# Table Games

Game Rules

Electronic Table Games – Midi Baccarat Game Rules

## SUBMISSION DATE:

#### APPROVAL DATE:

#### 1. RULES OF THE GAME

- a. The game starts with four cards dealt, forming two hands, one called the Player's hand and the other called the Banker's hand. The point count of each hand is the total value of the cards. Aces count as one, and face cards count as zero. The point count can never exceed nine since only the last digit in the total value of the cards counts. Players can bet on the "Banker's Hand", the "Player's Hand", the "Tie", and optional bonus bets.
- b. The cards shall be dealt according to fixed rules as described in Section e. There are no options regarding drawing the third card for either the Player's hand or the Banker's hand. The hand closest to 9 points shall win and be paid even money. Winning Banker's hand wagers shall be charged up to a 5% commission. If both the Player's and the Banker's hand result in identical totals, it is a tie and neither the Banker's nor the Player's wagers win or lose. Tie wagers are paid eight to one.

# c. Payout Odds:

- i. Player Bet 1-1
- ii. Banker Bet 1-2 on hand total value of 6. 1-1 all other hand total values.
- iii. Tie Bet 8-1

## d. Bonus Bets:

- i. Emperor Bonus:
  - An optional wager which wins if the hand the player wagers on is either a
    natural winner or wins by four or more points (non-natural win). This wager
    may be placed on either the Banker or Player hand, but not both
    simultaneously. If both hands draw a natural and the result is a tie, the bonus
    bet is pushed. See paytable 1.
  - 2. Koi 7 An optional wager in which the player wins if the Banker hand wins with a three-card total of 7 and loses on all ties. See paytable 1.
  - 3. Frog 6 An optional wager in which the player wins if the Player hand wins with a three-card total of 6 and loses on all ties. See paytable 1.

Commented [BC1]: Changed to match installed version.

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#### ii. Super 6:

1. An optional wager in which the player wins if the Banker hand wins with a total of 6. If the Banker wins with any other total or does not win at all, the bet loses. See paytable 2.

## iii. Any Pair:

An optional wager which can be placed on either the Player, Banker, or both
positions. To win, the player must receive any kind of pair within their first
two dealt cards on the same position they placed their wager. If the player
does not receive a pair or the pair occurs on the position the player has not
wagered, the bet loses. See paytable 3.

## e. Card Drawing Rules

i. If the point count of either the Player's or Banker's hand is 8 or 9 (a natural), no more cards shall be dealt.

### ii. Player's Hand Rules:

1. Unless the Banker's hand is a natural (8 or 9), the Player's hand shall draw a third card if the point count of the Player's hand is 5 or less and shall not draw a card if the point count is 6 or more.

# iii. Banker's Hand Rules:

Banker's Hand Rules				
Banker's Point Count	Draws when the value of the	Doesn't draw if the value of the		
	Player's Third Card is:	third card is:		
0	Always	Not Applicable		
1	Always	Not Applicable		
2	Always	Not Applicable		
3	0-1-2-3-4-5-6-7-9	8		
4	2-3-4-5-6-7	0-1-8-9		
5	4-5-6-7	0-1-2-3-8-9		
6	6-7	0-1-2-3-4-5-8-9		
7	Not Applicable	Always		
8	Not Applicable	Always		
9	Not Applicable	Always		

# 2. EQUIPMENT

a. Electronic Midi Baccarat shall be played at an electronic terminal allowing the player to place wagers on the Player, Banker, Tie, as well as any optional bonus bets.

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- b. The graphic user interface will show the shoe, active bets, and current trends.
- **c.** For dealer-assist, the cloth covering the Midi Baccarat table shall have imprinted thereon the ilani logo and shall have areas indicating the Banker's hand and Player's hand.
- d. Electronic Midi Baccarat will be dealt using 8 decks of cards, utilizing pre-shuffled, pre-inspected cards as described in Table Games Internal Controls or virtually, utilizing the automated card generator.
- e. While operating in dealer-assist mode, the cards will be shuffled manually or by using an automated shuffler as described in Table Games Internal Controls and dealt manually using a smart shoe with card recognition.

