

Regular Single Zero Roulette Game

If the ball stops in the slot of the number that is not represented as the **Millionaire Number,** the round result is announced and your winnings are paid according to the regular bet payouts. See the **Payouts** section below for more info.

Winnings table

These values apply in the main game.

Chip Covers	Bet type	Pays
1 number	Straight Up	29:1
2 numbers	Split bet	14:1
3 numbers	Street bet	9:1
4 numbers	Corner bet or Basket bet	6.5:1

6 numbers	Line bet	4:1
12 numbers	Dozen bet or Column bet	2:1
18 numbers	Red/Black, Even/Odd, Low (1-18) / High (19-36) bets	1:1

Although the payout ratios are fixed, the return depends on the number of chips involved in the bet. For example: in case of the **Neighbours** bet, the winning number always pays 29 to 1. If, for example, the bet is placed on five consecutive numbers 11-30-8-23-10, it involves five chips. If one of the numbers is hit, the return is 29 + 1 - 5 = 25 chips.

Limits

Minimum and maximum position limits are applied to all tables, meaning that all your bets on available positions must be within the limits indicated under the **Table Limits** panel.

The **Min** and **Max** sign on the table indicate the limits for a **Straight Up** bet. Some tables also have a minimum and maximum table limit, meaning that the sum of your bets must be within the limits. These limits are also shown on the **Limits** panel.

Bet Types

There are many ways to place bets. Each bet type covers a different set of numbers and has a different distribution. The payouts for all bets are listed in the **Winnings Table** below.

Roulette inside bets

These are the figures on the internal area of the Roulette table layout, where you bet on each specific number.

Roulette outside bets

These are the bet positions on the outside edge of the board, e.g. **Even**, **Odd**, **Red**, **Black**, etc.

Straight Up

You can bet on any number by placing your chip on the centre of a number. The maximum bet for this wager is indicated under the **Limits** panel.

Split bet

You can bet on two numbers by placing a chip on the line that divides the two numbers. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by two.

Street bet

To bet on a row of three numbers (a street), place a chip on the boundary line of the Roulette table, at the end of the corresponding row. A bet on three numbers 0, 1 and 2, or 0, 2 and 3 is a special **Street bet**. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by three.

Corner bet

You can bet on four numbers by placing a chip at the corner where the four numbers meet. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by four.

Basket bet

You can bet on the numbers 0, 1, 2, and 3 by placing your chip on the boundary line, where the line between zero (0) and the first row intersects it. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by four.

Line bet

You can bet on two streets (i.e., on six different numbers in two rows, three numbers in each row), by placing your chip on the boundary line of the Roulette table where the line dividing the two rows intersects it. The maximum bet for this wager is the **Straight Up** bet maximum, multiplied by six.

Column bet

You can bet on all twelve numbers in a column by placing a bet in one of the three boxes marked as “2 to 1”. If any of the numbers in the selected column is hit, player gets paid 2:1. Note that zero (0) is a losing number. This bet option has minimum and maximum limits that are not derived from the **Straight Up** bet and can be found under the **Table Limits** panel.

Dozen bet

You can bet on a group of twelve numbers by placing a chip on the area marked as “1st 12”, “2nd 12” and “3rd 12”. If one of your 12 numbers is hit, you are paid 2:1. Note that zero (0) is a losing number. This bet option has minimum and maximum limits that are not derived from the **Straight Up** bet and can be found under the **Table Limits** panel.

Red/Black, Even/Odd, Low (1-18) / High (19-36)

You can place a bet in one of the boxes along the long side of the table that covers half of the numbers on the Roulette table (excluding Zero (0). Each box covers 18 numbers. You win even money (1 to 1) on all these bets. If the outcome is Zero (0), player loses their bet. This bet option has minimum and maximum limits that are not derived from the **Straight Up** bet and can be found in the **Limits** panel.

Special bets

Following bets can be placed using the **Racetrack**, **My Bets** and **Special bets** panels.

All Straight Up Bets

Place **Straight Up** bets on all the numbers belonging to a specific bet type.

Complete Bets

Complete bet is an ensemble of inside bets made on one number, including the **Straight Up** bet, and all the possible **Split**, **Street**, **Corner**, **Line** and bets around that number.

Half-Complete Bets

Half-Complete bet is an ensemble of inside bets made on one number, including the **Straight Up** bet and all the possible **Split** and **Corner** bets around that number, but excluding the **Line** and **Street** bets.

