

# DRAGON BONUS MINI/MIDI BACCARAT

There are three ways to bet in Mini-Baccarat: the bank, the player and/or the tie. If the hands end in a tie, there is no action on the bank's or player's hand. All tie bets are paid 8 to 1. Each hand is dealt two cards. The total of the two cards determines whether a third card is drawn. The third card drawn to the player determines whether the bank draws a card on 3, 4, 5 and 6. If the first two cards given to the banker are 7 and the player's hand totals 6 or 7, or if the banker or player has a natural 8 or 9, no third card will be drawn. Tens and face cards have no value. Total the cards together and go by the last digit.

Example:

$$7 + 8 = 15$$

$$K + 5 + 6 = 11$$

On the first hand, the hand value is 5. On the second hand, the hand value is 1. Hand value closest to 9 wins. All winning bets on the player's side are paid even money. Winning bank bets are charged 5% commission.

## THIRD CARD RULES

When the "Point Count" for either the "Banker Hand" or the "Player Hand" after the initial two cards is eight (8) or (9), it is a "Natural" hand and neither the Banker nor the Player may draw a third card.

## PLAYER RULES:

Point Count 0 thru 5 - Player must draw

Point Count 6 or 7 - Player hand must stand

Point Count 8 or 9 - Natural, both Player and Banker must stand

## BANKER RULES:

If the Player's hand does not receive a third card, the Banker's hand shall be dealt a third card if the Point Count of the Banker's Hand is 5 or less.

If the Player's Hand is dealt a third card;

Point Count 0 thru 2 - Banker must draw

Point Count 3 - Banker must draw, unless Player's third card is an 8

Point Count 4 - Banker must draw only when the Player's third card is a 2 thru 7

Point Count 5 - Banker must draw only if the Player's third card is a 4 thru 7

Point Count 6 - Banker must draw only if the Player's third card is a 6 or 7

Point Count 7 thru 9 - Banker will always stand



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Must be 21 or older to gamble.

PLAYERS **EDGE**

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## 5 TREASURES:

It is played the same way as traditional baccarat without modifying any of the existing drawing rules of the standard game. It offers four separate optional bonus wagers and one that will cover all four of the bonus wagers.

### Getting Started:

Make your standard baccarat wager. You may also make any one (or all) of the bonus wagers by placing your bet/s in the marked area. Once all bets have been placed, the dealer will draw cards and all standard house baccarat rules are followed.

### Winning and Losing:

Once all cards have been dealt and the standard baccarat outcome is known, the dealer will resolve the standard baccarat wager along with any bonus wagers you have made.

### Fortune 7:

The Fortune 7 bonus wager wins if the Banker's hand wins with a 3-card total of 7.

### Golden 8:

The Golden 8 bonus wager wins if the Player's hand wins with a 3-card total of 8.

### Heavenly 9:

The Heavenly 9 bonus wager wins if the Banker's and/or Player's final outcome is a 3-card total of 9.

### Blazing 7s:

The Blazing 7s bonus wager wins if the Player and the Banker's final outcome is a 3-card total of 7. The Blazing 7s bonus will also win if both Player and Banker's final outcome is a 2-card total of 7.

### Cover All:

Place a Cover All wager and if any one of the separate bonus wagers win, you win.

See the posted paytable for all bonus wager odds.

## DRAGON BONUS WAGER

- The Dragon Bonus wager is optional.
- Players may actually bet on the Dragon Bonus wager for both the "Player" or "Banker" per hand.
- Players have two ways of winning the Dragon Bonus wager:
  - a. If their selected hand is a natural winner or
  - b. A non-natural hand wins by four or more points.
- The payoff schedule shall be posted at each game or imprinted on the Dragon Bonus layout.

## PAY TABLE

EVENT	PLAYER	BANKER
Win by 9 Points*	30 to 1	30 to 1
Win by 8 Points*	10 to 1	10 to 1
Win by 7 Points*	6 to 1	6 to 1
Win by 6 Points*	4 to 1	4 to 1
Win by 5 Points*	2 to 1	2 to 1
Win by 4 Points*	1 to 1	1 to 1
Natural Winner	1 to 1	1 to 1
Natural Tie	Push	Push

\* Non-Naturals