## Division 9A – Electronic Tai Sai

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Appendix A Tai-Sai Terminal Layout

**1.0 Interpretation**

1.1 Unless a contrary intention appears, capitalised terms used but not defined in this Division have the meanings ascribed to them in Divisions 1 and 9. In addition, the following terms shall have the following meanings:

**“Electronic Transfer Limits”** means the limits specified in the Minimum Cashless Technical Requirements for Printed Ticket-In Ticket-Out and Player Loyalty Account-Based Cashless Gambling Technology;

“**Fixed Wagering Period**” means, in respect of a round of play on a Tai-Sai Terminal, the period of time from which wagers may be accepted until the time wagers may no longer be accepted as may be determined by the Casino Operator from time to time, provided that such a period shall not be less than 36 seconds in each case;

“**Game System**” means the configuration of software and game hardware necessary to operate a Tai-Sai Terminal, record the outcome of a round (either automatically or following the Dealer of Game Supervisor entering the outcome manually) and communicate the outcome of a round; and

“**Tai-Sai Terminal**” means a touch screen terminal, device or application, which may be in a fixed or mobile form, used for the placement and settlement of wagers in the game of Electronic Tai-Sai.

1.2 A reference in this Division to a:

* bet is a reference to the contingency or outcome on which a player may place a wager; and
* wager is to the money appropriated to a particular bet in a particular case.

1.3 For the avoidance of doubt:

1. nothing in these rules prevents a Casino Operator from linking a Tai-Sai Terminal to more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel); and
2. a player may use a Tai-Sai Terminal to play more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel),

provided that only one electronic table game may be activated and played at any one time on a Tai-Sai Terminal.

**2.0 Application**

2.1 The rules contained in this Division, together with the general rules contained in Division 1 and the applicable rules from Division 9 (as referred to in this Division) shall apply to the game of Electronic Tai-Sai.

2.2 The game of Electronic Tai-Sai is also known as electronic sic bo. For the avoidance of doubt, the rules contained in this Division shall apply to the game of electronic sic bo and any other game (irrespective of its name) that is played in substantially the same manner as set out in these rules.

**3.0 Table Layout and Equipment**

3.1 Where players are offered the option of placing wagers on a table layout, Electronic Tai-Sai shall be played at a table:

* with a clear top marked in the manner described in rule 3.2 of Division 9;
* with places for the players on one side and a place for the Dealer on the opposite side;
* with a drop box and entry terminal attached to it; and
* fitted with electronic equipment linked to the entry terminal referred to in rule 3.1(c) that:
  + has 6 buttons, numbered 1, 2, 3, 4, 5 and 6 respectively;
  + has 1 entry button;
  + has 1 light-emitting diode, which shall display the 3 winning numbers corresponding to a declared outcome of a round when the applicable numbered buttons or switches and entry button are depressed by the Dealer or Game Supervisor (as contemplated in rule 5.4(a)); and
  + is programmed so that when the 3 winning numbers corresponding to a declared outcome of a round are entered into the electronic equipment by the Dealer or Game Supervisor (as contemplated in rule 3.1(d)(iii)), all areas of the table layout representing the winning combination or combinations are illuminated.

3.2 Subject to rule 3.5, the following equipment shall also be used in the game of Electronic Tai-Sai:

* a set of 3 dice, each constructed of plastic;
* a dice tumbler which shall:
  + be used to tumble the dice;
  + be mechanically, electrically or electronically activated (as applicable);
  + contain the dice under seal in a transparent compartment; and
  + have over the compartment securing the dice a dome-shaped, removable, non-transparent cover which conceals the dice while the tumbler is being shaken;
* subject to rule 3.2A, up to 30 Tai-Sai Terminals per table; and
* a Game System.
* 3.2A Where the Casino Operator operates the game of Electronic Tai-Sai and at least one other electronic table game at any one time, then, subject to rule 1.3, the total number of Tai-Sai Terminals available to be used in connection with that game of Electronic Tai-Sai may be increased by the additional number of terminals available to be used in connection with those other electronic table games.

