

MEGALINK MISSISSIPPI STUD POKER (MBS) Game Rules

w.e.f. 3 February 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 “Megalink Mississippi Stud Poker” 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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1 Definitions

1.1 In these rules:

- 1.1.1 "Ante" means the Player's initial wagers placed in a round of play.
- 1.1.2 "Blind Betting" means to participate in a round of play without viewing the cards dealt to the Player's hand. "Blind Betting" applies when a Player wishes to wager on multiple hands. A Player may only view one hand and the other hands shall be played by "Blind Betting". To "Blind Bet" a Player must place the required ante, and thereafter make decisions on whether to bet or fold on the "3rd, 4th and 5th street" options without viewing his cards.
- 1.1.3 "Community cards" are cards dealt to the table that may be used by the Players to make the best possible 5 card hand.
 - 1.1.3.1 "3rd Street card" is the first Community card.
 - 1.1.3.2 "4th Street card" is the second Community card.
 - 1.1.3.3 "5th Street card" is the third and final Community card.
- 1.1.4 "Controlling" means the act of making the decisions related to a playing position.
- 1.1.5 "Fold" means a decision by the Player to no longer continue in the current round of play.
- 1.1.6 "Hole cards" are the first two cards dealt face down to each Player.
- 1.1.7 "Progressive Jackpot" wager means an optional wager placed prior to the cards being dealt that entitles the Player to a "Progressive Jackpot" if the Player's hand, consisting of the two "hole cards" and the three "Community cards" qualifies. The "Progressive Jackpot" wager is independent and remains in play even if the Player elects to "Fold".
 - 1.1.7.1 If the "Progressive Jackpot" wagering system is unavailable, the game will be conducted without the option for Player's to place a "Progressive Jackpot" wager. In such a situation, signage will be displayed at the gaming table to notify all players that the "Progressive Jackpot" is temporarily unavailable due to technical issues.
- 1.1.8 "Push" means that a wager neither wins nor loses.
- 1.1.9 "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.
- 1.1.10 "Three Card Bonus" means an optional wager which may be placed by a Player prior to cards being dealt. The Player wins if the three community cards achieves

a hand of one Pair or better and loses otherwise. The "Three Card Bonus" wager is independent and remains in play even if the Player elects to "Fold".

2 Mode of Play

- 2.1 The game of "Megalink Mississippi Stud Poker" shall be played with one deck of 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", "B" and "C" with:
 - 2.2.1 Playing areas for the placement of the "Ante", "3rd Street", "4th Street", "5th street", "3 Card Bonus" and "Progressive Jackpot" wager.
 - 2.2.2 Each playing position shall have the following playing areas: "Ante", "3rd Street", "4th Street", "5th street", "3 Card Bonus" and "Progressive Jackpot" wager.

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 The objective of the game for the Player is to obtain a poker hand which is of a high enough rank to win based on the payout table in 4.1. 4.2 or 4.3.
 - 3.3.1 The ranking of cards, from highest to lowest, shall be as follows:
 - 3.3.1.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2;
 - 3.3.1.2 Except in the context of a Straight Flush or a Straight consisting of 5, 4, 3, 2 and Ace, where Ace shall be counted as 1.
 - 3.3.1.3 Suits have no value and have no bearing on the ranking of a card.
- 3.4 A Player wishing to participate in a round of play must place an "Ante" wager on the appropriate playing area marked "Ante" prior to the first card being dealt for each round of play. 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. When funds are combined the resulting wager is considered to be one wager.
 - 3.4.1 A Player may wager on more than one hand, provided that regardless of the number of playing positions wagered on, the Dealer shall, prior to the commencement of a round of play, inform the Player that he is allowed to view or examine one hand only.
 - 3.4.2 Only one "Ante", "3rd Street", "4th Street", "5th street", "3 Card Bonus" and "Progressive Jackpot" wager shall be accepted on any one playing area, however that wager may comprise of contributions by multiple players as stated in rule 3.4.

