BACCARAT

Game description

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BACCARAT GAME RULES

In Baccarat, bets can be placed on the Player, Banker and Tie betting fields or a combination thereof, depending on settings. The objective is to obtain a higher total hand value on the chosen betting field compared to the opposite one or to tie with it. Placing a bet on the Player betting field means the player expects this betting field to have the higher hand total. Placing a bet on the Banker betting field means the player expects this betting field to have the higher hand total. Placing a bet on the Tie betting field means the player expects the Player and Banker hand totals to be equal.

Card value in this game equals the face value, except for 10s, Jacks, Queens, and Kings, which are worth zero and Aces, which are worth one. The lowest total game value of a hand is zero, while the highest is nine. If the total hand value is ten or more, then point value is determined by dropping the first digit. For example, if the card total is 15, the hand total is five; if the card total is 20, the hand total is zero.

The game begins with each player placing a bet on the Player, Banker, or Tie betting field. The two initial cards are dealt face up for the Player and Banker. If at least one hand has a value of 8 or 9, it is considered as a "natural" and is automatically the winning hand. In that case, no further cards are dealt. If a "natural" does not occur, a third card can also be dealt (see **Third Card rule** below). When this happens, the same rules for calculating hand value apply.

Bets placed on Player or Banker are paid out after they are won except in the case of a tie where bets are pushed (bets are returned to the player). This also applies if two identical "natural" hands occur.

NOTE: Depending on the pay table, a bet can also be a push when Banker wins with a three-hand total of 7.

Third Card rule
A third card is dealt face up to the Player if the initial two cards' total is less than 6. The chart below explains when the Banker's third card is dealt in relation to the Player's third card value (S – stand (do nothing), D – draw third card).

Player's third card value

		0	1	2	3	4	5	6	7	8	9
	7	S	S	S	S	S	S	S	S	S	S
	6	S	S	S	S	S	S	D	D	S	S
Banker's	5	S	S	S	S	D	D	D	D	S	S
game	4	S	S	D	D	D	D	D	D	S	S
value	3	D	D	D	D	D	D	D	D	S	D
	2	D	D	D	D	D	D	D	D	D	D
	1	D	D	D	D	D	D	D	D	D	D
	0	D	D	D	D	D	D	D	D	D	D

BACCARAT GRAPHIC USER INTERFACE

1 Add game and Close (X) game

The player can add up to four games and change the way those games are displayed. By pressing the X button, the player can exit a game if there are no bets on the table.

2 Interface controls on the upper left

- **Cashout (button):** When no bets are on the table, pressing this button will pay out the player's credit via ticket printer or hand-pay, if the credit exceeds the limit for ticket pay-outs.
- **Credit meter:** Displays the total of player's credits.
- **Credits opacity (button):** Used to reduce the visibility of player credits, last bets, wins and the playable amount.

Interface controls on the upper right

- **Tip:** Sends a tip to the attendant.
- **Concierge/Call Attendant:** Signals the attendant or used by attendants to enter the Operator menu.
- **Flags:** Changes the language of the entire game interface to the language of the selected flag.
- **Sounds:** Controls the sound volume of the game.
- **Options menu**
    - **Reserve table:** Locks the Play Station, reserving it for the player.
    - **Show Bet Limits:** Shows bet limits over every field where a bet can be placed:

        minimum bet amount (red),

        maximum bet amount (green) and

        maximum payout (yellow).

- **Show Winnings:** Displays the possible winnings over every placed bet.
- **Values In:** Toggles between displaying following amounts as either credit or currency: Last bet, Last win, Playable, Bet, Min Bet, Max Bet as well as chip values. The Credit meter (see #1) will always be displayed as a currency value, regardless of the Values In setting.

- **Help:** Displays help texts, which contain game information, payouts and button functions.

3 **Main information display**

Information on when to start placing bets, when to hurry up and when the bets are closed is displayed here, along with bet limits or any error messages that may occur on the Play Station.

4 **Betting information**

- **Last Bet:** Displays the last placed bet amount.
- **Last Win:** Displays the amount won in the previous game.
- **Playable:** Displays the amount available for betting.
- **Bet:** Displays the amount currently wagered on the table.

5 **Baccarat betting and dealing fields**

Here, the player places their bets on Banker, Player, Tie and special bets. Cards are dealt on the sides of the betting fields.

