ROULETTE GAME & SPECIAL BETS

Description

CONTENTS

ROULETTE GUI (0/00/000)

In the Roulette game, players place their bets on a number or a series of numbers.

The numbers on the roulette wheel are not ordered but are staggered, with alternating red and black colors to create random effect. A ball is launched around the upper perimeter of the wheel, spins until it slows down, and eventually falls into one of the pockets.

The objective of the Roulette game is to predict which number or color the ball will land on after each spin.

Interblock Roulette is supported in the following game modes: Live, Auto, Video or InternalRNG.
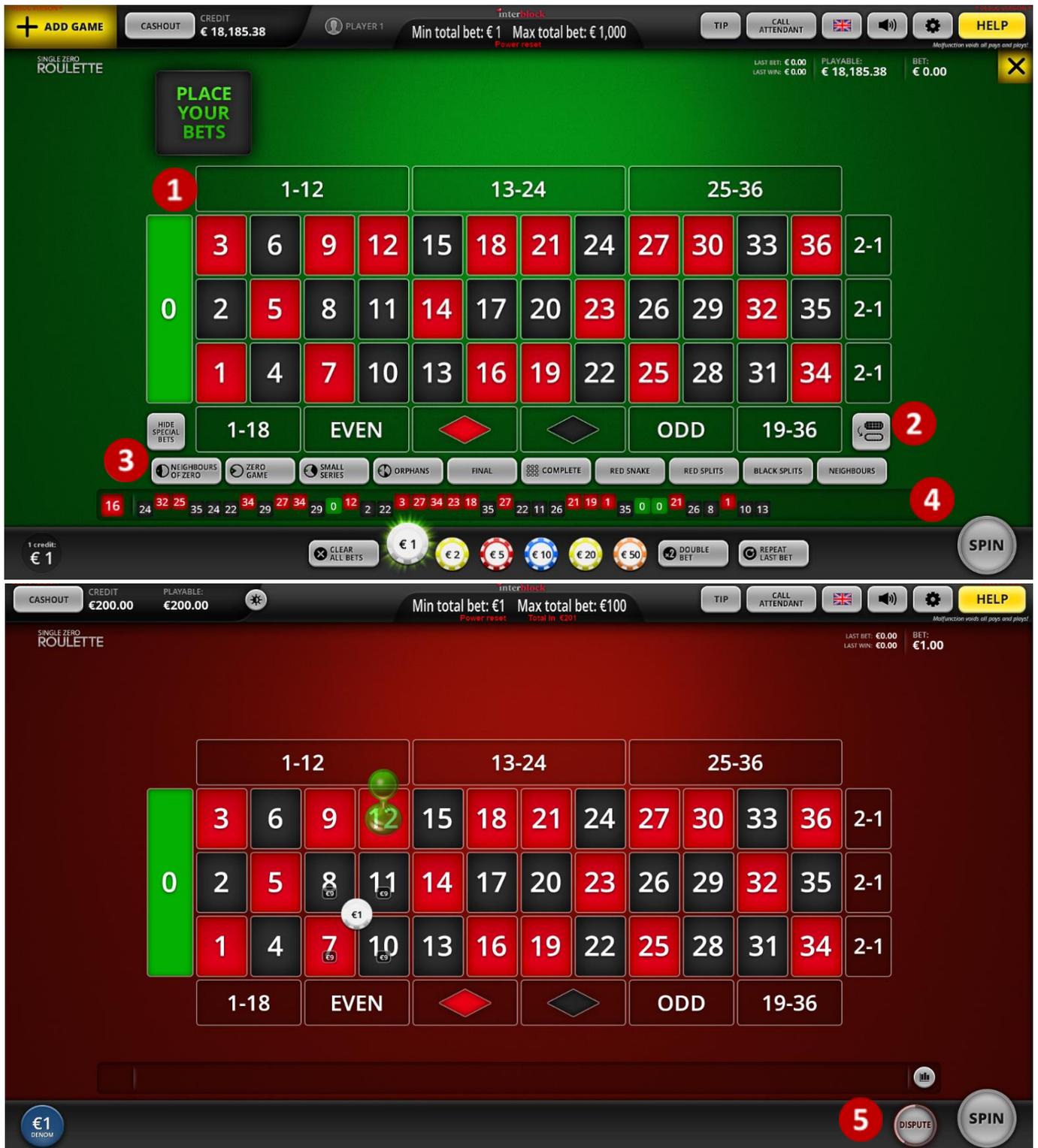
1 **Roulette Table**

A table where the players places their betting chips. Interblock offers three types of the Roulette game: Single, Double and Triple zero.

