

DRAGON TIGER

(RWS)

Game Rules

w.e.f. 15 November 2021, 0800 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 “Dragon Tiger (Version 1)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Big Dragon** or **Big Tiger** refers to a side Bet that wins when the card drawn to Dragon Hand or Tiger Hand respectively is 8 points or higher and loses when the card is 7 points or lower.
- 1.3 **Black Dragon** or **Black Tiger** refers to a side Bet that wins when the card drawn to Dragon Hand or Tiger Hand respectively is of a black suit and does not bear the number 7.
- 1.4 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.5 **Dealer** refers to the person responsible for the dealing of the game.
- 1.6 **Differential** refers to the difference between the total amount of Bets placed on a Dragon Hand and the total amount of Bets placed on a Tiger Hand in a Round of play.
- 1.7 **Dragon** refers to a Bet placed on the Dragon Hand that wins when the Dragon Hand achieves a higher ranking than the Tiger Hand.
- 1.8 **Dummy Round of play** refers to a Round of play where the Player(s) does not place any Bets.
- 1.9 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.10 **Hand** refers to the cards that have been dealt to Dragon Hand or Tiger Hand in a Round of play.
- 1.11 **House** refers to the Casino Operator.
- 1.12 **i-Pair (Identical Pair)** refers to the card on Dragon Hand and the card on Tiger Hand and such two cards form an identical pair (i.e. comprises the same number or picture type, and suit).

- 1.13 **Original Bet** refers to a Bet placed by a Player on the betting box for Dragon Hand or on the betting box for Tiger Hand.
- 1.14 **Pair** refers to the card on Dragon Hand and the card on Tiger Hand, and such two cards form a pair (i.e. comprises the same number or picture type, regardless of suit).
- 1.15 **Picture Card** refers to a card of any suit being a King, Queen or Jack.
- 1.16 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.17 **Player** refers to a person who places a Bet during a Round of play.
- 1.18 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.19 **Red Dragon** or **Red Tiger** refers to a side Bet that wins when the card drawn to Dragon Hand or Tiger Hand respectively is of a red suit and does not bear the number 7.
- 1.20 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.
- 1.21 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box.
- 1.22 **Small Dragon** or **Small Tiger** refers to a side Bet that wins when the card drawn to Dragon Hand or Tiger Hand respectively is 6 points or lower, and loses when the card is 7 points or higher.
- 1.23 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.24 **Suited** refers to the cards dealt being of the same suit. The ranking from highest to lowest is Spades, Hearts, Clubs and Diamonds.

- 1.25 **Tie** refers to a Round of play whereby the Dragon Hand and the Tiger Hand have the same rank (i.e. the two cards on Dragon Hand and Tiger Hand form an i-Pair).
- 1.26 **Tiger** refers to a Bet placed on the Tiger Hand that wins when the Tiger Hand achieves a higher ranking than the Dragon Hand.
- 1.27 **Unsuited** refers to the cards dealt being of different suits.
- 1.28 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Dragon Tiger may be played only on tables displaying the layout as shown in Appendices A, B, C, D, E, F, G, H, I, J, K, L and M.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on each table layout.

2.2 The Cards

2.2.1 The game shall be played with four to ten decks of cards, with each deck consisting of 52 cards.

3. How to Play

- 3.1 The objective of the game is to achieve the highest ranking Hand on which the Player has placed a Bet.
- 3.2 The ranking of the cards shall be determined as follows:
 - 3.2.1 cards ranking from the highest to the lowest – King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and Ace; and
 - 3.2.2 suits ranking from the highest to the lowest – Spades, Hearts, Clubs and Diamonds.
- 3.3 The ranking order of Hands, from highest to the lowest, is stipulated in the Dragon Tiger Ranking List as shown in Appendix N.
- 3.4 Player may start placing a Bet when the Dealer announces “Place your Bets, please”.
- 3.5 The permissible minimum limit and maximum Differential limit shall be displayed at the table.
- 3.6 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.7 Where applicable, no Player playing in any betting box and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that Round of play to be taken up by any other Player.
- 3.8 Any Player may choose to place a Bet on any one or more of the following:
 - Dragon
 - Tiger
 - Pair
 - i-Pair
 - Big Dragon
 - Big Tiger
 - Small Dragon
 - Small Tiger
 - Red Dragon

- Red Tiger
- Black Dragon
- Black Tiger

Any Player may Bet on the Big Dragon and/or Big Tiger and/or Small Dragon and/or Small Tiger and/or Pair and/or i-Pair and/or Black Dragon and/or Black Tiger and/or Red Dragon and/or Red Tiger without having to place a Bet on Dragon Hand or Tiger Hand.

- 3.9 No more Bets shall be placed after the Dealer announces “No more Bets”.
- 3.10 The Seated Player with the highest Bet on the table may, on specific tables where the cards are dealt face down, request for permission to squeeze a card before such card is dealt from the Card Shoe/Electronic Card Shuffler for the Round of play.
- 3.11 A card shall be dealt from the Card Shoe/Electronic Card Shuffler. The first card shall be the Dragon Hand and the second card shall be the Tiger Hand. These two cards shall be used to determine the outcomes of the Pair and i-Pair side Bets.
- 3.12 Dragon Tiger Ranking list in Appendix N is applicable to determine the ranking of cards. The Hand (Dragon Hand or Tiger Hand) with the highest ranking is the winner.
- 3.13 The Dealer shall then compare the Dragon Hand against the Tiger Hand. If:
- 3.13.1 the Dragon Hand has a higher ranking than the Tiger Hand, the Dragon Hand wins; or
 - 3.13.2 the Tiger Hand has a higher ranking than the Dragon Hand, the Tiger Hand wins; or
 - 3.13.3 both the Dragon Hand and Tiger Hand are of the same ranking (i.e. same number or picture type, and suit), it denotes a Tie game and i-Pair wins. The Original Bet(s) placed on the Dragon Hand and Tiger Hand shall be returned to the Player(s).

4. Settlement

4.1 Odd of Each Winning Bets

4.1.1 Dragon Tiger Pay Table 1 is applicable when the game is played on tables displaying the layout as shown in Appendices A, B, C, D and E.

TABLE 1: Dragon Tiger Pay Table	
Bet/Rules	Pays
Dragon wins on 8 points	1 to 2
Dragon wins on other points	1 to 1
Tiger wins on 8 points	1 to 2
Tiger wins on other points	1 to 1
Pair wins	11 to 1
i-Pair wins	50 to 1

- 4.1.2 Dragon Tiger Pay Table 2 is applicable when the game is played on tables displaying the layout as shown in Appendices F, G, H, I, J, K, L and M.

