

ELECTRONIC SANDS SUPER BACCARAT

(MBS)

Game Rules

w.e.f. 19 February 2020



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 “Baccarat (Version 8)” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

- 1. Definitions**
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- 3. How to Play**
- 4. Settlement**
- 5. Irregularities**
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1. Definitions

1.1 In these rules:

- 1.1.1 “Banker Wins On” means a wager that may be placed by a Player prior to the closing of bets that wins if the “Banker” wins with the specific point total wagered on and loses with any other outcome.
- 1.1.2 “Hand” means the cards that have been dealt to the “Player” or “Banker” in a round of play.
- 1.1.3 “Initial deal” means only the initial two cards to the “Player” and the initial two cards to the “Banker” have been dealt.
- 1.1.4 “Natural” means a point total of eight or nine for either the “Player” hand or the “Banker” hand in the initial deal.
- 1.1.5 “Pair” means that two cards have the same point value or are the same face cards (Jack (J), Queen (Q) or King (K)). Two face cards that are not identical (e.g. KQ, KJ, QJ) do not constitute a “Pair”.
- 1.1.6 “Player Precious Pair” or “Banker Precious Pair” means a wager that may be placed by a Player prior to the closing of bets that wins if the initial two cards dealt to either the “Player” hand or the “Banker” hand are either:
 - 1.1.6.1 Pair of Diamond 4’s (i.e. 4♦ 4♦); or
 - 1.1.6.2 Other Pairs of 4’s (except Pair of Diamond 4’s). Other Pairs of 4’s may either be Suited (two cards of 4’s of the same suit e.g. 4♣ 4♣) or Unsuited (two cards of 4’s not of the same suit e.g. 4♥ 4♠); or
 - 1.1.6.3 Diamond Pairs (except Pair of Diamond 4’s). Diamond Pairs are two cards of the same face value and same Diamond suit (e.g. Q♦ Q♦); or
 - 1.1.6.4 Other Pairs (except Pair of Diamond 4’s, Other Pairs of 4’s and Diamond Pairs). Other Pairs are two cards of the same point value or are the same face cards that may either be Suited (e.g. Q♥ Q♥) or Unsuited (e.g. K♣ K♥). Two face cards that are not identical (e.g. KQ, KJ, QJ) do not constitute a “Pair”,

and loses with any other outcome.
- 1.1.7 “Player Black” or “Banker Black” means a wager that wins if the initial two cards dealt to the “Player” hand or the “Banker” hand, respectively, are Black, i.e., Club and Club (♣ ♣), Spade and Spade (♠ ♠) or Club and Spade (♣ ♠), and loses with any other outcome.
- 1.1.8 “Player Red” or “Banker Red” means a wager that wins if the initial two cards dealt to the “Player” hand or the “Banker” hand, respectively, are Red, i.e., Diamond and Diamond (♦ ♦), Heart and Heart (♥ ♥) or Diamond and Heart (♦ ♥), and loses with any other outcome.
- 1.1.9 “Player Terminals” mean the individual terminals or devices of an Electronic Table Game on which a Player buys credits, places wagers and cashes out winnings.
- 1.1.10 “Player Wins On” means a wager that may be placed by a Player prior to the closing of bets that wins if the “Player” wins with the specific point total wagered on and loses with any other outcome.

- 1.1.11 “Round of play” means the period of play commencing with the commencement of play and concluding when an outcome is established and, if applicable, losing wagers are collected and winning wagers are paid.
- 1.1.12 “Sands Six” means a wager that may be placed by a Player prior to the closing of bets that wins if the “Player” or “Banker” wins with a point total of six or “Tie” with a point total of six and loses with any other outcome.
- 1.1.13 “Tie” means that both the “Player” hand and the “Banker” hand have the same point total at the end of a round of play.
- 1.1.14 “Tie wager” means a wager that may be placed by a Player prior to the closing of bets that wins if both “Player” hand and “Banker” hand have the same point total at the end of a round of play and loses with any other outcome.
- 1.1.15 “Tie Wins On” means a wager that may be placed by a Player prior to the closing of bets that wins if the outcome of the round of play is a “Tie” on the specific point total wagered on and loses with any other outcome.

2. Mode of Play

- 2.1 The game of Electronic Sands Super Baccarat shall be played with four to ten decks of cards, with each deck having 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”, with:
 - 2.2.1 Playing areas for the placement of “Player” wagers;
 - 2.2.2 Playing areas for the placement of “Banker” wagers;
 - 2.2.3 Playing areas for the placement of “Tie” wagers;
 - 2.2.4 Playing areas for the placement of “Player Red” and “Banker Red” wagers;
 - 2.2.5 Playing areas for the placement of “Player Black” and “Banker Black” wagers;
 - 2.2.6 Playing areas for the placement of “Sands Six” wagers;
 - 2.2.7 Playing areas for the placement of “Player Precious Pair” and “Banker Precious Pair” wagers;
 - 2.2.8 Playing areas for “Player Wins On” wagers;
 - 2.2.9 Playing areas for “Banker Wins On” wagers; and
 - 2.2.10 Playing areas for “Tie Wins On” wagers.

