

SIC BO (MBS) Game Rules Version 7

w.e.f 19 September 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 “Sic Bo (MBS) (Version 7)” 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 "Dice tumbler" means an electronic device used to tumble the dice.

1.1.3 "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.

2. Mode of Play

2.1 The layout for this game is as shown in Appendix "A" and "B" with designated playing areas for the placement of wagers.

2.2 The game of Sic Bo shall be played with a set of three dice, all numbered by the use of dots from one to six.

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 Sic Bo places one or more wagers using cash chips or colour chips or both on any of the playing areas (listed under Rule 3.5) on the layout.

3.4 A wager wins if the dice outcome matches the designated playing areas on the layout chosen by the Player.

3.5 A Player may wager on any or all of the following playing areas:

3.5.1 Small

3.5.1.1 A wager shall win if the outcome is any of the totals of 4, 5, 6, 7, 8, 9 or 10 in any combination of the three dice and shall lose if any other total or Any Triple appears.

3.5.2 Big

3.5.2.1 A wager shall win if the outcome is any of the totals of 11, 12, 13, 14, 15, 16 or 17 in any combination of the three dice and shall lose if any other total or Any Triple appears.

3.5.3 Odd

3.5.3.1 A wager shall win if the outcome is any of the totals of 5, 7, 9, 11, 13, 15 or 17 in any combination of the three dice and shall lose if any other total or Any Triple appears.

3.5.4 Even

3.5.4.1 A wager shall win if the outcome is any of the totals of 4, 6, 8, 10, 12, 14 or 16 in any combination of the three dice and shall lose if any other total or Any Triple appears.

3.5.5 Specific Triples

3.5.5.1 A wager on any one of the specific triples 1, 2, 3, 4, 5 or 6 wins if the outcome is a combination of the three dice appearing with the same specific triples number and shall lose if any other combination appears.

3.5.6 Specific Doubles

3.5.6.1 A wager on any one of the specific doubles 1, 2, 3, 4, 5 or 6 wins if the outcome is a combination of two or three dice appearing with the same specific doubles number and shall lose if any other combination appears.

3.5.7 Any Triple

3.5.7.1 A wager on any triple 1, 2, 3, 4, 5 or 6 wins if the outcome is a combination of three dice appearing with the same number and shall lose if any other combination appears.

3.5.8 Three Dice Totals

3.5.8.1 A wager shall win if the outcome is any one of the totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 in any combination of the three dice and shall lose if any other total appears.

3.5.9 Two Dice Combinations

3.5.9.1 A wager on any one of the specific combinations mentioned in Rule 4.1.3 wins if the outcome with that combination appears and shall lose if any other combination appears.

3.5.10 Three Single Dice Combinations

3.5.10.1 A wager on any one of the specific combinations mentioned in Rule 4.1.4 wins if the outcome with that combination appears and shall lose if any other combination appears.

3.5.11 Double Numbers With Single Dice Combinations

3.5.11.1 A wager on any one of the specific combinations mentioned in Rule 4.1.5 wins if the outcome with that combination appears and shall lose if any other combination appears.

3.5.12 Single Dice Wager

3.5.12.1 A wager on any one of the numbers 1, 2, 3, 4, 5 or 6 wins if the outcome with that number appears on one or more of the dice and shall lose if that number does not appear.

3.5.13 Three Dice From Four Possible Combinations

3.5.13.1 A wager on any one of the specific combinations mentioned in Rule 4.1.7 which shall win if the three dice matches three out of four numbers in that combination appears and shall lose if any other combination appears.