TABLE 2: Dragon Tiger Pay Table	
Bet/Rules	Pays
Dragon wins on 8 points	1 to 2
Dragon wins on other points	1 to 1
Tiger wins on 8 points	1 to 2
Tiger wins on other points	1 to 1
Pair wins	11 to 1
i-Pair wins	50 to 1
Red Dragon	1 to 1
Black Dragon	1 to 1
Red Tiger	1 to 1
Black Tiger	1 to 1
Big Dragon	1 to 1
Small Dragon	1 to 1
Big Tiger	1 to 1
Small Tiger	1 to 1

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible Differential limit, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets. For the purposes of assessing whether the maximum Differential has been reached in a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may then place their Bets until the maximum Differential of the table is reached for that betting box.
 - 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the maximum permissible Differential limit. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
 - 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible Differential limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, the House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or

- 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.5 In the event that any of the following situations occur:
 - 5.5.1 if a card that does not form part of the set of cards is found; or
 - 5.5.2 if there is any shortage or excess of cards in the deck; or
 - 5.5.3 if the Dragon Hand or Tiger Hand is dealt an incorrect number of cards, and this is noticed before the commencement of the next Round of play and the cards for the current Round of play cannot be Reconstructed; or
 - 5.5.4 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete the Round of play; or
 - 5.5.5 if the playing cards are not shuffled,the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 After the Dealer announces “No more Bets”, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.7 The House shall Reconstruct all cards arising from any dealing error made. The House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed.
- 5.8 In the event a card is found turned face up in the Card Shoe/Electronic Card Shuffler, it shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler provided the card is not the first card to be dealt in the Round of play. If the first card is found turned face up in the Card Shoe/Electronic Card Shuffler, all Bets shall be removed from play and the Round of play shall continue as a Dummy Round of play or the card shall be discarded before commencement of the next Round of play.
 - 5.8.1 The cards in the Card Shoe/Electronic Card Shuffler may be replaced with a new set of cards. This decision shall be made by Pit Supervisor or above.

5.9 If the Dealer inadvertently dealt:

5.9.1 the Dragon's card to the Tiger area and/or the Tiger's card to the Dragon area; or

5.9.2 the Dragon's card to the person accepting the Tiger Hand and/or the Tiger's card to the person accepting the Dragon Hand,

regardless of whether the card(s) has been exposed, that Round of play shall be played in accordance with the paragraph 3.11. If the cards have been dealt incorrectly, they shall be Reconstructed before play continues.

Except in a situation where an outcome has been established and the cards can be Reconstructed, all Players on the gaming table shall be given the options set out in paragraph 5.14.

5.10 If the Dealer inadvertently dealt any card(s) face up on specific tables where the cards are dealt face down, the Round of play shall continue and the result shall stand. All Players on the gaming table shall be given the options set out in paragraph 5.14 provided no outcome has been established.

5.11 In the event any cards have been drawn simultaneously, and the order of the cards cannot be determined and regardless of whether the cards have been exposed, the decision as to which card is to be received first shall be made by the Pit Supervisor or above.

5.11.1 The drawing of simultaneous cards shall be deemed as a dealing error, all Players on the gaming table shall be given the options set out in paragraph 5.14.

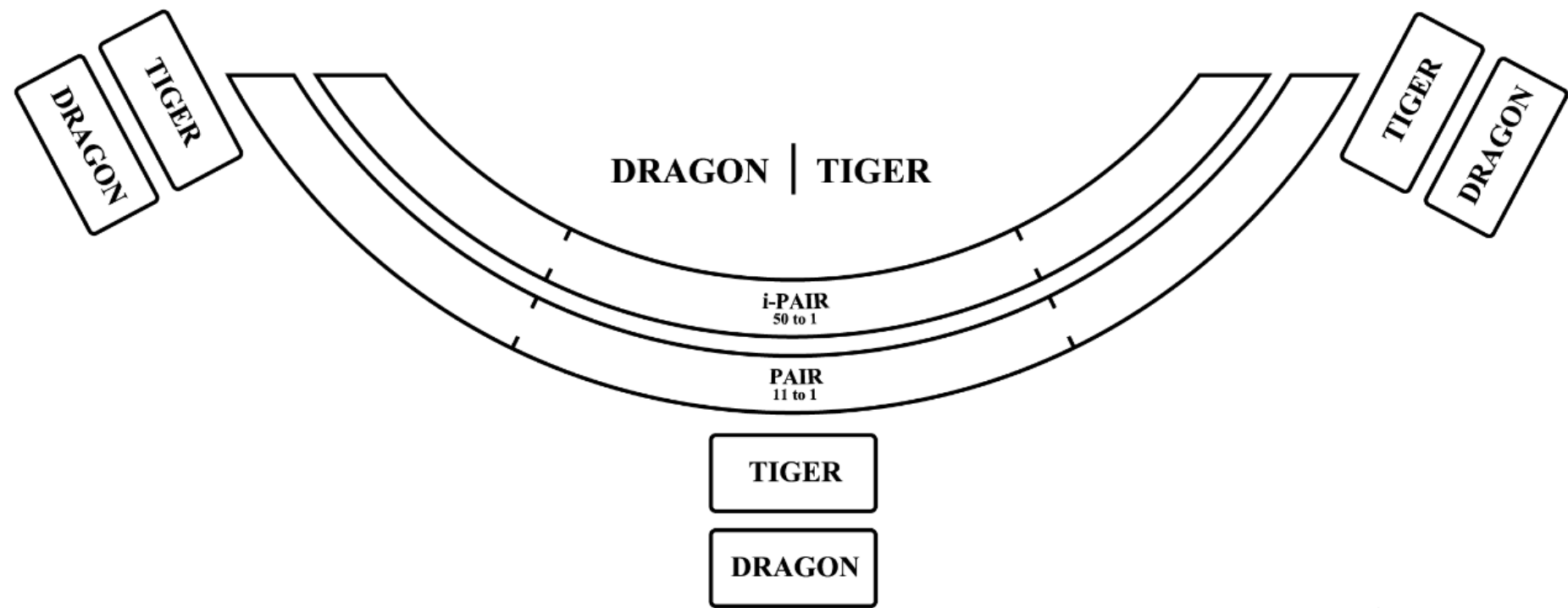
5.11.2 The cards in the Card Shoe/Electronic Card Shuffler may be replaced with a new set of cards. This decision shall be made by Pit Supervisor or above.

5.12 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.

