



MAIN SPONSOR



MAIN EVENT

**USD 1,500,000 GTD**

**KRW 2,200,000,000**

**15th - 24th Feb 2025**

Landing Casino, Jeju Korea

# PLAYER GUIDE






SPONSORED BY : EPOKER







OFFICIAL VENUE :



# SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
<b>15 February 2025, Saturday</b>							
1	11:00	Mystery Bounty (KRW 200M GTD) - Day 1A - Play Down To 15%	810,000(729,000+81,000)	559	25,000	25	LEVEL 9 @ 15:15
2	13:00	Pot Limit Omaha	5,000,000(4,600,000+400,000)	3,448	200,000	30	LEVEL 10 @ 19:30
3	13:00	Main Event (KRW 2.2B GTD) - Day 1A - Play Down To 10% 	1,600,000(1,440,000+160,000)	1,103	20,000	30	LEVEL 8 @ 17:55
4	14:00	Short Deck Ante Only	500,000(450,000+50,000)	345	20,000	20	LEVEL 10 @ 17:50
S1	14:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat at 60K)	180,000(158,400+21,600)	124	10,000	15	LEVEL 7 @ 16:00
1	16:00	Mystery Bounty (KRW 200M GTD) - Day 1B - Play Down To 15%	810,000(729,000+81,000)	559	25,000	25	LEVEL 9 @ 20:15
3	19:00	Main Event (KRW 2.2B GTD) - Day 1B - Play Down To 7.5% 	1,200,000(1,080,000+120,000)	827	15,000	20	LEVEL 7 @ 21:35
1	20:00	Mystery Bounty (KRW 200M GTD) - Day 1C - Turbo - Play Down To 15%	810,000(729,000+81,000)	559	25,000	15	LEVEL 9 @ 22:30
5	23:59	Mystery Bounty - Hyper Turbo	500,000(450,000+50,000)	345	15,000	10	LEVEL 7 @ 01:24
<b>16 February 2025, Sunday</b>							
S2	11:00	Milestone Satellite to Main Event Day 1C (Win Your Seat at 60K)	530,000(477,000+53,000)	365	10,000	15	LEVEL 7 @ 13:00
1	11:00	Mystery Bounty (KRW 200M GTD) - Day 1D - Play Down To 15%	810,000(729,000+81,000)	559	25,000	25	LEVEL 9 @ 15:15
3	13:00	Main Event (KRW 2.2B GTD) - Day 1C - Play Down To 15% 	2,400,000(2,160,000+240,000)	1,655	30,000	40	LEVEL 9 @ 20:20
S3	14:00	Milestone Satellite to Main Event Day 1D (Win Your Seat at 60K)	360,000(316,800+43,200)	248	10,000	15	LEVEL 7 @ 16:00
6	15:00	High Roller - Day 1	7,000,000(6,440,000+560,000)	4,827	300,000	40	LEVEL 13 @ DAY 2 14:35
7	15:00	Ladies Event	500,000(450,000+50,000)	345	20,000	20	LEVEL 8 @ 17:55
1	16:00	Mystery Bounty (KRW 200M GTD) - Day 1E - Play Down To 15%	810,000(729,000+81,000)	559	25,000	25	LEVEL 9 @ 20:15
3	19:00	Main Event (KRW 2.2B GTD) - Day 1D - Play Down To 10% 	1,600,000(1,440,000+160,000)	1,103	20,000	30	LEVEL 8 @ 23:30
1	20:00	Mystery Bounty (KRW 200M GTD) - Day 1F - Turbo - Play Down To 15%	810,000(729,000+81,000)	559	25,000	15	LEVEL 9 @ 22:30
8	22:00	Mystery Bounty - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00
1	23:00	Mystery Bounty (KRW 200M GTD) - Day 1G - Flipout - 1 in 10	540,000(486,000+54,000)	372	16,500	N/A	TD Discretion
9	23:59	NLH - Hyper Turbo	500,000(450,000+50,000)	345	15,000	10	LEVEL 7 @ 01:24
<b>17 February 2025, Monday</b>							
S4	11:00	Milestone Satellite to Main Event Day 1E (Win Your Seat at 60K)	530,000(477,000+53,000)	365	10,000	15	LEVEL 7 @ 13:00
6	13:00	High Roller - Final Day (Reg Open 2 Levels)	7,000,000(6,440,000+560,000)	4,827	300,000	40	LEVEL 13 @ DAY 2 14:35
1	13:00	Mystery Bounty - Final Day	N/A	N/A	N/A	30	Closed
3	13:00	Main Event (KRW 2.2B GTD) - Day 1E - Play Down To 15% 	2,400,000(2,160,000+240,000)	1,655	30,000	40	LEVEL 9 @ 20:20
10	15:00	Mystery Bounty	900,000(810,000+90,000)	621	20,000	20	LEVEL 8 @ 17:55
S5	17:00	Milestone Satellite to Main Event Day 1F (Win Your Seat at 60K)	360,000(316,800+43,200)	248	10,000	15	LEVEL 7 @ 19:00
3	19:00	Main Event (KRW 2.2B GTD) - Day 1F - Play Down To 10% 	1,600,000(1,440,000+160,000)	1,103	20,000	30	LEVEL 8 @ 23:30
11	22:00	Bubble Rush	500,000(450,000+50,000)	345	15,000	15 / 20	LEVEL 7 @ 00:00
3	23:59	Main Event (KRW 2.2B GTD) - Day 1G - Hyper Turbo - Play Down To 10% 	1,600,000(1,440,000+160,000)	1,103	20,000	10	LEVEL 8 @ 01:34

# SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
<b>18 February 2025, Tuesday</b>							
12	11:00	NLH - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 13:00
S6	11:00	Milestone Satellite to Main Event Day 1H (Win Your Seat at 60K)	530,000(477,000+53,000)	365	10,000	15	LEVEL 7 @ 13:00
3	13:00	Main Event (KRW 2.2B GTD) - Day 1H - Play Down To 15% 	2,400,000(2,160,000+240,000)	1,655	30,000	40	LEVEL 9 @ 20:20
13	13:00	Short Deck Ante Only	7,000,000(6,440,000+560,000)	4,827	200,000	30	LEVEL 8 @ 18:15
S7	14:00	Milestone Satellite to Main Event Day 1J (Win Your Seat at 60K)	270,000(237,600+32,400)	186	10,000	15	LEVEL 7 @ 16:00
3	16:00	Main Event - Day 1J (KRW 2.2B GTD) - Play Down To 7.5% 	1,200,000(1,080,000+120,000)	827	15,000	20	LEVEL 7 @ 18:35
S8	18:00	Milestone Satellite to Main Event Day 1K (Win Your Seat at 60K)	530,000(477,000+53,000)	365	10,000	15	LEVEL 7 @ 20:00
3	20:00	Main Event - Day 1K (KRW 2.2B GTD) - Turbo - Play Down To 15% 	2,400,000(2,160,000+240,000)	1,655	30,000	20	LEVEL 9 @ 23:30
14	22:00	Mystery Bounty - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00
3	23:59	Main Event - Day 1L (KRW 2.2B GTD) - Hyper Turbo - Play Down To 15% 	2,400,000(2,160,000+240,000)	1,655	30,000	10	LEVEL 9 @ 01:44
<b>19 February 2025, Wednesday</b>							
15	11:00	NLH - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 13:00
3	13:00	Main Event - Day 2	N/A	N/A	N/A	60	Closed
S9	13:00	Milestone Satellite to Mystery Bounty Day 1A (Win Your Seat at 60K)	340,000(299,200+40,800)	234	10,000	15	LEVEL 7 @ 15:00
16	14:00	Pot Limit Omaha	900,000(810,000+90,000)	621	20,000	20	LEVEL 8 @ 16:55
17	15:00	Mystery Bounty High Roller (KRW 400M GTD) - Day 1	6,000,000(5,520,000+480,000)	4,137	300,000	40	LEVEL 13 @ DAY 2 14:35
18	15:00	Mystery Bounty (KRW 400M GTD) - Day 1A - Play Down To 15%	1,500,000(1,350,000+150,000)	1,034	30,000	30	LEVEL 10 @ 20:55
19	16:00	Teams Event (2 Teammates per Team)	1,000,000(900,000+100,000)	690	30,000	20	LEVEL 8 @ 18:55
S10	17:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat at 60K)	340,000(299,200+40,800)	234	10,000	15	LEVEL 7 @ 19:00
18	19:00	Mystery Bounty (KRW 400M GTD) - Day 1B - Play Down To 15%	1,500,000(1,350,000+150,000)	1,034	30,000	30	LEVEL 10 @ 00:30
20	22:00	Limit Triple Draw 2-7 - Turbo	500,000(450,000+50,000)	345	30,000	15	LEVEL 7 @ 00:00
21	23:59	NLH - Hyper Turbo	500,000(450,000+50,000)	345	15,000	10	LEVEL 7 @ 01:24
<b>20 February 2025, Thursday</b>							
22	11:00	Mystery Bounty - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 13:00
3	13:00	Main Event - Day 3	N/A	N/A	N/A	60	Closed
17	13:00	Mystery Bounty High Roller (KRW 400M GTD) - Final Day (Reg Open 2 Levels)	6,000,000(5,520,000+480,000)	4,137	300,000	40	LEVEL 13 @ DAY 2 14:35
S11	13:00	Milestone Satellite to Mystery Bounty Day 1C (Win Your Seat at 60K)	340,000(299,200+40,800)	234	10,000	15	LEVEL 7 @ 15:00
23	14:00	NLH / PLO	900,000(810,000+90,000)	621	20,000	20	LEVEL 8 @ 16:55
24	15:00	Super High Roller - Day 1	14,500,000(13,630,000+870,000)	9,998	500,000	40	LEVEL 14 @ DAY 2 15:15
18	15:00	Mystery Bounty (KRW 400M GTD) - Day 1C - Play Down To 15%	1,500,000(1,350,000+150,000)	1,034	30,000	30	LEVEL 10 @ 20:55
S12	17:00	Milestone Satellite to Mystery Bounty Day 1D (Win Your Seat at 60K)	340,000(299,200+40,800)	234	10,000	15	LEVEL 7 @ 19:00
18	19:00	Mystery Bounty (KRW 400M GTD) - Day 1D - Play Down To 15%	1,500,000(1,350,000+150,000)	1,034	30,000	30	LEVEL 10 @ 00:30
25	22:00	PLO - Hi-Lo - 5 Card (Big O) - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00
18	23:00	Mystery Bounty (KRW 400M GTD) - Day 1E - Flipout - 1 in 10	1,000,000(900,000+100,000)	690	20,000	N/A	TD Discretion
26	23:59	Mystery Bounty - Hyper Turbo	500,000(450,000+50,000)	345	15,000	10	LEVEL 7 @ 01:24

# SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
<b>21 February 2025, Friday</b>							
27	11:00	<b>Mystery Big Bounty (KRW 150M GTD) - Day 1A - Play Down To 15%</b>	1,200,000(1,080,000+120,000)	827	30,000	30	LEVEL 10 @ 16:30
3	13:00	Main Event - Final Day	N/A	N/A	N/A	60	Closed
18	13:00	Mystery Bounty - Final Day	N/A	N/A	N/A	40	Closed
24	13:00	<b>Super High Roller - Day 2 (Reg open 3 Levels)</b>	14,500,000(13,630,000+870,000)	9,998	500,000	40	LEVEL 14 @ DAY 2 15:15
S13	14:00	Milestone Satellite to Mystery Big Bounty Day 1B (Win Your Seat at 60K)	270,000(237,600+32,400)	186	10,000	15	LEVEL 7 @ 16:00
28	15:00	<b>NLH</b>	600,000(540,000+60,000)	414	20,000	20	LEVEL 8 @ 17:55
27	16:00	<b>Mystery Big Bounty (KRW 150M GTD) - Day 1B - Play Down To 15%</b>	1,200,000(1,080,000+120,000)	827	30,000	30	LEVEL 10 @ 21:30
S14	16:00	Milestone Satellite to Mystery Big Bounty Day 1C (Win Your Seat at 60K)	270,000(237,600+32,400)	186	10,000	15	LEVEL 7 @ 18:00
27	20:00	<b>Mystery Big Bounty (KRW 150M GTD) - Day 1C - Turbo - Play Down To 15%</b>	1,200,000(1,080,000+120,000)	827	30,000	15	LEVEL 10 @ 22:45
29	22:00	<b>Win The Button - Turbo</b>	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00
27	23:00	<b>Mystery Big Bounty (KRW 150M GTD) - Day 1D - Flipout - 1 in 10</b>	800,000(720,000+80,000)	552	20,000	N/A	TD Discretion
-	23:00	<b>Player's Party</b>		<b>Location : Tempo</b>			23:00 - 02:00
30	23:59	<b>3 Cards Hold'em - Hyper Turbo</b>	500,000(450,000+50,000)	345	15,000	10	LEVEL 7 @ 01:24
<b>22 February 2025, Saturday</b>							
31	11:00	<b>Superstack (KRW 150M GTD) - Day 1A - Play Down To 15%</b>	1,200,000(1,080,000+120,000)	827	40,000	30	LEVEL 10 @ 16:30
24	13:00	Super High Roller - Final Day	N/A	N/A	N/A	40	Closed
27	13:00	Mystery Big Bounty - Final Day	N/A	N/A	N/A	40	Closed
32	13:00	<b>\$15,000 NLH Superstar Challenge</b>	22,000,000(20,900,000+1,100,000)	15,000	200,000	30	LEVEL 8 @ 18:15
S15	14:00	Milestone Satellite to Superstack Day 1B (Win Your Seat at 60K)	270,000(237,600+32,400)	186	10,000	15	LEVEL 7 @ 16:00
33	15:00	<b>Deepstack</b>	600,000(540,000+60,000)	414	25,000	20	LEVEL 8 @ 17:55
31	16:00	<b>Superstack (KRW 150M GTD) - Day 1B - Play Down To 15%</b>	1,200,000(1,080,000+120,000)	827	40,000	30	LEVEL 10 @ 21:30
S16	18:00	Milestone Satellite to Superstack Day 1C (Win Your Seat at 60K)	270,000(237,600+32,400)	186	10,000	15	LEVEL 7 @ 20:00
31	20:00	<b>Superstack (KRW 150M GTD) - Day 1C - Turbo - Play Down To 15%</b>	1,200,000(1,080,000+120,000)	827	40,000	15	LEVEL 10 @ 22:45
34	22:00	<b>Mystery Bounty - Turbo</b>	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00
31	23:00	<b>Superstack (KRW 150M GTD) - Day 1D - Flipout - 1 In 10</b>	800,000(720,000+80,000)	552	26,500	N/A	TD Discretion
35	23:59	<b>Pot Limit Omaha - Hyper Turbo</b>	500,000(450,000+50,000)	345	15,000	10	LEVEL 7 @ 01:24


# SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
<b>23 February 2025, Sunday</b>							
36	11:00	Monster Stack (KRW 150M GTD) - Day 1A - Play Down To 15%	1,200,000(1,080,000+120,000)	827	50,000	30	LEVEL 12 @ 17:45
31	13:00	Superstack - Final Day	N/A	N/A	N/A	40	Closed
37	15:00	\$20,000 NLH SuperStar Challenge - Day 1	30,000,000(28,500,000+1,500,000)	20,000	500,000	40	LEVEL 12 @ DAY 2 13:40
38	15:00	Mystery Bounty	600,000(540,000+60,000)	414	20,000	20	LEVEL 8 @ 17:55
S17	16:00	Milestone Satellite to Monster Stack Day 1B (Win Your Seat at 60K)	270,000(237,600+32,400)	186	10,000	15	LEVEL 7 @ 18:00
36	18:00	Monster Stack (KRW 150M GTD) - Day 1B (25 mins) - Play Down To 15%	1,200,000(1,080,000+120,000)	827	50,000	25	LEVEL 12 @ 23:30
39	22:00	Win The Button - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00
36	23:00	Monster Stack (KRW 150M GTD) - Day 1C - Hyper Turbo - Play Down To 15%	1,200,000(1,080,000+120,000)	827	50,000	10	LEVEL 12 @ 01:15
36	23:59	Monster Stack (KRW 150M GTD) - Day 1D - Flipout 1 in 10	800,000(720,000+80,000)	552	33,300	N/A	TD Discretion
<b>24 February 2025, Monday</b>							
40	11:00	Mini Main Event (KRW 70M GTD) - Flight A - Play Down To 15%	810,000(729,000+81,000)	559	30,000	20	LEVEL 9 @ 14:30
37	13:00	\$20,000 NLH SuperStar Challenge - Final Day (Reg open 1 Level)	30,000,000(28,500,000+1,500,000)	20,000	500,000	40	LEVEL 12 @ 13:40
36	13:00	Monster Stack - Final Day	N/A	N/A	N/A	40	Closed
40	15:00	Mini Main Event (KRW 70M GTD) - Flight B - Hyper Turbo - Play Down To 15%	810,000(729,000+81,000)	559	30,000	10	LEVEL 9 @ 16:45
41	16:00	Mini High Roller	2,500,000(2,250,000+250,000)	1,724	200,000	20	LEVEL 8 @ 19:10
40	18:00	Mini Main Event (KRW 70M GTD) - Flight C - Flipout - 1 in 10	540,000(486,000+54,000)	372	20,000	N/A	TD Discretion
42	20:00	Mystery Bounty - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 22:00
40	20:00	Mini Main Event - Final	N/A	N/A	N/A	20	Closed
43	22:00	Pot Limit Omaha - Turbo	500,000(450,000+50,000)	345	15,000	15	LEVEL 7 @ 00:00

**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, Pot Limit Omaha, Draw 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 22,000,000 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 (MINS)	REG. CLOSE END
#3 Main Event (7.5%) 	Day 1 B & J - 15,000	20	Day 1 B - LEVEL 7 @ 21:35 Day 1 J - LEVEL 7 @ 18:35
#3 Main Event (10%) 	Day 1 A, D, F & G - 20,000	Day 1 A, D, F - 30 Day 1 G - 10	Day 1 A - LEVEL 8 @ 17:55 Day 1 D & F - LEVEL 8 @ 23:30 Day 1 G - LEVEL 8 @ 01:34
#3 Main Event (15%) 	Day 1 C, E, H, K & L - 30,000	Day 1 C, E & H - 40 Day 1 K - 20 Day 1 L - 10	Day 1 C, E & H - LEVEL 9 @ 20:20 Day 1 K - LEVEL 9 @ 23:30 Day 1 L - 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	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
DAY 2 START			
15	3,000	5,000	5,000
16	3,000	6,000	6,000
15 MINS			
17	4,000	8,000	8,000
18	5,000	10,000	10,000
15 MINS			

