



- *Dragon Bonus is a standard Mini-Baccarat game but with optional wagers called Dragon Bonus, Dragon Bonus Progressive. All rules pertaining to Mini-Baccarat as posted on the WSGC's website remain the same and are not altered in this game.*
- *Additional LNW Gaming, Inc equipment can be used on this game. This equipment will be the i-Shoe with software Mico32 v2.0.141 or higher, Safe-Shoe DMC v1.2.0.0 or higher, and CardRec v4.0.014 or higher; and the i-Score with software v1.5.19 or higher.*
- *If the below game is to be hand dealt using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacture.*

RULES OF PLAY:

Introduction

Dragon Bonus is an optional wager for Mini-Baccarat. It is up to the sole discretion of the casino if the casino requires the player to make the original Mini-Baccarat wager. Players have two ways to win: 1) If their selected hand for the Dragon Bonus wager is a natural* winner; or 2) is a non-natural that wins by four or more points. With non-natural* winners, the higher the margin of victory, the higher the payout.

Dealing Procedures

- 1) Players must make the Dragon Bonus wager before the dealer deals any cards.

- a) When playing Dragon Bonus on an electronic player terminal:
 - i) Bets can be placed during the betting period by selecting the desired betting chip and either moving the chip to the Dragon Bonus position or touching the Dragon Bonus position to complete the bet.
- 2) The dealer will then deal the traditional Mini-Baccarat hand according to house procedures.
- 3) When the hand is over, the dealer will reconcile traditional Mini-Baccarat wagers according to house procedures.
- 4) Casinos can reconcile bonus bets any way they like. Example: Remove losing bets immediately, and then pay winners.
 - a) Note: When playing Dragon Bonus on an electronic player terminal, the winning and losing wagers are resolved automatically.
- 5) Notes on naturals:
 - a) Natural* winners always pay even-money on the Dragon Bonus bet.
 - b) In the event of a natural* tie (8-8, 9-9), the Dragon Bonus pushes.
 - i) All other ties will result in Dragon Bonus bet losing.
 - c) *Natural= Two-card total consisting of 8 or 9.

The configurable Paytable options when Auto RNG mode is selected as "Enable Auto RNG - restricted configurations".				
Individual Game Config	Action			
Baccarat				
	Pay Table 1	Pay Table 2	Pay Table 3	Pay Table 4
Baccarat Type	Read only - Standard			
Paytable	Read only - 5% comission		Read only - NC Fortune 7	
Banker win on 6 Odds	Read only			
Tie win odds	Read only - 8	Read only - 9	Read only - 8	Read only - 9
Dragon bonus	Read only - Pay table 1			
Pair bet disabled after game	Read only - 0			
Bet both player and banker	Read only - No			
Allow side bet w/o main bet	Read only - No			
Residual betting	Read only - No			
Combined pair limit	Read only - No			
Dummy Hand	Read only - No			
Burn card between hand	Read only - No			
New Shoe card burn option	Read only - Option 1			
Total decks	Read only - 8			
Continuous shuffle mode	Read only - disabled			
Squeeze card	editable			
Squeeze time 1st/2nd Card	editable			
Squeeze time 3rd card	editable			
Squeeze minimum bet	editable			
Player colour	editable			
Banker colour	editable			
Tie colour	editable			
new shoe message will be shown only on auto play				



Paytables

Paytable 1

Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH

* Non-naturals

House edge

4 decks Player	2.70%
4 decks Banker	9.42%
6 decks Player	2.67%
6 decks Banker	9.39%
8 decks Player	2.65%
8 decks Banker	9.37%

Paytable 2

Win by 9 points*	20 to 1
Win by 8 points*	8 to 1
Win by 7 points*	7 to 1
Win by 6 points*	4 to 1
Win by 5 points*	3 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH

* Non-naturals

House edge

4 decks Player	2.62%
4 decks Banker	8.88%
6 decks Player	2.59%
6 decks Banker	8.86%
8 decks Player	2.58%
8 decks Banker	8.85%

