



POKER DREAM MALAYSIA 21

MAIN EVENT

MYR 5,000,000 GTD

9th - 20th Apr 2026
Genting Highlands

PLAYER GUIDE

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
9 April 2026, Thursday							
F1	9:00	PD21 Freeroll to Malaysia Open - CAP 300	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
1/A	11:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1A - Play Down To 10%	1,000	262	16,500	20	LEVEL 7 @ 13:35
S1	12:00	Milestone Satellite to Malaysia Open Day 1B (Win Your Seat @15K)	220	58	2,500	12	LEVEL 5 @ 13:10
S2	14:00	Milestone Satellite to Malaysia Open Day 1B (Win Your Seat @15K)	220	58	2,500	12	LEVEL 5 @ 15:10
2	14:00	7-Card Stud	1,500	393	20,000	20	LEVEL 8 @ 16:55
3	15:00	Couples Event	2,000	524	20,000	20	LEVEL 8 @ 18:02
1/B	17:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1B - Play Down To 10%	1,000	262	16,500	20	LEVEL 7 @ 19:35
S3	18:00	Milestone Satellite to Malaysia Open Day 1C (Win Your Seat @15K)	220	58	2,500	12	LEVEL 5 @ 19:10
1/C	20:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1C - Turbo - Play Down To 10%	1,000	262	16,500	15	LEVEL 7 @ 22:00
4	22:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 00:00

10 April 2026, Friday

F2	9:00	PD21 Freeroll to Malaysia Open - CAP 400	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
1/D	11:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1D - Play Down To 15%	1,500	393	25,000	25	LEVEL 9 @ 15:15
S4	12:00	Milestone Satellite to Malaysia Open Day 1E (Win Your Seat @15K)	340	89	2,500	12	LEVEL 5 @ 13:10
5	13:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 15:00
6	14:00	7-Card Stud (Stud, Razz)	1,500	393	20,000	20	LEVEL 8 @ 16:55
S5	14:00	Milestone Satellite to Malaysia Open Day 1E (Win Your Seat @15K)	340	89	2,500	12	LEVEL 5 @ 15:10
7	15:00	Senior Event (Age 50+)	1,000	262	15,000	15	LEVEL 7 @ 17:00
1/E	17:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1E - Play Down To 15%	1,500	393	25,000	25	LEVEL 9 @ 21:15
S6	18:00	Milestone Satellite to Malaysia Open Day 1F (Win Your Seat @15K)	340	89	2,500	12	LEVEL 5 @ 19:10
8	19:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 21:00
1/F	20:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1F - Turbo - Play Down To 15%	1,500	393	25,000	15	LEVEL 9 @ 22:30
1/G	22:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1G - Hyper Turbo - Play Down To 15%	1,500	393	25,000	10	LEVEL 9 @ 23:45
1/H	22:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1H - Flipout - 1 in 10	1,000	262	16,500	N/A	TD Discretion