3.3 Each Tai-Sai Terminal must:

* display a layout marked in a manner that clearly denoted the wagering options (see example at Appendix A);
* display the following information:
  + the minimum and maximum permissible wagers that may be made through the Tai-Sai Terminal (as may be determined by the Casino Operator from time to time);
  + the commencement and expiration of the Fixed Wagering Period;
  + the total number of credits available to the player, shown in dollars and cents;
  + the number of credits wagered by the player for the current round of play, shown in dollars and cents;
  + the number of credits won by the player in the previous round of play; and
  + the correct time (when being used by a player);
* be programmed so that:
  + after the point of time at which no more wagers will be accepted for the next round, the Tai-Sai Terminal will not accept a wager, change a wager or withdraw a wager;
  + if a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the Tai-Sai Terminal will not display any chips in respect of that wager;
  + if a player attempts to place an individual wager:
    - in a multiple over the minimum permissible wager which is not permitted; or
    - that is greater than the maximum permitted wager,

the Tai-Sai Terminal will display only so many chips or such denomination of chips as is the next lowest permitted wager;

* + if, by the end of the Fixed Wagering Period for a particular round, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), the Tai-Sai Terminal will not recognise those wagers for that particular round; and
  + at the settlement of wagers for a particular round:
    - losing wagers will be cleared automatically from the layout; and
    - winning wagers will be paid by causing an appropriate adjustment to be made to the amount showing as standing to the credit of the player’s chip account; and
* be capable of:
  + dispensing a payment voucher for the value of credits on the Tai-Sai Terminal’s chip account; and/or
  + having credits cancelled to allow the Dealer to pay out the full value of remaining credits on the Tai-Sai Terminal’s chip account by tendering chips to a player; or
  + having credits on the Tai-Sai Terminal’s chip account transferred to a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits; and
* other than as permitted by rule 3.4, not display the result(s) of any previous round(s) of play; and
* only be capable of operation within the relevant casino gambling area.

3.4 A Tai-Sai Terminal may, at the option of the Casino Operator, display a feature that depicts the result(s) of the previous 20 rounds (or such lesser number as may be determined by the Casino Operator from time to time) as recorded by the Game System, shown in chronological order by reference to the respective values of the high or uppermost faces of the three dice for each round, provided that:

* such a feature must, at all times, be:
  + static (except for the avoidance of doubt when a new result is added and/or deleted);
  + located on the same area of that Tai-Sai Terminal; and
  + presented distinctly and separately from any other game feature(s) on that Tai-Sai Terminal; and
* such result(s) must, at all times, be:
  + displayed consistently;
  + static (except, for the avoidance of doubt, when a new result is added and/or deleted); and
  + displayed in the same:
    - font
    - format; and
    - size.

3.5 The Tai-Sai Terminals and Game System shall be of a type approved by the Secretary and contain components necessary for the performance of, and be designed and programmed to perform, their respective functions in accordance with these rules.

3.6 No person shall physically or electronically interfere with any Tai-Sai Terminal or seek to gain any undue advantage by manipulating any associated gambling equipment.

**4.0 Wagers**

4.1 Where players are offered the option of placing wagers on a table layout, the rules contained in section 4 of Division 9 shall apply.

4.2 Where wagers are placed through a Tai-Sai Terminal:

* the wagers specified in section 4 of Division 9 may be placed by touching the appropriate part of a Tai-Sai Terminal’s touch screen designated for making wagers;
* the player may place wagers on any combination of bets specified on the touch screen display; and
* the player must place any wagers within the Fixed Wagering Period.

4.3 A Tai-Sai Terminal shall be activated by a player either by:

* inserting an amount of cash into the Tai-Sai Terminal’s note acceptor; or
* by tendering to the Dealer an amount of cash or chips; or
* transferring cash equivalent credits for play from a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits.

4.4 Where a player inserts cash into a Tai-Sai Terminal’s note acceptor (as contemplated by rule 4.3(a)), the amount of cash will automatically be credited to that Tai-Sai Terminal’s chip account.

4.5 If the Dealer accepts an amount directly from a player (as contemplated by rule 4.3(b)), the Dealer must:

* give that player control of a Tai-Sai Terminal (if not already in control of a Tai-Sai Terminal); and
* credit that Tai-Sai Terminal’s chip account with the amount tendered.

4.6 A player is solely responsible for the correct placement of chips on the layout of a Tai-Sai Terminal.

4.7 Any wager placed through a Tai-Sai Terminal may only be settled in accordance with the appearance of the result of the relevant round on that Tai-Sai Terminal.

