Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

January 28, 2025

Sent via email to lindsey.perez@interblockgaming.com

Ms. Lindsey Perez
Interblock Gaming
6900 S Decatur Blvd
Las Vegas. NV 89118

RE: Roulette 00 Update – (Electronic Table Games)

Dear Ms. Perez,

Thank you for requesting approval to market the updated game of "Roulette 000– Game Description/Rules of play" to Washington State Tribal casinos utilizing Electronic Table Games (ETG's).

Based on our review of the documentation we received from Interblock, the Washington State Gambling Commission will approve the game and special bets under the conditions listed below:

Tribal Casinos

- The game(s) shall be played and operated under the terms and conditions set forth under the "Roulette 000 – Game Description/Rules of play".

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).

- Before TGA allows your game to operate, they will seek concurrence from our agency as well.

- No modifications may be made to allow the game to be played online or via the internet in Washington State.

In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

Jim Nicks

Jim Nicks
Assistant Director

cc: Tina Griffin, Director
        Julie Lies, Tribal Liaison
        Kelly Main, Special Agent Supervisor Tribal Gaming
        File

ROULETTE 0, 00, 000

Game description

CONTENTS

1   INTRODUCTION

Interblock's Roulette games are available in many hardware configurations. The Roulette wheel itself is available with different layouts: Single Zero, Double Zero, Tripple Zero and Quadruple Zero, with different 0 positions and location variations (US, EU). The proper HW must be setup in initial settings for the actual machine on the casino floor.

Interblock's Roulette game is also available as a Golden Ball variant, which requires a completely different hardware, upgraded to launch 2 sets of balls – white and golden. Golden ball Roulette has additional special bets that come along with various pay tables. Not all of them are available in every jurisdiction.

Interblock's machines that offer various Roulette experience are the following (all hardware configurations do not offer all layout version experiences):

- Diamond Roulette Generator with connected EGT Terminals,
- Diamond Dual Roulette Generator with connected EGT Terminals,
- Diamond Ministar Roulette (configurations with 4, 6, 8, 10 connected EGT Terminals),
- Diamond Megastar Roulette (configurations with 4, 6, 8, 10 connected EGT Terminals),
- Diamond Black Pearl Roulette (configurations with 4, 6, 8, 10 connected EGT Terminals),
- Live Roulette Table (Stadium, Pulse Arena, Smart PIT variants) with dealer assist – community experience,
- Live Dual Roulette Table (Stadium, Pulse Arena, Smart PIT variants) with dealer assist – community experience,
- Diamond Universal Standalone Video (with internal RGN – not available in all jurisdictions),
- Diamond Universal Cabinet (with internal RNG – not available in all jurisdictions),
- Diamond Starbar (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions),
- Diamond Bartop (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions).
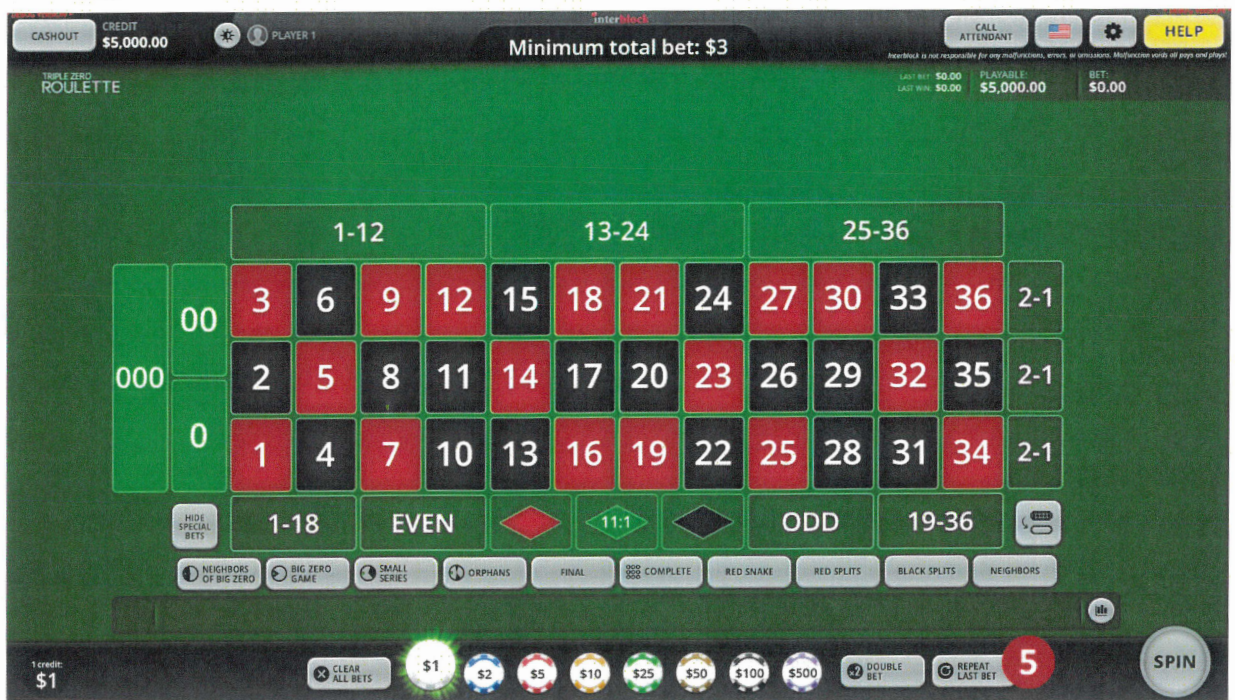
2　ROULETTE GUI 00 AND 000