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
11 April 2026, Saturday							
F3	9:00	PD21 Freeroll to Mystery Big Bounty - CAP 300	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
9	10:00	Limit 2-7 Triple Draw - Hyper Turbo	1,000	262	50,000	10	LEVEL 7 @ 11:25
10/A	11:00	Mystery Big Bounty (MYR 400,000 GTD) - Day 1A - Play Down To 15% 	2,100	551	30,000	25	LEVEL 10 @ 15:40
1	12:00	Malaysia Open - Final Day	N/A	N/A	N/A	30	Closed
11	13:00	NLH - Heads Up (Cap 32)	3,000	787	REFER TO PLAYER GUIDE	15	PRIOR TO SEAT DRAW
12	13:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 15:00
S7	13:00	Milestone Satellite to Mystery Big Bounty Day 1B (Win Your Seat @30K)	470	123	5,000	12	LEVEL 7 @ 14:34
13	14:00	Limit Triple Draw - LowBall Mix (A-5, 2-7, Badugi)	1,500	393	50,000	20	LEVEL 8 @ 16:55
10/B	17:00	Mystery Big Bounty (MYR 400,000 GTD) - Day 1B - Play Down To 15% 	2,100	551	30,000	25	LEVEL 10 @ 21:40
S8	18:00	Milestone Satellite to Mystery Big Bounty Day 1C (Win Your Seat @30K)	470	123	5,000	12	LEVEL 7 @ 19:34
10/C	20:00	Mystery Big Bounty (MYR 400,000 GTD) - Day 1C - Turbo - Play Down To 15% 	2,100	551	30,000	15	LEVEL 10 @ 22:45
S9	21:30	Milestone Satellite to PD21 Credit* (Win 2,000 Credit @30K)	440	115	5,000	12	LEVEL 7 @ 23:04
10/D	22:00	Mystery Big Bounty (MYR 400,000 GTD) - Day 1D - Flipout - 1 in 10 	1,400	367	20,000	N/A	TD Discretion
14	22:00	NLH - Knockout (MYR 200 Bounty) - Hyper Turbo	1,000	262	15,000	10	LEVEL 7 @ 23:25
12 April 2026, Sunday							
F4	9:00	PD21 Freeroll to Mystery Bounty Deepstack - CAP 200	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
15/A	11:00	Mystery Bounty Deepstack (MYR 400,000 GTD) - Day 1A - Play Down To 15% 	2,100	551	40,000	25	LEVEL 10 @ 15:40
10	12:00	Mystery Big Bounty - Final Day	N/A	N/A	N/A	30	Closed
16	13:00	Ladies Event	FREEROLL (300 R/A)	79	15,000	15	LEVEL 7 @ 15:00
S10	13:00	Milestone Satellite to Mystery Bounty Deepstack Day 1B (Win Your Seat @30K)	470	123	5,000	12	LEVEL 7 @ 14:34
17	14:00	NL 2-7 Single Draw	1,500	393	30,000	20	LEVEL 8 @ 16:55
15/B	17:00	Mystery Bounty Deepstack (MYR 400,000 GTD) - Day 1B - Play Down To 15% 	2,100	551	40,000	25	LEVEL 10 @ 21:40
S11	18:00	Milestone Satellite to Mystery Bounty Deepstack Day 1C (Win Your Seat @30K)	470	123	5,000	12	LEVEL 7 @ 19:34
18	19:00	Ladies Event - Turbo	800	210	15,000	15	LEVEL 7 @ 21:00
15/C	20:00	Mystery Bounty Deepstack (MYR 400,000 GTD) - Day 1C - Turbo - Play Down To 15% 	2,100	551	40,000	15	LEVEL 10 @ 22:45
S12	21:30	Milestone Satellite to PD21 Credit* (Win 2,000 Credit @30K)	440	115	5,000	12	LEVEL 7 @ 23:04
15/D	22:00	Mystery Bounty Deepstack (MYR 400,000 GTD) - Day 1D - Flipout - 1 in 10 	1,400	367	26,500	N/A	TD Discretion
19	22:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 00:00

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
13 April 2026, Monday							
F5	9:00	PD21 Freeroll to Mystery Bounty - CAP 200	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
20/A	11:00	Mystery Bounty (MYR 400,000 GTD) - Day 1A - Play Down To 15% 	2,100	551	30,000	25	LEVEL 10 @ 15:40
15	12:00	Mystery Bounty Deepstack - Final Day	N/A	N/A	N/A	30	Closed
S13	13:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat @30K)	470	123	5,000	12	LEVEL 7 @ 14:34
21	14:00	PL Omaha - Knockout (MYR 400 Bounty)	1,500	393	20,000	20	LEVEL 8 @ 16:55
22	15:00	Ladies Event - Turbo	800	210	15,000	15	LEVEL 7 @ 17:00
20/B	17:00	Mystery Bounty (MYR 400,000 GTD) - Day 1B - Play Down To 15% 	2,100	551	30,000	25	LEVEL 10 @ 21:40
S14	18:00	Milestone Satellite to Mystery Bounty Day 1C (Win Your Seat @30K)	470	123	5,000	12	LEVEL 7 @ 19:34
20/C	20:00	Mystery Bounty (MYR 400,000 GTD) - Day 1C - Turbo - Play Down To 15% 	2,100	551	30,000	15	LEVEL 10 @ 22:45
S15	21:30	Milestone Satellite to PD21 Credit* (Win 2,000 Credit @30K)	440	115	5,000	12	LEVEL 7 @ 23:04
20/D	22:00	Mystery Bounty (MYR 400,000 GTD) - Day 1D - Flipout - 1 in 10 	1,400	367	20,000	N/A	TD Discretion
23	22:00	Atomic Pineapple - Hyper Turbo	1,000	262	15,000	10	LEVEL 7 @ 23:25
14 April 2026, Tuesday							
F6	8:30	PD21 Freeroll to Mystery Bounty - CAP 200	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:20
S16	9:00	Milestone Satellite to Main Event Day 1A (Win Your Seat @40K)	520	136	5,000	12	LEVEL 7 @ 10:34
24/A	11:00	Main Event (MYR 5,000,000 GTD) - Day 1A - Play Down To 10% 	3,200	839	20,000	30	LEVEL 8 @ 15:30
S17	11:30	Milestone Satellite to Mystery Bounty Day 1A (Win Your Seat @40K)	490	128	5,000	12	LEVEL 7 @ 13:04
20	12:00	Mystery Bounty - Final Day	N/A	N/A	N/A	30	Closed
25	12:00	Influencer Invitational - Magic Poker	BY INVITATION	N/A	15,000	15	LEVEL 7 @ 14:00
26	14:00	PL Omaha Hi-Lo - 5 Card (Big O)	1,500	393	20,000	20	LEVEL 8 @ 16:55
27/A	14:00	Mystery Bounty (MYR 800,000 GTD) - Day 1A - Play Down To 15% 	3,000	787	30,000	30	LEVEL 10 @ 19:30
28	15:00	High Roller - Day 1	12,000	3,147	300,000	45	LEVEL 10 @ 00:15
S18	16:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat @30K)	670	176	5,000	12	LEVEL 7 @ 17:34
29	17:00	Ladies Event - Turbo	800	210	15,000	15	LEVEL 7 @ 19:00
S19	18:00	Milestone Satellite to PD21 Credit* (Win 2,000 Credit @30K)	440	115	5,000	12	LEVEL 7 @ 19:34
27/B	19:00	Mystery Bounty (MYR 800,000 GTD) - Day 1B - Play Down To 15% 	3,000	787	30,000	30	LEVEL 10 @ 00:30
30	22:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 00:00

