

ELECTRONIC CASINO WAR (MBS) Game Rules

w.e.f. 1 August 2023, 00:00 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 “Electronic Casino War” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

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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 "Dealer War Hand" means a single card dealt to the Dealer area when any player elects to "Go To War".
- 1.1.3 "Go To War" means that the Player chooses to continue in the current round of play if their initial card and the Dealer's initial card are of the same rank. A Player who chooses to "Go To War" must place an additional wager equal to the "Ante" for that hand.
- 1.1.4 "Initial Cards" means the first card dealt to the Player's hand and the first card dealt to the Dealer's hand.
- 1.1.5 "Surrender" means a decision by the Player to no longer continue in the current round of play if their initial card and the Dealer's initial card are of the same rank. A Player who chooses to "Surrender" will forfeit half the "Ante" wager for the hand and no further play will continue on that hand.
- 1.1.6 "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.
- 1.1.7 "Player War Hand" means a single card dealt to the player area when any player elects to "Go To War".
- 1.1.8 "Tie" means that both the Player's hand and the Dealer's hand have the same point total at the end of a round of play.
- 1.1.9 "War" means an additional wager placed in order to "Go To War" with the Dealer.

2 Mode of Play

- 2.1 The game shall be played with four to six 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 the Player Terminals which shall also indicate the minimum and maximum wagers allowable for each available betting option.

3 How to Play

- 3.1 The rank of the cards from highest to lowest is Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. All suits have the same rank.
- 3.2 Commencement of play shall begin when the Player Terminal displays "Place your bets".
- 3.3 Closing of bets shall take effect when the Player Terminal displays "No more bets".
- 3.4 A Player may wager on either 3, 5, or 7 Player hands depending on the system configuration by placing an "Ante" wager on each selected hand.
- 3.5 A Player may also wager on "Tie" on any or all of the Player hands on which they have placed an "Ante" wager.

- 3.6 One card is dealt face up to each betting box for the Player hand, commencing from the lowest numbered box, even if there is no wager placed on the box. One card is then dealt face up to the Dealer.
- 3.7 For each of the Players active hands:
 - 3.7.1 If the rank of the Player's initial card is higher than the rank of the Dealer's initial card then the "Ante" wager will win as indicated in Rule 4.1.
 - 3.7.2 If the rank of the Player's initial card is lower than the rank of the Dealer's initial card then the "Ante" wager loses.
 - 3.7.3 If the rank of the "Initial Cards" are equal:
 - 3.7.3.1 "Tie" wagers win as indicated in Rule 4.1.
 - 3.7.3.2 The Player is given the option to "Surrender" or "Go To War."
- 3.8 Players must make a decision on all active tied hands within the allocated time. If no selection is made on a hand, the system default will apply and the player will be deemed to have "Surrendered".
- 3.9 If a Player elects to "Surrender", they will forfeit half the "Ante" wager and that hand will be concluded.
- 3.10 If no Players elect to "Go To War" on any of the tied hands then no further cards will be dealt and the round of play will be complete.
- 3.11 If a Player elects to "Go To War", an additional "War" wager equal to the "Ante" wager for this hand must be placed by the Player.
- 3.12 Player War Hand and Dealer War Hand will be used to determine the outcome of all tied hands for all Players on which Player's elected to Go To War.
- 3.13 The Dealer will deal one Player card used to determine the result of the "War".
- 3.14 The Dealer will then deal one Dealer card used to determine the result of the "War".
- 3.15 If the rank of the Player War Hand is higher than the rank of the Dealer War Hand then the "Ante" wager will standoff as indicated in Rule 4.2 and the "War" wager wins in accordance with the "War" Wager Win" payout as indicated in Rule 4.2.
- 3.16 If the rank of the Player War Hand and "Dealer War Hand are equal then the "Ante" wager will standoff as indicated in Rule 4.2 and the "War" wager wins in accordance with the "War" Wager Tie" payout as indicated in Rule 4.2.
- 3.17 If the rank of the Player War Hand is lower than the rank of the Dealer War Hand then both the "Ante" wager and the "War" wager lose.

4 Settlement

4.1 Settlement of wagers shall be as follows:

Winning Wagers	Pays
Ante	1 to 1
Tie	11 to 1

4.2 Settlement of "War" wager shall be as follows:

Winning Wagers	Pays
Ante	Standoff
"War" Wager Win	1 to 1
"War" Wager Tie	2 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 games will stand.
- 5.2 In the event that an incorrect amount of cards are dealt during the game, provided that this is noticed before the commencement of play of the next round of play and the cards cannot be reconstructed, the round of play shall be void.
- 5.3 In the event that two or more cards are simultaneously drawn from the dealing device and it is not possible to ascertain the order of the cards drawn during the initial deal, the round of play shall be void.
- 5.4 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.
- 5.5 If there are insufficient cards in the dealing device to complete a round of play, the round of play shall be void.
- 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 remain in play as if it were found face downwards.

5.7 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,

5.7.1 If the closing of bets has taken place on the Player Terminal and the Player's wager was successfully accepted, the default decision of "Surrender" will apply.

5.7.2 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.

7 General Provisions

Appendix "A"