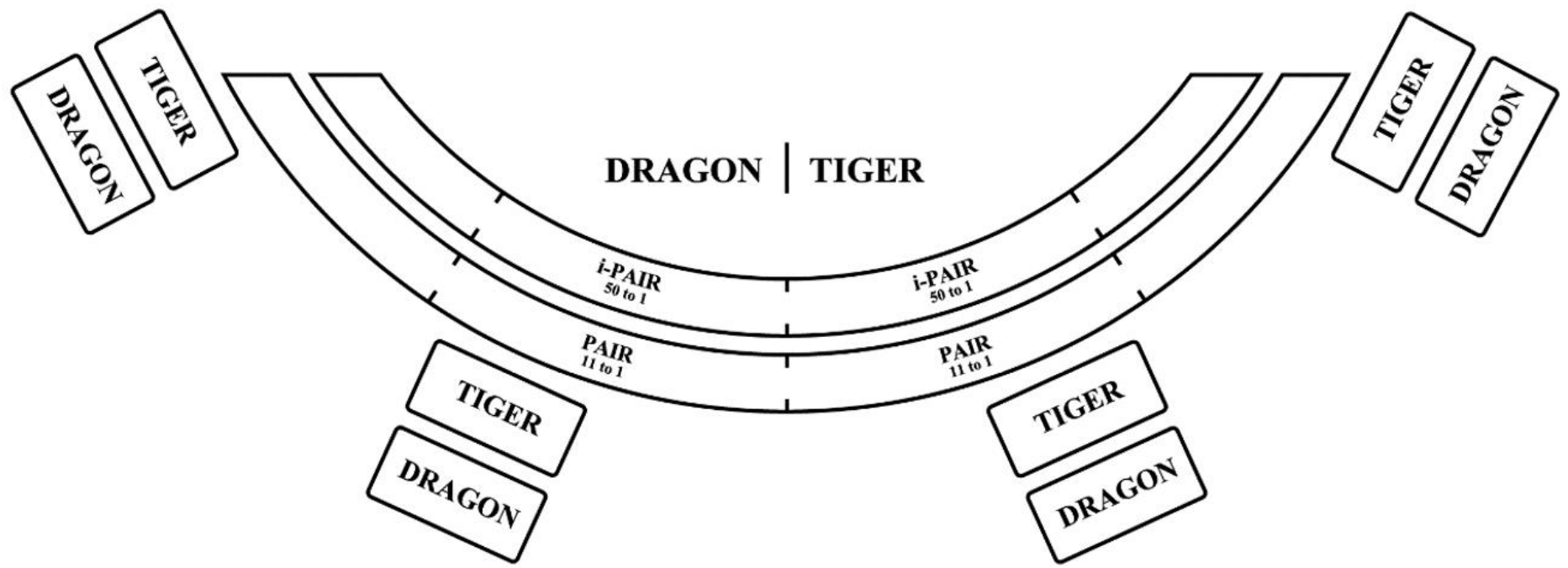
- 5.13 Any card dealt in error shall be removed from play and the outcome of the Round of play shall be based on the first two cards dealt. Card(s) drawn in excess shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler provided the card has not been exposed. Any card drawn in excess that is exposed shall be discarded before the commencement of the next Round of play or the House may use the exposed card drawn in excess and continue with a Dummy Round of play.
- 5.14 In the event of any dealing error not described in paragraph 5.5, 5.8, 5.13, and regardless of whether Reconstruction is possible, all affected Players on the gaming table shall have the option to:
- 5.14.1 continue their Hand (if the cards cannot be Reconstructed); or
 - 5.14.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
 - 5.14.3 have their Bet returned.
- All Players who have chosen the options set out in paragraph 5.14.1 or 5.14.2 above must then accept any subsequent cards dealt on that Round of play.
- 5.15 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.16 Any display information provided by the House on the outcome of current and/or previous Rounds of play is for information purposes only, and the actual outcome at the table shall prevail in the event of any inaccuracy in the display information.
- 5.17 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.18 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.

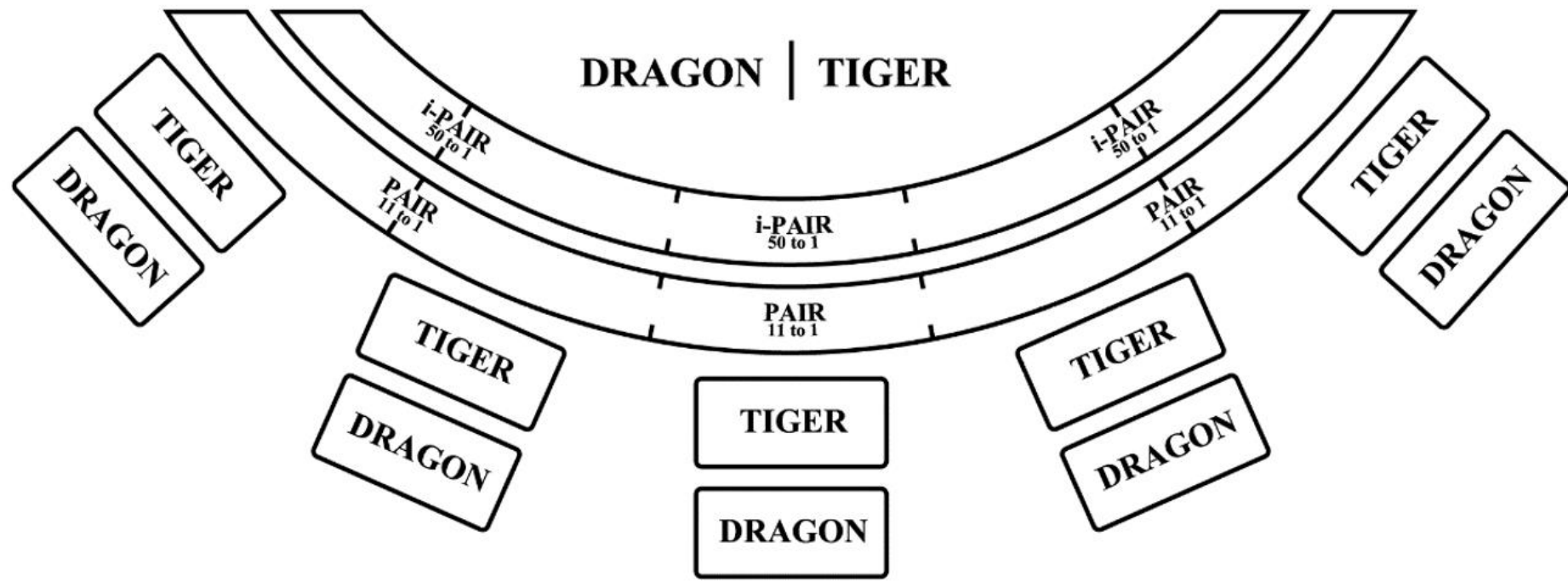
- 5.19 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Game Shift Manager or above.

