CHAPTER 69E GAMING EQUIPMENT

13:69E-1.15 Dice; physical characteristics

(a) – (c) (No change)

(d) Each die used in Monopoly Live shall comply with the requirements of (a) above except as follows:

1. Each die shall be of a size no smaller than 0.775 inch on each side, with a tolerance of +/- 0.005; and

2. Be white, non-transparent, and have the six sides bearing black circular spots from one to six.

13:69E-1.13Y Monopoly Live main wheel and table; physical characteristics

(a) The main game of Monopoly Live shall be played using the main wheel and the Monopoly Live table.

(b) The main wheel shall be a circular wheel not less than five feet in diameter.

1. The rim of the main wheel shall be divided into 54 equally spaced sections with 22 sections containing the number 1, 15 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 3 sections containing the 2 Rolls game symbol, 1 section containing the 4 Rolls game symbol, and 2 sections containing the Chance game symbol. The sections shall be arranged clockwise around the rim of the wheel in the following order: 1, 2, 1, 5, 1, 2, 10, 1, 2 Rolls, 1, 2, 1, 5, 1, 2, 1, 2, 2 Rolls, 5, 1, 10, 1, 2, 1, 2, 1, Chance, 2, 1, 5, 2, 1, 2, 10, 1, 4 Rolls, 5, 2, 1, 2, 1, 2, 1, 5, 2 Rolls, 1, 10, 1, 2, 1, 5, 2, 1, Chance or as otherwise approved by the Division.

2. The wheel shall contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(c) The layout for a Monopoly Live table shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. Specific betting areas for the placement of wagers corresponding to each type of section on the main wheel: 1, 2, 5, 10, Chance, 2 Rolls, and 4 Rolls.

3. The payout odds for each of the permissible wagers; and

4. The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

(d) Each Monopoly Live table shall have a drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer.

13:69E-1.13Z Monopoly Live automated dice shaker; physical characteristics; Monopoly Live game board

(a) The 2 Rolls and 4 Rolls bonus games of Monopoly Live shall be played with two dice and an automated Monopoly Live dice shaker, which shall be capable of housing two dice that when not being shaken must be maintained within the automated Monopoly Live dice shaker.

(c) The automated Monopoly Live dice shaker shall be designed to allow the

dice to remain visible while being shaken without a dome or enclosure.
(d) Each bonus game is played with a virtual Monopoly Live game board, which is displayed when a bonus game is initiated.

CHAPTER 69F RULES OF THE GAMES
SUBCHAPTER 38 MONOPOLY LIVE
13:69F-38.1 Monopoly Live: rotation of main wheel; permissible wagers
(a) The main wheel shall be spun by the dealer in either direction. The wheel must complete at least three revolutions to constitute a valid spin.
(b) A wager shall be settled in accordance with the wager's position on the layout when the clapper comes to rest in a section of the wheel. Each numbered section of the main wheel represents the payout odds in accordance with N.J.A.C. 13:69F-38.4 for the wager placed.
(c) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall re-spin the wheel.
(d) Upon completion of the spin, if the wheel comes to rest on a section of the wheel with a number 1, 2, 5, or 10, the dealer shall first collect all losing wagers and then pay o[all winning wagers in accordance with N.J.A.C. 13:69F-38.4.
(e) Upon completion of the spin, if the wheel comes to rest on a Chance game symbol of the wheel, a cash prize or a respin with multiplier shall be triggered in accordance with N.J.A.C. 13:69F-38.2.
(f) Upon completion of the spin, if the wheel comes to rest on the 2 Rolls or the 4 Rolls games symbols of the wheel, a subsequent bonus game round shall be triggered in accordance with N.J.A.C. 13:69F-38.3.