3. How to Play

- 3.1 Commencement of play shall begin when the Player Terminal displays “Place your bets, please”.
- 3.2 Closing of bets shall take effect when the Player Terminal displays “No more bets”.
- 3.3 The point value of cards shall be as follows:

- 3.3.1 Any card from Two to Nine inclusive shall have its point value as its face value and an Ace shall have as its point value a value of one; and
- 3.3.2 Any Ten, Jack, Queen or King shall have a point value of zero.
- 3.4 The point total of a hand shall be as follows:
- 3.4.1 Where the total value of the cards in the hand is a number between zero and nine, the point total shall be that number; or
- 3.4.2 Where the total value of the cards in the hand is the number ten or a higher number, the point total shall be the right digit of that number only.
- 3.5 The available wagers are "Player", "Banker", "Tie", "Player Red", "Banker Red", "Player Black", "Banker Black", "Sands Six", "Player Precious Pair", "Banker Precious Pair", "Player Wins On", "Banker Wins On" and "Tie Wins On".
- 3.5.1 Each wager may be placed by individual or multiple Players, provided that it is within the minimum and maximum limits displayed at the Player Terminal.
- 3.6 There shall be two hands dealt, one of which shall be designated as the "Player" hand and the other as the "Banker" hand, with:
- 3.6.1 The first and third cards dealt representing the first and second cards of the "Player" hand; and
- 3.6.2 The second and fourth cards dealt representing the first and second cards of the "Banker" hand.
- 3.7 These four cards shall determine the outcome of "Player Precious Pair", "Banker Precious Pair", "Player Red", "Banker Red", "Player Black" and "Banker Black" wagers.
- 3.8 Following the announcement of the point total of each hand after the initial four cards are dealt, a third card shall be dealt to each hand if so required pursuant to the Table of Play below:

TABLE OF PLAY			
If the point total of the "Player" hand or the "Banker" hand after the initial four cards are dealt is "8" or "9", which is called a "Natural", no more cards shall be dealt to either hand.			
If there is no "Natural" hand:			
"Player"		"Banker"	
0, 1, 2, 3, 4, 5	Draws a Card	0, 1, 2	Draws a Card
6, 7	Stand	3	Draws except when "Player" draws an "8" as 3 rd Card
		4	Draws when "Player" 3 rd Card is "2", "3", "4", "5", "6" or "7"
		5	Draws when "Player" 3 rd Card is "4", "5", "6" or "7"
		6	Draws when "Player" 3 rd Card is "6" or "7"
		7	Stands
		When "Player" stands on "6" or "7", "Banker" draws on "0" - "5"	

- 3.9 The winning outcome shall be determined based on the hand with the highest point total.
- 3.9.1 If the "Player" and "Banker" hands have an identical point total, the round of play is a "Tie". The initial wagers on "Player" and "Banker" do not win or lose in this case and all "Tie wagers" win.
- 3.10 When the cutting card appears during the round of play, the cutting card shall be removed and the round of play shall be completed.

4. Settlement

4.1 Settlement of wagers shall be as follows:

Winning Wager	Pays
"Player"	1 to 1
"Banker" with a point total of 6	1 to 2
"Banker" with any other point total except for point total of 6	1 to 1
"Tie"	8 to 1
"Player Black" or "Banker Black"	2 to 1
"Player Red" or "Banker Red"	2 to 1
"Sands Six"	6 to 1

4.2 Settlement of "Player Precious Pair" and "Banker Precious Pair" wagers shall be as follows:

Winning Wager	Pays
Pair of Diamond 4's	30 to 1
Other Pairs of 4's (except Pair of Diamond 4's)	15 to 1
Diamond Pairs (except Pair of Diamond 4's)	12 to 1
Other Pairs (except Pair of Diamond 4's, Other Pairs of 4's and Diamond Pairs)	9 to 1

All "Player Precious Pair" and "Banker Precious Pair" wagers shall be paid only once and to the highest applicable payout. i.e. A pair of Diamond 4's shall be paid 30 to 1 and shall not be paid 15 to 1, 12 to 1 and 9 to 1.