## 3. CARD STANDARDS-DEALER ASSIST

a. Cards will be handled in accordance with Table Games IC Chapter 5-5.20 when operating as dealer assist.

#### 4. DEALING PROCEDURE - DEALER ASSIST

- a. The dealer and/or Table Games supervisor shall inspect, wash, shuffle, and cut the cards in accordance with Table Games Internal Controls. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it and an additional number of cards equal to the amount on the first card drawn, in the discard rack after all cards have been shown to the players.
- b. A countdown timer will begin on each player's touchscreen terminal, during which they place their Baccarat and optional bonus wagers (Emperor Bonus, Super 6, Any Pair), prior to the cards being dealt by the dealer.
- c. The dealer shall deal an initial four cards from the shoe. The first and third cards dealt shall constitute the first and second cards of the Player's hand. The second and fourth cards dealt shall constitute the first and second cards of the Banker's hand. After the cards are dealt for each hand, the dealer shall place them facing upwards in the designated area.
- d. The dealer shall draw a third card to each hand when required by the rules of the game as described in Section 1. Any third card required to be dealt shall first be dealt to the Player's hand and then to the Banker's hand. In no event shall more than one additional card be dealt to either hand.

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- e. The additional draw card, if necessary, for the Player's hand shall be placed to the right of the original two cards in the Player's hand. The additional draw card, if necessary, for the Banker's hand shall be placed to the left of the original two cards in the Banker's hand.
- f. Whenever the cut card appears as the first card in the hand, the cut card shall be removed and placed to the side and the hand shall be completed. Upon completion of that hand, no more cards shall be dealt until the reshuffle occurs.
- g. Whenever the cut card appears during play, the cut card shall be removed and placed to the side and the hand shall be completed. At the completion of the next hand, no more cards shall be dealt until the reshuffle occurs.
- h. After the result of the round is determined, winnings will be automatically credited to the Player terminal. When play has concluded the player will push the "cashout" button and a voucher or hand pay will be printed.
- i. The dealing shoe shall be controlled solely by the dealer. No participants or spectators shall remove or alter any cards used in Midi Baccarat and no dealer or Table Games supervisor shall permit a participant or spectator to engage in such activity.

### 5. DEALING PROCEDURE -AUTOMATED

- a. A countdown timer will begin on each player's touchscreen terminal, during which they place their Baccarat and optional bonus wagers (Emperor Bonus, Super 6, Any Pair), prior to the cards being dealt by the dealer.
- b. Once the betting period ends, the system uses an automated card generator to simulate drawing from a standard 8-deck shoe.
- c. Two cards will be dealt to both the Player and Banker hands, virtually.
- **d.** A third card will be dealt to each hand when required by the rules of the game as described in Section 1.
- e. After the result of the round is determined, winnings will be automatically credited to the Player terminal. When play has concluded the player will push the "cashout" button and a voucher or hand pay will be printed.

# 6. MINIMUM AND MAXIMUM WAGERS

a. Banker / Player \$10 - \$500
 b. Tie / Any Pair: \$1 - \$100
 c. Super 6: \$1 - \$50

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d. Emperor Bonus:

1 - 25

e. All wagers shall be made utilizing the player terminal.

# 7. IRREGULARITIES

- a. System malfunctions/irregularities will void all pays and plays.
- **b.** If the card reading device incorrectly identifies a card, the card value will be manually input, and play will continue.
- c. Decisions concerning mistakes and errors made by dealers during live play on dealer assist Midi Baccarat will be handled by a Supervisor or above. All decisions are final. Any disputes will be referred to CTGC.

# Paytable 1 (Emperor Bonus)

Player / Banker	Payout
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 Tie	Push
Koi 7	40 to 1
Frog 6	40 to 1

Only the highest hand will be paid

# Paytable 2 (Super 6)

	Banker's hand win with a combination of 6.	Payout
Super 6		15 to 1

# Paytable 3 (Any Pair)

Any Pair on either Banker or Player	Payout
Any Pair	10 to 1

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