13:69F-38.2 Chance
(a) There are two Chance game symbols on the main wheel that trigger a cash prize or a respin with multiplier. If the clapper rests on the Chance game symbol, either a cash prize or a respin with multiplier event occurs randomly. During Chance, players who wager on any bet spot can participate and win.
(b) If a cash prize event occurs, cash prizes are calculated based on a player's total wager and the value of the cash prize multiplier.
1. The possible values for the cash prize multiplier are 1x, 2x, 3x or 4x.
2. If one of the cash prize multipliers is awarded, then the game round is over and the game result is displayed for each player.
(c) If a respin with multiplier event occurs, a respin multiplier value is applied after the respin or bonus game is completed.
1. The possible values for the respin multipliers are 2x, 5x, or 10x.
2. Once a respin multiplier value has been generated, all wagers remain in place and no new wagers shall be allowed.
3. The wheel is respun, and the outcome of the respin determines the winning wager.

4. If the respin lands on the Chance game symbol again, then a cash prize is awarded according to N.J.A.C. 13:69F-38.2(b)(1).
5. If the outcome of the respin is a 2 Rolls or 4 Rolls bonus game, then the players who placed a wager on the corresponding bet spot enter a bonus game and the respin multiplier is applied to the result of the bonus game.

13:69F-38.3 2 Rolls and 4 Rolls bonus games
(a) When the clapper rests on sections with a 2 Rolls or 4 Rolls game symbol, a bonus game round is initiated. During a bonus game, all players observe the bonus game, but only the players that have placed a wager on the corresponding bet spot can participate and win prizes in the bonus game.
(b) When a bonus game round is initiated, a virtual Monopoly Live game board is displayed.
(c) Two six-sided dice are rolled in the automated Monopoly Live dice shaker, and the sum of the two dice determines the number of spots a player moves on the Monopoly Live game board.
1. If a player lands on the "Go to Jail" tile, the player is immediately moved to the "Jail" tile.
2. If both dice land on the same value, the player is deemed to have rolled a double and is awarded one additional roll, except that:
i. If the player rolls a double while on the "Jail" tile, the player gets out of Jail and moves forward the sum of the two dice, but no additional roll is awarded.
(d) Tiles of the Monopoly Live game board may be assigned a multiplier value. The multiplier value ranges from 1x to 500x the bonus game wager.
1. Tiles marked "Income Tax," "Super Tax," "Jail," and "Go to Jail" are not assigned multiplier values.
2. If a player lands on a tile marked "Chance" or "Community Chest," a multiplier value is chosen at random for the player.
i. The possible values for the multipliers are 3x, 5x, 10x, or 15x.
(e) The maximum number of dice rolls for the 2 Rolls and 4 Rolls bonus games are as follows:
1. Six dice rolls for a 2 Rolls bonus game.
2. Ten dice rolls for a 4 Rolls bonus game.
(f) The bonus game round ends once all available dice rolls are completed.

13:69F-38.4 Payout odds
(a) All bets are paid on a 'to one' basis according to the odds of the wager itself. For example, the payout odds for sections with the number 2 are 2 to 1. For segments on the main wheel with numbers, payout odds correspond to the winning number as follows, and no casino licensee, its employees or agents shall pay o[winning wagers at the main game of Monopoly Live at less than the odds listed below:

Result	Payout Odds
1	1 to 1
2	2 to 1
5	5 to 1
10	10 to 1

(b) If upon completion of the spin the wheel came to rest on a Chance game symbol of the wheel, Chance shall be played to determine the winning wager payout odds in accordance with N.J.A.C. 13:69F-38.2.

(c) If upon completion of the spin the wheel came to rest on a bonus game section of the wheel, the bonus game shall be played to determine the winning wager payout odds in accordance with N.J.A.C. 13:69F-38.3.

(d) Notwithstanding (a), (b), and (c) above, if a respin multiplier was triggered in accordance with N.J.A.C. 13:69F-38.2(c), then the winning payout odds shall be applied in accordance with this section. For example, if a respin multiplier results in 5x on the 5 betting position, winning bets on the 5 would be paid at odds of 25 to 1. Similarly, if a bonus game results in a winning payout of 10x (10 to 1) and the respin multiplier during the base game resulted in 5x, then the winning wager would be settled as odds of 50 to 1.