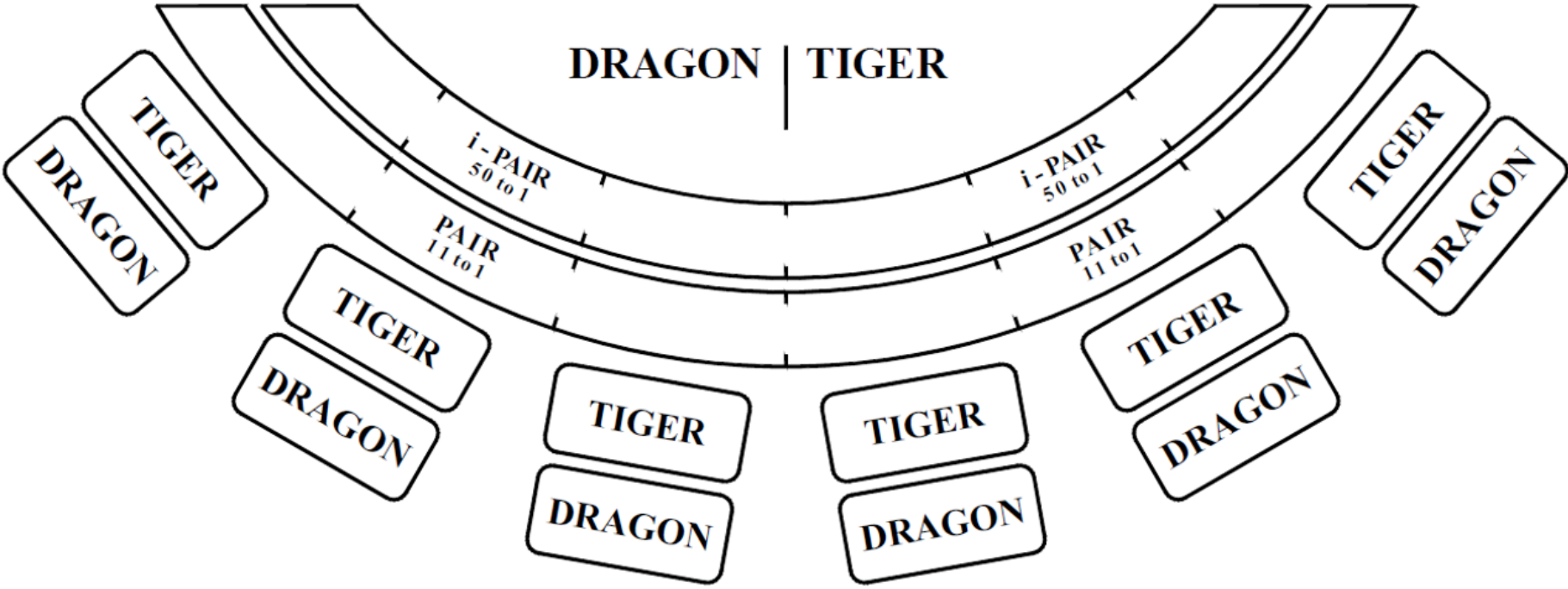
Appendix A

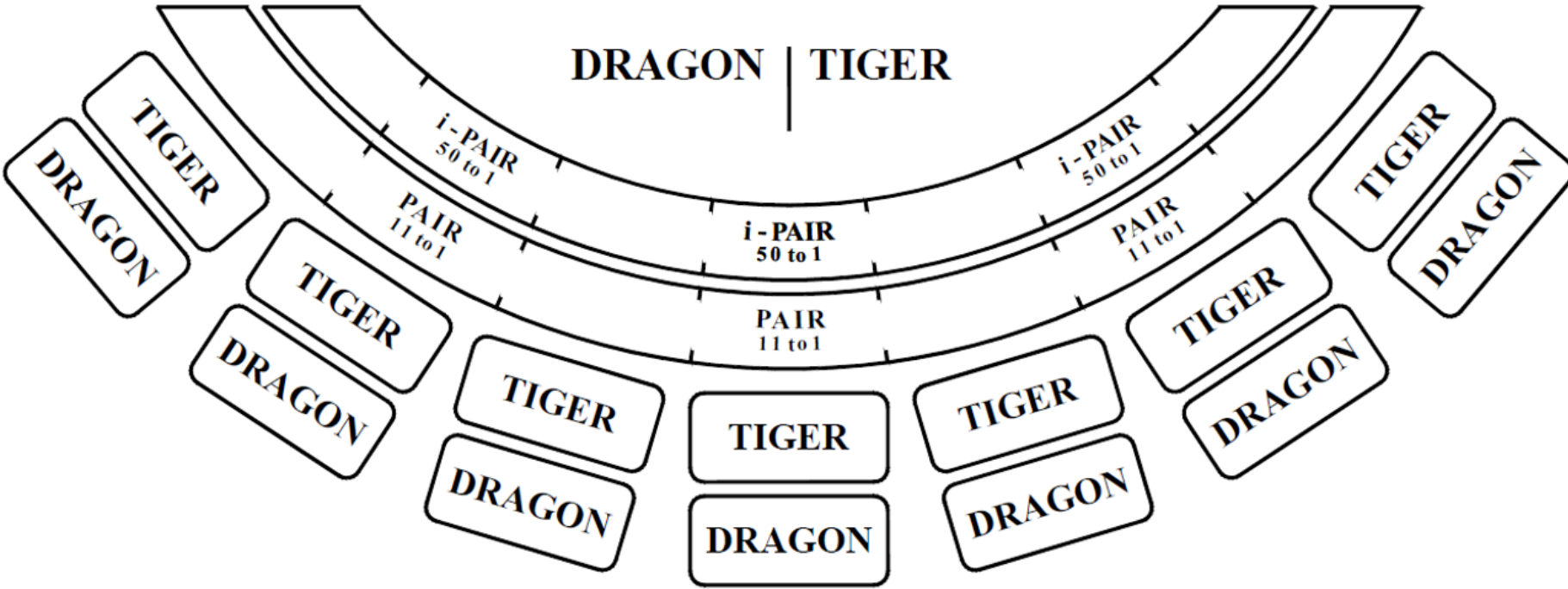


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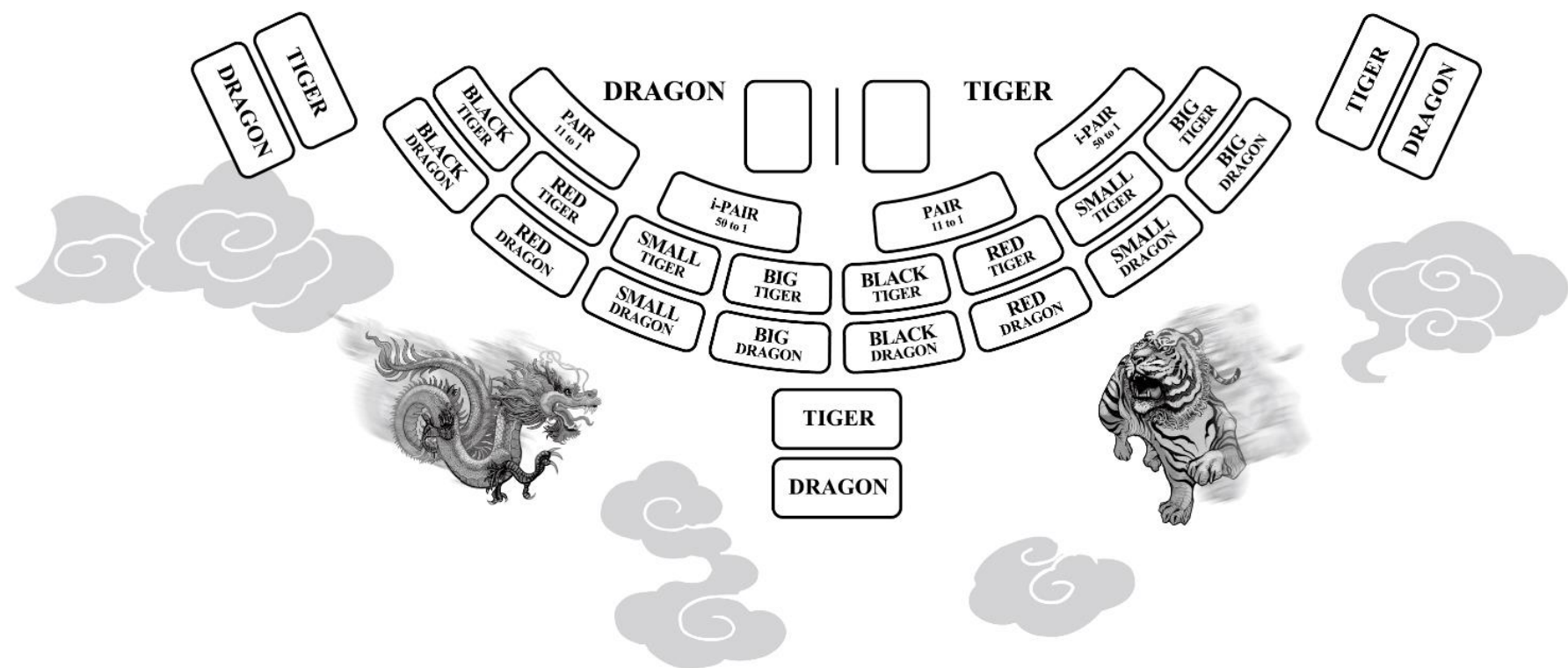




