

SINGAPORE STUD POKER
(MBS)
Game Rules
(Version 4)

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1. Definitions

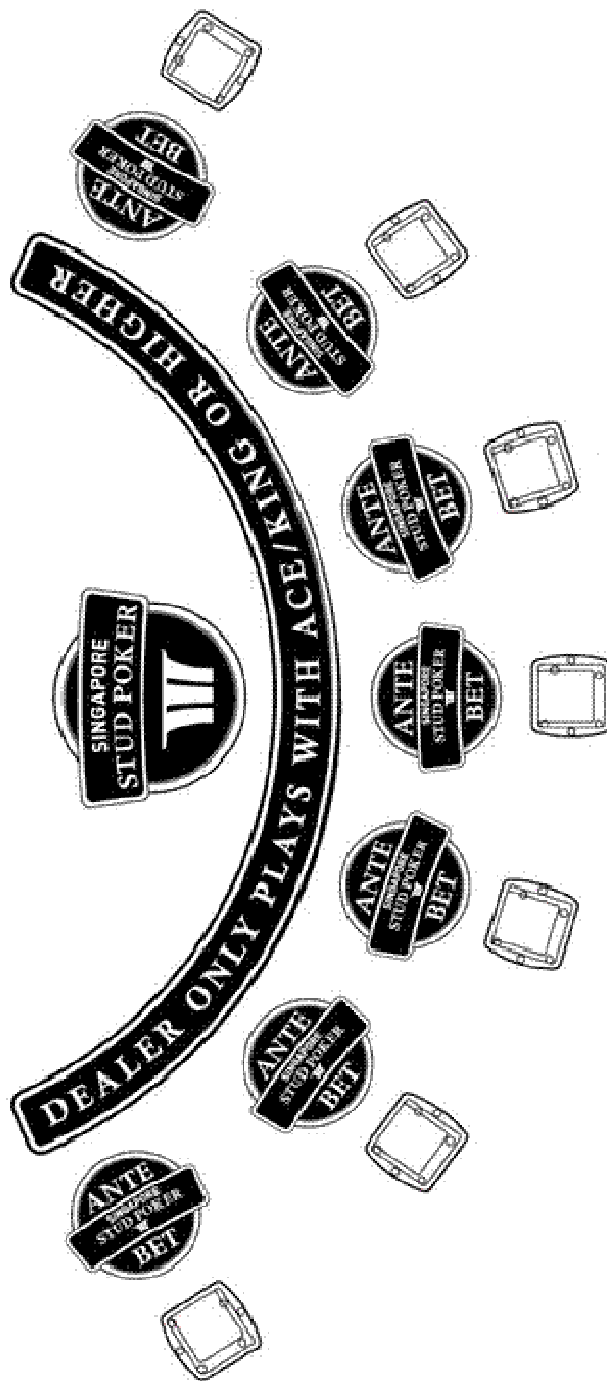
1.1. In these rules:

- 1.1.1. "Ante" means the Player's initial wager placed in a round of play.
- 1.1.2. "Bet" means an additional wager placed by the Player that is twice the "Ante" wager in order to continue in a round of play.
- 1.1.3. "Fold" means a decision made by the Player not to continue in a round of play.
- 1.1.4. "Hand" means the five cards that have been dealt to a Player or to the Dealer in a round of play.
- 1.1.5. "Jackpot wager" means a wager placed prior to the cards being dealt that entitles the Player to a Jackpot payout if the Player's or the Dealer's hand qualifies.
- 1.1.6. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.7. "Stand-off" means a wager that neither wins nor loses.

2. Mode of Play

- 2.1. The game of "Singapore Stud Poker" 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 Diagram "A" with:
 - 2.2.1. Betting areas for the placement of the "Ante", "Bet" and "Jackpot Wagers".

Diagram "A"



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 poker hand which is of a higher rank than that of the Dealer's in accordance with rule 3.14.
- 3.4. A Player must place an "Ante" wager to participate in the game of "Singapore Stud Poker".
- 3.5. A Player may also place a "Jackpot Wager" after placing an "Ante" wager by wagering one or more credits on either the Player's hand, or the Dealer's hand or on both. Jackpot Wagers are made by using the approved automated wagering system located below each betting area.
- 3.6. Starting from the Dealer's left and continuing clockwise, the Dealer shall deal five cards face down to each betting area containing a wager and to the Dealer.
- 3.7. The Dealer's last card will then be turned to face upwards.
- 3.8. Players will then view their cards and declare whether they want to fold or continue.
- 3.9. If a Player chooses to fold, the "Ante" wager is lost.
- 3.10. If a Player chooses to continue, the Player must place a "Bet".
- 3.11. The Dealer shall then turn all the remaining cards in the Dealer's hand to face upwards and announce the poker hand value of the Dealer's hand.
- 3.12. If the Dealer does not have a poker hand value of an Ace and a King or higher, the Dealer shall announce "No hand" and:
 - 3.12.1. All "Bet" wagers shall be returned;
 - 3.12.2. All "Ante" wagers of the Players who have not folded shall be paid; and
 - 3.12.3. For any Player who has placed a "Jackpot Wager" and declares a qualified jackpot hand, the Dealer will turn the Player's cards to face upwards and proceed to pay the Player in accordance with the payout schedule stipulated in rule 4.2.
- 3.13. If the Dealer has a poker hand value of an Ace and a King or higher, the Dealer shall then compare the Dealer's hand to each Player's hand and:
 - 3.13.1. Pay the "Ante" wagers and the "Bet" wagers for those Players with a higher poker value than the Dealer's hand;
 - 3.13.2. Collect the "Ante" wagers and the "Bet" wagers for those Players with a lower poker value than the Dealer's hand; and/or
 - 3.13.3. Pay the "Jackpot Wager" in accordance with the payout schedule stipulated in rule 4.2.