6 **Denomination button**

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

7 **Game controls and chips**

- **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed twice, all bets will be cleared from the table.
- **Double bet/Raise bet**:
  Double bet: Doubles all bets on the table. If doubling all bets exceeds playable credit, the bets will not be doubled.
  Raise bet: Raises bet by the value of a selected chip. If raising all bets exceeds playable credit, the bets will be raised in the order they were placed until there is not enough credit to continue raising.
- **Repeat last bet:** When this button is pressed after the end of the game, it will repeat the bet from the previous game. 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.
- **Chips:** Game chips, each with a different value that the player can select and place on the table. Values assigned to chips are defined with the selected denomination.

8 **Deal button** (optional)
Starts the game by dealing the cards.

9 **Dispute button** (optional)

If the player believes there is an error, they can dispute the current deal outcome.
Only available for live games.

10 **Baccarat trends** (optional)
Tracks the results of the game and possible patterns

11 **Game information fields**

- **Current shoe** – displays current shoe number
- **Forecast** – shows which entries will be made in each trend in case of a Player or Banker win
- **Current shoe result** – shows previous hand results, divided into Player and Banker wins, Ties, Naturals, along with the number of Player and Banker pairs that occurred.

12 **Special bet info** (optional)
Enabled special bet payouts are listed in this side menu. Winning special bet combinations will be highlighted whenever they occur, regardless of whether the player bet on them or not.

interblock
LUXURY GAMING PRODUCTS

BACCARAT TRENDS

Interblock Baccarat offers a realistic gaming experience by adding four widely known scoreboards, tracking game trends. Each one records the gameplay differently. The scoreboards are rectangular in shape but vary in size and number of cells. The biggest one is the Main Road and is initially presented on the Player Information Displays (PID) or Player's Interface as a table of white cells. Underneath it, Big Eye, Small and Cockroach Road are displayed and consist of rows of initially blank cells. Note that only the Main Road has one mark per cell, while the other Roads have four. The length and width of each Road depend on the GUI.

Roads layout

For detailed information about Baccarat trends, please check chapters with Road names.
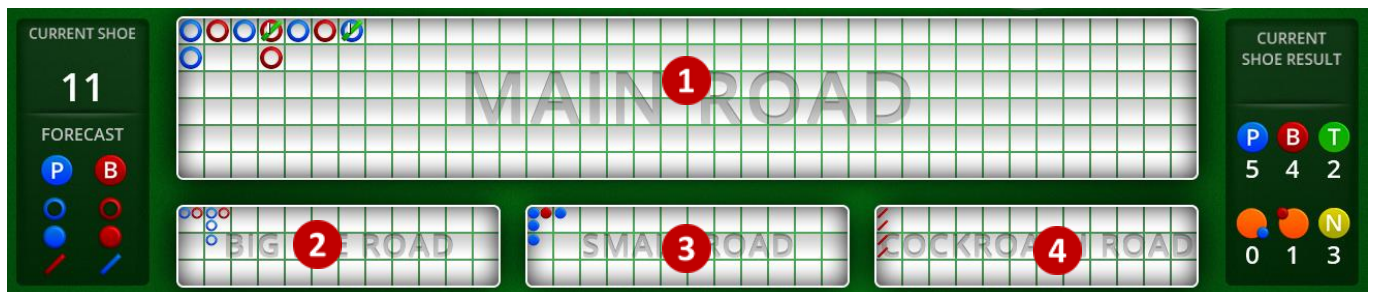
1 Main Road

2 Big Eye Road

3 Small Road

4 Cockroach Road

General rules

Cells are filled out with alternating red and blue marks, always starting in the upper left-hand corner. The starting color is determined by the hand outcome. Whenever there is a color change (regardless of the type of Road), a new column is started.

Dragon's tail

If there are more than six consecutive marks in a column, the overflow is arranged along the bottom-most available row and to the right, until the next color switch. This is called a "dragon's tail" and many players will wager on the current streak or "follow the dragon". The longer a dragon's tail is, the better. If one dragon tail should happen to bump into another, it will be shifted to the right and arranged into the first available row.

When filling out the derived Roads, if a starting field happens to be empty, the player should move to the top entry in the adjacent right column.

In the extremely unlikely event of six consecutive dragon tails, the sixth tail will be arranged along the top row until a change of winner occurs, after which marking continues normally. Interblock's Baccarat system keeps all consecutive tail marks in the same row.