Voisins du Zéro

A bet on the neighbours of zero (0) on the Roulette wheel that covers every number on the wheel between 22 and 25, covering nearly half of the wheel, along with the zero (0).

The **Voisins du Zéro** bet places nine chips on the board: two chips on the triplet 0/2/3, two chips as **Corner** bet on 25/26/28/29 and one chip each as **Split** bet on 4/7, 12/15, 18/21, 19/22 and 32/35. The total of the **Voisins du Zéro** bet is 9 x the selected chip value.

The payout is as follows:

Winning number	**Paid to player**	**Player's true profit**
4, 7, 12, 15, 18, 19, 21, 22, 32, 35	17 chips (17:1) + 1 chip	17 + 1 - 9 = 9 chips
0, 2, 3	22 chips (11:1) + 2 chips	22 + 2 - 9 = 15 chips
25, 26, 28, 29	16 chips (8:1) + 2 chips	16 + 2 - 9 = 9 chips

Tiers du Cylindre

Tiers du Cylindre or **Tiers** means "one third of the wheel", since this is as close to 1/3 of the wheel as one can get. This bet covers the twelve numbers which lie on the opposite side of the wheel between 27 and 33, together with the 27 and 33 themselves. The series is 27,13,36,11,30,8,23,10,5,24,16,33 (on a single zero wheel).

The bet uses six chips, where one chip is placed on each of the following **Splits:** 5/8; 10/11; 13/16; 23/24; 27/30; 33/36.

Orphelins (Orphans)

These numbers make up the two slices of the wheel outside the **Tiers** and **Voisins**. They contain a total of eight numbers, comprising 17,34,6 and 1,20,14,31,9.

Orphelins en Plein : Places one **Straight Up** bet on each orphan's position.

Orphelins a Cheval : One chip is placed on number 1, and one chip on each of the splits: 6/9; 14/17; 17/20 and 31/34.

The payout is as follows:

Winning number	Paid to player	Player's true profit
1	35 chips (35:1) + 1 chip	35 + 1 - 5 = 31 chips
6, 9, 14, 20, 31, 34	17 chips (17:1) + 1 chip	17 + 1 - 5 = 13 chips
17	34 chips (17:1) + 2 chips	34 + 2 - 5 = 31 chips

Jeu 7/9

This bet covers all numbers ending in 7, 8, or 9. One chip is placed on 19 and 27 as **Straight Up** bets and one chip on each of the **Splits:** 7/8; 8/9; 17/18; 28/29.

Finales en Plein

This is a bet on all the numbers on the Roulette wheel that have the same last digit, e.g.: "Final 5" means a bet on the numbers 5, 15, 25, 35.

This bet places four chips when 0, 1, 2, 3, 4, 5 or 6 is selected as the last digit - one chip on each number as a **Straight Up** bet. If the spin result is one of these numbers, the payout is the regular **Straight Up** bet win on that number. Thus, your profit is 29 + 1 - 4 chips = 26 chips.

However, the bet places three chips when 7, 8 or 9 is selected as the last digit - one chip on each number as a **Straight Up** bet. Thus, your profit in this case is 29 + 1 - 3 = 27 chips.

The table below gives a brief overview of the number of chips that are placed on the game table with each special bet, and which Roulette wheel positions the bet covers.

Special bet	**Number of chips placed on the table**	**Positions covered**
Voisins du Zéro	9	The Roulette wheel sector around the zero (0). With two chips: 0/2/3, 25/26/28/29. With one chip: 4/7, 12/15, 18/21, 19/22, 32/35.
Tiers du Cylindre	6	The Roulette wheel sector opposite to the zero (0), minimum number of chips. 5/8, 10/11, 13/16, 23/24, 27/30, 33/36.
Orphelins en Plein	8	The orphan numbers (between the two sectors), one chip per number. 1, 6, 9, 14, 17, 20, 31, 34.
Orphelins à Cheval	5	The orphan numbers (between the two sectors), minimum number of chips. 1, 6/9, 14/17, 17/20, 31/34.
Jeu 7/9	6	All numbers ending with 7, 8, and 9, minimum number of chips. 7/8, 8/9, 17/18, 19, 27, 28/29.

