

2 CARD ACTION

(RWS)
Game Rules
Version 2

w.e.f. 14 September 2021, 0800 hours



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 “2 Card Action (Version 2)” 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	5
3. How to Play	6
4. Settlement	8
5. Irregularities	12
Appendix A	16
Appendix B	17
Appendix C	18

1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.3 **Dealer** refers to the person responsible for the dealing of the game.
- 1.4 **Dummy Round of play** refers to a Round of play where the Player(s) does not place any Bets.
- 1.5 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.6 **Field Bet** refers to a Bet which would win when the Total Sum of Two Cards is equal to 3, 4, 5, 6, 7, 13, 14, 15, 16 or 17.
- 1.7 **House** refers to the Casino Operator.
- 1.8 **Pair** refers to two cards in a Round of play with the same number or picture type, regardless of colour and suit.
- 1.9 **Picture Card** refers to a card of any suit being a King, Queen or Jack.
- 1.10 **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.
- 1.11 **Player** refers to a person who places a Bet during a Round of play.
- 1.12 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.13 **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.

- 1.14 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box.
- 1.15 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.16 **Suited** refers to the cards dealt being of the same suit.
- 1.17 **Total Sum of Two Cards** refers to the total value of the points of the cards for a Round of play.
- 1.18 **Unsuited** refers to the cards dealt being of different suits.
- 1.19 **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 2 Card Action may be played only on tables displaying the layout as shown in Appendices A, B and C.

2.2 The Cards

- 2.2.1 The game shall be played with four to eight decks of cards with each deck consisting of 52 cards.

3. How to Play

- 3.1 The objective of the game is to win on combinations and/or value(s) of each and/or both of the cards dealt (listed under paragraph 4.1).
- 3.2 The value of the cards shall be determined as follows:
 - 3.2.1 any Ace card shall have the value of 1 point;
 - 3.2.2 any card from 2 to 10 shall have its face value; and
 - 3.2.3 any Picture Card, when tabulating the Total Sum of Two Cards, shall have a value of 10 points. This sub-rule shall only apply when determining the outcome for "Field Bet" and "Total Sum of Two Cards", and shall not apply for all other betting options.
- 3.3 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.4 The permissible minimum and maximum limits shall be displayed at the table.
- 3.5 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.6 Where applicable, no Player playing in any betting box and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that betting box 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 draw two cards from the Card Shoe/Electronic Card Shuffler face up on the layout.
- 3.9 A Seated Player with the highest Bet on the table may request for permission to squeeze the cards, before such card(s) are dealt from the Card Shoe/Electronic Card Shuffler. In the event that such permission is granted by the House, the cards shall be dealt face down. In the event that the Dealer inadvertently dealt any card(s) face up, the Round of play shall continue and the result shall stand.

- 3.10 The winning Bet(s) is determined by the combination and/or the value(s) of each and/or both of the cards dealt.
- 3.11 All losing Bets shall be collected and winning Bets shall be paid in accordance with the 2 Card Action Pay Table stipulated in paragraphs 4.1.1 and 4.1.2.
- 3.12 The Bet(s) wins if the combination and/or the value(s) of each and/or both of the cards dealt matches the combination and/or value(s) indicated on the designated betting areas on the layout where the Player has placed that Bet.

4. Settlement

4.1 Odds of Each Winning Bet

- 4.1.1 2 Card Action Pay Table 1 which is applicable when the game is played on tables displaying the layout as shown in Appendix A and Appendix B.

TABLE 1: 2 Card Action Pay Table	
Bet/Rules	Pays
Any Pair	11 to 1
Field Bet	Pays
Total Sum of 2 cards equal to 3,4,5,6,7,13,14,15,16 or 17	1 to 1
Total Sum of Two Cards	Pays
2	160 to 1
3	75 to 1
4	50 to 1
5	38 to 1
6	30 to 1
7	25 to 1
8	22 to 1
9	18 to 1
10	16 to 1
11	9 to 1
12	9 to 1
13	10 to 1
14	11 to 1
15	12 to 1
16	13 to 1
17	14 to 1
18	16 to 1
19	18 to 1
20	8 to 1

Bonus	Pays
A,8 (Suited)	30 to 1
A,8 (Unsuited)	15 to 1
2,7 or 3,6 or 4,5	6 to 1
K,9 or Q,9 or J,9 or 10,9	4 to 1
A,7 or 2,6 or 3,5 or 4,4	2 to 1
K,8 or Q,8 or J,8 or 10,8 or 9,9	1 to 1
Ace Plus	Pays
A,A (Suited)	30 to 1
A,A (Unsuited)	15 to 1
A,K or A,Q or A,J or A,10 (Suited)	10 to 1
K,K or Q,Q or J,J or 10,10	6 to 1
A,K or A,Q or A,J or A,10 (Unsuited)	4 to 1
9,9 to 2,2 (i.e. 9,9 or 8,8 or 7,7 or 6,6 or 5,5 or 4,4 or 3,3 or 2,2)	3 to 1
A,9 to A,2 (i.e. A,9 or A,8 or A,7 or A,6 or A,5 or A,4 or A,3 or A,2)	1 to 1
Any Single Card Bet	Pays
One Card	5 to 1
Two Cards Identical Value (Unsuited)	10 to 1
Two Cards Identical Value (Suited)	30 to 1

4.1.2 2 Card Action Pay Table 2 which is applicable when the game is played on tables displaying the layout as shown in Appendix C.

