

**MEGALINK THREE CARD POKER
XTREME
(MBS)
Game Rules
Version 2**

w.e.f. 3 February 2025, 09:00 hrs



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 “Megalink Three Card Poker Xtreme (Version 2)” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

- 1. Definitions**
- 2. Mode Of Play**
- 3. How To Play**
- 4. Settlement**
- 5. Irregularities**
- 6. General Provisions**
- 7. Appendix**

1. Definitions

1.1. In these rules:

- 1.1.1 "Ante" means the Player's initial wager placed in a round of play.
- 1.1.2 "Ante Bonus" means a payment made to the "Ante" wager for hands that have a value of Straight or better.
- 1.1.3 "Blind Betting" means to participate in a round of play without viewing the cards dealt to the Player's hand. "Blind Betting" applies when a Player wishes to wager on multiple hands. A Player may only view one hand and the other hands shall be played by "Blind Betting". To "Blind Bet" a Player must place the required ante, and thereafter make decisions on whether to bet or fold without viewing his cards.
- 1.1.4 "Controlling" means the act of making the decisions related to a playing position.
- 1.1.5 "Community cards" are cards dealt to the table that may be used by the Players to make the best possible 5 card hand.
- 1.1.6 "Dealer's Three Cards" means the three cards dealt to the Dealer's hand, which do not include the "Community cards".
- 1.1.7 "Fold" means a decision by the Player to no longer continue in the current round of play.
- 1.1.8 "Hole cards" are the first three cards dealt face down to each Player.
- 1.1.9 "Pair Plus" means a wager placed by a Player which pays if the Player's hand has a poker value of a pair or better regardless of the Dealer's hand.
- 1.1.10 "Play" means that the Player elects to remain in the game by placing an additional wager equal to the value of the "Ante" wager after the initial three cards have been dealt.
- 1.1.11 "Progressive Jackpot" wager means an optional wager placed prior to the cards being dealt that entitles the Player to a "Progressive Jackpot" payout if the Player's hand qualifies. The "Progressive Jackpot" wager is independent and remains in play even if the Player elects to "Fold".
- 1.1.12 If the "Progressive Jackpot" wagering system is unavailable, the game will be conducted without the option for Player's to place a "Progressive Jackpot" wager. In such a situation, signage will be displayed at the gaming table to notify all players that the "Progressive Jackpot" is temporarily unavailable due to technical issues.
- 1.1.13 "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces an outcome and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.14 "Six Card Bonus" means a wager placed by a Player which pays if the Player's three cards in combination with the Dealer's Three Cards produce any of the five card hands indicated

in Rule 4.5. Only the highest possible five card hand will be paid to each Player who qualifies.

1.1.15 "Push" means a wager that neither wins nor loses.

2. Mode of Play

2.1. The game of "Megalink Three Card Poker Xtreme" shall be played with one deck of 52 cards without jokers and with backs of the same colour and design.

2.2. The layout for this game is as shown in Appendix "A", "B", and "C" with:

2.2.1. Playing areas for the placement of the "Ante", "Play", "Pairs Plus", "Six Card Bonus" and "Progressive Jackpot" wager.

2.2.2. Each playing position shall have the following playing areas: "Ante", "Play", "Pair Plus", "Six Card Bonus" and "Progressive Jackpot" wager.

3. How to Play

3.1. Commencement of play shall begin when the Dealer announces "Place your bets, please".

3.2. Closing of bets shall take effect when the Dealer announces "No more bets".

3.3. The objective of the game for the Player is to obtain a poker hand which is of a higher rank than that of the Dealer's in accordance with Rule 3.14.

3.3.1. The ranking of cards, from highest to lowest, shall be as follows;

3.3.1.1. Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2;

3.3.1.2. Except in the context of a Straight Flush or a Straight consisting of 3, 2 and Ace, where Ace shall be counted as 1.

3.3.1.3. Suits have no value and have no bearing on the ranking of a card.

3.4. A Player wishing to participate in a round of play must place one or more wagers on "Ante", "Pair Plus" and/or a "Six Card Bonus" on the appropriate playing area marked "Ante", "Pair Plus" and/or "Six Card Bonus" prior to the first card being dealt for each round of play. Each wager at a particular playing area may be placed by individual or multiple Players, provided that it is within the minimum and maximum limits displayed at the table. When funds are combined the resulting wager is considered to be one wager.