Paytable 3

Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 6-7 points*	4 to 1
Win by 4-5 points*	2 to 1
Natural winner	1 to 1
Natural ties	PUSH

* Non-naturals

House edge

4 decks Player	2.54%
4 decks Banker	8.57%
6 decks Player	2.51%
6 decks Banker	8.54%
8 decks Player	2.50%
8 decks Banker	8.53%

BONUS
 Win by 4 points 1 to 1
 Win by 5 points 2 to 1
 Win by 6 points 4 to 1
 Win by 7 points 6 to 1
 Win by 8 points 10 to 1
 Win by 9 points 10 to 1
NON-NATURALS
 Natural Tie Push
 Natural Winners 1 to 1
NATURALS
DRAGON

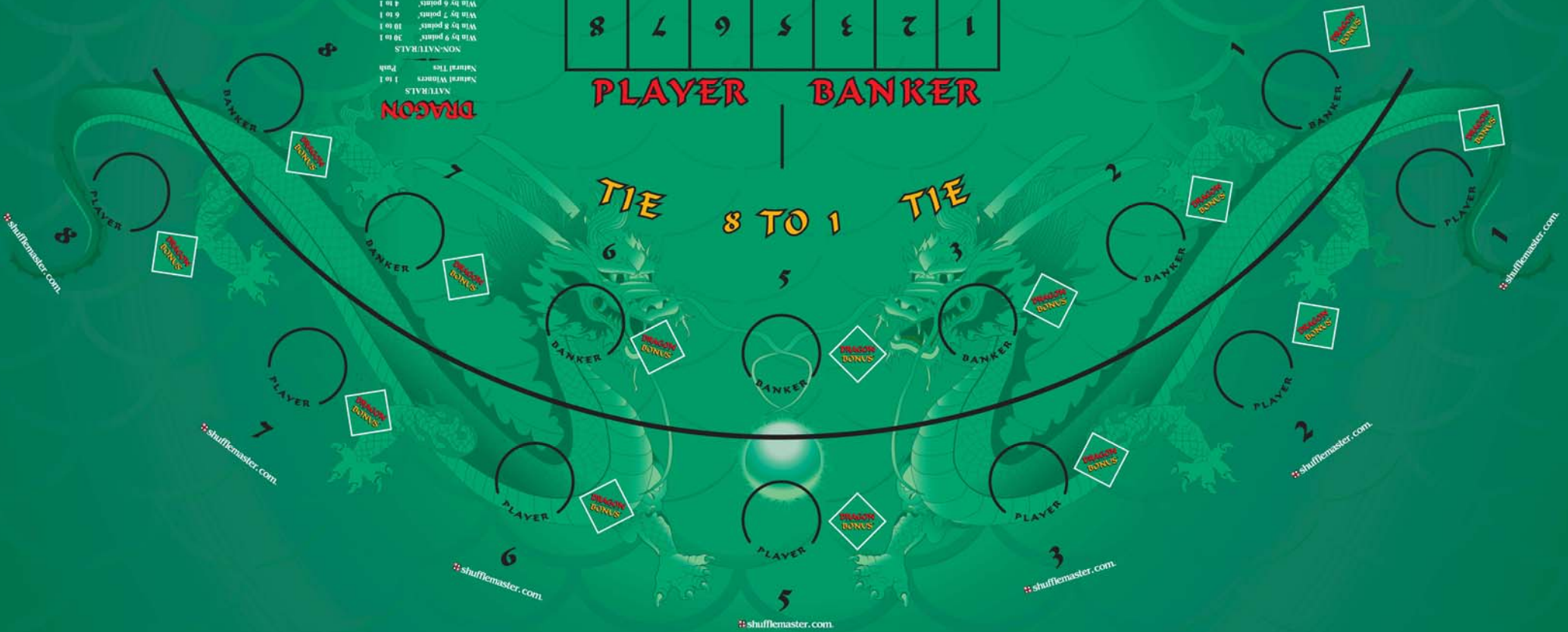
8	7	6	5	3	2	1
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PLAYER **BANKER**