2 **Wheel bet view Button**

Changes the table layout to wheel bet view, where the numbers are placed in a circular order as they appear on the Roulette wheel. On the wheel bet layout, the player can place bets on single numbers and four sector bets described in point 3.

3 **Specials bets/Hide special bets**

The player can hide the special bets by pressing the "Hide special bets" button.
Special bets include:
- 4 sector bets: Neighbors of Zero (Neighbors of Big Zero for the Roulette 000), Zero game (Big Zero game for the Roulette 000), Small series, Orphans,
- 6 other bets: Final, Complete, Red Snake, Red Splits, Black Splits and Neighbors.

4 **Last 50 results**

Displays last 50 winning numbers.

5 **Dispute button (optional)**

If the player believes there is an error, they can dispute the current deal outcome. Disputing an outcome will halt the game until the dealer (or the supervisor) can resolve the dispute in a satisfactory manner. A dispute can be made at any time during a game round. Outcomes cannot be disputed retroactively. At the end of a game round, the dispute button will remain active for a pre-set amount of seconds. Once the dispute timer runs out, all results are final.

NOTE: Dispute is only possible on live tables with the Croupier Interface.

To enable the dispute option:

- **G4Settings → Center.ini → Croupier Interface → Enable player dispute → True**
- **G4Settings → Center.ini → Croupier Interface → Enable two step result confirmation → 0**

NOTE: The information shown above is for the Single zero Roulette game.

The GUI for the Double and Triple zero game is the same, the only difference is that the zero betting field is split in two (or three) and contains additional zeros (see the following pages).

The sector bets are not a part of the Double zero Roulette game (except for the Belgian Double zero layout).

PERMANENT FEATURES AND ELEMENTS OF THE GLOBAL VERSION SW

Besides the "Add/Remove game" and "Help" buttons, the Global Version gaming interface has some other constant features and elements that are present in every game. Regardless of the game, these interface elements remain the same and in some limited cases vary only in minor design traits.

1 Cashout

When no bets are on the table, pressing this button will pay out the player's credit using the ticket printer or hand pay, if the credit exceeds the limit for ticket payouts.

2 Interface controls

- **Credit, credits opacity**
    - **Credit:** Displays player's total credits.
    - **Credits opacity (button):** Reduces the visibility of the player's credits and their last bets, wins and the playable amount.
- **Tip:** Sends a tip to the attendant.
- **Call attendant:** Signals the attendant of the gaming device to assist the player (depending on casino's needs the button's inscription can also read "Concierge" or "Call Service"). You can also use the button to access the Operator menu whilst using an RFID card.
- **Flags (languages):** Changes the language of the entire interface to that of the chosen flag.
- **Sound:** Controls the game sound volume.

- **Options menu**

    - **Reserve table:** Players can reserve a table for a set amount of time with either no PIN, a personal PIN or a randomly generated PIN.
    - **Show Bet Limits:** Enabling this option will show pop-up windows in all the wagering fields. Minimum bet in red, maximum bet in green and maximum possible win in yellow.
    - **Show Winnings:** As the user places their bets, the possible winnings are displayed for each bet.
    - **Values In:** This option allows the player to toggle between showing a currency format or a credits format for the playable credit information, current bet, last bet and last win.

- **Help:** Displays the Dynamic Help screen.

3 **Main Information Display**

Displays information on when to start placing bets, when to hurry up and when bets are closed. There is also a space for Play Station error messages at the bottom of this window.

4 **Betting information**

This information can be made less visible by using the brightness button next to the amount of credits available.

