

# Spin A Win Wild Live

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## Preface

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This document gives an overview of the Spin A Win Wild money-wheel game.

## Game and Betting Flow

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- If a game round is in progress when a player enters the table, they need to wait for the next one, and then, place the bets.
- To place a bet, players need to choose a chip and place it on the betting position.
- They can place several chips on different betting positions simultaneously.
- Players can place bets on the main bet positions, aka the **Number bets: 1, 2, 5, 10, 20 and 40**.
- Players can also place side bets: **Even, Odd and Multiplier**, without placing the main bet.
- In addition, players can place a bet on the **inner part of the wheel side bets**: the **Elephant, Zebra, Monkey and Butterfly** positions. This, too, can be done without placing a main bet.
- After the betting time, a boost is applied on a randomly selected inner part of the wheel side bet, boosting its **Multiplier** from x2 to x4.
- The payouts for all the bets are listed in the **Payout table**. Winnings depend on the total amount of the bets and the result that comes on the wheel.
- Dealer spins the wheel and the round result is announced.
- There are two **Multiplier** positions on the wheel: **x2** and **x7**. In case the result is **Multiplier**, the bets remain as they are, and the dealer spins the wheel again during the same gaming round to determine the winning number.
- In case of several consecutive **Multiplier** results during one game round, the result of the winning spin is multiplied by the product of all the multipliers from the previous spins.
- The time for placing the bets is limited. The timer in the game window shows how much time is left until the end of betting time of this game round.
- Winnings are paid for the winning bets at the end of each game round.
- A turn is skipped if no bets were placed on the table.

## Rules

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### The Wheel

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The game is played with one 54-sector wheel, which is spun manually by the dealer. Players' goal is to predict the winning sector.

The wheel has 52 sectors with number bet labels:

- **Number bet 1** on 23 sectors
- **Number bet 2** on 15 sectors
- **Number bet 5** on 7 sectors
- **Number bet 10** on 4 sectors
- **Number bet 20** on 2 sectors

- **Number bet 40** on 1 sector

and 2 sectors with **Multiplier** bet labels:

- **Multiplier x2** on 1 sector
- **Multiplier x7** on 1 sector

The inner part of wheel shows four different animals: an **Elephant**, a **Zebra**, a **Monkey** and a **Butterfly**. Each animal covers 13 sectors altogether.

## Side Bets

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The following side bets are available: **Odd**, **Even**, **Multiplier**, **Elephant**, **Zebra**, **Monkey** and **Butterfly**. Each bet covers a different set of numbers and has a different distribution.

Note: to win with the side bet, the winning sector on the wheel needs to match the betting position the player placed a bet on.

## Winning with the Odd, Even and Multiplier Side Bets

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Player wins the **Odd** side bet if the result of the round is 1 or 5. They win the **Even** side bet if the result of the round is 2, 10, 20 or 40. They win the **Multiplier** side bet if the result of round is: **Multiplier x2** or **Multiplier x7**. In case of several consecutive **Multiplier** results during one game round, the **Multiplier** side bet wins only once.

If the result is **Multiplier**, player's **Odd** and **Even** side bets lose.

## Winning with the Inner Part of the Wheel Side Bets

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Player wins with the **Elephant**, **Zebra**, **Monkey** or **Butterfly** side bet (aka the **inner part of the wheel side bets**) when the flapper comes to stop on a sector that is covered by the animal's image. If the side bet has been boosted, they will gain the boosted payout (see the **Payout** table for info).

If the player placed a bet on only the inner part of the wheel side bet and the initial spin result is a **Multiplier** sector, their side bet's payout is multiplied by the resulting **Multiplier**. Next, the wheel is respun until a winning result is determined, and if it is their inner part of the wheel side bet, they gain the enhanced payout.

If the player placed a bet on both the **Multiplier** and an inner part of the wheel side bet, and the initial spin result is the **Multiplier** sector, their inner part of the wheel side bet's payout is not multiplied. Instead, they are granted the **Multiplier** side bet's payout. If the consecutive spin result is their inner part of the wheel side bet, they also get its regular payout.

## Multiplier Sectors

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In case the result is **Multiplier**, the bets remain as they are, and the dealer spins the wheel again during the same gaming round to determine the winning number. In case of several consecutive **Multiplier** results during one game round, the result of the winning spin is multiplied by the product of all the multipliers from the previous spins.

The winnings are limited to \$ 500 000 (or an equivalent in the local currency of a player).