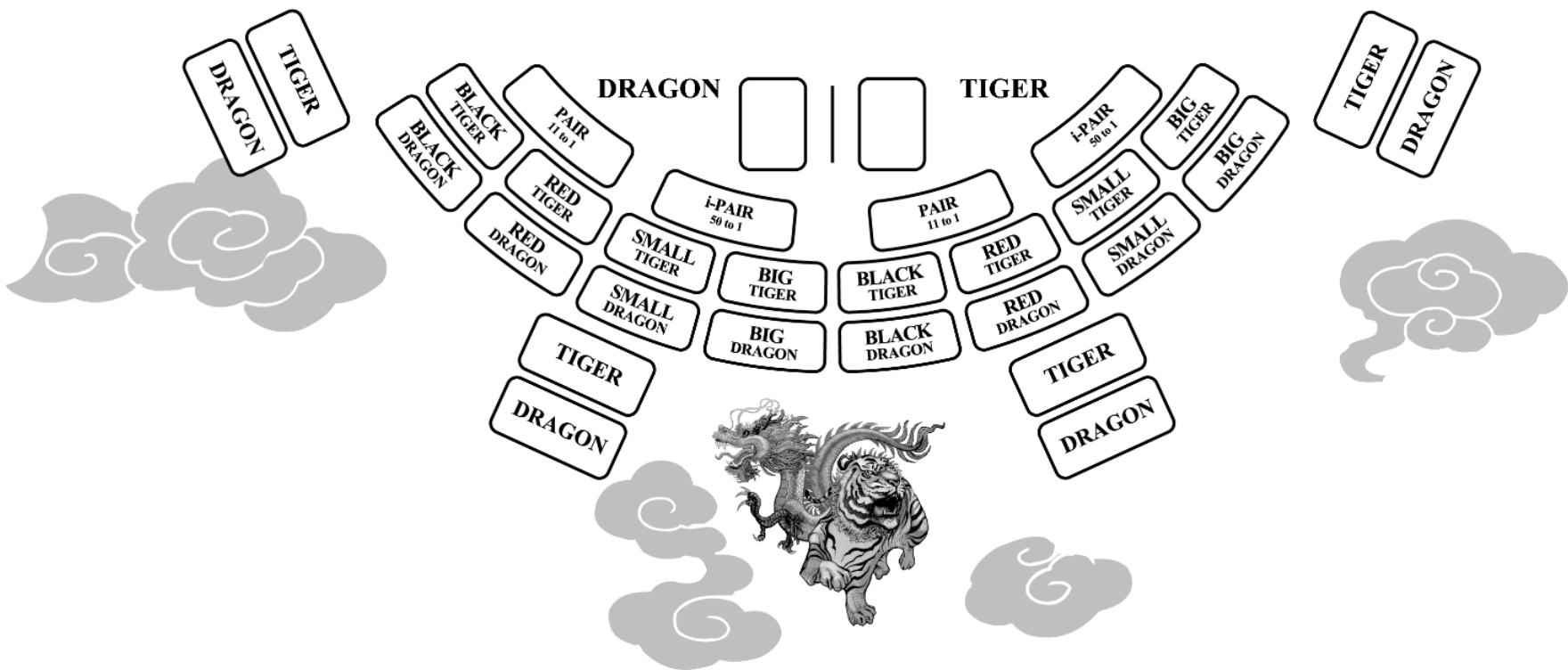




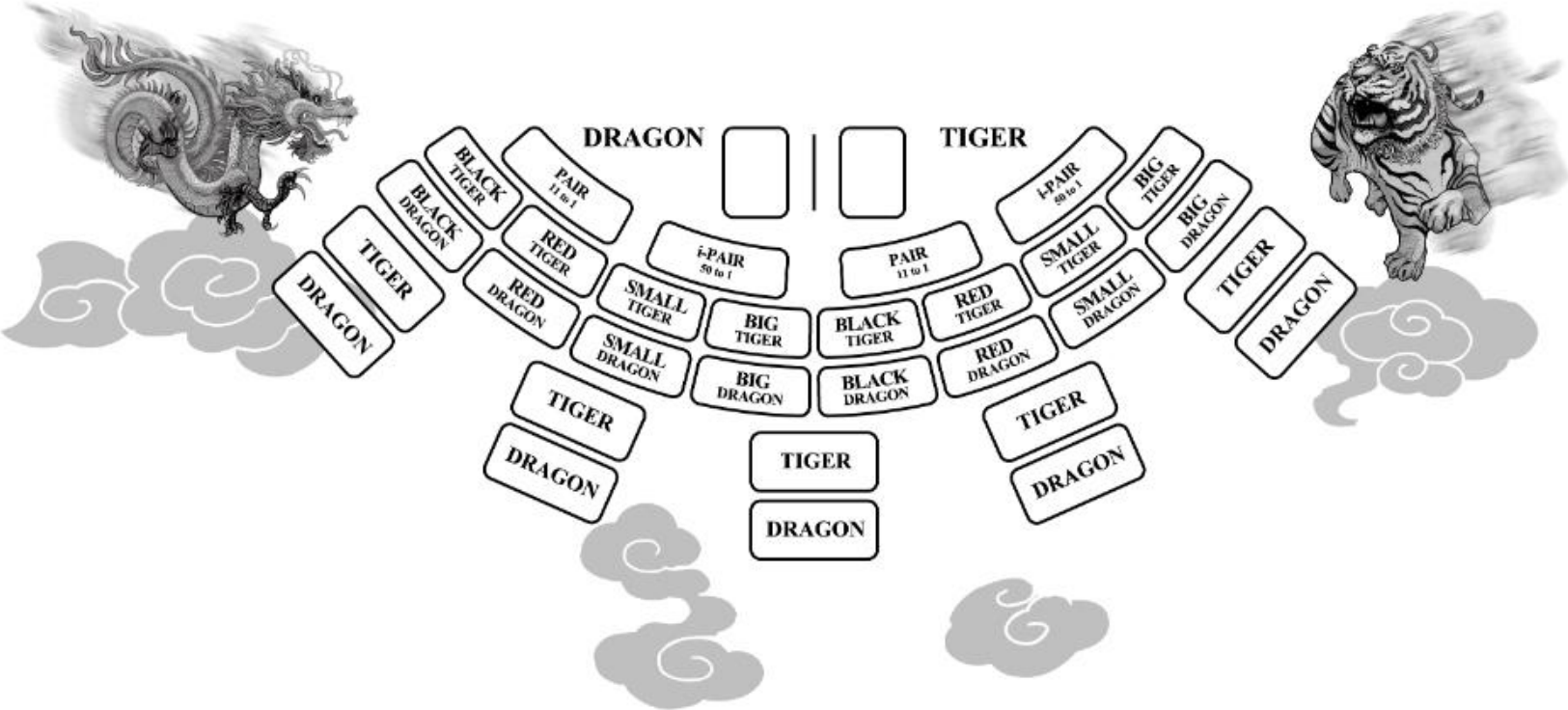
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