

MULTI-LINK PROGRESSIVE CASINO STUD POKER

(RWS)

Game Rules

Version 3

w.e.f. 8 December 2020, 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 “Multi-Link Progressive Casino Stud Poker (Version 3)” 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 **Ante** refers to a Bet placed by the Player to participate in the Round of play.
- 1.2 **Bet** shall have the same meaning as wager.
- 1.3 **“BET”** (as specified in the Table Layout) refers to a Bet, placed by a Player who chooses to remain in the Round of play that is equivalent to twice of the Player’s Ante.
- 1.4 **Burnt Card** refers to the first card of the remaining deck, prior to dealing the cards to Player Hand and Dealer Hand, that is being discarded.
- 1.5 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.6 **Dealer** refers to the person responsible for the dealing of the game.
- 1.7 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.8 **Fold** refers to a decision made by the Player not to continue in the Round of play.
- 1.9 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.
- 1.10 **House** refers to the Casino Operator.
- 1.11 **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.
- 1.12 **Player** refers to a person who places a Bet during a Round of play.
- 1.13 **Progressive Jackpot** refers to the jackpot which increases each time a Progressive Jackpot Bet is placed and accepted but the jackpot is not won. When the Progressive Jackpot is won, the jackpot is reset to a predetermined value, and resumes increasing under the same rule.

- 1.14 **Qualifying Hand** refers to a Dealer's Hand which contains an Ace and a King or any other cards making a Hand of a higher ranking.
- 1.15 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.16 **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.
- 1.17 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box and makes the decision for that betting box. In the event that there is no Player seated at the betting box, Seated Player shall refer to the Player who has placed a Bet on the betting box and makes the decision for that betting box.
- 1.18 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.19 **Stand Off** refers to a situation where the Player's Hand has the same ranking as the Dealer's Hand. In a Stand Off, the Player's Bet is neither paid nor collected (except the Player's Progressive Jackpot Bet).
- 1.20 **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 Multi-Link Progressive Casino Stud Poker may be played only on tables displaying the layout as shown in Appendices A, B, C and D.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on each table layout.
- b. There shall be an illuminated coin spot located above each betting box where the Progressive Jackpot Bet may be placed for the Player's Hand only.

2.2 The Cards

2.2.1 The game shall be played with a single deck consisting of 52 cards.

3. How to Play

3.1 The objective of the game is to achieve a higher ranking Hand than the Dealer's Hand.

3.1.1 All suits have the same rank. The ranking of cards, from the highest to the lowest, shall be as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except in the context of a Straight sequence consisting of "5, 4, 3, 2 and Ace", where the Ace shall be counted as 1.

3.1.2 The rankings of Hands from the highest to the lowest are as follows:

Multi-Link Progressive Casino Stud Poker Ranking List (Descending order)	
Royal Flush (the top five cards of the same suit in sequence)	e.g. A♦, K♦, Q♦, J♦, 10♦
Straight Flush (five cards of the same suit in sequence, other than a Royal Flush)	e.g. Q♣, J♣, 10♣, 9♣, 8♣
Four of a Kind	e.g. K♣, K♥, K♦, K♠, J♥
Full House (three cards of one kind plus two of another)	e.g. K♣, K♥, K♦, J♠, J♥
Flush (any five cards of the same suit, not in sequence)	e.g. K♥, J♥, 9♥, 5♥, 2♥
Straight (any five cards in sequence of different suits, an Ace may count high or low in a Straight)	e.g. 5♣, 4♦, 3♣, 2♥, A♠
Three of a Kind	e.g. Q♠, Q♥, Q♣, 8♥, 3♦
Two Pairs	e.g. 7♠, 7♥, 4♣, 4♥, J♦
One Pair	e.g. 10♣, 10♥, K♦, 6♥, 3♠
Five Odd Cards	e.g. Q♣, 10♥, 6♦, 4♠, 2♥

3.1.3 The rankings for Hands of equivalent value but consisting of different card values are illustrated by the following examples:

- a. K, Q, J, 10, 9 (Straight) beats J, 10, 9, 8, 7 (Straight);
- b. 5, 5, K, 10, 2 beats 5, 5, Q, J, 10 as the next highest card after Pair of 5 is a King, which ranks higher than a Queen; and

