

ELECTRONIC BLACKJACK (MBS) Game Rules

w.e.f. 7 March 2024, 00:00 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 “Electronic Blackjack” 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. "Blackjack" means an Ace and any card having a point value of ten dealt as the initial two cards to a Player or to the Dealer but does not include an Ace and a ten point value card dealt to a Split.
- 1.1.2. "Double" means to increase a wager by an amount equal to the amount of the original wager.
- 1.1.3. "Even Money" means that a player elects to accept 1 to 1 payment for a hand which achieves Blackjack.
- 1.1.4. "Hand" means the cards that have been dealt to a Player or to the Dealer in a round of play.
- 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. "Hit" means that the player asks for an additional card on their hand. A player may "hit" if their hand total is lower than hard or soft 21.
- 1.1.7. "Initial deal" means only the first two cards to the Players and the first card to the Dealer have been dealt, but no further cards have been taken or wagers acted upon.
- 1.1.8. "Insurance wager" means to place an additional wager of 50% of the original wager against the possibility of the Dealer obtaining a Blackjack when the Dealer's first card is an Ace. An "Insurance wager" shall win if the Dealer's second card is a Jack, Queen, King or 10 and shall lose if any other card is dealt.
- 1.1.9. "Pair" means that the first two cards dealt to the Player have the same point value or same face cards (Jack, Queen or King). Two face cards that are not identical (e.g. KQ, KJ, QJ) do not constitute a "Pair".
- 1.1.10. "Player Terminal" means the individual terminal or device of an Electronic Table Game on which a Player can buy credits, place wagers and cash out winnings.
- 1.1.11. "Point total" means the total points of cards in a hand.
- 1.1.12. "Round of play" means the period of play commencing with the commencement of play and concluding when an outcome is established and, if applicable, losing wagers are collected and winning wagers are paid.
- 1.1.13. "Soft total" means the point total of a hand containing at least an Ace that is counted as 11 in point value without exceeding 21.
- 1.1.14. "Split" or "Splitting" means to split any two cards of the same point value.
- 1.1.15. "Stand-off" means a wager that neither wins nor loses.

1.1.16. "Subsequent deal" means additional cards requested by the Players after the initial deal.

1.1.17. "Surrender" means to give up 50 percent of the original wager to fold the hand after the initial deal. A player may not "Surrender" if the Dealer's first card is an Ace.

2. Mode of Play

2.1 The game of Electronic Blackjack shall be played with two to six decks of cards, with each deck having 52 cards without jokers and with backs of the same colour and design.

2.2 The layouts for this game are as shown in the Player Terminals which shall also indicate the minimum and maximum wagers allowable for each available betting option.

3. How to Play

3.1. Commencement of play shall begin when the Player Terminal displays "Place your bets, (please)" or "Bets are open".

3.2. Closing of bets shall take effect when the Player Terminal displays "No more bets" or "Bets are closed".

3.3. Players in the game of Electronic Blackjack 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 10 inclusive shall have its corresponding point value; and

3.4.3. Any Jack, Queen or King shall have a point value of 10 except for in the case of "Bet the Set 21 wagers" where they shall be treated as their corresponding face card.

3.5. In order to participate in a round of play, a Player must place a main wager.

3.6. Prior to the closing of bets, a Player may also place:

3.6.1. A "Bet the Set 21 wager" that shall win if the first two cards dealt to the Player are a pair, even if the Dealer obtains a Blackjack, and the Player shall lose otherwise.

3.6.2. A "Royal Match 21 wager" that shall win if the first two cards dealt to the Player are a "King" and "Queen" of the same suit, or any combination of two cards of the same suit, and the Player shall lose otherwise.

3.6.3. A "Kings Bounty wager" that shall win as indicated in Rule 4.4 and the Player shall lose otherwise.

3.7. The Dealer shall deal one card face up to the "Player" area, followed by one card face up to the "Dealer" area. The Dealer shall then deal a second card face up to the "Player" area.

- 3.8. All players shall share the two initial cards dealt to the "Player" area, or any subsequent card/s dealt depending on the players' option in Rule 3.9 below.
- 3.9. Players are then given the option on the Player Terminal to stand on those cards, hit, double, split, place an "Insurance wager" or surrender in accordance with the game rules.
- 3.10. If a Player obtains a Blackjack, the Player shall be paid in accordance with the Pay Table stipulated in Rule 4.1, except as provided for in Rule 3.10.1 below.
- 3.10.1. If a Player obtains a Blackjack and the Dealer's first card is an Ace, the Player may choose to be paid even money before the subsequent deal and any "Insurance wager" shall be returned to the Player. Otherwise, if the Dealer obtains a Blackjack, the hand shall be a stand-off.
- 3.11. Prior to the subsequent deal, a Players may place an "Insurance" wager" if the Dealers first card is an Ace.
- 3.12. Prior to the subsequent deal, a Player may choose to surrender by giving up 50 percent of the Player's original wager provided the Dealer does not have an Ace. A Player is not allowed to surrender after splitting.
- 3.13. When the initial two cards dealt to the player are of the same point value, the Player may split the hand 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.
- 3.13.1. When a Player splits cards identical in point value, the first subsequent card drawn in accordance to Rule 3.18.2 will be applied to the first of the hands so formed. Additional cards (if required) shall be used to complete that hand before the player makes decisions on the second hand.
- 3.14. Except in the case of two Aces, a Player may split again if their second card of either of the split hands is of identical point value to a card of the original split hand. The wager to be placed on the third hand shall be an amount equal to that of the original wager.
- 3.14.1. A Player splitting Aces shall only have one card dealt to each Ace and cannot elect to receive additional cards.
- 3.14.2. A Player splitting Aces or cards of a point value of 10 shall not be capable of obtaining a Blackjack.
- 3.14.3. A player may split 2 times to form a maximum of 3 hands, with the exception of Aces that may be split only 1 time to form 2 hands.
- 3.15. A Player may elect to double by wagering an amount equal to his original wager on:
- 3.15.1. The first two cards dealt to him; or
- 3.15.2. The first two cards of any split "Pair" (except for an Ace "Pair").
- 3.15.3. Split Aces may not be doubled.

