

Any Theme Roulette Rules of Play

Any Theme Roulette is a wager that may be added to a table utilizing a single zero, double zero, or triple zero Roulette wheels. Pie shaped sections added to the wheel's center cone delineate seven or eight number sections using color and overlapping images. These images and colors are also placed on the felt to create betting areas.

If the ball lands in one of these sections, the wager will win, otherwise, the wager loses. These wagers pay 4 to 1 if configured with seven winning positions or 3 to 1 if configured with eight winning positions.

At the discretion of the operator, up to three designated numbers can result in a push for the losing sections.

The following are a few examples to illustrate how this system works.

Single Zero Wheel

There are five *Any Theme Roulette* sections on the single zero wheel; three with eight number sections paying 3 to 1 (25 through 11, 30 through 33 and 1 through 29) and two with seven number sections that overlap at zero which pay 4 to 1 (0 through 2 and 0 through 7). Since both of the seven number sections overlap at 0, both sections pay when 0 hits.

At the discretion of the operator, when 0 hits, the two overlapping seven number sections still pay but the three losing eight number sections push.

The operator can require that these bets remain in place for the next spin or allow the player to remove them. The procedure continually repeats if zero hits again until the bets win or lose.

Double Zero Wheel

There are five, 8 number *Any Theme Roulette* sections on the double zero wheel that pay 3 to 1

(0 through 33, 0 through 20, 00 through 34 and 00 through 19) and one section that's divided into two - four element segments placed on opposite sides of the wheel (32 through 22 and 31 through 21).

When 0 hits, the two sections that overlap at 0 (0 through 20 and 0 through 33) both pay 3 to 1. Similarly, when 00 hits, the two sections that overlap at 00 (00 through 19 and 00 through 34) both pay 3 to 1.

At the discretion of the operator, when 0 hits, the two overlapping eight number sections still pay but, the three losing sections push. Similarly, when 00 hits, the two overlapping sections at 00 both pay but the three losing sections push. The operator may allow the player to remove their bets or require that the bets remain in place till the next spin. This procedure continually repeats if 0 or 00 hits again until the bets win or lose.

Triple Zero Wheel

There are five, 8 number *Any Theme Roulette* sections on the triple zero wheel that pay 3 to 1 (000 through 7, 000 through 2, 27 through 10 and 5 through 31) with one section that's divided into two - four element sections placed on opposite sides of the wheel (25 through 6 and 9 through 29).

When 000 hits, the two sections that overlap at 000 (000 through 2 and 000 through 7) both pay 3 to 1.

At the discretion of the operator, when 000 hits, the two overlapping eight number sections at 000 pay but, the three losing eight number sections push. The operator may allow the player to remove their bets or require that these bets remain in place for the next spin.

Both 0 and/or 00 can also be used to push losing bets in addition to 000. For instance, If 0 hits, its section pays and the losing sections push and if 00 hits its section pays and the losing sections push. The procedure continually repeats if 0 or 00 hits again until the bets win or lose.

Wheel Type	#Winning Positions	#Pushing Positions	Payout
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Single Zero	7	0	4 to 1
Single Zero	7	1	4 to 1
Single Zero	8	0	3 to 1
Single Zero	8	1	3 to 1
Single Zero	8	2	3 to 1
Single Zero	8	3	3 to 1
Double Zero	7	0	4 to 1
Double Zero	7	1	4 to 1
Double Zero	7	2	4 to 1
Double Zero	8	0	3 to 1
Double Zero	8	1	3 to 1
Double Zero	8	2	3 to 1
Double Zero	8	3	3 to 1
Triple Zero	7	0	4 to 1
Triple Zero	7	1	4 to 1
Triple Zero	7	2	4 to 1
Triple Zero	7	3	4 to 1
Triple Zero	8	0	3 to 1
Triple Zero	8	1	3 to 1
Triple Zero	8	2	3 to 1
Triple Zero	8	3	3 to 1