\*Next page for more details

# MAIN EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
19	6,000	12,000	12,000
20	8,000	16,000	16,000
50 MINS DINNER BREAK			
21	10,000	20,000	20,000
22	10,000	25,000	25,000
DAY 2 END			
23	15,000	30,000	30,000
24	20,000	40,000	40,000
15 MINS			
25	25,000	50,000	50,000
26	30,000	60,000	60,000
15 MINS			
27	40,000	80,000	80,000
28	50,000	100,000	100,000
50 MINS DINNER BREAK			
29	60,000	120,000	120,000
30	80,000	160,000	160,000
15 MINS			
31	100,000	200,000	200,000
32	100,000	250,000	250,000
15 MINS			
33	150,000	300,000	300,000
34	200,000	400,000	400,000
15 MINS			
35	250,000	500,000	500,000
36	300,000	600,000	600,000
15 MINS			

# MAIN EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
37	400,000	800,000	800,000
38	500,000	1,000,000	1,000,000
15 MINS			
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 or more qualified will receive **KRW 19M**.

\*Day 1A has 40 mins dinner break after level 8.

\*Day 1 C, E & H has 50 mins dinner break after level 9.

\*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 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 A, 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 C, 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 Blinds start at 3,000/5,000(5,000).

\*Day 2 will play 8 Levels.

\*Day 3 finish at Final Table.

\*Shot Clock rules apply at the start.

Each player will receives 5 (30 second) Time Banks when the shot clock is began to use.

Each player who qualify to Day 2 and Final table will receives 5 extra Time Banks.

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.



# 20K NLH SUPERSTAR CHALLENGE

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#37 \$20,000 NLH Superstar Challenge	500,000	40	LEVEL 12 @ DAY 2 13:40

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,000	2,000
2	1,000	2,500	2,500
3	1,500	3,000	3,000
15 MINS			
4	2,000	4,000	4,000
5	2,500	5,000	5,000
6	3,000	6,000	6,000
60 MINS / CHIP RACE 500s			
7	4,000	8,000	8,000
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 / CHIP RACE 1,000s			
12	10,000	25,000	25,000
END OF REGISTRATION			
13	15,000	30,000	30,000
14	20,000	40,000	40,000
15 MINS			
15	25,000	50,000	50,000
16	30,000	60,000	60,000
17	40,000	80,000	80,000
15 MINS / CHIP RACE 5,000s			
18	50,000	100,000	100,000
19	50,000	125,000	125,000
20	75,000	150,000	150,000
60 MINS			
21	100,000	200,000	200,000
22	125,000	250,000	250,000
23	150,000	300,000	300,000
15 MINS			

\*Next page for more details

# 20K NLH SUPERSTAR CHALLENGE

LEVEL	SMALL BLIND	BIG BLIND	ANTE
24	200,000	400,000	400,000
25	250,000	500,000	500,000
26	300,000	600,000	600,000
15 MINS			
27	400,000	800,000	800,000
28	500,000	1,000,000	1,000,000

**Notes:**

\*Re-entry is allowed until the end of the registration.

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

\*Shot Clock rules apply.

# SUPER HIGH ROLLER

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#24 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 / Chip 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
<b>15 MINS</b>			
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
<b>60 MINS / Chip Race 5000s</b>			
21	50,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
<b>15 MINS</b>			
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
<b>15 MINS</b>			
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:**

\*Re-entry is allowed until the end of the registration.

\*Day 2 finish at Final Table.

\*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 (MINS)	REG. CLOSE END
#6 High Roller	300,000	40	LEVEL 13 @ DAY 2 14:35
#17 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

\*Next page for more details

# MULTI DAY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
<b>15 MINS</b>			
17	20,000	40,000	40,000
18	25,000	50,000	50,000
19	30,000	60,000	60,000
<b>60 MINS</b>			
20	40,000	80,000	80,000
21	50,000	100,000	100,000
22	50,000	125,000	125,000
<b>15 MINS / Chip Race 5,000s</b>			
23	75,000	150,000	150,000
24	100,000	200,000	200,000
25	125,000	250,000	250,000
<b>15 MINS</b>			
26	150,000	300,000	300,000
27	200,000	400,000	400,000
28	250,000	500,000	500,000
<b>15 MINS</b>			
29	300,000	600,000	600,000
30	400,000	800,000	800,000

**Notes:**

\*Re-entry is allowed until the end of the registration.