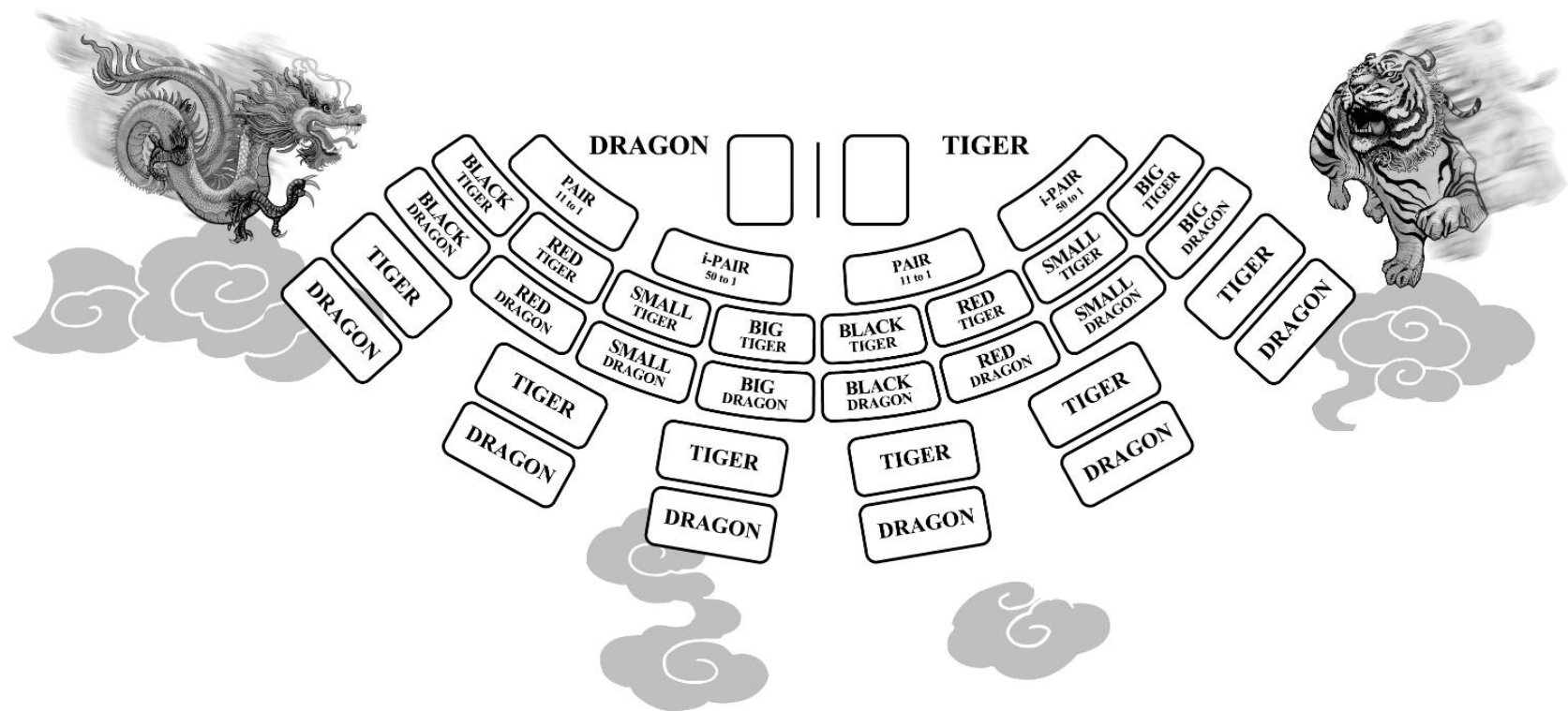
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