

## Money Drop Live

This is a thrilling game show, featuring one wheel, a **Money Drop** area with 4 **Drop Zones** and a **Card Clash** battle table.

Place your bets to enter the **Drop Games** and/or the **Card Clash** game. The spin of the wheel determines which game is played.

In **Drop Games**, you play with **Money**: this is your bet multiplied by the winning sector's multiplier. Once the game starts, you need to place all the **Money** onto the **Drop Zones**. Guess the right **Zone**, because only one is safe (in some cases, two) and retains all the **Money** on it, while the other three plummet everything placed on them!

In the **Card Clash** game, you play with your **Card Clash** bet. Pick a side and watch the sides battle for the high card, which grants the winning side a multiplier. Multiplier enhances the **Card Clash** bet and defines the round payout. If the sides score 3 **Ties**, all participating players are granted the x1,000 multiplier!

Every round, a booster can either double the multipliers on the wheel, pushing them as high as x5,000, or increase the number of winning **Drop Zones** to 2

Note that Casino allows up to 1,000 simultaneous players.

## Game Flow

- Place a bet on the table. You can bet on as many positions as you like. Bet types are: **x8 Quick Drop**, **x15 1 Drop Round**, **x30 1 Drop Round**, **x100 2 Drop Rounds**, **x250 2 Drop Rounds**, **x1000 3 Drop Rounds**, **x2500 3 Drop Rounds**, and the **Card Clash**.
- Around the betting time end, the wheel is spun.
- Right after the betting time is over and before the spin result is announced, the **boosters** are revealed and highlighted on the game screen.
- The spin result is announced, and it determines the game that is played next. **You participate in the game only if you placed a bet on the same bet type that was the spin result.** All other players are **Watchers**.
- The game can proceed to the **Drop Game**, or the **Card Clash** game.
- If the game proceeds to the **Drop Game**, the spin result determines the type of the **Drop Game** :
  - **x8 Quick Drop** : **Quick Drop** game is initiated
  - Any other **Drop** bet (with multiplier): **Drop Rounds Game** is initiated
- **Drop** games are played with **Money**: the **sum of your bet multiplied by the winning sector's multiplier**.
- **Drop Games** consist of 1 - 3 **Drop** rounds.
- You need to place your **Money** on 1 **Drop Zone** (in the **Quick Drop** game); or on 1 - 4 **Drop Zones** (in the **Drop Rounds Game**) in the beginning of each **Drop Round**.

- **Drop Zones** are labelled as **A, B, C** and **D**.
- During each **Drop Round**, 3 **Drop Zones** drop all the **Money** placed on them, and 1 safe **Drop Zone** grants you winnings (2 if the **booster** is applied).
- The amount of **Money** you have by the end of the **Drop** game is your final winnings.
- If the game proceeds to the **Card Clash** game, you enter the game with your bet amount. If you gain any multipliers from the **Card Clash** game, these are applied to your **Card Clash** bet to calculate the final payout.
- The game screen shows:
  - Stage of the game,
  - **Money** available and/or allocated to **Drop Zones**,
  - The exact time left to make your decisions.
- If the timer runs out and you have not taken or completed your action in the **Quick Drop, Drop Rounds** or **Card Clash** game, a **Zone** or side is randomly chosen.
- If you **did not place a bet on the bet type that was the wheel spin result**, you become a **Watcher**. You will not see any **Money Stacks** of your own, but you will see how other players distribute their stacks.
- See the **Money**, the **Boosters** and the **Card Clash** sections in the **Rules** for more info; and the **Quick Drop Game** and the **Drop Rounds Game** sections (also in the **Rules**) for possible game flow examples.

## The Wheel

It consists of 54 sectors:

- 51 sectors with multipliers:
  - 20 sectors: x8
  - 11 sectors: x15
  - 6 sectors: x30
  - 7 sectors: x100
  - 3 sectors: x250
  - 3 sectors: x1000
  - 1 sector: x2500
- 3 sectors with **Card Clash** labels

## The "Money"

Used in the **Drop games**. It is your bet on the bet position multiplied by the winning sector's multiplier.

In the beginning of each round in the **Drop Rounds** game, all **Money** is evenly split into 10 **Money Stacks** (or less on some occasions). Stacks can contain **Money** in decimal amounts.

Note that all the amounts are in your currency.

### Example 1:

*You place 10-value bet on **x8 Quick Drop** . Wheel result is **x8 Quick Drop**, therefore you have  $10 * 8 = 80$  Money .*

In **Quick Drop** game, tap/click on the **Zone** an all your **Money** is placed there.