- **Last Win:** Displays the amount won in the previous game.
- **Last Bet:** Displays the last bet.
- **Playable:** Displays the available betting amount.
- **Bet:** Displays current wagered amount.

5 **Denomination button**

Sets the value of one credit and consequently the value of the game. The selected value of one credit is displayed on the denomination button.

6 **Chips**

Six or four chips with different nominal values are available for betting, except in Poker, Party Animals & Bingo. Values assigned to the chips are defined by the nominal value of one credit.

7 **Deal/Play/Roll/Spin button**

This button initiates gameplay (rolling of the dice, spinning of the wheel etc.) and varies only in design and the button inscription.

Clear all bets, Double bet & Repeat last bet

Global Version offers players the chance to clear all their active bets, to double their wager or repeat last bet:

- **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed twice, all bets are removed from the table.
- **Double bet:** Doubles all bets on the table. If doubling all bets exceeds the player's playable credit, only the first few bets will be doubled until the playable credit limit is reached.
- **Repeat last bet:** Repeats bets from the last game round. If there is no previous game round, it can repeat bet from the last game round across multiple games of the same type.[1] This button can be set to auto repeat, if pressed for more than 3 seconds and confirming that decision. When the game runs from the Internal RNG, we offer an additional Keep Bets On setting, which places the bets back on the betting field automatically, but does not start a new game cycle. This setting may be subject to jurisdictional rules.

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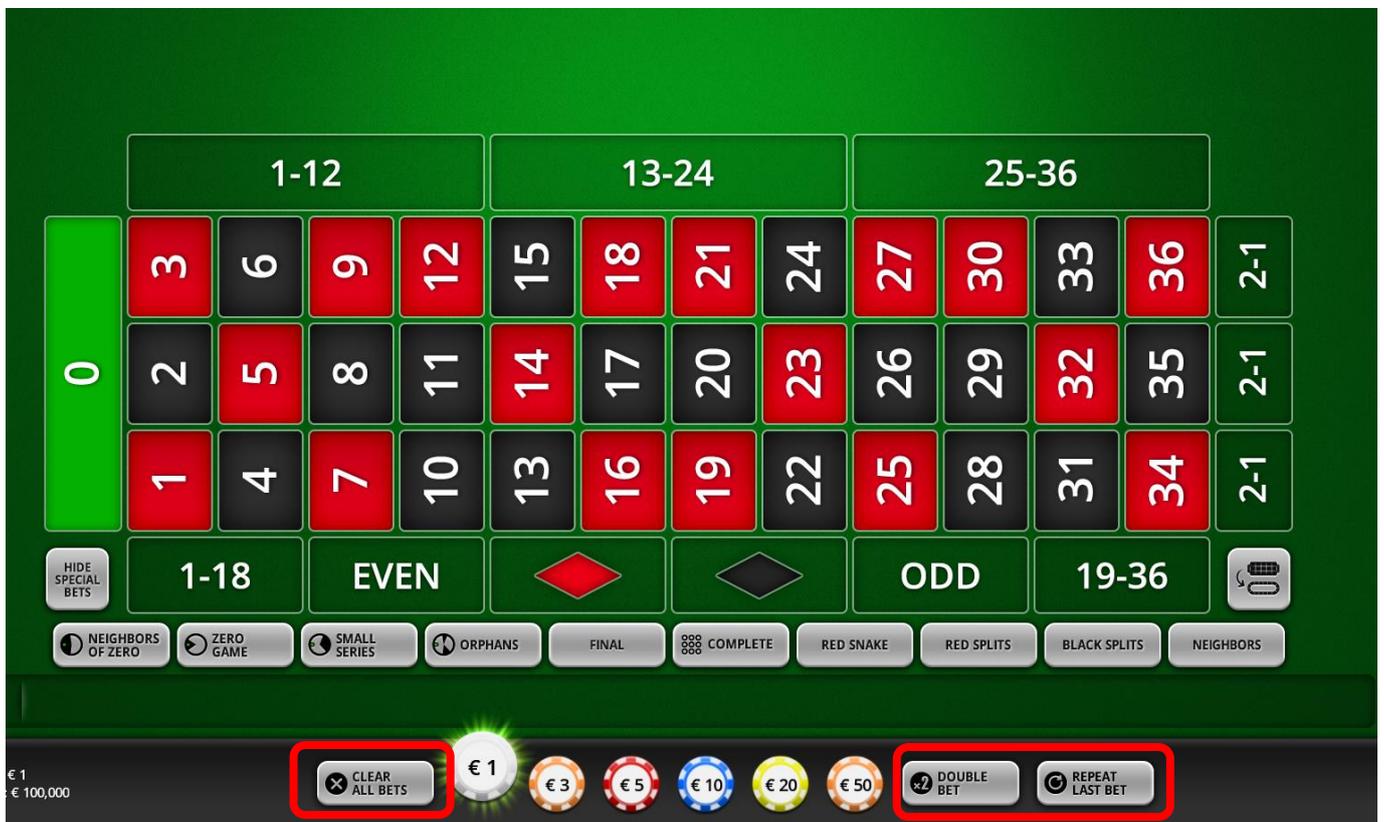
[1] See **DESC_DIA_Save Recall Bets and Repeat Bets in Multiplay Mode** for more detail.

