# ROYAL THREE PICTURES (MBS) Game Rules

# Version 2

w.e.f. 24 March 2020



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 "Royal Three Pictures (Version 2)" 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

# 1. Definitions

- 1.1 In these rules:
  - 1.1.1 "Blind Betting" means to participate in a round of play without viewing the cards dealt to the Player's hand. "Blind Betting" applies when a Player wishes to wager on multiple hands. A Player may only view one hand and the other hands shall be played by "Blind Betting".
  - 1.1.2 "Picture cards" means the cards with Jacks, Queens and Kings.
  - 1.1.3 "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces an outcome and if applicable, collects losing wagers and pays winning wagers.
  - 1.1.4 "Royal Pictures" side wager means a single wager that pays with multiple winning combinations. The payout of the "Royal Pictures" side wager is independent of the outcome of a Player's main wager, i.e. Win, Lose or Tie. The "Royal Pictures" wager wins if the following combination of cards are dealt to a Player's hand, and loses otherwise:
    - 1.1.4.1 "Any Picture Pair", which is a Player's hand consisting of one pair of Picture cards and one Non- Picture card.
    - 1.1.4.2 "Any King", which is a Player's hand consisting of:
      - 1.1.4.2.1 One King card and two Non-Picture cards; or
      - 1.1.4.2.2 One King card, one Queen card and one Non-Picture card; or
      - 1.1.4.2.3 One King card, one Jack card and one Non-Picture card.
    - 1.1.4.3 "Three Pictures", which is a Player's hand consisting of three Picture cards, except for "Three Kings", "Three Queens" or "Three Jacks".
    - 1.1.4.4 "Three Jacks", which is a Player's hand consisting of three Jack cards.
    - 1.1.4.5 "Three Queens", which is a Player's hand consisting of three "Queen" cards.
    - 1.1.4.6 "Three Kings", which is a Player's hand consisting of three "King" cards.
  - 1.1.5 "Standoff" means that both the Player's and Banker's hands have identically ranked hands at the conclusion of a round of play. (i.e. the point total is the same and the number of Picture cards is the same). If the round of play is a "Standoff", the main wagers do not win or lose.
  - 1.1.6 "Tie wager" means a wager that may be placed by a Player prior to the closing of bets that wins if both "Player" hand and "Banker" hand have the same point total at the end of a round of play and loses with any other outcome.

# 2. Mode of Play

2.1 The game of Royal Three Pictures shall be played with one deck of 52 cards without jokers and with backs of the same colour and design.

- 2.2 The layout for this game is as shown in Appendix "A" and "B" with:
  - 2.2.1 Playing areas for the placement of main wagers;
  - 2.2.2 Playing areas for the placement of "Tie wagers"; and
  - 2.2.3 Playing areas for the placement of "Royal Pictures" wagers.

#### 3. How to Play

- 3.1 Commencement of play shall begin when the Dealer announces "Place your bets, please".
- 3.2 Closing of bets shall take effect when the Dealer announces "No more bets".
- 3.3 The objective of the game for the Player is to obtain a higher ranking hand than the Dealer's hand.
- 3.4 A Player wishing to participate in a round of play must place a main wager on the appropriate playing area prior to the closing of bets for each round of play. Each wager at a particular playing area may be placed by individual or multiple Players, provided that it is within the minimum and maximum limits displayed at the table.
- 3.5 A Player may place "Tie wager" and/or a wager on "Royal Pictures" even if he did not place a main wager. However, a "Tie wager" and/or a "Royal Pictures" wager may only be placed on a playing position which contains a main wager.
- 3.6 The Dealer, Pit Supervisor or Pit Manager may, at the request of a Player, place wagers on behalf of the Player. It is the Player's responsibility to ensure that the placement is carried out correctly.
- 3.7 A Player may wager on more than one hand, provided that regardless of the number of playing positions wagered on, a Player is allowed to view or examine one hand only (Blind Betting).
- 3.8 A Pit Manager may, at his discretion, restrict a Player from wagering on more than one playing position.
- 3.9 A maximum of three wagers per playing area shall be permitted.
  - 3.9.1 A Pit Manager may, at his discretion, restrict the number of wagers to less than three.
- 3.10 Where more than one Player wagers on the same playing position, the Player who views or examines the cards shall be the seated Player who placed the wager first on that particular playing position.
- 3.11 All Players viewing or examining their cards must be seated.
- 3.12 When using an automated dealing device, starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal three cards, face down, to each playing position containing a wager, followed by three cards, face down, to the Dealer.
  - 3.12.1 When using a manual dealing device, starting from the Dealer's left and continuing clockwise around the table, the Dealer shall deal one card, face down, to each playing position containing a wager and then one card to the Dealer. This sequence shall be repeated until all playing positions containing a wager and the Dealer have three cards.
- 3.13 After examining their cards, each Player shall return them face up to their respective playing position.