3.15.4. Doubled hands shall receive one additional card only.

3.15.5. A hand that is doubled, split or split and subsequently doubled will lose only the original wager if their hand did not bust and the Dealers hand is Blackjack.

3.16. A Player who obtains a Blackjack or a hard or soft total of 21 is not permitted to double or draw additional cards.

3.17. Each player must make a decision on their hand/s within the allowable time frame shown on the Player Terminal.

3.18. With reference to Rule 3.9, if no selection is made then the hand will be decided based on the default strategy.

3.18.1. The default strategy means that the hand will receive cards until a total of hard 12 or soft 17 is achieved, at which point the hand will receive no further cards.

3.18.2. After the initial deal, subsequent cards are then drawn. Depending on the player's decision, subsequent cards may or may not be utilised on their hand, and will be used only if required to complete the Player's hand. When all Players hands are resolved, cards will be drawn to complete the Dealers hand.

3.19. Subject to Rule 3.20, 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.

3.20. No additional cards shall be drawn to the Dealer's hand, regardless of the point total, if decisions have been made on all Players' hands and the additional cards would have no effect on the outcome of the round of play.

4. Settlement

4.1. Settlement of wagers shall be as follows:

Winning Wagers	Pays
Blackjack	3 to 2
Regular	1 to 1
Insurance Bet	2 to 1

4.2. Settlement of "Bet the Set 21 wagers" shall be as follows:

First Two Player Cards	Pays
Suited Pair	15 to 1
Unsuited Pair	10 to 1

4.3. Settlement of "Royal Match 21 wagers" shall be as follows:

First Two Player Cards	Pays
Royal Match 21 (Suited King and Queen)	25 to 1
2 Suited Cards (Except for Suited King and Queen)	5 to 2

4.4. Settlement of "Kings Bounty wagers" shall be as follows:

First Two Player Cards	Pays
2 Kings of Spades + Dealer Blackjack	1000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10's	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1

4.5. A Player shall win if:

4.5.1. The Player obtains a Blackjack and the Dealer does not;

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

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

4.6. A Player shall lose if:

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

4.6.2. The Player's point total exceeded 21; or

4.6.3. The Dealer obtains a Blackjack and the Player does not.

4.7. A Player shall lose an amount equal to his original wager if:

4.7.1. The Player has doubled in accordance with these rules and the Dealer obtains a Blackjack; or

4.7.2. The Player has split in accordance with these rules and the Dealer obtains a Blackjack.

4.8. A Player shall stand-off if:

4.8.1. The Player has the same point total as the Dealer; or

4.8.2. Both the Dealer and the Player obtain a Blackjack.

5. Irregularities

- 5.1. If in the course of a round of play it is discovered that there are extra or missing card/s, or card/s which do not belong to the deck/s of cards in use or both, 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 will stand.
- 5.2. Should any round of play contain an error caused by the incorrect dealing of a card or cards, the cards shall be reconstructed.
- 5.3. Unless otherwise stated in these rules, after the Player Terminal has displayed "No more bets" or "Bets are closed", no wager may be placed or increased.
- 5.4. Unless otherwise stated in these rules, after the Player Terminal has displayed "No more bets", no wager may be withdrawn.
- 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. 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 the outcome based on the point total prior to the additional card being drawn shall stand.
- 5.7. In the event that two or more cards are simultaneously drawn from the dealing device and it is possible to ascertain the drawn order, the card/s value will be manually entered.
- 5.8. 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, the round of play shall be void.
- 5.9. In the event of a technical interruption (such as a power failure) which affects all or only certain Player Terminals, the round of play shall continue. For the Player Terminals affected by the power failure,
 - 5.9.1. If the closing of bets has taken place on the Player Terminal and the Player's wager was successfully accepted, the default decision will apply, in accordance with Rule 3.18.
 - 5.9.2. If the closing of bets has not taken place on the Player Terminal and the Player's wager was not successfully accepted, the Player is deemed to not have participated in the round of play.

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.
- 6.3. Any display information provided by the Casino Operator on the outcome of the current or previous or both 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 or previous or both rounds of play, the actual outcome based on the cards dealt for the round of play shall stand, given the round of play has been conducted in accordance with the Game Rules.

7. Appendix 1

Player Terminal