In the Roulette game, players place their bets on a number or a series of numbers.

The numbers on the roulette wheel are not ordered but are staggered, with alternating red and black colors to create random effect. A ball is launched around the upper perimeter of the wheel, spins until it slows down, and eventually falls into one of the pockets.

The objective of the Roulette game is to predict which number or color the ball will land on after each spin.

Interblock Roulette is supported in the following game modes: Live, Automated, Video, or Hybrid.

1 **Roulette Table**

A table where the player places their betting chips. Roulette game is available in Double zero and Tripple Zero variant.

2 **Wheel bet view Button**

Changes the table layout to wheel bet view, where the numbers are placed in a circular order as they appear on the Roulette wheel. On the wheel bet layout, the player can place bets on single numbers and four sector bets described in point 3.

3 **Specials bets/Hide special bets**

The player can hide the special bets by pressing the "Hide special bets" button.
Special bets include:
- **4 sector bets: Neighbors of Zero, Zero game, Small series, Orphans,**
- **6 other bets: Final, Complete, Red Snake, Red Splits, Black Splits and Neighbors.**

4 **Last 50 results**

Displays last 50 winning numbers.

5 **Dispute button (optional)**

If the player believes there is an error, they can dispute the current deal outcome. Disputing an outcome will halt the game until the dealer (or the supervisor) can resolve the dispute in a satisfactory manner. A dispute can be made at any time during a game round. Outcomes cannot be disputed retroactively. At the end of a game round, the dispute button will remain active for a pre-set number of seconds. Once the dispute timer runs out, all results are final.

NOTE: Dispute is only possible on live tables with the Croupier Interface.

NOTE: The information shown on pictures above is for the Double Zero (top) and Tripple zero (bottom) Roulette game.

3   PERMANENT FEATURES AND ELEMENTS OF THE GLOBAL VERSION SW

Picture: Double Zero Roulette (Triple Zero Roulette is only different with additional 000 bet field, the rest is the same)

Besides the "Add/Remove game" and "Help" buttons, the Global Version gaming interface has some other constant features and elements that are present in every game. Regardless of the game, these interface elements remain the same and in some limited cases vary only in minor design traits.

① Cashout

When no bets are on the table, pressing this button will pay out the player's credit using the ticket printer, or hand pay if the credit exceeds the limit for ticket payouts.

② Interface controls

- **Credit, credits opacity**

    - **Credit:** Displays player's total credits.

    - **Credits opacity (button):** Reduces the visibility of the player's credits and their last bets, wins and the playable amount.

- **Call attendant:** Signals the attendant of the gaming device to assist the player (depending on casino's needs the button's inscription can also read "Concierge" or "Call Service"). You can also use the button to access the Operator menu whilst using an RFID card.

- **Flags (languages):** Changes the language of the entire interface to that of the chosen flag.

- **Options menu**

    - **Sound:** Controls the game sound volume.

