

DUELING 8'S 21+
MBS
Game Rules
(Version 2)

w.e.f. 17 March 2020



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 “Dueling 8’s 21+ (Version 2)” 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 "21+ wager" means an additional wager that may be placed by a Player before the initial deal, which wins if the Dealer's hand exceeds 21 (busts) and loses otherwise. The settlement for a winning "21+ wager" is determined based on the total number of cards in the Dealer's hand.
- 1.1.2 "6-7-8 Bonus" means the original wager shall be paid a bonus, regardless of the outcome of the hand, if the two cards drawn to the Player's hand are a 6 and a 7 in any order. "6-7-8 Bonus" is not applicable to hands which have been formed after splitting.
- 1.1.3 "Double" means to increase a wager by up to or equal the amount of the original wager but the increase must not be less than the table minimum.
- 1.1.4 "Hand" means the cards that have been dealt to a Player or to the Dealer in a round of play including the permanent 8 of Spades (permanent 8 card).
- 1.1.5 "Hard total" means the point total of a hand either without an Ace or with an Ace or Aces that are counted as 1 point in value.
- 1.1.6 "Initial deal" means the initial two cards dealt to the Player's hand (including the permanent 8 card) and the initial card dealt to the Dealer's hand (i.e. the permanent 8 card), but no further cards have been taken or wagers acted upon.
- 1.1.7 "Interim settlement" means that a wager has been paid or taken based on the outcome of the initial deal.
- 1.1.8 "Point total" means the total points of cards in a hand which include the permanent 8 card.
- 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 "Soft total" means the point total of a hand containing at least an Ace that is counted as 11 in value without exceeding 21.
- 1.1.11 "Split" or "Splitting" means to split any pair of 8's.
- 1.1.12 "Stand-off" means a wager that neither wins nor loses.
- 1.1.13 "Subsequent deal" means additional cards requested by the Players after the initial deal.
- 1.1.14 "Surrender" means to give up 50 percent of the original wager to fold the hand after the initial deal.
- 1.1.15 "Superb 8's wager" means an additional wager that may be placed by a Player before the initial deal, and wins if the following combination of cards are dealt to the Player:
 - 1.1.15.1 Two 8's, which means a Player's hand consisting of two consecutive 8's (including the permanent 8 card assigned to the Player's hand).
 - 1.1.15.2 Three 8's, which means a Player's hand/s consisting of three consecutive 8's (including the permanent 8 card assigned to the Player's hand).

- 1.1.15.3 Four 8's, which means a Player's hands consisting of four consecutive 8's (including the permanent 8 card assigned to the Player's hand). Four 8's may only be achieved by splitting at least once.
- 1.1.15.4 Four 8 of Spades, which means a Player's hands consisting of four consecutive 8's of Spades (including the permanent 8 card assigned to the Player's hand). Four 8's of Spades may only be achieved by splitting at least once.
- 1.1.16 "Tie on 18 wager" means an additional wager that may be placed by a Player before the initial deal; or on a hand resulting from a split if the Player has, before the initial deal, placed a "Tie on 18 wager" on the first hand formed, which wins if both the Player's hand and the Dealer's hand have a final point total of 18 points each and loses otherwise.

2. Mode of Play

- 2.1 The game of "Dueling 8's 21+" shall be played with three to eight decks of cards, with each deck having 48 cards with the four "10s" removed and without jokers and with backs of the same colour and design.
- 2.2 The layout for this game is as shown in Appendix "A" with:
 - 2.2.1 Playing areas for the placement of wagers;
 - 2.2.2 Playing areas for the placement of "Superb 8's wagers";
 - 2.2.3 Playing areas for the placement of "Tie on 18 wagers"; and
 - 2.2.4 Playing areas for the placement of "21+ wagers".

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 Players in the game of "Dueling 8's 21+" attempt to obtain a higher point total than the Dealer without exceeding 21.
- 3.4 The point value of cards shall be as follows:
 - 3.4.1 An Ace shall have a point value of 11 unless 11 would cause the point total of the hand to exceed 21, in which case the Ace shall have a point value of 1.
 - 3.4.2 Any card from 2 to 9 inclusive shall have its corresponding point value; and
 - 3.4.3 Any Jack, Queen or King shall have a point value of 10.