- 3.14 When a Player is wagering on more than one playing position and the hand/s is not controlled by another Player, the cards shall be opened by the Dealer and set in front of each playing position.
- 3.15 After all hands have been returned, the Dealer shall expose and announce his hand.
- 3.16 Upon comparing his hand to each Player's hand, the Dealer shall declare whether each Player has won, lost or is a standoff.
- 3.17 Each hand consists of three cards with the point total of each hand determined by adding the value of each individual card.
  - 3.17.1 The point value of each card is their face value except for:
    - 3.17.1.1 Ten, King, Queen and Jack, which have a point value of zero, but only King, Queen and Jack, shall rank as Picture cards with their respective point total.
- 3.18 The point total of a hand shall be as follows:
  - 3.18.1 Where the total value of the cards in the hand is a number between zero and nine, the point total shall be that number; or
  - 3.18.2 Where the total value of the cards in the hand is the number ten or a higher number, the point total shall be the right digit of that number only.
- 3.19 When the Player's and the Dealer's hand have the same point total, the "Tie wager" shall be paid.
- 3.20 The Picture cards have no ranking, i.e. KK is equal to QJ and not higher than QJ.
- 3.21 There is no ranking of suits in the game of Royal Three Pictures.
- 3.22 The ranking of hands from the highest to the lowest is as follows:

Three Pictures	Is a hand containing any three pictures cards. E.g. K♦, J♣, Q♦	
Double Picture Nine	Is a hand containing any two picture cards and a nine. E.g. Q♦, J♥, 9♣	
Single Picture Nine	Is a hand containing any one picture card and the points of the remaining two cards totalling to nine. E.g. $Q \blacklozenge, 7 \clubsuit, 2 \blacklozenge$	
Nine	Is a hand with the sum of three cards totalling to nine, without any picture cards. E.g. 6♥, 9♥, 4♣	
Double Picture Eight	Is a hand containing any two picture cards and an eight. E.g. Q♦, J♥, 8♣	
Single Picture Eight	Is a hand containing any one picture card and the points of the remaining two cards totalling to eight. E.g. Q♦, 5♣, 3♥	
Eight	Is a hand with the sum of three cards totalling to eight, without picture cards. E.g. 9♥, 2♥, 7♣	
Double Picture Seven	Is a hand containing any two picture cards and a seven. E.g. Q♦, J♥, 7♣	
Single Picture Seven	Is a hand containing any one picture card and the points of the remaining two cards totalling to seven. E.g. J♦, 5♣, 2♥	

