



**Independent  
Liquor & Gaming  
Authority**

## **LTGAME ELECTRONIC TABLE GAME**

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## 1. Definitions

1.1 In these rules, unless the contrary intention appears:

“**Angel Eye shoe**” means a device from which cards are dealt and indicates the result of the round of play;

“**Angel pre-shuffled cards**” means playing cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture;

“**Assistant Gaming Manager**” means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

“**baccarat**” means a point count equalling zero;

“**casino supervisor**” means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a games supervisor;

“**coup**” means the period of play commencing with the removal of the first card from the Angel Eye shoe and concluding when the dealer announces a result and, if applicable, collects losing wagers, pays out winnings and places the cards in the discard rack ;

“**dealer**” means a person responsible for the operation of the game;

“**dealer station**” means the area for the dealing of cards;

“**deck-checking device**” means a machine used to check that each deck of cards contains the correct cards for the game;

“**differential**” means the maximum allowable difference between the total amount wagered on the Player's Hand and the total amount wagered on the Banker's Hand for any coup. Unless a wager is confirmed prior to the end of the wagering period, or if the differential is exceeded those wagers may be rejected by the LTGame System;

### **Example 1:**

*If Game 1 has a differential of \$20, 000, Player A and Player B may wager a combined total of \$40,000 on “Player” if there is a combined total of \$20,000 on “Banker”.*

### **Example 2:**

*If Game 1 has a differential of \$20, 000, and Player A and B have \$30,000 unconfirmed wagers on “Player” and Player C has \$5,000 wagered on “Banker” there is a \$25,000 difference between “Player” and “Banker” wagers.*

*As this is over the \$20,000 differential, some or all of Player A's and Player B's wagers will be rejected.*

“**DT**” means Dealer Terminal and is:

- designed to enable the dealer to enter all information required for the operation of the game system, including the outcome of a round of play; and
- designed to provide the dealer with all information in the game system which the dealer requires for the purpose of conducting the game; and
- designed to enable a casino supervisor to manage the game functions;

“**dummy hand**” means a coup which is dealt in accordance with these rules, except that no wagers are placed;

“**game hardware**” means all the computer equipment needed for the conduct of the game, including one or more PT, one or more printers, an DT and routing, networking and communications devices and cabling;

“**game system**” means the configuration of software and game hardware necessary to conduct the game;

“**inspector**” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“**LTGame Baccarat**” means a variation of the game of Baccarat played using the electronic table game system. This game may be configured to use either the baccarat or even money settlement odds in accordance with rules 8.3 and 8.4;

“**maximum bet**” means the maximum amount that may be wagered on any bet selection. When a differential wager limit is in use, the PT will automatically adjust and display the amount that may be wagered as the maximum;

“**minimum bet**” means the minimum amount that may be wagered on any bet selection;

“**minimum total bet**” means the minimum total amount per round of play required for a wager to be valid;

“**multishuffler**” means a machine used for shuffling either six (6) or eight (8) decks of cards;

“**electronic table game system**” means the LTGame electronic table game system;

“**natural**” means a point count of eight or nine for either the Player's Hand or the Banker's Hand in the initial deal;

“**player reward bonus**” means any bonus or reward points offered by the casino operator to a patron or patrons of the casino in connection with gaming in the casino;

**“promotional prize”** means any promotional prize offered by the casino operator to a patron or patrons of the casino in connection with gaming in the casino;

**“PT”** means a player terminal featuring a touch screen monitor designed to allow a player to place wagers on an electronic Baccarat layout in accordance with these rules;

**“PT chip account”** means an account established under rule 4.2;

**“redeemable ticket”** means a ticket issued by a gaming machine/electronic table game showing the value of credits accumulated and not otherwise redeemed during play on that gaming machine/electronic table game. These tickets may be redeemed at Ticket In Cash Out machines, the Cage or be used to register a credit entitlement on a gaming machine or electronic table game;

**“void”** means invalid with no result;

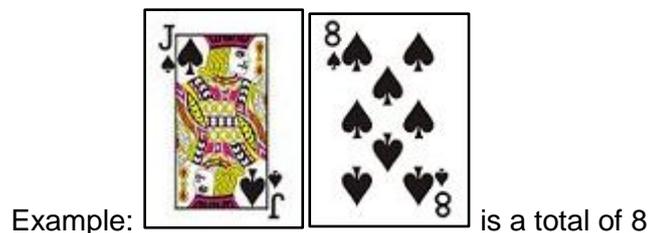
**“wagering period”** means the period in which players are able to place, move or cancel wagers.

