

Rocket Dice

Description

Dice has always been an ancient game and is considered to be one of the most famous nowadays. The principle of the game didn't change much since.

Dices are the main tool for the game. A dice has six playing faces numbered from 1 to 6. During the game dices are rolled, then the points are calculated, which determine the winner.

House edge is 1%.

Rules

Two dices are used in the game. The goal of the game is to guess if the roll of two dices will be higher or lower than that chosen number. The player makes a bet, chooses any number from 2 to 12 as well as chooses «over» or «under». Afterwards two dices are rolled. Bets will be resolved according to whether the player made a winning bet on the roll of the dice.

Betting

To choose the bet value, use the +, -, **Max**, **Min** buttons.

Choose any number from 2 to 12 by using ↑ and ↓ buttons on the playing field of the table. Also choose **Under** or **Over** button.

The **multiplier** field displays the bet multiplier in case of winning.

Roll

Click the **Roll** button or hit the cup to roll the dice.

Auto Play mode

Click the **Auto Play** button to choose the number of auto rolls, bet multiplier settings. Click the **Start** button to initiate a series of roll repeats. During auto play a window is displayed on the playing field to inform about the current series of shots. After the chosen number of rounds has been played, Autoplay stops automatically.

To stop the auto rolls use the **Stop** button.

Results

Winning payouts are made according to the Paytable. On **win** there is a corresponding multiplier applied to the bet value. Result is added to the balance sheet. On **lose** the bet is deducted from the balance. Each roll result is displayed at stats table on the playing field.

Risk game

Risk game gives a chance of 50/50 to increase the amount of win by **risking** after every effective throw.

Risk game option becomes available after each winning throw. To enter the risk game, click **Risk** button.

At the beginning of the risk-round player must choose three of the six possible numbers.

Click on the dices on the game field to select the values. You can also use the shortcut buttons: repeat, invert, even, odd.

Once chosen click the **Roll** button or hit the cup to roll the dice. One dice participates in the roll comparing to regular round. If the value is the same as one of the chosen before – the player wins.

In case of the winning, the main prize is increased (x2) and player has opportunity to risk and win again until reaching the max bet limit in the game. If you win, you can collect your winning amount or risk to increase it again. To collect your win and return to the main game, click **Take** button.

If you lose, the risk game round will stop automatically and you will return to the main game.

Paytable

Result	Payoff	Result
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Over 2	1.01X	Under 12
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Result Payoff Result

Over 3 1.07X Under 11
Over 4 1.18X Under 10
Over 5 1.36X Under 9
Over 6 1.68X Under 8
Over 7 2.35X Under 7
Over 8 3.53X Under 6
Over 9 5.88X Under 5
Over 10 11.8X Under 4
Over 11 35.3X Under 3

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires “Collect” - “Collect” will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.