## Return to Player

The theoretical percentage return to player (RTP) is 97.22% (84.26%–97.22%)

Detailed RTP information for every bet type:

### RTP per Bet Type

Main bets	Min RTP	Max RTP
1	95.34%	95.34%
2	95.51%	95.51%
5	91.22%	91.24%
10	96.55%	96.58%
20	92.67%	92.74%
40	90.67%	90.81%

Side bets	Min RTP	Max RTP
Odd	97.22%	97.22%
Even	91.67%	91.67%
Multiplier	96.30%	96.30%
Inner part of the wheel side bet	84.26%	97.22%

## Payout Table

Bet name	Min RTP
1	1:1
2	2:1
5	5:1
10	10:1
20	20:1
40	40:1
Odd	Position payout x2
Even	Position payout x7

Bet name	Min RTP
Odd side bet	x0.75
Even side bet	x1.25
Multiplier	25:1

Bet name	Payout without boost	Payout with boost
Inner part of the wheel side bet	2:1	4:1

## Limit ranges

The Limits table in the game table displays info about different bet positions' limits. In Spin A Win, the following positions have individual limits: **1, 2, 5, 10, 20, 40, Odd, Even** and **Multiplier**.

Limits can be configured in LiveAdmin.

Winnings are limited to € 500 000 (or an equivalent in player's local currency).

## Autoplay

This feature places bets automatically for the player, during a predefined number of game rounds.

### Configuring Autoplay

To initiate the **Autoplay**, the player needs to place a bet on the table. Next, they can set the number of **Autoplay Rounds**: how many rounds they want to play using the **Autoplay**.

In some regulations, they are also required to set the **Loss Limit** and the **Single Win Limit**, by either choosing a value from the dropdown or inserting a custom value.

- **Loss Limit** (mandatory): the default value is presented as a multiplication of player's bet and the number of **Autoplay rounds**. **Autoplay** cannot be used to start a round where the **Loss Limit** could be reached.
- **Single Win Limit** (optional): causes the **Autoplay** to automatically stop when the set amount is won.

Note that these two features can be switched on for all Casinos, irrespective of the local regulatory requirements.

### Initiating Autoplay

When the player taps/clicks on **Start**, the **Autoplay** always starts from the next game round.

Counter on the **Autoplay** button shows how many rounds the player has left.

### Stopping Autoplay

If the player taps on the **Autoplay** button while it is running, the **Autoplay** is stopped. Players can see current conditions and change them on the **Autoplay** panel.

In addition, **Autoplay** may be stopped by several events, but in every case the player is notified of the reason:

- Number of set spins has been completed
- Any of the **Autoplay** conditions are met
- Player wins a Jackpot game
- Player decides to place additional bets
- Player clicks/taps on **Undo**
- A responsible gaming prompt is displayed
- Player's **Balance** is too low

## Using Golden Chips for Autoplay

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If player decides to use **Golden Chips** for **Autoplay**, same-value **Golden Chips** are used to make bets. When these have been used up, **Regular Chips** are used instead.

## Cancelled Games while Using Autoplay

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Cancelled game round does not stop the **Autoplay**. Bets are returned, but the **Autoplay** will use the previous conditions to continue from the next round. Cancelled game round is not deducted from the **Autoplay rounds** counter.

## Trail Bet

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If enabled by the service provider, Trail betting feature is available for the game. With this feature, the player can place bets on the betting map without lifting their finger from the mobile device screen. To use the feature, they need to enable the feature in game **Settings** menu (it is off by default), then choose a chip and slide their finger across the betting map.

## Cancelled games

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A game round can be cancelled by the dealer if complications occur and disrupt the game session. In such cases, all the players who are currently at the table are notified of the cancellation and all bets are returned to their accounts. Cancelled game rounds are marked with an **X**.

If the **Autoplay** has been enabled by the service provider, a cancelled game round does not stop the **Autoplay**. Round's bets are returned, but the **Autoplay** will apply current conditions to continue from the next round. Cancelled game round is not deducted from the **Autoplay rounds** (the number on the counter does not decrease).

## Golden Chips

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### In-game Use

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If enabled by the service provider, player can use **Golden Chips** to place bets. If the game round is cancelled, the **Golden Chip** is returned to their account.

## Golden Chips Description

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**Golden Chips** are bonus chips that are awarded to players in certain table games. Each **Golden Chip** has a specific value and can be used for betting like a normal chip.

If player has been awarded **Golden Chips**, they can see them on the game screen, together with other chips. They see the amount and value of their **Golden Chips**. If they have been awarded **Golden Chips** of different value, they are listed separately. Chips of the same value from different bonuses are added up.

To bet using the **Golden Chips**, player needs to select the desired **Golden Chip** value and then place a bet as normally. The remaining amount of **Golden Chips** decreases, respectively.