**“WND” (Winning Number Display)** means an electronic display and sensor that may, at the discretion of the casino operator, be used for the purpose of recording and displaying the present and most recent winning results of a round of play.

## 2. Equipment

- 2.1 The LTGame Electronic Table Game is a gaming device which facilitates a factual representation of the casino game of Baccarat. The player is able to switch between the available games on the one PT.
- 2.2 The following equipment shall be used:
  - 2.2.1 Angel eye shoe;
  - 2.2.2 Cards;
  - 2.2.3 A discard rack;
  - 2.2.4 PT units;
  - 2.2.5 a DT;
  - 2.2.6 a game system (other than a DT and one or more PT units); and
  - 2.2.7 a note stacker shall be attached to each PT.
  - 2.2.8 a Ticket Printer shall be attached to each PT.

- 2.2.9 the display of the touch screen monitor of an open PT must display the elements substantially similar to that shown in diagram “A” or “B”;
- 2.2.10 the dealer shall deal the cards on a layout similar to that shown in diagram “C”; and
- 2.2.11 game hardware.
- 2.3 The following equipment may also be used:
- 2.3.1 features in addition to those shown in diagram “A” or “B”;
- 2.3.2 at the discretion of the casino operator, a winning number display unit (WND);
- 2.3.3 A multishuffler may be used.
- 2.3.4 LTGame Baccarat shall be played with eight decks of cards, each deck having 52 cards without jokers, with backs of the same colour and design and a cutting card.
- 2.3.5 The value of the cards shall be as follows:
- 2.3.5.1 any card from 2 to 9 inclusive shall have its face value;
- 2.3.5.2 any ten, jack, queen or king shall have a value of zero; and
- 2.3.5.3 an ace shall have a value of one.
- 2.3.6 The point count of a hand shall be:
- 2.3.6.1 where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or
- 2.3.6.2 where the total value of the cards in the hand is the number 10 or a higher number, the right digit of that number.



### 3. The Shuffle and Cut

- 3.1 Cards may be checked by a dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.
- 3.2 Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.

- 3.3 All cards used in the game of LTGame Baccarat shall be dealt face up from an Angel Eye shoe specifically designed for such purpose.
- 3.4 No player or spectator shall handle, remove or alter any cards used in the game and no dealer or other person shall permit a player or spectator to do so.
- 3.5 At the completion of the last coup the cards may, at the discretion of a casino supervisor, be removed from the table and exchanged with a second set of cards. The second set of cards shall have a different coloured back to those in use.
- 3.6 Where a casino supervisor forms the opinion that the cards have become unfit for further use and provided no coup is in progress, the casino supervisor shall direct that the cards be replaced.
- 3.7 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the cards.
- 3.8 The dealer shall shuffle the cards so that they are randomly intermixed:
- 3.8.1 before the start of play (unless Angel pre-shuffled cards are introduced);
  - 3.8.2 at the completion of the last coup as determined in accordance with rules 3.12 and 3.13 (unless Angel pre-shuffled cards are introduced); and
  - 3.8.3 after a coup if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 3.9 Where Angel pre-shuffled cards are to be introduced the dealer may with the approval of a casino supervisor, riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
- 3.10 After the cards have been shuffled, or when Angel pre-shuffled cards have been introduced, the dealer shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 3.11 Once the cutting card has been inserted, the dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card in the stack at least twenty cards in from the back of the stack. The stack of cards shall then be inserted in the Angel Eye shoe for commencement of play.
- 3.12 Whenever the cutting card appears during play, it shall be removed and placed to the side and the coup shall be completed. Upon completion of that coup, the dealer calling the game shall announce "last coup". Upon completion of one more coup, the cards shall be replaced or reshuffled.

- 3.13 Where the cutting card appears as the first card of a coup, it shall be removed and placed to the side and the dealer calling the game shall announce "last coup". Upon completion of the coup, the cards shall be replaced or reshuffled.

