

#### OPERATION FOR GAME WHEELS

- CROWN & ANCHOR** -ONE OR MORE LAYDOWN MATS CAN BE USED. BETS ARE PLACED ON ANY OF THE SIX DESIGNS. WHEN THE WHEEL STOPS, THE PAY OFF IS ACCORDING TO THE POSITION OF THE CLAPPER. IF THE CLAPPER WERE AS FOLLOWS - CROWN, SPADE, DIAMOND, THEN EACH OF THESE WOULD RECIEVE EVEN MONEY BACK I.E. THEY HAVE DOUBLED THEIR MONEY. IF THE CLAPPER STOPS AT THREE CROWNS, THEN THE PAY OFF IS THREE TO ONE. THAT IS - THE ONE ON THE CROWN WOULD GET THEIR ORIGINAL MOEY PLUS THREE MORE = A THREE TO ONE PAY OFF. HINT - ALWAYS COLLECT FROM THE LOSERS FIRST, THEN PAY THE WINNERS.
- OVER & UNDER-** VARY SIMPLE TO PLAY AND MANAGE. WHEN THE CLAPPER STOPS ON THE OVER OR UNDER THEN THOSE IN THIS POSITION WIN AN EQUIVALENT AMOUNT. THEY HAVE DOUBLE THEIR MONEY. IF THE CLAPPER STOPS ON THE SEVEN THE PAY OFF IS THREE TO ONE. IN OTHER WORDS THOSE ON THE SEVEN GET THEIR ORIGINAL MONEY BACK PLUS THREE MORE.
- HORSE RACE GAME-** BETS ARE PLACED ON ANY OF THE SIX LOCATIONS. WHEN THE WHEEL STOPS, THE CLAPPER WILL POINT TO THE ODDDS AND THE WINNING HORSE. THE IDDS ARE THE NUMBERS AROUND THE OUTER EDGE OF THE WHEEL. FOR INSTANCE- IF THE CLAPPPER POINTS TO HORSE #4 AND THE ODDS ARE INDICATED BY THE CLAPPER POINTING AT #5, ALL THOSE WHO PLACED A BET IN #4 POSITION WILL BE PAID OFF ON A 5 TO 1 BASIS. IN OTHER WORDS, THOSE IN #4 POSITION WILL RECEIVE THEIR ORIGINAL BET PLUS FIVE MORE. REMEMBER TO ALWAYS PAY THE WINNERS LAST AND COLLECT FROM THE LOSERS FIRST.