



		0	
7	1-18 Even	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3
8	◆ 2nd Dozen	13 14 15 16 17 18 19 20 21 22 23 24	4
	◆ 3rd Dozen	25 26 27 28 29 30 31 32 33 34 35 36	5
	Odd 19-36		6

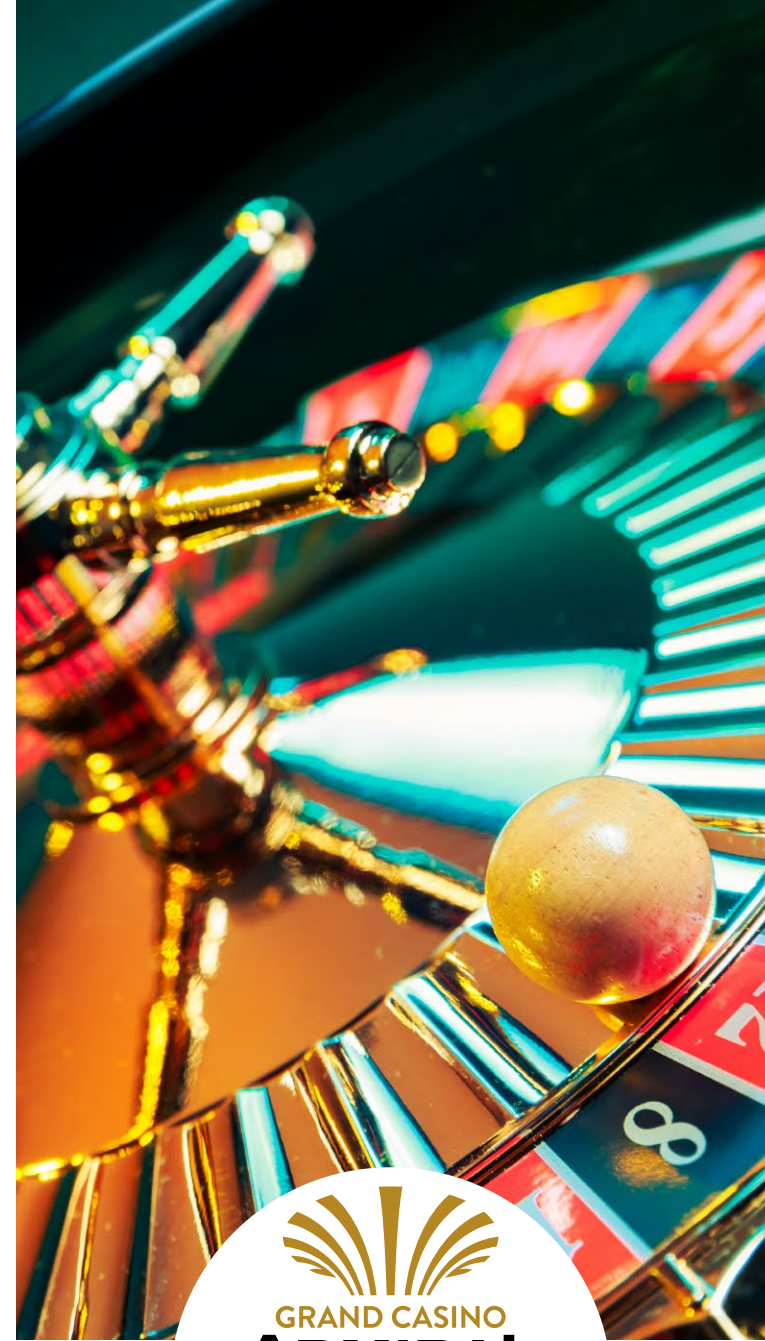
Legenda/Key:

- | Legenda/Key: | Dobici/Pays: |
|--|--------------|
| 1. Na broj
Straight Up (1 number) | 35:1 |
| 2. Na 2 broja
Split (2 numbers) | 17:1 |
| 3. Na 3 broja
Street (3 numbers) | 11:1 |
| 4. Na 4 broja
Corner (4 numbers) | 8:1 |
| 5. Na 6 brojeva
Sixline (6 numbers) | 5:1 |
| 6. Na 12 brojeva
Column (12 numbers) | 2:1 |
| 7. Tuce (Na 12 brojeva)
Dozen (12 numbers) | 2:1 |
| 8. Par, Nepar, Crveno, Crno, 1-18, 19-36
Even, Odd, Red, Black, 1-18, 19-36 | 1:1 |

