

TAI SAI (Open Cover)

(RWS)
Game Rules
Version 4

w.e.f. 3 December 2019, 0800hrs



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 “Tai Sai (Open Cover) (Version 4)” 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 **Dealer** refers to the person responsible for the dealing of the game.
- 1.3 **Differential** refers to the difference between the total amount of Bets placed on Big and Small or Odd and Even in a Round of play.
- 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 **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.
- 1.8 **Total Sum** refers to the point total based on the uppermost surface of the three dice resulting from a valid tumble.
- 1.9 **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 Tai Sai (Open Cover) may be played only on tables displaying the layout as shown in Appendices A and C. Appendices B and D indicate examples of the placement of the available Bets.

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 Dealer announces "Place your Bets, please".
- 3.3 The permissible minimum limit and maximum limit, and maximum Differential limit shall be displayed at the table.
- 3.4 It shall be the responsibility of the Player to place the Bet within the permissible minimum limit and maximum limit, and maximum Differential limit as displayed at the table.
- 3.5 Where applicable, no Player playing in any betting box and Betting less than the maximum permissible limit or maximum Differential limit provided, shall refuse the balance of the Bet in that betting box to be taken up by any other Player.
- 3.6 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.7 The Dealer shall activate the dice tumbler causing the dice tumbler to tumble at least three times to constitute a valid tumble.
- 3.8 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.
- 3.9 All losing Bets shall be collected and winning Bets shall be paid in accordance with the Tai Sai (Open Cover) Pay Tables stipulated in paragraphs 4.1.1 and 4.1.2.

3.10 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 Tai Sai Pay Tables in paragraphs 4.1.1 and 4.1.2):

3.10.1 Specific Straight Triple Bet;

3.10.2 any Triple Bet;

3.10.3 Double Dice Bet;

3.10.4 Single Dice Bet; and

3.10.5 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 Tai Sai (Open Cover) Pay Table 1 which is applicable when the game is played on tables displaying the layout as shown in Appendix A.

TABLE 1: Tai Sai (Open Cover) Pay Table		
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
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 (4 or 17) Bet	Total Sum of 4 or 17	62 to 1
Total Sum Combination (5 or 16) Bet	Total Sum of 5 or 16	31 to 1
Total Sum Combination (6 or 15) Bet	Total Sum of 6 or 15	18 to 1
Total Sum Combination (7 or 14) Bet	Total Sum of 7 or 14	12 to 1
Total Sum Combination (8 or 13) Bet	Total Sum of 8 or 13	8 to 1
Total Sum Combination (9 or 12) Bet	Total Sum of 9 or 12	7 to 1
Total Sum Combination (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

4.1.2 Tai Sai (Open Cover) Pay Table 2 which is applicable when the game is played on tables displaying the layout as shown in Appendix C.

TABLE 2: Tai Sai (Open Cover) Pay Table		
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
Odd (except Triple)	Odd Value of Total Sum except Triple	1 to 1
Even (Except Triple)	Even Value of Total Sum 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 (4 or 17) Bet	Total Sum of 4 or 17	62 to 1
Total Sum Combination (5 or 16) Bet	Total Sum of 5 or 16	31 to 1
Total Sum Combination (6 or 15) Bet	Total Sum of 6 or 15	18 to 1
Total Sum Combination (7 or 14) Bet	Total Sum of 7 or 14	12 to 1
Total Sum Combination (8 or 13) Bet	Total Sum of 8 or 13	8 to 1
Total Sum Combination (9 or 12) Bet	Total Sum of 9 or 12	7 to 1
Total Sum Combination (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 Number 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 that the total Bets placed on any betting boxes exceed the maximum permissible Differential or 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 Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the maximum permissible Differential or maximum permissible limit for that betting box. 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 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 Bet(s) 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 the dice tumbler does not tumble at least three times after the dice tumbler has been activated; or
 - 5.5.2 any of the three dice fail to come to rest with one surface flat on the base of the tumbler; or
 - 5.5.3 where the dice tumbler is activated before the Dealer announces "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.
- 5.6 In the event that one or more dice are damaged, all affected Rounds of play shall be Voided.
- 5.7 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.8 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.
- 5.9 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.
- 5.10 If the electronic equipment fails to illuminate the winning areas on the layout or fails to illuminate the winning areas correctly, all Bets shall be collected and paid in accordance with the result shown on the dice.
- 5.11 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.