In **Drop Rounds** game, to place **Money** on a **Drop Zone**:

- Place your finger (on Mobile) or the cursor (on Desktop) on the **Drop Zone** and move it up.
- You see the **Drop Zone** fill up, segment by segment. Tap/click on a segment places as many **Stacks** onto that **Drop Zone** as is needed to fill up the **Drop Zone**, up to that segment.
- To remove **Money Stacks**, swipe your finger or drag your mouse down and/or use the button with a minus-sign.
- Any **Money Stacks** that have not been placed onto a **Drop Zone** by the end of the decision time are automatically distributed to **Drop Zones** as evenly as possible.
- You can use the **Auto-Stack** button to let the game allocate **Money** on randomly chosen **Drop Zones** as evenly as possible.

## Boosters

Available only for **bets with multipliers** :

- **2 Zones Win** : applied only on **x8 Quick Drop** and increases the number of safe **Drop Zones** to 2. Remember, you can still place your **Money** only on one **Drop Zone**!
- **Double** : applied on all other **Drop** bets and it doubles the **winning sector's multiplier**.

**Card Clash** bet type does not get any boosters.

## Examples of Possible Drop Game Flows

### Quick Drop Game

#### Example:

*You place 10-value bet on **x8 Quick Drop** . Wheel result is **x8 Quick Drop**, therefore you have  $10 * 8 = 80$  Money . The booster is applied, and two **Zones** are safe. You place all Money on **Zone B** .*

***Zones A and C** drop, so all players who placed **Money** on **Zones B and D** collect it as round winnings. Your payout is 80.*

### Drop Rounds Game

#### Example 1:

*You place a 2-value bet on x15 1 Drop Round . The sector comes up; you have  $2 * 15 = 30$  Money.*

*Money is evenly divided into 10 Money Stacks. You place it onto 3 Zones:*

- *3 Stacks (9 Money) to Zone A*
- *3 Stacks (9 Money) to Zone C, and*
- *4 Stacks (12 Money) to Zone D.*

*Zones A, B and C drop. Your winnings from the game round: 12 from Zone D.*

*Example 2:*

*You place 1-value bet on x2500 3 Drop Rounds . The sector comes up; you have  $1 * 2500 = 2500$  Money.*

*First Drop Round begins. Your Money is evenly divided into 10 Money Stacks and you distribute it evenly onto 2 Zones , taking a risk for higher payout:*

- *5 Stacks (1250 Money) to Zone A, and*
- *5 Stacks (1250 Money) to Zone D*

*Zones A, B and C drop. You retain 1250 Money from Zone D.*

*Second Drop Round begins. Your winnings (1250 Money ) are divided evenly into 10 Stacks, and you distribute it onto all 4 Zones to play it safe:*

- *3 Stacks (375 Money) to Zone A,*
- *3 Stacks (375 Money) to Zone B,*
- *2 Stacks (250 Money) to Zone C, and*
- *2 Stacks (250 Money) to Zone D.*

*Zones B, C and D drop. You retain 375 Money from Zone A.*

*Third Drop Round begins. Your winnings (375 Money ) are divided evenly into 10 Stacks ,and you distribute it evenly onto 2 Zones:*

- *5 Stacks (187,5 Money) to Zone A, and*
- *5 Stacks (187,5 Money) to Zone D.*

*Zones B, C and D drop. Your winnings from this Drop Rounds game: 187.5 from Zone A.*

*Example 3:*

*You place 2-value bet on x15 1 Drop Round and the booster is applied on the bet type. The sector comes up and your Money is doubled. You have  $2 * (2 * 15) = 60$  Money.*

*Money is divided evenly into 10 Money Stacks. You place it onto 3 Zones:*

- *3 Stacks (18 Money) to Zone A*
- *3 Stacks (18 Money) to Zone C, and*
- *4 Stacks (24 Money) to Zone D.*

*Zones A, B and C drop. Your winnings from the game round: 24 from Zone D.*

*Example 4:*

*You place 2-value bet on **x15 1 Drop Round** . The sector comes up; you have  $2 * 15 = 30$  **Money**.*

***Money** is divided evenly into 10 **Money Stacks**. You place it onto 2 **Zones**:*

- 3 **Stacks** (9 **Money**) to **Zone A**
- 3 **Stacks** (9 **Money**) to **Zone C**

*You have 4 **Stacks** left and the timer runs out. The game automatically allocates the 4 remaining **Stacks** onto **Zone B** and **Zone D** as follows:*

- 2 **Stacks** (6 **Money**) to **Zone B**, and
- 2 **Stacks** (6 **Money**) to **Zone D**.