#### **4. Placement of Wagers**

- 4.1 Play options shall be in accordance with the instructions displayed on the LTGame Electronic Table Game's PT screen. Play options shall be initiated by the player activating the relevant function(s) of the LTGame Electronic Table Game.
- 4.2 A person wishing to play the game must first establish a PT chip account by:
- 4.2.1 inserting an amount of cash or a redeemable ticket into the PT note stacker.
  - 4.2.2 Where a player inserts cash or a redeemable ticket into the PT note stacker, the equivalent number of credits will automatically be credited to the PT chip account in respect of that PT.
  - 4.2.3 Available credits will be shown on the credit meter.
  - 4.2.4 All features and controls on the screen are activated by touching the display screen of the PT with the finger and wagers shall be made by dragging the chips across the screen to the desired position on the layout prior to the end of the wagering period for that coup, thereby debiting the player's PT chip account balance by the amount of the wager.
  - 4.2.5 The player controlling a PT is solely responsible for the placement of the chips appearing on the PT.
  - 4.2.6 A wager cannot be withdrawn, placed or changed after the expiry of the wagering period.
  - 4.2.7 A wager cannot be withdrawn, placed or changed after it has been confirmed.
  - 4.2.8 Wagers shall be settled strictly in accordance with the position of the chips appearing on the PT electronic layout at the time a wagering period expires.
  - 4.2.9 A casino supervisor may modify the application of rule 4.2.6 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.
- 4.3 The credit meter can be incremented by:
- 4.3.1 Australian legal tender (notes of acceptable denomination as indicated

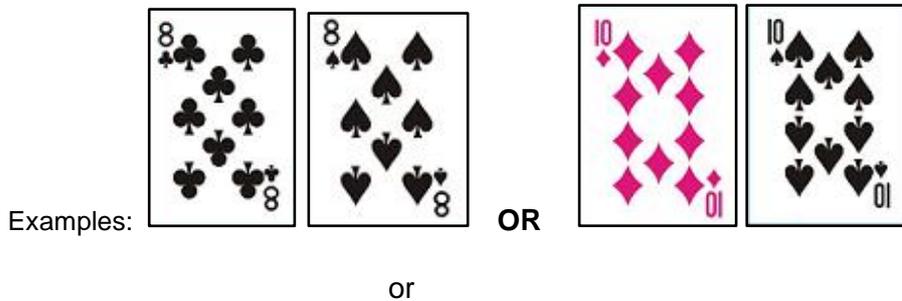
- on each individual PT);
- 4.3.2 Redeemable tickets;
- 4.3.3 winnings from LTGame Electronic Table Game play;
- 4.3.4 the centralized monitoring system transferring credits to the LTGame Electronic Table Game.
- 4.4 A player's winnings shall be displayed on the LTGame Electronic Table Game PT.
- 4.5 Upon completion of the coup, the electronic table game system will register the result and the dealer shall confirm that the correct result has been recorded in the electronic table game system before the automatic settlement process is activated.
- 4.6 If the cards are drawn prior to the completion of the wagering period, the system will cease to accept wagers and all wagers previously placed shall stand.

## **5. Permissible Wagers**

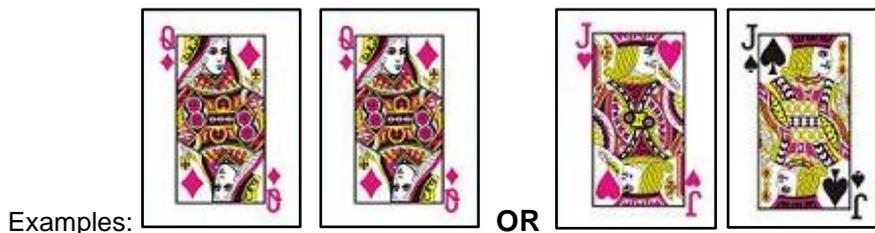
- 5.1 The wagers defined in this rule shall be the permissible wagers by a player:
  - 5.1.1 A wager on the Player's Hand which shall;
    - 5.1.1.1 win if the Player's Hand has a point count higher than that of the Banker's Hand;
    - 5.1.1.2 lose if the Player's Hand has a point count lower than that of the Banker's Hand; and
    - 5.1.1.3 neither win nor lose if the point counts of the Player's Hand and the Banker's Hand are equal;
  - 5.1.2 A wager on the Banker's Hand which shall;
    - 5.1.2.1 win if the Banker's Hand has a point count higher than that of the Player's Hand;
    - 5.1.2.2 lose if the Banker's Hand has a point count lower than that of the Player's Hand; and
    - 5.1.2.3 neither win nor lose if the point counts of the Banker's Hand and the Player's Hand are equal.
  - 5.1.3 A wager on "Tie" which shall win if the point counts of the Player's Hand and the Banker's Hand are equal and shall lose if such point counts are not equal.