- c. A, K, J, 5, 2 beats A, K, 10, 6, 4 as the next highest card after the Ace and the King is a Jack, which ranks higher than a 10.
- 3.2 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.3 The permissible minimum and maximum betting limits and the prescribed Progressive Jackpot betting amount shall be displayed at the table.
- 3.4 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum betting limits and according to the prescribed Progressive Jackpot betting amount as displayed at the table.
- 3.5 This game is only for Seated Players, no Standing Player is allowed and no Player shall be permitted to place a Bet on another Player's betting box.
- 3.6 A Player must Bet on the Ante betting box as stipulated in Appendices A, B, C and D in order to participate in the Round of play.
- 3.7 A Player may also place an Ante Bet on other Hands, provided no other Player has placed any Bet on that Hand. The Dealer shall inform the Player that he is able to examine only one Hand. As for the other Hand(s) that have not been examined, the Player shall have an option to place a "BET" without viewing the cards. The "BET" must, in all cases, be exactly twice the amount of the Player's Ante Bet.
- 3.8 Provided that the Player has placed an Ante Bet, a Player may also choose to Bet on the corresponding Progressive Jackpot by placing gaming chip(s) on the illuminated coin spot on the layout as shown in Appendices A, B, C and D.
 - 3.8.1 A Player may also place a corresponding Progressive Jackpot Bet on other Hands, provided no other Player has placed any Bet on that Hand and he has placed an Ante Bet on that Hand.
- 3.9 No more Bets shall be placed after the Dealer announces "No more Bets".

- 3.10 Starting on his left and continuing in a clockwise direction around the table, the Dealer shall discard the Burnt Card and then deal one card at a time to each Player and then one card to himself until each Player and the Dealer receives five cards from the Card Shoe. Each card shall be dealt face down, with each successive card being placed on top of the previous card. The last card dealt to the Dealer shall be dealt face up to cover the other four face down cards of the Dealer Hand.
- 3.11 Where an Electronic Card Shuffler is used, the Dealer shall:
- 3.11.1 deal the set of five cards dispensed by the Electronic Card Shuffler to each Player, starting with the Player on his left and continuing clockwise around the table before dealing to himself the set of five cards; and
 - 3.11.2 for the set of five cards dealt to the Dealer, one card shall be dealt face up to cover the other four face down cards of the Dealer's Hand.
- 3.12 After examining the cards, the Player may decide to:
- 3.12.1 Fold, in which case the Player loses his Bet on the Ante. The Progressive Jackpot Bet shall still be eligible for any Progressive Jackpot payouts in accordance with the Pay Table stipulated in paragraph 4.2 irrespective of the Dealer's Hand; or
 - 3.12.2 "BET", in which case the Player shall place a Bet equivalent to twice the amount of his Ante on the designated "BET" betting area.
- 3.13 After the Dealer proceeds to reveal the remaining four cards, and does not have a Qualifying Hand, the Player automatically wins his Bet on the Ante. There is no payment on the "BET" and the "BET" shall be returned to the Player.

3.14 If the Dealer has a Qualifying Hand, he shall then compare his Hand with each Player's Hand.

3.14.1 If the Player's Hand is of higher ranking than the Dealer's Hand as per paragraph 3.1.2 above, the Player wins and his Bet on Ante and "BET" shall be paid in accordance to the Pay Table stipulated in paragraph 4.1, depending on the value of his Hand.

3.14.2 If the Player's Hand is of lower ranking than the Dealer's Hand as per paragraph 3.1.2 above, the Player loses all his Bets (except his Progressive Jackpot Bet).

3.14.3 If the Player's Hand and Dealer's Hand are of the same ranking as per paragraph 3.1.2 above, it constitutes a Stand Off and all the Player's Bets (except Progressive Jackpot Bet) shall be returned to him.

3.15 The Progressive Jackpot rankings of Hands are as follows:

Multi-Link Progressive Jackpot Ranking List (Descending order)	
Royal Flush (the top five cards of the same suit in sequence)	e.g. A♦, K♦, Q♦, J♦, 10♦
Straight Flush (five cards of the same suit in sequence, other than a Royal Flush)	e.g. Q♣, J♣, 10♣, 9♣, 8♣
Four of a Kind (four cards of one kind plus one of another)	e.g. K♣, K♥, K♦, K♠, J♥
Full House (three cards of one kind plus two of another)	e.g. K♣, K♥, K♦, J♠, J♥
Flush (any five cards of the same suit, not in sequence)	e.g. K♥, J♥, 9♥, 5♥, 2♥
Straight (any five cards in sequence of different suits, an Ace may count high or low in a Straight)	e.g. 5♣, 4♦, 3♣, 2♥, A♠

