

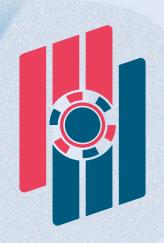


POKER DREAM 9 MALAYSIA

28 MARCH - 8 APRIL 2024 @ GENTING HIGHLANDS

RM 10,500,00 GTD

PLAYER GUIDE







POKER DREAM 9 MALAYSIA

28 MARCH - 8 APRIL 2024 @ GENTING HIGHLANDS

RM 10,500,000 GTD

	EVENT#	# TIME	TOURNAMENT NAME	TOTAL BUY-IN (RM)	(USD) REFERENCE ONLY	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
	S 1	9:00	FREEROLL to POKERDREAM 9 - CAP 250	FREEROLL	0	5,000	10	LEVEL 5 @ 10:05
	1	11:00	Malaysia Open (RM 1,000,000 GTD) - Day 1A - Play Down To 10%	1,000 (900+100)	215	16,500	20	LEVEL 7 @ 13:35
	S2	12:00	Milestone Satellite to Short Deck Ante Only	3,380 (3,042+338)	725	5,000 x 3	15	LEVEL 9 @ 14:30
. 8	2	14:00	Short Deck Ante Only	15,000 (13,800+1,200)	3,219	100,000 x 3	30	LEVEL 8 @ 19:15
	S3	15:00	Milestone Satellite to Malaysia Open Day 1B	220 (194+26)	47	5,000	15	LEVEL 5 @ 16:30
	1	17:00	Malaysia Open (RM 1,000,000 GTD) - Day 1B - Play Down To 10%	1,000 (900+100)	215	16,500	20	LEVEL 7 @ 19:35
	S4	19:00	Milestone Satellite to Malaysia Open Day 1C	220 (194+26)	47	5,000	15	LEVEL 5 @ 20:30
	1	21:00	Malaysia Open (RM 1,000,000 GTD) - Day 1C Turbo - Play Down To 10%	1,000 (900+100)	215	16,500	15	LEVEL 7 @ 23:00
	S 5	9:00	Milestone Satellite to Malaysia Open Day 1D	340 (299+41)	73	5,000	15	LEVEL 5 @ 10:30
	1	11:00	Malaysia Open (RM 1,000,000 GTD) - Day 1D - Play Down To 15%	1,500 (1,350+150)	322	25,000	25	LEVEL 9 @ 15:15
	S6	12:00	Milestone Satellite to Pot Limit Omaha	3,380 (3,042+338)	725	15,000	15	LEVEL 9 @ 14:30
•	3	14:00	Pot Limit Omaha	15,000 (13,800+1,200)	3,219	200,000	30	LEVEL 8 @ 19:15
	4	14:00	NLH Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 16:00
	S7	15:00	Milestone Satellite to Malaysia Open Day 1E	340 (299+41)	73	5,000	15	LEVEL 5 @ 16:30
	5	16:00	Short Deck Ante Only	2,000 (1,800+200)	429	20,000 x 3	20	LEVEL 10 @ 19:50
	1	17:00	Malaysia Open (RM 1,000,000 GTD) - Day 1E - Play Down To 15%	1,500 (1,350+150)	322	25,000	25	LEVEL 9 @ 21:15
	S8	19:00	Milestone Satellite to Malaysia Open Day 1F	340 (299+41)	73	5,000	15	LEVEL 5 @ 20:30
	1	21:00	Malaysia Open (RM 1,000,000 GTD) - Day 1F Turbo - Play Down To 15%	1,500 (1,350+150)	322	25,000	15	LEVEL 9 @ 23:30
	1	23:59	Malaysia Open (RM 1,000,000 GTD) – Day 1G – Flipout – 10 to 1	1,000 (900+100)	215	16,500	N/A	TD Discretion
	S9	9:00	Milestone Satellite to Mystery Big Bounty Day 1A	470 (414+56)	101	10,000	15	LEVEL 7 @ 11:00
	6	11:00	Mystery Big Bounty (RM 800,000 GTD) – Day 1A – Play Down To 15%	2,100 (1,890+210)	451	30,000	25	LEVEL 10 @ 15:40
	1	13:00	Malaysia Open - Final Day	N/A	N/A	N/A	30	Closed
	S10	13:00	Milestone Satellite to Mystery Bounty High Roller	2,250 (2,025+225)	483	15,000	15	LEVEL 9 @ 15:30
	7	14:00	Mystery Bounty Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 16:00
	8	15:00	Mystery Bounty High Roller - Day 1	10,000 (9,200+800)	2,146	300,000	40	LEVEL 13 @ DAY 2 14
	S11	15:00	Milestone Satellite to Mystery Big Bounty Day 1B	470 (414+56)	101	10,000	15	LEVEL 7 @ 17:00
	6	17:00	Mystery Big Bounty (RM 800,000 GTD) - Day 1B - Play Down To 15%	2,100 (1,890+210)	451	30,000	25	LEVEL 10 @ 21:40
	S12	19:00	Milestone Satellite to Mystery Big Bounty Day 1C	470 (414+56)	101	10,000	15	LEVEL 7 @ 21:00
	6	21:00	Mystery Big Bounty (RM 800,000 GTD) - Day 1C Turbo - Play Down To 15%	2,100 (1,890+210)	451	30,000	15	LEVEL 10 @ 23:45
	S13	9:00	Milestone Satellite to Mystery Big Bounty Day 1D	310 (273+37)	67	5,000	15	LEVEL 5 @ 10:30
	6	11:00	Mystery Big Bounty (RM 800,000 GTD) - Day 1D - Play Down To 10%	1,400 (1,260+140)	300	20,000	20	LEVEL 8 @ 13:55
	8	13:00	Mystery Bounty High Roller – Final Day (Reg Open 2 Levels)	10,000 (9,200+800)	2,146	300,000	40	LEVEL 13 @ DAY 2 14
	9	14:00	Deepstack Turbo	1,000 (880+120)	215	25,000	15	LEVEL 7 @ 16:00
	S14	15:00	Milestone Satellite to Mystery Big Bounty Day 1E	310 (273+37)	67	5,000	15	LEVEL 5 @ 16:30
	6	17:00	Mystery Big Bounty (RM 800,000 GTD) – Day 1E – Play Down To 10%	1,400 (1,260+140)	300	20,000	20	LEVEL 8 @ 19:55
	S15	19:00	Milestone Satellite to Mystery Big Bounty Day 1F	310 (273+37)	67	5,000	15	LEVEL 5 @ 20:30
	6	21:00	Mystery Big Bounty (RM 800,000 GTD) – Day 1F Turbo – Play Down To 10%	1,400 (1,260+140)	300	20,000	15	LEVEL 8 @ 23:15
	6	23:59	Mystery Big Bounty (RM 800,000 GTD) - Day 1G - Flipout - 10 to 1	1,400 (1,260+140)	300	20,000	N/A	TD Discretion
	S16	9:00	Milestone Satellite to Main Event Day 1A	810 (713+97)	174	10,000	15	LEVEL 7 @ 11:00
	10	11:00	Main Event (RM 10,500,000 GTD) - Day 1A - Play Down to 7.5%	3,600 (3,240+360)	773	15,000	20	LEVEL 7 @ 13:35
	S17	12:00	Milestone Satellite to Mystery Bounty Day 1A	680 (598+82)	146	10,000	15	LEVEL 7 @ 14:00
	6	13:00	Mystery Big Bounty - Final Day	N/A	N/A	N/A	30	Closed
	S18	13:00	Milestone Satellite to High Roller	4,500 (4,050+450)	966	15,000	15	LEVEL 9 @ 15:30
	11	14:00	Mystery Bounty (RM 1,000,000 GTD) – Day 1A – Play Down To 15%	3,000 (2,700+300)	644	30,000	30	LEVEL 10 @ 19:55
	12	15:00	(High Roller - Day 1	20,000 (18,400+1,600)	4,292	300,000	40	LEVEL 13 @ DAY 2 14
200	13	16:00	Pot Limit Omaha	1,500 (1,350+150)	322	20,000	20	LEVEL 7 @ 18:35
	S19	17:00	Milestone Satellite to Mystery Bounty Day 1B	680 (598+82)	146	10,000	15	LEVEL 7 @ 19:00
	319							
		19:00	Mystery Bounty (RM 1,000,000 GTD) – Day 1B – Play Down To 15%	3,000 (2,700+300)	644	30,000	30	LEVEL 10 @ 00:30