- **Reserve table:** Players can reserve a table for a set amount of time with either no PIN, a personal PIN or a randomly generated PIN.
- **Show Bet Limits:** Enabling this option will show pop-up windows in all the wagering fields. Minimum bet in red, maximum bet in green and maximum possible win in yellow.
- **Show Winnings:** As the user places their bets, the possible winnings are displayed for each bet.
- **Values In:** This option allows the player to toggle between showing a currency format or a credits format for the playable credit information, current bet, last bet, and last win.

- **Help:** Displays the Dynamic Help screen.

3 **Main Information Display**

Displays information on when to start placing bets, when to hurry up and when bets are closed. There is also a space for ETG Terminal error messages at the bottom of this window.

4 **Betting information**

This information can be made less visible by using the brightness button next to the amount of credit available.

- **Last Win:** Displays the amount won in the previous game.
- **Last Bet:** Displays the last bet.
- **Playable:** Displays the available betting amount.
- **Bet:** Displays current wagered amount.

5 **Denomination button**

Sets the value of one credit and consequently the value of the game. The selected value of one credit is displayed on the denomination button.

6 **Chips**

8 chips with different nominal values are available for betting. Values assigned to the chips are defined by the nominal value of one credit.

7 **Deal/Play/Roll/Spin button**

This button initiates gameplay (rolling of the dice, spinning of the wheel etc.) and varies only in design and the button inscription. (Not applicable in all jurisdictions.)

3.1   Clear all bets, Double bet & Repeat last bet

Global Version offers players the chance to clear all their active bets, to double their wager or repeat last bet:

- **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed twice, all bets are removed from the table.
- **Double bet:** Doubles all bets on the table. If doubling all bets exceeds the player's playable credit, only the first few bets will be doubled until the playable credit limit is reached.
- **Repeat last bet:** Repeats bets from the last game round. If there is no previous game round, it can repeat bet from the last game round across multiple games of the same type. This button can be set to auto repeat, if pressed for more than 3 seconds and confirming that decision.

4   VIDEO ROULETTE

The physical roulette wheel is replaced by a video display, where the playing surface and the roulette wheel is shown. Results are generated internally, using our certified Random Numbers Generator (Internal RNG) module.

Key features of the Video Roulette:

- **Internal RNG (random numbers generator) module**

The Internal RNG is an electronic table game component that simulates center behavior. We use this in combination with the Multigame software for games that do not have an external center connection (no physical results generator). This is a highly advanced and secure module that has been certified by many gaming laboratories, which ensures that the casino and players can trust our products to deliver random results with no influence on the outcome.
This module replaces the "Video Center" software as the results generator. "Video Center" was used in the previous generation of Video generators.

- **Less restrictive game setup**

Unlike the regular, physicall Roulette game, the video generated variant offers considerably more freedom for the customer in regards to the gameplay time.

- **Settings on the center/stations**

Game time, hurry up time.
With these, the betting time can be altered to provide the player with a more relaxed game experience. These times can also be shortened to a minimum, if the players would like a faster paced game.

- **Settings for the PID**

The PID configurations offers 3, 7 or 15 seconds long animations. These are shown after the center sends the game result to the PID. After the animation is completed, the PID sends a message to the center that confirms the results have been shown. With that completed, the center then sends the results to the connected stations.

By adjusting the animation timings, the gameplay can be made slower or faster, depending on what the players prefer.

NOTE: These changes should be performed only by trained personel and within jurisdictional limits.

Here are some examples of how this product can be incorporated into a casino:

- Stadium setups with the addition of an Automatic EGT Video Roulette. Incorporate the video generator into an existing Stadium setup and generate the Roulette game without a need for an additional center. The game itself can be shown on the existing PIDs.

- A Video Roulette running on the Automatic EGT Video component, with added ETG Terminals:

This product allows the casino operator to have an automatic, video generated Roulette game. It can also be incorporated into a Stadium environment or connected to an automated Roulette system.
With this product, the players can be offered a multiplayer experience, where any number of players can play the same game with the same video generated results.
The device itself consists of a computer (or computers) hidden in the pedestal, a 55" game display, a 15,6" denomination display and signage. It is available as a single sided or as a double-sided version.