TABLE 2: 2 Card Action Pay Table	
Bet/Rules	Pays
Any Pair	11 to 1
Specific Pair	160 to 1
Field Bet	Pays
Total Sum of 2 cards equal to 3,4,5,6,7,13,14,15,16 or 17	1 to 1
Total Sum of Two Cards	Pays
3	75 to 1
4	50 to 1
5	38 to 1
6	30 to 1
7	25 to 1
8	22 to 1
9	18 to 1
10	16 to 1
11	9 to 1
12	9 to 1
13	10 to 1
14	11 to 1
15	12 to 1
16	13 to 1
17	14 to 1
18	16 to 1
19	18 to 1
20	8 to 1

Bonus	Pays
A,8 (Suited)	30 to 1
A,8 (Unsuited)	15 to 1
2,7 or 3,6 or 4,5	6 to 1
K,9 or Q,9 or J,9 or 10,9	4 to 1
A,7 or 2,6 or 3,5 or 4,4	2 to 1
K,8 or Q,8 or J,8 or 10,8 or 9,9	1 to 1
Ace Plus	Pays
A,A (Suited)	30 to 1
A,A (Unsuited)	15 to 1
A,K or A,Q or A,J or A,10 (Suited)	10 to 1
K,K or Q,Q or J,J or 10,10	6 to 1
A,K or A,Q or A,J or A,10 (Unsuited)	4 to 1
9,9 to 2,2 (i.e. 9,9 or 8,8 or 7,7 or 6,6 or 5,5 or 4,4 or 3,3 or 2,2)	3 to 1
A,9 to A,2 (i.e. A,9 or A,8 or A,7 or A,6 or A,5 or A,4 or A,3 or A,2)	1 to 1
Any Single Card Bet	Pays
One Card	5 to 1
Two Cards Identical Value (Unsuited)	10 to 1
Two Cards Identical Value (Suited)	30 to 1
Specific Single Card Bet	Pays
One Card	23 to 1
Two Cards Identical Value (Suited)	100 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.
 - 5.1.3 For the purposes of assessing whether the maximum permissible limit has been reached in a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may then place their Bets until the maximum permissible limit is reached for that betting box (applicable for Appendices A and B).
- 5.2 In the event the Bets 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:

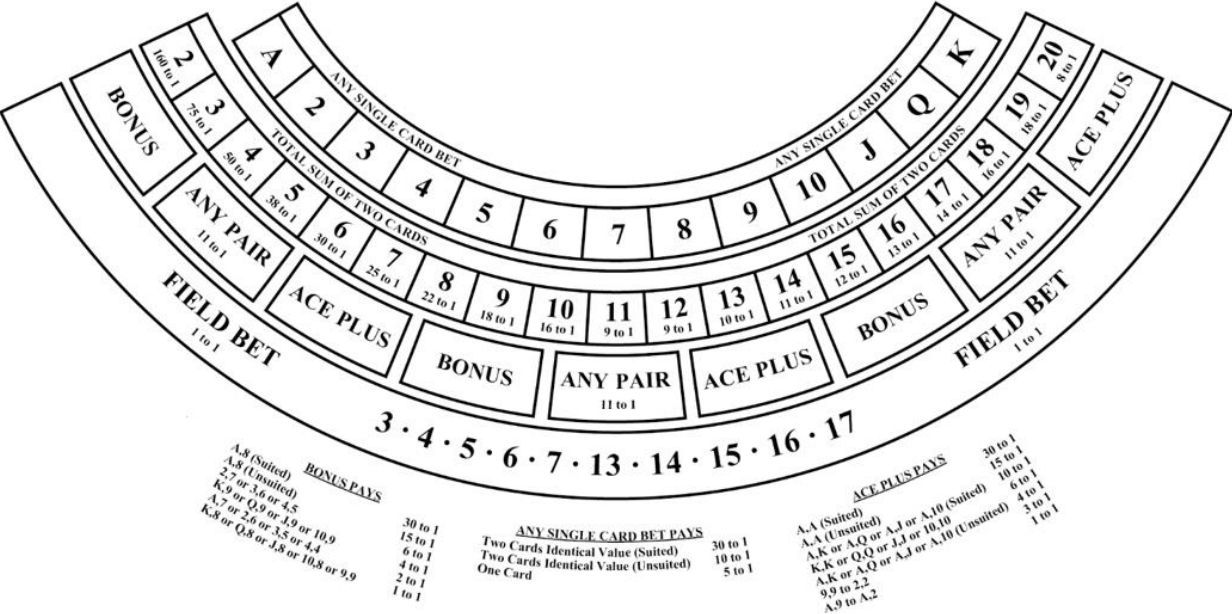
- 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.5 In the event that any of the following situations occur:
- 5.5.1 if a card that does not form part of the set of cards is found; or
 - 5.5.2 if there is any shortage or excess of cards in the deck; or
 - 5.5.3 if an incorrect number of cards are dealt and this is noticed before the commencement of the next Round of play and the cards for the current Round of play cannot be Reconstructed; or
 - 5.5.4 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete the Round of play; or
 - 5.5.5 if the playing cards are not shuffled,
- the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 After the Dealer announces “No more Bets”, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.7 In the event a card is found turned face up in the Card Shoe/Electronic Card Shuffler, it shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler provided the card is not the first card to be dealt in the Round of play. If the first card is found turned face up in the Card Shoe/Electronic Card Shuffler, all Bets shall be removed from play and the Round of play shall continue as a Dummy Round of play or the card shall be discarded before commencement of the next Round of play.
- 5.7.1 The cards in the Card Shoe/Electronic Card Shuffler may be replaced with a new set of cards. This decision shall be made by Pit Supervisor or above.