OKER DREAM 9 MALAYSIA

28 MARCH - 8 APRIL 2024 @ GENTING HIGHLANDS

RM 10,500,000 GTD

EVENT#	TIME	TOURNAMENT NAME	TOTAL BUY-IN (RM)	(USD) REFERENCE ONLY	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
S20	9:00	Milestone Satellite to Main Event Day 1B	1,080 (950+130)	232	10,000	15	LEVEL 5 @ 10:30
10	11:00	Main Event (RM 10,500,000 GTD) - Day 1B - Play Down To 10%	4,800 (4,320+480)	1,030	20,000	30	LEVEL 8 @ 15:30
10 S21 12 11 15	12:00	Milestone Satellite to Mystery Bounty Day 1C	680 (598+82)	146	10,000	15	LEVEL 7 @ 14:00
12	13:00	High Roller - Final Day (Reg Open 2 Levels)	20,000 (18,400+1,600)	4,292	300,000	40	LEVEL 13 @ DAY 2 14:
11	14:00	Mystery Bounty (RM 1,000,000 GTD) – Day 1C – Play Down To 15%	3,000 (2,700+300)	644	30,000	30	LEVEL 10 @ 19:55
15	16:00	Ladies Event (RM 300 Re-Buy & Add-on)	FREEROLL	0	15,000	15	LEVEL 7 @ 18:00
S22	17:00	Milestone Satellite to Mystery Bounty Day 1D	680 (598+82)	146	10,000	15	LEVEL 7 @ 19:00
	19:00	Mystery Bounty (RM 1,000,000 GTD) – Day 1D – Play Down To 15%	3,000 (2,700+300)	644	30,000	30	LEVEL 10 @ 00:30
16	21:00	Mystery Bounty Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 23:00
S23	9:00	Milestone Satellite to Main Event Day 1C	810 (713+97)	174	10,000	15	LEVEL 7 @ 11:00
10	11:00	Main Event (RM 10,500,000 GTD) - Day 1C - Play Down To 7.5%	3,600 (3,240+360)	773	15,000	20	LEVEL 7 @ 13:35
11	13:00	Mystery Bounty - Final Day	N/A	N/A	N/A	40	Closed
S24	13:00	Milestone Satellite to Main Event Day 1D	810 (713+97)	174	10,000	15	LEVEL 7 @ 15:00
S25	13:00	Milestone Satellite to Super High Roller	6,760 (6,084+676)	1,451	15,000	15	LEVEL 9 @ 15:30
17	14:00	NLH Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 16:00
	15:00	Main Event (RM 10,500,000 GTD) – Day 1D – Play Down To 7.5%	3,600 (3,240+360)	773	15,000	20	LEVEL 7 @ 17:35
	15:00	Super High Roller - Day 1	30,000 (27,600+2,400)	6,438	500,000	40	LEVEL 14 @ DAY 2 15:
	16:00	Milestone Satellite to Main Event Day 1E	1,080 (950+130)	232	10,000	15	LEVEL 7 @ 18:00
	18:00	Main Event (RM 10,500,000 GTD) - Day 1E - Play Down to 10%	4,800 (4,320+480)	1,030	20,000	30	LEVEL 8 @ 22:30
	21:00	Mystery Bounty Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 23:00
S27	10:00	Milestone Satellite to Main Event Day 1F	1,620 (1,458+162)	348	10,000	15	LEVEL 7 @ 12:00
20	11:00	NLH Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 13:00
10	12:00	Main Event (RM 10,500,000 GTD) - Day 1F - Play Down To 15%	7,200 (6,480+720)	1,545	30,000	40	LEVEL 9 @ 19:20
18	13:00	Super High Roller - Final Day (Reg Open 3 Levels)	30,000 (27,600+2,400)	6,438	500,000	40	LEVEL 14 @ DAY 2 15
	13:00	Milestone Satellite to Single Day High Roller	3,380 (3,042+338)	725	15,000	15	LEVEL 9 @ 15:30
21	15:00	Single Day High Roller	15,000 (13,800+1,200)	3,219	200,000	30	LEVEL 8 @ 20:15
22	16:00	Mystery Bounty Turbo	1,500 (1,350+150)	322	15,000	15	LEVEL 7 @ 18:00
	16:00	Milestone Satellite to Main Event Day 1G	1,080 (950+130)	232	10,000	15	LEVEL 7 @ 18:00
	18:00	Main Event (RM 10,500,000 GTD) - Day 1G - Play Down To 10%	4,800 (4,320+480)	1,030	20,000	30	LEVEL 8 @ 22:30
	21:00	Bubble Rush	1,000 (880+120)	215	15,000	15 / 25	LEVEL 7 @ 23:00
	23:59	Main Event (RM 10,500,000 GTD) - Day 1H Hyper Turbo - Play Down To 10%	4,800 (4,320+480)	1,030	20,000	10	LEVEL 8 @ 01:34
\$30	10:00	Milestone Satellite to Main Event Day 1J	1,620 (1,458+162)	348	10,000	15	LEVEL 7 @ 12:00
24	11:00	NLH Turbo	1,500 (1,350+150)	322	15,000	15	LEVEL 7 @ 13:00
10	12:00	Main Event (RM 10,500,000 GTD) – Day 1J – Play Down To 15%	7,200 (6,480+720)	1,545	30,000	40	LEVEL 9 @ 19:20
S31	14:00	Milestone Satellite to Main Event Day 1K	810 (713+97)	174	10,000	15	LEVEL 7 @ 16:00
10	16:00	Main Event (RM 10,500,000 GTD) - Day 1K - Play Down To 7.5%	3,600 (3,240+360)	773	15,000	20	LEVEL 7 @ 18:35
S32	18:00	Milestone Satellite to Main Event Day 1L	1,620 (1,458+162)	348	10,000	15	LEVEL 7 @ 20:00
10	20:00	Main Event (RM 10,500,000 GTD) - Day 1L Turbo - Play Down To 15%	7,200 (6,480+720)	1,545	30,000	20	LEVEL 9 @ 23:30
25	21:00	Mystery Bounty Turbo	1,500 (1,350+150)	322	15,000	15	LEVEL 7 @ 23:00
10	23:59	Main Event (RM 10,500,000 GTD) - Day 1M Hyper Turbo - Play Down To 15%	7,200 (6,480+720)	1,545	30,000	10	LEVEL 9 @ 01:44
S33	9:00	Milestone Satellite to Monster Stack Day 1A	680 (598+82)	146	10,000	15	LEVEL 7 @ 11:00
26	10:00	NLH Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 12:00
27	11:00	Monster Stack (RM 1,000,000 GTD) – Day 1A – Play Down To 15%	3,000 (2,700+300)	644	50,000	30	LEVEL 12 @ 18:10
	13:00	Main Event - Day 2	N/A	N/A	N/A	60	Closed
10	12.00	Milestone Satellite to Mystery Bounty High Roller	3,380 (3,042+338)	725	15,000	15	LEVEL 9 @ 15:30
	13:00				200,000	40	LEVEL 13 @ DAY 2 14:
\$34	15:00	Mystery Bounty High Roller (RM 1,000,000 GTD) – Day 1	15,000 (13,800+1,200)	3,219	300,000	40	LEVEL 13 (DAT 2 14.
10 S34 28 S35		Mystery Bounty High Roller (RM 1,000,000 GTD) - Day 1 Milestone Satellite to Monster Stack Day 1B	15,000 (13,800+1,200) 680 (598+82)	3,219 146	10,000	15	LEVEL 7 @ 18:00
\$34 28 \$35	15:00						



