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**POKER DREAM
JEJU 12**
26TH SEP 2024 - 6TH OCT 2024

The logo features a stylized graphic of a hand holding cards on the left, with the text 'POKER DREAM' in white, 'JEJU 12' in white and gold, and the dates '26TH SEP 2024 - 6TH OCT 2024' in white below.

**~USD \$2 MILLION
MAIN EVENT GUARANTEED**
KRW 2.8 BILLION

A gold horizontal bar contains the text 'KRW 2.8 BILLION'.

PLAYER'S GUIDE

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Official Venue :



SCHEDULE

#	TIME	TOURNAMENT	TOTAL BUY-IN (KRW)	REF. ONLY (USD)	STARTING STACK	LVL. TIME (MINUTES)	REG. CLOSE END (MINUTES)
26 September 2024, Thursday							
44	-	Teams Event - CAP 18 Teams	2,800,000 (2,520,000+280,000)	2,052	Refer Player's Guide	20	-
S1	9:00	Freeroll to POKER DREAM 12 Sponsored by QPK (CAP 100)	Freeroll	N/A	5,000	10	Level 5 @ 09:50
1	11:00	Jeju Open (KRW 100M GTD) - Day 1A - Play Down to 15%	810,000 (729,000+81,000)	594	25,000	25	Level 9 @ 15:15
2	13:00	\$10,000 NLH	14,000,000 (13,160,000+840,000)	10,000	200,000	30	Level 8 @ 18:15
3	14:00	Short Deck - Ante Only	400,000 (352,000+48,000)	293	20,000 x 3	20	Level 10 @ 17:50
S2	14:00	Milestone Satellite to Jeju Open Day 1B (Win Your Seat at 60K)	180,000 (158,400+21,600)	132	10,000	15	Level 7 @ 16:00
1	16:00	Jeju Open (KRW 100M GTD) - Day 1B - Play Down to 15%	810,000 (729,000+81,000)	594	25,000	25	Level 9 @ 20:15
S3	18:00	Milestone Satellite to Jeju Open Day 1C (Win Your Seat at 60K)	180,000 (158,400+21,600)	132	10,000	15	Level 7 @ 20:00
1	20:00	Jeju Open (KRW 100M GTD) - Day 1C - Turbo - Play Down to 15%	810,000 (729,000+81,000)	594	25,000	15	Level 9 @ 22:30
1	23:00	Jeju Open (KRW 100M GTD) - Day 1D - Flipout - 1 in 10	540,000 (486,000+54,000)	396	16,500	N/A	TD Discretion
4	23:59	NL Single Draw 2-7 - Hyper Turbo	300,000 (264,000+36,000)	220	20,000	10	Level 7 @ 01:24
27 September 2024, Friday							
5	11:00	Deepstack (KRW 100M GTD) - Day 1A - Play Down to 15%	900,000 (810,000+90,000)	660	40,000	25	Level 10 @ 15:40
1	13:00	Jeju Open - Final Day	N/A	N/A	N/A	30	Closed
S4	14:00	Milestone Satellite to Deepstack Day 1B (Win Your Seat at 60K)	200,000 (176,000+24,000)	147	10,000	15	Level 7 @ 16:00
6	15:00	\$15,000 NLH - Day 1	21,000,000 (19,950,000+1,050,000)	15,000	500,000	40	Level 14 @ Day 2 15:15
7	15:00	Deepstack	400,000 (352,000+48,000)	293	30,000	20	Level 10 @ 18:50
5	16:00	Deepstack (KRW 100M GTD) - Day 1B - Play Down to 15%	900,000 (810,000+90,000)	660	40,000	25	Level 10 @ 20:40
S5	18:00	Milestone Satellite to Deepstack Day 1C (Win Your Seat at 60K)	200,000 (176,000+24,000)	147	10,000	15	Level 7 @ 20:00
5	20:00	Deepstack (KRW 100M GTD) - Day 1C - Turbo - Play Down to 15%	900,000 (810,000+90,000)	660	40,000	15	Level 10 @ 22:45
5	23:00	Deepstack (KRW 100M GTD) - Day 1D Flipout - 1 in 10	600,000 (540,000+60,000)	440	26,500	N/A	TD Discretion
8	23:59	NLH - Hyper Turbo	300,000 (264,000+36,000)	220	15,000	10	Level 7 @ 01:24
28 September 2024, Saturday							
9	11:00	Mystery Big Bounty (KRW 200M GTD) - Day 1A - Play Down To 15% - Sponsored by Korea Poker Cup	900,000 (810,000+90,000)	660	30,000	25	Level 10 @ 15:40
6	13:00	\$15,000 NLH - Final Day (Reg Open 3 Levels)	21,000,000 (19,950,000+1,050,000)	15,000	500,000	40	Level 14 @ Day 2 15:15
5	13:00	Deepstack - Final Day	N/A	N/A	N/A	30	Closed
S6	14:00	Milestone Satellite to Mystery Big Bounty Day 1B (Win Your Seat at 60K)	200,000 (176,000+24,000)	147	10,000	15	Level 7 @ 16:00
10	15:00	Pot Limit Omaha	400,000 (352,000+48,000)	293	20,000	20	Level 8 @ 17:55
9	16:00	Mystery Big Bounty (KRW 200M GTD) - Day 1B - Play Down To 15% - Sponsored by Korea Poker Cup	900,000 (810,000+90,000)	660	30,000	25	Level 10 @ 20:40
S7	18:00	Milestone Satellite to Mystery Big Bounty Day 1C (Win Your Seat at 60K)	200,000 (176,000+24,000)	147	10,000	15	Level 7 @ 20:00
9	20:00	Mystery Big Bounty (KRW 200M GTD) - Day 1C - Turbo - Play Down To 15% - Sponsored by Korea Poker Cup	900,000 (810,000+90,000)	660	30,000	15	Level 10 @ 22:45
9	23:00	Mystery Big Bounty (KRW 200M GTD) - Day 1D - Flipout - 1 in 10 - Sponsored by Korea Poker Cup	600,000 (540,000+60,000)	440	20,000	N/A	TD Discretion
11	23:59	7 Card Stud - Hyper Turbo	300,000 (264,000+36,000)	220	15,000	10	Level 7 @ 01:24