- **PID (player information display) content**

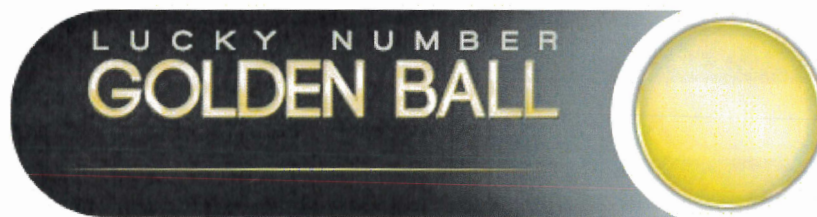Automatic EGT Video Roulette (with a Virtual Dealer):

5   SPECIAL BETS

For all main bets and special bets pay tables refer to jurisdictionally approved par sheets.

The Golden Ball Roulette is a standard Roulette game with an additional golden ball released from the generator at random intervals. This is a unique, standalone product with the option to play a regular Roulette game. There are several different variations of the game that can be enabled on gaming machines. Please note that one game cannot currently support both the Golden Ball Mystery and Golden Ball Lucky Number games at the same time.

The Golden Ball Roulette is available on:

- Ministar Golden Ball,
- Diamond Roulette (a 10-station assembly),
- The standalone Golden Ball Diamond Roulette product in the Pulse Arena or Stadium environment,
- Any other Interblock product while offering an extra Golden Ball Roulette game played in internal mode,
- Black Pearl Golden Ball Roulette,
- Universal Cabinet Golden Ball Roulette.

5.1   Golden Ball Mystery 3 special bet

Golden Ball Mystery 3 special bet wins, if the roulette ball lands on one of the four randomly selected roulette numbers represented by the letters G, O, L and D.

There are variations of the Mystery variation 3 special bet:

- White ball pays – in which, if a white ball is spun out and lands on one of the generated numbers, the player is paid according to approved pay table.
- White ball is a push – in which, if a white ball is spun out and lands on one of the generated numbers, the bet is a push.
- White ball loses – in which the white ball being spun out means an automatic loss.

In all three variations, the golden ball being spun out carries with it a payout, in case of a win. Another feature all three variations have in common is that any other winnings will be paid out regardless of the ball color.

5.1.1   Golden Ball Mystery 3 special bet game flow

1. The main timer on the left special counts down the time remaining until NO MORE BETS. There is also a green timer around the golden special bet betting field, that counts down the time remaining until it is not possible to place a special bet anymore.

2. The player places their bets on the regular roulette betting field and on the Golden Ball special bet betting field.

1.1.1   White ball pays

Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage. When the bet is locked, 4 random numbers are generated on the G O L D sign in a slot machine like style.

Outcomes:

a. **White ball is launched**
   - If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner.
   - The player receives a payout according to approved pay table.
   - All other bets on the Roulette are paid normally.

b. **Golden ball is launched**
   - If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner.
   - All other bets on the Roulette are paid normally.

1.1.2 White ball pushes

Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage. When the bet is locked, 4 random numbers are generated on the G O L D sign in a slot machine like style.

Outcomes:

a. **White ball is launched**
   - If the winning number from the Roulette Wheel matches one of the generated letters/numbers, the special bet is pushed.
   - All other bets on the Roulette are paid normally.

b. **Golden ball is launched**
   - If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner.
   - All other bets on the Roulette are paid normally.

1.1.3 White ball loses

Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage. Values for the G, O, L and D numbers are generated, but not shown.

Outcomes:

   a. **White ball is launched**
   - No action, player loses the special bet.
   - All other bets on the Roulette are paid normally.

b. **Golden ball is launched**
   - If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner.

All other bets on the Roulette are paid normally.

5.2   Lucky Number Golden Ball special bet

The Lucky Number Golden Ball game is the regular Roulette game with an additional Golden Ball Special Bet. The special bet wins, if the golden ball will spin on the roulette wheel in the following game. With payouts of up to 500 to 1 and a high frequency of lucky ball occurrence, players will be enticed into betting on the Lucky Ball special bet on every spin.

Players are provided with the option to either select their own lucky number or have the number be automatically selected for them. The special bet is played if the chips are placed in the "Bet Here" place. To select another lucky number, the player must reposition the lucky ball token on their screen by dragging and dropping it to a desired betting field. The special bet can be placed, changed (pressing the "Change Lucky Number" or removed up until the game timer runs out and the bets are closed.