- 3.6 Any wagers in a round of play of Sic Bo shall be based on the numbers of dots on the dice, (1, 2, 3, 4, 5 or 6) and the possible outcomes of dice combinations. The numbers of dots appearing on the uppermost sides of the dice shall determine the winning outcomes.
- 3.7 The Dealer, Pit Supervisor or Pit Manager may, at the request of a Player, place wagers on behalf of the Player prior to "no more bets" being announced. If an instruction is given to the Pit employees (specifically Dealers, Pit Supervisors and Pit Managers) by the Player to place a wager, it is the Player's responsibility to ensure that the placement is carried out correctly.
- 3.8 The round of play shall be conducted in accordance with one of the following methods, namely "Method A", or "Method B", as described in Rules 3.9 to 3.10.
- 3.9 Method "A"
- 3.9.1 The Dealer shall activate the dice tumbler that causes the dice to tumble at least three times.
- 3.9.2 After all wagers have been placed, the Dealer shall announce "No more bets" to signify the closing of bets and then press the deal button or equivalent.
- 3.9.3 The Dealer shall uncover the dice tumbler and shall check to ensure that each dice is resting flat.
- 3.10 Method "B"
- 3.10.1 After all wagers have been placed, the Dealer shall announce "No more bets" to signify the closing of bets and then press the deal button or equivalent.
- 3.10.2 The Dealer shall activate the dice tumbler that causes the dice to tumble at least three times.
- 3.10.3 The Dealer shall check to ensure that each dice is resting flat.
- 3.11 Except in the case of Rule 3.12, wagers shall be settled strictly in accordance with the position of chips on the layout when the dice are revealed.
- 3.12 After the dice result is determined, if there are wagers on the layout which were not placed clearly 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:

4.1.1 Named sections and specific triples and specific doubles:

Section	Pays
Small (Total of 4-10 except Triple)	1 to 1
Big (Total of 11-17 except Triple)	1 to 1
Odd (except Triple)	1 to 1
Even (except Triple)	1 to 1
Specific Triples	180 to 1
Specific Doubles	11 to 1
Any Triple	31 to 1

4.1.2 Three Dice Totals:

Section	Pays
4 or 17	62 to 1
5 or 16	31 to 1
6 or 15	18 to 1
7 or 14	12 to 1
8 or 13	8 to 1
9 or 12	7 to 1
10 or 11	6 to 1

4.1.3 Two Dice Combinations:

Section	Pays
1 and 2, 3, 4, 5 or 6	6 to 1
2 and 3, 4, 5 or 6	6 to 1
3 and 4, 5 or 6	6 to 1
4 and 5 or 6	6 to 1
5 and 6	6 to 1

4.1.4 Three Single Dice Combinations:

Section	Pays
126-135-234-256-346	30 to 1
123-136-145-235-356	30 to 1
124-146-236-245-456	30 to 1
125-134-156-246-345	30 to 1

4.1.5 Double Numbers With Single Dice Combinations:

Section	Pays
113-114-115-116	50 to 1
221-223-224-225-226	50 to 1
331-332-334-335-336	50 to 1
441-442-443-445-446	50 to 1
551-552-553-554-556	50 to 1
661-662-663-664	50 to 1

4.1.6 Single Dice Wager:

Section	Pays
Number on one Dice	1 to 1
Number on two Dice	2 to 1
Number on three Dice	12 to 1

4.1.7 Three dice from four possible combinations:

Section	Pays
1-2-3-4	7 to 1
2-3-4-5	7 to 1
2-3-5-6	7 to 1
3-4-5-6	7 to 1

5. Irregularities

- 5.1 If the dice do not tumble at least three times after the dice tumbler has been activated, the round of play shall be void.
- 5.2 In the event that the concealed dice are exposed before the announcement of "No more bets", the round of play shall be void. (Method "A")
- 5.3 If any of the three dice fail to come to rest with one surface flat to the base of the tumbler, the round of play shall be void.
- 5.4 In the event that one or more dice are damaged, the round of play shall be void.
- 5.5 In the event that the glass dome or the dice break, the round of play shall be void.
- 5.6 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.
- 5.7 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.
- 5.8 In the event of a malfunction of the electronic equipment which occurs after the outcome has been determined, the round of play taking place shall continue. If the electronic equipment fails to illuminate the winning areas or fails to illuminate the winning areas correctly, all wagers shall be collected and paid according to the outcome shown on the dice.
- 5.9 In the event that the Dealer fails to press the 'deal' button on the electronic keypad before lifting the tumbler cover, (Method "A") the round of play shall not be void. The outcome shall stand and the round of play shall continue. The electronic equipment shall be reset and the winning combination shall be entered.
- 5.10 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.
- 5.11 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.
- 5.12 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.
- 5.13 In the event of a power failure:
 - 5.13.1 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.
 - 5.13.2 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.

- 6.1 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.
- 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 dice results) for the round of play shall stand, given the round of play has been conducted in accordance with the Game Rules.