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

\*Shot Clock rules apply.

\*#17 Mystery Bounty High Roller - All **KRW 1.7M** 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 can only draw the bounty in any break time.

\*At the Final Table, Mystery Bounties will be claimed immediately when a player is eliminated.

SAMPLE PAYOUT (100 Entries)

BOUNTIES	PAYOUT
x1	65,000,000
x1	30,000,000
x2	15,000,000
x2	8,000,000
x3	5,000,000
x4	3,500,000

# 15K NLH SUPERSTAR CHALLENGE

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#32 \$15,000 NLH Superstar Challenge	200,000	30	LEVEL 8 @ 18:15
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	500	1,000	1,000
2	1,000	1,500	1,500
3	1,000	2,000	2,000
4	1,500	3,000	3,000
15 MINS			
5	2,000	4,000	4,000
6	2,500	5,000	5,000
7	3,000	6,000	6,000
8	4,000	8,000	8,000
60 MINS / END OF REGISTRATION / Chip Race 500s			
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
15 MINS / Chip Race 1,000s			
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
15 MINS			

\*Next page for more details

# 15K NLH SUPERSTAR CHALLENGE

LEVEL	SMALL BLIND	BIG BLIND	ANTE
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
15 MINS / Chip Race 1,000s			
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
15 MINS			
25	200,000	400,000	400,000
26	250,000	500,000	500,000

**Notes:**

\*Re-entry is allowed until the end of the registration.

\*Shot Clock rules apply.

\*60 Mins dinner break after Level 8.



# POT LIMIT OMAHA HIGH ROLLER

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#2 Pot Limit Omaha	200,000	30	LEVEL 10 @ 19:30
LEVEL	SMALL BLIND	BIG BLIND	FIRST POT RAISE
1	500	1,000	3,500
2	1,000	1,500	5,500
3	1,000	2,000	7,000
15 MINS			
4	1,000	2,500	8,500
5	1,500	3,000	10,500
6	2,000	4,000	14,000
15 MINS			
7	3,000	5,000	18,000
8	3,000	6,000	21,000
9	4,000	8,000	28,000
60 MINS			
10	5,000	10,000	35,000
END OF REGISTRATION			
11	6,000	12,000	42,000
12	10,000	15,000	55,000
15 MINS			
13	10,000	20,000	70,000
14	10,000	25,000	85,000
15	15,000	30,000	105,000
16	20,000	40,000	140,000
15 MINS			
17	25,000	50,000	175,000
18	30,000	60,000	210,000
19	40,000	80,000	280,000
20	50,000	100,000	350,000
15 MINS			
21	50,000	125,000	425,000
22	75,000	150,000	525,000
23	100,000	200,000	700,000
24	150,000	300,000	1,050,000

**Notes:**

\*Re-entry is allowed until the end of the registration.

\*Played 6 Handed and Final Table in 7 Handed.

\*Shot Clock rules apply.

# MINI HIGH ROLLER

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#41 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
15 MINS			
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
15 MINS			
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
15 MINS			
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
15 MINS			

\*Next page for more details

# MINI HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
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
15 MINS			
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
15 MINS			
25	200,000	400,000	400,000
26	250,000	500,000	500,000

**Notes:**

*\*Re-entry is allowed until the end of the registration.*

*\*Shot Clock rules apply.*

# SHORT DECK HIGH ROLLER

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#13 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			
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 / Chip 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**

- \*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.

# MULTI FLIGHTS SIDE EVENT

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#1 Mystery Bounty	Day 1 A, B, C, D, E & F - 25,000 Day 1 G - 16,500	Day 1 A, B, D & E - 25 Day 1 C & F - 15 Day 1 G - Flipout	FINAL - 30 Day 1 A & D - LEVEL 9 @ 15:15 Day 1 B & E - LEVEL 9 @ 20:15 Day 1 C & F - LEVEL 9 @ 22:30 Day 1 G - TD Discretion
#18 Mystery Bounty	Day 1 A, B, C & D - 30,000 Day 1 E - 20,000	Day 1 A, B, C & D - 30 Day 1 E - Flipout	FINAL - 40 Day 1 A & C - LEVEL 10 @ 20:55 Day 1 B & D - LEVEL 10 @ 00:30 Day 1 E - TD Discretion
#27 Mystery Big Bounty	Day 1 A, B & C - 30,000 Day 1 D - 20,000	Day 1 A & B - 30 Day 1 C - 15 Day 1 D - Flipout	FINAL - 40 Day 1 A - LEVEL 10 @ 16:30 Day 1 B - LEVEL 10 @ 21:30 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#31 Superstack	Day 1 A, B & C - 40,000 Day 1 D - 26,500	Day 1 A & B - 30 Day 1 C - 15 Day 1 D - Flipout	FINAL - 40 Day 1 A - LEVEL 10 @ 16:30 Day 1 B - LEVEL 10 @ 21:30 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#36 Monster Stack	Day 1 A, B & C - 50,000 Day 1 D - 33,300	Day 1 A - 30 Day 1 B - 25 Day 1 C - 10 Day 1 D - Flipout	FINAL - 40 Day 1 A - LEVEL 12 @ 17:45 Day 1 B - LEVEL 12 @ 23:30 Day 1 C - LEVEL 12 @ 01:15 Day 1 D - TD Discretion
#40 Mini Main Event	Flight A & B - 30,000 Flight C - 20,000	Flight A - 20 Flight B - 10 Flight C - Flipout	FINAL - 20 Flight A - LEVEL 9 @ 14:30 Flight B - LEVEL 9 @ 16:45 Flight C - 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
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:

- \*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.
- \*Shot Clock will use when 1 table off to the money.
- \*Players will initially receive 3 Time Banks and will reset to 3 Time Banks at the Final Table.

## \*Flipout for #1, #18, #27, #31, #36 & #40

- \*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.

## \*#1 Mystery Bounty

- \*KRW 240,000 bounties collected from Day 1 A-F and KRW 160,000 bounties collected from Day 1G will be calculated for mystery bounty.
- \*All lesser stacks that have been removed from play will get paid based on the minimum payout and one Bounty ticket.

## \*#18 Mystery Bounty

- \*KRW 440,000 bounties collected from Day 1 A-D and KRW 290,000 bounties collected from Day 1E will be calculated for mystery bounty.
- \*All lesser stacks that have been removed from play will get paid based on the minimum payout and one Bounty ticket.

## 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

## \*#27 Mystery Big Bounty

- \*KRW 520,000 bounties collected from Day 1 A, B & C and KRW 350,000 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 can only draw the bounty in any break time.
- \*At the Final Table, Mystery Bounties will be claimed immediately when a player is eliminated.

# SINGLE DAY SIDE EVENT

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#5 Mystery Bounty - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#7 Ladies Event	20,000	20	LEVEL 8 @ 17:55
#8 Mystery Bounty - Turbo	15,000	15	LEVEL 7 @ 00:00
#9 NLH - Hyper Turbo	15,000	15	LEVEL 7 @ 01:24
#10 Mystery Bounty	20,000	20	LEVEL 8 @ 17:55
#11 Bubble Rush	15,000	15 / 20	LEVEL 7 @ 00:00
#12 NLH - Turbo	15,000	15	LEVEL 7 @ 13:00
#14 Mystery Bounty - Turbo	15,000	15	LEVEL 7 @ 00:00
#15 NLH - Turbo	15,000	15	LEVEL 7 @ 13:00
#19 Teams Event	30,000	20	LEVEL 8 @ 18:55
#21 NLH - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#22 Mystery Bounty - Turbo	15,000	15	LEVEL 7 @ 13:00
#23 NLH / PLO	20,000	20	LEVEL 8 @ 16:55
#26 Mystery Bounty - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#28 NLH	20,000	20	LEVEL 8 @ 17:55
#29 Win The Button - Turbo	15,000	15	LEVEL 7 @ 00:00
#30 3 Cards Hold'em - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#33 Deepstack	25,000	20	LEVEL 8 @ 17:55
#34 Mystery Bounty - Turbo	15,000	15	LEVEL 7 @ 00:00
#38 Mystery Bounty	20,000	20	LEVEL 8 @ 17:55
#39 Win The Button - Turbo	15,000	15	LEVEL 7 @ 00:00
#42 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:

- \*Re-entry is allowed until the end of the registration.
- \*Shot Clock will use when 1 table off to the money.
- \*Players will initially receive 3 Time Banks and will reset to 3 Time Banks at the Final Table.

## \*#11 Bubble Rush

- \*Tournament begins with 15 minute per level, and will become 20 minutes once players are In The Money.

## \*#14 NLH / PLO

- \*Games will play 8 handed and game will change every 8 hands deal.
- \*Ante only apply to NLH game.

## #52 Teams Event

- \*Each team consists of 2 teammates.
- \*The first teammate receives half a stack at level 1. The second half stack will be received by another teammate at level 2.
- \*If the first teammate busts at level 1, the stack for another teammate will be played.
- \*When only 3 teams remain, 2 teammates are allowed to play together.
- \*Team member **MUST** be changed for each blind's up.
- \*Each team has 2 discussion cards, and each discussion card has 30 seconds allowed 2 teammate discuss for the hand.

\*#5, #8, #14, #22, #26, #34 & #42 - All **KRW 150,000** bounties collected will be calculated for mystery bounty.