***Zones B, C and D** drop. Your winnings from the game round: 9 from **Zone A**.*

## The Auto-Stack Button

You can use the **Auto-stack** button in **Drop Rounds** game to let the game allocate **Money** on randomly chosen **Drop Zones** as evenly as possible. You decide the number of **Drop Zones**: the **Auto-stack** button opens a panel with 4 buttons, each button indicating the number of **Drop Zones** where the **Money** is placed.

Note that when you choose to use the **Auto-stack** option, all the **Money** you had previously placed onto **Drop Zones** is removed and everything is redistributed.

*Example:*

*You have 10 **Money**. If you press the 2 **Drop Zones** button, the **Money** is evenly allocated onto 2 random **Drop Zones** as:*

- 5 **Stacks** (5 **Money**) to **Zone B**, and
- 5 **Stacks** (5 **Money**) to **Zone C**.

*If you press the 4 **Drop Zones** button, the **Money** is allocated in random order (yet as evenly as possible) onto 4 **Drop Zones**. For example, if the random order of the **Drop Zones** is A, C, B, and D, the **Stacks** are allocated as follows:*

- 3 **Stacks** (3 **Money**) to **Zone A**,
- 3 **Stacks** (3 **Money**) to **Zone C**,
- 2 **Stacks** (2 **Money**) to **Zone B**, and
- 2 **Stacks** (2 **Money**) to **Zone D**.

## Card Clash Game

When the wheel result is the **Card Clash** sector, another game screen is displayed. This game is played with one deck and the cards are manually reshuffled by the host before the game begins. Cards are dealt to two sides and the side with the high card wins.

Cards are: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and an Ace, 2 is the lowest and the Ace the highest card.

- First you need to choose the side you want to support: **Left** or **Right**.
- Next, one card is dealt to both sides, starting from the **Left** side.
- The side with the higher card wins.

- New cards are dealt to both sides. Altogether, three pairs are dealt to the table.
- Winning with the high card grants a multiplier to the side. This multiplies the bet on the **Card Clash** bet position to calculate the round win amount. See the table in the **Payout** section for detailed info about high card multipliers.
- In case of a **Tie**, neither side gains a multiplier, unless the **Card Clash** results in **3 Ties**, in which case the x1000 multiplier is granted to both sides.

*Example:*

*You bet 5 on the **Card Clash** position and decide to support the **Right** side.*

*First pair: a 6 is dealt to the **Left** side and a Queen to the **Right** side. The **Right** gets the x5 multiplier.*

*Second pair: an Ace is dealt to the **Left** side and a Jack to the **Right** side. The **Left** side gets the x5 multiplier.*

*Third pair: a 4 is dealt to the **Left** side and a 7 to the **Right** side. The **Right** side gets the x15 multiplier.*

*The **Right** side won with 2 high cards, therefore your winnings from the game is  $5 * 15 = 55$*

## Golden Chips

You can use **Golden Chips** to place all the bets in the game. Remember that the **Golden Chip** value is deducted from your winnings.

## Betting flow

- If a game round is in progress when you enter the table, please wait for the next one, and then, place your bets.
- To place a bet, choose a chip and place it on the betting position.
- You can place several chips on different betting positions simultaneously.
- The timer in the game window shows how much time you have left to place your bets.
- After the **No More Bets** signal, the game round begins.
- Winnings are paid for the winning bets at the end of each game round.
- To play a game round, place your bets again or use the **Rebet** button.
- To skip a turn, simply do not place any bets on the table.

## Limit Ranges

The limit ranges displayed next to the table name in the **Lobby** and on the game table UI correspond to **x8 Quick Drop** limit. In addition, each bet has its own bet limit, shown in the **Limits** table.

## Return to Player and Payout Tables

The theoretical percentage return to player (RTP) values are shown in the table below for each bet.

x8 Quick Drop	96.02%
x15 1 Drop Round	96.25%
x30 1 Drop Round	96.25%
x100 2 Drop Rounds	96.01%
x250 2 Drop Rounds	96.18%
x1000 3 Drop Rounds	94.01%
x2500 3 Drop Rounds	94.04%
Card Clash	96.48%

## Payout Tables

Bet	Pays
x8 Quick Drop	up to 7:1
<i>1 or 2 Drop Zones win, others lose</i>	
<b>DROP ROUNDS</b>	

<i>Distribute on 4 out of 4 Drop Zones for a Guaranteed Win</i>	
x15 1 Drop Round	up to 29:1
x30 1 Drop Round	up to 59:1
x100 2 Drop Rounds	up to 199:1
x250 2 Drop Rounds	up to 499:1
x1000 3 Drop Rounds	up to 1999:1
x2500 3 Drop Rounds	up to 4999:1
<b>CARD CLASH</b>	
<i>Get at least 1 High Card or 3 TIES to win</i>	
1 Win	4:1
2 Wins	14:1
3 Wins	94:1



3 TIES

999:1





## Error Handling






In some cases, an error might occur that requires the dealer to spin the wheel again to finish the game round. In such cases, all the players currently at the table are notified of the respin, and the game round is completed normally.