SCHEDULE

#	TIME	TOURNAMENT	TOTAL BUY-IN (KRW)	REF. ONLY (USD)	STARTING STACK	LVL. TIME (MINUTES)	REG. CLOSE END (MINUTES)
29 September 2024, Sunday							
12	11:00	Ultra Stack (KRW 100M GTD) - Day 1A - Play Down To 15%	900,000 (810,000+90,000)	660	60,000	25	Level 12 @ 16:30
9	13:00	Mystery Big Bounty - Final Day - Sponsored by Korea Poker Cup	N/A	N/A	N/A	30	Closed
S8	14:00	Milestone Satellite to Ultra Stack Day 1B (Win Your Seat at 60K)	200,000 (176,000+24,000)	147	10,000	15	LEVEL 7 @ 16:00
13	15:00	\$30,000 NLH - Day 1	42,000,000 (39,900,000+2,100,000)	30,000	500,000	40	Level 14 @ Day 2 15:15
14	15:00	NLH / PLO	400,000 (352,000+48,000)	293	20,000	20	Level 8 @ 17:55
12	16:00	Ultra Stack (KRW 100M GTD) - Day 1B - Play Down To 15%	900,000 (810,000+90,000)	660	60,000	25	Level 12 @ 21:30
S9	18:00	Milestone Satellite to Ultra Stack Day 1C (Win Your Seat at 60K)	200,000 (176,000+24,000)	147	10,000	15	Level 7 @ 20:00
12	20:00	Ultra Stack (KRW 100M GTD) - Day 1C - Turbo - Play Down To 15%	900,000 (810,000+90,000)	660	60,000	15	Level 12 @ 23:30
12	23:00	Ultra Stack (KRW 100M GTD) - Day 1D - Flipout - 1 in 10	600,000 (540,000+60,000)	440	40,000	N/A	TD Discretion
15	23:59	Mystery Bounty - Hyper Turbo	300,000 (264,000+36,000)	220	15,000	10	Level 7 @ 01:24
30 September 2024, Monday							
16	12:00	Main Event (KRW 2.8B GTD) - Day 1A - Play Down To 7.5% - Sponsored by QQPK	 1,200,000 (1,080,000+120,000)	879	15,000	20	Level 7 @ 14:35
12	13:00	Ultra Stack - Final Day	N/A	N/A	N/A	30	Closed
13	13:00	\$30,000 NLH - Final Day (Reg Open 3 Levels)	42,000,000 (39,900,000+2,100,000)	30,000	500,000	40	Level 14 @ Day 2 15:15
S10	13:00	Milestone Satellite to Mystery Bounty Day 1A (Win Your Seat at 60K)	330,000 (290,400+39,600)	242	10,000	15	Level 7 @ 15:00
17	15:00	Mystery Bounty (KRW 400M GTD) - Day 1A - Play Down To 15% - Sponsored by QQPK	1,500,000 (1,350,000+150,000)	1,099	30,000	30	Level 10 @ 20:55
18	16:00	Limit Triple Draw 2 -7	600,000 (540,000+60,000)	440	50,000	20	Level 10 @ 19:50
S11	16:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat at 60K)	330,000 (290,400+39,600)	242	10,000	15	Level 7 @ 18:00
17	18:00	Mystery Bounty (KRW 400M GTD) - Day 1B - Play Down To 15% - Sponsored by QQPK	1,500,000 (1,350,000+150,000)	1,099	30,000	30	Level 10 @ 23:30
19	22:00	PLO - Hi-Lo - 5 Card (Big O) - Turbo	400,000 (352,000+48,000)	293	15,000	15	Level 7 @ 00:00
20	23:59	NLH - Hyper Turbo	300,000 (264,000+36,000)	220	15,000	10	Level 7 @ 01:24
1 October 2024, Tuesday							
21	11:00	NLH - Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 13:00
16	12:00	Main Event (KRW 2.8B GTD) - Day 1B - Play Down To 7.5% - Sponsored by QQPK	 1,200,000 (1,080,000+120,000)	879	15,000	20	LEVEL 7 @ 14:35
22	13:00	"QQPK CUP" Pokerlympics - Sponsored by QQPK	INVITATION	N/A	200,000	20	N/A
S12	13:00	Milestone Satellite to Mystery Bounty Day 1C (Win Your Seat at 60K)	330,000 (290,400+39,600)	242	10,000	15	LEVEL 7 @ 15:00
23	15:00	Super High Roller - Day 1	10,000,000 (9,200,000+800,000)	7,328	500,000	40	LEVEL 14 @ DAY 2 15:15
17	15:00	Mystery Bounty (KRW 400M GTD) - Day 1C - Play Down To 15% - Sponsored by QQPK	1,500,000 (1,350,000+150,000)	1,099	30,000	30	LEVEL 10 @ 20:55
24	16:00	Ladies Event	400,000 (352,000+48,000)	293	20,000	20	LEVEL 8 @ 18:55
S13	16:00	Milestone Satellite to Mystery Bounty Day 1D (Win Your Seat at 60K)	330,000 (290,400+39,600)	242	10,000	15	LEVEL 7 @ 18:00
17	18:00	Mystery Bounty (KRW 400M GTD) - Day 1D - Play Down To 15% - Sponsored by QQPK	1,500,000 (1,350,000+150,000)	1,099	30,000	30	LEVEL 10 @ 23:30
25	22:00	Pot Limit Omaha - Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 00:00
17	23:00	Mystery Bounty (KRW 400M GTD) - Day 1E - Flipout - 1 in 10 - Sponsored by QQPK	1,000,000 (900,000+100,000)	733	20,000	N/A	TD Discretion
26	23:59	Mystery Bounty - Hyper Turbo	300,000 (264,000+36,000)	220	15,000	10	LEVEL 7 @ 01:24