Finales en Plein 0	4	All numbers ending in 0, one chip per number. 0, 10, 20, 30.
Finales en Plein 1	4	All numbers ending in 1, one chip per number. 1, 11, 21, 31.
Finales en Plein 2	4	All numbers ending in 2, one chip per number. 2, 12, 22, 32.
Finales en Plein 3	4	All numbers ending in 3, one chip per number. 3, 13, 23, 33.
Finales en Plein 4	4	All numbers ending in 4, one chip per number. 4, 14, 24, 34.
Finales en Plein 5	4	All numbers ending in 5, one chip per number. 5, 15, 25, 35.
Finales en Plein 6	4	All numbers ending in 6, one chip per number. 6, 16, 26, 36.
Finales	3	All numbers ending in 7, one chip per

en Plein 7		number. 7, 17, 27.
Finales en Plein 8	3	All numbers ending in 8, one chip per number. 8, 18, 28.
Finales en Plein 9	3	All numbers ending in 9, one chip per number. 9, 19, 29.

Note: You can place bets that involve two, three, or even four numbers. For example, using the zero, you can place bets on: 1+0, 1+2+0, 2+0, 3+0, or 1+2+3+0.

Winning number display

The winning number display shows the results of the previous spins.

Betting options

My Bets panel

You can save your favourite bets using the **My Bets** panel and later place them on the game table with just one action. Bets saved in this game are available in other single zero Roulette games.

Special bets tab

You can use this panel to quickly access the following special bets positions: **Complete** and **Half-Complete** bets, ***Jeu 7/9***, ***Finales en Plain*** and ***Orphelins en Plein***.

Straight Up bets tab

Use this panel to place several **Straight Up** bets on different bet types.

Racetrack, side bets and Neighbours bet

Racetrack shows you a racetrack with wheel numbers, side bet positions and **Neighbours** bet selector.

You can place the following side bets via the racetrack: ***Voisins du Zéro***, ***Tiers du Cylinder*** and ***Orphelins à Cheval***.

To place a **Neighbours** bet, choose on how many neighbours on both sides of a number you want to bet on (from 1 to 9), and then place your chip on the desired number.

See the **Bet types** section in **Roulette Rules** for further explanation of bet types.

Limit Ranges

The limit ranges displayed next to the table name in the **Lobby** and on the game table UI correspond to **Straight Up** bet limits. In addition, the **Limits** panel inside the game table gives additional info about different bet positions' limits.

Autoplay

If it has been enabled by the service provider, you can use this feature to place bets automatically during a predefined number of game rounds.

As soon as you have placed a bet on the table, you can open the **Autoplay** panel. There, you can choose a value for the **Autoplay Rounds** : the number of rounds you want to play using the **Autoplay**.

You are also required to set the following:

- **Loss Limit** (mandatory): defines how much money you can spend during the **Autoplay** You can use the default limit or set a preferred one. **Autoplay** does not start if the **Loss Limit** could be reached in that round.
- **Single Win Limit** (optional): by default, the **Autoplay** continues irrespective of the amount won, but you can adjust it to stop when a certain amount is won.

Autoplay always starts from the next game round. Counter on the **Autoplay** button shows how many rounds you have left.

If you select the **Autoplay** button while the feature is running, the **Autoplay** is stopped and the panel is opened. You can see current conditions and change them. New conditions are applied from the next game round.

If you make your bet with **Golden Chips**, the **Autoplay** will use **Golden Chips** of the same value to make bets. When these have been used up, the **Autoplay** stops.

On some occasions, the **Autoplay** is automatically stopped. You are notified of the reason.

Bet creator

If enabled by your service provider, you can use it to create custom bets at any moment and without time limitation. You can use both the regular betting map and the **Racetrack** to create bets, and save them to favorite bets or immediately place them on the table.

If you create a bet and save it, it is available in the favorite bets' menu. If you create another bet, you can save it as a new bet or update an existing one.

If you decide to place the bet on the table straight from the bet creator, the bet is placed only if the betting round is still ongoing. If the game round has already started,

the bet is placed in the beginning of the next betting round.

If your service provider has enabled **Golden Chips**, you can use them to create bets.

The bet creator also indicates custom bet’s table coverage.

Lucky Dip

If enabled by your service provider, you can use the feature to place chips onto several random **Straight Up** positions simultaneously. Every press on the **Lucky Dip** bet button adds chips to the table and places them onto as many **Straight Up** positions as indicated on the button.

If your service provider has enabled **Golden Chips**, you can use them to make the bets.

Betting from Statistics panels

If enabled by your service provider and you are playing on Desktop, you can place bets straight from the **Statistics**, **Results** and **Chart** panels. When you hover your mouse over the relevant bet type, it is highlighted on the betting map or on the **Racetrack**. If you click on the bet type, a chip is placed on the bet position. If you try to place a bet during the game round, you are prompted to wait until the betting round starts.