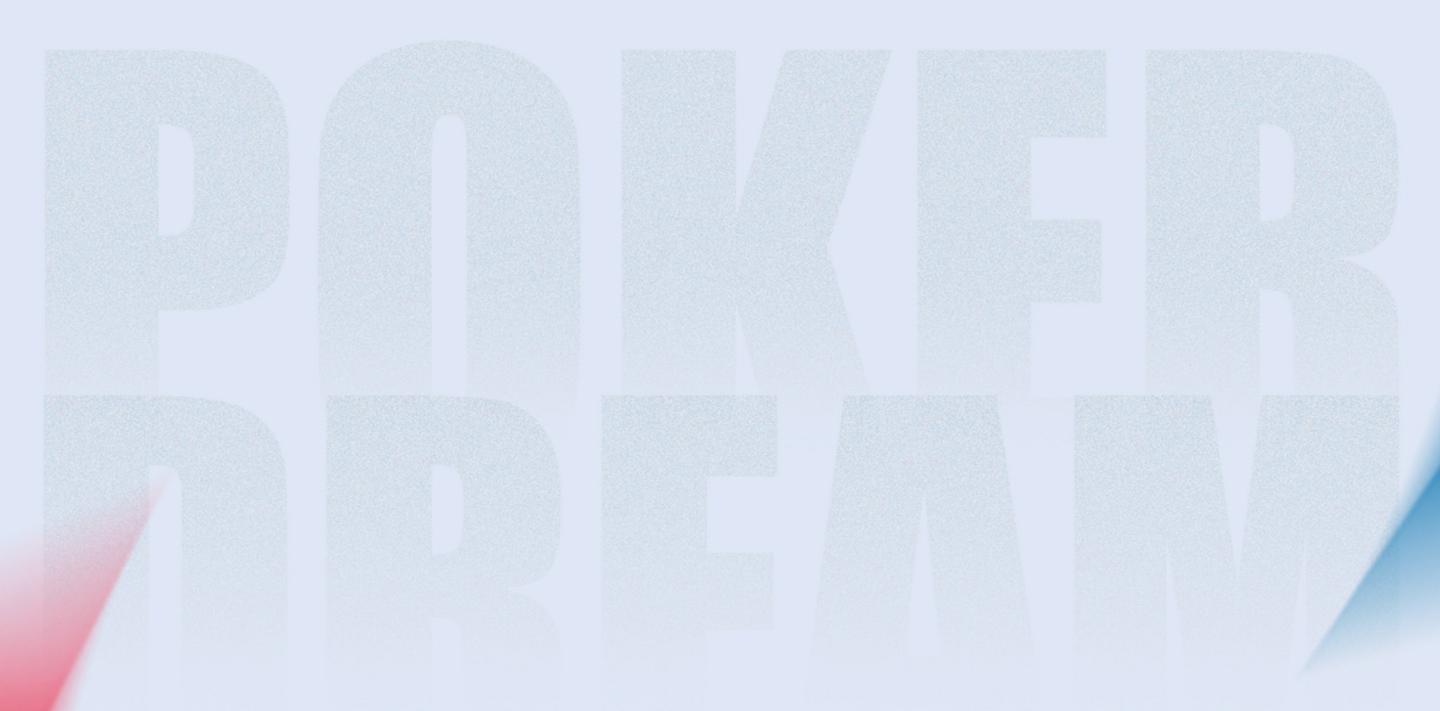


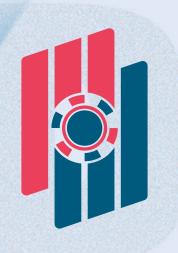


RM 10,500,000 GTD

	EVENT#	# TIME	TOURNAMENT NAME	TOTAL BUY-IN (RM)	(USD) REFERENCE ONLY	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
	S36	9:00	Milestone Satellite to Monster Stack Day 1C	680 (598+82)	146	10,000	15	LEVEL 7 @ 11:00
<u>></u>	30	10:00	NLH Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 12:00
Sunday	27	11:00	Monster Stack (RM 1,000,000 GTD) - Day 1C - Play Down To 15%	3,000 (2,700+300)	644	50,000	30	LEVEL 12 @ 18:10
Sul	10	13:00	Main Event - Day 3	N/A	N/A	N/A	60	Closed
2024,	28	13:00	Mystery Bounty High Roller (RM 1,000,000 GTD) - Final Day (Reg Open 2 Levels)	15,000 (13,800+1,200)	3,219	300,000	40	LEVEL 13 @ DAY 2 14:35
r 20	S37	13:00	Milestone Satellite to High Roller Closer	2,250 (2,025+225)	483	15,000	15	LEVEL 9 @ 15:30
Apr	31	15:00	High Roller Closer - Day 1	10,000 (9,200+800)	2,146	300,000	40	LEVEL 13 @ DAY 2 14:35
_	S38	16:00	Milestone Satellite to Monster Stack Day 1D	680 (598+82)	146	10,000	15	LEVEL 7 @ 18:00
	27	18:00	Monster Stack (RM 1,000,000 GTD) – Day 1D (25 Mins) – Play Down To 15%	3,000 (2,700+300)	644	50,000	25	LEVEL 12 @ 23:45
	32	21:00	Mystery Bounty Turbo	1,500 (1,350+150)	322	15,000	15	LEVEL 7 @ 23:00
	S39	9:00	Milestone Satellite to Mini Main Event Flight A	450 (396+54)	97	5,000	15	LEVEL 5 @ 10:30
	33	11:00	Mini Main Event (RM 200,000 GTD) – Flight A – Play Down To 15%	2,000 (1,800+200)	429	30,000	20	LEVEL 9 @ 14:30
2024, Monday	10	13:00	Main Event – Final Day	N/A	N/A	N/A	60	Closed
lon	31	13:00	High Roller Closer - Final Day (Reg Open 2 Levels)	10,000 (9,200+800)	2,146	300,000	40	LEVEL 13 @ DAY 2 14:35
₹.	\$40	13:00	Milestone Satellite to Mini Main Event Flight B	450 (396+54)	97	5,000	15	LEVEL 5 @ 14:30
027	27	13:00	Monster Stack - Final Day	N/A	N/A	N/A	40	Closed
Apr 2	33	15:00	Mini Main Event (RM 200,000 GTD) – Flight B Hyper Turbo – Play Down To 15%	2,000 (1,800+200)	429	30,000	10	LEVEL 9 @ 16:45
8 A	34	16:00	Mini High Roller	7,500 (6,750+750)	1,610	200,000	20	LEVEL 8 @ 19:10
	35	18:00	Mystery Bounty Turbo	1,000 (880+120)	215	15,000	15	LEVEL 7 @ 20:00
	33	20:00	Mini Main Event – Final	N/A	N/A	N/A	20	Closed

Note:
All tournaments are subject to regulatory approval.
Poker Dream reserves the right to change, amend, or alter any portion of the above schedule without prior notice.
All tournaments may have their structures adjusted (Including, but not limited to) levels, level length, and days added or subtracted at the sole discretion of the Tournament Director.
All tournaments are No Limit Hold'em with Big Blind Ante, except named Short Deck Ante Only or Pot Limit Omaha.
Tournament organizer reserves the right to cancel guarantees due to force majeure: Earthquake, Flooding, or Typhoon etc.
3% of all prize pools are withheld to offset staff costs.
TOURNAMENT DIRECTOR'S DECISIONS ARE FINAL: Participation in POKER DREAM tournaments is subject to rules and rulings set forth by the applicable venue(s) and/or POKER DREAM (e.g., tournament rules, sponsorships). All players at POKER DREAM events are solely responsible for retrieving their winnings from the host casino or poker room and the payment of any taxes or fees on such winnings requested by the host casino or poker room. Any question or dispute regarding winnings at a POKER DREAM event should be brought up directly with the host casino or poker room, which has sole responsibility therefore.