8 TO 1

TIE

TIE



shufflemaster.com

shufflemaster.com

shufflemaster.com

shufflemaster.com

shufflemaster.com

shufflemaster.com

shufflemaster.com

COLLECT

HELP



BACCARAT

BACCARAT-20

NO MORE BETS

MIN-BET: \$10.00
MAX-BET: \$25.00

\$0.01
DENOM

庄	BANKER	9
闲	PLAYER	1
和	TIE	2
庄对	BANKER PAIR	1
闲对	PLAYER PAIR	1
●	NATURAL	5

OVER THE LAST 12 GAMES



← Total Maximum Bet is \$25.00 →

Game history grid with columns for bet types and outcomes. Includes a legend for bet types (Player, Banker, Tie, Pairs, Natural) and a color-coded legend for outcomes (Red, Blue, Green).

BACCARAT betting layout with curved sections:

- PLAYER PAIR** (Blue): PAYS 11:1
- BANKER PAIR** (Red): PAYS 11:1
- PLAYER** (Blue): PAYS 1:1
- TIE** (Green): PAYS 8:1
- BANKER** (Red): PAYS 0.95:1

PLAYER

BANKER

THREECARDPOKER (THREECARDPOKER-19)
 PLAYER: K♠ 3♦ 8♥ DEALER: A♠ K♠ 10♥
 BET \$40.00 WIN \$90.00

BLACKJACK (BLACKJACK-18)
 DEALER 19 STAND, PLAYER 20 STAND
 BET \$30.00 WIN \$1900.00

ULTIMATE TEXAS HOLD'EM (ULTIMATE TEXAS HOLD'EM-13)
 DEALER QUALIFIES
 HAND-1, HAND-2, HAND-3
 BET \$60.00 WIN \$60.00

MALFUNCTION VOIDS ALL PAYS AND PLAYS

GAME #13 TID #741

BET \$0.00 WIN \$0.00
 CREDIT \$4,895.00

Chip denominations: \$10, \$25, \$50, \$100, \$200

X2 UNDO CLEAR BET RE-BET

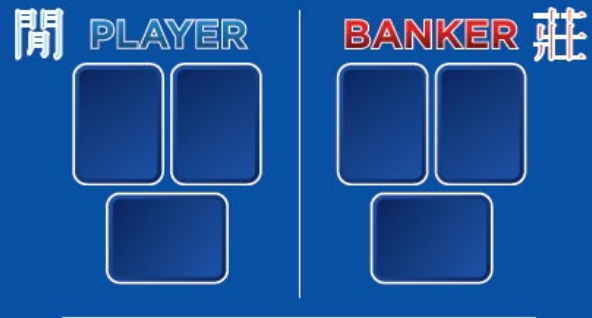
Physical 22.48% Committed 44.43% DIAG DEMO

QUARTZ HYBRID

BACCARAT BACCARAT-20

NO MORE BETS

Printer Paper Low





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- *Dragon Bonus Progressive is a standard Mini-Baccarat game but with an optional Dragon Bonus Progressive wager. All rules pertaining to Mini-Baccarat are posted on the WSGC's website remain the same and are not altered in this game. Dragon Bonus Progressive cannot be linked to any other progressive game nor linked to any other base game.*
- *Additional LNW Gaming, Inc. equipment can be used on this game. This equipment will be the i-Shoe with software Mico32 v2.0.141 or higher, Safe-Shoe DMC v1.2.0.0 or higher, and CardRec v4.0.014 or higher; and the i-Score with software v1.5.19 or higher.*
- *This game will use the approved LNW Gaming, Inc. owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive displays can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.*

AQUARIUS

RULES OF PLAY:

Introduction – Paytable specific: Dragon Bonus Progressive is an optional wager for Mini-Baccarat.

Players have two ways to win when using Paytable #1:

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning (non-natural) Mini-Baccarat hand wins 9 over 0.

Players have three ways to win when using Paytable #2:

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning Mini-Baccarat hand wins 8 or 9 (non-natural) over 0.
- 3) A natural win.

