

SIC BO (OPEN COVER)

(Electronic Table Game)

**(RWS)
Game Rules**

w.e.f. 18 January 2021, 0800 hours

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Dealer** refers to the person responsible for the dealing of the game.
- 1.3 **Game Console** refers to the Dealer-operated terminal or device that communicates and transmits data and game result information to all the Player Terminals.
- 1.4 **House** refers to the Casino Operator.
- 1.5 **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.
- 1.6 **Player** refers to a person who places a Bet during a Round of play.
- 1.7 **Player Terminal** refers to the individual terminals or devices of an Electronic Table Game used by the Player through which Bets may be placed, credits may be bought, and winnings or credit balances may be dispensed in the form of betting instruments.
- 1.8 **Round of play** refers to the period of play commencing when the notice for the placement of Bets is displayed on the Player Terminal and concluding when the settlement for all Players are made.
- 1.9 **Total Sum** refers to the point total based on the uppermost surface of the three dice resulting from a valid tumble.
- 1.10 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Display

2.1.1 The display for Sic Bo (Open Cover) (Electronic Table Game) is as shown in the Player Terminals.

2.2 The Dice

2.2.1 The game shall be played with a set of three dice with six faces.

3. How to Play

- 3.1 The objective of the game is to Bet on the numbers or combinations of numbers which match the winning combination of the three dice.
- 3.2 Player may start placing a Bet when the Player Terminal displays the notice for the placement of Bets.
- 3.3 The permissible minimum and maximum limits shall be displayed in the Player Terminals.
- 3.4 Each Player shall play the game of Sic Bo (Open Cover) (Electronic Table Game) by Betting on the display as shown in the Player Terminals.
- 3.5 No more Bets shall be placed after the Player Terminal displays “No More Bets”.
- 3.6 The Dealer shall activate the dice tumbler causing the dice tumbler to tumble at least three times to constitute a valid tumble.
- 3.7 The winning combination is determined by the value on the uppermost surface of the three dice. The dice must rest flat on the platform of the dice tumbler.
- 3.8 All losing Bets shall be collected and winning Bets shall be paid in accordance with the Sic Bo (Open Cover) (Electronic Table Game) Pay Table stipulated in paragraph 4.1.
- 3.9 In the event all three dice are of the same number, only the following Bets shall win (based on the odds stipulated in accordance with the Sic Bo (Open Cover) (Electronic Table Game) Pay Table in paragraph 4.1):
 - 3.9.1 Specific Straight Triple Bet;
 - 3.9.2 any Triple Bet;
 - 3.9.3 Double Dice Bet;
 - 3.9.4 Single Dice Bet; and
 - 3.9.5 Total Sum Combination Bet on number 6 or 9 or 12 or 15.

4. Settlement

4.1 Odds of Each Winning Bet

4.1.1 Sic Bo (Open Cover) (Electronic Table Game) Pay Table 1 is applicable when the game is played on a Player Terminal with an Appendix A layout.

Sic Bo (Open Cover) (Electronic Table Game) Pay Table 1		
Type	Bet/Rules	Pays
Small	Total Sum of 4-10 except Triple	1 to 1
Big	Total Sum of 11-17 except Triple	1 to 1
Even	Total Sum of Even except Triple	1 to 1
Odd	Total Sum of Odd except Triple	1 to 1
Single Dice Bet	Number Bet appearing on 1 die	1 to 1
Single Dice Bet	Number Bet appearing on 2 dice	2 to 1
Single Dice Bet	Number Bet appearing on 3 dice	12 to 1
Total Sum Combination (No 4 or 17) Bet	Total Sum of 4 or 17	64 to 1
Total Sum Combination (No 5 or 16) Bet	Total Sum of 5 or 16	32 to 1
Total Sum Combination (No 6 or 15) Bet	Total Sum of 6 or 15	19 to 1
Total Sum Combination (No 7 or 14) Bet	Total Sum of 7 or 14	12 to 1
Total Sum Combination (No 8 or 13) Bet	Total Sum of 8 or 13	8.5 to 1
Total Sum Combination (No 9 or 12) Bet	Total Sum of 9 or 12	7 to 1
Total Sum Combination (No 10 or 11) Bet	Total Sum of 10 or 11	6.5 to 1
Domino Combination Bet	Specific Two Dice Combination (1 4, 1 2, 2 4, 1 3, 2 3, 3 4, 2 5, 2 6, 3 5, 4 5, 3 6, 1 5, 1 6, 4 6, 5 6)	6 to 1
Four Number Combination Bet	Dice shows three out of the Four Number Combination (6 5 4 3, 6 5 3 2, 5 4 3 2, 4 3 2 1)	7.5 to 1
Double Dice Bet	Two Dice with same specific value (1 1, 2 2, 3 3, 4 4, 5 5, 6 6)	11.5 to 1
Any Triple Bet	Three Dice with same value	32 to 1
Specific Straight Triple Bet	Three Dice with same specific value (1 1 1, 2 2 2, 3 3 3, 4 4 4, 5 5 5, 6 6 6)	195 to 1

4.1.2 Sic Bo (Open Cover) (Electronic Table Game) Pay Table 2 is applicable when the game is played on a Player Terminal with an Appendix B layout.

