

Basic Rules for Crown & Anchor Spin Wheel Game

This is a fast paced game in which any number of players play against a “dealer”.

A special wheel is used that is divided into different spaces, each marked with a combination of three symbols of the following kinds: crown, anchor, heart, spade, diamond, and club.

These symbols also appear in a diagram or "board" in front of the dealer.

Each player puts a wager on one or more of the symbols on the dealer’s board.

The dealer then spins the wheel, and pays out the result of the spin.

The payout is as follows:

Example : Player puts a coin on “Anchor”

If there are no anchors in the winning space they lose their coin

If there is one anchor in the winning space they get their coin back and another coin

If there are 2 anchors in the winning space they get their coin back and another 2 coins

If there are 3 anchors in the winning space they get their coin back and another 3 coins

Players can put a wager on more than one symbol, which can get confusing, so if you are the dealer concentrate on paying the board, not the player. Players will keep track of where they place their bets.