Note that:

- More than one **Golden Chip** can be used during the betting round and players can place **Golden Chips** on different betting positions. However, the service provider may have limited the number of **Golden Chips** that can be used in one game.
- If enabled by the service provider, player can mix **Golden Chips** with **Regular Chips** (tied to their **Balance**) on one betting position.
- If enabled by the service provider, player can use **Golden Chips** for:
  - **Blind** actions during betting round
  - Betting during action rounds (e.g., to **Double**)
- If the service provider has enabled the use multiple **Golden Chips**, the game automatically tries to place these bets with **Golden Chips**, preferring chips that are closer to the initial **Golden Chip** bet value.
- If no more **Golden Chips** are available, the game uses **Regular Chips** to place the bet, creating a mixed bet.
- If mixed bets are not allowed and player does not have enough **Golden Chips**, or they have reached the limit of allowed **Golden Chips** in the current game, **Regular Chips** are used for the bet.

The bet is rejected if player's **Regular Chips** balance is too low to cover the bet.

Player can always make a mixed bet in Roulette and SicBo game.

In case of a **Tie** or **Push**, the **Golden Chip** player's bet is returned to them. Note that **Tie** or **Push** are featured in Blackjack, Baccarat, Dragon-Tiger and poker games.









Players cannot insure a **Golden Chip** bet or a mixed bet.







When player's **Golden Chip** bet wins, the value of the winning **Golden Chip** is deducted from their win amount. All game rounds that are played using **Golden Chips** are also distinguished in game history with the corresponding (GC) icon.

## UI Elements

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Icon	Description
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Icon	Description
 <b>Rebet</b>	Places the same bet as in the previous round.
 <b>Undo</b>	Removes bets that are currently on the table.
 <b>Double</b>	Doubles the current bet.
 <b>Autoplay</b>	Allows players to place several bets automatically during a certain number of rounds. Option is available only if enabled by the service provider.
 <b>Menu (Desktop)</b>	The button opens the Settings menu, where players can access: <b>Game Settings</b> (to enable/disable different features), <b>Audio Settings</b> (to mute/unmute game sounds and change volume level), <b>Video Settings</b> (to change video stream quality), <b>Game History</b> (to access full info about previous game history), <b>Help Files</b> and <b>Support</b> (if enabled by the service provider, to contact Customer Support team).
 <b>Cashier (Desktop)</b>	Opens the <b>Cashier</b> window, where player can make deposits, withdrawals, see transaction history, etc.
 <b>Settings (Mobile)</b>	Opens the panel where player can change different video and audio settings
 <b>History (Mobile)</b>	Allows access to full information about player's previous game history. If the data provided in the <b>History</b> is insufficient, please request a more detailed overview from the service provider.

Icon	Description
 <p><b>Chat (Mobile)</b></p>	Opens the chat panel.
<p><b>Support (Mobile)</b></p>	Allows to contact the Customer Support team. This option may not be available in some regions.
 <p><b>Help (Mobile)</b></p>	Opens the Help and Rules files.
 <p><b>Cashier (Mobile)</b></p>	Opens the <b>Cashier</b> window, where player can make deposits, withdrawals, see their transaction history, etc.
<p><b>Balance</b></p>	Displays player's current game balance. This is the money they can use to play the game.
 <p><b>Tips</b></p>	Gives a tip to the dealer. Option is available only if enabled by the service provider.
 <p><b>Lobby</b></p>	Loads the <b>Lobby</b> where player can join another table.
 <p><b>Golden Chip</b></p>	Opens the <b>Golden Chip</b> tray. Option is available only if enabled by the service provider.

## Live Bets Disclaimer

The following text is displayed in help files:

*We make every effort to ensure that the information that is displayed to you and on our website with regards to the events is accurate. However, this is to be used for guidance purposes only. Due to the nature of these events and due to live transmissions potentially being delayed, we assume no liability for any information, including the score and time of game, being incorrect. Please*



*ensure that you refer to the specific betting rules to see how bets are settled in particular markets. Note that this delay varies between customers and may depend on the setup from which they are receiving the data or pictures.*

**Live video feeds:** *Due to the nature of the Internet, video latency may occur. The game has been designed to ensure that players do not have advantage nor are in disadvantage due to the potential latency.*

**Note on malfunctions:** *A malfunction voids all pays and plays.*

**Note on rounding:** *Bets are always rounded down from the third decimal point. When you are refunded, and the money is transferred to your account balance, any amount smaller than 0.01 is rounded down.*

**Note on disconnections:** *If you are disconnected from the game due to a connection problem, your bets are recorded and paid out according to the results of the round. You can view the results of the round in the game history.*

## Screenshots

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*To be added before the release*

## Document Version History

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Date	Owner	Change Description
06.07.2022	Live Casino	Document added