

MEGALINK BULLSEYE

MBS

Game Rules

(Version 4)

w.e.f. 7 August 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 “Megalink Bullseye (Version 4)” 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 "3 Card Hand" means a hand that consists of 3 cards totaling 10, 20 or 30.
- 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".
- 1.1.3 "Bullseye" wager means an optional wager placed prior to the five initial cards being dealt that entitles the Player to a "Bullseye" payout if the five cards dealt to the Player contains either 3, 4 or 5 "Picture" cards and loses otherwise.
- 1.1.4 "Gnau Tung Ku" means a "Point Hand" comprising an Ace of Spades and any "Picture" cards.
- 1.1.5 "House Way" means a mandatory way of arranging the Dealer's hand to form a "3 Card Hand" with point total of 10, 20 or 30 in such a way as to allow for the highest possible hand ranking for the remaining "Point Hand". The order of hand ranking based on the value of the "Point Hand" is defined in Rule 3.15. In the event that a Player fails to form a "3 Card Hand" when it is possible to do so, or when the Player requests for the Dealer to arrange the Player's hand, the Dealer shall arrange the Player's hand based on the "House Way".
- 1.1.6 "Mixed Pictures" means 2 "Picture" cards which do not form a pair, e.g. a Jack and a Queen, a Jack and a King or a Queen and a King.
- 1.1.7 "Main" wager refers to the initial wager placed by the Player in order to participate in a round of play.
- 1.1.8 "Picture" cards refer to the term used to define Jacks, Queens and Kings. Jacks, Queens and Kings have no ranking, meaning that a King does not beat a Queen or a Jack and a Queen does not beat a Jack. A pair of "Picture" cards means 2 Kings or 2 Queens or 2 Jacks.
- 1.1.9 "Point Hand" means the 2 card hand remaining after the Player or Dealer sets a "3 Card Hand" with a point total of 10, 20 or 30.
- 1.1.10 "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. The interchangeable point value of "3" and "6" as described in Rule 3.4.2 does not apply when determining the outcome of a "Progressive Jackpot" wager.
- 1.1.11 "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.
- 1.1.12 "Suits" wager means an optional wager placed prior to the five initial cards being dealt that entitles the Player to a "Suits" payout if the five cards dealt to the Player contains either 3, 4 or 5 cards with the same suit (i.e. Hearts, Clubs, Diamonds or Spades) and loses otherwise.
- 1.1.13 "Tie" wager means an optional wager which shall win if the Player's "Point Hand" and the Dealer's "Point Hand" have the same hand ranking or if both the Player and the Dealer are unable to form a "3 Card Hand" with a point total of 10, 20 or 30, and loses otherwise.

2. Mode of Play

- 2.1 The game of "Megalink Bullseye" 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 "Main", "Suits", "Tie", "Bullseye" and "Progressive Jackpot" wager.
 - 2.2.2 Each playing position shall have the following playing areas: "Main", "Suits", "Tie", "Bullseye" 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 higher hand ranking than the Dealer based on the "Point Hand" which is only valid when played in conjunction with a "3 Card Hand" which has a point total of 10, 20 or 30 points.
- 3.4 The value of cards shall be their face value with the exception of:
 - 3.4.1 "Picture" cards which have a value of 0 when played in the "Point Hand" (and do not form a pair or "Mixed Pictures") and 10 when played in the "3 Card Hand".
 - 3.4.2 The point values of cards with a face value of 3 or 6 are interchangeable in the "3 Card Hand". Therefore, a card with a face value of 3 or 6 in the "3 Card Hand" may be valued as either 3 points or 6 points. However, in the "Point Hand", a card with a value of 3 or a 6 shall automatically be valued to give the Player or Dealer the highest point total. E.g. A "Point Hand" consisting of a 5 and a 6 shall give the Player or Dealer a point total of 8 and not a point total of 1.
 - 3.4.2.1 A "Point Hand" consisting of a 3 card and a 6 card does not constitute a pair.
 - 3.4.2.2 When determining "Progressive Jackpot" hands, a card of 3 or 6 shall be valued as its face value.
 - 3.4.3 A pair always automatically constitutes a pair and a Player or Dealer cannot opt to add the values of the cards.
- 3.5 A Player wishing to participate in a round of play must place a "Main" wager on the appropriate playing area marked "Main" 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.
 - 3.5.1 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.
 - 3.5.2 Only one "Main", "Bullseye", "Tie", "Suits" and "Progressive Jackpot" wager shall be accepted on any one playing area.