6th dragon tail
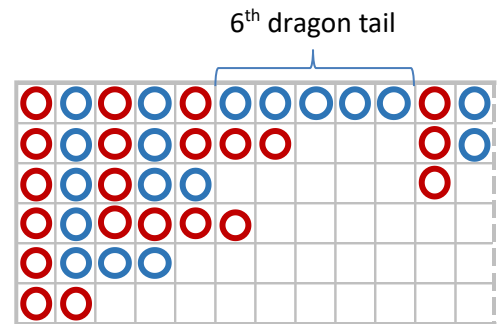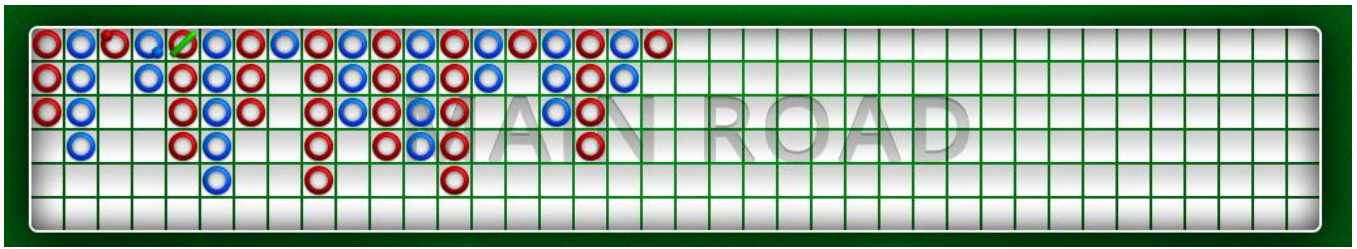
Main Road

Example of Main Road layout

The Main Road tracks Player and Banker wins, while the other Roads are derived from it. The length and width of the Main Road depend on the GUI. In the event the Main Road runs out of columns, the Road simply scrolls to the left and the results in the leftmost column drop off the display. The Main Road is filled out with red and blue hollow circles, along with additional markings, indicating ties, pair and naturals on either side.

Player wins are indicated by a blue circle, while Banker wins are red.

A red dot in the upper left-hand corner signifies a Banker pair, while a blue dot in the lower right-hand corner means that the Player position received a pair. If both have pairs, both dots are displayed. The pair dots are marked regardless of the winning hand, as shown in the table.

Ties are indicated by a small green slash. If a tie is the first result of the game, the slash will be in the upper right corner of the cell. The next Player/Banker win will place a circle over the tie, in the same cell. If a tie is any other result of the game, the slash will be placed in the lower left corner of the previous cell. Consecutive ties will be indicated by a number next to the slash.

Naturals are indicated by the natural score (8 or 9) in a circle the color of the winning hand. Tracking naturals in Main Road can be turned on or off in settings, depending on casino preferences.

Symbol meaning	Symbol
Player wins	🔵
Banker wins	🔴
Player wins, Player has pair Player wins, Banker has pair	
Banker wins, Banker has pair Banker wins, Player has pair	
Player wins, both Player and Banker have pairs Banker wins, both Player and Banker have pairs	
Tie was the first game result	
Tie was any other game result	
Player wins with a natural score of 8 or 9	
Banker wins with a natural score of 8 or 9	

Big Eye Road
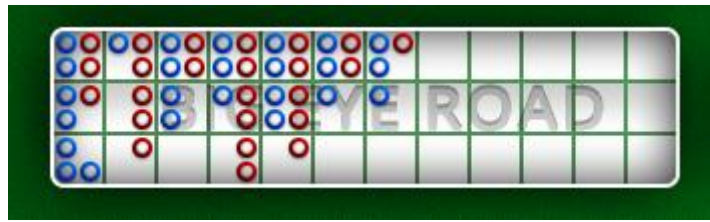
Example of Big Eye Road layout

The Big Eye Road is the first among the derived roads and relies on the Main Road to be filled out. The length and width of the Big Eye Road depend on the GUI.

Unlike the Main Road, the red and blue circles do not indicate Player or Banker wins. Rather, they mark change (or lack thereof) in winning streaks. In order to have sufficient data, the first entry in the Big Eye Road table is the hand after the first entry in the second column of the Main Road, namely second row – second column.

| Symbol meaning	Symbol
Compared columns have the same depth or compared cells are the same color.	
Compared columns are different in depth or compared cells are different in color.	

How to use the Big Eye Road

Each entry in the Big Eye Road is recorded as follows:

- If the hand in question causes a new column in the Main Road, the software compares the previous two columns in the Main Road. If they are the same depth, the software marks a red circle in the Big Eye Road. If they are different, then the software marks a blue circle.
- If the hand in question is in the same column as the previous hand (or in the same dragon tail), the software compares the cell to the left of the newly created entry in the Main Road with the cell directly above that one. If these two cells are the same (both Player, both Banker or both blank) then a red circle is placed in the Big Eye Road. Otherwise, the circle is blue.
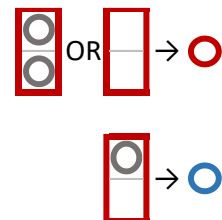
	Starting position	If first in row check length	If any other position check similarity	Example result
Big Eye Road				