- 5.8 In the event any card have been drawn simultaneously, and the order of the cards cannot be determined and regardless of whether the cards have been exposed, the decision as to which card is to be received first shall be made by the Pit Supervisor or above.
- 5.8.1 The drawing of simultaneous cards shall be deemed as a dealing error, all Players on the gaming table shall be given the options set out in paragraph 5.11.
- 5.8.2 The cards in the Card Shoe/Electronic Card Shuffler may be replaced with a new set of cards. This decision shall be made by Pit Supervisor or above.
- 5.8.3 Paragraph 5.8, 5.8.1 and 5.8.2 shall not apply and the Round of play shall continue in the event the cards that are drawn simultaneously and which order cannot be determined are the first two cards dealt in the Round of play.
- 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 Any card dealt in error shall be removed from play and the outcome of the Round of play shall be based on the first two cards dealt. Card(s) drawn in excess shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler provided the card has not been exposed. Any card drawn in excess that is exposed shall be discarded before the commencement of the next Round of play or the House may use the exposed card drawn in excess and continue with a Dummy Round of play.
- 5.11 In the event of any dealing error not described in paragraph 5.5, 5.7 and 5.10, and regardless of whether Reconstruction is possible, all Players on the gaming table shall have the option to:
- 5.11.1 continue their Hand (if the cards cannot be Reconstructed); or
- 5.11.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
- 5.11.3 have their Bet returned.

All Players who have chosen the options set out in paragraph 5.11.1 or 5.11.2 above must then accept any subsequent cards dealt on that Round of play.

- 5.12 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 Player or by Player through the House or someone else on the betting layout at the gaming table.
- 5.13 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 cards.
- 5.14 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.
- 5.15 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.
- 5.16 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.
- 5.17 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

ANY SINGLE CARD BET	A	2	3	4	5	6	7	8	9	10	J	Q	K	ANY SINGLE CARD BET						
TOTAL SUM OF TWO CARDS	2 160 to 1	3 75 to 1	4 50 to 1	5 38 to 1	6 30 to 1	7 25 to 1	8 22 to 1	9 18 to 1	10 16 to 1	11 9 to 1	12 9 to 1	13 10 to 1	14 11 to 1	15 12 to 1	16 13 to 1	17 14 to 1	18 16 to 1	19 18 to 1	20 8 to 1	TOTAL SUM OF TWO CARDS
BONUS	ANY PAIR 11 to 1	ACE PLUS	BONUS	ANY PAIR 11 to 1	ACE PLUS	BONUS	ANY PAIR 11 to 1	ACE PLUS	BONUS	ANY PAIR 11 to 1	ACE PLUS	BONUS	ANY PAIR 11 to 1	ACE PLUS	BONUS	ANY PAIR 11 to 1	ACE PLUS	BONUS	ANY PAIR 11 to 1	ACE PLUS
3.4.5.6.7.13.14.15.16.17			FIELD BET PAYS 1 TO 1												3.4.5.6.7.13.14.15.16.17					
BONUS PAYS					ANY SINGLE CARD BET PAYS										ACE PLUS PAYS					
A,8 (Suited)					Two Cards Identical Value (Suited)										A,A (Suited)					
A,8 (Unsuited)					Two Cards Identical Value (Unsuited)										A,A (Unsuited)					
2,7 or 3,6 or 4,5					One Card										A,K or A,Q or A,J or A,10 (Suited)					
K,9 or Q,9 or J,9 or 10,9															K,K or Q,Q or J,J or 10,10					
A,7 or 2,6 or 3,5 or 4,4															A,K or A,Q or A,J or A,10 (Unsuited)					
K,8 or Q,8 or J,8 or 10,8 or 9,9															9,9 to 2,2					
															A,9 to A,2					

