Briefly:

In Belgium are allowed single zero roulette (French) and double zero roulette (is not American double zero but French double zero).

The possible roulette format is with two wheels (one single 0 and one double 0) or one wheel, with six playing stations. Usually, roulettes with one wheel are double zero. Possible compact solution:









Also, it is possible roulette with a stand-alone centre with six playing stations around them, but 1st installation was in this configuration and players didn't like.



With 6 station aroun center

Belgian specification:

- Roulette must be equipped with mechanical counters on each station.
- Machines must support BOB protocol
- We also support Pulse (parallel) protocol for cashless
- Belgian legislation requests that average loss per hour on playing station cannot be higher than 34€.
- Also, min and max bet per terminal is defined (0,25€ 150€)
- Progressive (lucky number) is also allowed.
- For the Belgian market we implemented so-called Belgium bonus, it's a mystery sort of bonus game. Belgian-bonus can be enabled only on double-zero roulette.



Certain amount of credit played will go into the bonus pot. In the example on the left the bonus pot amount is 82,56 EUR. The percentage paid by the bonus is divided over five levels. While adding bets, the level will raise and flow over in a higher level. Amount of bonus paid is propotional to the bonus level. Level 1 pays up to 10%, level 2 pays up to 20%, level 3 pays up to 30%, level 4 pays up to 50%, level 5 pays up to 100%.

Bonus win condition

- When the bonus number (7 in the example) equals the number fallen into the pocket, the bonus is paid. It is not necessary to place a bet on the bonus number to win the bonus.
- Bonus pay can be trigged also by the VIP bonus. When the bonus amount is between 60% and 100% of the max bonus limit then there is a random chance for VIP bonus to be paid (regardless of number fallen into the pocket or written on bonus).

One wheel Player interface:

Image: spinte Multi Game 90.7 Image: spinte Multi Game 90.7<													INFO		
	TRANSFER S OF OF STREES		0-GAME	00-GAME	ORPHELINS	SECTOR 0	CROWN	SNA	KE	FINALE	NEIGHBOURS	5			
		5	•		2 15	18	21	24	27	30	33	36	2 to 1		
	44% 52% RED BLACK 50% 4%	3	•		1 14	17	20	23	5	29	32	35	2 to 1		
	EVEN ODD 53% <mark>4%</mark> 43%	5	104	7	13	16	19	22	25	28	31	34	2 to 1		
	1-18 19-36		17.52			2160 2			3 60 2						
	2 16 32 11 10	1	to 18	18 EVEN		-15-				ODD		19 to 36			
	7 19 25 17 34 COLD	x2 (x) (HSTORY MIN.: 1=0,25€ MAX.: 20=	DE DO							ROULETTE 1 Spin te c					

Two Wheels Player interface:

