

BACCARAT

TRADITIONAL OR SUPER SIX, SUCH
EXCITEMENT!

Observe the trend of the game by getting the closest to 9 as the ultimate goal! If you are lucky, you can win the prize with one hand.



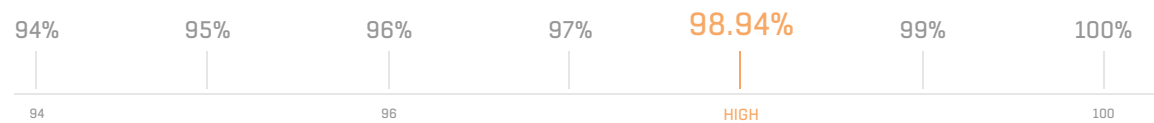
GAME FEATURE - BACCARAT DELUXE

GAME TYPE

CLASSIC / CARD GAME / BACCARAT

RTP

(Return to Player)

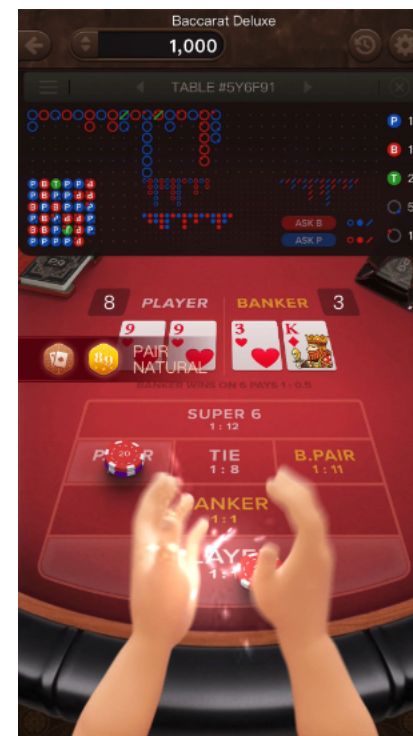
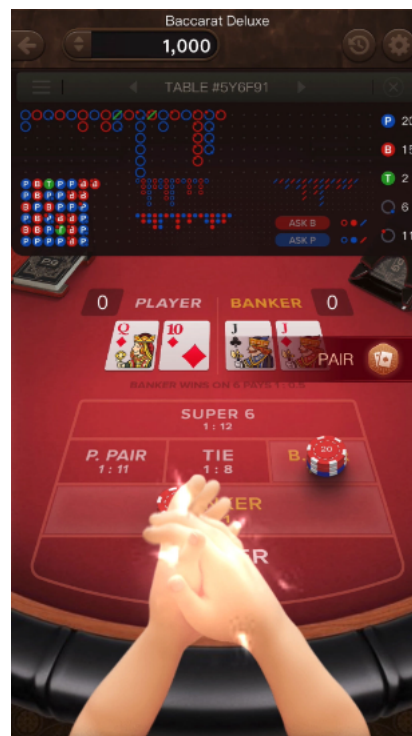


SESSION VOLATILITY



GAME FEATURE

- "Natural" hand shows up and the win is yours!



The Player and the Banker receive 2 cards each, with the hand values displayed next to each hand. The cards are dealt in the the following order: Player, Banker, Player, Banker.

If the Squeeze function is enabled, some of the received cards can be squeezed to reveal the cards.

Hand values can be any value range between 0 to 9. It is calculated by summing up the card values and using only the last digit of the total.

If the Player's and/or the Banker's hand values is a "natural" hand (hand value of 8 or 9), both the Player and the Banker will stand and no third card is dealt. Win is paid according to the "Payout" and the game ends.

1.1 - BACCARAT DELUXE

Baccarat Deluxe (Traditional/Super 6) is played with 8 regular 52-card decks. The theoretical return to Player (RTP) for this game is 98.94% and 98.76% respectively. This RTP represents the long term theoretical game payout. This RTP represents the long-term statistical percentage of total stakes in the game that is paid out as winnings over time. The RTP value is calculated by dividing the total winnings by the total stakes from a simulation of numerous game rounds.

