

**ELECTRONIC SIC BO**  
**(MBS)**  
**Game Rules**  
**Version 3**

***w.e.f. 24 December 2019***



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 “Baccarat (Version 8)” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

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## **1. Definitions**

1.1 In these rules:

1.1.1 "Dice tumbler" means an electronic device used to tumble the dice.

1.1.2 "Player Terminals" mean the individual terminals or devices of an Electronic Table Game on which a Player buys credits, places wagers, and cashes out winnings.

1.1.3 "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces and/or Player Terminal displays an outcome and all winning and losing wagers are settled.

## **2. Mode of Play**

2.1 The layout for this game is as shown in the Player Terminals.

2.2 The game of Electronic Sic Bo shall be played with a set of three 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 activate the dice tumbler that causes the dice to tumble at least three times and when the Player Terminal displays "Place your bets".

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

3.3 As indicated in Appendix "A" and Appendix "B", a Player may wager on any or all of the following sections on the layout in the Player Terminal:

3.3.1 Small

3.3.1.1 A wager shall win if the outcome is any of the totals of 4, 5, 6, 7, 8, 9 or 10 in any combination of the three dice, and shall lose if any other total or any triple appears.

3.3.2 Big

3.3.2.1 A wager shall win if the outcome is any of the totals of 11, 12, 13, 14, 15, 16 or 17 in any combination of the three dice, and shall lose if any other total or any triple appears.

3.3.3 Odd

3.3.3.1 A wager shall win if the outcome is any of the totals of 5, 7, 9, 11, 13, 15 or 17 in any combination of the three dice, and shall lose if any other total or any triple appears.

3.3.4 Even

3.3.4.1 A wager shall win if the outcome is any of the totals of 4, 6, 8, 10, 12, 14 or 16 in any combination of the three dice, and shall lose if any other total or any triple appears.

- 3.3.5      Specific Triples or Specific Straight Triple Bet
  - 3.3.5.1      A wager on any one of the specific triples 1, 2, 3, 4, 5 or 6 wins if the outcome is a combination of the three dice appearing with the same specific triples number and shall lose if any other combination appears.
- 3.3.6      Specific Doubles or Double Dice Bet
  - 3.3.6.1      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 or three dice appearing with the same specific doubles number and shall lose if any other combination appears.
- 3.3.7      Any Triple or Any Triple Bet
  - 3.3.7.1      A wager on any triple 1, 2, 3, 4, 5 or 6 wins if the outcome is a combination of three dice appearing with the same number and shall lose if any other combination appears.
- 3.3.8      Three Dice Totals or Total Sum Combination
  - 3.3.8.1      A wager shall win if the outcome is any one of the totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 in any combination of the three dice and shall lose if any other total appears.
- 3.3.9      Two Dice Combinations or Domino Combination Bet
  - 3.3.9.1      A wager on any one of the specific combinations mentioned in Rule 4.1.3 wins if the outcome with that combination appears and shall lose if any other combination appears.
- 3.3.10      Single Dice Wager or Single Dice Bet
  - 3.3.10.1      A wager on any one of the numbers 1, 2, 3, 4, 5 or 6 wins if the outcome with that number appears on one or more of the dice and shall lose if that number does not appear.
- 3.3.11      Three Dice from Four Possible Combinations
  - 3.3.11.1      A wager on any one of the specific combinations mentioned in Rule 4.1.5 which shall win if the three dice matches three out of four numbers in that combination appears and shall lose if any other combination appears.
- 3.4      The Dealer shall uncover the dice tumbler and shall check to ensure that each dice is resting flat.
- 3.5      Any wagers in a round of play of Electronic Sic Bo 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.
- 3.6      A wager wins if the dice outcome matches the section(s) on the layout chosen by the Player.

#### 4. Settlement

4.1 Settlement of wagers shall be as follows:

4.1.1 Named sections and specific triples and specific doubles:

Section	Pays
Small	1 to 1
Big	1 to 1
Odd	1 to 1
Even	1 to 1
Specific Triples or Specific Straight Triple Bet	195 to 1
Specific Doubles or Double Dice Bet	11.5 to 1
Any Triple or Any Triple Bet	32 to 1

4.1.2 Three Dice Totals or Total Sum Combination:

Section	Pays
4 or 17	64 to 1
5 or 16	32 to 1
6 or 15	19 to 1
7 or 14	12 to 1
8 or 13	8.5 to 1
9 or 12	7 to 1
10 or 11	6.5 to 1

4.1.3 Two Dice Combinations or Domino Combination Bet:

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

4.1.4 Single Dice Wager or Single Dice Bet:

Section	Pays
Number on one Dice	1 to 1
Number on two Dice	2 to 1
Number on three Dice	12 to 1

#### 4.1.5 Three Dice from Four Possible Combinations:

Section	Pays
1-2-3-4	7.5 to 1
2-3-4-5	7.5 to 1
2-3-5-6	7.5 to 1
3-4-5-6	7.5 to 1

## 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 Player Terminal displays "No more bets", the round of play shall be void.
- 5.3 If any of the three 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 Player Terminal has displayed "No more bets", no wager may be withdrawn.
- 5.7 Unless otherwise stated in these rules, after the Player Terminal has displayed "No more bets", no wager may be placed or increased.
- 5.8 In the event of a technical interruption (such as a power failure) that affects the continuation of a round of play:
  - 5.8.1 If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), the round of play shall be void.
  - 5.8.2 If an outcome has been established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.
- 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, 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.
  - 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 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) dealt for the round of play shall stand, given the round of play has been conducted in accordance with the Game Rules.

## 7. Available Wagers

Appendix "A" Rapid Select Terminal

Available Wagers	
1.	Small
2.	Big
3.	Odd
4.	Even
5.	Specific Triples
6.	Specific Doubles
7.	Any Triple
8.	Three Dice Totals
9.	Two Dice Combinations
10.	Single Dice Wager
11.	Three Dice From Four Possible Combinations

Appendix "B" Alfastreet Terminal

Available Wagers	
1.	Big
2.	Small
3.	Double Dice Bet
4.	Specific Straight Triple Bet
5.	Any Triple Bet
6.	Total Sum Combination
7.	Single Dice Bet
8.	Domino Combination Bet