## Cancelled Games

A game round can be cancelled if a complication occurs and disrupts the game session. 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.

## UI Elements

 <p><b>Rebet</b></p>	<p>Places the same bet as in the previous round.</p>
 <p><b>Undo</b></p>	<p>Removes your bets that are currently on the table.</p>
 <p><b>Double</b></p>	<p>Doubles the bet you have currently placed.</p>
 <p><b>Menu</b></p>	<p>The button opens the <b>Settings</b> menu.</p> <ul style="list-style-type: none"> <li>• <b>Game Settings</b> - Allows you to enable or disable different features and tooltips.</li> <li>• <b>Audio Settings</b> - Allows you to mute and unmute game sounds and dealer's voice and change sound volume.</li> <li>• <b>Audio Settings</b> - Allows you to mute and unmute game sounds and change sound volume.</li> <li>• <b>Video Settings</b> - Allows you to change video stream quality.</li> <li>• <b>Game History</b> - Allows you to access full information about your previous game history.</li> </ul> <p>If you find the data provided in the <b>Game History</b> insufficient, please request a more detailed overview from your service operator.</p>

	<ul style="list-style-type: none"> <li>• <b>Help</b> - Opens the Help and Rules files that you are currently reading.</li> <li>• <b>Support*</b> - Allows you to contact the Customer Support team. * This option may not be available in your region.</li> </ul>
<b>Balance</b>	Displays your current game balance. This is the money you can use to play the game.
 <b>Cashier</b>	Opens the <b>Cashier</b> window, where you can make deposits, withdrawals, see your transaction history, etc.
 <b>Limits</b>	Opens the <b>Limits</b> panel.
 <b>Tips</b>	Gives a tip* to the dealer. * Option is available only if enabled by your service provider.
 <b>Lobby</b>	Loads the <b>Lobby</b> where you can join another table.
 <b>Golden Chip</b>	<p><b>Note:</b> This feature can be enabled or disabled by your service provider.</p> <p><b>Golden Chips</b> are bonus chips that are awarded to you in certain table games. Each <b>Golden Chip</b> has a specific value and can be used for betting like a normal chip. If the <b>Golden Chip</b> menu is available on the dashboard, it means that you have <b>Golden Chips</b> available for you to use in the current game.</p> <p>The <b>Golden Chip</b> menu displays the value and the amount of the <b>Golden Chips</b> available. If you have been awarded <b>Golden Chips</b> of different value, the menu lists all chip values and their amount. Chips of the same value from different bonuses are added up.</p> <p>The <b>Info</b> button opens a pop-up with more information about the <b>Golden Chips</b>.</p> <p>To bet using the <b>Golden Chips</b>, first select the desired <b>Golden Chip</b> value and then place a bet as normally. The remaining amount of <b>Golden Chips</b> decreases respectively.</p> <p>Note that:</p> <ul style="list-style-type: none"> <li>• More than one <b>Golden Chip</b> can be used during the betting round and you can place <b>Golden Chips</b> on different betting</li> </ul>

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, you can mix **Golden Chips** with **Regular Chips** (tied to your **Balance**) on one betting position.
- If enabled by the service provider, you 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 of 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 you do not have enough **Golden Chips**, or you have reached the limit of allowed **Golden Chips** in the current game, **Regular Chips** are used for the bet.
  - Note that the bet is rejected if your **Regular Chips** balance is too low to cover the bet.
- You can always make a mixed bet in Roulette and SicBo game.

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

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

When your **Golden Chip** bet wins, the value of the winning **Golden Chip** is deducted from your win amount.

All game rounds that are played using **Golden Chips** are also distinguished in game history with the corresponding (GC) icon.

## Live Bets Disclaimer

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 unresolved actions:** Unpaid actions are canceled after 90 days.

**Note on interrupted games:** Unresolved interrupted games will be automatically resolved after 72 hours according to the optimal strategy where no additional funds are taken from your account.

**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.

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