

MEGALINK SINGAPORE STUD POKER

(MBS)

Game Rules

Version 10

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 Singapore Stud Poker (Version 10)” 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 wager placed in a round of play.
- 1.1.2 "Bet" means an additional wager placed by the Player that is twice the "Ante" wager in order to continue in a round of play.
- 1.1.3 "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 without viewing his cards.
- 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 "Hand" means the five cards that have been dealt to a Player or to the Dealer in a round of play.
- 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" payout if the Player's hand qualifies.
 - 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 "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.
- 1.1.9 "Push" means a wager that neither wins nor loses.

2 Mode of Play

- 2.1 The game of "Megalink Singapore 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", "C" and "D" with:
 - 2.2.1 Playing areas for the placement of the "Ante", "Bet" and "Progressive Jackpot" wager.
 - 2.2.2 Each playing position shall have the following playing areas: "Ante", "Bet" 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 higher rank than that of the Dealer's in accordance with Rule 3.11.
 - 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", "Bet" 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 "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.
 - 3.5.3.1 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 4.2, 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 4.2 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.

- 3.5.4 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, starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal five cards, face down, to each playing position containing a wager, followed by five cards, face down, to the Dealer. The Dealer's last card (the bottom card) shall be exposed.
- 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 and one card, face down, to the Dealer. This sequence shall be repeated until all playing positions containing a wager and the Dealer have five cards. The Dealer's last card shall be exposed.
- 3.9 After receiving and examining the 5 cards, the Player may decide to:
 - 3.9.1 "Fold", which would result in the Player losing his "Ante" wager. If the Player folds, he shall still be eligible for any "Progressive Jackpot" payout in accordance with the Pay Table stipulated in Rule 4.2.
 - 3.9.2 Wager on "Bet", which requires the Player to place a wager equivalent to twice the value of the "Ante" wager on the playing area marked as "Bet" on the table layout. The Player's cards must be placed face down on the table with the "Bet" wager placed on top of the cards.
- 3.10 The Dealer shall expose all the remaining cards in the Dealer's hand and compare the Dealer's hand to each of the Player's hand. The winning hand shall be the higher ranking five card poker hand.
 - 3.10.1 In the event a Player declines a comparison of his hand against the Dealer's hand by not exposing his five cards, the Player shall be deemed to have a hand that is ranked lower than the Dealer's hand and the Player's hand shall be deemed to have no winning "Progressive Jackpot" combinations. 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.
 - 3.10.2 If the Dealer does not have a poker hand containing at least an Ace and a King or higher ranking cards, the Dealer shall announce "No hand" and:
 - 3.10.2.1 All "Bet" wagers shall be returned;
 - 3.10.2.2 All "Ante" wagers of the Players who have not folded shall be paid; and
 - 3.10.2.3 For any Player who has placed a "Progressive Jackpot" wager and has not declined a comparison of hand, the Dealer shall expose the Player's cards and proceed to

pay the Player in accordance with the Pay Table stipulated in Rule 4.2.

3.10.3 If the Dealer has a poker hand containing at least an Ace and a King or higher ranking cards, the Dealer shall then compare his hand to each Player's hand and:

3.10.3.1 Pay the "Ante" wagers and the "Bet" wagers for those Players whose hand is ranked higher than the Dealer's hand;

3.10.3.2 Collect the "Ante" wagers and the "Bet" wagers for those Players whose hand is ranked lower than the Dealer's hand; and/or

3.10.3.3 Pay the "Progressive Jackpot" wager in accordance with the Pay Table stipulated in Rule 4.2.

3.10.4 If the Player's hand is ranked the same as the Dealer's hand, a "Push" is declared where neither hand wins.

3.11 The order of hands from the highest to the lowest is as follows:

3.11.1 Royal Flush is a hand containing an Ace, King, Queen, Jack and 10 of the same suit. E.g. A♦, K♦, Q♦, J♦, 10♦

3.11.2 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♣

3.11.3 Four of a Kind is a hand containing four cards of the same rank. E.g. A♠, A♥, A♦, A♣, J♥

3.11.4 Full House is a hand containing three cards of the same rank and one "pair". E.g. K♠, K♥, K♦, A♠, A♥

3.11.5 Flush is a hand containing five cards of the same suit but not in consecutive ranking. E.g. J♥, 8♥, 6♥, 5♥, 2♥

3.11.6 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♠

3.11.7 Three of a Kind is a hand containing three cards of the same rank. E.g. 10♠, 10♥, 10♣, 6♥, 3♦

3.11.8 Two pairs is a hand containing two "pairs". E.g. Q♠, Q♥, 6♣, 6♥, 3♦

3.11.9 One pair is a hand containing two cards of the same rank. E.g. A♠, A♥, 8♦, 6♥, 5♠

3.11.10 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♥

3.12 Hands that are of the same order of hands as described in Rule 3.11 but consisting of different card values shall be ranked in accordance to ranking of cards as described in Rule 3.3.1.

3.12.1 In the event that the Dealer and Player have hands that are of the same order of hands as described in Rule 3.11 and the hands consist of the same ranking of cards as described in Rule 3.3.1, the hand shall be a "Push".

