

Blaze Dragon Tiger WD01 Introduction



Game Introduction

Dragon Tiger is a fast-action game played with cards on a table.

The game begins when players bet on either Dragon or Tiger options on the table.

Depending on whether you bet on the Dragon or the Tiger box, you win if the highest card appears on that particular option.

Main Game

The game objective is to predict which of the hands, Dragon or Tiger, will draw the higher value card and win.

You may also bet that the round will finish as a Tie if the Dragon and Tiger cards dealt are the same value.

- The goal of Dragon Tiger is to predict which hand will draw the higher value card: a Dragon, a Tiger, or a Tie
- Cards are dealt from an eight-deck shoe (Jokers excluded)
- You may place a bet on Dragon, Tiger, Tie, Suited Tie, or on the various Side Bets.
- At the beginning of the round, the dealer removes one card from the shoe, this is called burning cards.
- The dealer deals two cards, one each for the Dragon and the Tiger, face-up
- The highest card wins and pays even money 1:1
- The order of card value, from lowest to highest, is as follows:
A,2,3,4,5,6,7,8,9,10,J,Q,K
- In the case of a Tie, half your main bet (the Dragon/Tiger bet) is returned, and a Tie bet pays 11:1
- If the value and suit of the cards for the Dragon and Tiger are equal, it's a Suited Tie, and half of your main bet (the Dragon/Tiger bet) is returned. The Suited Tie bet pays 50:1
- Chose a chip and place it on the desired bet position: main bets Dragon, Tiger, Tie, Suited Tie, or on the various Side Bets
- When the game round starts, the dealer is dealt cards in the following order: the first card to the Dragon, the second card to the Tiger
- The hand that has the highest card value wins

Betting flow

- If you enter the table when the game round is in process, please, wait for the next one to place your bets.
- To place a bet choose a chip and place it on the betting position.
- You can place multiple chips on the different betting positions at the same time.
- The timer in the game window shows how much time you have to place a bet.
- After the "No more bets" message appears, the game round begins.
- Winnings are paid for the winning bets at the end of each game round.
- To play a game round, place your bet again or use the Rebet button.
- To skip the round simply do not place any bets.

Card shuffle

Eight pre-shuffled decks are used in the game. When a new set of pre-shuffled cards arrives at the table, the cards are placed in the shoe and dealer places a divider into the new set of cards. Once the divider is dealt, the dealer announces that the cards will be replaced in the following round. Each time a new set of cards arrives at the table, all previous cards are removed. Additional shuffle is performed at the table before placing the new cards into the shoe.

Scoreboards

The purpose of this board is to give an exact representation of game history and show if there are any trends or re-occurrences in the shoe, that can help to predict the next

outcome. At the same time, scoreboards do not guarantee that the next entry would be either of the sides, it's just a trend visualization. Dragon Tiger scoreboards generally consist of 5 different boards that are: Bead Road, Big Road, Big Eye Road, Small Road, and Cockroach Road. All roads are grid-shape, with six rows by several columns as a standard. For every column, the first result is always displayed in the top-left corner of the grid. The general approach is to shift all cells one column to the left when a board is filled with markers and there is no room to move to the next column. This will remove the leftmost column from the board. These rules are common for all boards. After a game round, one new marker will be added to Bead Road and Big Road, all other roads will be updated according to the input of Big Road.

Bead road

The purpose of this board is to give an exact representation of game history. The first result appears in the top left corner of the grid, the road fills down vertically through all six cells of the column. When it reaches the bottom row, it moves to the next column to the top row, and so on.

The marker for the winner of the round:

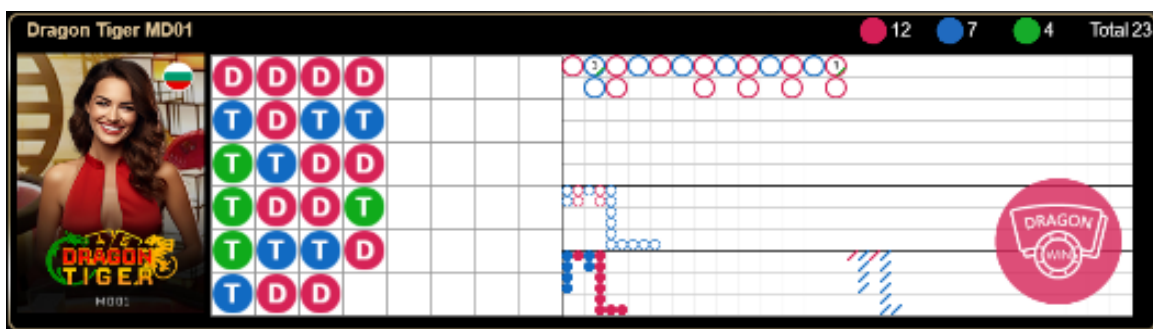
- solid red circle – Dragon win
- solid blue circle – Tiger win
- solid green circle – Tie win



The number inside the marker shows the hand score.

Big road

The purpose of this board to show how many consecutive wins have happened for either Dragon or Tiger.



The first result appears in the top left corner of the grid. If the second result is the same side as the first it goes under the first and as long as a winning side is the same. When the other side wins a new column is started and the process continues through the entire shoe in this fashion. If there are more than six consecutive Dragon or Tiger wins and the display run out of room vertically, the streak simply turns right when it hits the bottom of the grid and continues along the bottom row, leaving a sort of tail-like appearance. It's called "**Dragon tail**".

