

GREAT FORTUNE DICE (MBS) Game Rules

w.e.f. 14 July 2026, 0900 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 “Great Fortune Dice” 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**
- 7. Appendix**

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" with designated playing areas for the placement of wagers.
- 2.2. The game of Great Fortune Dice shall be played with a set of four 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 Great Fortune Dice 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, 10, 11, 12 or 13 in any combination of the four dice and shall lose if any other total appears.
 - 3.5.2. Big
 - 3.5.2.1 A wager shall win if the outcome is any of the totals of 15, 16, 17, 18, 19, 20, 21, 22, 23, or 24 in any combination of the four dice and shall lose if any other total appears.

3.5.3 All Small

3.5.3.1 A wager shall win if the outcome is that all individual dice face values are 1, 2, or 3 and shall lose if any other combination appears.

3.5.4 All Big

3.5.4.1 A wager shall win if the outcome is all individual dice face values are 4, 5, or 6 and shall lose if any other combination appears.

3.5.5 Specific Doubles

3.5.5.1 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, three or four dice appearing with the same specific doubles number and shall lose if any other combination appears.

3.5.6 Any Triple

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

3.5.7 Specific Triples

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

3.5.8 Any Quadruple

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

3.5.9 Specific Quadruple

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

3.5.10 Two Pair

3.5.10.1 A wager shall win if two of the four dice show the same face value, while at the same time the other two dice also show the same face value, but not the same face value as the first two dice. For example, two of the dice show a face value of 5, while the other two dice show a face value of 3. A wager shall also win if all four dice show the same face value. The wager shall lose if any other combination appears.

3.5.11 14

3.5.11.1 A wager shall win if the outcome is that the total of the four dice is 14 and shall lose if any other combination appears.

3.5.12 Specific 14

3.5.12.1 A wager on Specific 14 wins if the outcome is that the four individual dice results match the specific combination of four numbers in the section wagered on by the Player.

3.5.13. Straight

3.5.13.1. A wager shall win if the outcome is any one of the combinations 1234, 2345, or 3456 and shall lose if any other combination appears.

3.5.14 Four Dice Totals

3.5.14.1 A wager on Four Dice Totals wins if the outcome is that the total of the individual dice results matches the number wagered on by the Player.

3.5.15 Four Dice from Five Possible Combinations

3.5.15.1 A wager on Four Dice from Five Possible Combinations wins if the outcome is that the individual dice results match four out of five of the numbers shown in the section wagered on by the Player.

3.5.16 Two Dice Combinations:

3.5.16.1 A wager shall win if the outcome is two numbers on the dice match any one of the specific combinations mentioned in Rule 4.1.4 and shall lose if any other combination appears.

3.6. Any wagers in a round of play of Great Fortune Dice 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, specific quadruples, specific triples and specific doubles:

Section	Pays
Small (Total of 4 -13)	1 to 1
Big (Total of 15 - 24)	1 to 1
All Small (All dice are 1, 2, or 3)	14 to 1
All Big (All dice are 4, 5, or 6)	14 to 1
Two Pair	11 to 1
Specific Doubles	6 to 1
Any Triple	8 to 1
Specific Triples	55 to 1
Any Quadruple	200 to 1
Specific Quadruple	1000 to 1
14	7 to 1
Straight (1234, 2345 or 3456)	15 to 1

4.1.2. Specific 14:

Section	Pays
1256, 1346, or 2345	15 to 1
1355, 1445, or 2246	30 to 1
2336, 1166, or 2255	45 to 1
3344, 2444, or 3335	80 to 1

4.1.3. Four Dice Totals:

Section	Pays
Dice total is 5 points or 23 points	280 to 1
Dice total is 6 points or 22 points	120 to 1
Dice total is 7 points or 21 points	55 to 1
Dice total is 8 points or 20 points	30 to 1
Dice total is 9 points or 19 points	20 to 1
Dice total is 10 points or 18 points	13 to 1
Dice total is 11 points or 17 points	10 to 1
Dice total is 12 points or 16 points	8 to 1
Dice total is 13 points or 15 points	7 to 1

4.1.4. Two Dice Combinations:

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

4.1.5. Four Dice from Five Possible Combinations:

Section	Pays
1-2-3-4-5	9 to 1
1-2-3-4-6	
1-2-3-5-6	
1-2-4-5-6	
1-3-4-5-6	
2-3-4-5-6	

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 four 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. 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.
- 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.

7. Appendix

Appendix “A”

ALL BIG 4-5-6 1 PAYS 14		ALL SMALL 1-2-3 1 PAYS 14		 1 PAYS 1000		MARINA BAY SANDS ANY QUADRUPLE 1 PAYS 200		 1 PAYS 1000		ALL BIG 4-5-6 1 PAYS 14		ALL SMALL 1-2-3 1 PAYS 14									
大 BIG 15 TO 24 1 PAYS 1		小 SMALL 4 TO 13 1 PAYS 1		 1 PAYS 55		ANY TRIPLE 1 PAYS 8		 1 PAYS 55		大 BIG 15 TO 24 1 PAYS 1		小 SMALL 4 TO 13 1 PAYS 1									
 1 PAYS 6		TWO PAIR 1 PAYS 11		 1 PAYS 6																	
15 1 PAYS 7	16 1 PAYS 8	17 1 PAYS 10	18 1 PAYS 15	19 1 PAYS 20	20 1 PAYS 30	21 1 PAYS 55	22 1 PAYS 120	23 1 PAYS 280	1 PAYS 7 14 1 PAYS 7			5 1 PAYS 280	6 1 PAYS 120	7 1 PAYS 55	8 1 PAYS 30	9 1 PAYS 20	10 1 PAYS 15	11 1 PAYS 10	12 1 PAYS 8	13 1 PAYS 7	
STRAIGHT 1234 2345 3456 1 PAYS 15		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		 1 PAYS 3		STRAIGHT 1234 2345 3456 1 PAYS 15	