5.1.4 A "Pair" wager which shall mean a hand that comprises the first two cards dealt to either the Banker's Hand or the Player's Hand that are:

5.1.4.1 of the same card value, namely, Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10; e.g.



5.1.4.2 of the same picture type, namely jack, queen or king; e.g.



## 6. Minimum and Maximum Wagers

- 6.1 The minimum and maximum wagers permitted by a player shall be shown on a sign at the PT. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum and/or the minimum and/or maximum permitted aggregate wager (if any).
- 6.2 LTGame Electronic Table Game may be configured to offer either an individual terminal maximum or a differential which is inclusive of all PTs. When the system is configured for a differential, then the differential shall apply only to Player and Banker wagers and not to Tie wagers or any other optional wagers. Unless a wager is confirmed prior to the end of the wagering period, or if the differential is exceeded those wagers may be rejected by the LTGame System.
- 6.3 If a player attempts to place a wager(s) that is:
- 6.3.1 in a multiple over the minimum which is not permitted; or
  - 6.3.2 is greater than the maximum permissible wager; or
  - 6.3.3 of an aggregate greater than the permitted aggregate wager;

the PT must display only so many chips or such denomination of chips as is the next lowest permitted wager and will not debit the player's PT chip account in respect of that portion of the wager which is not permitted.

- 6.3.4 If, by the end of the wagering period, a player has placed one or more wagers which are in aggregate less than the permitted minimum total bet the PT must not accept the wager(s) and will cause the amount of the wager(s) to be credited back the player's PT chip account.

## **7. Play of the Game**

- 7.1 The casino operator will determine the length of the wagering period for the game.
- 7.2 Each PT must clearly display a countdown of the remaining portion of the wagering period for the next round of play.
- 7.3 Should the dealer be conducting two games, they shall alternate between the games at the completion of each coup.
- 7.4 The dealer shall at the beginning of every new shoe, burn the first card by drawing it from the shoe face down and placing it in the discard rack. After the burning of the first card of the shoe or at the completion of each coup the dealer shall announce 'Place your bets please' and press the 'New Game' button to commence the wagering period.
- 7.5 The wagering period begins at the start of a new game and ends when the countdown timer reaches 0 or an outcome determination has started at which time wagers on that table are committed.
- 7.6 The process for dealing a coup shall be:
- 7.6.1 the dealer shall press the 'New Game' button on the DT;
- 7.6.2 At the end of the wagering period, there shall be two hands dealt, one of which shall be designated as the Player's Hand and the other as the Banker's Hand.
- 7.6.3 Four cards shall be dealt from the Angel Eye shoe. The first and third cards shall respectively represent the first and second card of the Player's Hand and the second and fourth cards dealt shall respectively represent the first and second cards of the Banker's Hand.
- 7.6.4 If the point count of the Player's Hand or the Banker's Hand after the initial four cards are dealt is 8 or 9, which is called a "natural", no more cards shall be dealt to either hand.
- 7.6.5 If the point count of the Banker's Hand is 0 to 7 inclusive after the

initial four cards are dealt, the Player's Hand shall:

7.6.5.1 draw (i.e. take a third card); or

7.6.5.2 stand (i.e. not take a third card)

in accordance with the requirements of Table 1 below.

**TABLE 1: PLAYER'S HAND**

A Player having a point count of:-	
0-1-2-3-4-5-	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

7.6.6 When the Player's Hand draws, the Banker's Hand shall:

7.6.6.1 draw (i.e. take a third card), or

7.6.6.2 stand (i.e. not take a third card)

in accordance with the requirements of Table 2 below.