- 3.5 Each Player at the table shall be responsible for correctly computing the point total of their hand and no Player shall be entitled to rely on the point total announced by the Dealer.
- 3.6 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.
- 3.7 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.
- 3.8 A Player may wager on every playing area at a "Dueling 8's 21+" table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand. In the case of full patronage, a Player may wager on more than one playing area but may only call the decisions with respect to the playing area at which they are seated or is otherwise entitled to control.
- 3.9 A Pit Manager may, at his discretion, restrict a Player from wagering on more than one playing area.
- 3.10 Up to three wagers may be placed on any one playing area of the "Dueling 8's 21+" layout but:
 - 3.10.1 A Pit Manager may, at his discretion, restrict the number of wagers to less than three.
 - 3.10.2 Players are not permitted to separate their wagers within one playing area.
- 3.11 Where more than one Player wagers on a playing area, the decisions with regard to the cards dealt to that area shall be called by the Player who is seated at the playing area regardless of the position of any wagers on that playing area.
- 3.12 Where more than one Player wagers on a playing area and there is no seated Player, the Player whose wager is nearest to the Dealer shall control the playing area.
- 3.13 Where it may be unclear, the Dealer shall, prior to the commencement of a round of play, ascertain the Player who shall call the decisions with respect to any playing area and inform the Players prior to the commencement of play.
- 3.14 The initial starting card for each Player's hand and the Dealer's hand is an 8 of Spades, which is permanently imprinted on the layout.
- 3.15 Players must first place a main wager before receiving a second card and then decide whether to stand on the card and the permanent 8 card, take one or more additional cards, split, surrender or double.
- 3.16 Prior to the cards being dealt, a Player may also place:
 - 3.16.1 A "Superb 8's wager" that shall win based on the winning combinations as stipulated in Pay Table in Rule 4.2 and shall lose otherwise; and/or
 - 3.16.2 A "Tie on 18 wager" that shall win if both the Player's hand and the Dealer's hand have a final point total of 18 points each and shall lose otherwise; and/or
 - 3.16.3 A "21+ wager" that shall win if the Dealer busts as stipulated in Pay Table in Rule 4.3 and shall lose otherwise.
 - 3.16.4 A Player may place a "Superb 8's wager", "Tie on 18 wager" and/or "21+ wager" even if he did not place a main wager. However, these wagers may only be placed on a playing area which contains a main wager.

- 3.17 To have first priority to place “Superb 8’s wager”, “Tie on 18 wager” and/or “21+ wager”, a Player must have a wager on that playing area.
- 3.18 Players are permitted to place “Superb 8’s wager”, “Tie on 18 wager” and/or “21+ wager” on more than one playing area at one time.
- 3.18.1 Only three “Superb 8’s wagers”, three “Tie on 18 wagers” and/or three “21+ wagers” per playing area shall be permitted.
- 3.18.2 If more than one Player wishes to take another Player’s “Superb 8’s wager”, “Tie on 18 wager” and/or “21+ wager”, preference shall be given to:
- 3.18.2.1 Players with a wager on the playing area but do not control the playing area in question with priority given to the Player with the wager closest to the Dealer.
- 3.18.2.2 Players with a wager on the round of play with priority given to the Player with a wager on the playing area closest to the playing area in question.
- 3.18.2.3 If the Players’ wagers are equally distant from the playing area in question, priority is given to the Player with the lowest amount of total “Superb 8’s wagers”, “Tie on 18 wagers” and/or “21+ wagers”.
- 3.18.2.4 If multiple Players have equivalent claims to the placement of a wager on another Player’s “Superb 8’s wagers”, “Tie on 18 wagers” and/or “21+ wagers” playing area and cannot reach an agreement over who shall place the wager, no wager shall be accepted on the aforementioned playing area from any Player, including a Player referred to in Rule 3.18.2.5.
- 3.18.2.5 Players without a wager on that round of play wishing to take other Players’ “Superb 8’s wagers”, “Tie on 18 wagers” and/or “21+” wagers” shall be on a first wager placed basis, as determined by the Dealer.
- 3.19 Starting from the Dealer’s left and continuing clockwise, the Dealer shall deal a card face up to each playing area containing a wager.
- 3.20 Prior to the subsequent deal, a Player may choose to surrender by giving up 50 percent of the Player’s original wager.
- 3.20.1 After Players have received their initial two cards (including the permanent 8 card), the Dealer shall verbally offer the option of surrender to the Players. After all Players have been given the opportunity to surrender, the Dealer shall verbally announce that the surrender option is closed and continue the deal.
- 3.20.1.1 A Player is not allowed to surrender after splitting.
- 3.20.1.2 If more than one wager is on the playing area, any of those Players may take the surrender option and any Players not taking the surrender option shall have their wagers remain in play.

