

MEGALINK ULTIMATE TEXAS HOLD'EM (MBS) Game Rules

w.e.f. 11 August 2023, 00:00 hours



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 Ultimate Texas Hold’em” 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 one of the Player's initial wagers placed in a round of play.
- 1.1.2 "Blind" means one of the Player's initial wagers placed in a round of play. The "Blind" wager must be equivalent to the "Ante" wager.
- 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".
- 1.1.4 "Check" means to skip without placing a wager.
- 1.1.5 "Community cards" are cards dealt to the table that may be used by the Players to make the best possible 5 card hand.
- 1.1.6 "Flop cards" are the first three Community cards dealt to the table.
- 1.1.7 "Fold" means a decision by the Player to no longer continue in the current round of play.
- 1.1.8 "Hole cards" are the first two cards dealt face down to each Player and the Dealer.
- 1.1.9 "Play" means an additional wager placed by the Player in order to continue in a round of play.
- 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" if the Player's hand qualifies. The "Progressive Jackpot" wager is independent and remains in play even if the Player's hand loses to the Dealer's hand, or the Player elects to "Fold".
- 1.1.11 "Push" means that a wager neither wins nor loses.
- 1.1.12 "River card" is the fifth and final Community card.
- 1.1.13 "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.
- 1.1.14 "Trips" means an optional wager which may be placed by a Player prior to cards being dealt. The Player wins if the Player achieves a hand of Three of a Kind or better and loses otherwise. The "Trips" wager is independent and remains in play even if the Player's hand loses to the Dealer's hand, or the Player elects to "Fold".
- 1.1.15 "Turn card" is the fourth Community card.

2 Mode of Play

- 2.1 The game of "Megalink Ultimate Texas Hold'em" 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", "Blind", "Play", "Trips", and "Progressive Jackpot" wager.
 - 2.2.2 Each playing position shall have the following playing areas: "Ante", "Blind", "Play", "Trips", 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" and a "Blind" wager on the playing area marked "Blind" 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.
 - 3.4.1 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", "Blind", "Play", "Trips", and "Progressive Jackpot" wager shall be accepted on any one playing area.
 - 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 "Trips" wager or a "Progressive Jackpot" wager or both wagers, after placing an "Ante" and "Blind" 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 4.2, 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.
- 3.5.5 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", "Method B" or "Method C", as described in Rule 3.7.1 to Rule 3.7.3.
 - 3.7.1 Method A:
 - 3.7.1.1 The Dealer shall deal five "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 and then two cards, face down, to the Dealer.
 - 3.7.2 Method B:
 - 3.7.2.1 The Dealer shall deal five "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. After all the Players have made a decision on their respective hands in accordance to Rule 3.9, two cards shall be dealt, face down, to the Dealer.
 - 3.7.3 Method C:
 - 3.7.3.1 The Dealer shall deal five "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, with an additional security card at the bottom, to the Dealer, followed by 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. Five "Community cards" shall then be dealt, face down. After all the Players have made a decision on their respective hands in accordance to Rule 3.9, two cards shall be dealt, face down, to the Dealer.

- 3.9 After receiving and examining the 2 "Hole" cards, the Player may decide to:
 - 3.9.1 "Check", or
 - 3.9.2 Wager on "Play", which requires the Player to place a wager equivalent to either 3 times or 4 times the value of the "Ante" on the playing area marked as "Play" on the table layout. If the Player chooses to wager on "Play", the choice of wagering 3 times or 4 times is up to the Player.
 - 3.9.3 The Dealer shall now expose three "Community cards" (the "Flop" cards) which shall be used for the Player/Dealer's five cards for "Progressive Jackpot".
 - 3.9.4 Any Player who has not wagered on the "Play" may decide to:
 - 3.9.4.1 "Check", or
 - 3.9.4.2 Wager on "Play" which requires the Player to place a wager equivalent to 2 times their "Ante" wager.
 - 3.9.5 The Dealer shall now expose the "Turn" card and the "River" card.
 - 3.9.6 Any Player who has not wagered on "Play" may decide to:
 - 3.9.6.1 "Fold", in which case the "Ante" and "Blind" wagers will lose or,
 - 3.9.6.2 Wager on "Play" which requires the Player to place a wager equivalent to their "Ante" wager.
- 3.10 The Dealer shall expose his "Hole" cards and compare the Dealer's hand to each of the Player's hands. The winning hand shall be the higher ranking five card poker hand consisting of any combination of the five "Community cards" and the Player's or Dealer's "Hole" cards.
 - 3.10.1 In the event a Player declines a comparison of his hand against the Dealer's hand by not exposing his "Hole" 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" or "Trips" 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.
 - 3.10.1.1. If "Trips" wins based on the "Community cards", a Player must not decline comparison.
 - 3.10.2 "Ante" wagers qualify for payment only if the Dealer's hand contains at least one pair or better. If the Dealer's hand does not have a minimum of one pair, the "Ante" wager will "push".
 - 3.10.3 If the Player's hand is of higher ranking than the Dealer's hand, the Player's wager on the "Ante" and "Play" qualifies for a payout in accordance with the Pay Table stipulated in Rule 4.1.
 - 3.10.4 If the Player's winning hand is a Straight or better, the Player also wins on the "Blind" wager. The Player qualifies for a payout in accordance with the Pay Table

stipulated in Rule 4.1. A "push" occurs on the "Blind" wager if the Player's winning hand is ranked lower than a Straight.