- 3.5.3 A Pit Manager may, at his discretion, restrict a Player from wagering on more than one playing position.
- 3.6 A Player may also place a "Bullseye", "Tie", "Suits" and/or a "Progressive Jackpot" wager after placing a "Main" wager.
 - 3.6.1 The Player seated at the playing position shall be given an opportunity to participate in the "Progressive Jackpot".
 - 3.6.2 A Player may place a "Progressive Jackpot" wager whether the Player is viewing the hand or "Blind Betting".
 - 3.6.3 A Player choosing to play the "Progressive Jackpot" shall do so by placing a wager using the "Progressive Jackpot" wagering system.
 - 3.6.4 Players are not permitted to place a "Progressive Jackpot" wager on other Player's playing positions.
- 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 When using an automated dealing device, the round of play shall be conducted in accordance with one of the following methods, namely "Method A", "Method B" or "Method C", as described in Rule 3.8.1 to Rule 3.8.3.
 - 3.8.1 Method A:
 - 3.8.1.1 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.
 - 3.8.2 Method B:
 - 3.8.2.1 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. After all the Players have made a decision on their respective hands in accordance to Rule 3.10, five cards shall be dealt, face down, to the Dealer.
 - 3.8.3 Method C :
 - 3.8.3.1 The Dealer shall deal five cards, face down, with an additional security card at the bottom, to the Dealer. Starting from the Dealer's left and continuing clockwise around the table, the Dealer shall then deal five cards, face down, to each playing position containing a wager.
- 3.9 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.
- 3.10 After receiving and examining the 5 cards:
 - 3.10.1 Players shall set a "3 Card Hand" which must have a point total of 10, 20 or 30 and a "Point Hand". Subject to Rule 3.4.2 and Rule 3.12, the Player is not obligated to arrange his five cards to achieve the highest possible point total in the "Point Hand".

- 3.10.2 The 2 cards remaining after the formation of the “3 Card Hand” shall determine the “Point Hand”.
- 3.10.3 Once formed, the “3 Card Hand” is not used to determine the outcome of the “Main” wager. However, the “3 Card Hand” shall be used in conjunction with the “Point Hand” to determine the outcome of “Progressive Jackpot” wager, “Suits” wager and “Bullseye” wager.
- 3.10.4 If the Player is unable to form a “3 Card Hand” with a point total of 10, 20 or 30 points, the “Main” wager shall lose. However, the “Progressive Jackpot” wager, “Bullseye” wager, “Suits” wager and “Tie” wager (if applicable) remain in play.
- 3.11 The “Point Hand” may consist of either a “Gnau Tung Ku”, a pair, “Mixed Pictures” or a point total as indicated in Rule 3.15. The point total of the “Point Hand” shall be as follows:
 - 3.11.1 Where the total value of the cards in the “Point Hand” is a number from 1 to 10, the point total shall be that number; or
 - 3.11.2 Where the total value of the cards in the “Point Hand” is 11 or higher, the point total shall be the right digit of that number only. E.g. 8 + 7 = Point total of 5.
- 3.12 A Player is obligated to set a “3 Card Hand” of 10, 20 or 30 if it is possible to do so. If the Player sets the hand without forming a 10, 20 or 30 in the “3 Card Hand” when it is possible to do so, the Dealer shall set the Player’s hand based on the House Way.
- 3.13 Players shall set their hands, and place their cards face down in the designated area after which, they shall not be permitted to handle their cards. After all Players have set their hands, the Dealer shall expose the Dealer’s five cards and set the “3 Card Hand” of 10, 20 or 30 and the “Point Hand”, face up in the designated area in accordance with the House Way.
- 3.14 If the Dealer is unable to set a “3 Card Hand” with a point total of 10, 20 or 30 points:
 - 3.14.1 All “Main” wagers push for Players who are able to set the “3 Card Hand” with point total of 10, 20 or 30 points and lose otherwise in accordance with Rule 3.10.4.
 - 3.14.2 All “Tie” wagers win for Players who are also unable to set the “3 Card Hand” with point total of 10, 20 or 30 points and lose otherwise.

