FRENCH ROULETTE

Game Type: Table Game

Return to Player: 97.30%

Net Entertainment's latest roulette offering French Roulette provides partners a competitive edge with this popular online game. It provides a world class experience with an attractive table and billboard, and intuitive design that makes game play easy.

The 4 versions of the game (Low, Standard and High Roller, and VIP) are targeted towards the less experienced online roulette player, and the game complements Roulette Advanced introduced in the 3.6 release.

NETENT

ABOUT FRENCH ROULETTE

GENERAL INFORMATION	
Game Type	Table Game
Default Chip Values (€)	Low Limit: 0.10, 0.50, 1, 10 Standard Limit: 1, 5, 25, 100 High Limit: 10, 50, 500, 1000 VIP Limit: 25, 100, 1000, 5000
Default Min / Max Bet (€)	Low Limit: 0.1 / 50 Standard Limit: 1 / 500 High Limit: 10 / 5 000 VIP Limit: 25 / 75 000
GAME FEATURES	
	• Hot and Cold numbers • Dynamic billboard • Fast play option • Autoplay
PAYOUT	
Return to Player (%)	97.30
Default Maximum Win (€)	Low Limit: 462 Standard Limit: 4 620 High Limit: 46 200 VIP Limit: 156 000
RESPONSIBLE GAMING	
Player Limits	• Player and casino operator can set the following play limits: Bet & loss per session, day, week or month. Block all play for a specified period of time. Restrict session play length in minutes. • Playing for real is restricted by player account funds (i.e. cannot play for credit). • (Italy jurisdiction only) Player can initially have a maximum of 1.000 € in the wallet. Since each game is a user session, the player's wallet may exceed this limit during play.
Other	• Play for Fun • G4 mode
TECHNICAL INFORMATION	
Game ID	Low Limit: lrroulette2french Standard Limit: roulette2french High Limit: hrroulette2french VIP Limit: viproulette2french (basic wallet) Add _sw for seamless wallet
Game Version	1.0
Paytable Version	1.0
Screen Footprint	Optimised for 640x480 and 1024x768
Flash Player	Flash 8 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Game table

Game Theme and Graphics

French Roulette offers the standard branding options available in other popular Net Entertainment table games. The game provides standard roulette inside and outside betting bet types.

Simple and effective table betting highlights and mouse-over help assists players to place their bets. This assistance informs players what bets have been made, and informs them when they have exceeded a bet type or table limit.

The attractive billboard varies according to the stage of the game. It displays the table number stack, the winning number presentation, and casino roulette statistics.

Billboard in result-mode

Billboard

The French Roulette billboard has two modes: bet-mode and result-mode. In bet-mode, the billboard displays the latest roulette casino statistics as well as offering the two unique bets HOT NUMBERS and COLD NUMBERS. The billboard in result mode displays a picture the pocket and the winning number and the result (winning or no winning).
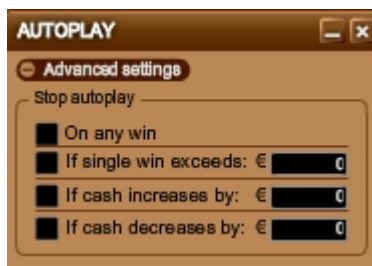
In the illustration the Billboard in result-mode displays the winning number 26, and notifies the player that they won €36. The Billboard in bet-mode displays statistics across all of the online Casino's roulette tables for hot numbers, cold numbers, odd, zero, even, red, green, and black numbers.

Billboard in bet-mode

Bets panel

Advanced autoplay settings

Branding of French Roulette

Placing Bets

French Roulette is designed with the novice player in view. Betting assistance through highlights and mouse over help inform and guide players when placing bets on the roulette table or from the Billboard.

In the illustration the player has already placed a €200 bet and is attempting to place an additional dozen bet 3rd 12.The numbers 25 to 36 are highlighted on the table and the mouse over help text 3rd 12 Bet €200.00, 3rd 12 bet cannot exceed €200.00 is displayed.

Advanced Autoplay Settings

French Roulette features an advanced autoplay mode that gives players the option to select the number of game spins to play as well as specific conditions when autoplay should be stopped. The following advanced settings are available for Roulette Advanced players:

- On any win. Stop Autoplay when you win in a round.
- If single win exceeds. Stop Autoplay when the amount you win exceeds or equals the amount you specify.
- If cash increases by. Stop Autoplay if cash increases by the amount you specify.
- If cash decreases by. Stop Autoplay if cash decreases by the amount you specify.

Branding

In the illustration of French Roulette, note the free space on the roulette table. In these spaces, a company logo can be placed. In addition, the colour of the table cloth can be changed to match the company profile.

This illustration also shows the placement of the French Roulette table, wheel, chips and Billboard in result-mode. The 'dolly' is also placed on the winning number and the table has been cleared of losing bets.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

• 97.30%

MAXIMUM WIN – EURO

• Low Limit: 462
• Standard Limit: 4 620
• High Limit: 46 200
• VIP Limit: 156 000

Paytable

INSIDE BETS		OUTSIDE BETS	
Straight	35:1	Left, Middle or Right Row (*Column*)	2:1
Split	17:1	1st 12, 2nd 12 or 3rd 12 (*Dozen*)	2:1
Three Line (*Street*)	11:1	1-18 (*Low*) or 19-36 (*High*)	1:1
Corner (*Square*)	8:1	Red or Black	1:1
Six Line	5:1	Odd or Even	1:1

Randomisation

RANDOM NUMBER GENERATOR (RNG)

The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

The Random Number Generator and its implementation has been tested and approved/certified for randomness according to prevailing industry standards by an independent 3rd party verification body, Technical Systems Testing in Canada.

ALGORITHM FOR A RANDOM ROULETTE NUMBER

A reel represents an array of symbols where each symbol has an index ("a position").

1. A random number between 0 (zero) and the length of the roulette wheel is acquired.
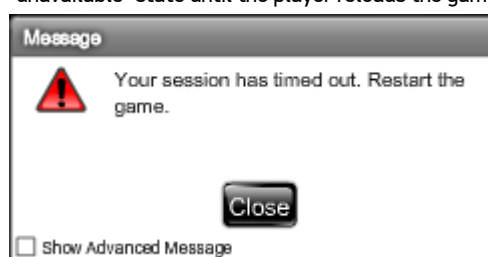2. The random number is added to the game as "the number to use".

Malfunction Management

If a player attempts to access a game using an invalidated session, (for example, due to inactivity or system restart) an error message is displayed in the game. The player can then log on again and resume game play. The game state is always stored so the player can resume game play exactly where he or she left off.
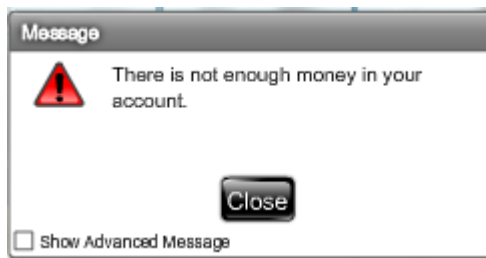
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.

If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.

In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.

Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

Information regarding session timeouts and malfunctions is provided to the player via the game rules. Specifically, the player is informed that "In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded."

Information to the Player

Players receive a response required message every hour of continuous play: They cannot continue playing unless they respond to the message which provides them with details about the amount bet and won so far during game play.

Players also have access to their game session history and game rules from within the game at all times.

Game Simulation

A demo version of the game is available at http://www.netent.com/games/

DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.2	2014-05-12	New generic layout
1.1	2013-05-20	Updated layout.
1.0	2010-09-01	First version.