



# RULES FOR WHEEL OF FORTUNE

## DEFINITIONS

In these rules –

- **“Bet”** means a wager that is made during the course of play which contains no real or legal monetary value whatsoever.
- **“Chips”** means the tokens that are used to place bets on the table. Chips have an arbitrary value and cannot be converted to real legal tender.
- **“Dealer”** means the person responsible for the operation of the game.
- **“Funny Money”** means the props that are produced custom to the event to mimic real currency. Funny money has no monetary value to it whatsoever.
- **“Indicator”** means the device, which will indicate the winning symbol by coming to rest in a compartment on the wheel once the wheel slows down and stops after having been rotated.
- **“Round”** means a period of play that usually consists of 7 spins or 7 betting opportunities.

## EQUIPMENT

- **“Layout”** The table layout will be marked in a manner similar to that shown in Diagram A.
- **“Spinning Wheel”** The spinning wheel is a circular wheel which will have 50 equal compartments marked shown in Diagram B

## BEGINNING A NEW ROUND

1. At the beginning of a new round of play, up to 8 players exchange 1 single funny money note for \$2000 worth of play chips.
2. Each of the players are given one colour each to differentiate bets.
3. Generally as many players are novices, the dealer will briefly go through the rules of wheel of fortune, focussing mainly of the permissible bets that can be made.
4. Once all explanations have been made and questions answered, the dealer proceeds to announce that the players may place their bets.

## DEALING THE GAME

1. At the completion of all payouts from the previous spin or before the wheel is spun at the start of the round, the Dealer will announce that players may place their bets.
2. Spin the wheel so that it will complete at least three revolutions and announce to the players that no more bets may be placed
3. When the wheel stops and the indicator comes to rest in a compartment, announce the winning symbol and payable odds
4. Collect all losing wagers and then pay all winning wagers.
5. For the purpose of entertainment, when there are no winning wagers on the layout the dealer may perform additional or continuous spins until a winning result is achieved.
6. The wheel may be spun in alternate directions.
7. During a round of play a person other than a Dealer such as a guest or a showgirl may spin the wheel.

## SETTLEMENT

1. The bets which can be placed in respect of an individual spin and the odds payable for them are—

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
ELVIS	The indicator comes to rest in the compartment designated by a chip on that symbol	50 to 1
LAS VEGAS	The indicator comes to rest in the compartment designated by a chip on that symbol	50 to 1
GODFATHER	The indicator comes to rest in the compartment designated by a chip on that symbol	20 to 1
ROYAL CASINO EVENTS	The indicator comes to rest in the compartment designated by a chip on that symbol	10 to 1
CARDS	The indicator comes to rest in the compartment designated by a chip on that symbol	5 to 1
007	The indicator comes to rest in the compartment designated by a chip on that symbol	2 to 1
777	The indicator comes to rest in the compartment designated by a chip on that symbol	1 to 1

DIAGRAM A



DIAGRAM B