- 5.12 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.13 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.
- 5.14 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

BIG ARE NUMBERS 11 TO 17 1 WINS 1 LOSE IF ANY TRIPLE APPEARS 11點至17點 一贏一 兩骰道吃 大	EACH DOUBLE 1 WINS 11			1 WINS 180	1 WINS 31	1 WINS 180	EACH DOUBLE 1 WINS 11			SMALL ARE NUMBERS 4 TO 10 1 WINS 1 LOSE IF ANY TRIPLE APPEARS 4點至10點 一贏一 兩骰道吃 小						
	DOUBLE SIX	DOUBLE FIVE	DOUBLE FOUR	TRIPLE FOUR	ANY TRIPLE	TRIPLE ONE	DOUBLE THREE	DOUBLE TWO	DOUBLE ONE							
			TRIPLE FIVE		TRIPLE TWO											
			TRIPLE SIX		TRIPLE THREE											
17	16	15	14	13	12	11	10	9	8	7	6	5	4			
1\62	1\31	1\18	1\12	1\8	1\7	1\6	1\6	1\7	1\8	1\12	1\18	1\31	1\62			
ON EACH 2 DICE COMBINATION 1 WINS 6		5 AND 6	4 AND 6	4 AND 5	3 AND 6	3 AND 5	3 AND 4	2 AND 6	2 AND 5	2 AND 4	2 AND 3	1 AND 6	1 AND 5	1 AND 4	1 AND 3	1 AND 2
SIX	FIVE	FOUR	THREE	TWO	ONE											
1 TO 1 ON ONE DICE ... 2 TO 1 ON TWO DICE ... 12 TO 1 ON THREE DICE																

Appendix B

The diagram illustrates a craps table layout with the following sections and details:

- Big:** ARE NUMBERS 11 TO 17. 1 WINS 1. LOSE IF ANY TRIPLE APPEARS. 11點至17點 一贏一 圖般通吃. 大
- Double Dice Bet:** EACH DOUBLE 1 WINS 11. Includes Double Six, Double Five, and Double Four.
- Specific Straight Triple Bet:** 1 WINS 180. Includes Triple Four, Triple Five, and Triple Six.
- Any Triple Bet:** 1 WINS 3. ANY TRIPLE. Includes Triple One, Triple Two, and Triple Three.
- Small:** ARE NUMBERS 4 TO 10. 1 WINS 1. LOSE IF ANY TRIPLE APPEARS. 4點至10點 一贏一 圖般通吃. 小
- Total Sum Combination:** 17 (1\62), 16 (1\31), 15 (1\18), 14 (1\12), 13 (1\8), 12 (1\7), 11 (1\6), 10 (1\6), 9 (1\7), 8 (1\8), 7 (1\12), 6 (1\18), 5 (1\31), 4 (1\62).
- Domino Combination Bet:** ON EACH 2 DICE COMBINATION 1 WINS 6. Includes combinations from 5 AND 6 down to 1 AND 2.
- Single Dice Bet:** SIX (1 TO 1 ON ONE DICE), FIVE, FOUR, THREE, TWO, ONE (12 TO 1 ON THREE DICE).

Appendix D

Double Numbers With Single Dice Combination Bet

Three Single Dice Combination Bet

Even **Big** **Double Dice Bet** **Specific Straight Triple Bet** **Any Triple Bet**

ODD 单 (Odd) **SMALL 小** (Small)

ANY TRIPLE (1 WINS 31)

17 16 15 14 13 12 11 10 9 8 7 6 5 4 (Total Sum Combination)

6 5 4 3 (1 WINS 7) **6 5 3 2** (1 WINS 7) **5 4 3 2** (1 WINS 7) **4 3 2 1** (1 WINS 7) (Four Number Combination Bet)

1 TO 1 ON ONE DICE **2 TO 1 ON TWO DICE** **12 TO 1 ON THREE DICE** (Single Dice Bet)