

MONEY WHEEL
(MBS)
Game Rules

Version 2

(w.e.f. 8 March 2019)



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 “Money Wheel (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**

1. Definitions

1.1 In these rules:

- 1.1.1 “Colour chips” means chips without denomination markings that are issued to a Player. The value of a colour chip is established by the Player at the time of purchase. When colour chips are issued at an amount higher than the table minimum, a marker or cash chip of the equivalent value shall be used to clearly denote the value of the colour chips and shall be placed either on the bank of colour chips or on a stand specifically for this purpose.
- 1.1.2 “Indicator” means the object that indicates the winning symbol.
- 1.1.3 “Revolution” means the movement of the wheel completing a single rotation.
- 1.1.4 “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.
- 1.1.5 “Spin” means the process that begins when the Dealer grasps the wheel in his hand and exerts a rotational force on the wheel, causing the wheel to rotate.
- 1.1.6 “Winning area marker” is the object that is placed on the winning symbol.

2. Mode of Play

- 2.1 The layout for this game is as shown in Appendix “A” with designated playing areas for the placement of wagers.
- 2.2 The following equipment shall also be used:
 - 2.2.1 A wheel consisting of 52 separate compartments as illustrated in Appendix “B”; and
 - 2.2.2 An Indicator, which slows and stops the wheel and indicates the compartment with the winning symbol.
 - 2.2.3 “Pegs”, which are dividers that separate the compartments on the wheel.

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 A Player in the game of Money Wheel places one or more wagers using cash chips or colour chips or both on any of the symbols (listed under Rule 3.5) on the layout.
 - 3.3.1 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.
- 3.4 A wager wins if the wheel comes to a stop with the Indicator inside the compartment with the symbol matching the one on the layout chosen by the Player. All wagers on the other symbols shall lose.

- 3.5 A Player may wager on any or all of the following symbols:
- 3.5.1 Fan
 - 3.5.2 Crackers
 - 3.5.3 Lantern
 - 3.5.4 Vase
 - 3.5.5 Chopsticks
 - 3.5.6 Lucky Charm
 - 3.5.7 Gold Ingot
- 3.6 The Dealer, Pit Supervisor and 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 The spin shall begin after the Dealer calls "no more bets". The wheel must complete three full revolutions to constitute a valid spin.
- 3.8 The Indicator must be clearly inside one of the compartments at the completion of a spin to constitute a valid spin.
- 3.9 At the completion of a spin, the winning outcome shall be determined based on the symbol on the compartment indicated by the Indicator. The Dealer shall announce the winning symbol.
- 3.10 After the Indicator comes to rest in a compartment, if there are wagers on the layout which were not clearly placed or inadvertently moved during the round of play, the Pit Supervisor or above shall determine the treatment of such wagers on the layout. It is the Player's responsibility to ensure that wagers are clearly placed on the layout.

4. Settlement

- 4.1 Settlement of wagers shall be as follows:

Symbols	Compartments	Pays
Fan	24	1 to 1
Crackers	12	3 to 1
Lantern	8	5 to 1
Vase	4	10 to 1
Chopsticks	2	20 to 1
Lucky Charm	1	45 to 1
Gold Ingot	1	45 to 1

5. Irregularities

- 5.1 If the wheel does not complete three revolutions, the round of play shall be void.
- 5.2 If the Indicator stops on the peg between two compartments, the round of play shall be void.
- 5.3 If there is physical interference with the spin of the wheel, the round of play shall be void regardless of whether or not the Indicator comes to rest in one of the compartments of the wheel.
- 5.4 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 and/or shall not be honoured.
- 5.5 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 game outcomes.
- 5.6 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 table minimum shall be returned.
- 5.7 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.
- 5.8 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.
- 5.9 In the event of a power failure:
 - 5.9.1 If the Indicator has not come to rest in a compartment, the round of play shall be void.
 - 5.9.2 If the Indicator has come to rest in a compartment, 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, 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 round of play, the actual outcome (based on the symbol on the compartment indicated by the Indicator) of the round of play shall stand, given the round of play has been conducted in accordance with these rules.

Appendix “A”

	45-1	
	20-1	
	10-1	
	5-1	
	3-1	
	1-1	

Appendix “B”