SCHEDULE

#	TIME	TOURNAMENT	TOTAL BUY-IN (KRW)	REF. ONLY (USD)	STARTING STACK	LVL. TIME (MINUTES)	REG. CLOSE END (MINUTES)
2 October 2024, Wednesday							
S14	10:00	Milestone Satellite to Main Event Day 1C (Win Your Seat at 60K)	350,000 (308,000+42,000)	256	10,000	15	LEVEL 7 @ 12:00
16	12:00	Main Event (KRW 2.8B GTD) - Day 1C - Play Down To 10% - Sponsored by QPK	1,600,000 (1,440,000+160,000)	1,173	20,000	30	LEVEL 8 @ 16:55
17	13:00	Mystery Bounty - Final Day - Sponsored by QPK	N/A	N/A	N/A	40	Closed
23	13:00	Super High Roller - Final Day (Reg Open 3 Levels)	10,000,000 (9,200,000+800,000)	7,328	500,000	40	LEVEL 14 @ DAY 2 15:15
27	15:00	Mystery Bounty	800,000 (720,000+80,000)	586	20,000	20	LEVEL 8 @ 17:55
S15	17:00	Milestone Satellite to Main Event Day 1D (Win Your Seat at 60K)	350,000 (308,000+42,000)	256	10,000	15	LEVEL 7 @ 19:00
16	19:00	Main Event (KRW 2.8B GTD) - Day 1D - Play Down to 10% - Sponsored by QPK	1,600,000 (1,440,000+160,000)	1,173	20,000	30	LEVEL 8 @ 23:30
28	22:00	Win The Button - Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 00:00
29	23:59	NLH - Hyper Turbo	300,000 (264,000+36,000)	220	15,000	10	LEVEL 7 @ 01:24
3 October 2024, Thursday							
30	11:00	NLH - Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 13:00
S16	11:00	Milestone Satellite to Main Event Day 1E (Win Your Seat at 60K)	530,000 (477,000+53,000)	388	10,000	15	LEVEL 7 @ 13:00
16	13:00	Main Event (KRW 2.8B GTD) - Day 1E - Play Down To 15% - Sponsored by QPK	2,400,000 (2,160,000+240,000)	1,759	30,000	40	LEVEL 9 @ 20:20
31	13:00	Single Day High Roller	6,000,000 (5,520,000+480,000)	4,397	200,000	30	LEVEL 8 @ 18:15
32	15:00	NLH	800,000 (720,000+80,000)	586	20,000	20	LEVEL 8 @ 17:55
S17	17:00	Milestone Satellite to Main Event Day 1F (Win Your Seat at 60K)	350,000 (308,000+42,000)	256	10,000	15	LEVEL 7 @ 19:00
16	19:00	Main Event (KRW 2.8B GTD) - Day 1F - Play Down To 10% - Sponsored by QPK	1,600,000 (1,440,000+160,000)	1,173	20,000	30	LEVEL 8 @ 23:30
33	22:00	Bubble Rush	400,000 (352,000+48,000)	293	15,000	15 / 20	LEVEL 7 @ 00:00
16	23:59	Main Event (KRW 2.8B GTD) - Day 1G - Hyper Turbo - Play Down To 10% - Sponsored by QPK	1,600,000 (1,440,000+160,000)	1,173	20,000	10	LEVEL 8 @ 01:34
4 October 2024, Friday							
34	11:00	NLH - Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 13:00
S18	11:00	Milestone Satellite to Main Event Day 1H (Win Your Seat at 60K)	530,000 (477,000+53,000)	388	10,000	15	LEVEL 7 @ 13:00
16	13:00	Main Event (KRW 2.8B GTD) - Day 1H - Play Down To 15% - Sponsored by QPK	2,400,000 (2,160,000+240,000)	1,759	30,000	40	LEVEL 9 @ 20:20
35	13:00	Short Deck - Ante Only	7,000,000 (6,440,000+560,000)	5,130	100,000 x 3	30	LEVEL 8 @ 18:15
S19	14:00	Milestone Satellite to Main Event Day 1J (Win Your Seat at 60K)	270,000 (237,600+32,400)	198	10,000	15	LEVEL 7 @ 16:00
16	16:00	Main Event (KRW 2.8B GTD) - Day 1J - Play Down To 7.5% - Sponsored by QPK	1,200,000 (1,080,000+120,000)	879	15,000	20	LEVEL 7 @ 18:35
S20	18:00	Milestone Satellite to Main Event Day 1K (Win Your Seat at 60K)	530,000 (477,000+53,000)	388	10,000	15	LEVEL 7 @ 20:00
16	20:00	Main Event (KRW 2.8B GTD) - Day 1K - Turbo - Play Down To 15% - Sponsored by QPK	2,400,000 (2,160,000+240,000)	1,759	30,000	20	LEVEL 9 @ 23:30
36	22:00	Mystery Bounty Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 00:00
16	23:59	Main Event (KRW 2.8B GTD) - Day 1L - Hyper Turbo - Play Down To 15% - Sponsored by QPK	2,400,000 (2,160,000+240,000)	1,759	30,000	10	LEVEL 9 @ 01:44