- 3.4.3 A Pit Manager may, at his discretion, restrict a Player from wagering on more than one playing position.
- 3.5 A Player may also place a "Three Card Bonus" wager and/or a "Progressive Jackpot" wager after placing an "Ante" wager.
- 3.5.1 The Player seated at the playing position shall be given an opportunity to participate in the "Progressive Jackpot".
- 3.5.2 A Player may place a "Progressive Jackpot" wager whether the Player is viewing the hand or "Blind Betting".
- 3.5.3 A Player choosing to play the "Progressive Jackpot" shall do so by placing a wager using the "Progressive Jackpot" wagering system. Wagers may be placed using credits or chips, depending on the available system. A Player may wager 1, 2, 3, 4 or 5 times the minimum "Progressive Jackpot" wager.
- 3.5.4 When a Player wagers 2, 3, 4 or 5 times the minimum "Progressive Jackpot" wager, and is eligible to be paid on a hand containing a "Straight", "Flush", "Full House" or "Four of a Kind" as indicated in Rule 4.3, the payment will be multiplied by 2, 3, 4 or 5 times, as applicable based on the Player's wager. Payments for "Straight Flush" and "Royal Flush" are paid as indicated in Rule 4.3 as a percentage of the "Progressive Jackpot" pool, and are not multiplied by 2, 3, 4 or 5 times regardless of the Player's jackpot wager.
- 3.5.5 Players are not permitted to place a "Progressive Jackpot" wager on other Player's playing positions.
- 3.6 The Dealer, Pit Supervisor or 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 When using an automated dealing device, the round of play shall be conducted in accordance with either one of the following methods, namely "Method A", or "Method B", as described in Rule 3.7.1 to Rule 3.7.2.
- 3.7.1 Method A:
- 3.7.1.1 The Dealer shall deal three "Community cards", face down, to the area designated for "Community cards". Starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal two cards, face down, to each playing position containing a wager.
- 3.7.2 Method B:
- 3.7.2.1 The Dealer shall deal three "Community cards", face down, with an additional security card at the bottom to the area designated for "Community cards". Starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal two cards, face down, to each playing position containing a wager.

- 3.8 When using a manual dealing device, starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal one card, face down, to each playing position containing a wager followed by in sequence, face down, a second card to each playing position containing a wager. Three "Community cards" shall then be dealt, face down.
- 3.9 After receiving and examining the 2 "Hole" cards, the Player may decide to:
- 3.9.1 "Fold" which means that the Ante wager will lose, or
- 3.9.2 Wager on "3rd Street", which requires the Player to place a wager equivalent to either 1, 2 or 3 times the value of the "Ante" on the playing area marked as "3rd Street" on the table layout.
- 3.10 The Dealer shall now expose the first "Community card" ("3rd Street card").
- 3.11 After the first "Community card" ("3rd Street card") is exposed, the Player may decide to:
- 3.11.1 "Fold" which means that the Ante wager and "3rd Street" wager will lose, or
- 3.11.2 Wager on "4th Street", which requires the Player to place a wager equivalent to either 1, 2 or 3 times the value of the "Ante" on the playing area marked as "4th Street" on the table layout.
- 3.12 The Dealer shall now expose the second "Community card" ("4th Street card").
- 3.13 After the second "Community card" ("4th Street card") is exposed, the Player may decide to:
- 3.13.1 "Fold" which means that the Ante wager, "3rd Street" wager, and "4th Street" wager will lose, or
- 3.13.2 Wager on "5th Street", which requires the Player to place a wager equivalent to either 1, 2 or 3 times the value of the "Ante" on the playing area marked as "5th Street" on the table layout.
- 3.14 The Dealer shall now expose the third "Community Card" ("5th Street card").
- 3.15 The Dealer shall then view the "hole cards" of each Player in turn, to determine whether each hand wins based on the payable in 4.1, 4.2 or 4.3.
- 3.16 In the event a Player declines to expose his "Hole" cards, the Player shall be deemed to have a hand that does not "push" or win based on the paytables in 4.1, 4.2 or 4.3 and shall be deemed to have no winning "Progressive Jackpot" combination. Such a hand shall not be returned to play and shall be considered settled. A Pit Supervisor or above may view the cards at his discretion.
- 3.17 The order of hands from the highest to the lowest is as follows:

- 3.17.1 Royal Flush is a hand containing an Ace, King, Queen, Jack and 10 of the same suit. E.g. A♦, K♦, Q♦, J♦, 10♦
- 3.17.2 Straight Flush is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush. E.g. J♣, 10♣, 9♣, 8♣, 7♣
- 3.17.3 Four of a Kind is a hand containing four cards of the same rank. E.g. A♣, A♥, A♦, A♠, J♥
- 3.17.4 Full House is a hand containing three cards of the same rank and one "pair". E.g. K♣, K♥, K♦, A♠, A♥
- 3.17.5 Flush is a hand containing five cards of the same suit but not in consecutive ranking. E.g. J♥, 8♥, 6♥, 5♥, 2♥
- 3.17.6 Straight is a hand containing five cards of consecutive rank regardless of suit, an Ace may count high or low. E.g. 9♣, 8♦, 7♣, 6♥, 5♠
- 3.17.7 Three of a Kind is a hand containing three cards of the same rank. E.g. 10♠, 10♥, 10♣, 6♥, 3♦
- 3.17.8 Two pairs is a hand containing two "pairs". E.g. Q♠, Q♥, 6♣, 6♥, 3♦
- 3.17.9 One pair is a hand containing two cards of the same rank. E.g. A♣, A♥, 8♦, 6♥, 5♠
- 3.17.10 "Five odd cards" is a hand containing five cards of different rank that are at least two suits and that are not consecutive. E.g. Q♣, 10♥, 6♦, 5♠, 2♥
- 3.17.11 For the "Three Card Bonus" wager, a "Straight Flush" means that the three "Community Cards" contain three cards of the same suit in consecutive ranking. E.g. J♣, 10♣, 9♣
- 3.17.12 For the "Three Card Bonus" wager, a "Three of a Kind" means that the three "Community Cards" contain three cards of the same ranking. E.g. 10♠, 10♥, 10♣
- 3.17.13 For the "Three Card Bonus" wager, a "Straight" means that the three "Community Cards" contain three cards in consecutive ranking. E.g. J♣, 10♠, 9♣
- 3.17.14 For the "Three Card Bonus" wager, a "Flush" means that the three "Community Cards" contain three cards of the same suit but not in consecutive ranking. E.g. J♥, 8♥, 6♥
- 3.17.15 For the "Three Card Bonus" wager, a "Pair" means that the three "Community Cards" contain two cards of the same rank. E.g. A♣, A♥, 8♦
- 3.18 Any "Progressive Jackpot" payout made to a Player shall be in addition to any payment made for the "Ante", "3rd Street", "4th Street", "5th street" and "3 Card Bonus" wager by the Player on that round of play.
- 3.19 If two or more Players' hands qualify for a "Progressive Jackpot" payout on separate tables, the hand that is first entered into the "Progressive Jackpot" computer system shall be paid first.

3.20 If two or more Players' hands qualify for a "Progressive Jackpot" payout during the same round of play on the same table:

3.20.1 With a Straight Flush, a 10% payout from the current "Progressive Jackpot" as displayed and 10% of each subsequent reset "Progressive Jackpot/s" amount, based on the number of winners, shall be added and divided equally amongst the winners. E.g. if the Jackpot is \$100,000, a single winner will win \$10,000. If there are two winners, the two amounts of 10% (\$10,000, and after the reset \$9,000) will be combined and divided, giving each player \$9,500.

3.20.2 Where a hand containing a Royal Flush and/ or a Straight Flush and lower ranking hands qualify for a "Progressive Jackpot" in the same round of play, the Straight Flush and/or Royal Flush shall be paid after the qualified lower ranking hands have been paid. The Straight Flush will be paid before the Royal Flush.