Sic Bo (Open Cover) (Electronic Table Game) Pay Table 2		
Type	Bet/Rules	Pays
Small	Total Sum of 4-10 except Triple	1 to 1
Big	Total Sum of 11-17 except Triple	1 to 1
Even	Total Sum of Even except Triple	1 to 1
Odd	Total Sum of Odd except Triple	1 to 1
Single Dice Bet	Number Bet appearing on 1 die	1 to 1
Single Dice Bet	Number Bet appearing on 2 dice	2 to 1
Single Dice Bet	Number Bet appearing on 3 dice	12 to 1
Total Sum Combination (No 4 or 17) Bet	Total Sum of 4 or 17	64 to 1
Total Sum Combination (No 5 or 16) Bet	Total Sum of 5 or 16	32 to 1
Total Sum Combination (No 6 or 15) Bet	Total Sum of 6 or 15	19 to 1
Total Sum Combination (No 7 or 14) Bet	Total Sum of 7 or 14	12 to 1
Total Sum Combination (No 8 or 13) Bet	Total Sum of 8 or 13	8.5 to 1
Total Sum Combination (No 9 or 12) Bet	Total Sum of 9 or 12	7 to 1
Total Sum Combination (No 10 or 11) Bet	Total Sum of 10 or 11	6.5 to 1
Domino Combination Bet	Specific Two Dice Combination (1 4, 1 2, 2 4, 1 3, 2 3, 3 4, 2 5, 2 6, 3 5, 4 5, 3 6, 1 5, 1 6, 4 6, 5 6)	6 to 1
Four Number Combination Bet	Specific Four Dice Combination (6 5 4 3, 6 5 3 2, 5 4 3 2, 4 3 2 1) which shall win when three of the numbers in the four number combination matches the numbers on the dice	7.5 to 1
Double Dice Bet	Two Dice with same specific value (1 1, 2 2, 3 3, 4 4, 5 5, 6 6)	11.5 to 1
Any Triple Bet	Three Dice with same value	32 to 1
Specific Straight Triple Bet	Three Dice with same specific value (1 1 1, 2 2 2, 3 3 3, 4 4 4, 5 5 5, 6 6 6)	195 to 1

Three Single Dice Combination Bet	Three Dice Combination with specific and different values (1 2 6, 1 3 5, 2 3 4, 2 5 6, 3 4 6, 1 2 3, 1 3 6, 1 4 5, 2 3 5, 3 5 6, 1 2 4, 1 4 6, 2 3 6, 2 4 5, 4 5 6, 1 2 5, 1 3 4, 1 5 6, 2 4 6, 3 4 5)	30 to 1
Double Numbers With Single Dice Combination Bet	Three Dice Combination comprising of two dice with the same value and one die of a different value (1 1 3, 1 1 4, 1 1 5, 1 1 6, 2 2 1, 2 2 3, 2 2 4, 2 2 5, 2 2 6, 3 3 1, 3 3 2, 3 3 4, 3 3 5, 3 3 6, 4 4 1, 4 4 2, 4 4 3, 4 4 5, 4 4 6, 5 5 1, 5 5 2, 5 5 3, 5 5 4, 5 5 6, 6 6 1, 6 6 2, 6 6 3, 6 6 4)	50 to 1

4.1.3 Sic Bo (Open Cover) (Electronic Table Game) Pay Table 3 is applicable when the game is played on a Player Terminal with an Appendix C layout.