Small Road
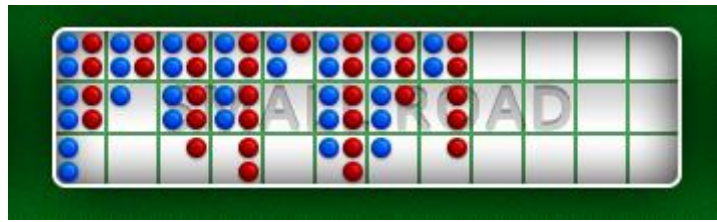
Example of the Small Road layout

The Small Road is also a derived Road and functions similarly to the Big Eye Road. Despite the different marks, the meaning is the same as in the Big Eye Road: blue indicates change, while red indicates a continuing trend. The length and width of the Small Road depend on the GUI.

In order to have sufficient data, the first entry in the Small Road table is the hand after the first entry in the third column of the Main Road, namely second row – third column.

| Symbol meaning	Symbol
Compared columns have the same depth or compared cells are the same color.	🔴
Compared columns are different in depth or compared cells are different in color.	🔵

How to use the Small Road

Each entry in the Small Road is recorded as follows:

- If the hand in question causes a new column in the Main Road, the software compares the first and third columns to the left of the new column in the Main Road. If they are the same in depth, the software records a red dot in the Small Road. If they are different, the software records a blue dot.
- If the hand in question is in the same column as the previous hand (or in the same dragon tail), the software compares the cell two cells to the left of the newly created entry in the Main Road with the cell directly above that one. If these two cells are the same (both Player, both Banker or both blank), then a red dot is placed in the Small Road. Otherwise, the dot is blue.
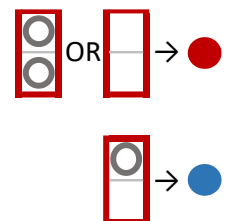
	Starting position	If first in row check length	If any other position check similarity	Example result
Small Road				

Cockroach Road
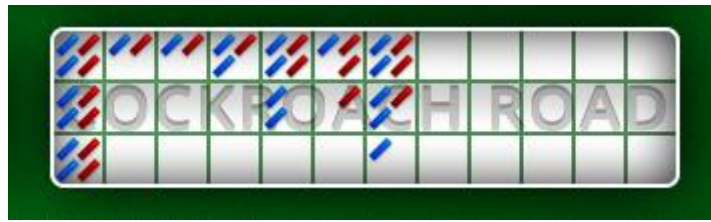
Example of Cockroach Road layout

The Cockroach Road (also sometimes called Cockroach Pig) is also a derived Road and functions similarly to the Big Eye Road. Despite the different marks, the meaning is the same as in the Big Eye Road: blue indicates change, while red indicates a continuing trend. The length and width of the Big Eye Road depend on the GUI.

In order to have sufficient data, the first entry in the Cockroach Road table is the hand after the first entry in the fourth column of the Main Road, namely second row – fourth column.

| Symbol meaning	Symbol
Compared columns have the same depth or compared cells are the same color.	
Compared columns are different in depth or compared cells are different in color.	

How to use the Cockroach Road

Each entry in the Cockroach Road is recorded as follows:

- If the hand in question causes a new column in the Main Road, the software compares the first and fourth columns to the left of the new column in the Big Road. If they are the same in depth, the software records a red line in the Cockroach Road. If they are different, the software records a blue line.

- If the hand in question is in the same column as the previous hand (or in the same dragon tail), the software compares the cell three cells to the left of the newly created entry in the Main Road with the cell directly above that one. If these two cells are the same (both Player, both Banker or both blank) then a red line is placed in the Cockroach Road. Otherwise, the line is blue.
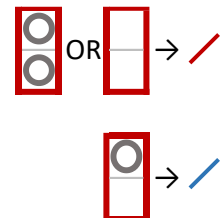
	Starting position	If first in row check length	If any other position check similarity	Example result
Cockroach Road				

