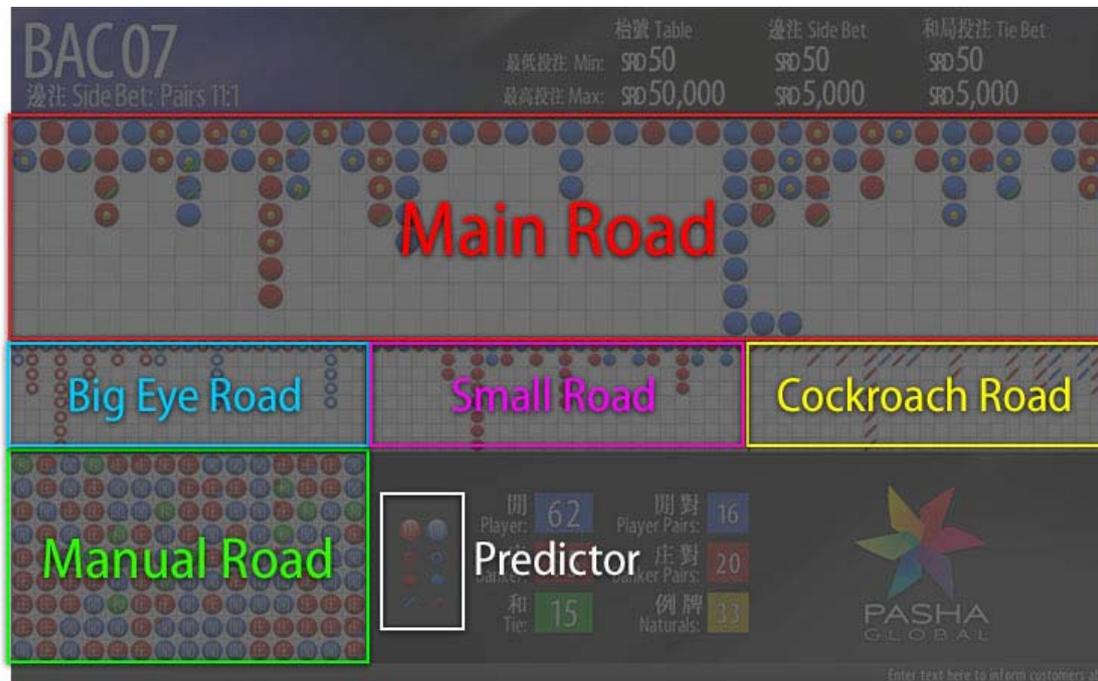


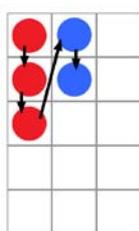
Baccarat Display Guide

A typical Baccarat scoreboard consists of six key elements: The **Main** and **Manual** roads, both of which display the results of previous games, the **Big Eye**, **Small** and **Cockroach** roads, which display patterns in the previous games, and the **Predictor**, which shows the NEXT pills that will be added to the Big Eye, Small and Cockroach roads for either a 'Player' or 'Banker' win.

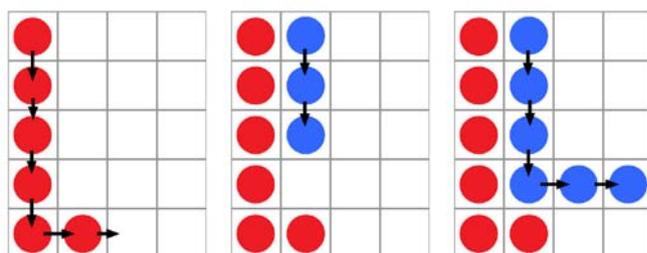


Main Road

The Main Road consists of a grid, which fills up from left-to-right with coloured pills. The colour of these pills refers to whether the corresponding game has been won by the player or the banker - usually, 'player' wins are blue and 'banker' wins are red, but sometimes the reverse is true.



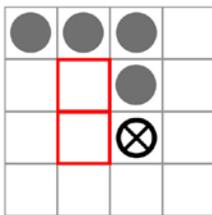
Pills are arranged into columns of the same colour, which continue to extend until the winning trend changes. For instance, when 'player' is blue and 'banker' is red, three consecutive 'banker' wins followed by two consecutive 'player' wins will be depicted as column of three red pills, followed by a column of two blue ones. Each consecutive 'player' win will add another blue pill to the column until the next 'banker' win breaks this trend and starts a new red column.



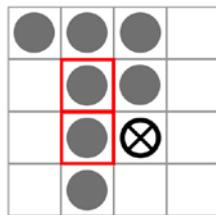
Columns continue to extend downwards until they reach the bottom of the grid, at which point they form 'dragon tails', bending to the right and continuing in this direction until the trend breaks. If a column meets the dragon tail of a previous column, it forms its own dragon tail. Dragon tails

can continue to nest in this way until a column has no space to extend and is forced to bend immediately. The next trend's column will then start in the first available grid column.

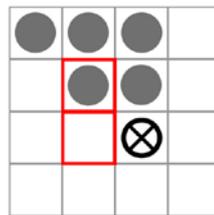
1. The latest result ('X') is temporarily placed at the end of the latest column (regardless of colour)
2. The following two grid squares are examined: the square to the left of X and the square to the left and above X (highlighted red below)
 - a. If the two squares are **both** empty, or **both** contain a pill, a red pill is added to the Big Eye Road
 - b. If **one** of the squares is filled, but the other is empty, a blue pill is added to the Big Eye Road
 - c. If the colour of X is **different** to the colour of the latest column, rules 1a) and 1b) are reversed



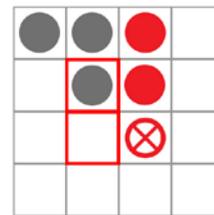
Both Main Road squares empty, Big Eye pill is **red**.



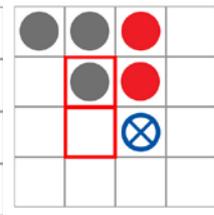
Both squares filled, Big Eye pill is **red**.



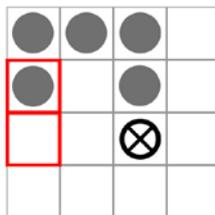
One square filled, Big Eye pill is **blue**.



One square filled (X is of the **same** colour as latest column so usual rules apply), Big Eye pill is **blue**.

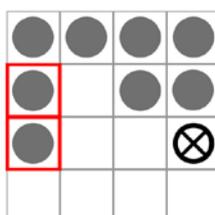


One square filled (but X is of a **different** colour to latest column), Big Eye pill is **red**.



Small Road

The Small Road works in exactly the same way as the Big Eye Road with one exception: Instead of examining the squares to the left and upper-left of the new pill 'X', this time the squares to left-bar-one and upper-left-bar-one are examined. The Small Road uses filled circles for pills.



Cockroach Road

Like the Small Road, the Cockroach Road works the same way as the Big Eye Road but examines different squares: the squares to the left-bar-two and upper-left-bar-two of the new pill 'X'. Pills in the Cockroach Road are drawn as diagonal slashes.



Predictor

The predictor simply shows which colour pills will be added to the Big Eye, Small and Cockroach roads if the next result is either a 'player' or 'banker' win. The rules for this prediction are identical to those listed above for the Big Eye Road, so a new 'player' win will always add the Big Eye, Small and Cockroach road results listed under the predictor's right-hand ('player') pill. Players use this to see which colour to bet on, based on the trends that they see forming in the three smaller roads.