\*#10 - All **KRW 260,000** bounties collected will be calculated for mystery bounty.

\*#38 - All **KRW 170,000** 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 can only draw the bounty in any break time.
- \*At the Final Table, Mystery Bounties will be claimed immediately when a player is eliminated.

## \*#29 & #39 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.

## \*#30 3 Cards Hold'em - Hyper Turbo

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

# SHORT DECK ANTE ONLY

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#4 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	
15 MINS			

\*Next page for more details

# SHORT DECK ANTE ONLY

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

**Notes:**

*\*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 will use when 1 table off to the money.*

*\*Players will initially receive 3 Time Banks and will reset to 3 Time Banks at the Final Table.*



# POT LIMIT OMAHA

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#16 Pot Limit Omaha	20,000	20	LEVEL 8 @ 16:55
#25 PLO Hi-Lo - 5 Card (Big O) - Turbo	15,000	15	LEVEL 7 @ 00:00
#35 Pot Limit Omaha - Hyper Turbo	15,000	10	LEVEL 7 @ 01:24
#43 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:**

*\*Re-entry is allowed until the end of the registration.*

*\*#25 Big O - To win the whole pot must the best hand of Hi and Lo pot.*

*\*Shot Clock will use when 1 table off to the money.*

*\*Players will initially receive 3 Time Banks and will reset to 3 Time Banks at the Final Table.*

# LIMIT TRIPLE DRAW 2-7

TOURNAMENT NAME	STARTING STACKS	LEVEL DURATION (MINS)	REG. CLOSE END
#20 Limit Triple Draw 2 -7 - Turbo	30,000	15	LEVEL 7 @ 00:00
LEVEL	SMALL BLIND	BIG BLIND	LIMIT
1	200	400	400 - 800
2	200	500	500 - 1,000
3	300	600	600 - 1,200
4	400	800	800 - 1,600
5	500	1,000	1,000 - 2,000
6	600	1,200	1,200 - 2,400
7	800	1,600	1,600 - 3,200
15 MINS / END OF REGISTRATION / Chip Race 100s			
8	1,000	2,000	2,000 - 4,000
9	1,000	2,500	2,500 - 5,000
10	1,500	3,000	3,000 - 6,000
11	2,000	4,000	4,000 - 8,000
12	2,500	5,000	5,000 - 10,000
13	3,000	6,000	6,000 - 12,000
14	4,000	8,000	8,000 - 16,000
15	5,000	10,000	10,000 - 20,000
15 MINS			
16	6,000	12,000	12,000 - 24,000
17	8,000	16,000	16,000 - 32,000
18	10,000	20,000	20,000 - 40,000
19	10,000	25,000	25,000 - 50,000
20	15,000	30,000	30,000 - 60,000
21	20,000	40,000	40,000 - 80,000
22	25,000	50,000	50,000 - 100,000
23	30,000	60,000	60,000 - 120,000
15 MINS			
24	40,000	80,000	80,000 - 160,000
25	50,000	100,000	100,000 - 200,000
26	60,000	120,000	120,000 - 240,000
27	80,000	160,000	160,000 - 320,000
28	100,000	200,000	200,000 - 400,000
29	120,000	240,000	240,000 - 480,000
30	150,000	300,000	300,000 - 600,000
31	200,000	400,000	400,000 - 800,000
32	250,000	500,000V	500,000 - 1,000,000

\*Next page for more details

# LIMIT TRIPLE DRAW 2-7

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**Notes:**

*\*Re-entry is allowed until the end of the registration.*

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

*\*Shot Clock will use when 1 table off to the money.*

*\*Players will initially receive 3 Time Banks and will reset to 3 Time Banks at the Final Table.*



# 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
ALL SATELLITES (S1 - S17)	60,000	10,000	15 MINS	LEVEL 7

- 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 removed 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.



# PAYOUT

**\* 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



# PRIZEPOOL GUIDE

MAIN EVENT (KRW 2,200,000,000)	
1	400,100,000
2	242,200,000
3	170,300,000
4	127,800,000
5	98,300,000
6	72,200,000
7	53,200,000
8	38,100,000
9	29,800,000
10 - 11	24,700,000
12 - 13	22,000,000
14 - 15	20,000,000
16 - 17	17,800,000
18 - 20	15,600,000
21 - 23	13,400,000
24 - 27	11,200,000
28 - 31	9,500,000
32 - 39	8,300,000
40 - 55	7,000,000
56 - 71	6,000,000
72 - 95	5,000,000
96 - 119	4,500,000
120 - 143	4,000,000
144 - 151	3,800,000

# 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.

## **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 Banks upon registering before the tournament starts.

Each Time Banks 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 Banks.

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

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

Time Banks 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/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 Banks 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