4. Settlement

4.1 Odds of Each Winning Bet

Multi-Link Progressive Casino Stud Poker Pay Table	
Bets/Rules	
Dealer does not have a Qualifying Hand	Pays on Ante
Ante Bet wins	1 to 1
Dealer has a Qualifying Hand	Pays on BET
Royal Flush wins*	250 to 1
Straight Flush wins*	50 to 1
Four of a Kind wins*	20 to 1
Full House wins*	7 to 1
Flush wins*	5 to 1
Straight wins*	4 to 1
Three of a Kind wins*	3 to 1
Two Pairs wins*	2 to 1
One Pair or Less wins*	1 to 1
*Ante Bet shall be paid 1 to 1	

- 4.1.1 The maximum payout for a BET shall be SGD 100,000.00 for each betting box.

4.2 Progressive Jackpot Pay Table

Multi-Link Progressive Jackpot Pay Table	
Bets/Rules	
Major Progressive Jackpot	Pays
Royal Flush wins	100% of Progressive Jackpot
Straight Flush wins	10% of Progressive Jackpot
Minor Progressive Jackpot	Pays
Four of a Kind wins	400 for 1
Full House wins	80 for 1
Flush wins	40 for 1
Straight wins	20 for 1

- 4.2.1 A Player shall qualify for the Progressive Jackpot payout if he has a Bet on the Progressive Jackpot in that Round of play and the Player's Progressive Jackpot Hand, consisting of their respective five cards, achieve any of the Hands stipulated in paragraph 4.2 for that Round of play.
- 4.3 In the event that the Player refuses to reveal his cards to the Dealer, the Player shall be considered to have Folded his cards and it is the Player's own responsibility to establish the ranking of his own Hand for the Progressive Jackpot Bet.
- 4.4 Any Player having a Hand that qualifies for a Progressive Jackpot payout shall notify the Dealer and his cards are left face up on the layout regardless of whether the Dealer does or does not have a Qualifying Hand.

- 4.5 If multiple Players qualify for the major Progressive Jackpot payout, the order of payment to the Players is determined as follows:
- 4.5.1 if two or more Players qualify for a major Progressive Jackpot payout in the same Round of play and at the same table, the Progressive Jackpot payout shall be made in a clockwise direction, starting with the Player who was first dealt his Hand and ending with the Player who was last dealt his Hand in the round. The first major Progressive Jackpot winner shall be paid in accordance to the Progressive Jackpot value displayed on the display screen. After the first major Progressive Jackpot payout, the subsequent major Progressive Jackpot winner shall be paid the subsequent Progressive Jackpot value displayed on the display screen; or
 - 4.5.2 where there are simultaneous major Progressive Jackpots won by Players across more than one table, the order of payout to the Players shall depend on the time in which the Player's Hands are dealt (i.e. the first Player who was dealt his full Hand shall be the first Player to be paid). The chronological order in which Players were dealt their Hand shall be conclusively determined by the House. The first major Progressive Jackpot winner shall be paid in accordance to the Progressive Jackpot value displayed on the display screen. After the first major Progressive Jackpot payout, the subsequent major Progressive Jackpot winner shall be paid the subsequent Progressive Jackpot value displayed on the display screen.

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets.
 - 5.1.1 However, if the excess Bet was not rejected, the Player shall win or lose his Bet based on the maximum permissible limit for that betting box.
- 5.2 In the event the total 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 If during settlement, the Dealer becomes aware that the "BET" is:
 - 5.3.1 more than twice the Ante, the Dealer shall return the excess amount to the Player and collect or pay accordingly based on the amount of the BET up to the maximum payout stated under paragraph 4.1.1; or
 - 5.3.2 less than twice the Ante, the Dealer shall collect or pay accordingly based on the amount of the Bet up to the maximum payout stated under paragraph 4.1.1.
- 5.4 In the event a Player has placed a Progressive Jackpot Bet without placing an Ante Bet, and this is noticed by the Dealer after the commencement of the Round of play, the Player's Progressive Jackpot Bet shall be returned to the Player.
- 5.5 In the event a Player walks away after he has placed a Bet, and there are still decisions to be made by the Player in relation to game play, he shall be considered to have Folded his Hand.
- 5.6 In the event a Player walks away after he has placed a Bet, and there are no further decisions to be made by the Player in relation to game play, the House shall settle the Bet accordingly.