- 3.10.5 If the Player's hand is ranked lower than the Dealer's hand, the Player loses all wagers except the qualifying wager on the "Progressive Jackpot" and the "Trips" wager.
- 3.10.6 If the Player has wagered on the "Progressive Jackpot" and if the Player's hand is a Straight or better, the Player also wins on the "Progressive Jackpot" wager as indicated in Pay Table 4.2.
- 3.10.7 If the Player has wagered on "Trips" and the Player achieves a hand of Three of a Kind or better, the Player also wins on the "Trips" wager as indicated in Pay Table 4.1.
- 3.10.8 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. In the event three cards of the same ranking are "Community cards", the winning hand shall be the hand with the highest ranking pair. If both hands hold pairs which are of equally high rank, the hand shall be a "push".
- 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", "Blind", "Play", or "Trips" 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 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.
 - 3.15.2 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 wagers shall be as follows:

4.1.1 The payout odds of each winning wager shall be:

Winning Wager	Pays
"Ante" wins (Dealer must have a minimum of one pair)	1 to 1
"Play" wins	1 to 1

"Blind" Winning Wager	Pays
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Others	Push

"Trips" Winning Wager	Pays
Royal Flush	100 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Others	3 to 1

4.2 The "Progressive Jackpot" Pay Table:

Based on "Player's Two Hole Cards" & "First Three Community Cards (Flop)"	
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 or an incorrect number of cards 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.
 - 5.10.2 With no hand viewed, the hand first dealt shall be played to conclusion, and the other hand/s invalidated.

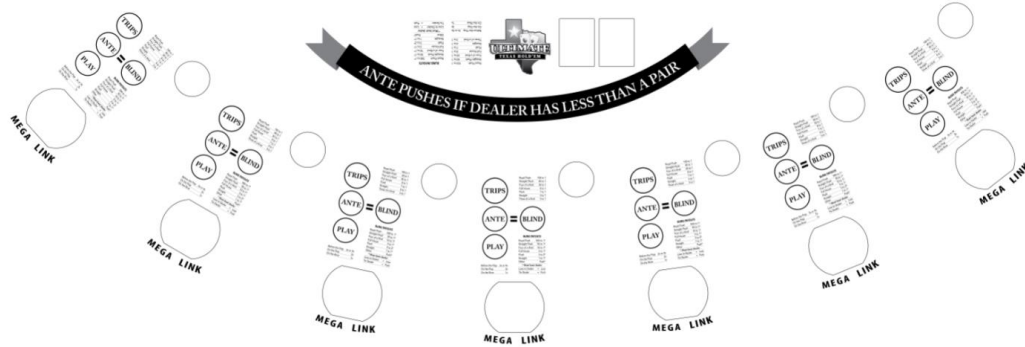
- 5.10.3 At the discretion of a Gaming Shift Manager, a Player's action may be stopped should he attempt to control multiple hands.
- 5.11 Where a Player makes an "Ante" wager and "Blind" wager and is not present to make a decision for the placement of the "Play" wager, then that hand shall become invalid and the "Ante", "Blind", "Trips" and "Progressive Jackpot" wager (if applicable) returned.
- 5.12 Where a Player makes a "Progressive Jackpot" or "Trips" 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" and "Blind" wager or cancel the "Progressive Jackpot" wager and "Trips" wager.
- 5.12.2 After the Dealer has announced "No More Bets", the "Trips" and "Progressive Jackpot" wager shall be deemed invalid, and the amount of the "Trips" 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

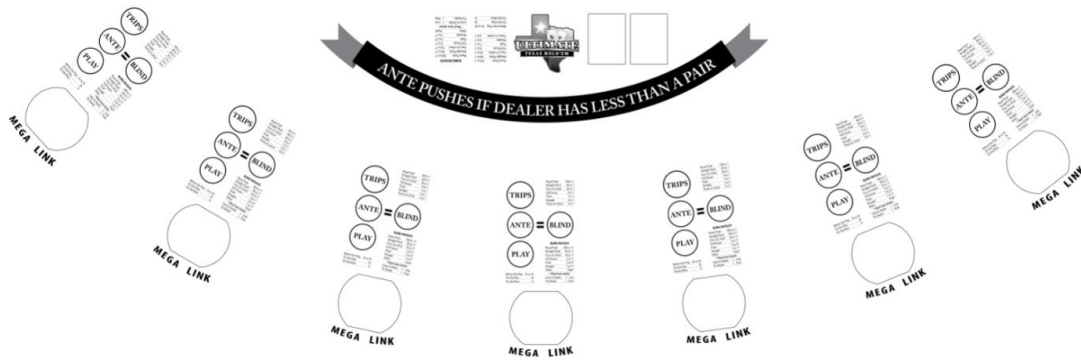
- 6.1 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.
- 6.2 Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

Appendix

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