	Is a hand with the sum of three cards totalling to seven, without picture cards	
Seven	Is a hand with the sum of three cards totalling to seven, without picture cards. E.g. 6♦, 6♥, 5♣	
Double Picture Six	Is a hand containing any two picture cards and a six. E.g. Q♦, J♥, 6♣	
Single Picture Six	Is a hand containing any one picture card and the points of the remaining two cards totalling to six. E.g. Q♦, 4♣, 2♥	
Six	Is a hand with the sum of three cards totalling to six, without picture cards. E.g. $3\Psi$ , $2\Psi$ , $A \clubsuit$	
Double Picture Five	Is a hand containing any two picture cards and a five. E.g. Q♦, J♥, 5♣	
Single Picture Five	Is a hand containing any one picture card and the points of the remaining two cards totalling to five. E.g. Q♦, 3♣, 2♥	
Five	Is a hand with the sum of three cards totalling to five, without picture cards. E.g. 2♦, 2♥, A♣	
Double Picture Four	Is a hand containing any two picture cards and a four. E.g. Q♦, J♥, 4♣	
Single Picture Four	Is a hand containing any one picture card and the points of the remaining two cards totalling to four. E.g. J♦, A♣, 3♥	
Four	Is a hand with the sum of three cards totalling to four, without picture cards. E.g. $2$ , A, A, A.	
Double Picture Three	Is a hand containing any two picture cards and a three. E.g. Q♦, J♥, 3♣	
Single Picture Three	Is a hand containing any one picture card and the points of the remaining two cards totalling to three. E.g. Q♦, A♣, 2♥	
Three	Is a hand with the sum of three cards totalling to three, without picture cards. E.g. 2♥, 10♥, A♣	
Double Picture Two	Is a hand containing any two picture cards and a two. E.g. Q♦, J♥, 2♣	
Single Picture Two	Is a hand containing any one picture card and the points of the remaining two cards totalling to two. E.g. Q♦, 10♣, 2♥	
Two	Is a hand with the sum of three cards totalling to two, without picture cards. E.g. 2♥, 10♥, 10♣	
Double Picture One	Is a hand containing any two picture cards and an Ace. E.g. Q♦, J♥, A♣	
Single Picture One	Is a hand containing any one picture card and the points of the remaining two cards totalling to one. E.g. Q♦, 9♣, 2♥	
One	Is a hand with the sum of three cards totalling to one, without picture cards. E.g. 5♥, 7♥, 9♣	
Double Picture Zero	Is a hand containing any two picture cards and a ten. E.g. Q♦, J♥,10♣	
Single Picture Zero	Is a hand containing any one picture card and the points of the remaining two cards totalling to zero. E.g. Q♦, 8♣, 2♥	

Zero	Is a hand with the sum of three cards totalling to zero, without picture cards. E.g. 4♥, 7♥, 9♣
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### 4. Settlement

4.1 Settlement of wagers shall be as follows:

Winning Wagers	Pays
Player wins on Six Points	1 to 2
Player wins on other Points	1 to 1
Tie	8 to 1

4.2 Settlement of "Royal Pictures" shall be as follows:

Winning Wagers	Pays
Three Kings	188 to 1
Three Queens	128 to 1
Three Jacks	88 to 1
Three Pictures	18 to 1
Any Picture Pair	8 to 1
Any King	1 to 1

#### 5. Irregularities

- 5.1 If in the course of a round of play, it is discovered that there are extra or missing card/s and/or card/s which do not belong to the deck/s of cards in use 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 shall stand.
- 5.2 Unless otherwise stated in these rules, after the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased shall be refused and/or shall not be honoured.
- 5.3 Unless otherwise stated in the rules, after the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the outcomes of the round of play.
- 5.4 Where the cards have been dealt incorrectly, and no Players have handled their cards, the round of play shall be void except if the incorrect distribution of cards can be reconstructed by moving complete hands from one playing position to another.
- 5.5 If an incorrect number of cards is dealt to a Player's hand after the Player viewed his hand, that Player's hand shall be removed from play and the wager returned, provided that this is noticed before the commencement of play of the next round of play.

- 5.6 If an incorrect distribution of cards occurs and it is not noted until after the cards have been handled by any Player, the round of play shall be played to a conclusion.
- 5.7 Where any Player/s is dissatisfied with Rule 5.5 or 5.6, the Player may be permitted to withdraw their wager before the round of play.
- 5.8 Where an exposed card/s is dealt during the round of play, the Dealer shall turn the card face down and continue dealing unless;
  - 5.8.1 When using a manual dealing device, if the exposed card is the first card dealt from the dealing device, then that round of play shall be void.
- 5.9 In the event that there is any doubt that the correct number of cards has been used in a round of play, the Dealer shall count the cards manually. If the count proves to have too many or too few cards, that round of play shall be void.
- 5.10 Once the outcome has been determined, winning wagers that are under the minimum shall be paid one time only and losing wagers shall be collected one time only. All future wagers irrespective of outcome by the same Player that are under the minimum shall be returned.
- 5.11 Winning wagers that are over the maximum shall be paid to the maximum only. Losing wagers that are over the maximum shall be collected to the maximum only.
- 5.12 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.
- 5.13 In the event of a power failure:
  - 5.13.1 If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), Players shall be given the option to withdraw their wagers. A Player taking the option to withdraw must withdraw all his wagers. The round of play shall then be concluded.
  - 5.13.2 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.

#### 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.

Appendix "A" This layout is available with 1 to 8 playing positions.



Appendix "B" This layout is available with 1 to 8 playing positions.

