

MINI DICE

(RWS)
Game Rules
Version 4

w.e.f. 31 December 2019, 0800hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Mini Dice (Version 4)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

Table of Contents	Page Number
1. Definitions	3
2. Mode of Play	4
3. How to Play	5
4. Settlement	6
5. Irregularities	7
Appendix A	10
Appendix B	11

1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Dealer** refers to the person responsible for the dealing of the game.
- 1.3 **Field Bet** refers to a Bet placed on the point total of the top of the three dice being equal to 5, 6, 7, 8, 13, 14, 15 or 16 resulting from a valid tumble.
- 1.4 **House** refers to the Casino Operator.
- 1.5 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.6 **Player** refers to a person who places a Bet during a Round of play.
- 1.7 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.
- 1.8 **Single Dice Bet** refers to a Bet placed on any one of the numbers 1, 2, 3, 4, 5 or 6.
- 1.9 **Spin** refers to turning the dice cage by using the handle attached to the cage, causing it to rotate and the dice to tumble.
- 1.10 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

- 2.1.1 Mini Dice may be played only on tables displaying the layout as shown in Appendix A. Appendix B indicates examples of the placement of the available Bets.

2.2 The Dice

- 2.2.1 The game shall be played with a set of three dice with six faces.

3. How to Play

- 3.1 The objective of the game is to Bet on the numbers or combinations of numbers which match the winning combination of the three dice.
- 3.2 The winning combination shall be determined by the numeric value of each die when the dice cage comes to a complete stop with the weight on one side of the dice cage at the bottom and all the dice lie flat down.
- 3.3 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.4 The permissible minimum limit and maximum limit shall be displayed at the table.
- 3.5 It shall be the responsibility of the Player to place the Bet within the permissible minimum limit and maximum limit as displayed at the table.
- 3.6 Where applicable, no Player playing in any betting box and Betting less than the maximum permissible limit provided, shall refuse the balance of the Bet in that Round of play to be taken up by any other Player.
- 3.7 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.8 The Dealer shall Spin the dice cage at least three times to constitute a valid Round of play.
- 3.9 All losing Bets shall be collected and winning Bets shall be paid in accordance with the Mini Dice Pay Table stipulated in paragraph 4.1.

4. Settlement

4.1 Odds of Each Winning Bet

Mini Dice Pay Table	
Single Dice Bet	Pays
1 number appearing on 1 die	1 to 1
1 number appearing on 2 dice	2 to 1
1 number appearing on 3 dice	12 to 1
Field Bet	Pays
Point total of 3 dice equal to 5, 6, 7, 8, 13, 14, 15 or 16	1 to 1