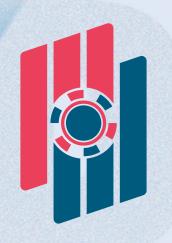




MAIN EVENT

TOURNAMENT NA	ME	STARTING STACK	LEVEL DURATIO	N (MINS)	REG CLOSE END
#10 Main Event (7.5%)	MAIN BONUS	Day 1 A, C ,D & K - 15,000	20	Day 2 - 60 Day 3 - 60 FINAL - 60	Day 1 A, C - LEVEL 7 @ 13:35 Day 1 D - LEVEL 7 @17:35 Day 1 K - LEVEL7 @ 18:35
#10 Main Event (10%)	MAIN BONUS	Day 1 B, E, G & H - 20,000	Day 1 B, E & G - 30 Day 1 H - 10	Day 2 – 60 Day 3 – 60 FINAL – 60	Day 1 B - LEVEL 8 @ 15:30 E & G - LEVEL 8 @ 22:30 Day 1 H - LEVEL 8 @ 01:34
#10 Main Event (15%)	MAIN BONUS	Day 1 F, J , L & M - 30,000	Day 1 F & J - 40 Day 1 L - 20 Day 1 M - 10	Day 2 – 60 Day 3 – 60 FINAL – 60	Day 1 F & J - LEVEL 9 @ 19:20 Day 1 L - LEVEL 9 @ 23:30 Day 1 M - Level 9 @ 01:44

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000







RM 10,500,000 GTD

MAIN EVENT							
LEVEL	SMALL BLIND	BIG BLIND	ANTE				
21	10,000	20,000	20,000				
22	10,000	25,000	25,000				
23	15,000	30,000	30,000				
24	20,000	40,000	40,000				
25	25,000	50,000	50,000				
26	30,000	60,000	60,000				
27	40,000	80,000	80,000				
28	50,000	100,000	100,000				
29	60,000	120,000	120,000				
30	80,000	160,000	160,000				
31	100,000	200,000	200,000				
32	100,000	250,000	250,000				
33	150,000	300,000	300,000				
34	200,000	400,000	400,000				
35	250,000	500,000	500,000				
36	300,000	600,000	600,000				
37	400,000	600,000	600,000				
38	500,000	1,000,000	1,000,000				
39	600,000	1,200,000	1,200,000				
40	800,000	1,600,000	1,600,000				

Notes

- *DREAM BONUS Players who qualified to day 2 two times will receive RM 30,000; Third times qualified will receive RM 60,000.
- *With logo "MAIN" means the event have DPOY Multiplier times 1.2.

*Day 1 F & J has 50 mins dinner break after level 9.

*Same day re-entry is allowed until the end of the registration.

*Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.

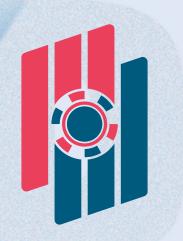
- *Day 1 A, C, D & K will play until the field is In The Money (7.5%) nearest to the whole number and is guaranteed to win at least RM 11,500.
- *Day 1 B, E, G & H will play until the field is In The Money (10%) nearest to the whole number and is guaranteed to win at least RM 11,500.
- *Day 1 F, J, L & M will play until the field is In The Money (15%) nearest to the whole number and is guaranteed to win at least RM 11,500.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
- *There will be a full seat redraw prior to Day 2.
- *Day 2 will play 8 levels.
- *Day 3 will finish at Final Table.
- *Shot Clock rules apply at the start.

Each player will receives 3 (30 second) Time Bank cards when the shot clock is began to use.

Each player who qualify to Day 2, Day 3 and Final table will receives 5 extra Time Bank cards.

Day 1(15% / 10% flight) – Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

Day 1(10% / 7.5% / Turbo / Hyper Turbo) – Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.





SUPER HIGH ROLLER

TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#18 Super High Roller KEY

500,000

40

LEVEL 14 @ DAY 2 15:15

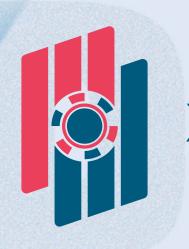
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,000	2,000
2	1,000	2,000	2,000
3	1,000	2,500	2,500
	15 MIN	IS	
4	1,500	3,000	3,000
5	2,000	4,000	4,000
6	2,500	5,000	5,000
	60 MINS / Chip	Race 500s	
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
	15 MIN	IS	
10	6,000	12,000	12,000
11	10,000	15,000	15,000
	END OF DAY 1 / Ch	ip Race 1,000s	
12	10,000	20,000	20,000
13	10,000	25,000	25,000
14	10,000	25,000	25,000
	15 MINS / END OF I	REGISTRATION	
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000
	15 MINS / Chips	Race 5,000s	
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
	60 MII	NS	
21	60,000	120,000	120,000
22	100,000	150,000	150,000
23	100,000	200,000	200,000
	15 MIN	IS	
24	100,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
	15 MIN	IS	
27	250,000	500,000	500,000
28	300,000	600,000	600,000
29	400,000	800,000	800,000
30	500,000	1,000,000	1,000,000

^{*}With logo "KEY" means the event has DPOY Multiplier times 1.1.

^{*}Multiple re-entry is allowed until end of the registration.

^{*}There will be a full seat redraw prior to Day 2.

^{*}Shot Clock rules apply.



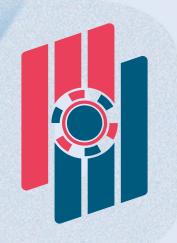


MULTIDAY HIGHROLLER STARTING STACK LEVEL DURATION (MINS) REG CLOSE

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
#8 Mystery Bounty High Roller	300,000	40	LEVEL 13 @ DAY 2 14:35
#12 High Roller	300,000	40	LEVEL 13 @ DAY 2 14:35
#28 Mystery Bounty High Roller KE	300,000	40	LEVEL 13 @ DAY 2 14:35
#31 High Roller Closer	300,000	40	LEVEL 13 @ DAY 2 14:35

LEVEL	SMALL BLIND	BIG BLIND	ANTE					
1	1,000	1,500	1,500					
2	1,000	2,000	2,000					
3	1,000	2,500	2,500					
	15 M	IINS						
4	1,500	3,000	3,000					
5	2,000	4,000	4,000					
6	2,500	5,000	5,000					
	60 MINS / Ch	ip Race 500s						
7	3,000	6,000	6,000					
8	3,000	6,000	6,000					
9	4,000	8,000	8,000					
	15 M	IINS						
10	5,000	10,000	10,000					
11	6,000	12,000	12,000					
	END OF DAY 1 / 0	Chip Race 1,000s						
12	10,000	15,000	15,000					
13	10,000	15,000	15,000					
15 MINS / END OF REGISTRATION								
14	10,000	20,000	20,000					
15	10,000	25,000	25,000					
16	15,000	30,000	30,000					

^{*}Next page for more details





MULTI DAY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE						
15 MINS									
17	20,000	40,000	40,000						
18	25,000	50,000	50,000						
19	30,000	60,000	60,000						
60 MINS / Chip Race 5,000s									
20	40,000	80,000	80,000						
21	50,000	100,000	100,000						
22	60,000	120,000	120,000						
15 MINS									
23	100,000	150,000	150,000						
24	100,000	200,000	200,000						
25	100,000	250,000	250,000						
	15 M	MINS							
26	150,000	300,000	300,000						
27	200,000	400,000	400,000						
28	250,000	500,000	500,000						
	15 M	MINS							
29	300,000	600,000	600,000						
30	400,000	800,000	800,000						

Notes:

- *With logo "**KEY**" means the event has DPOY Multiplier times 1.1.
- *Multiple re-entry is allowed until end of the registration.
- *There will be a full seat redraw prior to Day 2.
- *Shot Clock rules apply.
- *#8 Mystery Bounty High Roller All RM 3,000 bounties collected will be calculated for mystery bounty.
- *#24 Mystery Bounty High Roller All RM 4,500 bounties collected will be calculated for mystery bounty.

Mechanics:

- *Mystery Bounties are introduced once players have reached ITM (In the money).
- *The value of each Mystery Bounty is based on the sample below.
- *Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.
- *Players in play, have the option to draw for a Mystery Bounty anytime.
- *At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

SAMPLE PAYOUT (100 Entries)

PAYOUT
180,000
90,000
40,000
20,000
15,000
10,000





POKER DREAM 9 MALAYSIA RM 10,500,000 GTD

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME		STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
#21 Single Day High Roller	KEY	200,000	30	LEVEL 8 @ 20:15
#34 Mini High Roller		200,000	20	LEVEL 8 @ 19:10

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	1,500	1,500
2	1,000	1,500	1,500
3	1,000	2,000	2,000
4	1,500	3,000	3,000
5	2,000	4,000	4,000
6	3,000	5,000	5,000
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
10	6,000	12,000	12,000
11	10,000	15,000	15,000
12	10,000	20,000	20,000
13	10,000	25,000	25,000
14	15,000	30,000	30,000
15	20,000	40,000	40,000
16	25,000	50,000	50,000
17	30,000	60,000	60,000
18	40,000	80,000	80,000
19	50,000	100,000	100,000
20	60,000	120,000	120,000
21	100,000	150,000	150,000
22	100,000	200,000	200,000
23	100,000	250,000	250,000
24	150,000	300,000	300,000
25	200,000	400,000	400,000
26	250,000	500,000	500,000

^{*}With logo "**KEY**" means the event has DPOY Multiplier times 1.1. *Multiple re-entry is allowed until the end of the registration.

