

QB64 Roulette

This program is a simulation of Roulette where bets are placed against a ball falling into slots of a spinning wheel.

Installation

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “QB64 Roulette” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). From the IDE, load the program “Roulette.bas” and make sure that you have the Run Option “Save EXE in source folder” checked.

[https://www.dropbox.com/s/0qjcy5e8ir863d1/QB64 Roulette.zip?dl=0](https://www.dropbox.com/s/0qjcy5e8ir863d1/QB64%20Roulette.zip?dl=0)

Playing the Game

The game plays very much like the real Roulette gambling game. At each Go, you place a number of bets and spin the wheel. Depending on where the ball falls, you win or lose. You start with \$1000 and chance dictates whether you win or lose. You will not be allowed have a negative sum or more the \$10,000. So if you reach these limits, there would be a natural end to the game. In the real casino game, the house will always make money on average and you will lose. But in this game, the odds are adjusted so that win/loss is evens on average.

The Wheel



An American-style roulette wheel is used, having both “0” and “00” slots (the original French wheel has only the “0”).

There is a one in thirty-eight probability for each slot.

The Betting Table

		0		00	
1 to 18	1 st	1	2	3	⬅
		4	5	6	⬅
EVEN	12	7	8	9	⬅
		10	11	12	⬅
	2 nd	13	14	15	⬅
		16	17	18	⬅
	12	19	20	21	⬅
		22	23	24	⬅
ODD	3 rd	25	26	27	⬅
		28	29	30	⬅
19 to 36	12	31	32	33	⬅
		34	35	36	⬅
		⬆	⬆	⬆	

Bets are place on this table. There is a large number of combinations of the slots to give different sorts of bets (described below).

At each Go, you may have up to three bets. Bets are made by selecting tokens and placing them on the betting table. There are three tokens of different value.

When a token is picked up (by mouse click), that token become temporarily slightly transparent so that you can still see where to place your bet.

Clicking on the betting table will place your net there.

The Bets

The types of allowed bet are described at Wikipedia.

<https://en.wikipedia.org/wiki/Roulette>

In this game, the “Split” type bet is not used. The reason for this is that the program already uses many lines defining each allowed bet, and also it would make placing all the allowed bets very tricky. All the other roulette bet types are allowed.

Straight Bet (bet on any single number)



A token is placed in the middle of the numbered square on the betting table. You can bet on all 38 numbers (1-36 and “0” and “00”).

Corner Bet (bet on four numbers that meet at one corner (e.g. 20-21-23-24))



A token is placed at the intersection of the four numbers.

Street Bet (bet on three consecutive numbers in a horizontal line (e.g. 28-29-30))



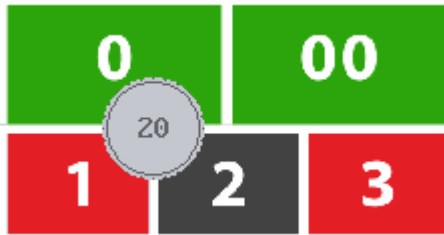
A token is placed on the arrow symbol to the right of the required row.

Double Street Bet (Bet on six consecutive numbers that form two horizontal lines (e.g. 31-32-33-34-35-36))



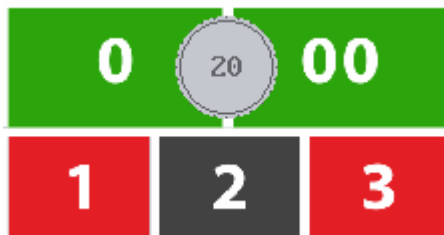
A token is placed between the arrow symbols of the two required rows.

Trio Bets (bet three numbers that involves at least one zero: 0-1-2, 0-00-2 or 00-2-3)



A token is placed at the intersection of the three numbers required.

Top Line Bet (bet on all five top numbers on the betting table: 0-00-1-2-3)



A token is placed midway between the “0” and “00” squares.

Manque (1-18) or Passe (19-36) Bets (bet on the number in the chosen range)

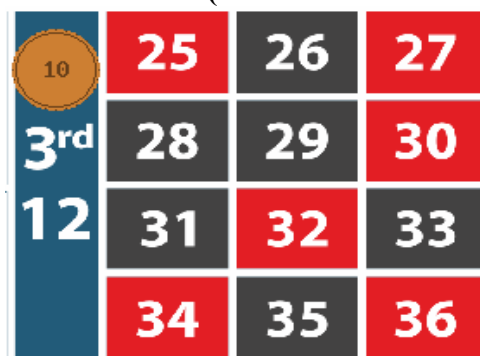


A token is placed in the box on the left-hand side of the gaming table.

Rouge or Noir (Red/Black) Bets and Pair or Impair (Even/Odd) Bets

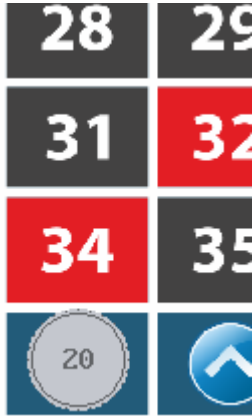
As per Manque/Passe, a token is placed in the appropriate box.

Douzaine Bets (bet that the number will be in the chosen dozen: 1-12, 13-24 or 25-36)



A token is placed in the appropriate box. When placed for this type of bet, the token will reside towards the top of the box.

Column Bet (bet that the number will be in the chosen vertical column of 12 numbers, such as 1-4-7 on down to 34)



A token is placed in the arrow box below the required column.

Snake Bet (A special bet that covers the numbers 1, 5, 9, 12, 14, 16, 19, 23, 27, 30, 32, and 34)



A token is placed on the snake symbol on the left-hand side of the betting table.

Spinning the Wheel

When you have placed your bets, click on the “Rien Ne Va Plus” box. The wheel and ball revolve in opposite directions. The ball slows down and eventually falls inward, bounces off the slots and then settles into a slot. Winning or losing is then determined.

Playing the Game

You may find some small amusement in playing the game, much as the real casino game. You may quit the game when placing bets by clicking on the “Quit” box. You can quit at any time by pressing Esc.

The image which I used for the roulette wheel has reflections. This means that when the wheel is spinning, the reflection rotate as well. So, in this game it's relativistic: the wheel is stationary but the rest of the universe is rotating around it!

I created this program as I thought that it would be interesting to try to simulate the rolling of the ball and its subsequent fall into one of the slots. And indeed that was very interesting. But playing the game seems rather dull! I do not know how the French managed to convince anybody that watching a ball fall randomly into a slot was entertaining!