Appendix C

SPECIFIC SINGLE CARD BET																			
A♠	2♠	3♠	4♠	5♠	6♠	7♠	8♠	9♠	10♠	J♠	Q♠	K♠							
A♥	2♥	3♥	4♥	5♥	6♥	7♥	8♥	9♥	10♥	J♥	Q♥	K♥							
A♣	2♣	3♣	4♣	5♣	6♣	7♣	8♣	9♣	10♣	J♣	Q♣	K♣							
A♦	2♦	3♦	4♦	5♦	6♦	7♦	8♦	9♦	10♦	J♦	Q♦	K♦							
ANY PAIR 11 to 1	Pair of A's 160 to 1	Pair of 2's 160 to 1	Pair of 3's 160 to 1	Pair of 4's 160 to 1	Pair of 5's 160 to 1	Pair of 6's 160 to 1	Pair of 7's 160 to 1	Pair of 8's 160 to 1	Pair of 9's 160 to 1	Pair of 10's 160 to 1	Pair of J's 160 to 1	Pair of Q's 160 to 1	Pair of K's 160 to 1	ANY PAIR 11 to 1					
ANY SINGLE CARD BET	A	2	3	4	5	6	7	8	9	10	J	Q	K	ANY SINGLE CARD BET					
TOTAL SUM OF TWO CARDS	3 75 to 1	4 50 to 1	5 38 to 1	6 30 to 1	7 25 to 1	8 22 to 1	9 18 to 1	10 16 to 1	11 9 to 1	12 9 to 1	13 10 to 1	14 11 to 1	15 12 to 1	16 13 to 1	17 14 to 1	18 16 to 1	19 18 to 1	20 8 to 1	TOTAL SUM OF TWO CARDS
BONUS					3 . 4 . 5 . 6 . 7 . 13 . 14 . 15 . 16 . 17 1 to 1 FIELD BET 1 to 1					ACE PLUS									
<																			

SPECIFIC SINGLE CARD BET PAYS	
Two Cards Identical Value (Suited)	100 to 1
One Card	23 to 1
BONUS PAYS	
A,8 (Suited)	30 to 1
A,8 (Unsuited)	15 to 1
2,7 or 3,6 or 4,5	6 to 1
K,9 or Q,9 or J,9 or 10,9	4 to 1
A,7 or 2,6 or 3,5 or 4,4	2 to 1
K,8 or Q,8 or J,8 or 10,8 or 9,9	1 to 1
ACE PLUS PAYS	
A,A (Suited)	30 to 1
A,A (Unsuited)	15 to 1
A,K or A,Q or A,J or A,10 (Suited)	10 to 1
K,K or Q,Q or J,J or 10,10	6 to 1
A,K or A,Q or A,J or A,10 (Unsuited)	4 to 1
9,9 to 2,2	3 to 1
A,9 to A,2	1 to 1
ANY SINGLE CARD BET PAYS	
Two Cards Identical Value (Suited)	30 to 1
Two Cards Identical Value (Unsuited)	10 to 1
One Card	5 to 1

SPECIFIC SINGLE CARD BET PAYS	
Two Cards Identical Value (Suited)	100 to 1
One Card	23 to 1
BONUS PAYS	
A,8 (Suited)	30 to 1
A,8 (Unsuited)	15 to 1
2,7 or 3,6 or 4,5	6 to 1
K,9 or Q,9 or J,9 or 10,9	4 to 1
A,7 or 2,6 or 3,5 or 4,4	2 to 1
K,8 or Q,8 or J,8 or 10,8 or 9,9	1 to 1
ACE PLUS PAYS	
A,A (Suited)	30 to 1
A,A (Unsuited)	15 to 1
A,K or A,Q or A,J or A,10 (Suited)	10 to 1
K,K or Q,Q or J,J or 10,10	6 to 1
A,K or A,Q or A,J or A,10 (Unsuited)	4 to 1
9,9 to 2,2	3 to 1
A,9 to A,2	1 to 1
ANY SINGLE CARD BET PAYS	
Two Cards Identical Value (Suited)	30 to 1
Two Cards Identical Value (Unsuited)	10 to 1
One Card	5 to 1