SCHEDULE

#	TIME	TOURNAMENT	TOTAL BUY-IN (KRW)	REF. ONLY (USD)	STARTING STACK	LVL. TIME (MINUTES)	REG. CLOSE END (MINUTES)
5 October 2024, Saturday							
37	11:00	Monster Stack (KRW 100M GTD) - Day 1A - Play Down To 15%	1,000,000 (900,000+100,000)	733	50,000	30	LEVEL 12 @ 17:45
16	13:00	Main Event - Day 2 - Sponsored by QQPK	N/A	N/A	N/A	50	Closed
38	15:00	Mystery Bounty High Roller (KRW 300M GTD) - Day 1	5,500,000 (5,060,000+440,000)	4,031	300,000	40	LEVEL 13 @ Day 2 14:35
39	15:00	Mystery Bounty	600,000 (540,000+60,000)	440	20,000	20	LEVEL 8 @ 17:55
S21	16:00	Milestone Satellite to Monster Stack Day 1B (Win Your Seat at 60K)	220,000 (193,600+26,400)	161	10,000	15	LEVEL 7 @ 18:00
37	18:00	Monster Stack (KRW 100M GTD) - Day 1B (25 mins) - Play Down To 15%	1,000,000 (900,000+100,000)	733	50,000	25	LEVEL 12 @ 23:30
40	22:00	3 Card Hold'em Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 00:00
41	23:00	Flipout	300,000 (264,000+36,000)	220	Round 2 - 15,000	Round 2 - 15	TD Discretion
-	23:00	Player Party	-----	Location : Tempo	-----	-----	23:00 - 02:00
37	23:59	Monster Stack (KRW 100M GTD) - Day 1C Hyper Turbo - Play Down To 15%	1,000,000 (900,000+100,000)	733	50,000	10	LEVEL 12 @ 02:14
6 October 2024, Sunday							
42	11:00	Mini Main Event (KRW 70M GTD) - Flight A - Play Down To 15%	800,000 (720,000+80,000)	586	30,000	20	LEVEL 9 @ 14:30
16	13:00	Main Event - Final Day - Sponsored by QQPK	N/A	N/A	N/A	60	Closed
38	13:00	Mystery Bounty High Roller (KRW 300M GTD) - Final Day (Reg Open 2 Levels)	5,500,000 (5,060,000+440,000)	4,031	300,000	40	LEVEL 13 @ Day 2 14:35
37	13:00	Monster Stack - Final Day	N/A	N/A	N/A	40	Closed
42	15:00	Mini Main Event (KRW 70M GTD) - Flight B - Hyper Turbo - Play Down To 15%	800,000 (720,000+80,000)	586	30,000	10	LEVEL 9 @ 16:45
43	16:00	Mini High Roller	2,500,000 (2,250,000+250,000)	1,832	200,000	20	LEVEL 8 @ 19:10
44	16:00	Teams Event - Final	N/A	N/A	Refer Player's Guide	20	Closed
45	20:00	Mystery Bounty Turbo	400,000 (352,000+48,000)	293	15,000	15	LEVEL 7 @ 22:00
42	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.

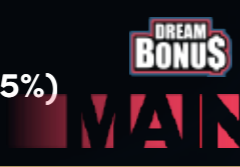
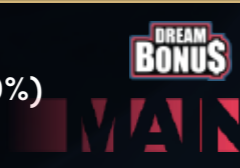
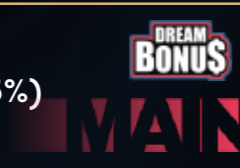
All tournaments are No Limit Hold'em with Big Blind Ante, except named Shrot Deck Ante Only, Pot Limit Omaha, Draw game or Stud game.