VIDEO ROULETTE

The physical roulette wheel is replaced by a video display, where the playing surface and the roulette wheel is shown. Results are generated internally, using our certified Random Numbers Generator (Internal RNG) module.

Key features of the Video Roulette:

- **Internal RNG (random numbers generator) module**

The Internal RNG is a standalone module which simulates center behavior. We use this in combination with the Multigame software for games that do not have an external center connection (no physical results generator). This is a highly advanced and secure module that has been certified by many gaming laboratories, which ensures that the casino and players can trust our products to deliver random results with no influence on the final outcome.
This module replaces the "Video Center" software as the results generator. "Video Center" was used in the previous generation of Video generators.

- **Less restrictive game setup**

Unlike the regular, physicall Roulette game, the video generated variant offers considerably more freedom for the customer in regards to the gameplay time.

- **Settings on the center/stations**

Game time, hurry up time.
With these, the betting time can be altered to provide the player with a more relaxed game experience. These times can also be shortened to a minimum, if the players would like a faster paced game.

- **Settings for the PID**

The PID configurations offers 3, 7 or 15 seconds long animations. These are shown after the center sends the game result to the PID. After the animation is completed, the PID sends a message to the center that confirms the results have been shown. With that completed, the center then sends the results to the connected stations.

By adjusting the animation timings, the gameplay can be made slower or faster, depending on what the players prefer.

NOTE: These changes should be performed only by trained personel and within jurisdictional limits.

Here are some examples of how this product can be incorporated into a casino:

- Stadium setups with the addition of a Video Roulette. Incorporate the video generator into an existing Stadium setup and generate the Roulette game without a need for an additional center. The game itself can be shown on the existing PIDs.
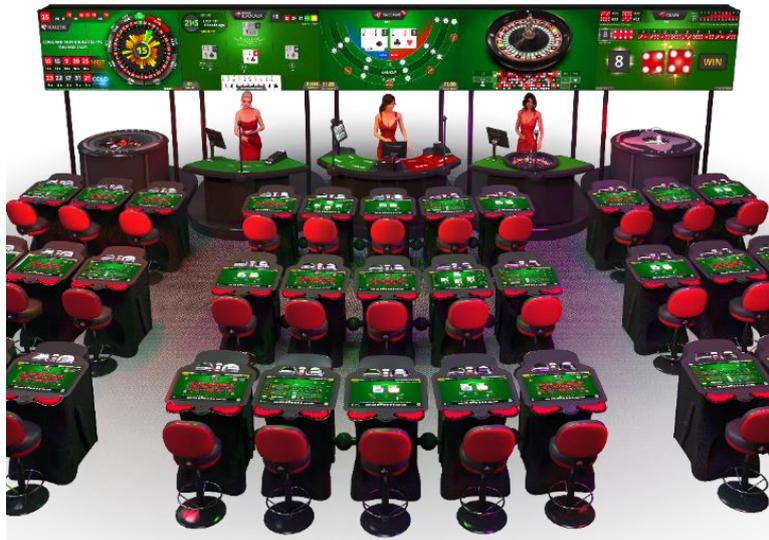
- A standalone Video Roulette running on the Universal Standalone Video device, with added Play Stations:

This product allows the casino operator to have a standalone, video generated Roulette game. It can also be incorporated it into a Stadium environment or connected to an automated Roulette configuration.
With this product, the players can be offered a multiplayer experience, where any number of players can play the same game with the same video generated results.
The device itself consists of a computer (or computers) hidden in the pedestal, a 55" game display, a 15,6" denomination display and signage. It is available as a single sided or as a double sided version.