The marker for the winner of the round:

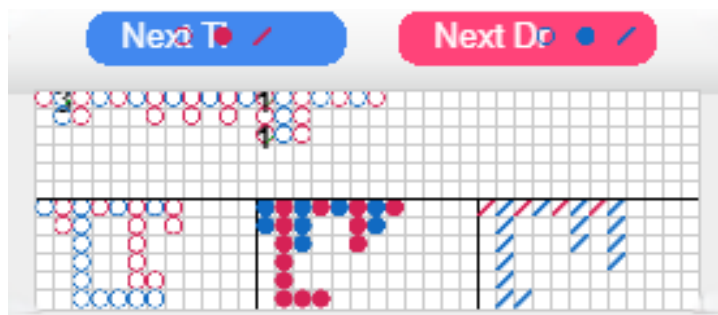
- Red hollow circle – Dragon win
- Blue hollow circle – Tiger win

The hand score is not present inside.

The Tie will be marked as a blue slash on the circle for the most recent entry. If the board is empty and the first entry is a Tie, then we will draw the green line on the corner of the initial empty cell, the same cell will be populated with a red or blue marker when there is a Dragon/Tiger win. If there are consecutive ties, a number representing the Tie count will be added inside the cell.

Derived road

These roads consist of the remaining three: Big Eye Road, Small Road and Cockroach Road. The roads are called Derived Roads because they derive from the Big Road. The Big Road is the base where the input determines the output for the Derived Roads. Each board describes slightly a different kind of pattern.



They do not tell you exactly what happened, they tell whether there was a pattern in what happened.

The Derived roads all have different style markers:

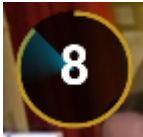
- Big Eye Road will have a **hollow Red/Blue circle**
- Small Road will have a **solid Red/Blue circle**
- Cockroach Road will have a **Red/Blue diagonal line**

The Red and the Blue markers do not correspond to Dragon or Tiger wins.

- Red means – there is some form of trend indicated from the shoe.
- Blue means – the shoe seems to be "choppy" or chaotic with no seeming recurrences or trends.

The derived roads do not start at the very beginning of the shoe. They start with the hand following the first hand in the second, third and fourth columns of the BIG ROAD. Once a derived road starts, an additional red or yellow symbol is added after every round.

Ui-elements

ELEMENT	ACTION
	Rebet
	Cancel
	Chips
	Timer
Chat	The button opens a chat dialog window
Game History	Opens the history of the game
Limits and Payouts	Opens the Limits and Payouts
Settings	Opens the game settings
Tips	Lets you tip the dealer

Side bets

Side bets are associated with either the Dragon or Tiger side, but betting is not limited to only one side. This allows you to, for example, place a Dragon main bet together with a Tiger side bet or a Dragon small bet along with a Tiger small bet without placing a Dragon main bet.

- The Big side bets win if an 8 or higher is dealt to the corresponding main position and lose in the case of 6 or lower
- The Small side bets win if a 6 or lower is dealt to the corresponding main position and lose in case of an 8 or higher
- All Big and Small bets lose in case of a 7
- Winning cards for the Odd side bets are: A, 3, 5, 9, J, K
- Winning cards for the Even side bets are: 2, 4, 6, 8, 10, Q
- All Odd and Even bets lose in the case of 7

Limit and payouts

Limits

The limit ranges displayed in the Lobby and on the game table UI corresponds to Straight Up bet limits. In addition, the Limits panel inside the game table gives additional info about different bet position limits.

The Min and Max sign on the table indicates the limits for a Straight Up bet. Tables also have a minimum and maximum table limit, meaning that the sum of player's bets must be within the limits indicated under the Table limits, shown on the Limits panel.

Payouts

Main payouts

- Dragon win 1:1
- Tiger win 1:1
- Tie 11:1
- Suited Tie 50:1

Side bets payouts

Side bets	Payer
Odd (D)	1:1
Even (D)	1:1
Big (D)	1:1

Side bets	Payer
Small (D)	1:1
Odd (T)	1:1
Even (T)	1:1
Big (T)	1:1
Small (T)	1:1

Return to player

The optimal theoretical percentage return to the player:

Bet	RTP
Main bet (Dragon or Tiger)	96.27%
Tie	89.64%
Suited Tie	86.02%
Side Bets	92.31%

Connection Problems

If you are disconnected from the game due to a connection problem, your bets are recorded and paid out according to the results of the round. You can view the results of the round in the game history.

Minimum internet speed for live gaming (SD 480p) should be at least 1 Mbps.

Cancelled games

A game round can be canceled if a complication occurs and disrupts the game session. All the players who are currently at the table are notified of the cancellation and all bets are returned to their accounts.

Game code

Each game round is identified by a unique Game Code.

Please use this number for reference if you wish to contact Customer Support regarding a particular round.

Chat

You can chat with the game presenter and other players. Enter your message in the chat

field. To send your message press Enter or click on the arrow button.  Let's make the chat enjoyable for all participants. Players who misuse the Chat by abusing Game Presenter or other players, or by using inappropriate and/or offensive language will have their Chat privileges disabled.