

BACCARAT PROFESSIONAL SERIES

Game Type: Table Game
Return to Player: 98.96%

This professional series version of the classic Baccarat casino game follows standard baccarat rules with a 9 for 1 payout for a tie. Players can place a single bet or a combination of bets. Baccarat is available in a standard, low roller and high roller version, plus an additional VIP version (available upon request only).



Game Sheet Version: 1.2
Date: 2014-05-12

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GENERAL INFORMATION	
Game Type	Table Game
Default Chip Values (€)	Low Limit: 0.10, 0.50, 1, 5 Standard Limit: 1, 5, 10, 50 High Limit: 10, 50, 100, 500 VIP Limit: 100, 500, 1 000, 5 000
Default Min / Max Bet (€)	Low Limit: 0.10 / 10 Standard Limit: 1 / 100 High Limit: 10 / 1 000 VIP Limit: 100 / 10 000
GAME FEATURES	
	<ul style="list-style-type: none"> Baccarat history board. Adjustable game speed.
PAYOUT	
Return to Player (%)	98.96
Default Maximum Win (€)	Low Limit: 90 Standard Limit: 900 High Limit: 9 000 VIP Limit: 90 000
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> Player and casino operator can set the following play limits: Bet @ loss per session, day, week or month. Block all play for a specified period of time. Restrict session play length in minutes. Playing for real is restricted by player account funds (i.e. cannot play for credit). (Italy jurisdiction only) Player can initially have a maximum of 1.000 € in the wallet. Since each game is a user session, the player's wallet may exceed this limit during play.
Other	<ul style="list-style-type: none"> Play for Fun G4 mode
TECHNICAL INFORMATION	
Game ID	Low Limit: lrbaccarat2 Standard Limit: baccarat2 High Limit: hrbaccarat2 VIP Limit: vipbaccarat2 (basic wallet) Add _sw for seamless wallet
Game Version	1.0
Paytable Version	1.0
Screen Footprint	Optimised for 640x480 and 1024x768
Flash Player	Flash 8 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.



Table elements

Game Theme and Graphics

Baccarat Professional Series is a feature-rich graphics game with game play settings that can be adjusted by the player.

The player can activate high quality background music tracks that have been tailor-made for this game.

Other features include:

- Fun game play, where the player can play a few trial hands before placing real money bets
- A history table showing the results of the last 10 hands
- Fully adjustable sound settings
- Adjustable card deal speed



The player has placed a bet of 3 and has predicted the next card will be higher

Placing Bets

Placing a bet is easy! The player clicks on a coloured chip, and then clicks on the TIE, BANKER or PLAYER section of the table to place a bet. Repeated clicks increase the amount of the bet; the player sees the coins stack up and the total value displayed beneath increases.

To remove a bet, the player selects the chip with the red cross, and clicks on the table section with the incorrect bet. The whole bet is removed, and the player can make a new bet.



Game play

Game Play

When the player clicks Deal, cards are dealt to both the Player and the Banker. The outcome of the game is displayed alongside the bets. Before the next game round starts, the player is given the chance to Rebet (same chips in the same table sections) or place a New Bet.



Baccarat History

Baccarat History

The player can choose to display the game history, located to the left of the game table, which shows the results of the last 10 game rounds. The history is formatted as follows:

- The most recent game round is shown in the top two squares.
- The number on the left indicates the card value for the Player; the number on the right indicates the card value for the Banker.
- If the player has won the game round, the Player's hand value is highlighted in red and the Banker's hand value is greyed out. If the Banker has won a game round, the Banker's hand value is highlighted in yellow and the Player's hand value is greyed out. If



History of last 10 game rounds

the result is a Tie, both Player and Banker hand values are highlighted.



GAME SETTINGS panel

Game Settings

The spanner icon opens up the GAME SETTINGS panel. The player can change game play settings at any time during game play.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Banker: 98.96%
- Player: 98.76%
- Tie: 85.75%

MAXIMUM WIN - EURO

- Low Limit: 90
- Standard Limit: 900
- High Limit: 9 000
- VIP Limit: 90 000

Paytable

		PAYTABLE		
		OUTCOME		
		Tie	Banker	Player
BET	Tie	9 for 1	-	-
	Banker	Push	2 for 1*	-
	Player	Push	-	2 for 1

** 5% commission is deducted from all Banker wins*

Randomisation

RANDOM NUMBER GENERATOR (RNG)

The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

The Random Number Generator and its implementation has been tested and approved/certified for randomness according to prevailing industry standards by an independent 3rd party verification body, Technical Systems Testing in Canada.

ALGORITHM FOR A RANDOM CARD

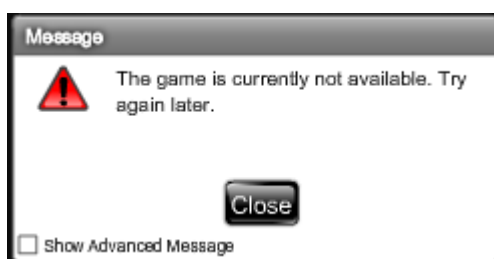
A deck of cards is static and will always contain the same amount of cards. A card can either be available or unavailable. The deck resides in a session unique context and will never be subject to concurrency issues.

1. If needed; a new deck is created (the new deck is not shuffled).
2. The cards in the deck are iterated. All cards that count as "available" get their index added to an "available card index" array.
3. A random number between 0 (zero) and the length of the "available card index" array is acquired.
4. A card index is then selected from "available card index" array at the position of the random number.
5. The card in the deck at the position of the card index is "drawn" from the deck by setting the card as unavailable.
6. The card is added to the game as "the next card to use".

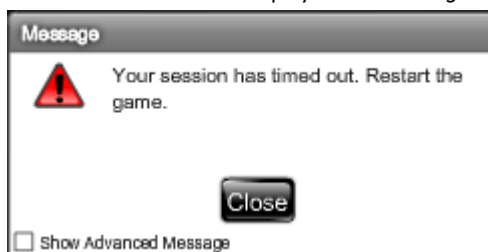
Malfunction Management

If a player attempts to access a game using an invalidated session, (for example, due to inactivity or system restart) an error message is displayed in the game. The player can then log on again and resume game play. The game state is always stored so the player can resume game play exactly where he or she left off.

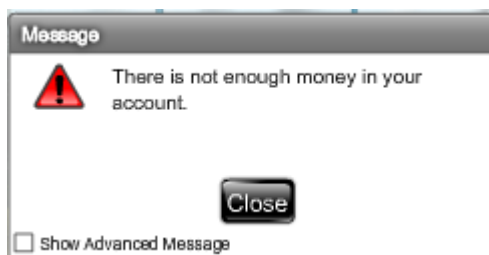
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

Information regarding session timeouts and malfunctions is provided to the player via the game rules. Specifically, the player is informed that “In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.”

Information to the Player

Players receive a response required message every hour of continuous play: They cannot continue playing unless they respond to the message which provides them with details about the amount bet and won so far during game play.

Players also have access to their game session history and game rules from within the game at all times.

Game Simulation

A demo version of the game is available at <http://www.netent.com/games/>

DOCUMENT VERSION HISTORY

Baccarat Professional Series Game Sheet
Version 1.2, 2014-05-12

VERSION	WHEN	WHAT
1.2	2014-05-12	New generic layout
1.1	2013-05-20	Updated layout.
1.0	2009-03-01	First version.