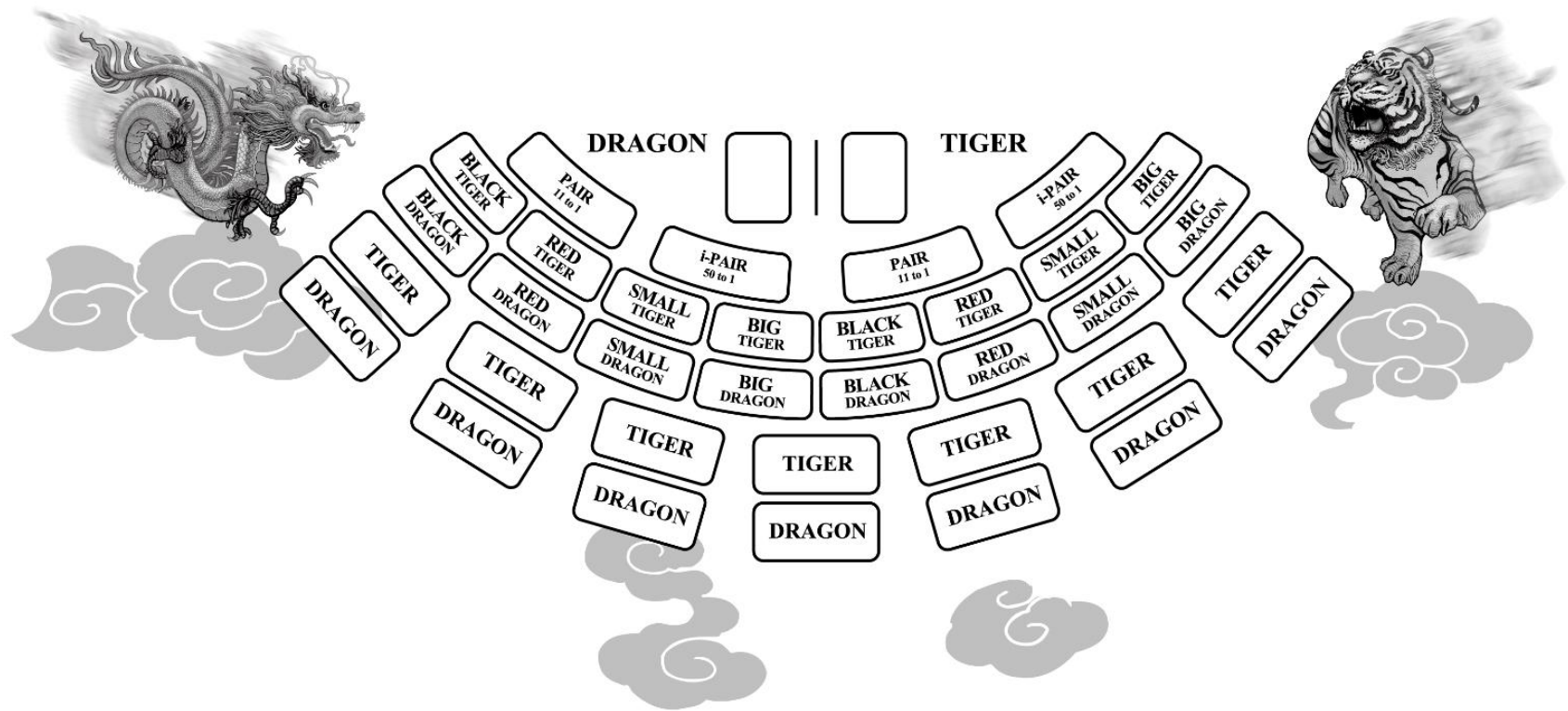
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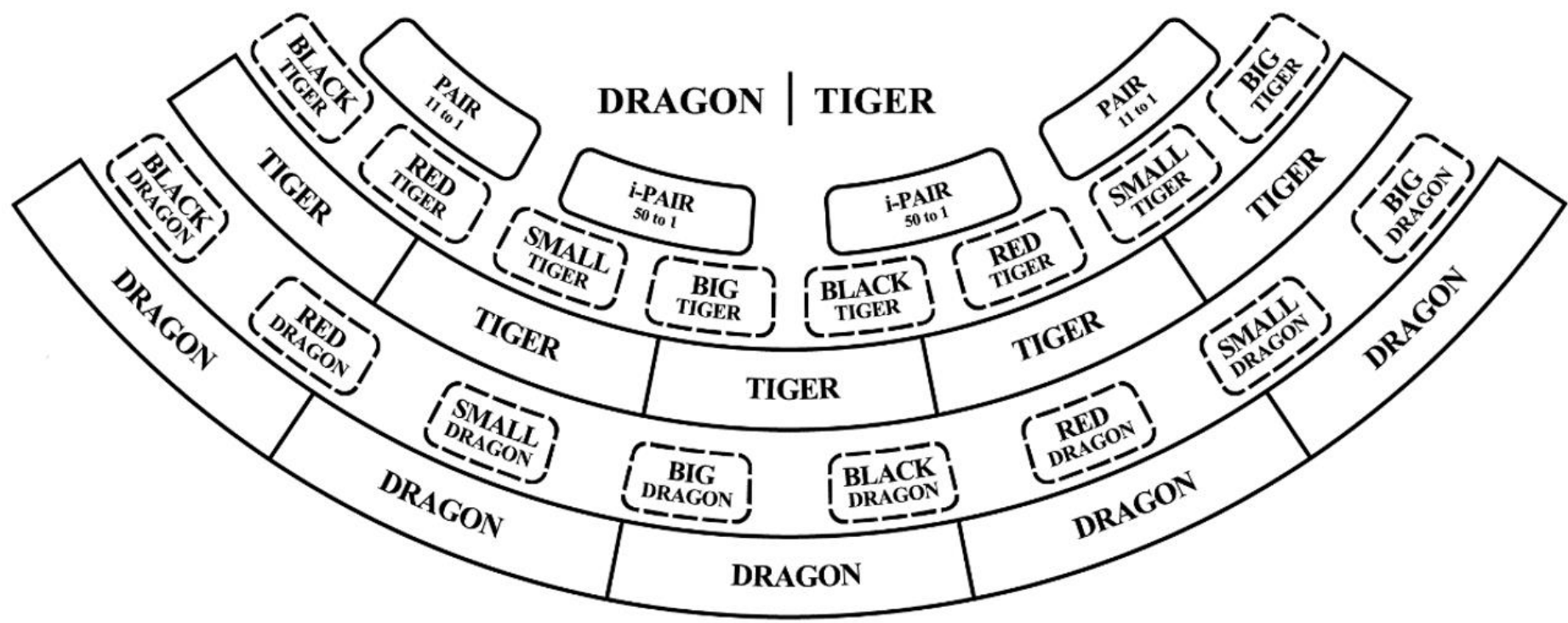