3.15 The order of hands for “Point Hand” from the highest to the lowest is as follows:

“Gnau Tung Ku” (Ace of Spades and any Jack, Queen or King)
Pair AA
Pair KK
Pair QQ
Pair JJ
Pair of 10's
Pair of 9's
Pair of 8's
Pair of 7's
Pair of 6's
Pair of 5's
Pair of 4's
Pair of 3's
Pair of 2's
Pictures KQ, KJ, QJ
Point Total of 10
Point Total of 9
Point Total of 8
Point Total of 7
Point Total of 6
Point Total of 5
Point Total of 4
Point Total of 3
Point Total of 2
Point Total of 1

3.16 The order of hands for “Progressive Jackpot” wager from highest to lowest is as follows:

- 3.16.1 Royal Flush is a hand containing an Ace, King, Queen, Jack and 10 of the same suit. E.g. A♦, K♦, Q♦, J♦, 10♦
- 3.16.2 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♣
- 3.16.3 Four of a Kind is a hand containing four cards of the same rank. E.g. A♣, A♥, A♦, A♠, J♥
- 3.16.4 Full House is a hand containing three cards of the same rank and one “pair”. E.g. K♣, K♥, K♦, A♠, A♥
- 3.16.5 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 In the event a Player declines a comparison of his hand against the Dealer's hand by not exposing his hand, 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.
- 3.18 Any "Progressive Jackpot" payout made to a Player shall be in addition to any payment made for the "Main", "Bullseye", "Tie" and "Suits" 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 Royal Flush, the current "Progressive Jackpot" as displayed and the reset "Progressive Jackpot" amount/s shall be added and divided equally amongst the winners.
- 3.20.2 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.
- 3.20.3 Where a hand containing a Royal Flush and lower ranking hands qualify for a "Progressive Jackpot" in the same round of play, the Royal Flush shall be paid after the qualified lower ranking hands have been paid.

4. Settlement

- 4.1 Settlement of "Main" wagers shall be as follows:

Winning Wagers	Pays
Player wins with "Gnau Tung Ku"	5 to 1
Player wins with Pair	3 to 1
Player wins with "Mixed Pictures"	2 to 1
Player wins with Point total	1 to 1

- 4.2 Settlement of "Tie" wagers shall be as follows:

Winning Wagers	Pays
Player ties with the hand ranking of the Dealer's "Point Hand"	8 to 1
Both Player and Dealer unable to form a "3 Card Hand"	8 to 1

- 4.3 Settlement of “Bullseye” wagers shall be as follows:

Winning Wagers	Pays
3 Picture Cards	10 to 1
4 Picture Cards	20 to 1
5 Picture Cards	200 to 1

- 4.4 Settlement of “Suits” wagers shall be as follows:

Winning Wagers	Pays
3 Suited Cards	1 to 1
4 Suited Cards	5 to 1
5 Suited Cards	20 to 1

- 4.5 Settlement of “Progressive Jackpot” wagers shall be as follows:

Based on Player’s “3 Card Hand” & “Point Hand”	
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 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 and/or shall not be honoured.

- 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.
- 5.10.2 With no hand viewed, the hand first dealt shall be played to conclusion, and the other hand/s invalidated.
- 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 a "Main" wager and is not present to make a decision, then that hand shall be set by the Dealer in accordance with the House Way.
- 5.12 Where a Player makes a "Progressive Jackpot", "Bullseye", "Tie" or "Suits" wager and does not place an accompanying "Main" wager;
- 5.12.1 Prior to the Dealer announcing "No More Bets", the Player shall either place a "Main" wager or cancel the "Progressive Jackpot" wager and withdraw any "Bullseye", "Tie" or "Suits" 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.