^{*}Shot Clock rules apply.

^{*#21} Single Day High Roller - 60 Mins dinner break after Level 8.





MYSTERY BOUNTY

TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#11 Mystery Bounty

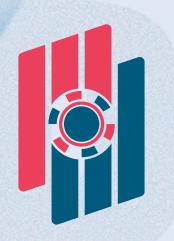
KEY

30,000

30 FINAL - 40

Day 1 A & C - LEVEL 10 @ 19:55 Day 1 B & D - LEVEL 10 @ 00:30

LEVEL	SMALL BLIND	BIG BLIND	ANISE
		DIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000







POKER DREAM 9 MALAYSIA 28 MARCH - 8 APRIL 2024 @ GENTING HIGHLANDS DREAM 4 OF COOLORS

RM 10,500,000 GTD

MYSTERY BOUNTY

Notes:

- *With logo "KEY" means the event has DPOY Multiplier times 1.1.
- *Day 1 A & C has 40 mins dinner break after level 8.
- *Same day re-entry is allowed until the end of the registration.
- *RM 900 collected will be calculated for mystery bounty.
- *All Day 1 flights will play until the field is In The Money (15%) nearest to the whole number
- *Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.
- *All lesser stacks that have been removed from play will get paid based on the minimum payout and one Bounty ticket.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
- *There will be a full seat redraw prior to Day 2.

Mechanics:

- *Mystery Bounties are introduced once players have reached ITM (In the money).
- *The value of each Mystery Bounty is based on the sample below.
- *Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.
- *Players in play, have the option to draw for a Mystery Bounty anytime.
- *At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

SAMPLE PAYOUT

BOUNTIES	PAYOUT
x 1	80,000
x 1	40,000
x 2	23,000
x 4	10,000
x 9	5,000
x 15	3,000
x 24	2,000





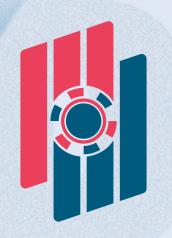


MULTI FLIGHTS SIDE EVENT

TOURNAMENT NAME		STARTING STACK	LEVEL DURATIO	N (MINS)	REG CLOSE END
#1 Malaysia Open	KEY	Day 1 A, B, C & G - 16,500 Day 1 D, E & F - 25,000	Day 1 A, B – 20 Day 1 D, E – 25 Day 1 C, F – 15 Day 1 G – Flipout	FINAL - 30	Day 1 A / B / C - LEVEL 7 @ 13:35 / 19:35 / 23:00 Day 1 D / E / F - LEVEL 9 @ 15:15 / 21:15 / 23:30 Day 1 G - TD Discretion
#6 Mystery Big Bounty	KEY	Day 1 A, B, C - 30,000 Day 1 D, E, F & G- 20,000	Day 1 A, B – 25 Day 1 D, E – 20 Day 1 C, F – 15 Day 1 G – Flipout	FINAL - 30	Day 1 A / B / C - LEVEL 10 @ 15:40 / 21:40 / 23:45 Day 1 D / E / F - LEVEL 8 @ 13:55 / 19:55 / 23:15 Day 1 G - TD Discretion
#27 Monster Stack	KEY	50,000	Day 1 A, C - 30 Day 1 B, D - 25	FINAL - 40	Day 1 A, C - LEVEL 12 @ 18:10 Day 1 B, D - LEVEL 12 @ 23:45
#33 Mini Main Event	KEY	30,000	Flight A – 20 Flight B – 10	FINAL - 20	Flight A – LEVEL 9 @ 14:30 Flight B – LEVEL 9 @ 16:45

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000

^{*}Next page for more details







RM 10,500,000 GTD

TI FI IGHTS SIDF EVENT

MOLITICATION SIDE EVENT					
LEVEL	SMALL BLIND	BIG BLIND	ANTE		
21	10,000	20,000	20,000		
22	10,000	25,000	25,000		
23	15,000	30,000	30,000		
24	20,000	40,000	40,000		
25	25,000	50,000	50,000		
26	30,000	60,000	60,000		
27	40,000	80,000	80,000		
28	50,000	100,000	100,000		
29	60,000	120,000	120,000		
30	80,000	160,000	160,000		
31	100,000	200,000	200,000		
32	100,000	250,000	250,000		
33	150,000	300,000	300,000		

- *With logo "KEY" means the event has DPOY Multiplier times 1.1.
- *Same day re-entry is allowed until the end of the registration.
- *Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.
- *All lesser stacks that have been removed from play will get paid based on the minimum payout.
- *All Day 1s will play until the field is In The Money (10% or 15% based on the flight) nearest to the whole number.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
- *There will be a full seat redraw prior to Day 2.
- *#1 Malysia Open
 - *Day 1G Flipout Must be started with 10 players on one table and all players must go all-in in the first hand.
 - *If there is a chop, the winners must play for one or more hands and go all-in in every hand until only one player remains.
 - *Winner of every 10 players will qualified to Day 2.

*#23 Monster Stack - Day 1 A,C has 40 mins break time after level 12.

*#6 Mystery Big Bounty

- *RM 900 bounties collected from Day 1 A, B & C and RM 600 collected from Day 1 D, E, F & G will be calculated for mystery bounty.
- *Day 1A, B & C will play until the field is In The Money (15%) nearest to the whole number
- *Day 1D, E & F will play until the field is In The Money (10%) nearest to the whole number
- *Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
- *There will be a full seat redraw prior to Day 2.
- *Day 1G Flipout Must be started with 10 players on one table and all players must go all-in in the first hand.
 - *If there is a chop, the winners must play for one or more hands and go all-in in every hand until only one player remains.
 - *Winner of every 10 players will qualified to Day 2.

Mechanics:

- *Mystery Bounties are introduced once players have reached ITM (In the money).
- *Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.
- *Players in play, have the option to draw for a Mystery Bounty anytime.
- *At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.





#3 OMAHA

STARTING STACK **TOURNAMENT NAME LEVEL DURATION (MINS) REG CLOSE END**

#3 Pot Limit Omaha

KEY

200,000

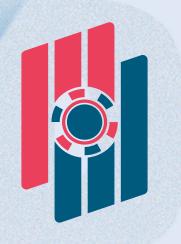
30

LEVEL 8 @ 19:15

LEVEL	SMALL BLIND	BIG BLIND
1	500	1,000
2	1,000	1,500
3	1,000	2,000
4	1,000	2,500
	15 MINS	
5	1,500	3,000
6	2,000	4,000
7	2,500	5,000
8	3,000	6,000
	60 MINS / END OF REGISTRATION	
9	4,000	8,000
10	5,000	10,000
11	6,000	12,000
12	10,000	15,000
	15 MINS	
13	10,000	20,000
14	10,000	25,000
15	15,000	30,000
16	20,000	40,000
	15 MINS	
17	25,000	50,000
18	30,000	60,000
19	40,000	80,000
20	50,000	100,000
	15 MINS	
21	60,000	120,000
22	100,000	150,000
23	100,000	200,000
24	100,000	250,000
	15 MINS	
25	150,000	300,000
26	200,000	400,000
27	250,000	500,000
28	300,000	600,000
29	400,000	800,000
30	500,000	1,000,000

^{*}With logo "**KEY**" means the event has DPOY Multiplier times 1.1. *Multiple re-entry is allowed until the end of the registration.

^{*}Shot Clock rules apply.





#2 SHORT DECK

TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#2 Short Deck Ante Only KEY

100,000 x 3

30

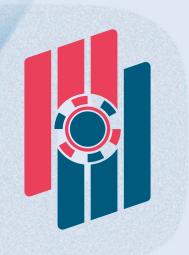
LEVEL 8 @ 19:15

LEVEL	ANTE	BUTTON
1	500	1,000
2	1,000	2,000
3	1,500	3,000
4	2,000	4,000
	15 MINS / Chip Race 500s	
5	3,000	6,000
6	4,000	8,000
7	5,000	10,000
8	6,000	12,000
	60 MINS / END OF REGISTRATION	
9	8,000	16,000
10	10,000	20,000
11	12,000	24,000
12	15,000	30,000
	15 MINS / Chip Race 1,000s	
13	20,000	40,000
14	25,000	50,000
15	30,000	60,000
16	40,000	80,000
	15 MINS / Chips Race 5,000s	
17	50,000	100,000
18	60,000	120,000
19	80,000	160,000
20	100,000	200,000
	15 MINS	
21	125,000	250,000
22	150,000	300,000
23	200,000	400,000
24	250,000	500,000
25	300,000	600,000

^{*}Multiple re-entry is allowed until the end of the registration.
*Each Player will start with 3 Bullets of 100,000 Chips each.