Sic Bo (Open Cover) (Electronic Table Game) Pay Table 3		
Type	Bet/Rules	Pays
Small	Total Sum of 4-10 except Triple	1 to 1
Big	Total Sum of 11-17 except Triple	1 to 1
Even	Total Sum of Even except Triple	1 to 1
Odd	Total Sum of Odd except Triple	1 to 1
Single Dice Bet	Number Bet appearing on 1 dice	1 to 1
Single Dice Bet	Number Bet appearing on 2 dice	2 to 1
Single Dice Bet	Number Bet appearing on 3 dice	12 to 1
Total Sum Combination (No 4 or 17) Bet	Total Sum of 4 or 17	62 to 1
Total Sum Combination (No 5 or 16) Bet	Total Sum of 5 or 16	31 to 1
Total Sum Combination (No 6 or 15) Bet	Total Sum of 6 or 15	18 to 1
Total Sum Combination (No 7 or 14) Bet	Total Sum of 7 or 14	12 to 1
Total Sum Combination (No 8 or 13) Bet	Total Sum of 8 or 13	8 to 1
Total Sum Combination (No 9 or 12) Bet	Total Sum of 9 or 12	7 to 1
Total Sum Combination (No 10 or 11) Bet	Total Sum of 10 or 11	6 to 1
Domino Combination Bet	Specific Two Dice Combination (1 4, 1 2, 2 4, 1 3, 2 3, 3 4, 2 5, 2 6, 3 5, 4 5, 3 6, 1 5, 1 6, 4 6, 5 6)	6 to 1
Double Dice Bet	Two Dice with same specific value (1 1, 2 2, 3 3, 4 4, 5 5, 6 6)	11 to 1
Any Triple Bet	Three Dice with same value	31 to 1
Specific Straight Triple Bet	Three Dice with same specific value (1 1 1, 2 2 2, 3 3 3, 4 4 4, 5 5 5, 6 6 6)	180 to 1
Four Number Combination Bet	Specific Four Dice Combination (6 5 4 3, 6 5 3 2, 5 4 3 2, 4 3 2 1) which shall win when three of the numbers in the four number combination matches the numbers on the dice	7 to 1

Three Single Dice Combination Bet	Three Dice Combination with specific and different values (1 2 6, 1 3 5, 2 3 4, 2 5 6, 3 4 6, 1 2 3, 1 3 6, 1 4 5, 2 3 5, 3 5 6, 1 2 4, 1 4 6, 2 3 6, 2 4 5, 4 5 6, 1 2 5, 1 3 4, 1 5 6, 2 4 6, 3 4 5)	30 to 1
Double Numbers With Single Dice Combination Bet	Three Dice Combination comprising of two dice with the same value and one dice of a different value (1 1 3, 1 1 4, 1 1 5, 1 1 6, 2 2 1, 2 2 3, 2 2 4, 2 2 5, 2 2 6, 3 3 1, 3 3 2, 3 3 4, 3 3 5, 3 3 6, 4 4 1, 4 4 2, 4 4 3, 4 4 5, 4 4 6, 5 5 1, 5 5 2, 5 5 3, 5 5 4, 5 5 6, 6 6 1, 6 6 2, 6 6 3, 6 6 4)	50 to 1







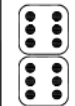
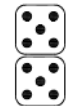











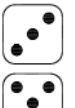




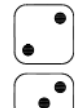


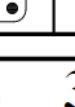
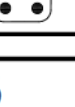

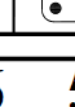

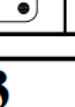
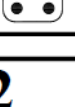


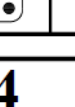
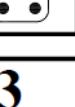
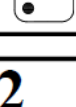



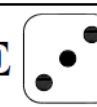
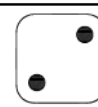

5. Irregularities

- 5.1 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.1.1 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
 - 5.1.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.2 In the event of a technical interruption (such as a power failure) which affects all or only certain ETG terminals within the cluster, the Round of play shall continue. For the ETG terminals affected by the technical interruption, if:
 - 5.2.1 the Bets have been registered, all losing Bets shall be collected and winning Bets shall be paid in accordance with the Sic Bo (Open Cover) (Electronic Table Game) Pay Table stipulated in paragraph 4.1; or
 - 5.2.2 the Bets have not been registered, the Bets shall be returned to the Players.
- 5.3 In the event that any of the following situations occur:
 - 5.3.1 the dice tumbler does not tumble at least three times after the dice tumbler has been activated; or
 - 5.3.2 any of the three dice fail to come to rest with one surface flat on the platform of the tumbler; or
 - 5.3.3 where the dice tumbler is activated before the Player Terminal displays "No More Bets",













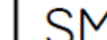














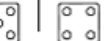


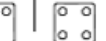






the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.4 In the event that one or more dice are damaged, all affected Rounds of play shall be Voided.

- 5.5 In the event that an incorrect result in respect of a Round of play has been registered in the Game Console, the Round of play shall be settled in accordance with the result shown on the dice.
- 5.6 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.
- 5.7 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 in the Player Terminal by the Player.
- 5.8 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.
- 5.9 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.
- 5.10 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 Games Shift Manager or above.