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. Except Buy-in KRW 21,000,000 or above for 2%.

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 NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#16 Main Event (7.5%) 	Day 1 A, B & J - 15,000	20	Day 1 A & B - LEVEL 7 @ 14:35 Day 1 J - LEVEL 7 @ 18:35
#16 Main Event (10%) 	Day 1 C, D, F, & G - 20,000	Day 1 C, D, F - 30 Day 1 G - 10	Day 2 - 50 FINAL - 60
#16 Main Event (15%) 	Day 1 E, H, K & L - 30,000	Day 1 E & H - 40 Day 1 K - 20 Day 1 L - 10	

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	800	1,600	1,600
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

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	800,000	800,000
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 **KRW 9.4M**; Third times qualified will receive **KRW 19M**.
- *With logo "MAIN" means the event have DPOY Multiplier of 120.
- *Day 1C has 40 mins dinner break after level 8.
- *Day 1 E & H has 50 mins dinner break after level 9.
- *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, B & J will play until the field is In The Money (7.5%) round up to the next whole number and is guaranteed to win at least **KRW 3.8M**.
- *Day 1 C, D, F, & G will play until the field is In The Money (10%) round up to the next whole number and is guaranteed to win at least **KRW 3.8M**.
- *Day 1 E, H, K & L will play until the field is In The Money (15%) round up to the next whole number and is guaranteed to win at least **KRW 3.8M**.
- *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 down to 16 players left.
- *Shot Clock rules apply at the start.
 - Each player will receives 5 (30 second) Time Bank cards when the shot clock is began to use.
 - Each player who qualify to Day 2 and Final table will receives 5 extra Time Bank cards.
 - Day 1(15% 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 STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#6 \$15,000 NLH 	500,000	40	LEVEL 14 @ DAY 2 15:15
#13 \$30,000 NLH 	500,000	40	LEVEL 14 @ DAY 2 15:15
#23 Super High Roller 	500,000	40	LEVEL 14 @ DAY 2 15:15

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,500	2,500
2	1,500	3,000	3,000
3	2,000	4,000	4,000
15 MINS			
4	2,500	5,000	5,000
5	3,000	6,000	6,000
6	4,000	8,000	8,000
60 MINS / Chip Race 500s			
7	5,000	10,000	10,000
8	5,000	10,000	10,000
9	6,000	12,000	12,000
15 MINS			
10	10,000	15,000	15,000
11	10,000	20,000	20,000
END OF DAY 1 / Chips 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 REGISTRATION			
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000

*Next page for more details

SUPER HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 MINS			
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
60 MINS / Chips Race 5,000s			
21	50,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
15 MINS			
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
15 MINS			
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

Notes:

*The logo "KEY" indicates that the event has a DPOY Multiplier of 110.

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

*Shot Clock rules apply.

MULTI DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#38 Mystery Bounty High Roller	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 MINS			
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	3,000	6,000	6,000
9	4,000	8,000	8,000
15 MINS			
10	5,000	10,000	10,000
11	6,000	12,000	12,000
END OF DAY 1 / Chips 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
15 MINS			
17	20,000	40,000	40,000
18	25,000	50,000	50,000
19	30,000	60,000	60,000

*Next page for more details

MULTI DAY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
60 MINS			
20	40,000	80,000	80,000
21	50,000	100,000	100,000
22	50,000	125,000	125,000
15 MINS / Chip Race 5,000s			
23	75,000	150,000	150,000
24	100,000	200,000	200,000
25	125,000	250,000	250,000
15 MINS			
26	150,000	300,000	300,000
27	200,000	400,000	400,000
28	250,000	500,000	500,000
15 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 of 110.

*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.

*#38 Mystery Bounty High Roller - All **KRW 1.6M** 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)

BOUNTIES	PAYOUT
x 1	60,000,000
x 1	28,000,000
x2	14,000,000
x2	7,500,000
x3	5,000,000
x4	3,500,000

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#2 \$10,000 NLH 	200,000	30	LEVEL 8 @ 18:15
#31 Single Day High Roller 	200,000	30	LEVEL 8 @ 18:15
#43 Mini High Roller 	200,000	20	LEVEL 8 @ 19:10
#22 "QQPK CUP" Pokerlympics	200,000	20	-

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	50,000	125,000	125,000
21	75,000	150,000	150,000
22	100,000	200,000	200,000
23	125,000	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

Notes:

*With logo "KEY" means the event has DPOY Multiplier of 110.

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

*Shot Clock rules apply.

*#2 \$10,000 NLH - 60 Mins dinner break after Level 8.

*#31 Single Day High Roller - 60 Mins dinner break after Level 8.

HIGH ROLLER SHORT DECK

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#35 Short Deck Ante Only 	100,000 x 3	30	LEVEL 8 @ 18:15
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	50,000	125,000	
19	75,000	150,000	
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	

Notes:

- *The logo "KEY" indicates that the event has a DPOY Multiplier of 110.
- *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.