3.20.1.3 In the event that the person controlling the playing area has taken the surrender option, the control of that playing area shall pass in turn from front to back, to the Player who does not wish to surrender.

- 3.21 When the initial card dealt to a playing area is an 8, the Player may split the hand on the subsequent deal and receive additional cards on each of the hands that are split, provided that the wager on the second hand so formed is an amount equal to the original wager.
- 3.22 A Player may not form more than four hands while splitting in any one playing area in each round of play.
- 3.23 When a Player splits a pair of 8's (including the permanent 8 card), the Dealer shall deal a second card to the first of the hands so formed and shall complete the Player's decisions with respect to that hand before proceeding to deal any cards to the second hand.
- 3.23.1 If the Player elects to split 8's, a "Tie on 18 wager" originally placed shall apply to the first hand formed, and he may place an additional "Tie on 18 wager" on each split hand, prior to any subsequent cards being dealt to each of the hands formed by splitting.
- 3.23.2 A Player may not wager on additional "21+ wager" or "Superb 8's wager" should he elect to split 8's.
- 3.23.3 A Player may split again if their second card of either of the split hands is an 8. The wager to be placed on the third hand shall be an amount equal to that of the original wager.
- 3.24 If the Player controlling a playing area elects to split, any other Player who has placed a wager on that playing area shall either:
- 3.24.1 Make an additional wager on the split hand/s so formed of an amount equal to their original wager; or
- 3.24.2 Have their original wager placed on the first hand so formed.
- 3.25 Players with a wager on the playing area but who do not control the playing area may place a "Tie on 18 wager" on the split hand formed if they make an additional wager on the split hand/s so formed of an amount equal to their original wager as stated in Rule 3.24.1.
- 3.26 A Player may elect to double by wagering an amount equal to or less than his original wager (but not less than the table minimum) on:
- 3.26.1 The first two cards (including the permanent 8 card) dealt to him; or
- 3.26.2 The first two cards of any hand which is formed after splitting a pair of 8's.
- 3.26.3 Any doubled hand shall receive only one additional card.
- 3.26.4 When a Player controlling the playing area elects to double, Players with a wager on the same playing area shall also have the option to double on that hand before the additional card is dealt.

- 3.26.5 If the other Players do not double, the condition that only one additional card shall be dealt to that hand remains unchanged.
- 3.26.6 If the Player controlling the playing area elects not to double, no other Players are permitted to double on that playing area.
- 3.27 A Player is permitted to stand on his own two cards (including the permanent 8 card).
- 3.28 A Player may elect to receive additional cards if his point total is less than 21.
- 3.29 A Player who obtains a hard or soft total of 21 is not permitted to double or draw additional cards.
- 3.30 The decision to stand or draw shall be determined by the Player's hand signal.
- 3.31 Where a Player's point total exceeds 21, with the exception of "21+ wagers", any wager on that hand shall lose and the Dealer shall immediately collect the cards from that hand and place them in the discard holder except as stated in Rule 3.31.1.
 - 3.31.1 In the event that a Player has placed a "Superb 8's wager" and has exceeded 21, the Dealer shall collect the original wager but leave the cards at the playing area until all decisions on that Player's hand (including split hands) are concluded.
 - 3.31.2 "21+ wagers" shall be determined by the result of the Dealer's hand regardless of whether or not the Player's hand or hands exceed 21.
- 3.32 Except for a "Superb 8's wager", "21+ wager" and "6-7-8 Bonus", the outcome of the round of play is determined based on the point total of the Player's hand compared to the point total of the Dealer's hand.
- 3.33 Subject to Rule 3.33.1, when the subsequent deal to all Players' hands has been completed, a Dealer shall draw additional card/s to himself, provided always that the Dealer draws to 16 points and stands on 17 points. When the Dealer's hand has a hard or soft point total of 17, 18, 19, 20 or 21, no additional cards shall be drawn.
 - 3.33.1 If all Players hands have exceeded 21 but there are "21+ wagers", the Dealer shall draw to himself as indicated in Rule 3.33 in order to determine a result for the "21+ wagers".