Trail Bet

If enabled by your service provider, Trail betting feature is available for the game. With this feature, you can place bets on the betting map without lifting your finger from the mobile device screen. To use the feature, you need to enable the feature in game **Settings** menu (it is off by default), then choose a chip and slide your finger across the betting map. Bets can be placed onto all **Straight Ups** and related positions (**Split, Triple, Corner, Basket/First Five, Line, Street**). Bets cannot be placed onto outside bets (and **Spread-Bets** in Spread-Bet Roulette).

Cancelled games

A game round can be cancelled if a complication occurs and disrupts the game session. All the players who are currently at the table are notified of the cancellation and all bets are returned to their accounts. Cancelled game rounds are marked with an **X**. The spin is considered to be valid if the ball completes three full revolutions inside the wheel. If the dealer believes that the ball will not complete three full revolutions, they will pick up the ball and respin it.

If the **Autoplay** has been enabled by the service provider, a cancelled game round does not stop the **Autoplay**. Round's bets are returned, but the **Autoplay** will apply current conditions to continue from the next round. Cancelled game round is not deducted from the **Autoplay** rounds (the number on the counter does not decrease).

Error Handling

Please note that when an incorrect round result is confirmed due to a technical error and any of the **Millionaire game** rounds are not triggered due to this, all players receive **regular** payouts for their bet(s) on the **actual round result,** i.e., for bet(s) placed on the number that the ball actually landed on.

Betting flow

- If a game round is in progress when you enter the table, please wait for the next one, and then, place your bets.
- To place a bet, choose a chip and place it on the betting position.
- You can place several chips on different betting positions simultaneously.
- The timer in the game window shows how much time you have left to place your bets.
- After the **No More Bets signal**, the game round begins.
- Winnings are paid for the winning bets at the end of each game round.
- To play a game round, place your bets again or use the **Rebet** button.
- To skip a turn, simply do not place any bets on the table.

Game Flow

- You make a bet on a certain kind of spin result. See the **Betting Options** section and the **Bet Types** section for additional information.
- After the betting time is over, the Roulette ball is placed into the wheel and the wheel is spun.
- Next, 1-5 or 10 random **Millionaire Numbers** are revealed and displayed. Each number shows an icon to indicate which **Millionaire Game** is triggered when the corresponding number comes up. Options are:
    - An icon with a **Millionaire Logo,** which initiates the **Millionaire Round,**
    - An icon showing "x100", which awards your **Eligible Bet the x100 Multiplier**
    - An icon showing the **Question Mark "?",** whereafter you can choose to either play the **Millionaire Round** or get either x50 or x100 **Multiplier,** depending on the option.

  See the **Rules** section above for more info about different types of **Millionaire Games.**
- All players who placed a **Straight Up**, **Split**, **Street**, **Corner/Basket** or **Line** bet on a **Millionaire Number** will participate in the **Millionaire Game** indicated by the symbol on the **Millionaire Number.**
- If you did not place an eligible bet on the winning **Millionaire Number** or you entered the game after the betting time was over, you become a watcher.
- The game proceeds to resolve the **Millionaire Game.**
- Chips won are automatically removed, unless the service provider has enabled the leave winning chips on the table option and you have switched it on in the game settings.

Return to Player

The theoretical percentage return to player (RTP) is 97.29%

The total payout from the whole game round = winnings from the regular bet(s) + winnings from the **Millionaire Games.** Note that if your **Straight Up, Split, Street,**

Corner/Basket or **Line** bet was eligible for any of the **Millionaire Games,** these bet types receive **only Millionaire Game payouts.**

UI Elements

Rebet	Places the same bet as in the previous round.
Undo	Removes your bets that are currently on the table.
Double	Doubles the bet you have currently placed.
Spin	Confirms your bets and notifies others that you are ready to proceed to game round.
Results	Shows the results of the past rounds.
Autoplay	Allows you to place several bets automatically during a certain number of rounds. * Option is available only if enabled by your service provider.
Bet Creator	Allows to create custom bets, place them on the table or save them to favourite bets. *Available if enabled by your service provider
Lucky Dip	Allows to place chips onto several random **Straight Up** positions simultaneously. *Available if enabled by your service provider
Goal Bonus	Places a bet on the neighbors belonging to the **Goal Bonus** bet.