**TABLE 2: BANKER'S HAND**

Third card drawn by Player's Hand

Banker's Hand	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

7.6.7 When the Player's Hand stands, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is 0 to 5 inclusive.

7.6.8 In no event shall more than one additional card be drawn to either hand.

7.6.9 At the completion of the coup the dealer may press the 'standby' button on the Angel Eye shoe.

7.6.10 The dealer shall press the winning result on the DT.

7.6.11 The dealer shall press 'Confirm Result' on the DT.

## 8. Settlement

- 8.1 The game system must display the outcome of each game component on each open PT; and in respect of any wagers placed on a PT, must:
- 8.1.1 collect any losing wager, by causing the chips representing that wager to disappear from the electronic layout; and
  - 8.1.2 pay any winnings thereby causing an appropriate amount to be shown on the PT win meter; and
  - 8.1.3 credit the value of the winnings and the winning wagers to the PT chip account.
- 8.2 A player wishing to leave the game may do so at any time within the wagering period by activating the cash out button providing no wagers have been placed on the current round of play.
- 8.3 Credits may be paid by issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter.
- 8.4 Winning wagers for Baccarat shall be paid:
- 8.4.1 on the Player's Hand at the odds of 1 to 1;
  - 8.4.2 on the Banker's Hand at the odds of 0.95 to 1 or 19 to 20; and
  - 8.4.3 on a Tie at the odds of 8 to 1.
- 8.5 Winning wagers for Even Money Baccarat shall be paid:
- 8.5.1 on the Player's Hand at odds of 1 to 1;
  - 8.5.2 on the Banker's hand at odds of 1 to 1 except where the winning hand has a point count of 6 which shall be paid at odds of 0.5 to 1 or 1 to 2; and
  - 8.5.3 on a Tie shall be paid at odds of 8 to 1.
- 8.6 Where a "Pair" wager is made on either the Banker Pair or the Player Pair and the initial two cards dealt to that particular hand in that coup are a "Pair" that wager will be paid at the odds of 11 to 1.
- 8.7 Credits displayed on the credit meter may be collected at the end of any game play.
- 8.8 Credits may be paid by issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter.

## 9. Payouts

- 9.1 A player entitled to receive a manual payout should verify the amount of the payment and must acknowledge receipt of that payment by signing the manual payment form.
- 9.2 The casino operator may withhold the payment of any promotional prize or redeemable ticket or payout voucher, or demand the return of any promotional prize or redeemable ticket or payout voucher, subject to notification to and review by an inspector, until such time as the casino operator has completed an investigation and made a determination.
- 9.3 Wherever possible, promotional prizes, redeemable tickets or payout vouchers payable by the casino operator will be paid immediately to the player. However, the casino operator may:
- 9.3.1 delay payment, subject to further verification of the player's entitlement, to a mutually agreed time;
  - 9.3.2 pay the promotional prize other than in a form requested by the player; and
  - 9.3.3 request an appropriate form of personal identification from the player.

## **10. Player Rewards and Promotional Prizes**

- 10.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 10.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 10.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 10.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 10.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
- 10.5.1 tobacco in any form;
  - 10.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;

- 10.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
  - 10.5.4 more than 20 litres of liquor; or
  - 10.5.5 any item or service prescribed by the regulations.
- 10.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 10.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 10.7.1 the manner in which a Promotional Prize is to be awarded;
  - 10.7.2 when and where the Promotional Prize will be awarded;
  - 10.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
  - 10.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
  - 10.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
  - 10.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
  - 10.7.7 the place, date and time of any Promotional Prize promotion;
  - 10.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
  - 10.7.9 how the winner of a Promotional Prize will be notified;
  - 10.7.10 how the results of a Promotional Prize will be published;
  - 10.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
    - 10.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
      - i) Make;
      - ii) Model;
      - iii) Accessories.
    - 10.7.11.2 If the prize is a motor vehicle, details shall also include:

- i) Make;
- ii) Model;
- iii) Accessories; and
- iv) whether registration and other on-road costs are included.

10.7.11.3 If the prize is travel, details shall also include:

- i) number of persons entitled to take advantage of the travel prize;
- ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
- iii) restrictions on when the travel must be taken;
- iv) if spending money is included.

10.7.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

10.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 10.8.1 face-to-face; or
- 10.8.2 mail; or
- 10.8.3 telephone; or
- 10.8.4 email.