5.7 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:

5.7.1 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

5.7.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

5.8 In the event that any of the following situations occur:

5.8.1 if a card that does not form part of the set of cards is found; or

5.8.2 if two or more cards (not being the Dealer's face up card) are incorrectly exposed by the Dealer during the deal and no Player has seen the cards distributed to him; or

5.8.3 if there is any shortage or excess of cards in the deck; or

5.8.4 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete a Round of play; or

5.8.5 if the playing cards are not shuffled; or

5.8.6 if the cards have been dealt incorrectly and no Players have seen their cards, except if an incorrect distribution of cards can be Reconstructed by moving complete Hands from one betting area to another; or

5.8.7 if an incorrect number of cards are dealt to the Dealer's Hand, provided that this is noticed before the commencement of the next Round of play and the cards for the current Round of play cannot be Reconstructed,

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

- 5.9 If the Dealer fails to discard the Burnt Card during the Round of play, that Round of play shall be Reconstructed and the House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed. The Round of play shall be Voided if any Player has seen their card(s) or the cards cannot be Reconstructed. For the avoidance of doubt, only the current Round of play shall be Voided, the outcome and settlement of all previous Round(s) of play shall stand. In the event where the Round of play continues, all Players at the gaming table shall be given the options set out in paragraph 5.10.
- 5.10 In the event of any dealing error not described in paragraphs 5.8 and 5.16, and regardless of whether Reconstruction is possible, all affected Players on the gaming table shall have the option to:
- 5.10.1 continue their Hand (if the cards cannot be Reconstructed); or
 - 5.10.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
 - 5.10.3 have their Bet returned and the Hand invalidated.
- All Players who have chosen the options set out in paragraph 5.10.1 or 5.10.2 above must then accept any subsequent cards dealt on that Round of play.
- 5.11 After the Dealer announces “No more Bets”, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.12 If any card (not being the Dealer's face up card) is incorrectly exposed by the Dealer during the deal and any Player has seen any card(s) distributed to him, the Round of play shall continue. If any card (not being the Dealer's face up card) is incorrectly exposed by the Dealer during the deal and no Player has seen the card(s) distributed to him, the affected Player on the gaming table shall be given the options set out in paragraph 5.10.
- 5.13 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.

- 5.14 In the event two cards or more have been drawn simultaneously from the Card Shoe and the order of the cards cannot be determined, 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.
- 5.14.1 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 5.10.
- 5.15 If an incorrect number of cards are dealt to a Player's Hand, that Player's Hand shall be invalidated and his Bets returned, provided that this is noticed before the commencement of the next Round of play and the cards cannot be Reconstructed. All other affected Players on the gaming table shall be given the options set out in paragraph 5.10.
- 5.16 In the event any one of the Dealer's cards is accidentally exposed as they are being dealt, that card shall be used as the face up card to cover the other four face down cards.
- 5.17 If a Progressive Jackpot betting device(s) and/or the Progressive Jackpot system is not fully functional before any Player has seen the cards distributed to him, the Round of play shall be Voided.
- 5.18 If a Progressive Jackpot betting device(s) and/or the Progressive Jackpot system is not fully functional:
- 5.18.1 if any Player has seen the cards distributed to him regardless of whether the outcome of the Dealer's Hand is established, the Round of play shall continue and the Player's Bets (including Progressive Jackpot Bet (if any)) shall be paid in accordance to the Pay Table stipulated in paragraph 4.1 and paragraph 4.2, depending on the ranking of his Hand, and the Progressive Jackpot amount registered by the system prior to the malfunction.
- 5.18.2 For subsequent Round(s) of play, the House shall have absolute discretion to:
- a. close the affected table(s); or

- b. disallow any patrons from placing Bets on the affected Hand/Box;
or
 - c. continue to operate the game according to the rules of the game, on the basis that no Progressive Jackpot Bets shall be accepted or paid. A notice shall be displayed at the gaming table to inform all Players that no Progressive Jackpot Bets shall be accepted and all subsequent Players to the game must accept that no Progressive Jackpot Bets shall be accepted or paid.
- 5.19 Subject to paragraph 3.7, if the Player examines additional Hand(s), the decision on whether the Player had intentionally examined the additional Hand(s) shall be determined by the Pit Supervisor or above. If it is determined that the Player had intentionally examined the additional Hand(s), that additional Hand(s) shall be invalidated, the cards removed from the Round of play and the Bet(s) shall be returned to the Player. The Hand that the Player first viewed shall still be valid.
- 5.20 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.
- 5.21 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.
- 5.22 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.
- 5.23 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.
- 5.24 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.