3.4.1. A Player may wager on more than one hand, provided that regardless of the number of playing positions wagered on, the Dealer shall, prior to the commencement of a round of play, inform the Player that he is allowed to view or examine one hand only.

- 3.4.2. Only one "Ante", "Play", "Pair Plus", "Six Card Bonus", and "Progressive Jackpot" wager shall be accepted on any one playing area however that wager may comprise of contributions by multiple players as stated in rule 3.4.
- 3.4.3. A Pit Manager may, at his discretion, restrict a Player from wagering on more than one playing position.
- 3.5. A Player may also place a "Progressive Jackpot" wager after placing an "Ante", "Pair Plus" and/or "Six Card Bonus" wager.
- 3.5.1. The Player seated at the playing position shall be given an opportunity to participate in the "Progressive Jackpot".
- 3.5.2. A Player may place a "Progressive Jackpot" wager whether the Player is viewing the hand or "Blind Betting".
- 3.5.3. A Player choosing to play the "Progressive Jackpot" shall do so by placing a wager using the "Progressive Jackpot" wagering system. Wagers may be placed using credits or chips, depending on the available system. A Player may wager 1, 2, 3, 4 or 5 times the minimum "Progressive Jackpot" wager.
- 3.5.4. When a Player wagers 2, 3, 4 or 5 times the minimum "Progressive Jackpot" wager, and is eligible to be paid on a hand containing a "Straight", "Flush", "Full House" or "Four of a Kind" as indicated in Rule 4.4, the payment will be multiplied by 2, 3, 4 or 5 times, as applicable based on the Player's wager. Payments for "Straight Flush" and "Royal Flush" are paid as indicated in Rule 4.4 as a percentage of the "Progressive Jackpot" pool, and are not multiplied by 2, 3, 4 or 5 times regardless of the Player's jackpot wager.
- 3.5.5. Players are not permitted to place a "Progressive Jackpot" wager on other Player's playing positions.
- 3.6. The Dealer, Pit Supervisor or Pit Manager may, at the request of a Player, place wagers on behalf of the Player. It is the Player's responsibility to ensure that the placement is carried out correctly.
- 3.7. When using an automated dealing device, the round of play shall be conducted in accordance with one of the following methods, namely "Method A", "Method B" or "Method C", as described in Rule 3.7.1 to Rule 3.7.3.
- 3.7.1. Method A:
- 3.7.1.1. Starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal three cards, face down, to each playing position containing a wager, followed by three cards, face down, to the Dealer and then three cards to be known as "Community cards" to the area designated for "Community cards". The third card of the "Community cards" (top card) shall be burned and discarded into the discard holder.
- 3.7.2. Method B:
- 3.7.2.1. Starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal three cards, face down, to each playing position containing a wager,

followed by three cards, to be known as "Community cards" to the area designated for "Community cards". The "Community cards" shall be spread and the third card (top card) shall be burned and placed in the discard holder. After all the Players have made a decision on their respective hands in accordance to Rule 3.9, three cards shall be dealt, face down, to the Dealer.

3.7.3. Method C:

3.7.3.1. The Dealer shall deal three cards, face down, with an additional security card at the bottom, to the Dealer. The Dealer shall then deal three cards, face down, to each playing position containing a wager, and then three cards to be known as "Community cards" to the area designated for "Community cards". The "Community cards" shall be spread and the third card (top card) shall be burned and placed in the discard holder.

3.8. When using a manual dealing device, starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal one card, face down, to each playing position containing a wager and one card to the Dealer. This sequence shall be repeated until all playing positions containing a wager and the Dealer have three cards. Two "Community cards" shall then be dealt face down to the area designated for "Community cards".

3.9. After receiving and examining the 3 cards, the Player may decide to:

3.9.1. "Fold", which would result in the Player losing his "Ante" wager. If the Player folds, he shall still be eligible to win on any "Progressive Jackpot" wager placed prior to the first card being dealt for that round of play in accordance with the Pay Table stipulated in Rule 4.4.

3.9.1.1. A Player who elects to "Fold" shall still be eligible to win on any "Pair Plus" wager placed prior to the first card being dealt for that round of play in accordance with the Pay Table stipulated in Rule 4.3.