Appendix A

EVEN 1 WINS 1 EXCEPT FOR ANY TRIPLE		 1 WINS 195	 1 WINS 195	 1 WINS 195	 1 WINS 195	 1 WINS 195	 1 WINS 195	ODD 1 WINS 1 EXCEPT FOR ANY TRIPLE						
BIG 11 - 17 1 WINS 1 EXCEPT FOR ANY TRIPLE		 1 WINS 11 1/2	 1 WINS 11 1/2	ANY TRIPLE  1 WINS 32			 1 WINS 11 1/2	 1 WINS 11 1/2	SMALL 4 - 10 1 WINS 1 EXCEPT FOR ANY TRIPLE					
17 1 WINS 64	16 1 WINS 32	15 1 WINS 19	14 1 WINS 12	13 1 WINS 8 1/2	12 1 WINS 7	11 1 WINS 6 1/2	10 1 WINS 6 1/2	9 1 WINS 7	8 1 WINS 8 1/2	7 1 WINS 12	6 1 WINS 19	5 1 WINS 32	4 1 WINS 64	
1 WINS 6														
														
6 1 WINS 7 1/2	5 1 WINS 7 1/2	4 1 WINS 7 1/2	3 1 WINS 7 1/2	6 1 WINS 7 1/2	5 1 WINS 7 1/2	3 1 WINS 7 1/2	2 1 WINS 7 1/2	5 1 WINS 7 1/2	4 1 WINS 7 1/2	3 1 WINS 7 1/2	2 1 WINS 7 1/2	4 1 WINS 7 1/2	3 1 WINS 7 1/2	2 1 WINS 7 1/2
SIX 	FIVE 	FOUR 	THREE 	TWO 	ONE 									
1 WINS 1 ON ONE DIE		1 WINS 2 ON TWO DICE		1 WINS 12 ON THREE DICE										

Appendix B

	113	114	115	116	1 WINS 50	EVEN 1 WINS 1 EXCEPT FOR ANY TRIPLE	     	ODD 1 WINS 1 EXCEPT FOR ANY TRIPLE
221	223	224	225	226		BIG 11 - 17 1 WINS 1 EXCEPT FOR ANY TRIPLE	      	SMALL 4 - 10 1 WINS 1 EXCEPT FOR ANY TRIPLE
331	332	334	335	336		1 WINS 11 1/2	1 WINS 32 FOR ANY TRIPLE	1 WINS 11 1/2
441	442	443	445	446		17 16 15 14 13 12 11 10 9 8 7 6 5 4 1 WINS 64 1 WINS 32 1 WINS 19 1 WINS 12 1 WINS 8 1/2 1 WINS 7 1 WINS 6 1/2 1 WINS 6 1/2 1 WINS 7 1 WINS 8 1/2 1 WINS 12 1 WINS 19 1 WINS 32 1 WINS 64		
551	552	553	554	556		1 WINS 6 >         		
661	662	663	664			        		
126	135	234	256	346	1 WINS 30	6 5 4 3 6 5 3 2 5 4 3 2 4 3 2 1 1 WINS 7 1/2		
123	136	145	235	356		SIX  FIVE  FOUR  THREE  TWO  ONE 		
124	146	236	245	456		1 WINS 1 FOR ONE DIE		
125	134	156	246	345		1 WINS 2 FOR TWO DICE		
						1 WINS 12 FOR THREE DICE		

Appendix C

1 WINS 50					EVEN 1:1 LOSE IF ANY TRIPLE APPEARS		1:180		ODD 1:1 LOSE IF ANY TRIPLE APPEARS	
	113	114	115	116	BIG 大 NUMBERS 11 TO 17 1:1 LOSE IF ANY TRIPLE APPEARS		ANY TRIPLE 1 WINS 31		SMALL 小 NUMBERS 4 TO 10 1:1 LOSE IF ANY TRIPLE APPEARS	
221	223	224	225	226	1:11		1:11		1:11	
331	332	334	335	336	17		16		15	
441	442	443	445	446	1:62		1:31		1:18	
551	552	553	554	556	14		13		12	
661	662	663	664		1:12		1:8		1:7	
1 WINS 30					11		10		9	
126	135	234	256	346	1:6		1:6		1:7	
123	136	145	235	356	8		7		6	
124	146	236	245	456	1:8		1:12		1:18	
125	134	156	246	345	5		4		1:31	
					1:62		1:62			
					1 WINS 6					
					6 5 4 3		6 5 3 2		5 4 3 2	
					1:7		1:7		1:7	
					1:1 ON ONE DICE		1:2 ON TWO DICE		1:12 ON THREE DICE	
					SIX		FIVE		FOUR	
					THREE		TWO		ONE	