GRAND CASINO ADMIRAL

Španskih boraca 74a,
11070 Beograd, Srbija

www.grandcasinoadmiral.rs



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ROULETTE



Rulet je izmislio matematičar Blejz Paskal u 17. veku u Francuskoj inspirisan perpetuum mobile napravama. Fransoa i Luj Blank su 1842. godine dodali broj 0, kako bi kazinu povećali dobitak i tako napravili rulet kakvog ga danas poznajemo.

Početakom 19. veka, rulet je donesen u SAD, gde je, da bi se još više poboljšale šanse kuće, dodata i druga nula. U istom periodu, rulet se raširio u Evropi i SAD, postajući jedna od najpoznatijih i najpopularnijih kazino igara.

The first form of roulette was devised in 17th century France, by the mathematician Blaise Pascal, who was supposedly inspired by his fascination with perpetual motion devices. In 1842, fellow Frenchmen François and Louis Blanc added the "0" to the roulette wheel in order to achieve a house advantage, and made roulette the way we recognize it today.

In the early 19th century, roulette was brought to the United States where, to further increase house odds, a second zero, "00", was introduced. In the same period, roulette spread all over both Europe and the U.S., becoming one of the most famous and most popular casino games.

■ Pravila igre



Cilj igre je klađenje na broj ili na više brojeva u grupi, na kojima će se loptica zaustaviti.

Od krupijea možete kupiti žetone „u boji“. Ukoliko drugačije ne naznačite, oni će biti vrednovani prema visini minimuma stola na kojem igrate. Boja označava da određeni žetoni pripadaju Vama. Možete da igrate i sa „novčanim“ (keš) žetonima. Ova vrsta žetona ima vrednost koja je na njima ispisana.

Pre nego što krupije zavrti lopticu, i na početku rotacije točka, Vaše žetone možete postaviti na brojeve i kombinacije brojeva na stolu.

Primeri opklada i kombinacija opklada su dati na sledećoj strani.

Od krupijea možete da tražite „susedne“ opklade. „Susedna“ opklada je opklada „na broj“, i na dva broja sa njegove leve i desne strane na točku. Minimalni ulog na „susednu“ opkladu je pet puta veći od minimuma na stolu na kojem igrate.

Kako se loptica lagano zaustavlja, krupije će označiti prestanak stavljanja uloga sa „Nema više uloga“. Od ovog trenutka nije moguće postaviti nove opklade.

Kada se loptica zaustavi na određenom broju, krupije će na njega postaviti marker.

Krupije će ukloniti žetone koji ne dobijaju, ostavljajući na stolu dobitne opklade.

Svi dobitci će nakon toga biti isplaćeni na osnovu kvota koje su date na strani sa šematskim prikazom stola.

■ Rules of the game



The object of the game is to bet on the number, or section of numbers, into which the ball will drop.

You may buy 'colour' chips from the dealer. Unless you specify otherwise, these will be valued at the table minimum. The colour denotes that the particular chips belong to you. You may also play with 'cash' chips. These chips have their value displayed on them.

Before the dealer spins the ball, and during the early part of the spin, you may place your chips on the numbers and combinations of numbers on the table layout.

Examples of bets and bet combinations are given on the page showing the table layout.

Additionally you may give the dealer 'neighbour' bets. A 'neighbour' bet is a bet for a number 'straight up', and for the two numbers either side of it on the wheel. The minimum stake on a 'neighbour' bet is five times the table minimum.

As the ball begins to slow, the dealer will announce 'No More Bets'. From this point on, no further bets may be placed.

Once the ball has dropped, the dealer will place a marker on the winning number.

The dealer will clear the layout of losing bets, leaving the winning bets.

All winning bets will then be paid according to the odds given on the page showing the table layout.