Chart	Displays the history of the current table in a form of a pie chart.
Special Bets	Allows you to place **Complete** and **Half-Complete** bets, **Finales en Plein** and **Orphelins en Plein** bets.
Statistics	Shows the outcome of the recent game rounds as well as the winning numbers that have occurred the most and the least in percentages and by count.
Racetrack	Allows you to place **Straight Up**, **Neighbours**, **Voisins du Zéro**, **Tiers du Cylinder**, **Orphelins à Cheval** bets.
My Bets	Allows you to save your favourite bets and place them on the table again.
Menu	The button opens the **Settings** menu. • **Game Settings** - Allows you to enable or disable different features and tooltips. • **Audio Settings** - Allows you to mute and unmute game sounds and dealer's voice and change sound volume. • **Audio Settings** - Allows you to mute and unmute game sounds and change sound volume. • **Video Settings** - Allows you to change video stream quality. • **Game History** - Allows you to access full information about your previous game history. If you find the data provided in the **Game History** insufficient, please request a more detailed overview from your service operator. • **Help** - Opens the Help and Rules files that you are currently reading. • **Support*** - Allows you to contact the Customer Support team. * This option may not be available in your region.
Balance	Displays your current game balance. This is the money you can use to play the game.

Cashier	Opens the **Cashier** window, where you can make deposits, withdrawals, see your transaction history, etc.
Limits	Opens the **Limits** panel.
Tips	Gives a tip* to the dealer. * Option is available only if enabled by your service provider.
Lobby	Loads the **Lobby** where you can join another table.

Golden Chip	**Note:** This feature can be enabled or disabled by your service provider.
	
	Golden Chips are bonus chips that are awarded to you in certain table games. Each **Golden Chip** has a specific value and can be used for betting like a normal chip. If you have been awarded **Golden Chips,** you can see them on the game screen, together with other chips.
	You see the amount and value of your **Golden Chips.** If you have been awarded **Golden Chips** of different value, they are listed separately. Chips of the same value from different bonuses are added up.
	
	To bet using the **Golden Chips**, first select the desired **Golden Chip** value and then place a bet as normally. The remaining amount of **Golden Chips** decreases respectively.
	
	Note that:
	
	• More than one **Golden Chip** can be used during the betting round and you can place **Golden Chips** on different betting positions. However, the service provider may have limited the number of **Golden Chips** that can be used in one game.
	• If enabled by the service provider, you can mix **Golden Chips** with **Regular Chips** (tied to your **Balance**) on one betting position.
	• If enabled by the service provider, you can use **Golden Chips** for:
	  • **Blind** actions during betting round
	  • Betting during action rounds (e.g. to **Double**)
	• If the service provider has enabled the use of multiple **Golden Chips**, the game automatically tries to place these

bets with **Golden Chips,** preferring chips that are closer to the initial **Golden Chip** bet value.
    - If no more **Golden Chips** are available, the game uses **Regular Chips** to place the bet, creating a mixed bet.
    - If mixed bets are not allowed and you do not have enough **Golden Chips**, or you have reached the limit of allowed **Golden Chips** in the current game, **Regular Chips** are used for the bet.
    - Note that the bet is rejected if your **Regular Chips** balance is too low to cover the bet.
- You can always make a mixed bet in Roulette and SicBo game.

In case of a **Tie** or **Push**, the **Golden Chip** you bet is returned to you. Note that **Tie** or **Push** are featured in Blackjack, Baccarat, Dragon-Tiger and poker games.

You cannot insure a **Golden Chip** bet or a mixed bet.

When your **Golden Chip** bet wins, the value of the winning **Golden Chip** is deducted from your win amount.

All game rounds that are played using **Golden Chips** are also distinguished in game history with the corresponding (GC) icon.

Live Bets Disclaimer

We make every effort to ensure that the information that is displayed to you and on our website with regards to the events is accurate. However, this is to be used for guidance purposes only. Due to the nature of these events and due to live transmissions potentially being delayed, we assume no liability for any information, including the score and time of game, being incorrect. Please ensure that you refer to the specific betting rules to see how bets are settled in particular markets. Note that this delay varies between customers and may depend on the setup from which they are receiving the data or pictures.

Live video feeds: Due to the nature of the Internet, video latency may occur. The game has been designed to ensure that players do not have advantage nor are in disadvantage due to the potential latency.

Note on malfunctions: A malfunction voids all pays and plays.

Note on rounding: Bets are always rounded down from the third decimal point. When you are refunded, and the money is transferred to your account balance, any amount smaller than 0.01 is rounded down.

Note on unresolved actions: Unpaid actions are canceled after 90 days.

Note on disconnections: If you are disconnected from the game due to a connection problem, your bets are recorded and paid out according to the results of the round. You can view the results of the round in the game history.

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