Players have three ways to win when using Paytable #3:

1. If the winning Mini-Baccarat hand is a same suit 6 card win by 9 points (equaling a total of 9 over 0).
2. If the winning Mini-Baccarat hand is a same suit 4 card win by 9 points (equaling a total of 9 over 0).
3. If the winning Mini-Baccarat hand is a natural or non-natural win by 9 points (equaling a total of 9 over 0).

The Progressive wager is tied to the winning Mini-Baccarat wager.

Ex. Make a bet on the player, and on the progressive wager. If the player wager wins with one of the qualifying progressive payouts listed below, the player will win according to the paytable.

Ex. Make a bet on the banker, and on the progressive wager. If the banker wager wins with one of the qualifying progressive payouts listed below, the player will win according to the paytable.

Dealing Procedure

1. To begin each round, players must make the standard Mini-Baccarat game wager. They may also place the optional Dragon Bonus wager and progressive wagers. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up once wager is recognized.
2. Once all players place their bets, the dealer will press “START GAME” on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all \$1 progressive bets from bet sensors or, if applicable, leave the \$5 progressive wager on the coin spot.
3. The dealer then follows house procedures for dealing the regular game.
4. Once the hand is over, the dealer will reconcile traditional Mini-Baccarat wagers according to house procedures.
5. Casinos may reconcile bonus bets any way they like. Example: Remove losing bets immediately, and then pay winners.
6. Notes on Naturals for standard Dragon Bonus Wager (if applicable):
 - a. Natural* winners always pay even-money on the Dragon Bonus bet.
 - b. In the event of a natural* tie (8-8, 9-9), the Dragon Bonus pushes.
 - i. All other ties will result in Dragon Bonus bet loss.
7. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter. Other hands are paid from the tray or from the meter at the casino’s requirements.
 - b. The percentage prize pay amount shown on the meter is split among all players, at that table, participating in the progressive wager that round.
 - c. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - d. The dealer shall then contact a supervisor.
 - e. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to “JPH” and then press “J-pot” button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
 - f. Returning the supervisor key to the “Run” position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
 - g. When the dealer reconciles all action, he presses “Game Over.” This resets the system to begin the next hand.
 - h. Once the “J-pot” button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

***Natural= Two-card total consisting of 8 or 9.**



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- *Dragon Bonus Progressive is a standard Mini-Baccarat game but with an optional Dragon Bonus Progressive wager. All rules pertaining to Mini-Baccarat are posted on the WSGC's website remain the same and are not altered in this game. Dragon Bonus Progressive cannot be linked to any other progressive game nor linked to any other base game.*
- *Additional LNW Gaming, Inc. equipment can be used on this game. This equipment will be the i-Shoe with software Mico32 v2.0.141 or higher, Safe-Shoe DMC v1.2.0.0 or higher, and CardRec v4.0.014 or higher; and the i-Score with software v1.5.19 or higher.*
- *This game will use the approved LNW Gaming, Inc owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager v1.3.0 or higher, GM Atlas v5.4.0/Nexus command II v 5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc or the operator.*
- *This game will use the approved LNW Gaming, Inc owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager 2 v2.5.4 or higher, GM Atlas v5.4.0/Nexus Command II v5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless), that has not been tested or approved for use with the progressive system. This non-intelligent monitor can either be provided by Bally or the operator so long as it does not introduce any additional functionality.*

NEXUS COMMAND

RULES OF PLAY:

Introduction – Paytable specific: Dragon Bonus Progressive is an optional wager for Mini-Baccarat.

Players have two ways to win when using Paytable #1:

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning (non-natural) Mini-Baccarat hand wins 9 over 0.

Players have three ways to win when using Paytable #2:

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning Mini-Baccarat hand wins 8 or 9 (non-natural) over 0.
- 3) A natural win.