3.14. The order of hands from the highest to the lowest is as follows:

- | | | |
|----------|-----------------|---|
| 3.14.1. | Royal Flush | Is a hand containing an Ace, King, Queen, Jack and 10 of the same suit.
E.g. A♦, K♦, Q♦, J♦, 10♦ |
| 3.14.2. | Straight Flush | Is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush.
E.g. J♣, 10♣, 9♣, 8♣, 7♣ |
| 3.14.3. | Four of a kind | Is a hand containing four cards of the same rank.
E.g. A♣, A♥, A♦, A♠, J♥ |
| 3.14.4. | Full House | Is a hand containing three cards of the same rank and one “pair”.
E.g. K♣, K♥, K♦, A♠, A♥ |
| 3.14.5. | Flush | Is a hand containing five cards of the same suit but not in consecutive ranking.
E.g. J♥, 8♥, 6♥, 5♥, 2♥ |
| 3.14.6. | Straight | Is a hand containing five cards of consecutive rank regardless of suit, an Ace may count high or low.
E.g. 9♣, 8♦, 7♣, 6♥, 5♠ |
| 3.14.7. | Three of a kind | Is a hand containing three cards of the same rank.
E.g. 10♠, 10♥, 10♣, 6♥, 3♦ |
| 3.14.8. | Two pairs | Is a hand containing two “pairs”.
E.g. Q♠, Q♥, 6♣, 6♥, 3♦ |
| 3.14.9. | One pair | Is a hand containing two cards of the same rank.
E.g. A♣, A♥, 8♦, 6♥, 5♠ |
| 3.14.10. | Five odd cards | Is a hand containing five cards of different rank that are at least two suits and that are not consecutive.
E.g. Q♣, 10♥, 6♦, 5♠, 2♥ |

3.15. The rankings for hands of the equivalent poker hand value but consisting of different card values are illustrated by the following examples:

a) Q, J, 10, 9, 8 (Straight) beats 10, 9, 8, 7, 6 (Straight);

b) 8, 8, Q, 10, 2 beats 8, 8, J, 9, 7 as the next highest card after a Pair of 8's is a Queen, which ranks higher than a Jack;

c) A, K, J, 4, 2 beats A, K, 10, 6, 3 as the next highest card after the Ace and the King is a Jack, which ranks higher than a 10.

3.16. If after ranking the cards and comparing the subsequent card values, the Dealer's hand ties with a Player's hand, it constitutes a stand-off on both the “Ante” and the “Bet”

4. Settlement

4.1. Settlement of wagers shall be as follows:

4.1.1. The “Ante” – Pays 1 to 1 when the Dealer does not have a poker hand value of an Ace and a King or higher as stipulated in rule 3.12 and when the Dealer has a poker hand value of an Ace and a King or higher as stipulated in rule 3.13.

4.1.2. The “Bet”:

Winning Hand	Pays
One Pair or Lower	1 to 1
Two Pairs	2 to 1
Three of a Kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four of a Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	250 to 1

4.2. Progressive Jackpot Payouts :

Hand	Pays
Royal Flush	100% of the Progressive Jackpot
Straight Flush	10% of the Progressive Jackpot
Four of a Kind	500 to 1
Full House	100 to 1
Flush	50 to 1

4.3. Players qualify for the “Magic Card” payout as stipulated in rule 4.5 if they have a “Player Progressive Jackpot wager” on that round of play and they receive the system-selected Magic Card in their hand for that round of play; and

4.3.1. If the Magic Card appears in the Dealer’s hand, then all the players with a “Dealer Progressive Jackpot wager” will qualify for the “Magic Card” payout as stipulated in rule 4.5.

4.4. Players qualify for the “Lucky Player” payout as stipulated in rule 4.5 if they have made a “Player Progressive Jackpot wager” and their betting area is selected by the system as the “Lucky Player” for that round of play.

4.4.1. Players qualify for the “Lucky Dealer” payout as stipulated in rule 4.5 if they have made a “Dealer Progressive Jackpot wager” and the Dealer at the table they are wagering on has been selected by the system as the “Lucky Dealer” for that round of play.

4.5. “Magic Card” and “Lucky Player/Dealer” Payouts:

Hand	Pays
“Magic Card”	5 to 1
“Lucky Player”	5 to 1
“Lucky Dealer”	5 to 1

5. Irregularities

- 5.1. If a foreign card is found in the course of a game:
 - 5.1.1. The current round of play shall be void; and
 - 5.1.2. All results of the previous games will stand.
- 5.2. Where the cards have been dealt incorrectly and no Players have handled their cards, the round of play shall be void except if an incorrect distribution of cards can be reconstructed by moving complete hands from one betting area to another.
- 5.3. If an incorrect number of cards are dealt to the Dealer's hand, the round of play shall be void, provided that this is noticed before the commencement of play of the next game and the cards cannot be reconstructed.
- 5.4. If two or more cards are incorrectly exposed during the deal, the round of play shall be void.
- 5.5. If there is any shortage or excess of cards in the deck, the round of play shall be void.
- 5.6. 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 will be refused and/or will not be honoured.
- 5.7. 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 game results.