10.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

10.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

10.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

10.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

10.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person

is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

- 10.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

## **11. Irregularities**

- 11.1 Any malfunction of the game system shall void any game plays and payouts on the PT controlled by that system.
- 11.2 The WND unit must be disregarded if the WND unit displays a result other than the actual outcome.
- 11.3 Players are required to notify the casino operator in the event of any malfunction of a PT at which they are playing. Failure to do so, and the retention of any benefit, chip account credit or free play as a result of a PT malfunction or dealer error, may be considered to be a contravention of these rules.
- 11.4 If a dealer commences to deal a new coup without pressing the 'standby' button on the Angel Eye shoe for the previous coup, an Assistant Gaming Manager shall oversee the completion of the coup and manually enter the result into the DT. Any credits wagered for this coup shall be valid.
- 11.5 If a dealer commences to deal a card or cards prior to pressing the 'New Game' button on the DT, then that card or cards shall be the first cards of a dummy hand.
- 11.5.1 The process for dealing a dummy hand shall be:
- 11.5.1.1 The Assistant Gaming Manager shall press the 'Dummy Hand' button on the DT;
- 11.5.1.2 the dealer shall deal the coup;
- 11.5.1.3 the Assistant Gaming Manager shall manually enter each card into the DT then authorize the hand in the DT;
- 11.5.1.4 the Assistant Gaming Manager shall press 'Confirm Result' on the DT.
- 11.6 If at any time during a coup the dealer:
- 11.6.1 Deals the cards in such a way as to cast doubt on the correct order of the cards, or;

- 11.6.2 Incorrectly deals the cards and the error is detected and notified to gaming staff prior to the commencement of the next coup, the following shall apply:
- 11.6.2.1 the Assistant Gaming Manager shall authorise that the coup be declared void and all credits returned for that coup. Play shall then continue with the remaining cards in the Angel Eye shoe.
  - 11.6.2.2 where the requirements of 11.6.2.1 have been met the Assistant Gaming Manager may authorise the dealer to remove the remaining cards from the Angel Eye shoe and shuffle or replace the cards.
  - 11.6.2.3 should such an error not be notified to gaming staff prior to the commencement of the next coup, or prior to removal of all cards from the Angel Eye shoe or the closure of the table, then this will have the same effect as the “commencement of the next coup” and the results for all previous coups shall stand.
- 11.6.3 A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with these rules. If the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next coup.
- 11.6.4 A third card dealt to the Banker's Hand when no third card is authorised by these rules, or a card that would have been the first card of a coup has been exposed or is found face upwards in the Angel Eye shoe, that card shall become the first card of a dummy hand.
- 11.6.5 If a card is found face upwards in the Angel Eye shoe after the first card of a coup has been dealt, the card shall be played as if it were found face downwards.
- 11.6.6 If there are found to be insufficient cards in the Angel Eye shoe to complete a hand that coup shall be void.
- 11.6.7 In the event that the cards are not cut in accordance with rule 3.10, the dealer shall complete the coup. The cards shall then be shuffled and cut in accordance with these rules. The results of previous coups shall stand.
- 11.6.8 Should the dealer forget to burn the first card from the Angel Eye shoe, then play shall continue with those cards remaining in play.
- 11.6.9 In the event that the cards are not shuffled following the exposure of the cutting card, the dealer shall complete the coup. The cards shall then be shuffled and cut in accordance with these rules. The results of previous coups shall stand.

- 11.6.10 In the event that a card(s) is found to be missing from the Angel Eye shoe; or a Card(s) is found that does not form part of the 52 cards that make up a deck in accordance with rule 2.3.4, the following shall apply:
- 11.6.10.1 the result of any coups previously completed shall stand; and
  - 11.6.10.2 the coup where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all credits returned for that coup; and
  - 11.6.10.3 the remainder of the cards in the Angel Eye shoe shall then be removed and the decks checked for any further missing or foreign cards.
- 11.6.11 If there is a discrepancy between the actual cards dealt and the results of the coup indicated by the Angel Eye shoe, an Assistant Gaming Manager must seek to confirm the actual outcome. If an Assistant Gaming Manager is unable to confirm the actual outcome, they shall declare the coup void.
- 11.6.12 If the Angel Eye shoe used is incorrectly reading the cards, the dealer may, with Assistant Gaming Manager approval, manually enter the card value and suit into the dealer terminal.
- 11.6.13 If cards are drawn when they are not required, a dummy hand shall be dealt with Assistant Gaming Manager approval.
- 11.6.14 Any system prompted dummy hand will require the Assistant Gaming Manager's authorisation.
- 11.6.15 If the Angel Eye shoe used is not reading the cards being dealt, and it becomes evident, in a coup for which one or more cards have been dealt, that the Angel Eye shoe is no longer capable of operating in the way it is intended to operate; and
- 11.6.15.1 the malfunctioning of the shoe has not operated to the disadvantage of the casino operator or a player and another Angel Eye shoe is readily available, the cards shall be transferred to another Angel Eye shoe.
- 11.6.16 Where a multishuffler malfunctions without causing any damage to the cards in the multishuffler, the cards in the multishuffler must be transferred to another multishuffler.
- 11.6.17 Where a multishuffler malfunctions and causes damage to any card in the multishuffler:
- 11.6.17.1 the damaged cards in the multishuffler are to be removed from play; and
  - 11.6.17.2 the undamaged cards still in the multishuffler are to be transferred from the multishuffler to another multishuffler