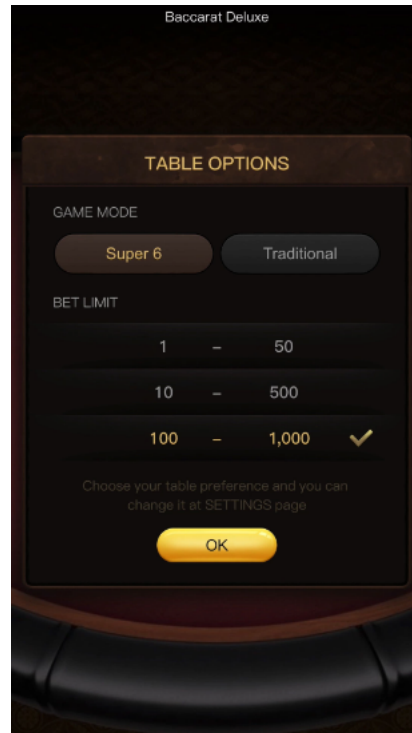
1.2 - SUMMARY

Refer to the table below for a quick overview of our summary table

Parameter	Value
Return to Player (RTP)	
Overall	98.94% (Traditional), 98.76% (Super Six)
Session Volatility	Low
Default Minimum Bet	EUR €1
Default Maximum Bet	EUR €500
Max Exposure (Simulated in 1 Billion Spins)	11x (Traditional), 12x (Super Six)
Owner, Developer	Pocket Games Soft (PG SOFT™)
Tested by	Gaming Associates
Supported Platforms	iOS, Android, HTML5, MacOS, Windows
Optimal Display Resolution	1080x2340 (Required aspect ratio 19.5:9)

2.1 - SPLASH SCREEN & BET LIMIT SELECTION PAGE

The main game is started when the splash screen fades out.

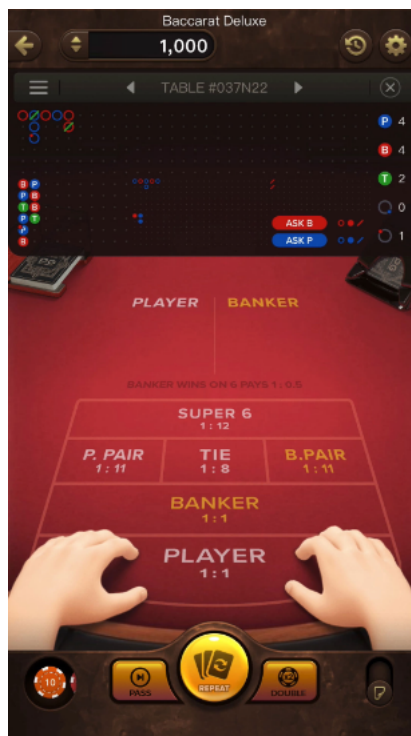
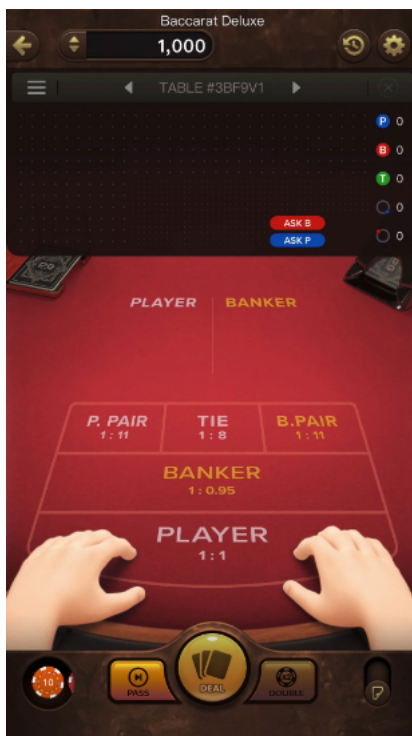


BETTING LIMITS

Wager Limit is capped at €1-€50 for low rollers, €10-€500 for mid rollers, and €100-€1,000 for high rollers. Bet limit can be changed in SETTINGS.

2.2 - HOW TO PLAY

Tap on Chip icon to select Bet Size.



Tap on the betting fields (Player, Banker, Tie, P. Pair, B. Pair and Super 6) to place Bet Size amount on the desired betting fields.

Tap on Pass icon to start dealing the cards without any bet on any betting fields. This can only be done if there is no bet on any betting fields. No payout is made regardless of the result of this game.

Tap on Repeat icon to place the previous bet and start dealing the cards.

Tap on Double icon to place and double the previous bet and start dealing the cards.

Tap on Clear icon to remove all bets from the betting fields.

Tap on Deal icon to start dealing the cards.

2.3 - SHUFFLING

Tap on Start icon to begin the shuffling of the deck.



During the shuffling, tap on Skip icon to skip the animation of the shuffling.

All 8 decks are shuffled fairly and randomly.

The deck is cut once around 25% of the deck.

A cut card is inserted around 25% from the bottom of the deck and the whole deck is then placed in the shoe.

First card is drawn, and the card value of this card indicates the number of card(s) to burn and discard from the top of the deck.

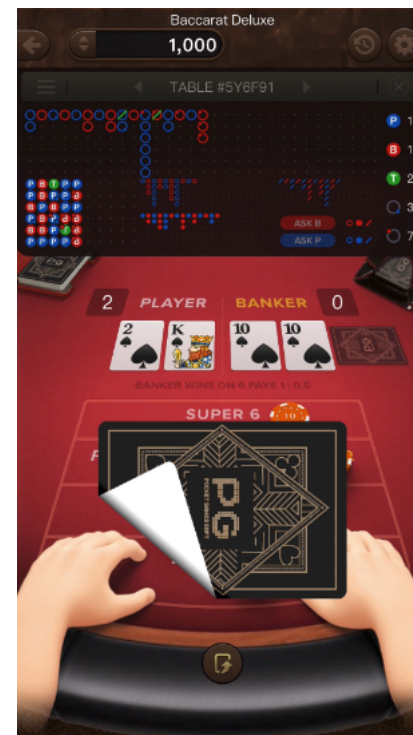
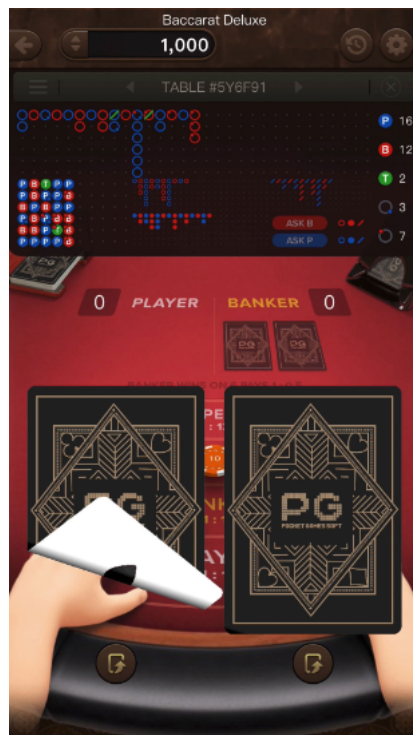
Once the card(s) is burned, select the number of free hands to be played (from <configured value: min free hands> to <configured value: max free hands>).

Tap on OK icon to begin the dealing of the free hands selected. This does not require any bet and no payout will be made at the end of any free hand results.

The game can be resumed when all free hands has been played, or the Skip icon is pressed during any free hands.

2.4 - DEALING

The Player and the Banker receive 2 cards each, with the hand values displayed next to each hand. The cards are dealt in the the following order: Player, Banker, Player, Banker.



If the Squeeze function is enabled, some of the received cards can be squeezed to reveal the cards.

Hand values can be any value range between 0 to 9. It is calculated by summing up the card values and using only the last digit of the total.

If the Player's and/or the Banker's hand values is a "natural" hand (hand value of 8 or 9), both the Player and the Banker will stand and no third card is dealt. Win is paid according to the "Payout" and the game ends.

In the event that there is no "natural" hand, if the Player's hand value is 5 or lower, the Player is dealt a third card. Otherwise the Player stands.

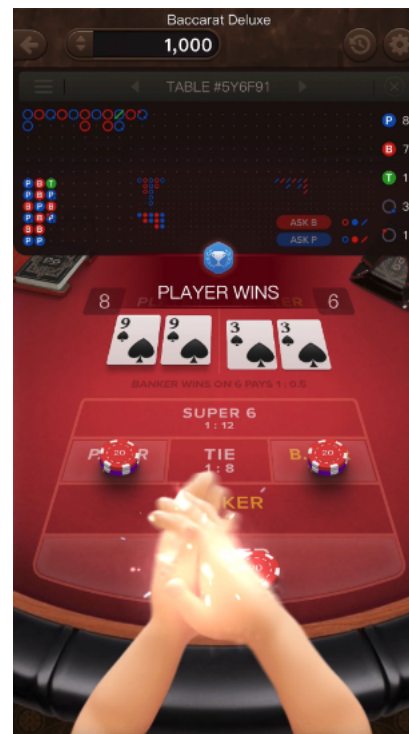
In the event that the Player is not dealt a third card, if the Banker's hand value is 5 or lower, the Banker is dealt a third card. Otherwise the Banker stands.

In the event that the Player is dealt a third card, the following rules apply:

- If the Banker's hand value is 2 or less, the Banker is dealt a third card.
- If the Banker's hand value is 3, the Banker is dealt a third card unless the Player's third card value is 8.
- If the Banker's hand value is 4, the Banker is dealt a third card unless the Player's third card value is 0, 1, 8 or 9.
- If the Banker's hand value is 5 and the Player's third card value is 4, 5, 6 or 7, the Banker is dealt a third card.
- If the Banker's hand value is 6 and the Player's third card value is 6 or 7, the Banker is dealt a third card.
- If the Banker's hand value is 7, the Banker stands.

Win is paid according to the "Payout" and the game ends.

3.1 - PAYOUT



BET ON TIE

If the Player's and Banker's hand values are of same value, any bet on Tie is paid 8 to 1, and the initial bet on Tie is returned. Otherwise, any bet on Tie is removed.

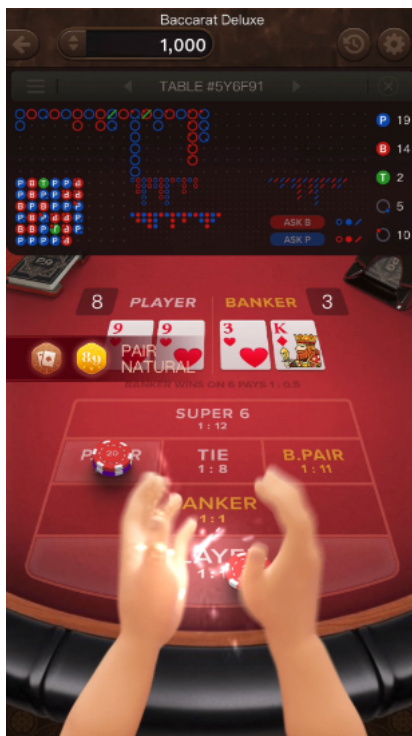
BET ON PLAYER

If the Player's and Banker's hand values are of same value, any bet on Player is returned.
If the Player's hand value is higher than the Banker's hand value, any bet on Player is paid 1 to 1, and the initial bet on Player is returned. Otherwise, any bet on Player is removed.

BET ON BANKER

If the Player's and Banker's hand values are of same value, any bet on Banker is returned.
If the Banker's hand value is higher than the Player's hand value, any bet on Banker is paid 1 to 1 minus 5% commission, and the initial bet on Banker is returned. Otherwise, any bet on Banker is removed.

3.1 - PAYOUT



BET ON P. PAIR

If the Player's first two cards constitutes a pair (having the same rank, for example a pair of Kings, a pair of 10s), any bet on P. Pair is paid 11 to 1, and the initial bet on P. Pair is returned.

Otherwise, any bet on P. Pair is removed.

BET ON B.

PAIR

If the Banker's first two cards constitutes a pair (having the same rank, for example a pair of Kings, a pair of 10s), any bet on B. Pair is paid 11 to 1, and the initial bet on B. Pair is returned.

Otherwise, any bet on B. Pair is removed.

BET ON SUPER 6

If the Banker's hand value is higher than the Player's hand value and the Banker's hand value is 6, any bet on Super 6 is paid 12 to 1, and the initial bet on Super 6 is returned.

Otherwise, any bet on Super 6 is removed.

3.2 - ROADMAP

BEAD PLATE

Bead Plate is displayed at the bottom left portion of the roadmap. Results are displayed sequentially starting from the upper left corner cell, which displays the earliest result. The next result is displayed below the latest result. When the bottom cell of the row is reached, the next result is displayed in the top cell of the next column.



A red solid circle indicates that the Banker won the game.



A blue solid circle indicates that the Player won the game.



A green solid circle indicates that the game was a tie.



A red dot at the top of the cell indicates that the Banker had a pair.



A blue dot at the bottom of the cell indicates that the Player had a pair.

BIG ROAD

Big Road is displayed on the top portion of the roadmap. Results are displayed sequentially from the upper left corner cell, which displays the earliest result. If the winner of the new game is the same as the previous game, the next result is displayed below the latest result. If the winner of the new game is different from the previous game, the next result is displayed in the top cell of the next column. When the bottom cell of the row is reached, the next result is displayed on the right side of the latest result in the next column.



A red hollow circle indicates that the Banker won the game.



A blue hollow circle indicates that the Player won the game.



A green line indicates that the game was a tie.

BIG EYE BOY

Big Eye Boy is displayed below the Big Road and on the right side of Bead Plate.

The starting point corresponds to the second result in the second column of Big Road, which is the second result after the first winner change in the game. If the cell of the second result in the second column of the Big Road is empty, the starting point for the Big Eye Boy is the first result of the third column of the Big Road.

If the new result causes a new column in the Big Road, then the previous two columns in the Big Road are compared. If they are the same in depth, a red hollow circle is marked in Big Eye Boy. Otherwise, a blue hollow circle is marked in Big Eye Boy.

If the new result has the same outcome as the previous hand (skipping ties), then the cell to the left of the newly created result in the Big Road is compared with the cell to the left and above of the newly created result in the Big Road. If these two cells are the same, whether both Player, both Banker or both blank, a red hollow circle is marked in Big Eye Boy. Otherwise, a blue hollow circle is marked in Big Eye Boy.

3.2 - ROADMAP

SMALL ROAD

Small Road is displayed below Big Eye Boy.

The starting point corresponds to the second result in the third column of Big Road, which is the second result after the second winner change in the game. If the cell of the second result in the third column of the Big Road is empty, the starting point for the Small Road is the first result of the fourth column of the Big Road.

If the new result causes a new column in the Big Road, then the first and third columns to the left of the new column in the Big Road are compared. If they are the same in depth, a red solid circle is marked in Small Road.

Otherwise, a blue solid circle is marked in Small Road.

If the new result has the same outcome as the previous hand (skipping ties), then the cell two cells to the left of the newly created entry in the Big Road is compared with the cell two cells to the left and one cell above of the newly created entry in the Big Road. If these two cells are the same, whether both Player, both Banker or both blank, a red solid circle is marked in Small Road. Otherwise, a blue solid circle is marked in Small Road.

COCKROACH PIG

Cockroach Pig is displayed on the right side of Big Eye Boy.

The starting point corresponds to the second result in the fourth column of Big Road, which is the second result after the third winner change in the game. If the cell of the second result in the fourth column of the Big Road is empty, the starting point for the Cockroach Pig is the first result of the fifth column of the Big Road.

If the new result causes a new column in the Big Road, then the first and fourth columns to the left of the new column in the Big Road are compared. If they are the same in depth, a red line is marked in Cockroach Pig. Otherwise, a blue line is marked in Cockroach Pig.

If the new result has the same outcome as the previous hand (skipping ties), then the cell three cells to the left of the newly created entry in the Big Road is compared with the cell three cells to the left and one cell above of the newly created entry in the Big Road. If these two cells are the same, whether both Player, both Banker or both blank, a red line is marked in Cockroach Pig. Otherwise, a blue line is marked in Cockroach Pig.

PREDICT

Predict is displayed on the right portion of the roadmap.

The starting point corresponds to the starting point of the Big Eye Boy, Small Road and Cockroach Pig. It shows predictions of what the colour of the next symbol in each of the score cards above will be, given the next result.

If the colour for the next symbol given for a Banker win is blue, the colour for the next symbol given for a Player win will be red.

A red bar represent the Banker. The blue bar represent the Player.

Red and blue hollow circles indicates the Big Eye Boy predictions.

Red and blue solid circles indicates the Small Road predictions.

Red and blue lines indicates the Cockroach Pig predictions.

4.1 - MENU CONTROLS



DEAL

Tap to deal the cards with current wager.



CHIP

Tap to select Bet Size.



REPEAT

Tap to place the previous bet and start dealing the cards.



DOUBLE

Tap to place and double the previous bet and deal the cards with that wager.



PASS

Tap to deal the cards without any wager on the betting fields. The game is played as per normal, but no wins are paid.



CLEAR

Tap to remove all bets from the betting fields.



BACK

Tap to leave the game and go back to the previous page.



SQUEEZE

Tap to toggle between squeeze function enabled and disabled.



HISTORY

Shows details of the previous games played. Scroll down to the end to load more records. Tap <Calendar Icon> to select the dates of games to be shown in History.



SETTINGS

Sound: Tap to turn sound ON or OFF.
Vibration: Tap to turn vibration ON or OFF. (Only supported on Android mobile web)
Table Options: Tap to select game mode and bet limit.
Game Info: Tap to show game rules and button functions.



ROADMAP

Display the history and various trends from the previous games played in the selected table. This is shown above the playing area of the main game screen.

Tap on ◀, ▶ or ≡ to switch between tables.

Tap on ⊗ to discard the table and open a new table.