- **PID (player information display) content**

Universal Standalone Video (with Virtual Dealer):

GOLDEN BALL ROULETTE

The Golden Ball Roulette is a standard Roulette game with an additional golden ball released from the generator at random intervals. This is a unique, standalone product with the option to play a regular Roulette game. There are several different variations of the game that can be enabled on the gaming machine.

Golden Ball Mystery variation 3

Unlike variations 1 and 2, the Golden Ball Mystery special bet variation 3 wins, if the roulette ball lands on one of the four randomly selected roulette numbers represented by the letters G, O, L and D.

There are variations of the Mystery variation 3 special bet:

1. **White ball pays** – in which, if a white ball is spun out and lands on one of the generated numbers, the player is paid 1:1.
2. **White ball is a push** – in which, if a white ball is spun out and lands on one of the generated numbers, the bet is a push.
3. **White ball loses** – in which the white ball being spun out means an automatic loss.

In all three variations, the golden ball being spun out carries with it a payout, in case of a win. Another feature all three variations have in common is that all any other winnings will be paid out regardless of the ball color.

White ball loses

Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage. Values for the G, O, L and D numbers are generated, but not shown.

Outcomes:

a. White ball is launched

- No action, player loses the special bet.
- All other bets on the Roulette are paid normally.

b. Golden ball is launched

- If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner
- All other bets on the Roulette are paid normally

White ball pushes

Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage. When the bet is locked, 4 random numbers are generated on the G O L D sign in a slot machine like style.

Outcomes:

a. White ball is launched

- If the winning number from the Roulette Wheel matches one of the generated letters/numbers, the special bet is pushed.
- All other bets on the Roulette are paid normally.

b. Golden ball is launched

- If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner
- All other bets on the Roulette are paid normally

White ball pays

Once the special bet timer runs out, the placed bet is locked; a padlock icon appears on the chip. This happens before the main timer reaches the NO MORE BETS stage. When the bet is locked, 4 random numbers are generated on the G O L D sign in a slot machine like style.

Outcomes:

a. White ball is launched

- If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner.
- The player receives a 1:1 payout.
- All other bets on the Roulette are paid normally.

b. Golden ball is launched

- If the winning number from the Roulette Wheel matches one of the generated letters/numbers, it's a winner
- All other bets on the Roulette are paid normally

LUCKY NUMBER GOLDEN BALL

The Lucky Number Golden Ball game is the regular Roulette game with an additional Golden Ball Special bet. The special bet wins, if the golden ball will spin on the roulette wheel in the following game.

- If the Golden Ball is spun out, the player immediately wins. If not, they lose the special bet.
- If the Golden Ball is spun out and the winning number matches their lucky number, the win is much higher; for example, 250 to 1.

LUCKY BALL ROULETTE

Lucky Ball Roulette is an exciting addition to the Interblock Roulette game. With a payout of up to 500 to 1 and a high frequency of lucky ball occurrence, players will be enticed into betting on the Lucky Ball special bet on every spin.

Players are provided with the option to either select their own lucky number or have the number be automatically selected for them. The special bet is played if the chips are placed in the "Bet Here" place. To select another lucky number, the player must reposition the lucky ball token on their screen by dragging and dropping it to a desired betting field. The special bet can be placed, changed (pressing the "Change Lucky Number" or removed up until the game timer runs out and the bets are closed.

The lucky ball event occurs randomly and is not indicated by any specific ball of a different color. To distinguish the lucky ball from a regular one, background colors in a distinctive color as well as a different light animations turn on when the lucky event appears.