3.9.1.2. A Player who elects to "Fold" shall still be eligible to win on any "Six Card Bonus" wager placed prior to the first card being dealt for that round of play in accordance with the Pay Table stipulated in Rule 4.5.

3.9.2. Wager on "Play", which requires the Player to place a wager equivalent to the value of the "Ante" wager on the playing area marked as "Play" on the table layout. The Player's cards must be placed face down on the table with the "Play" wager placed on top of the cards.

3.9.3. Continue the round of play if the Player has only placed a "Pair Plus" and/or a "Six Card Bonus" wager without placing an "Ante" wager by placing the cards in the area marked "Play".

3.10. The Dealer shall expose his cards and compare the Dealer's hand to each of the Player's hand. The winning hand shall be the higher ranking three card poker hand.

3.10.1. "Six Card Bonus" wagers will be settled based on the highest five card poker hand possible using the combination of the Player's three cards and the Dealer's Three Cards.

3.10.2. The Dealer shall then expose the two "Community cards" to determine the outcome of "Progressive Jackpot" wagers.

- 3.10.3. In the event a Player declines a comparison of his hand against the Dealer's hand by not exposing his cards, the Player shall be deemed to have a hand that is ranked lower than the Dealer's hand and the Player's hand shall be deemed to have no winning "Progressive Jackpot" or "Six Card Bonus" combinations. Such a hand shall not be returned to play and shall be considered settled. A Pit Supervisor or above may view the cards at his discretion.
- 3.11. If the Dealer does not have a poker hand containing at least one Queen or one card of higher ranking than a Queen, the Dealer shall not compare his hand against the Player's hand and:
- 3.11.1. There shall be no payment on the "Play" wagers.
- 3.11.2. All "Ante" wagers shall be paid in accordance with the Pay Table stipulated in Rule 4.1.
- 3.11.3. All "Ante Bonus" wagers shall be paid in accordance with the Pay Table stipulated in Rule 4.2 irrespective of the Dealer's hand.
- 3.11.4. All "Pair Plus" wagers shall be paid in accordance with the Pay Table stipulated in Rule 4.3 irrespective of the Dealer's hand.
- 3.11.5. All "Six Card Bonus" wagers shall be paid in accordance with the Pay Table stipulated in Rule 4.5 irrespective of whether or not the Dealer's hand qualifies with a card of the ranking of Queen or higher.
- 3.12. If the Dealer has a poker hand containing at least one Queen or one card of higher ranking than a Queen, the Dealer shall then compare his hand to each of the Player's hand and:
- 3.12.1. Pay the "Ante" and "Play" wagers for those Players whose hand is ranked higher than the Dealer's hand in accordance with the Pay Table stipulated in Rule 4.1.
- 3.12.2. Collect the "Ante" and "Play" wagers for those Players whose hand is ranked lower than the Dealer's hand.
- 3.12.3. Declare "Push" for those Players whose hand is ranked the same as the Dealer's hand.
- 3.12.4. Pay all "Ante Bonus" wagers in accordance with the Pay Table stipulated in Rule 4.2 irrespective of the Dealer's hand.
- 3.12.5. Pay all "Pair Plus" wagers in accordance with the Pay Table stipulated in Rule 4.3 irrespective of the Dealer's hand.
- 3.12.6. Pay all "Six Card Bonus" wagers in accordance with the Pay Table stipulated in Rule 4.5 irrespective of whether or not the Dealer's hand qualifies with a card of the ranking of Queen or higher.
- 3.13. Any Player who has wagered on "Progressive Jackpot" and who has a qualifying hand as stipulated in the Pay Table in Rule 4.4 shall be paid accordingly irrespective of the Dealer's hand.
- 3.14. The order of hands from the highest to the lowest is as follows:

- 3.14.1. Straight Flush is a hand containing three cards of the same suit in consecutive ranking. E.g. 8♥, 7♥, 6♥
- 3.14.2. Three of a Kind is a hand containing three cards of the same rank. E.g. 10♠, 10♥, 10♣
- 3.14.3. Straight is a hand containing three cards of consecutive rank regardless of suit, an Ace may count high or low. E.g. 8♦, 7♣, 6♥
- 3.14.4. Flush is a hand containing three cards of the same suit but not in consecutive ranking. E.g. 10♥, 4♥, 2♥
- 3.14.5. One pair is a hand containing two cards of the same rank. E.g. A♣, A♥, 8♦
- 3.14.6. Three odd cards is a hand containing three cards of different rank that are at least two suits and that are not consecutive. E.g. Q♣, 10♥, 6♦
- 3.15. Hands that are of the same order of hands as described in Rule 3.14 but consisting of different card values shall be ranked in accordance to ranking of cards as described in Rule 3.3.1.
- 3.15.1. In the event that the Dealer and Player have hands that are of the same order of hands as described in Rule 3.14 and the hands consist of the same ranking of cards as described in Rule 3.3.1, the hand shall be a "Push".
- 3.15.2. In the event there are two hands each containing one pair, the hand holding the pair of the highest ranking shall win. If the highest ranking pair held by both hands are equally ranked, the winning hand shall be determined by the highest single unpaired card. If both hands hold one equally ranked pair and a third card of same ranking, the hand shall be a "Push".
- 3.15.3. A Straight Flush or a Straight containing a 4 or higher shall be ranked higher than a Straight Flush or a Straight containing a 3, 2 and Ace.
- 3.15.4. In the event the Dealer and Player both have a Straight Flush or a Straight comprising of three cards of the same ranking (for example 8, 9, 10 versus 8, 9, 10), the hand shall be a "Push".
- 3.16. Any "Progressive Jackpot" payout made to a Player shall be in addition to any payment made for the "Ante", "Pair Plus", "Six Card Bonus" or "Play" wager by the Player on that round of play.
- 3.17. If two or more Players' hands qualify for a "Progressive Jackpot" payout on separate tables, the hand that is first entered into the "Progressive Jackpot" wagering system shall be paid first.
- 3.18. If two or more Players' hands qualify for a "Progressive Jackpot" payout during the same round of play on the same table:
- 3.18.1. With a Straight Flush, a 10% payout from the current "Progressive Jackpot" as displayed and 10% of each subsequent reset "Progressive Jackpot/s" amount, based on the number of winners, shall be added and divided equally amongst the winners. E.g. if the Jackpot is \$100,000, a single winner will win \$10,000. If there are two winners, the two amounts of 10% (\$10,000, and after the reset \$9,000) will be combined and divided, giving each player \$9,500.

- 3.18.2. Where a hand containing a Royal Flush and/ or a Straight Flush and lower ranking hands qualify for a "Progressive Jackpot" in the same round of play, the Straight Flush and/or Royal Flush shall be paid after the qualified lower ranking hands have been paid. The Straight Flush will be paid before the Royal Flush.

4. Settlement

4.1. The "Ante" and "Play" Pay Table

Winning Hand	Pays
Ante	1 to 1
Play	1 to 1

4.2. The "Ante Bonus" Pay Table

Winning Hand (Based on Player's Three Cards)	Pays
Straight Flush	5 to 1
Three of a Kind	4 to 1
Straight	1 to 1

4.3. The "Pair Plus" Pay Table

Winning Hand (Based on Player's Three Cards)	Pays
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

4.4. The "Progressive Jackpot" Pay Table

Based on "Player's Three Cards" & "Two Community Cards"	
Hand	Pays
Royal Flush	100% of the "Progressive Jackpot"
Straight Flush	10% of the "Progressive Jackpot"
Four of a Kind	400 for 1
Full House	80 for 1
Flush	40 for 1
Straight	20 for 1

- 4.4.1. When determining the outcome of a "Progressive Jackpot" wager:

- 4.4.1.1. Royal Flush is a hand containing five cards of Ace, King, Queen, Jack and 10 of the same suit. E.g. A♦, K♦, Q♦, J♦, 10♦
- 4.4.1.2. Straight Flush is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush. E.g. J♣, 10♣, 9♣, 8♣, 7♣
- 4.4.1.3. Four of a Kind is a hand containing four cards of the same rank. E.g. A♣, A♥, A♦, A♠, J♥
- 4.4.1.4. Full House is a hand containing three cards of the same rank and one “pair”. E.g. K♣, K♥, K♦, A♠, A♥
- 4.4.1.5. Flush is a hand containing five cards of the same suit but not in consecutive ranking. E.g. J♥, 8♥, 6♥, 5♥, 2♥
- 4.4.1.6. Straight is a hand containing five cards of consecutive rank regardless of suit, an Ace may count high or low. E.g. 9♣, 8♦, 7♣, 6♥, 5♠