4 Settlement

4.1 Settlement of wagers shall be as follows:
The payout odds of each winning wager shall be:

Hand	Pays
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6, 7 8 9 or 10	Push

4.2 The payout odds for "Three Card Bonus" wager will be:

Hand	Pays
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

4.3 The “Progressive Jackpot” Pay Table:

Based on “Player’s Two Hole Cards” & “Three Community Cards”	
Hand	Pays
Royal Flush	100% of the “Progressive Jackpot”
Straight Flush	10% of the “Progressive Jackpot”
Four of a Kind	400 for 1
Full House	80 for 1
Flush	40 for 1
Straight	20 for 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 Where the cards have been dealt incorrectly and no Players have handled their cards, the round of play shall be void except if an incorrect distribution of cards can be reconstructed by moving complete hands from one playing position to another.
- 5.3 If there is an incorrect number of “Community cards” dealt, the round of play shall be void, provided that this is noticed before the commencement of play of the next round of play and the cards cannot be reconstructed.
- 5.4 If two or more cards are incorrectly exposed during the deal, the round of play shall be void.
- 5.5 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.
- 5.6 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 outcome of the round of play.
- 5.7 If an incorrect number of cards is dealt to a Player’s hand, that Player’s hand shall be removed from play and the wager returned, provided that this is noticed before the commencement of play of the next round of play and the cards cannot be reconstructed.

- 5.7.1 Where a Player was dealt the correct number of cards in the same round of play where the irregularity under Rule 5.7 has occurred, the Player may be permitted to withdraw their wager.
- 5.8 In the event there is any doubt that the correct number of cards has been used in a round of play, the Dealer shall count the cards manually. If the count proves to have too many or too few cards, that round of play shall be void.
- 5.9 At the discretion of a Gaming Shift Manager, should a Player fail to keep his hand confidential or view or attempt to view another Player's hand, he may be prohibited from further play and any existing wager shall be returned to the Player.
- 5.10 Where a Player has wagered in error on multiple playing positions creating a situation where the Player controls more than one hand;
- 5.10.1 With one or more hands viewed, play shall continue on the viewed hand/s and unviewed hand/s shall be invalidated and the wager/s from the invalidated hand/s will be returned to the player.
- 5.10.2 With no hand viewed, the hand first dealt shall be played to conclusion, and the other hand/s invalidated, and the wager/s from the invalidated hand/s will be returned to the player.
- 5.10.3 At the discretion of a Gaming Shift Manager, a Player's action may be stopped should he attempt to control multiple hands.
- 5.11 Where a Player makes an "Ante" wager and is not present to make a decision for the placement of the "3rd Street" wager, then that hand shall become invalid and the "Ante", "Three Card Bonus" and "Progressive Jackpot" wager (if applicable) returned.
- 5.11.1 Where a Player has viewed the "hole cards" and leaves the table without wagering during any betting round, the hand will be deemed to have folded.
- 5.12 Where a Player makes a "Progressive Jackpot" or "Three Card Bonus" wager or both, and does not place an accompanying "Ante" and "Blind" wager;
- 5.12.1 Prior to the Dealer announcing "No More Bets", the Player shall either place an "Ante" wager or cancel the "Progressive Jackpot" wager and "Three Card Bonus" wager.
- 5.12.2 After the Dealer has announced "No More Bets", the "Three Card Bonus" and "Progressive Jackpot" wager shall be deemed invalid, and the amount of the "Three Card Bonus" and "Progressive Jackpot" wager returned to the Player at the conclusion of the hand in play.
- 5.13 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.
- 5.14 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.

5.15 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.

5.16 In the event of a power failure:

5.16.1 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.

5.16.2 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.