4.3 Settlement of "Player Wins On" wagers shall be as follows:

Winning Wager	Pays
Player with a point total of 1	150 to 1
Player with a point total of 2	80 to 1
Player with a point total of 3	50 to 1
Player with a point total of 4	50 to 1
Player with a point total of 5	30 to 1
Player with a point total of 6	11 to 1
Player with a point total of 7	8 to 1
Player with a point total of 8	6 to 1
Player with a point total of 9	5 to 1

4.4 Settlement of “Banker Wins On” wagers shall be as follows:

Winning Wager	Pays
Banker with a point total of 1	150 to 1
Banker with a point total of 2	80 to 1
Banker with a point total of 3	50 to 1
Banker with a point total of 4	25 to 1
Banker with a point total of 5	15 to 1
Banker with a point total of 6	11 to 1
Banker with a point total of 7	8 to 1
Banker with a point total of 8	6 to 1
Banker with a point total of 9	5 to 1

4.5 Settlement of “Tie Wins On” wagers shall be as follows:

Winning Wager	Pays
Tie with a point total of 0	100 to 1
Tie with a point total of 1	150 to 1
Tie with a point total of 2	150 to 1
Tie with a point total of 3	150 to 1
Tie with a point total of 4	100 to 1
Tie with a point total of 5	80 to 1
Tie with a point total of 6	35 to 1
Tie with a point total of 7	35 to 1
Tie with a point total of 8	50 to 1
Tie with a point total of 9	50 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 In the event that the order of the cards in the dealing device is altered and cannot be reconstructed, regardless of whether the cards have been exposed, the round of play shall be void.

5.3 If there are insufficient cards in the dealing device to complete a round of play, the round of play shall be void.

- 5.4 Unless otherwise stated in these rules, after the Player Terminal has displayed “No more bets”, no wager may be withdrawn.
- 5.5 Unless otherwise stated in these rules, after the Player Terminal has displayed “No more bets”, no wager may be placed or increased.
- 5.6 In an event that a card is found face upwards in the dealing device after the first card of a round of play has been dealt, the card shall be played as if it were found face downwards.
- 5.7 If card/s are dealt in an incorrect order, this shall be corrected by reconstruction of the cards.
- 5.8 In the event that two or more cards are simultaneously drawn from the dealing device and the order of the cards can be determined, the cards shall be reconstructed.
 - 5.8.1 Where it is not possible to ascertain the drawn order, the round of play shall be void.
- 5.9 In the event of a technical interruption (such as a power failure) that affects the continuation of a round of play,
 - 5.9.1 If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), the round of play shall be void.
 - 5.9.2 If an outcome has been established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.
- 5.10 In the event of a technical interruption (such as a power failure) which affects all or only certain Player Terminals, the round of play shall continue. For the Player Terminals affected by the power failure,
 - 5.10.1 If the closing of bets has taken place on the Player Terminal and the Player's wager was successfully accepted, 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.
 - 5.10.2 If the closing of bets has not taken place on the Player Terminal and the Player's wager was not successfully accepted, the Player is deemed to not have participated in the round of play.

6. General Provisions

- 6.1 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.
- 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.
- 6.3 Any display information provided by the Casino Operator on the outcome of the current and/or previous rounds of play is for information purposes only. In the event that the display information provided by the Casino Operator shows an incorrect outcome of the current and/or previous rounds of play, the actual outcome based on the cards dealt for the round of play shall stand, given the round of play has been conducted in accordance with the Game Rules.

Appendix “A”

PLAYER 1 TO 1		PLAYER PRECIOUS PAIR PAIR OF DIAMOND 4'S 30 TO 1 OTHER PAIRS OF 4'S 15 TO 1 DIAMOND PAIRS 12 TO 1 OTHER PAIRS 9 TO 1		TIE 8 TO 1 SANDS SIX BANKER WINS ON 6 6 TO 1 PLAYER WINS ON 6 6 TO 1 TIE WINS ON 6 6 TO 1		BANKER PRECIOUS PAIR PAIR OF DIAMOND 4'S 30 TO 1 OTHER PAIRS OF 4'S 15 TO 1 DIAMOND PAIRS 12 TO 1 OTHER PAIRS 9 TO 1		BANKER 1 TO 1* * Winning Banker Total of 6 Pays 1:2 BANKER RED 2 TO 1 BANKER BLACK 2 TO 1			
PLAYER RED 2 TO 1	PLAYER BLACK 2 TO 1										
TIE WINS ON >	0 100 TO 1	1 150 TO 1	2 150 TO 1	3 150 TO 1	4 100 TO 1	5 80 TO 1	6 35 TO 1	7 35 TO 1	8 50 TO 1	9 50 TO 1	< TIE WINS ON
BANKER WINS ON >	1 150 TO 1	2 80 TO 1	3 50 TO 1	4 25 TO 1	5 15 TO 1	6 11 TO 1	7 8 TO 1	8 6 TO 1	9 5 TO 1	< BANKER WINS ON	
PLAYER WINS ON >	1 150 TO 1	2 80 TO 1	3 50 TO 1	4 50 TO 1	5 30 TO 1	6 11 TO 1	7 8 TO 1	8 6 TO 1	9 5 TO 1	< PLAYER WINS ON	