4. Settlement

4.1 Settlement of wagers shall be as follows:

Winning Wagers	Pays
Regular	1 to 1
"Tie on 18"	8 to 1

Winning Wagers	Pays
Bonus 6-7-8 (Excluding all Spades)	1 to 1
Bonus 6-7-8 (All Spades)	5 to 1

- 4.1.1 The "6-7-8 Bonus" shall be paid regardless of the outcome of the hand.
- 4.2 Settlement of "Superb 8's wagers" shall be as follows:

Winning Wagers	Pays
Four 8's (All Spades)	8000 to 1
Four 8's (Excluding all Spades)	800 to 1
Three 8's	8 to 1
Two 8's	3 to 1

4.2.1 The permanent 8 card has to be included and all subsequent 8's must be dealt to the Player consecutively.

4.2.2 Settlement for "Superb 8's wager" is based solely on the number of consecutive 8's dealt (including the permanent 8 card assigned to the Player's hand) to a playing area regardless of whether a Player has split (either 1, 2 or 3 times) or exceeded 21. A Player with a point total of 24 (consisting of Three 8's) shall be paid on the "Superb 8's wager" in accordance with the settlement odds for Three 8's. All "Superb 8's wagers" shall be paid only once and to the highest applicable payout.

4.3 Settlement of "21+ wagers" shall be as follows:

Winning Wagers	Pays
Dealer Busts with 8 cards	800 to 1
Dealer Busts with 7 cards	80 to 1
Dealer Busts with 6 cards	35 to 1
Dealer Busts with 5 cards	8 to 1
Dealer Busts with 4 cards	3 to 1
Dealer Busts with 3 cards	2 to 1

4.4 A Player shall win if:

4.4.1 The Player has a point total greater than that of the Dealer without exceeding 21; or

4.4.2 The Player has not surrendered or exceeded 21 and the Dealer exceeds 21.

4.5 A Player shall lose if:

4.5.1 The Dealer has a point total greater than that of the Player without exceeding 21; or

4.5.2 The Player's point total exceeded 21.

4.6 A Player shall stand-off if:

4.6.1 The Player has the same point total as the Dealer.

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 prior to any interim settlement taking place or subsequent deal commencing and the cards cannot be reconstructed, the round of play shall be void.
- 5.3 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.
- 5.4 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.
- 5.5 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 be played as if it were found face downwards.
- 5.6 Should any round of play contain an error caused by the incorrect dealing of card/s:
 - 5.6.1 If the subsequent deal has not commenced and no interim settlement has taken place, the cards shall be reconstructed.
 - 5.6.2 If the subsequent deal has commenced or an interim settlement has taken place, the cards shall be reconstructed unless otherwise stated in these Rules.
- 5.7 A card exposed and dealt in error to the Dealer's completed hand (holding a point total of soft 17 or above) shall be removed from play and placed in the discard holder and the outcome based on the point total prior to the additional card being drawn shall stand.
- 5.8 A card dealt in error shall be dealt to the Player's or the Dealer's hand as though it were the next card from the dealing device unless the card dealt in error is dealt to the Dealer's completed hand (holding a point total of soft 17 or above), in which case, Rule 5.7 applies.
- 5.9 A Player who refuses to accept the card referred to in Rule 5.8 shall not receive any additional card during that round of play.
- 5.10 Where the card referred to in Rule 5.8 is refused by all Players, it shall become the Dealer's next card.
- 5.11 If a Player has a valid wager and is not dealt a card to his permanent 8 card and the interim settlement has not taken place or the subsequent deal has not commenced, the initial deal is deemed incomplete and the cards shall be reconstructed.
- 5.12 If a playing area with a valid wager has not received a card and the interim settlement has taken place or the subsequent deal has commenced, that wager shall be returned to the Player.
- 5.13 If a playing area with no wager is dealt cards and the interim settlement has taken place or the subsequent deal has commenced, the card shall be removed and placed in the discard holder and the round of play shall continue.
- 5.14 If a Player on the subsequent deal has not been given the opportunity to draw a card to their hand and only the next hand in play has been acted upon, the cards dealt shall be removed and treated as undisclosed.
- 5.15 If the subsequent deal has progressed to the point that more than one playing area has received cards, it is deemed that the Player has not acted in time and the hand shall continue.

