

DICE 52

RULES OF THE GAME



SPIELBANKEN BAYERN

INTRODUCTION

Dice52 is an exciting and entertaining game of dice. Up to six people can join in the main game. Bets may also be placed in the side games by other players not participating in the main game. Once the required bets have been placed, the guest must throw the two dice in the main game until the shooter bonus has been won or a seven has been thrown.

All bets in the main game are moved up a field with each throw that doesn't score a seven. Any hits scored in the side game will be paid out.

The bets will be collected and the next player in the main game will be given the dice every time a seven is scored. The betting field with the seven in the side game is the exception here. This betting field will only win if the next throw scores a seven.

The shooter bonus is deemed to have been won and will be paid out to the current shooter (thrower) when all 52 fields in the main game have been reached.

WINNING ODDS

Main game (red fields)

Shooter Bonus –
a 0.007631% chance of winning

FIELDS WITH THE ODDS IN THE MAIN GAME	WINNING ODDS
1 : 1	48,225 %
4 : 1	19,381 %
5 : 1	16,151 %
9 : 1	9,346 %
11 : 1	7,789 %
14 : 1	6,491 %
17 : 1	5,409 %
20 : 1	4,507 %
25 : 1	3,756 %
36 : 1	2,608 %
44 : 1	2,174 %
77 : 1	1,258 %

Side games (black and white fields)

BLACK FIELDS	WINNING ODDS
Doubles	2,778 %
3 or 11	5,556 %
4 or 10	8,333 %
5 or 9	11,111 %
6 or 8	13,889 %
7	16,667 %

WHITE FIELDS	WINNING ODDS
Doubles	2,778 %
<i>There is a 80.556% chance that the bet will remain unchanged on the table.</i>	
6 or 8	13,889 %
<i>There is a 69,444% chance that the bet will remain unchanged on the table.</i>	

RULES OF THE GAME

The first shooter is deemed to be the person who is closest to the left side of the croupier in charge of the game. The right to throw the dice moves clockwise one place after each series of throws, i.e. when a seven has been scored or when the 52nd throw has been made. The order of players already in the game may not be changed when a new player comes to the table. No players may gain an advantage by changing positions or sitting throws out.

Each player must throw the two dice from one hand across the field of play to the opposite cushion. The throw will be invalid and must be repeated if it is not executed this way.

MAIN GAME

The aim of the main game is to keep rolling the dice without scoring a total of seven. The longer a series lasts without a seven being scored, the higher the winnings for the players participating in the main game will be. All the players' bets will advance one field for every throw that doesn't add up to seven. The players' mandatory bets will be placed on the field marked with a € 5 chip. No more bets may be placed in the main game until the 52nd throw or until a seven has been scored.

The respective printed token (chips and plaques: € 10, € 20, € 50, € 100, € 500, € 1,000 and € 5,000) will be paid out as winnings from the second line change. From the point when the field with the € 10 chip has been reached, the player will be assured a payout of the bet of € 5 and the winnings to the values of the respective 'chip fields' that have been reached.

Players taking part in the main game and who have bet the minimum of € 5 must place a bet of at least € 5 at the beginning of a new series of throws in the fields with the indicated payout odds (1 : 1, 4 : 1, 5 : 1, 9 : 1 ...). The bet will be paid out in accordance with the indicated odds immediately as soon as these fields are reached.

BET

The mandatory bet for the main game (red fields) is € 5 for each player at the beginning. In the main game, each player must also bet € 5 or a maximum of € 2,000 at least once on the odds shown in the diamond-shaped fields or a maximum of € 200 on the odds shown in the rectangular fields.