device; and

11.6.17.3 the damaged cards are to be replaced with cards from a new deck, and the replacement cards are to be placed in the multishuffler containing the cards transferred from the malfunctioning multishuffler.

11.6.18 Where a multishuffler malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the coup is terminated, and the amount wagered by each player must be returned to the player. The result of any coups previously completed shall stand.

11.6.19 Should the Gaming Manager at any time form the opinion that the sequence of cards in a shoe has been revealed to the players during the shuffling and/or cut process, then the shoe shall be declared void and an Inspector notified.

## **12. General Provisions**

12.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.

12.2 Rule 12.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.

12.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 12.1, he/she may:

12.3.1 declare that any wager made by the person is void;

12.3.2 direct that the person shall be excluded from further participation in the game;

12.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;

12.4 A casino supervisor may invalidate the outcome of a game if:

12.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

12.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.

12.5 Where the outcome of a game is invalidated under rule 12.4, all wagers made by the players for that particular result may be refunded provided that

a casino supervisor may direct that the wager of any player referred to in rule 12.4.2 be forfeited.

- 12.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 12.7 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 12.8 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 12.9 A player who abstains from placing any wagers for three consecutive rounds of play, while all other PTs are in use, may be required to vacate his/her seat or position.
- 12.10 Players and spectators are not permitted to have side bets with or against each other.
- 12.11 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a games supervisor, subject to a review (if requested) by a casino supervisor.
- 12.12 In any dispute arising from the playing of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the playing of this game, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 12.13 A copy of these rules shall be made available for inspection upon request.

## Diagram "A"

### BACCARAT COMPONENT ELECTRONIC TABLE GAME PT SCREEN LAYOUT



#### Interface Description:

- 1 Table Select - Display the available game tables
- 2 Back to Last Betted Table - Back to the previous betted table
- 3 Service - Member service
- 4 Rule - Game rule and related information
- 5 Cash Out - Cash out the current credits
- 6 Language - Chinese or English
- 7 Betting Amount - Confirmed betting amount
- 8 Balance - Player's credit balance amount
- 9 Table - Current table
- 10 Betted Table - Player Currently betted tables
- 11 Total real - Time limit for player of the betted table, which is updated whenever player bets on Banker pool or Player pool.
- 12 Total real - Time limit for banker of the betted table, which is updated whenever player bets on Banker Pool or Player Pool.
- 13 Next estimated results
- 14 Bet Limit
- 15 Clock

### Diagram “B”

#### EVEN MONEY BACCARAT COMPONENT ELECTRONIC TABLE GAME PT SCREEN LAYOUT



#### Interface Description:

- 1 Table Select - Display the available game tables
- 2 Back to Last Betted Table - Back to the previous betted table
- 3 Service - Member service
- 4 Rule - Game rule and related information
- 5 Cash Out - Cash out the current credits
- 6 Language - Chinese or English
- 7 Betting Amount - Confirmed betting amount
- 8 Balance - Player's credit balance amount
- 9 Table - Current table
- 10 Betted Table - Player Currently betted tables
- 11 Total real - Time limit for player of the betted table, which is updated whenever player bets on Banker pool or Player pool.
- 12 Total real - Time limit for banker of the betted table, which is updated whenever player bets on Banker Pool or Player Pool.
- 13 Next estimated results
- 14 Bet Limit
- 15 Clock

### Diagram "C" DEALER STATION