SHORT DECK

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#3 Short Deck Ante Only	20,000 x 3	20	LEVEL 10 @ 17:50
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 MINS / 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	

*Next page for more details


SHORT DECK

LEVEL	ANTE	BUTTON
	15 MINS	
29	125,000	250,000
30	150,000	300,000
31	200,000	400,000
32	250,000	500,000

Notes:

- *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.*

MYSTERY BOUNTY

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)		REG. CLOSE END
#17 Mystery Bounty 	30,000	Day 1A, B, C, D - 30 Day 1E - Filpout	Final - 40	Day 1 A & C - LEVEL 10 @ 20:55 Day 1 B & D - LEVEL 10 @ 23:30 Day 1 E - TD Discretion

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
15 MINS			
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	800	1,600	1,600
BREAK / END OF REGISTRATION / Chip Race 100s			
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 MINS / Chip Race 500s			
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

MYSTERY BOUNTY

Notes:

- *With logo "KEY" means the event has DPOY Multiplier of 110.
- *Day 1 A & C has 40 mins dinner break after level 10.
- *Same day re-entry is allowed until the end of the registration.
- ***KRW 430,000** bounties collected from Day 1A, B, C, D and **KRW 290,000** bounties collected from Day 1E will be calculated for mystery bounty.
- *All Day 1s will play until the field is In The Money (15%) round up to the next 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.
 - *Day 1E 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).
- *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)

BOUNTIES	PAYOUT
x 1	50,000,000
x 1	25,500,000
x 2	12,000,000
x 4	7,500,000
x 9	3,500,000
x 15	2,000,000
x 24	1,000,000

MULTI FLIGHTS SIDE EVENT

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#1 Jeju open	Day 1 A, B, C - 25,000 Day 1 D - 16,500	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 9 @ 15:15 Day 1 B - LEVEL 9 @ 20:15 Day 1 C - LEVEL 9 @ 22:30 Day 1 D - TD Discretion
#5 Deepstack	Day 1 A, B, C - 40,000 Day 1 D - 26,500	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 10 @ 15:40 Day 1 B - LEVEL 10 @ 20:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#9 Mystery Big Bounty	Day 1 A, B, C - 30,000 Day 1 D - 20,000	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 10 @ 15:40 Day 1 B - LEVEL 10 @ 20:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#12 Ultra Stack	Day 1 A, B, C - 60,000 Day 1 D - 40,000	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 12 @ 16:30 Day 1 B - LEVEL 12 @ 21:30 Day 1 C - LEVEL 12 @ 23:30 Day 1 D - TD Discretion
#37 Monster Stack	50,000	Day 1 A - 30 Day 1 B - 25 Day 1 C - 10	FINAL - 40 Day 1 A - LEVEL 12 @ 17:45 Day 1 B - LEVEL 12 @ 23:30 Day 1 C - LEVEL 12 @ 02:14
#42 Mini Main Event	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	800	1,600	1,600
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

MULTI FLIGHTS 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

Notes:

*With logo "KEY" means the event has DPOY Multiplier of 110.

*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 (15%) round up to the next 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.

*Flipout for #1, #5, #9 & #12

*Day 1D 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.

*#9 Mystery Big Bounty

*KRW 390,000 bounties collected from Day 1 A, B & C and KRW 260,000 bounties collected from Day 1D will be calculated for mystery bounty.

*All Day 1s will play until the field is In The Money (15%) round up to the next 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.

*All lesser stacks that have been removed from play will get paid based on the minimum payout and one Bounty ticket.

*There will be a full seat redraw prior 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.

SINGLE DAY SIDE EVENT

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
S1 Freeroll to POKER DREAM 12 Sponsored by QQPK	5,000	10	LEVEL 5 @ 09:50
#7 Deepstack	30,000	20	LEVEL 10 @ 18:50
#8 NLH - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#14 NLH / PLO	20,000	20	LEVEL 8 @ 17:55
#15 Mystery Bounty - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#20 NLH - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#21 NLH - Turbo	15,000	15	LEVEL 7 @ 13:00
#24 Ladies Event	20,000	20	LEVEL 8 @ 18:55
#26 Mystery Bounty - Hyper Turbo	15,000	15	LEVEL 7 @ 01:24
#27 Mystery Bounty	20,000	20	LEVEL 8 @ 17:55
#28 Win The Button - Turbo	15,000	15	LEVEL 7 @ 00:00
#29 NLH - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#30 NLH - Turbo	15,000	15	LEVEL 7 @ 13:00
#32 NLH	20,000	20	LEVEL 8 @ 17:55
#33 Bubble Rush	15,000	15/20	LEVEL 7 @ 00:00
#34 NLH - Turbo	15,000	15	LEVEL 7 @ 13:00
#36 Mystery Bounty - Turbo	15,000	15	LEVEL 7 @ 00:00
#39 Mystery Bounty	20,000	20	LEVEL 8 @ 17:55
#40 3 Card Hold'em - Turbo	15,000	15	LEVEL 7 @ 00:00
#41 Flipout	Round 1 - all in Round 2 - 15,000	ROUND 2 - 15	TD Discretion
#44 Team's Event Final	Refer Rules Below	20	Closed
#45 Mystery Bounty - Turbo	15,000	15	LEVEL 7 @ 22:00

*Next page for more details

SINGLE DAY SIDE EVENT

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	800	1,600	1,600
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

*Next page for more details

SINGLE DAY SIDE EVENT

Notes:

*S1 Freeroll to POKER DREAM 12 Sponsored by QQPK (CAP 100)

*Play 10 handed until Final Table.