IMPORTANT: Golden Ball Roulette is only available with Single Zero and Double Zero Roulette layout.

- If the Golden Ball is spun out, the player immediately wins. If not, they lose the special bet.
- If the Golden Ball is spun out and the winning number matches their lucky number, the win is much higher; for example, 250 to 1 (see payouts according to approved pay table in specific jurisdiction).

5.2.1   Lucky Number Golden Ball special bet game flow

1. The main timer on the left special counts down the time remaining until NO MORE BETS. There is also a green timer around the golden special bet betting field, that counts down the time remaining until it is not possible to place a special bet anymore.

2. The player places their bets on the regular roulette betting field and on the Golden Ball special bet betting field.

3. Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage.

4. Until the NO MORE BETS stage, the player can change their Lucky Number by pressing the CHANGE LUCKY NUMBER icon on the left of the special bet field. The Lucky Number is selected automatically. The selection is based on the first straight bet and then placed on the field.

5. If the golden ball is spun out, the interface changes to a golden color and a golden ball spins around the special bet betting field.

6. When the game cycle is finished, any potential winnings are represented by the correct amount of won credits shown next to the betting field and a large numerical display of the won credits appears on the GUI.

The lucky ball event occurs randomly and is not indicated by any specific ball of a different color. To distinguish the lucky ball from a regular one, background colors in a distinctive color as well as a different light animations turn on when the lucky event appears.

The Lucky Ball event GUI announcement

The centrally controlled light animation is accompanied by sounds, specifically designed for the Lucky Ball special bet. Once displayed in the station's History bar, outcomes hit by the lucky ball will be added a lucky ball icon next to them as show in the example below.

Lucky Ball landing in the selected pocket

| Document version: | 1.2.2 |
| Document date: | July 4, 2024 |

Document Revisions

1.0	Initial document – created from multiple HTP and special bet description (Lucky Number, Mystery 3, Lucky Ball)
1.1	Added pay tables for the main Roulette game
1.2	(RDRQ-2686) Corrected Lucky Ball Pay table 211, corrected white ball pushes for GB Mystery 3, updated contacts.
1.2.1	Special Washington version where "side bet" is replaced with "special bet", updated addresses and disclaimer, rearranged versioning table, contacts, and disclaimer to match newer document style (PI-3432, DOC-2304)
1.2.2	Added Triple Zero Roulette descriptions, special bets description. (DOC-2304)

interblock
LUXURY GAMING PRODUCTS

CONTACTS

24/7 technical support

Phone:

USA, Canada, Latin America, Asia-Pacific:	+1 877 676 7711
Europe, Middle East and Africa:	+386 51 305 111
Fax:	+386 1 724 77 44
Email:	call.center@interblockgaming.com

www.interblockgaming.com/service

Regional offices:

Australia

INTERBLOCK ASIA & PACIFIC Pty Ltd
Address: 'World Square Tower' Suite 4555 Level 45,
680 George Street, SYDNEY NSW 2000

Asia

INTERBLOCK ASIA PACIFIC Pty Ltd – Macau Branch
Address: Avenida da Praia Grande, n. 325,
Edificio Cheong Fai, 2 andar ''B'', Macau

Latin America

INTERBLOCK Spain S.L. – Argentina Branch
Regional Office Buenos Aires, Argentina
Address: Esmeralda 1320, Piso 6° Of. B,
Buenos Aires 1007, Argentina

Japan

GK INTERBLOCK – Japan Office
Address: 9th floor TS Tower,
4-12-3 Higashishinagawa,
Shinagawa-ku, Tokyo
140-0002 Japan

Canada

INTERBLOCK CANADA Inc.
Address: #225 - 20316 56 Avenue, Langley, British
Columbia, Canada V3A 3Y7

USA

INTERBLOCK USA L.C.
Address: 6900 S Decatur Blvd. Suite 100, Las Vegas,
NV 89118, USA

Europe

INTERBLOCK D.O.O.
Address: Gorenjska cesta 23,
1234 Mengeš, Slovenia, Europe

interblock
LUXURY GAMING PRODUCTS