

# HOW TO PLAY BACCARAT

Baccarat is a card game where the object is to obtain a hand with a point total value that equals nine, or closest to nine. Each card has a specific value: Aces are worth one, ten/Jack/Queen/King are worth zero, and each card less than ten is worth its face value. Depending on the point total of the first two dealt cards, a third card can also be dealt for Player and for Banker. If the Player or Banker bet wins, the bet will pay 1:1. In the event of a tie, the bet will pay 8:1.

## PLACING YOUR BETS

- Insert currency or tickets to receive credits.
- Select the desired denomination by touching the value chip, then touching the denomination to any available bet position on the table layout. Increase any bet by touching the bet location again or by touching a higher value in the chip set. To remove bets one at a time, press the **'Undo'** button.
- Increase any bet by touching a chip denomination and touching the bet location multiple times. Double your bets by pressing the Double Bet button. Use the Eraser function to remove bets one at a time.
- To repeat the same bets as your previous game, press the **'Repeat Bet'** button.



\*Malfunction voids all pays and plays.

CASINOS  
BC

# TYPES OF BETS

There are over 40 betting options to choose from, including new straight up bets, side bets, and the traditional Baccarat bets:

**28 new STR8-UP Bets:** Can be awarded on the winning point total for Player, Banker, or Tie.

## SIDE BETS

**Player Pair/Banker Pair:** Awarded when the first two player or banker cards are of the same rank.

**Kirin Bet:** Awarded when the player wins with a three-card 8.

**Phoenix Bet:** Awarded when the Banker wins with a three-card 7.

**Majestic Match Bet:** Awarded if the first two cards are suited. Payouts increase if the first two cards are a suited King and Queen.

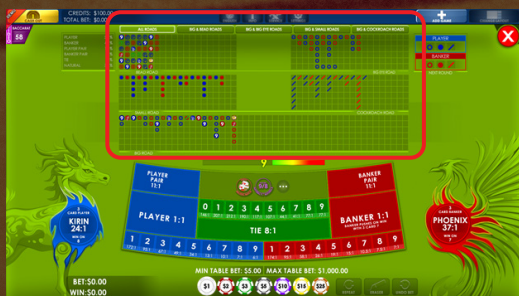
**Lucky 6 Bet:** Awarded if the Banker hand wins with a 6. Payouts increase if Banker hand wins with a three-card 6.

**Bad Beat Baccarat Side Bet:** Adds side bet options on bad beats. A bad beat is defined as a margin of victory of one. Offers multiple ways to win.

**Bad Beat Baccarat Super Shots Bet:** Individual bets that are awarded with a three-card 9 over three-card 8, a natural 9 over natural 8, or any 8 over 7.

## TRACKING TRENDS

Trend information can be found at the top of the player screen and can assist with making bets and includes frequency of Player and Banker wins, Ties, and Pairs. This game is random and that trends do not affect the outcome of the hands that will be dealt.



\*Malfunction voids all pays and plays.



# BACCARAT ROADS

Baccarat roads provide players a view of the preceding winning hands. The most common are the Bead Plate, the Big Road, the Big Eye Boy Road, the Small Road, and the Cockroach Road.



**Bead Plate Road:** Contains at least 6 rows and 12 columns. A winning Banker hand is red, a winning Player hand is blue, and a tie is green. Hands are recorded from the top left corner, moving down one row at a time, and starting again at the top of the next column to the right.

**Baccarat Big Road:** Usually 6 rows high. Hands are recorded from the top left corner and continuing down the column. A winning Banker hand is red, a winning Player hand is blue, and a tie is recorded with a green line through the last entry. Each time the winning position changes, a new column begins. If a position wins more than 6 times in a row, the streak turns right and continues on the bottom row in a pattern called "the dragon."

**Big Eye Boy Road:** Derived from the Big Road, it shows whether or not there are discernible patterns. The first entry is the hand after the first entry in the second column of the Big Road. Red represents a pattern, blue represents randomness.

**Small Road:** Also derived from the Big Road. The first entry is the hand after the first entry in the third column of the Big Road. Red represents a pattern, blue represents randomness.

**Cockroach Road:** Also derived from the Big Road. The first entry is the hand after the first entry in the fourth column of the Big Road. Red represents a pattern, blue represents randomness.

\*Malfunction voids  
all pays and plays.