4.5. The “Six Card Bonus” Pay Table

Based on “Player’s Three Cards” & “Dealer’s Three Cards”	
Hand	Pays
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Full House	20 to 1
Flush	15 to 1
Straight	10 to 1
Three of a Kind	7 to 1

5. Irregularities

- 5.1. If in the course of a round of play, it is discovered that there are extra or missing card/s and/or card/s which do not belong to the deck/s of cards in use or if unshuffled cards are used:
- 5.1.1. The current round of play shall be void; and
- 5.1.2. All outcomes of the previous rounds of play shall stand.
- 5.2. Where the cards have been dealt incorrectly and no Players have handled their cards, the round of play shall be void except if an incorrect distribution of cards can be reconstructed by moving complete hands from one playing area to another.

- 5.3. If there is an incorrect number of "Community cards" dealt or an incorrect number of cards dealt to the Dealer's hand, the round of play shall be void, provided that this is noticed before the commencement of the next round of play and the cards cannot be reconstructed.
- 5.4. If two or more cards are incorrectly exposed during the deal, the round of play shall be void.
- 5.5. Unless otherwise stated in these rules, after the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased shall be refused.
- 5.6. Unless otherwise stated in these rules, after the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the outcome of the round of play.
- 5.7. If an incorrect number of cards is dealt to a Player's hand, that Player's hand shall be removed from play and the wager returned, provided that this is noticed before the commencement of the next round of play and the cards cannot be reconstructed.
- 5.7.1. Where a Player/s was dealt the correct number of cards in the same round of play where the irregularity under Rule 5.7 has occurred, the Player may be permitted to withdraw his wager.
- 5.8. In the event that there is any doubt that the correct number of cards has been used in a round of play, the Dealer shall count the cards manually. If the count proves to have too many or too few cards, that round of play shall be void.
- 5.9. At the discretion of a Gaming Shift Manager, should a Player fail to keep his hand confidential or view or attempt to view another Player's hand, he may be prohibited from further play and any existing wager shall be returned to the Player.
- 5.10. Where a Player has wagered in error on multiple playing positions creating a situation where the Player controls more than one hand;
- 5.10.1. With one or more hands viewed, play shall continue on the viewed hand/s and unviewed hand/s shall be invalidated and the wager/s from the invalidated hand/s will be returned to the player.
- 5.10.2. With no hand viewed, the hand first dealt shall be played to conclusion, and the other hand/s invalidated and the wager/s from the invalidated hand/s will be returned to the player.
- 5.10.3. At the discretion of a Gaming Shift Manager, a Player's action may be stopped should he attempt to control multiple hands.
- 5.11. Where a Player makes an "Ante" wager and is not present to make a decision for the placement of the "Play" wager, then that hand shall become invalid and the "Ante", "Pair Plus", "Six Card Bonus" and "Progressive Jackpot" wager (if applicable) returned.
- 5.11.1. Where a Player has viewed the "hole cards" and leaves the table without wagering during any betting round, the hand will be deemed to have folded.
- 5.12. Where a Player makes a "Progressive Jackpot" wager and does not place an "Ante", "Pair Plus" and/or "Six Card Bonus" wager;

- 5.12.1. Prior to the Dealer announcing "No more bets", the Player shall either place an "Ante", "Pair Plus" and/or "Six Card Bonus" wager, or cancel the "Progressive Jackpot" wager.
- 5.12.2. After the Dealer has announced "No more bets", the "Progressive Jackpot" wager shall be deemed invalid, and the amount of the "Progressive Jackpot" wager returned to the Player at the conclusion of the hand in play.
- 5.13. Once the outcome has been determined, winning wagers that are under the minimum shall be paid one time only and losing wagers shall be collected one time only. All future wagers irrespective of outcome by the same Player that are under the minimum shall be returned.
- 5.14. Winning wagers that are over the maximum shall be paid to the maximum only. Losing wagers that are over the maximum shall be collected to the maximum only.
- 5.15. Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.
- 5.16. In the event of a power failure:
 - 5.16.1 If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), Players shall be given the option to withdraw their wagers. A Player taking the option to withdraw must withdraw all his wagers. The round of play shall then be concluded.
 - 5.16.2 With an outcome established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.