4.8 The minimum and maximum wagers for Electronic Tai-Sai may differ from one Tai-Sai Terminal to another and from those applied to players wagering on the table layout.

4.9 A player shall not be entitled to a prize on a Tai-Sai Terminal unless that prize results from the legitimate attainment of the prize on that Tai-Sai Terminal.

**5.0 Conducting the Game**

5.1 Each Tai-Sai Terminal must incorporate a mechanism for displaying the point at which no more wagers will be accepted and, following that point, the Tai-Sai Terminal must not accept a wager, change a wager or withdraw a wager.

5.2 Where players are offered the option of placing wagers on the table layout, the rules contained in section 6 of Division 9 shall apply.

5.3 Where wagers may only be placed through a Tai-Sai Terminal, rules 6.1 and 6.6 of Division 9 shall apply.

5.4 Following the determination of the outcome of a round:

* the Dealer or Game Supervisor shall enter the outcome (being the respective values of the high or uppermost faces of the three dice) manually into the Game System, unless the Game System is programmed to record that outcome automatically; and
* the Game System shall:
  + record that outcome;
  + display that outcome on each active Tai-Sai Terminal; and
  + in respect of the wager or wagers placed on a Tai-Sai Terminal:
    - if an amount has been won, automatically calculate and display the amount on that Tai-Sai Terminal; and
    - automatically calculate and display the player’s new credit balance on that Tai-Sai Terminal as a result of the outcome, in accordance with these rules.

**6.0 Settlement**

6.1 Wagers shall be settled in accordance with rule 4.10 of Division 9.

6.2 Credits due to a player must be paid in accordance with rules 3.3(d) of this Division.

6.3 A player may redeem a payment voucher from the Casino Operator for an amount equivalent to the value of the relevant credits (as contemplated in rule 3.3(d)).

**7.0 Irregularities**

7.1 The rules contained in Section 7 of Division 9 shall apply to the game of Electronic Tai-Sai.

7.2 If the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, he/she shall announce a “void round” and the round shall be Void.

7.3 Where the Casino Operator has reason to believe that an incorrect result has been entered into the Game System or communicated to a Tai-Sai Terminal, it shall cause the results to be recalculated on the basis of the actual outcome.

7.4 Where in the opinion of the Casino Operator an amount has been paid or credited to a player by a Tai-Sai Terminal or Game System:

* as a result of that Tai-Sai Terminal or Game System malfunctioning; or
* after that Tai-Sai Terminal or Game System has malfunctioned and before it has been repaired,

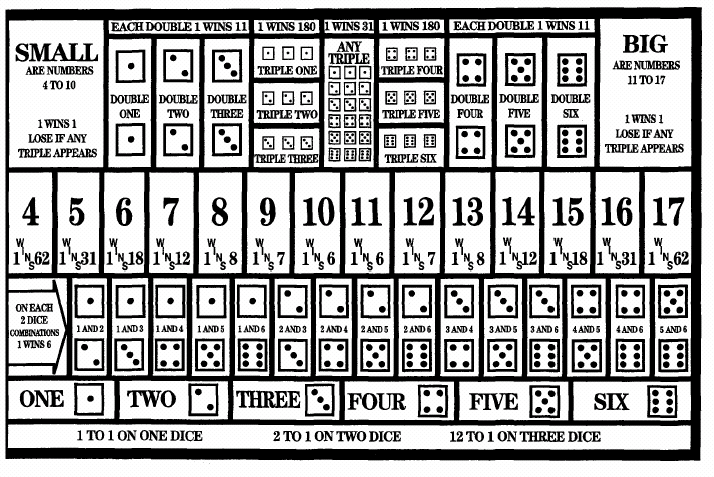
the Casino Operator may refuse to pay or credit the player with the amount.

7.5 Where the Casino Operator refuses to pay or credit an amount pursuant to rule 7.4, the Casino Operator shall:

* report the matter to a Gambling Inspector in accordance with any applicable Minimum Operating Standards;
* ensure that the Tai-Sai Terminal or, as the case may be, the Game System involved is not operated or otherwise dealt with by any person until the malfunction has been investigated and dealt with in accordance with any applicable Minimum Operating Standards; and
* refund any credit or credits wagered by the player for the round in relation to which the payment of any prize is being refused.

1. Tai-Sai Terminal Layout

**Option 1**



**Option 2**