*NO RE-ENTRY ALLOWED.

*1st place wins PD12 Main Event 10% ticket (KRW 1.6M)

*2nd and 3rd place win Main Event 7.5% ticket (KRW 1.2M)

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

*#14 NLH / PLO

*Games will play 8 handed and game will change every 8 hands dealt.

*Ante only apply to NLH game.

*#15 & 26 - All KRW 85,000 bounties collected will be calculated for mystery bounty.

*#27 - All KRW 230,000 bounties collected will be calculated for mystery bounty.

*#39 - All KRW 170,000 bounties collected will be calculated for mystery bounty.

*#36 & 45 - All KRW 110,000 bounties collected will be calculated for mystery bounty.

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.

*#28 Win The Button - Player who wins the pot of the hand will get the dealer button for next hand.

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

*#33 Bubble Rush - Tournament begins with 15 minute per level, and will become 20 minutes once players are in the money.

*#41 Flipout

Round 1

*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.

*Round 2 will start with 15,000 chips following the blind structure.

*#40 3 Card Hold'em Turbo

*Can use 0 / 1 / 2 / 3 hold card(s).

*#44 Teams Event

*Four players will make up one team.

*Numbers 1 to 41 will be used to calculate the team points, except #38.

*Cap 18 teams.

*Top 9 teams from ranking on 6th Oct will choose a team member to attend Final round.

*The starting stacks of each team on Final Day will be calculated using the following formula: $2,000 + (\text{Team's final points}) / (\text{Total points by all 9 teams combined}) \times 252,000$.

*For example, if the total points for all 9 teams combined is 20,000 points and Team A has 5,000 points, the starting stack for Team A will be: $2,000 + (5,000 / 20,000) \times 252,000 = 65,000$ chips.

*Points for Main Event's 16th place will be added for players who attended Final Day, 250 points will be added for #37 Final Day.

*Champion team will have a Champion team picture wall in PD13, also receive POKER DREAM Team Badge and Trophy for each team members.

*At the final stage, each team can decide whether to switch members or not at every new blind level.

*When only 3 teams remain, all team members are allowed to join the game (2 sit, 2 stand).

*Shot clock rule applies.

*Each team will receive 10 time banks, which allow them to discuss with other teammates while using the time bank.

NL SINGLE DRAW 2-7

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#4 NL Single Draw 2 - 7 - Hyper Turbo	20,000	10	LEVEL 7 @ 01:24
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	200
2	100	200	300
3	200	300	500
4	200	400	600
5	200	500	800
6	300	600	900
7	400	800	1,200
15 MINS / END OF REGISTRATION / Chip Race 100s			
8	500	1,000	1,500
9	1,000	1,500	2,500
10	1,000	2,000	3,000
11	1,500	3,000	4,500
12	2,000	4,000	6,000
13	2,500	5,000	7,500
14	3,000	6,000	9,000
15	4,000	8,000	12,000
16	5,000	10,000	15,000
17	8,000	16,000	24,000
18	10,000	20,000	30,000
19	15,000	30,000	45,000
15 MINS / Chip Race 500s & 1,000s			
20	20,000	40,000	60,000
21	25,000	50,000	75,000
22	30,000	60,000	90,000
23	40,000	80,000	120,000
24	50,000	100,000	150,000
25	80,000	160,000	240,000
26	100,000	200,000	300,000
27	125,000	250,000	375,000
28	150,000	300,000	450,000
29	200,000	400,000	600,000
30	250,000	500,000	750,000
31	300,000	600,000	900,000

*Next page for more details

NL SINGLE DRAW 2-7

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 MINS			
32	400,000	800,000	1,200,000
33	500,000	1,000,000	1,500,000
34	600,000	1,200,000	1,800,000
35	800,000	1,600,000	2,400,000

Notes:

**Played 7 Handed and Final Table in 7 Handed.*

LIMIT TRIPLE DRAW 2-7

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#18 Limit Triple Draw 2 -7	50,000	20	LEVEL 10 @ 19:50
LEVEL	SMALL BLIND	BIG BLIND	
1	100	200	
2	100	300	
3	200	400	
4	200	500	
5	300	600	
15 MINS			
6	400	800	
7	500	1,000	
8	600	1,200	
9	800	1,600	
10	1,000	2,000	
15 MINS / END OF REGISTRATION / Chip Race 100s			
11	1,000	2,500	
12	1,500	3,000	
13	2,000	4,000	
14	2,500	5,000	
15	3,000	6,000	
16	4,000	8,000	
15 MINS / Chip Race 500s			
17	5,000	10,000	
18	6,000	12,000	
19	8,000	15,000	
20	10,000	20,000	
21	10,000	25,000	
22	15,000	30,000	
15 MINS / Chip Race 1,000s			
23	20,000	40,000	
24	25,000	50,000	
25	30,000	60,000	
26	40,000	80,000	
27	50,000	100,000	
28	60,000	120,000	