- 5.16 Where manual shuffling is allowed, if there are insufficient cards remaining in the dealing device to complete a round of play, all of the cards in the discard holder shall be riffle shuffled once and cut by the Player whose hand is the next to be acted upon. The Dealer shall then complete the round of play.
- 5.16.1 After that round has been completed, the cards shall be re-shuffled and cut.
- 5.17 Where manual shuffling is allowed, in the event that the cards are not shuffled following the exposure of the cutting card, a shuffle shall take place upon completion of that round of play.
- 5.18 Should the Dealer forget to burn the first card from the dealing device:
- 5.18.1 If it is noted on the initial deal and prior to an interim settlement, the cards shall be reconstructed.
- 5.18.2 If the subsequent deal has commenced or an interim settlement has taken place, then play shall continue with that card remaining in play.
- 5.19 Where a Player places a wager and is not present to make decisions with regard to the cards dealt to the playing area containing the wager, cards shall be dealt to the playing area in turn by the Dealer until the point total of the cards exceeds 11 or in the case of a soft total 17 or higher is reached. Options to wager on split or double shall be deemed to be forfeited.
- 5.19.1 Should another Player have a wager on that playing area, they shall be empowered to play that hand with priority given to the Player with the wager closest to the Dealer.
- 5.20 In the event that two or more cards are simultaneously drawn from the dealing device and it is not possible to ascertain the drawn order:
- 5.20.1 With no cards disclosed, the Player whose hand is to be acted upon may select the card they are to receive.
- 5.20.1.1 The remaining card/s shall then be dealt as if it were the next card from the dealing device.
- 5.20.2 With one card disclosed, the disclosed card shall be deemed to be the next card from the dealing device.
- 5.20.2.1 The remaining card/s shall then be dealt as if it were the next card from the dealing device.
- 5.20.3 With more than one card disclosed, the Player whose hand is to be acted upon may select the card or cards they wish to receive.
- 5.20.3.1 Any remaining cards shall then be offered to the next Player as if it/they were the next card from the dealing device and the Player shall have the option to choose. Should the Player decline the card/s, the card/s shall be burned.
- 5.20.4 If the error occurs on the Dealer's hand:
- 5.20.4.1 With no cards disclosed, the Pit Manager shall select the first card to be taken to the Dealer's hand.
- 5.20.4.2 The remaining card shall then be dealt as if it were the next card from the dealing device.

5.20.4.3 With one card disclosed, the disclosed card shall be deemed to be the next card from the dealing device.

5.20.4.4 The remaining card shall then be dealt as if it were the next card from the dealing device.

5.20.4.5 With both cards disclosed, the Pit Manager selects the card that is the most detrimental to the Dealer's hand.

5.20.4.6 The remaining card shall then be discarded.

5.21 Any Player who refuses a card under the provisions of these rules shall be deemed to stand on their current hand and the deal shall continue.

5.22 Where any Player/s is dissatisfied with Rule 5.13 or 5.20, they may be permitted to withdraw their remaining wagers provided that the decision to withdraw the wager is made prior to any further cards being dealt. Wagers on the round of play which had been previously lost shall not be returned.

5.23 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.

5.24 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.

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

5.26 In the event of a power failure:

5.26.1 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.

5.26.2 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, 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.

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