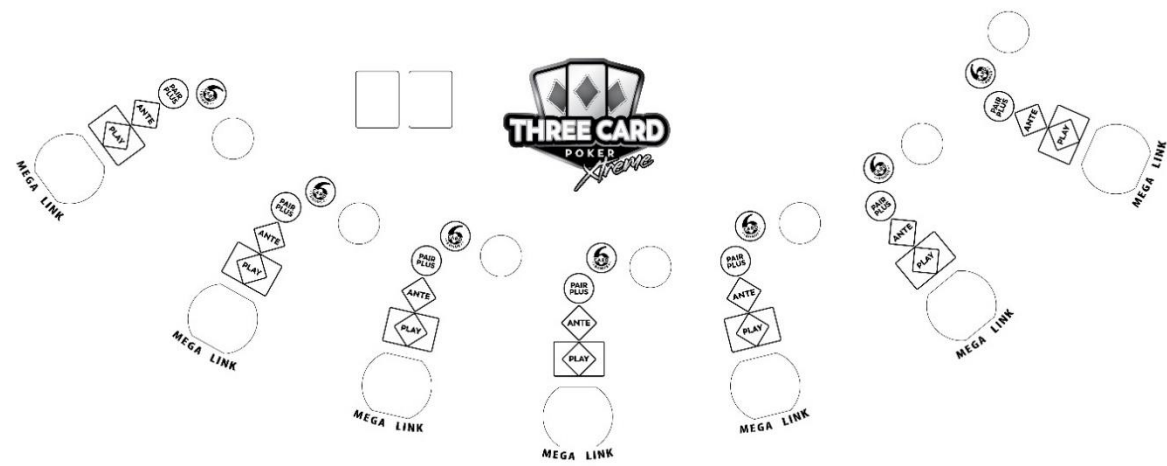
6. General Provisions

- 6.1. If an irregularity occurs that is not covered by these rules, the Gaming Shift Manager shall, at his reasonable discretion, decide how to resolve such matters.
- 6.2. Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

7. Appendix

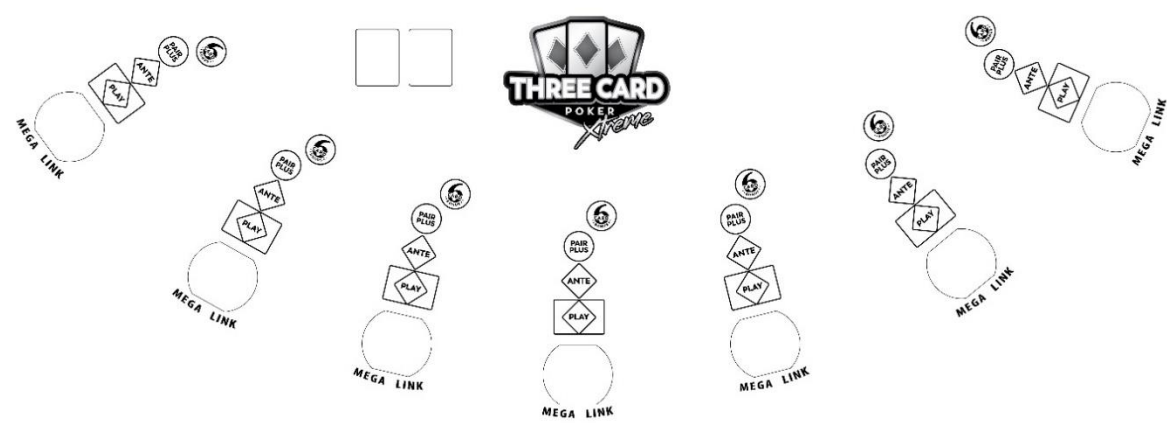
Appendix "A"

This layout is available with 1 to 7 playing positions



Appendix "B"

This layout is available with 1 to 7 playing positions



Appendix "C"

This layout is available with 1 to 7 playing positions

