

DECK - O - CARDS

Roulette

Copyright 1938

HENRI Blum & Co Inc

New York, N.Y.

RULES FOR PLAYING



DECK-O-CARDS ROULETTE consists of a board with spinning arrow and a Green Layout, (or betting chart) both of which have markings representing a full deck of Bridge Cards. The object of the game is to win as many points as possible and the player winning most points wins the game. The number of players is unlimited.

The game is controlled by the banker, who is first chosen by spinning the arrow and the highest card determines the banker.

The game is first started by dividing a quantity of chips among the players. Any kind of chips or markers may be used. The banker keeps the balance of the chips.

The players place chips for as many points as they desire to play, on the green layout over the card and suit, or combinations they desire to play.

For plays made on INDIVIDUAL CARDS, chips are placed over any suit of the card desired. Should the arrow point to that card, in any of the four suits, the player wins 11 for each point played. Should the arrow point to that card and also in the suit covered by the chip, then the player receives four points additional or 15 to 1.

For playing TWO CARD COMBINATIONS, the chip is placed on the line between the two cards. Should the arrow point to either of those two cards, no matter in what suit, the player wins five to one.

For playing FOUR CARD COMBINATIONS, the chip is placed on the crossline in the center of the four cards. Should the arrow point to any one of the four cards (in any suit), the player wins two to one.

For playing COMBINATIONS of the FIRST FIVE CARDS (Ace to 5), or the SECOND FIVE CARDS (6 to 10), the chip is placed at the bottom of the layout in the square as marked. This enables the player to win on any of those five cards and should any one of them come up, receives three points for each two played. The same applies to plays on ODD (Ace to 9) or EVEN (2 to 10).

For playing RED or BLACK, the chip is placed in either the Red or Black sections on the right or left of the layout. If Hearts or Diamonds come up the red wins and if Spades or Clubs come up then the Black wins. The Odds on this play is 1 for 1.

For playing ONLY SUITS (Diamonds, Hearts, Clubs or Spades) the chip is placed in the spaces as marked to the right or left of the layout. This play carries odds of 3 to 1.

For COMBINATIONS OF JACK, QUEEN, KING, the chip is placed over the mark "JQK" to the top, left of the layout and pays three for one. For only JACK AND QUEEN, the chip is placed over "JQ" to the top, left of the layout. This pays five for one.

Should the player desire to play the LONG CHANCE of hitting both the card and the SUIT TO WIN, he must place his chip in the center of the card and call his suit to the banker. Should that card in the suit called, come up then he receives 50 to 1. However when this play is made, should any other suit but the one played come up, then he loses. This play should not be confused with the play on individual cards referred to above. In this play BOTH THE CARD AND SUIT MUST COME UP TO WIN, whereas in the other play if the card comes up in ANY SUIT, the player wins. The player has the added advantage of getting four points additional if the suit selected comes up.

When all chips have been placed on the layout, the banker spins the arrow. When the arrow stops it will indicate the winning card and suit, which will be called out by the banker who immediately collects all losing chips and pays out chips to the winners according to the following odds:—

ANY CARD (but not in suit played).....	11 to 1
Should the suit played turn up, the player receives an additional 4 points.....	15 to 1
ANY TWO CARDS	5 to 1
ANY FOUR CARDS	2 to 1
FIVE CARD COMBINATIONS	3 to 2
FOR SUIT ONLY (Clubs, Hearts, Spades, Diamonds).....	3 to 1
RED OR BLACK	1 to 1
JACK, QUEEN, KING COMBINATION	3 to 1
ODD (Ace to 9) — EVEN (2 to 10)	3 to 2
CORRECT CARD AND SUIT (Must be called).....	50 to 1