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
15 April 2026, Wednesday							
F7	8:30	PD21 Freeroll to Mystery Bounty - CAP 250	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:20
S20	9:00	Milestone Satellite to Main Event Day 1B (Win Your Seat @40K)	520	136	5,000	12	LEVEL 7 @ 11:00
24/B	11:00	Main Event (MYR 5,000,000 GTD) - Day 1B - Play Down To 10% 	3,200	839	20,000	30	LEVEL 8 @ 15:30
S21	11:30	Milestone Satellite to Mystery Bounty Day 1C (Win Your Seat @30K)	670	176	5,000	12	LEVEL 7 @ 13:30
28	13:00	High Roller - Final Day	N/A	N/A	N/A	45	Closed
31	13:00	PL Omaha	1,500	393	20,000	20	LEVEL 8 @ 15:55
32	13:30	Ladies Event	FREEROLL (300 R/A)	79	15,000	15	LEVEL 7 @ 15:30
27/C	14:00	Mystery Bounty (MYR 800,000 GTD) - Day 1C - Play Down To 15% 	3,000	787	30,000	30	LEVEL 10 @ 19:30
33	15:00	Single Day High Roller	8,000	2,098	200,000	30	LEVEL 8 @ 20:15
S22	15:30	Milestone Satellite to Mystery Bounty Day 1D (Win Your Seat @30K)	670	176	5,000	12	LEVEL 7 @ 17:04
S23	17:00	Milestone Satellite to PD21 Main Event 10% (Win Your Seat @30K)	720	189	5,000	12	LEVEL 7 @ 18:34
27/D	19:00	Mystery Bounty (MYR 800,000 GTD) - Day 1D - Play Down To 15% 	3,000	787	30,000	30	LEVEL 10 @ 00:30
34	19:00	Ladies Event - Turbo	800	210	15,000	15	LEVEL 7 @ 21:00
27/E	22:00	Mystery Bounty (MYR 800,000 GTD) - Day 1E - Flipout - 1 in 10 	2,000	524	20,000	N/A	TD Discretion
35	22:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 00:00
16 April 2026, Thursday							
S24	9:00	Milestone Satellite to Main Event Day 1C (Win Your Seat @30K)	1,070	281	5,000	12	LEVEL 7 @ 10:34
36	11:00	NLH - Turbo	1,000	262	15,000	15	LEVEL 7 @ 13:00
27	12:00	Mystery Bounty - Final Day	N/A	N/A	N/A	40	Closed
24/C	12:00	Main Event (MYR 5,000,000 GTD) - Day 1C - Play Down To 15% 	4,800	1,259	30,000	40	LEVEL 9 @ 19:20
S25	13:00	Milestone Satellite to Main Event Day 1D (Win Your Seat @30K)	720	189	5,000	12	LEVEL 7 @ 14:34
37	14:00	NLH / PLO	1,500	393	20,000	20	LEVEL 8 @ 16:55
38	15:00	Super High Roller - Day 1	20,000	5,245	500,000	40	LEVEL 14 @ DAY 2 15:15
39	15:00	NLH - Bounty Quattro - Turbo	1,000	262	15,000	15	LEVEL 7 @ 17:00
S26	16:00	Milestone Satellite to Main Event Day 1E (Win Your Seat @30K)	720	189	5,000	12	LEVEL 7 @ 17:34
24/D	17:00	Main Event (MYR 5,000,000 GTD) - Day 1D - Play Down To 10% 	3,200	839	20,000	30	LEVEL 8 @ 21:30
S27	19:00	Milestone Satellite to PD21 Main Event 15% (Win Your Seat @30K)	1,070	281	5,000	12	LEVEL 7 @ 20:34
24/E	21:00	Main Event (MYR 5,000,000 GTD) - Day 1E - Turbo - Play Down To 10% 	3,200	839	20,000	20	LEVEL 8 @ 23:55
40	22:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 00:00