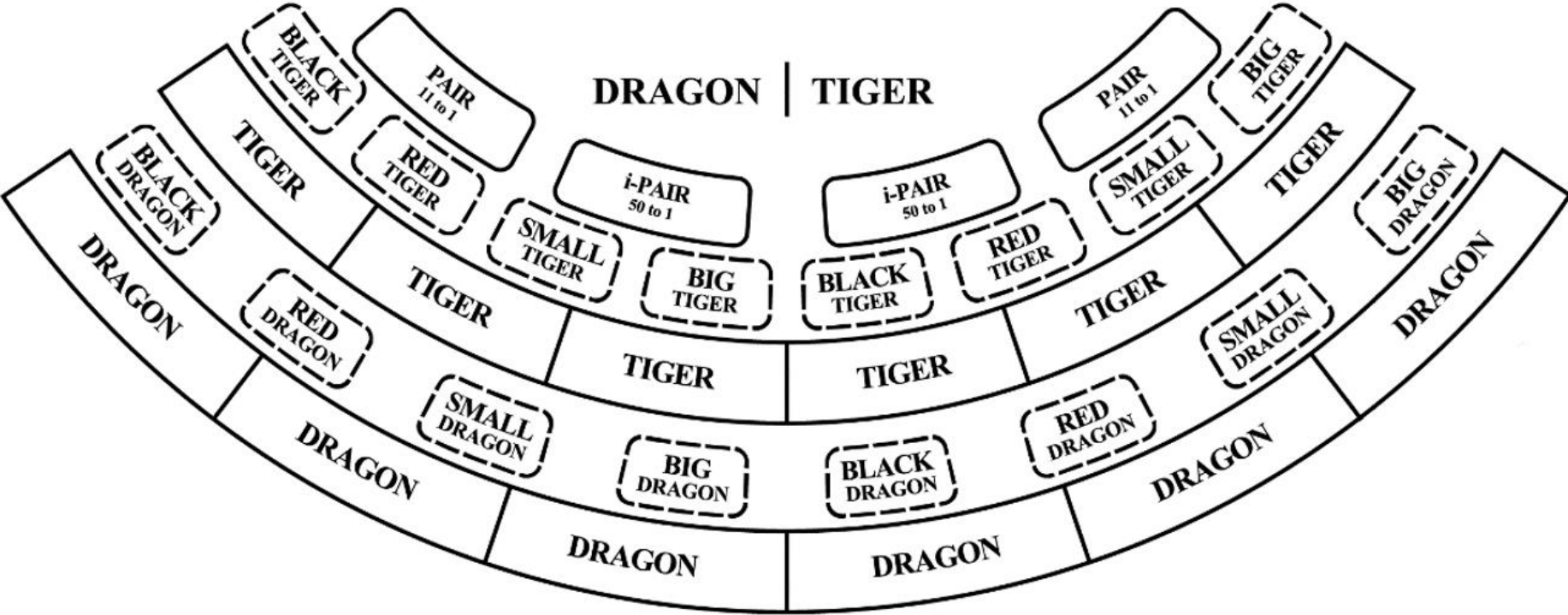
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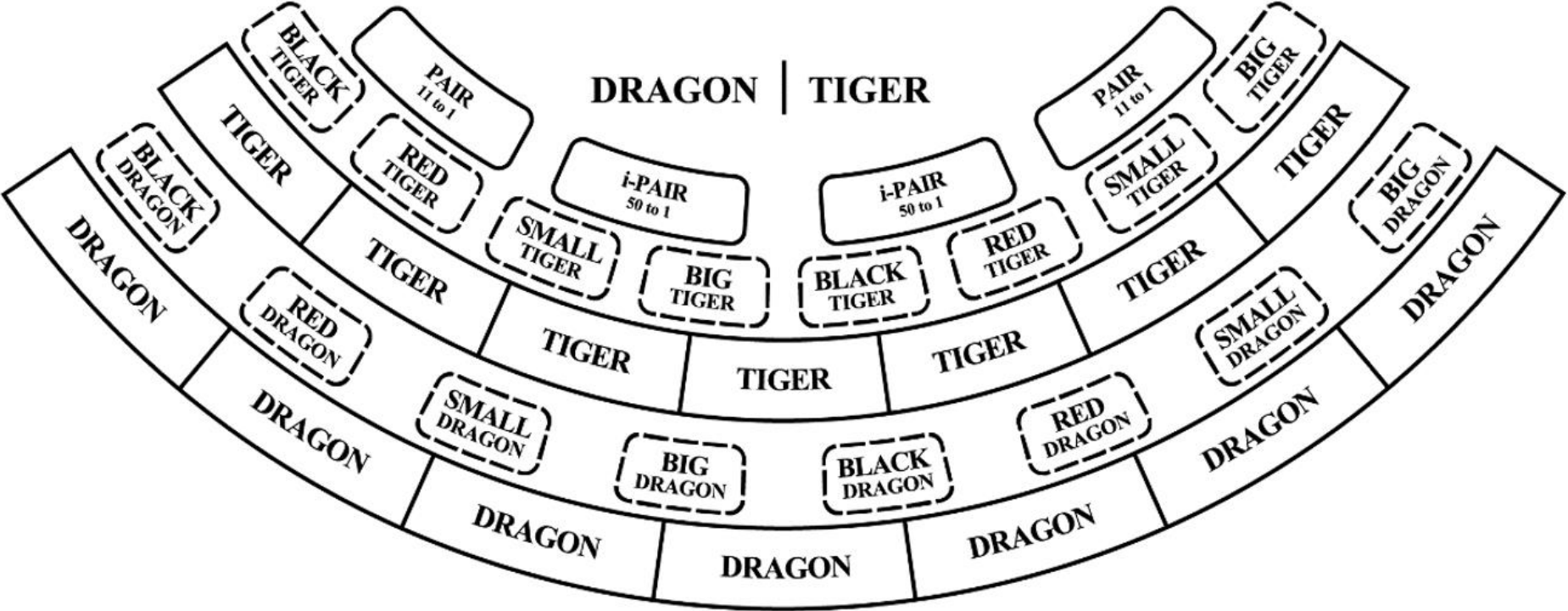


Appendix J









Appendix N

Dragon Tiger Ranking List The ranking of the cards from left to right and top to bottom in descending order (Ranking is dependent on the number, picture and suit of the cards)				
K (King)	K♠	K♥	K♣	K♦
Q (Queen)	Q♠	Q♥	Q♣	Q♦
J (Jack)	J♠	J♥	J♣	J♦
10 (Ten points)	10♠	10♥	10♣	10♦
9 (Nine points)	9♠	9♥	9♣	9♦
8 (Eight points)	8♠	8♥	8♣	8♦
7 (Seven points)	7♠	7♥	7♣	7♦
6 (Six points)	6♠	6♥	6♣	6♦
5 (Five points)	5♠	5♥	5♣	5♦
4 (Four points)	4♠	4♥	4♣	4♦
3 (Three points)	3♠	3♥	3♣	3♦
2 (Two points)	2♠	2♥	2♣	2♦
Ace (One point)	A♠	A♥	A♣	A♦