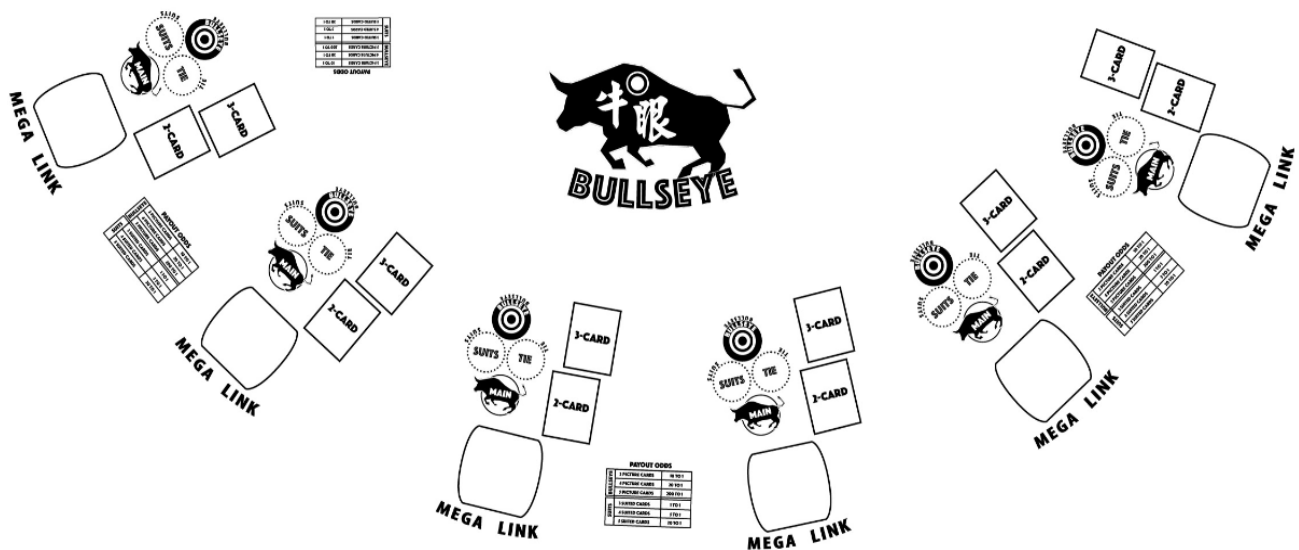
5.16.2 With an outcome established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.

6. General Provisions

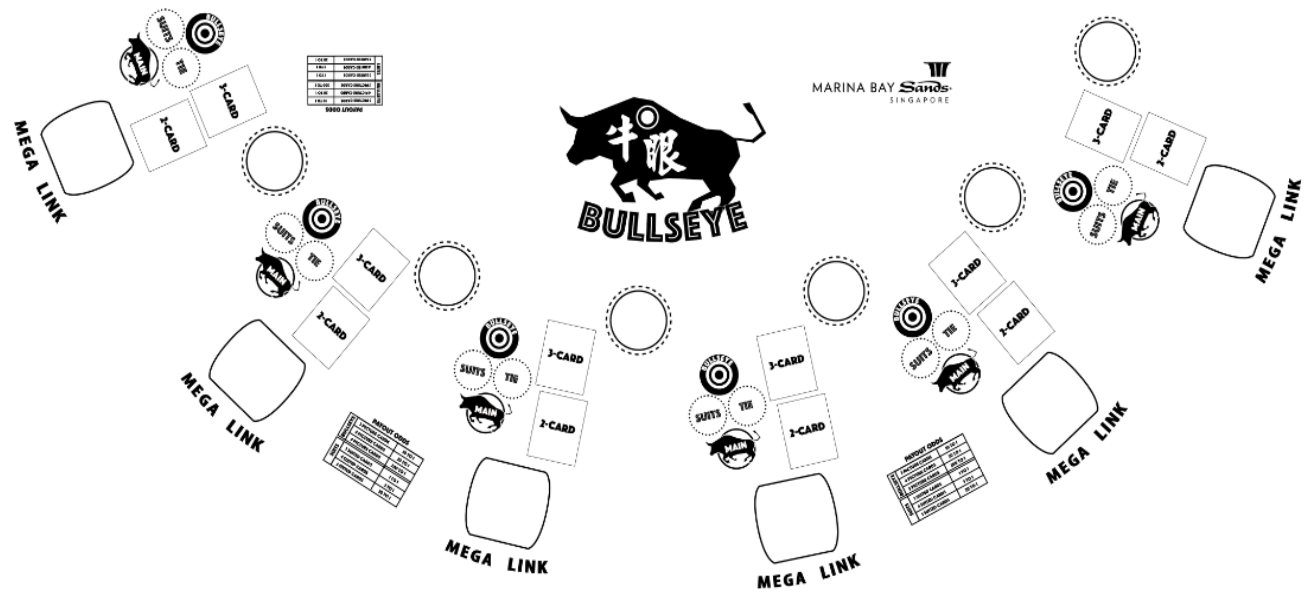
6.1 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.

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 6 playing positions.



Appendix “B” This layout is available with 1 to 6 playing positions.



Appendix “C” This layout is available with 1 to 6 playing positions.