The Lucky Ball event GUI announcement

The centrally controlled light animation is accompanied by sounds, specifically designed for the Lucky Ball special bet. Once displayed in the station's History bar, outcomes hit by the lucky ball will be added a lucky ball icon next to them as show in the example below.

Lucky Ball landing in the selected pocket

MAIN GAME PAYOUTS

Roulette 0

EL0201 – Regular							
RTP 97.30 – 97.30							
STRAIGHT UP	SPLIT	STREET	CORNER	SIX LINE	12 NUMBERS	18 NUMBERS	SPLIT COLUMN/DOZEN
36 x bet	18 x bet	12 x bet	9 x bet	6 x bet	3 x bet	2 x bet	1.5 x bet
35 + 1	17 + 1	11 + 1	8 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

EL0202 – Straight and split paid on for basis							
RTP 91.89 – 97.30							
STRAIGHT UP	SPLIT	STREET	CORNER	SIX LINE	12 NUMBERS	18 NUMBERS	SPLIT COLUMN/DOZEN
35 x bet	17 x bet	12 x bet	9 x bet	6 x bet	3 x bet	2 x bet	1.5 x bet
34 + 1	16 + 1	11 + 1	8 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

EL0203 – La Partage rule							
RTP 97.30 – 98.65							
STRAIGHT UP	SPLIT	STREET	CORNER	SIX LINE	12 NUMBERS	18 NUMBERS	SPLIT COLUMN/DOZEN
36 x bet	18 x bet	12 x bet	9 x bet	6 x bet	3 x bet	2 x bet or ½ x bet (on 0)	1.5 x bet
35 + 1	17 + 1	11 + 1	8 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

Roulette 00

				EL0301 - Regular				
				RTP 92.11 – 94.74				
STRAIGHT UP	SPLIT	STREET	CORNER	5 NUMBERS	SIX LINE	12 NUMBERS	18 NUMBERS	SPLIT COLUMN/ DOZEN
36 x bet	18 x bet	12 x bet	9 x bet	7 x bet	6 x bet	3 x bet	2 x bet	1.5 x bet
35 + 1	17 + 1	11 +1	8 + 1	6 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

				EL0302 – Straight and split paid on for basis				
				RTP 89.48 – 94.74				
STRAIGHT UP	SPLIT	STREET	CORNER	5 NUMBERS	SIX LINE	12 NUMBERS	18 NUMBERS	SPLIT COLUMN/ DOZEN
35 x bet	17 x bet	12 x bet	9 x bet	7 x bet	6 x bet	3 x bet	2 x bet	1.5 x bet
34 + 1	16 + 1	11 +1	8 + 1	6 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

				EL0304 – La Partage rule				
				RTP 92.11 – 97.37				
STRAIGHT UP	SPLIT	STREET	CORNER	5 NUMBERS	SIX LINE	12 NUMBERS	18 NUMBERS	SPLIT COLUMN/ DOZEN
36 x bet	18 x bet	12 x bet	9 x bet	7 x bet	6 x bet	3 x bet	2 x bet or ½ x bet (on 0 or 00)	1.5 x bet
35 + 1	17 + 1	11 +1	8 + 1	6 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

Roulette 000

EL01801 - Regular								
RTP 89.74 – 92.30								
STRAIGHT UP	**SPLIT**	**STREET**	**CORNER**	**5 NUMBERS**	**SIX LINE**	**12 NUMBERS**	**18 NUMBERS**	**SPLIT COLUMN/ DOZEN**
36 x bet	18 x bet	12 x bet	9 x bet	7 x bet	6 x bet	3 x bet	2 x bet	1.5 x bet
35 + 1	17 + 1	11 +1	8 + 1	6 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

EL01802 – La Partage rule								
RTP89.74 – 94.87								
STRAIGHT UP	**SPLIT**	**STREET**	**CORNER**	**5 NUMBERS**	**SIX LINE**	**12 NUMBERS**	**18 NUMBERS**	**SPLIT COLUMN/ DOZEN**
36 x bet	18 x bet	12 x bet	9 x bet	7 x bet	6 x bet	3 x bet	2 x bet or ½ x bet (on 0, 00 or 000)	1.5 x bet
35 + 1	17 + 1	11 +1	8 + 1	6 + 1	5 + 1	2 + 1	1 + 1	0.5 + 1