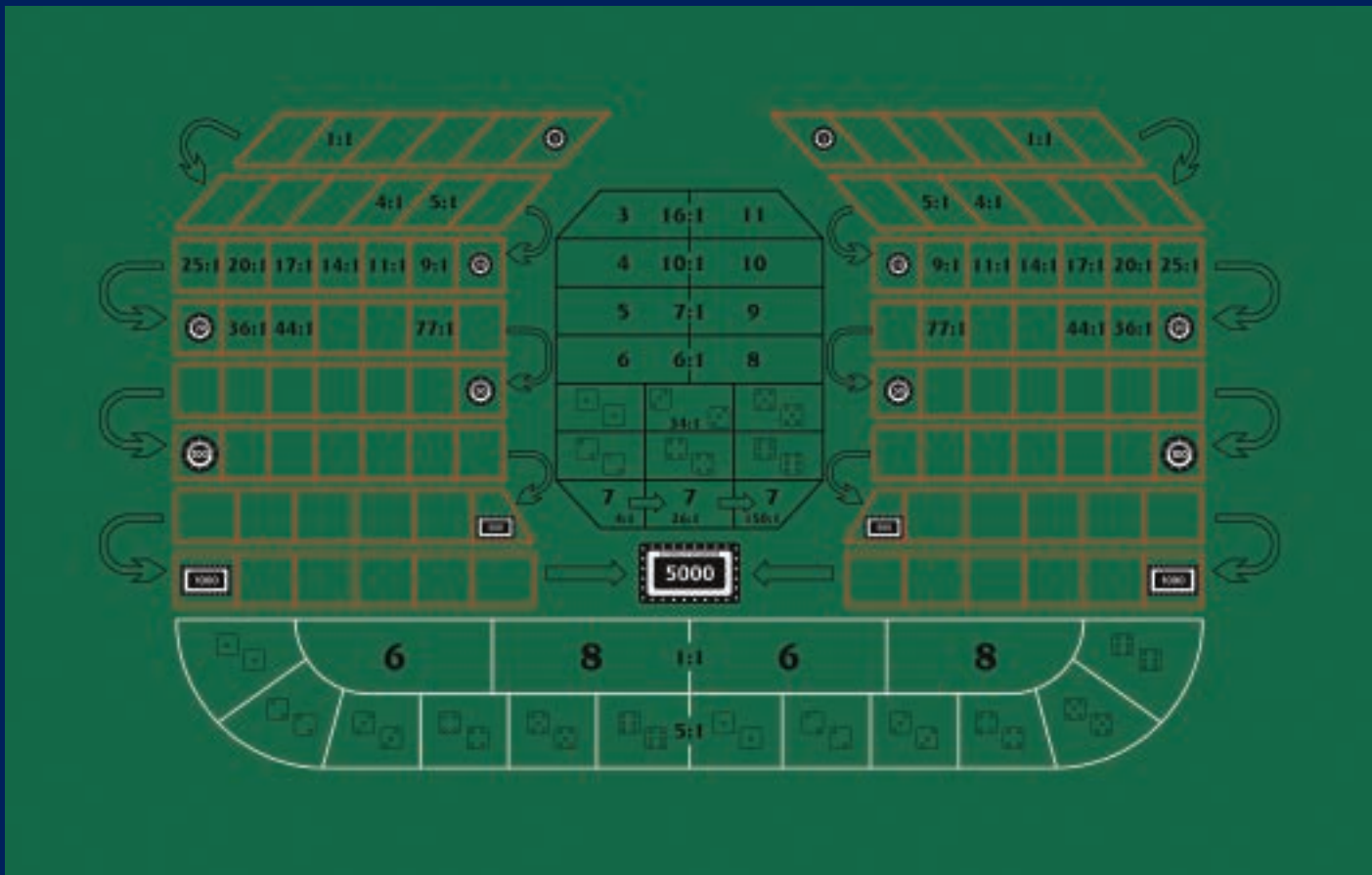
The minimum bet in the side game (white area) is € 5 and the maximum bet is € 2,000. The minimum bet in the black area is € 5 and the maximum bet is € 200. The maximum bet in the first seven field is € 2,000.

SHOOTER BONUS

The shooter bonus will be won as soon as a player plays a run to the plaque with 5,000.

A total of € 1 from each mandatory € 5 bet in the main game will be paid-up for the bonus.

The shooter will win 80% of the total bonus, 20% will be used for the new shooter bonus.



SIDE GAME

The winnings decision in the black area is made after every throw while the bets in the white area remain in place until the winnings or bets are taken or the shooter throws a seven. The bets in the white fields can be increased, reduced or taken before every throw.

Bets on the first field with the seven (4 : 1) will be paid out if the shooter's next throw is a seven. Guests can have the winnings paid out or they can leave them in place and so bet that the next throw will also be a seven. The croupier will move any bets that have been left in place to the next seven field. The next shooter's

first throw will be included in the score here. Winnings will be paid out at odds of 26 : 1 if the next throw is another seven or they can be advanced to the next seven field with the next higher payout odds of 150 : 1. The guest will not have won the bet if the bet has remained in place and the next throw is not a seven. The bet will be retained.



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Gambling can be addictive. Gambling is only permitted for players aged 21 and above.
Information and support at www.spielbanken-bayern.de