^{*}All Bullets must go into play at the start of Level 8.

^{*}Shot Clock rules apply.

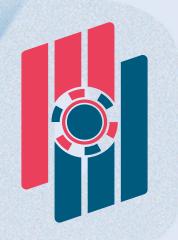




CIN	GI F	DAI	y Sid	FEV	ENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END		
S1 FREEROLL to POKERDREAM 9	5,000	10	LEVEL 5 @ 10:05		
#4 NLH Turbo	15,000	15	LEVEL 7 @ 16:00		
#7 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 16:00		
#9 Deepstack Turbo	25,000	15	LEVEL 7 @ 16:00		
#14 Win The Button Turbo	15,000	15	LEVEL 7 @ 23:00		
#15 Ladies Event	15,000	15	LEVEL 7 @ 18:00		
#16 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 23:00		
#17 NLH Turbo	15,000	15	LEVEL 7 @ 16:00		
#19 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 23:00		
#20 NLH Turbo	15,000	15	LEVEL 7 @ 13:00		
#22 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 18:00		
#23 Bubble Rush	15,000	15 / 25	LEVEL 7 @ 23:00		
#24 NLH Turbo	15,000	15	LEVEL 7 @ 13:00		
#25 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 23:00		
#26 NLH Turbo	15,000	15	LEVEL 7 @ 12:00		
#29 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 23:00		
#30 NLH Turbo	15,000	15	LEVEL 7 @ 12:00		
#32 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 23:00		
#35 Mystery Bounty Turbo	15,000	15	LEVEL 7 @ 20:00		

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800







RM 10,500,000 GTD

SINGLE DAY SIDE EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000

Notes:

*S1 FREEROLL to POKERDREAM 9 - CAP 250 Players

- *Play 10 handed until Final Table.
- *NO RE-ENTRY ALLOWED.
- *FT 9 Players receive Poker Dream Hoodie *1, Top 3 Players will be additional awarded a Poker Dream 9 Malaysia Open Day 1A Ticket,

The Champion will also receive a Poker Dream 9 Malaysia Main Event ticket. (Valued at RM 3,600)

Mechanics:

- *Mystery Bounties are introduced once players have reached ITM (In the money).
- *Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.

*Players in play, have the option to draw for a Mystery Bounty anytime.

*At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

*#15 Ladies Event - Top 3 will receive a Poker Dream 9 Malaysia Main Event ticket (valued at RM 3,600)

- *Re-buy format Players are allowed unlimited re-buys during first 7 levels whenever at starting stack or below RM 300 for 15,000 chips
- *Add-on All players may purchase a 2-for-1 add-on at end of level 7 RM 300 for 45,000 chips.
- *Player MUST do rebuy after busted immediately. Losing rebuy chance after next hand started.
- *All prizes are non-transferable and cannot be changed to cash. The prizes can be used in Poker Dream 9 Malaysia only.
- *#23 Bubble Rush Tournament begins with 15 minute per level, and will become 25 minutes once players are in the money.
- *#14 Win The Button Player who wins the pot of the hand will get the dealer button for next hand.

^{*}Same day re-entry is allowed until the end of the registration.

^{*#7, #16, #19 &}amp; #35 Mystery Bounty Tourbo – All RM 280 bounties collected will be calculated for mystery bounty.

^{*#22, #25, #29 &}amp; #32 Mystery Bounty Tourbo - All RM 440 bounties collected will be calculated for mystery bounty.

^{*}If split pot the player who closest to the current button left side will be the next button.





#5 SHORT DECK

TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#5 Short Deck Ante Only

20,000 x 3

20

LEVEL 10 @ 19:50

LEVEL	ANTE	BUTTON			
1	100	200			
2	200	400			
3	300	600			
4	400	800			
5	500	1,000			
	15 MINS				
6	600	1,200			
7	800	1,600			
8	1,000	2,000			
9	1,200	2,400			
10	1,500	3,000			
15 MI	NS / END OF REGISTRATION / Chip Race	100s			
11	2,000	4,000			
12	2,500	5,000			
13	3,000	6,000			
14	4,000	8,000			
15	5,000	10,000			
16	6,000	12,000			
	15 MINS / Chip Race 500s				
17	8,000	16,000			
18	10,000	20,000			
19	12,000	24,000			
20	15,000	30,000			
21	20,000	40,000			
22	25,000	50,000			
	15 MINS / Chip Race 1,000s				
23	30,000	60,000			
24	40,000	80,000			
25	50,000	100,000			
26	60,000	120,000			
27	80,000	160,000			
28	100,000	200,000			
	15 MINS				
29	125,000	250,000			
30	150,000	300,000			
31	200,000	400,000			
32	250,000	500,000			

- *Multiple re-entry is allowed until the end of the registration.
- *Each Player will start with 3 Bullets of 20,000 Chips each.
- *All Bullets must go into play at the start of Level 10.
- *Shot Clock rules apply.





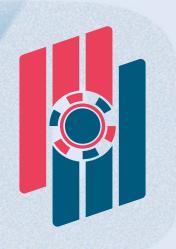
#13 POT LIMIT OMAHA

TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#13 Pot Limit Omaha 15,000 20 LEVEL 7 @ 18:35

LEVEL	SMALL BLIND	BIG BLIND								
1	100	100								
2	100	200								
3	200	300								
4	200	400								
5	300	500								
6	300	600								
7	400	800								
15 MIN / End of Registration										
8	500	1,000								
9	600	1,200								
10	1,000	1,500								
11	1,000	2,000								
12	1,000	2,500								
13	2,000	3,000								
14	2,000	4,000								
15	3,000	5,000								
	15 MINS									
16	3,000	6,000								
17	4,000	8,000								
18	5,000	10,000								
19	6,000	12,000								
20	8,000	16,000								
21	10,000	20,000								
22	10,000	25,000								
23	15,000	30,000								
	15 MINS									
24	20,000	40,000								
25	25,000	50,000								
26	30,000	60,000								
27	40,000	80,000								
28	50,000	100,000								
29	60,000	120,000								
30	80,000	160,000								
31	100,000	200,000								
32	100,000	250,000								
33	150,000	300,000								

^{*}Multiple re-entry is allowed until the end of the registration.







OKER DREAM 9 MALAYSIA

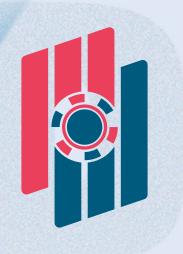
RM 10,500,000 GTD

SATELLITE

LEVEL	SMALL BLIND	BIG BLIND	ANTE				
1	100	100	100				
2	100	200	200				
3	200	300	300				
4	200	400	400				
5	300	500	500				
6	300	600	600				
7	400	800	800				
8	500	1,000	1,000				
9	600	1,200	1,200				
10	1,000	1,500	1,500				
11	1,000	2,000	2,000				
12	1,000	2,500	2,500				
13	1,500	3,000	3,000				
14	2,000	4,000	4,000				
15	2,500	5,000	5,000				
16	3,000	6,000	6,000				
17	4,000	8,000	8,000				
18	5,000	10,000	10,000				
19	6,000	12,000	12,000				
20	10,000	15,000	15,000				
21	10,000	20,000	20,000				
22	10,000	25,000	25,000				
23	15,000	30,000	30,000				