GOLDEN BALL PAYOUTS

Roulette 0

Lucky Number

Paytable	RTP	Outcome	Lucky Number	Hit Frequency
084	89.19%	White Ball	Loses	1 in 15
		Golden Ball	3:1	
		Lucky Number	350:1	

Golden Ball - Mystery 3

Paytable	RTP	White Ball Loses				Hit Frequency
		G	O	L	D	
150	90.27%	100:1	30:1	22:1	11:1	1 in 5
151	90.27%	150:1	90:1	60:1	30:1	1 in 10
152	90.81%	250:1	125:1	80:1	45:1	1 in 15
160	85.95%	100:1	30:1	15:1	10:1	1 in 5
161	85.14%	150:1	80:1	55:1	26:1	1 in 10
162	85.41%	250:1	125:1	65:1	30:1	1 in 15
170	80.54%	100:1	20:1	15:1	10:1	1 in 5
171	80.81%	150:1	80:1	40:1	25:1	1 in 10
172	80.90%	250:1	100:1	60:1	35:1	1 in 15

Paytable	RTP	White Ball Pushes				Hit Frequency
		G	O	L	D	
145	90.27%	100:1	25:1	15:1	7:1	1 in 5
146	90.54%	150:1	75:1	50:1	20:1	1 in 10
147	90.09%	250:1	100:1	60:1	30:1	1 in 15
148	90.54%	125:1	75:1	60:1	35:1	1 in 10
149	90.09%	200:1	125:1	80:1	35:1	1 in 15
155	85.41%	100:1	20:1	12:1	6:1	1 in 5
156	85.14%	150:1	65:1	40:1	20:1	1 in 10
157	85.59%	250:1	90:1	50:1	25:1	1 in 15
158	85.14%	125:1	65:1	50:1	35:1	1 in 10
159	85.59%	200:1	120:1	60:1	35:1	1 in 15
165	81.08%	100:1	15:1	10:1	5:1	1 in 5
166	81.08%	150:1	65:1	30:1	15:1	1 in 10
167	80.18%	200:1	100:1	60:1	25:1	1 in 15
168	81.08%	100:1	75:1	50:1	35:1	1 in 10
169	80.18%	200:1	90:1	60:1	35:1	1 in 15

Paytable	RTP	White Ball Pays 1:1				Hit Frequency
		G	O	L	D	
143	90.81%	150:1	60:1	35:1	15:1	1 in 10
144	90.27%	200:1	100:1	55:1	30:1	1 in 15
153	85.41%	150:1	50:1	25:1	15:1	1 in 10
154	85.77%	200:1	80:1	50:1	30:1	1 in 15
163	80.54%	125:1	50:1	30:1	14:1	1 in 10
164	80.36%	200:1	80:1	35:1	15:1	1 in 15

Lucky Ball

NOTE: Only the highest win pays.

Paytable	RTP	Outcomes		Hit frequency
		Lucky Ball	Lucky Number	
203	80.81%	2:1	190:1	10 in 1
204	80.18%	3:1	300:1	15 in 1
205	80.00%	5:1	375:1	20 in 1
206	80.81%	10:1	500:1	30 in 1
207	83.51%	2:1	200:1	10 in 1
208	84.68%	3:1	325:1	15 in 1
209	85.41%	5:1	415:1	20 in 1
210	85.32%	10:1	550:1	30 in 1
211	90.54%	3:1	190:1	10 in 1
212	91.17%	4:1	325:1	15 in 1
213	90.27%	6:1	415:1	20 in 1
214	90.81%	11:1	575:1	30 in 1
231	80.54%	2:1	40:1	5 in 1
232	85.95%	2:1	50:1	5 in 1
233	91.35%	2:1	60:1	5 in 1

Roulette 00

Lucky Number

Paytable	RTP	Outcome	Lucky Number		Hit Frequency
093	87.54%	White Ball	Loses		1 in 15
		Golden Ball	3:1		
		Lucky Number	350:1		