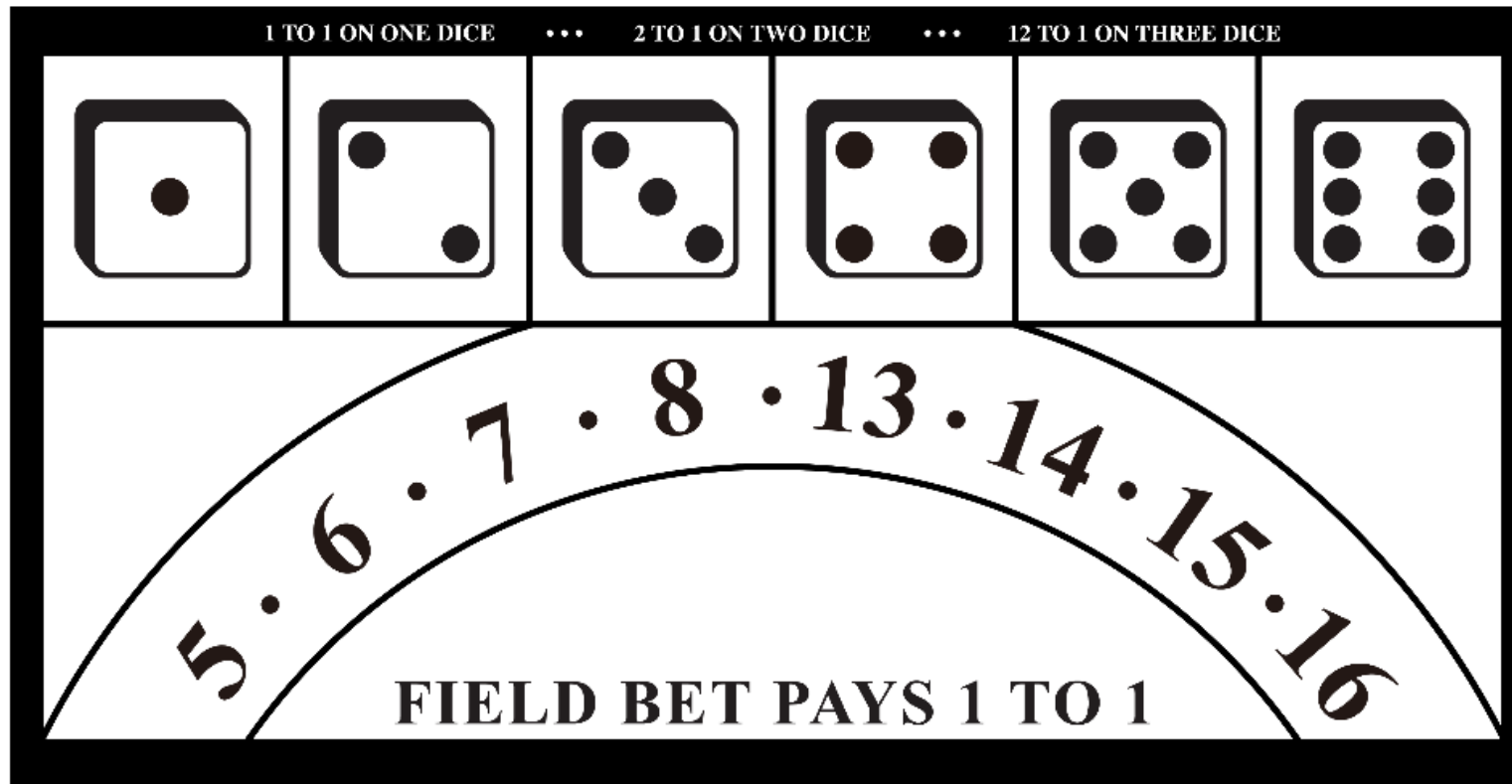
5. Irregularities

- 5.1 In the event that the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets.
 - 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the maximum permissible limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
 - 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bet(s) placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, the House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

- 5.5 In the event that any of the following situations occur:
- 5.5.1 the dice cage is not Spun at least three times; or
 - 5.5.2 one die rests on top of another die; or
 - 5.5.3 any of the three dice fail to come to rest with one surface flat on the base of the dice cage,
- the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 In the event that one or more dice are damaged, all affected Rounds of play shall be Voided.
- 5.7 After the Dealer announces “No more bets”, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.8 When the dice rest on the opposite surface of the cage without the weight at the bottom, the following rule shall apply:
- 5.8.1 no alteration of Bets is allowed; and
 - 5.8.2 the Pit Supervisor shall push the cage down to validate the Round of play and the Dealer shall announce the winning results.
- 5.9 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.10 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.

- 5.11 If the electronic equipment fails to illuminate the winning areas on the layout or fails to illuminate the winning areas correctly, all Bets shall be collected and paid in accordance with the result shown on the dice.
- 5.12 Any display information provided by the House on the outcome of current and/or previous Rounds of play is for information purposes only, and the actual outcome at the table shall prevail in the event of any inaccuracy in the display information.
- 5.13 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.14 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.15 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Games Shift Manager or above.

Appendix A



Appendix B