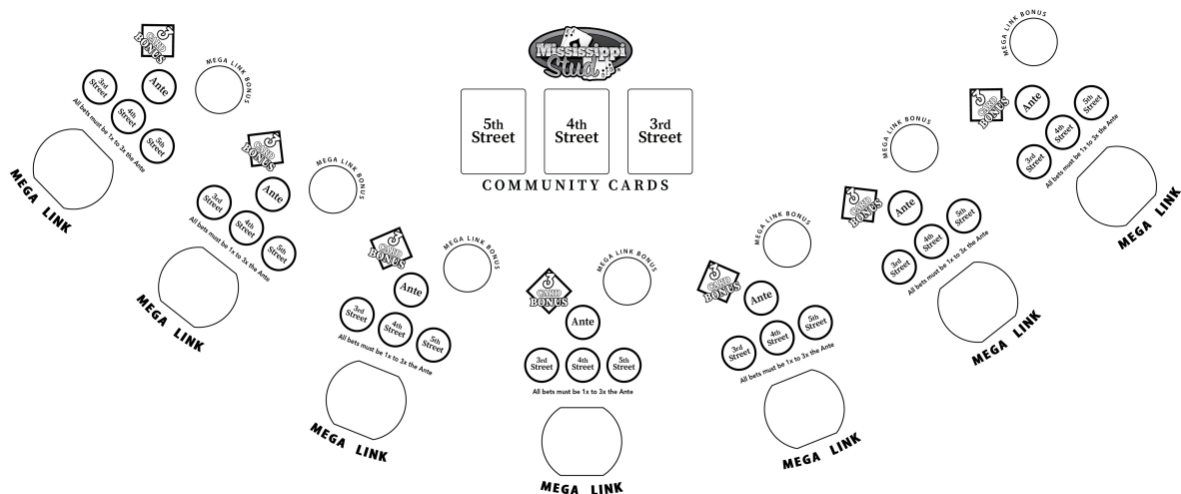
6 General Provisions

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.

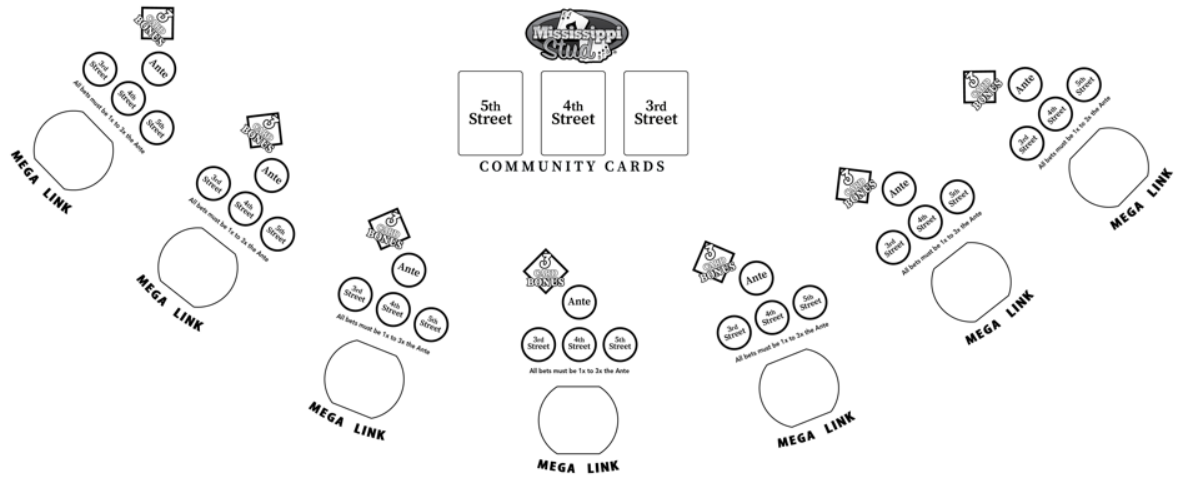
6.2 Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

7 Appendix

Appendix "A" This layout is available with 1 to 7 playing positions



Appendix “B” This layout is available with 1 to 7 playing positions



Appendix “C” This layout is available with 1 to 7 playing positions