Golden Ball - Mystery 3

Paytable	RTP	White Ball Loses				Hit Frequency
		G	O	L	D	
180	90.53%	100:1	35:1	22:1	11:1	1 in 5
181	90.53%	150:1	100:1	60:1	30:1	1 in 10
182	90.18%	250:1	150:1	75:1	35:1	1 in 15
190	85.26%	100:1	30:1	18:1	10:1	1 in 5
191	85.26%	150:1	80:1	60:1	30:1	1 in 10
192	85.97%	250:1	125:1	75:1	35:1	1 in 15
200	80.53%	100:1	24:1	15:1	10:1	1 in 5
201	80.26%	150:1	75:1	50:1	26:1	1 in 10
202	80.53%	250:1	100:1	70:1	35:1	1 in 15

Paytable	RTP	White Ball Pushes				Hit Frequency
		G	O	L	D	
175	90.53%	100:1	25:1	17:1	10:1	1 in 5
176	90.26%	150:1	85:1	45:1	23:1	1 in 10
177	90.53%	250:1	100:1	70:1	35:1	1 in 15
178	90.79%	125:1	85:1	60:1	35:1	1 in 10
179	90.35%	200:1	120:1	100:1	35:1	1 in 15
185	85.26%	100:1	25:1	10:1	7:1	1 in 5
186	85.53%	150:1	75:1	40:1	20:1	1 in 10
187	85.09%	250:1	100:1	50:1	25:1	1 in 15
188	85.53%	125:1	75:1	50:1	35:1	1 in 10
189	85.09%	200:1	125:1	65:1	35:1	1 in 15
195	81.58%	100:1	20:1	10:1	5:1	1 in 5
196	80.26%	150:1	75:1	25:1	15:1	1 in 10
197	80.70%	200:1	100:1	75:1	25:1	1 in 15
198	80.26%	100:1	80:1	50:1	25:1	1 in 10
199	80.70%	200:1	100:1	65:1	35:1	1 in 15

Paytable	RTP	White Ball Pays 1:1				Hit Frequency
		G	O	L	D	
173	90.26%	150:1	65:1	35:1	17:1	1 in 10
174	90.53%	200:1	100:1	65:1	25:1	1 in 15
183	85.97%	150:1	60:1	25:1	15:1	1 in 10
184	85.26%	200:1	100:1	50:1	20:1	1 in 15
193	80.53%	125:1	60:1	30:1	15:1	1 in 10
194	80.88%	200:1	100:1	30:1	15:1	1 in 15

Lucky Ball

NOTE: Only the highest win pays.

Paytable	RTP	Outcomes		Hit frequency
		Lucky Ball	Lucky Number	
215	75.53%	2:1	175:1	10 in 1
216	78.77%	3:1	300:1	15 in 1
217	75.39%	5:1	350:1	20 in 1
218	76.40%	9:1	500:1	30 in 1
219	80.79%	2:1	195:1	10 in 1
220	80.88%	4:1	275:1	15 in 1
221	81.97%	5:1	400:1	20 in 1
222	82.89%	11:1	500:1	30 in 1
223	85.26%	3:1	175:1	10 in 1
224	85.26%	4:1	300:1	15 in 1
225	86.84%	6:1	400:1	20 in 1
226	86.14%	12:1	500:1	30 in 1
227	90.53%	3:1	195:1	10 in 1
228	91.75%	5:1	300:1	15 in 1
229	91.71%	7:1	400:1	20 in 1
230	89.39%	13:1	500:1	30 in 1

Document version:	1.2.1
Document date:	March 1, 2024

Document Revisions	
1.0	Initial document – created from multiple HTP and special bet description (Lucky Number, Mystery 3, Lucky Ball)
1.1	Added paytables for the main Roulette game
1.2	(RDRQ-2686) Corrected LuckyBall Paytable 211, corrected white ball pushes for GB Mystery 3, updated contacts.
1.2.1	Special Washington version where "side bet" is replaced with "special bet", updated addresses and disclaimer, rearranged versioning table, contacts and disclaimer to match newer document style (PI-3432)

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