SATELLITE NAME	MILESTONE	STARTING STACK	LEVEL DURATION	REG LATE END	
S3-5 Milestone Satellite to Malaysia Open					
S7-8 Milestone Satellite to Malaysia Open			45.14110	. = . / = .	
S13-15 Milestone Satellite to Mystery Big Bounty	30,000	5,000	15 MINS	LEVEL 5	
S39-40 Milestone Satellite to Mini Main Event	1				
S9 Milestone Satellite to Mystery Big Bounty Day 1A					
S11–12 Milestone Satellite to Mystery Big Bounty	CONTRACT CONTRACT	contentions are the content of the c	CONTRACTOR		
S16 Milestone Satellite to Main Event Day 1A					
S17 Milestone Satellite to Mystery Bounty Day 1A					
S19 Milestone Satellite to Mystery Bounty Day 1B					
S20 Milestone Satellite to Main Event Day 1B					
S21–22 Milestone Satellite to Mystery Bounty	60,000	10,000	15 MINS	LEVEL 7	
S23-24 Milestone Satellite to Main Event	33,333	10,000			
S26-27 Milestone Satellite to Main Event					
S29-32 Milestone Satellite to Main Event					
S33 Milestone Satellite to Monster Stack Day 1A					
S35–36 Milestone Satellite to Monster Stack					
S38 Milestone Satellite to Monster Stack Day 1D					
S2 Milestone Satellite to Short Deck Ante Only					
S6 Milestone Satellite to Pot Limit Omaha					
S10 Milestone Satellite to Mystery Bounty High Roller					
S18 Milestone Satellite to High Roller					
S25 Milestone Satellite to Super High Roller	90,000	15,000	15 MINS	LEVEL 9	
S28 Milestone Satellite to Single Day High Roller					
S34 Milestone Satellite to Mystery Bounty High Roller					
S37 Milestone Satellite to High Roller Closer					

- *Multiple re-entry is allowed until the end of the registration.
- *A Player who accumulates a certain amount(see above table) in tournament chips ("The Milestone") or more will instantly be awarded one seat.
- *The tournament floors will verify the player has achieved the milestone, the player will be remove from the tournament and the chips will be removed from play.
- *The tournament will finish when the remaining players equals the total prize seats minus the number of players previously won the seats. And the remaining players will be awarded the seat.
- *Any funds falling short of the price of a seat will go to the runner up of the last seat being awarded.
- "*A Tournament Supervisor must be called to verify the tournament chip count of a player who is making a claim for a Tournament Prize.
- *Players may request that a Tournament Supervisor count their stack at any time between hands.

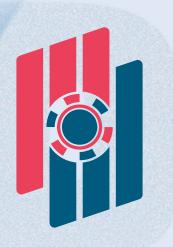




* ALL EVENTS WILL BE PAID TO THE NEAREST 100

/ LEE EVEN	TO WILL BE I	AID TO THE	TTE/TICEOT TO						30. 3			Etter		
	PAYOUT													
Players	1-3	4-7	8-15	16-23	24-31	32-47	48-55	56-63	64-71	72-87	88-103	104-111	112-135	136-151
1	100.000	65.000	50.000	42.000	37.000	34.000	31.500	30.000	29.250	27.500	26.550	25.750	25.160	24.000
2		35.000	30.000	28.000	25.500	23.500	22.750	21.700	21.000	19.550	18.450	17.700	17.000	16.350
3			20.000	18.000	16.250	15.000	14.500	14.000	13.650	12.800	12.200	11.600	11.050	10.800
4				12.000	11.750	11.500	11.000	10.600	10.300	9.850	9.550	9.400	9.150	8.900
5					9.500	9.000	8.500	8.200	8.000	7.800	7.700	7.550	7.380	7.150
6						7.000	6.500	6.400	6.200	6.100	6.000	5.900	5.820	5.600
7							5.250	5.100	4.900	4.800	4.750	4.650	4.450	4.200
8								4.000	3.800	3.750	3.700	3.550	3.350	3.100
9									2.900	2.850	2.800	2.600	2.500	2.400
10 - 11										2.500	2.150	2.100	2.050	2.000
12 - 13											2.000	1.850	1.800	1.750
14 - 15												1.700	1.650	1.600
16 - 17													1.570	1.450
18 - 20														1.300

Players	152-175	176-199	200-255	256-311	312-359	360-415	416-471	472-519	520-575	576-631	632-679	680-735	736-791	792-839
1	23.250	22.150	21.150	20.050	19.490	19.400	19.350	19.300	19.190	19.150	19.080	18.940	18.890	18.840
2	15.750	14.950	14.240	13.330	12.380	12.300	12.200	12.160	12.040	11.920	11.780	11.590	11.510	11.460
3	10.500	10.290	10.040	9.750	9.280	8.890	8.750	8.710	8.620	8.530	8.420	8.280	8.160	8.100
4	8.600	8.390	8.140	7.870	7.510	7.190	6.950	6.860	6.720	6.600	6.450	6.270	6.160	6.100
5	6.900	6.690	6.440	6.170	5.920	5.690	5.450	5.390	5.270	5.200	5.110	4.990	4.880	4.810
6	5.350	5.140	4.890	4.670	4.520	4.380	4.270	4.210	4.140	4.070	3.980	3.830	3.690	3.610
7	3.960	3.740	3.570	3.430	3.320	3.260	3.210	3.170	3.090	3.010	2.900	2.770	2.650	2.570
8	2.910	2.710	2.610	2.520	2.440	2.360	2.280	2.210	2.140	2.070	1.982	1.890	1.810	1.780
9	2.320	2.240	2.160	2.090	2.000	1.910	1.820	1.750	1.690	1.630	1.570	1.500	1.430	1.408
10 - 11	1.950	1.900	1.830	1.750	1.680	1.580	1.510	1.450	1.390	1.340	1.280	1.220	1.170	1.155
12 - 13	1.700	1.650	1.630	1.530	1.480	1.370	1.310	1.240	1.180	1.120	1.059	1.050	1.040	1.033
14 - 15	1.550	1.500	1.480	1.380	1.330	1.210	1.150	1.080	1.030	0.980	0.959	0.950	0.940	0.933
16 - 17	1.400	1.350	1.330	1.230	1.180	1.090	1.030	0.960	0.910	0.880	0.859	0.850	0.840	0.833
18 - 20	1.260	1.200	1.180	1.080	1.030	0.990	0.930	0.860	0.810	0.780	0.759	0.750	0.740	0.733
21 - 23	1.160	1.100	1.080	0.980	0.930	0.890	0.830	0.760	0.710	0.680	0.659	0.650	0.640	0.633
24 - 27		1.000	0.980	0.880	0.830	0.790	0.730	0.660	0.610	0.590	0.565	0.550	0.540	0.533
28 - 31		Section 1	0.880	0.780	0.730	0.690	0.630	0.580	0.530	0.510	0.495	0.470	0.465	0.462
32 - 39				0.690	0.640	0.590	0.530	0.500	0.470	0.450	0.435	0.420	0.410	0.402
40 - 47					0.570	0.490	0.460	0.430	0.410	0.390	0.375	0.370	0.360	0.350
48 - 55						0.490	0.460	0.430	0.410	0.390	0.375	0.370	0.360	0.350
56 - 63		Mars.	785215755		Trans.	181800	0.425	0.380	0.370	0.350	0.335	0.320	0.315	0.305
64 - 71								0.380	0.370	0.350	0.335	0.320	0.315	0.305
72 - 79									0.340	0.310	0.295	0.290	0.275	0.260
80 - 87								MANUFE :		0.310	0.295	0.290	0.275	0.260
88 - 95								1			0.295	0.290	0.275	0.260
96 - 103												0.270	0.250	0.225
104 - 111													0.250	0.225
112 - 119														0.225