Players have three ways to win when using Paytable #3:

1. If the winning Mini-Baccarat hand is a same suit 6 card win by 9 points (equaling a total of 9 over 0).
2. If the winning Mini-Baccarat hand is a same suit 4 card win by 9 points (equaling a total of 9 over 0).
3. If the winning Mini-Baccarat hand is a natural or non-natural win by 9 points (equaling a total of 9 over 0).

The Progressive wager is tied to the winning Mini-Baccarat wager.

Ex. Make a bet on the player, and on the progressive wager. If the player wager wins with one of the qualifying progressive payouts listed below, the player will win according to the payable.

Ex. Make a bet on the banker, and on the progressive wager. If the banker wager wins with one of the qualifying progressive payouts listed below, the player will win according to the payable.

Dealing Procedure

1. To begin each round, players must make the standard Mini-Baccarat game wager. They may also place the optional Dragon Bonus wager and progressive wagers. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up once wager is recognized.
2. Once all players place their bets, the dealer will press “START GAME” on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all \$1 progressive bets from bet sensors or, if applicable, leave the \$5 progressive wager on the coin spot.
3. The dealer then follows house procedures for dealing the regular game.
4. Once the hand is over, the dealer will reconcile traditional Mini-Baccarat wagers according to house procedures.
5. Casinos may reconcile bonus bets any way they like. Example: Remove losing bets immediately, and then pay winners.
6. Notes on Naturals for standard Dragon Bonus Wager (if applicable):
 - a. Natural* winners always pay even-money on the Dragon Bonus bet.
 - b. In the event of a natural* tie (8-8, 9-9), the Dragon Bonus pushes.
 - i. All other ties will result in Dragon Bonus bet loss.
7. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter. Other hands are paid from the tray or from the meter at the casino’s requirements.
 - b. The percentage prize pay amount shown on the meter is split among all players, at that table, participating in the progressive wager that round.
 - c. When a player has a progressive winner, the dealer, using the dealer display will press the appropriate hand button that corresponds to the player with the winning progressive hand. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - d. The dealer shall then contact a supervisor.
 - e. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
 - f. When the dealer reconciles all action, he presses “END GAME.” This resets the system to begin the next hand.
 - g. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

***Natural= Two-card total consisting of 8 or 9.**

Dragon Bonus Progressive

#1	\$1	\$5
Hand	Payouts	Payouts
2, 3 & 4 - 0 Diamonds	100%	100%
2, 3 & 4 - 0 Suited	10%	10%
2, 3 & 4 - 0 Unsited	1000 for 1	1000 to 1
9 - 0 (non-natural)	10 for 1	10 to 1
Seed amount	\$10,000	\$50,000
House advantage	22.90%	22.90%
Hit frequency	3.47%	3.47%
Probability of top payout	569,182	569,182
Top payout average	\$98,101	\$490,504

#2	1\$	
Hand	Payouts	
2, 3 & 4 - 0 Diamonds	100%	
2, 3 & 4 - 0 Suited	25%	
2, 3 & 4 - 0 Unsited	1000 for 1	
9 - 0 (Non-Natural)	40 for 1	
8 - 0 (Non-Natural)	20 for 1	
Natural Win	2 for 1	
Seed amount	\$10,000	
	Banker	Player
House advantage	25.52%	17.41%
Hit frequency	16.87%	16.99%
Probability of top payout	2,011,729	855,757
Top payout average	\$231,027	\$104,044

#3	\$1
Hand	Payouts
Suited 6 Card Win by 9	100%
Suited 4 Card Win by 9	300 for 1
Win by 9 (Other)	10 for 1
Seed amount	\$5,000
House advantage	24.22%
Hit frequency	3.48%
Probability of top payout	171,375
Top payout average	\$49,557



PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
 - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
 - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter “running dry” increases.
 - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.

- Reserve contribution
 - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
 - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.

- Seed amount
 - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table’s math.
 - If any changes are made, we recommend the seed amount to be at least as large as the largest “fixed” award on the pay table.
 - We do not recommend configuring a \$0 seed amount.



7 6 5 4 3 2 1

PLAYER | BANKER

7 6 5 4 3 2 1

TIE # TO 1 TIE