- 3.12.2 In the event there are two hands each containing two pairs, the hand holding the pair of the highest ranking shall win. If the highest ranking pair held by both hands are equally ranked, the hand holding the pair of second highest ranking shall be the winner. If both hands hold two pairs of the same ranking, the winning hand shall be determined by the highest single unpaired card. If both hands hold two equally ranked pairs and a fifth card of same ranking, the hand shall be a "Push".
- 3.12.3 In the event there are two hands each containing one pair, the hand holding the pair of the highest ranking shall win. If both hands hold a pair that is equally ranked, the remaining three unpaired cards are compared, beginning with the highest, then in descending order of rank to determine the winning hand. If the remaining three single unpaired cards are of same ranking when compared, the hand shall be a "Push".
- 3.12.4 A Straight Flush or a Straight containing a 6 or higher shall be ranked higher than a Straight Flush or a Straight containing a 5, 4, 3, 2 and Ace;
- 3.12.5 If the Dealer and Player both have a Full House, the ranking of the Three of a Kind based on the ranking of card value as described under Rule 3.3.1 shall determine the winning hand.
- 3.12.6 In the event the Dealer and Player both have a Straight Flush or a Straight comprising of five cards of the same ranking (for example 8, 9, 10, J, Q versus 8, 9, 10, J, Q), the hand shall be a "Push".
- 3.13 Any "Progressive Jackpot" payout made to a Player shall be in addition to any payment made for the "Ante" or "Bet" wager by the Player on that round of play.
- 3.14 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.
- 3.15 If two or more Players' hands qualify for a "Progressive Jackpot" payout during the same round of play on the same table:
- 3.15.1 With a Royal Flush, the current "Progressive Jackpot" as displayed and the reset "Progressive Jackpot" amount/s shall be added and divided equally amongst the winners.
- 3.15.2 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.
- 3.15.3 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:

4.1.1 The “Ante” wager: Pays 1 to 1 when the Dealer does not have a poker hand containing at least an Ace and a King or higher ranking cards, as stipulated in Rule 3.10.2 and when the Dealer has a poker hand containing at least an Ace and a King or higher ranking cards, as stipulated in Rule 3.10.3.

4.1.2 The “Bet” wager:

Winning Hand	Pays
Royal Flush	250 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pairs	2 to 1
One Pair or Lower	1 to 1

4.2 The “Progressive Jackpot” Pay Table:

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 an incorrect number of cards is dealt to the Dealer's hand, 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 "Bet" wager, then that hand shall become invalid and the "Ante" 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" wager and does not place an accompanying "Ante" 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.
- 5.12.2 After the Dealer has announced "No More Bets", the "Progressive Jackpot" wager shall be deemed invalid, and the amount of the "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.

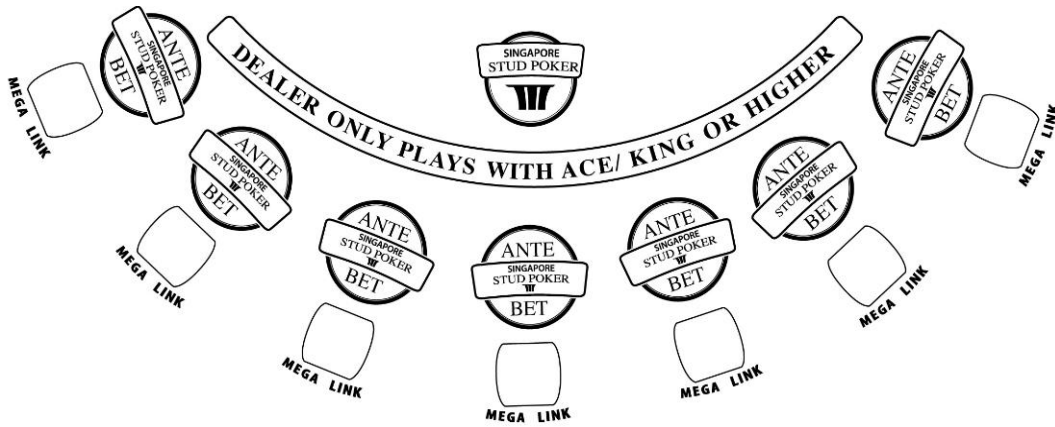
6 General Provisions

- 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.

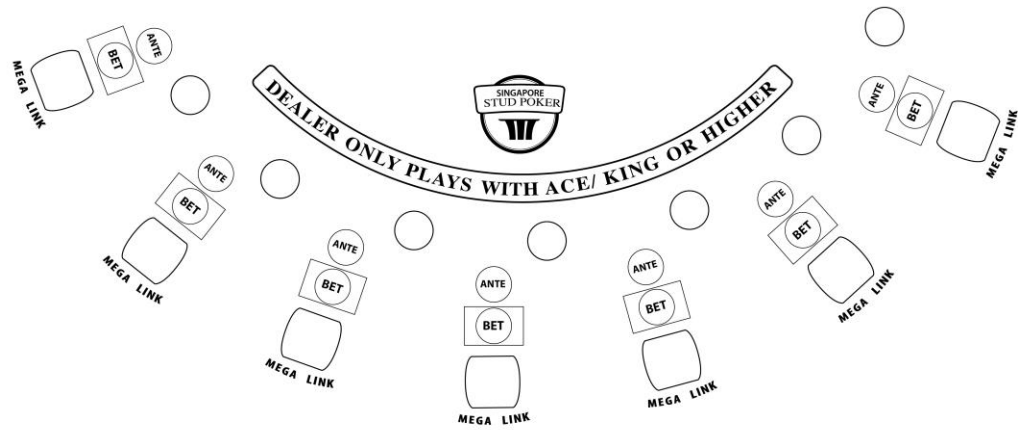
Appendix "A" This layout is available with 1 to 7 playing positions.



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



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



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