POKER DREAM 9 MALAYSIA 28 MARCH - 8 APRIL 2024 @ GENTING HIGHLANDS DREAM 4 O FOO OOO OTTO

RM 10,500,000 GTD

PAYOUT

PATOL														
Players	840-895	896-951	952-999	1000-1055	1056-1111	1112-1159	1160-1215	1216-1271	1272-1319	1320-1375	1376-1431	1432-1479	1480-1535	1536-159
1	18.680	18.510	18.410	18.200	18.060	17.970	17.910	17.850	17.750	17.710	17.670	17.600	17.550	17.480
2	11.340	11.270	11.160	11.010	10.850	10.700	10.550	10.450	10.300	10.200	10.110	10.010	9.940	9.860
3	8.000	7.910	7.830	7.740	7.640	7.530	7.420	7.350	7.250	7.170	7.120	7.070	7.020	6.950
4	6.000	5.940	5.880	5.810	5.740	5.660	5.560	5.480	5.390	5.310	5.250	5.200	5.140	5.080
5	4.730	4.620	4.550	4.470	4.390	4.310	4.260	4.230	4.190	4.150	4.110	4.075	4.040	4.010
6	3.540	3.420	3.350	3.280	3.210	3.170	3.150	3.142	3.133	3.125	3.118	3.113	3.107	3.099
7	2.490	2.449	2.435	2.420	2.410	2.405	2.401	2.398	2.393	2.389	2.386	2.382	2.378	2.371
8	1.750	1.745	1.739	1.732	1.725	1.717	1.711	1.706	1.700	1.695	1.691	1.687	1.683	1.676
9	1.388	1.378	1.366	1.354	1.345	1.336	1.328	1.320	1.312	1.305	1.299	1.293	1.290	1.284
10 - 11	1.145	1.139	1.132	1.124	1.117	1.109	1.101	1.098	1.095	1.091	1.087	1.083	1.078	1.073
12 – 13	1.025	1.019	1.013	1.007	1.001	0.995	0.989	0.985	0.979	0.974	0.969	0.965	0.961	0.957
4 - 15	0.925	0.919	0.913	0.907	0.901	0.895	0.889	0.884	0.879	0.874	0.869	0.865	0.861	0.857
16 - 17	0.825	0.819	0.813	0.807	0.801	0.795	0.789	0.784	0.779	0.774	0.769	0.765	0.761	0.757
8 - 20	0.725	0.719	0.713	0.707	0.701	0.695	0.689	0.684	0.679	0.674	0.669	0.665	0.661	0.657
21 – 23	0.625	0.619	0.613	0.607	0.601	0.595	0.589	0.584	0.579	0.574	0.569	0.565	0.561	0.557
24 - 27	0.525	0.519	0.514	0.509	0.504	0.499	0.494	0.489	0.484	0.479	0.474	0.470	0.466	0.462
28 - 31	0.455	0.447	0.440	0.433	0.427	0.421	0.417	0.413	0.410	0.407	0.404	0.401	0.398	0.395
2 - 39	0.394	0.387	0.381	0.376	0.371	0.367	0.362	0.358	0.355	0.351	0.347	0.344	0.341	0.338
0 - 47	0.340	0.331	0.323	0.320	0.316	0.312	0.308	0.304	0.300	0.295	0.291	0.288	0.285	0.282
8 - 55	0.340	0.331	0.323	0.320	0.316	0.312	0.308	0.304	0.300	0.295	0.291	0.288	0.285	0.282
66 - 63	0.295	0.286	0.277	0.271	0.265	0.260	0.255	0.250	0.245	0.240	0.236	0.233	0.230	0.227
64 - 71	0.295	0.286	0.277	0.271	0.265	0.260	0.255	0.250	0.245	0.240	0.236	0.233	0.230	0.227
72 - 79	0.250	0.241	0.234	0.228	0.222	0.217	0.214	0.212	0.209	0.206	0.203	0.200	0.197	0.194
80 - 87	0.250	0.241	0.234	0.228	0.222	0.217	0.214	0.212	0.209	0.206	0.203	0.200	0.197	0.194
38 - 95	0.250	0.241	0.234	0.228	0.222	0.217	0.214	0.212	0.209	0.206	0.203	0.200	0.197	0.194
6 - 103	0.220	0.216	0.209	0.203	0.200	0.196	0.193	0.189	0.185	0.181	0.177	0.174	0.171	0.168
04 - 111	0.220	0.216	0.209	0.203	0.200	0.196	0.193	0.189	0.185	0.181	0.177	0.174	0.171	0.168
12 - 119	0.220	0.216	0.209	0.203	0.200	0.196	0.193	0.189	0.185	0.181	0.177	0.174	0.171	0.168
20 - 127	0.210	0.197	0.186	0.182	0.179	0.176	0.172	0.167	0.162	0.157	0.153	0.150	0.147	0.144
28 - 135		0.197	0.186	0.182	0.179	0.176	0.172	0.167	0.162	0.157	0.153	0.150	0.147	0.144
6 - 143			0.186	0.182	0.179	0.176	0.172	0.167	0.162	0.157	0.153	0.150	0.147	0.144
14 - 151				0.176	0.167	0.160	0.153	0.145	0.144	0.142	0.139	0.136	0.133	0.130
52 - 159					0.167	0.160	0.153	0.145	0.144	0.142	0.139	0.136	0.133	0.130
0 - 167						0.160	0.153	0.145	0.144	0.142	0.139	0.136	0.133	0.130
8 - 175							0.153	0.145	0.144	0.142	0.139	0.136	0.133	0.130
6 - 183		The last						0.145	0.144	0.142	0.139	0.136	0.133	0.130
4 - 191									0.138	0.133	0.128	0.123	0.119	0.118
2 - 199										0.133	0.128	0.123	0.119	0.118
0 - 207											0.128	0.123	0.119	0.118
8 - 215					Mark.							0.123	0.119	0.118
6 - 223													0.119	0.118
24 - 231									MALE STREET		100		1873 SASA	0.115

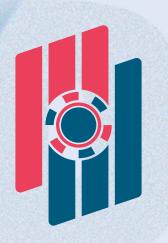




PRIZEPOOL GUIDE

MAIN EVENT (RM 10,500,000)						
1	1,816,100					
2	1,017,800					
3	713,200					
4	517,800					
5	409,700					
6	324,600					
7	248,100					
8	175,200					
9	134,000					
10 – 11	112,200					
12 - 13	100,000					
14 - 15	89,500					
16 - 17	79,000					
18 – 20	68,500					
21 – 23	58,000					
24 - 27	48,000					
28 – 31	41,100					
32 - 39	35,100					
40 - 55	29,200					
56 <i>- 7</i> 1	23,400					
72 - 95	20,000					
96 - 119	17,200					
120 - 143	14,700					
144 - 183	13,200					
184 - 223	12,100					
224 - 247	11,500					

MALAYSIA OPEN (RM 1,000,000)						
1	189,100					
2	115,200					
3	81,700					
4	61,700					
5	48,800					
6	36,900					
7	26,500					
8	18,100					
9	14,300					
10 – 11	11,700					
12 - 13	10,400					
14 - 15	9,400					
16 – 17	8,400					
18 – 20	7,400					
21 – 24	6,400					
24 - 27	5,400					
28 - 31	4,700					
32 - 39	4,100					
40 - 55	3,600					
56 - 71	3,200					
72 - 95	2,800					
96 - 111	2,500					







RM 10,500,000 GTD

RULES

Rules:

Tournament Director Association rules will be used.

Big Blind Ante Format:

There will be one single ante posted for the whole table by the player in the big blind in the amount equivalent to the big blind. The ante is posted 1st before the big blind and the players are eligible to collect the entire ante, even when out of the big blind. Antes never reduce until the end of the tournament.

Redraws:

Paying more than 15, redraw at 24, 9.
Paying less than 16, redraw at 9.
At DAY 2+, more than 4 tables, redraw at 24, 9.
At DAY 2+, less than 5 tables, redraw at 9.

Table Balancing:

7 tables or more balancing of tables will be within 2 players. 6 tables and less balancing of tables will be within 1 player.

Players per table :

All fournaments except 6 handed, high roller, and super high roller will start 9 handed tables based on table availability, and will move to 8 handed as soon as possible.

Shot Clock Rules:

Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

Each player will receive 12 (30 second) Time Bank cards upon registering before the tournament starts.

Each Time Bank will grant 30 extra seconds regardless of the street that will be used in.

Each player who qualify to Day 2 will receive 3 extra Time Bank cards.

Upon reaching the Final Table all players will receive 3 extra Time Bank cards.

Time bank cards are non-transferrable and must be visible on the table at all times.

Time Bank cards will automatically put into play by the dealer once the initial time of making a decision ends.

A hand at play will be forfeited when facing a bet or raise should it no longer have time bank card/s when the clock runs down to zero.

The shot clock will be paused if the dealer needs to count out a bet of multiple chips that have multiple denominations and stacks.

Players will get a different number of Time Bank cards depending on which level he/she will be put into play (Please refer to the table below).

Players who re-enter will get their unused Time Banks back(12 MAX), even if they exceed the specific level criteria below.

LEVEL	TIME BANKS
Start (First 10 mins)	12
1	10
2	9
3	8
4	7
5	6
6	5