Bead Plate on Universal Standalone Video
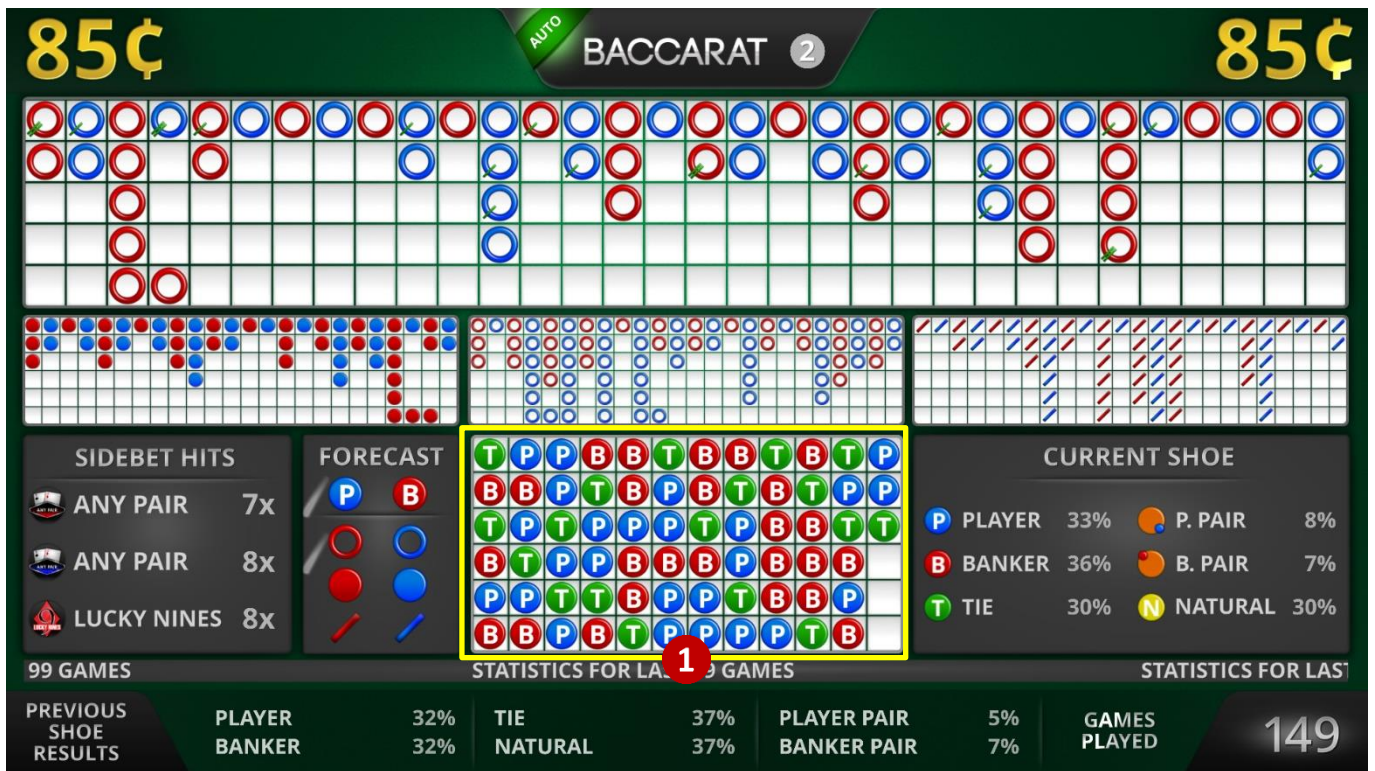
The Bead Plate (section #1 in the GUI) is a scoreboard displayed only on the Universal Standalone Video. It marks each win in its own cell. The length and width of the Bead Plate depend on the GUI. The wins are marked vertically starting in the upper left-hand corner and continue uninterrupted, regardless of changes. Once a column is filled out, marking wins continues at the top of the adjacent column.

The Bead Plate uses a blue circle for Player wins, red for Banker wins and green for a win on the Tie betting field.

Symbol meaning	Symbol
Banker wins	B
Player wins	P
Tie	T

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Document Revisions	
1.0	Initial document
1.1	Grammatical and formatting corrections, GUI image update
1.2	Added Roads section with examples
1.3	Discarded the pay tables, Interflex chapter, GUI corrected according to our standards, Trend description corrected so that Dai Bacc and Punto Banco have the matching descriptions and added Bead Plate description to it
1.4	Added description for Keep Bets On setting
1.5	Added LATAM contact
1.6	BMMQA-1109: The incorrect sentence "A circle is marked in the Big Eye Road every time that a new column begins on the Main Road." deleted from the Big Eye Road. Also incorrect symbol explanations in the "Cockroach Road" chapter corrected.
1.7	Regional offices' addresses corrected
1.8	"Bead plate" chapter corrected – new pictograms and added USAV GUI
1.9	Grammar corrections, Dispute button added, pair description fixed (Main Road)
2.0	Added reference for Repeat bet in Multiplay mode
2.1	Minor update for the "naturals" description (DOC-1014)
2.2	Added Tie as first result (GFOUR-13547)
2.3	Updated "Keep bets on" description (GFOUR-13826)
2.3.1	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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