*Next page for more details

LIMIT TRIPLE DRAW 2-7

15 MINS / Chip Race 5,000s

29	75,000	150,000
30	100,000	200,000
31	125,000	250,000
32	150,000	300,000
33	200,000	400,000
34	250,000	500,000

Notes:

**Played 7 Handed and Final Table in 7 Handed.*

7 CARD STUD

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#11 7 Card Stud - Hyper Turbo	15,000	10	LEVEL 7 @ 01:09

LEVEL	ANTE	BRING IN	COMPLETION	LIMITS
1	100	100	200	200 - 400
2	100	100	300	300 - 600
3	100	100	400	400 - 800
4	100	200	500	500 - 1,000
5	100	200	600	600 - 1,200
6	200	200	800	800 - 1,600
7	200	300	1,000	1,000 - 2,000
8	300	300	1,200	1,200 - 2,400
9	300	500	1,500	1,500 - 3,000
10	500	500	2,000	2,000 - 4,000
11	500	1,000	3,000	3,000 - 6,000
12	1,000	1,000	3,000	3,000 - 6,000
13	1,000	1,000	4,000	4,000 - 8,000
14	1,000	2,000	5,000	5,000 - 10,000
15	1,500	2,000	6,000	6,000 - 12,000
16	2,000	2,000	8,000	8,000 - 16,000
17	2,000	3,000	10,000	10,000 - 20,000
18	3,000	3,000	12,000	12,000 - 24,000
19	3,000	5,000	15,000	15,000 - 30,000
20	5,000	5,000	20,000	20,000 - 40,000
21	5,000	7,000	25,000	25,000 - 50,000
22	10,000	10,000	30,000	30,000 - 60,000
23	10,000	15,000	40,000	40,000 - 80,000
24	15,000	15,000	50,000	50,000 - 100,000
25	20,000	20,000	60,000	60,000 - 120,000
26	20,000	30,000	75,000	75,000 - 150,000
27	30,000	30,000	80,000	80,000 - 160,000
28	30,000	50,000	100,000	100,000 - 200,000
29	50,000	50,000	125,000	125,000 - 250,000
30	50,000	60,000	150,000	150,000 - 300,000
31	50,000	60,000	175,000	175,000 - 350,000
32	50,000	60,000	200,000	200,000 - 400,000

Notes:

*Played 8 Handed and Final Table in 8 Handed.

POT LIMIT OMAHA

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MIN)	REG. CLOSE END
#10 Pot Limit Omaha	20,000	20	LEVEL 8 @ 17:55
#19 PLO Hi-Lo - 5 Card (Big O) - Turbo	15,000	15	LEVEL 7 @ 00:00
#25 Pot Limit Omaha Turbo	15,000	15	LEVEL 7 @ 00:00

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
8	500	1,000
9	600	1,200
10	800	1,600
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
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
24	20,000	40,000
25	25,000	50,000

*Next page for more details

POT LIMIT OMAHA

LEVEL	SMALL BLIND	BIG BLIND
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

Notes:

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

**#19 Big O - To win the whole pot must the best hand of Hi and Lo pot.*

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
S2-3 Milestone Satellite to Jeju Open	60,000	10,000	15 MINS	LEVEL 7
S4-5 Milestone Satellite to Deepstack				
S6-7 Milestone Satellite to Mystery Big Bounty				
S8-9 Milestone Satellite to Ultra Stack				
S10-13 Milestone Satellite to Mystery Bounty				
S14-20 Milestone Satellite to Main Event				
S21 Milestone Satellite to Monster Stack Day 1B				

Notes:

*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.

PAYOUTS

*** ALL EVENTS WILL BE PAID TO THE NEAREST 10,000**

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			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							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										0.310	0.295	0.290	0.275	0.260
88 - 95											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

*Next page for more details

PRIZE POOL GUIDE

MAIN EVENT (2,800,000,000)

1	495,000,000
2	284,700,000
3	200,000,000
4	148,700,000
5	116,200,000
6	87,500,000
7	66,900,000
8	47,500,000
9	36,500,000
10 - 11	30,500,000
12 - 13	27,300,000
14 - 15	24,500,000
16 - 17	21,700,000
18 - 20	18,900,000
21 - 23	16,100,000
24 - 27	13,400,000
28 - 31	11,400,000
32 - 39	9,800,000
40 - 55	8,200,000
56 - 71	6,700,000
72 - 95	5,800,000
96 - 119	5,100,000
120 - 143	4,400,000
144 - 183	4,000,000
184 - 199	3,800,000

Jeju Open (100,000,000)

1	24,000,000
2	16,350,000
3	10,800,000
4	8,900,000
5	7,150,000
6	5,600,000
7	4,200,000
8	3,100,000
9	2,400,000
10 - 11	2,000,000
12 - 13	1,750,000
14 - 15	1,600,000
16 - 17	1,450,000
18 - 20	1,300,000

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 Big Blind is posted 1st before the Ante.
- 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 tournaments 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