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
17 April 2026, Friday							
S28	10:00	Milestone Satellite to Main Event Day 1F (Win Your Seat @30K)	1,070	281	5,000	12	LEVEL 7 @ 11:34
41	11:00	PL Omaha - Hyper Turbo	1,000	262	15,000	10	LEVEL 7 @ 12:25
24/F	12:00	Main Event (MYR 5,000,000 GTD) - Day 1F - Play Down To 15% 	4,800	1,259	30,000	40	LEVEL 9 @ 19:20
38	13:00	Super High Roller - Final Day (Reg Open 3 Levels)	20,000	5,245	500,000	40	LEVEL 14 @ DAY 2 15:15
S29	13:00	Milestone Satellite to S30 (Win Your Seat @15K)	160	42	2,500	12	LEVEL 5 @ 14:10
42	14:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 16:00
S30	15:00	Milestone Satellite to Main Event Day 1G/H (Win Your Seat @30K)	710	186	5,000	12	LEVEL 7 @ 16:34
43	16:00	Short Deck Ante Only	1,500	393	20,000x3	20	LEVEL 10 @ 19:50
24/G	17:00	Main Event (MYR 5,000,000 GTD) - Day 1G - Play Down To 10% 	3,200	839	20,000	30	LEVEL 8 @ 21:30
44	18:00	NLH - Magic Poker	1,000	262	15,000	15	LEVEL 7 @ 20:00
S31	19:00	Milestone Satellite to PD21 Main Event 15% (Win Your Seat @30K)	1,070	281	5,000	12	LEVEL 7 @ 20:34
24/H	21:00	Main Event (MYR 5,000,000 GTD) - Day 1H - Turbo - Play Down To 10% 	3,200	839	20,000	20	LEVEL 8 @ 23:55
45	22:00	Mystery Bounty - Turbo 	1,000	262	15,000	15	LEVEL 7 @ 00:00
24/J	22:00	Main Event (MYR 5,000,000 GTD) - Day 1J - Hyper Turbo - Play Down To 10% 	3,200	839	20,000	10	LEVEL 8 @ 23:35
18 April 2026, Saturday							
F8	9:00	PD21 Freeroll to Main Event - CAP 300	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
S32	10:00	Milestone Satellite to S33 (Win Your Seat @15K)	240	63	2,500	12	LEVEL 5 @ 11:10
S33	11:30	Milestone Satellite to Main Event Day 1K (Win Your Seat @30K)	1,070	281	5,000	12	LEVEL 7 @ 13:04
-	11:30	Mystery Jackpot Bounty Draw 	N/A	N/A	N/A	N/A	-
S34	12:00	Milestone Satellite to S35 (Win Your Seat @15K)	160	42	2,500	12	LEVEL 5 @ 13:10
24/K	12:00	Main Event (MYR 5,000,000 GTD) - Day 1K - Play Down To 15% 	4,800	1,259	30,000	40	LEVEL 9 @ 19:20
S35	14:00	Milestone Satellite to Main Event Day 1L (Win Your Seat @30K)	720	189	5,000	12	LEVEL 7 @ 15:34
S36	14:30	Milestone Satellite to S37 (Win Your Seat @15K)	240	63	2,500	12	LEVEL 5 @ 15:40
46	15:00	NLH - Bounty Quattro - Turbo	1,000	262	15,000	15	LEVEL 7 @ 17:00
24/L	16:00	Main Event (MYR 5,000,000 GTD) - Day 1L - Turbo - Play Down To 10% 	3,200	839	20,000	20	LEVEL 8 @ 18:55
47	17:00	Short Deck Ante Only	10,000	2,622	100,000 x 3	30	LEVEL 8 @ 22:15
S37	17:00	Milestone Satellite to Main Event Day 1M (Win Your Seat @30K)	1,070	281	5,000	12	LEVEL 7 @ 18:34
S38	19:00	Milestone Satellite to PD21 Credit* (Win 3,000 Credit @30K)	660	173	5,000	12	LEVEL 7 @ 20:34
24/M	20:00	Main Event (MYR 5,000,000 GTD) - Day 1M - Turbo - Play Down To 15% 	4,800	1,259	30,000	20	LEVEL 9 @ 23:30
48	21:30	Short Deck Ante Only - Turbo	1,000	262	20,000x3	15	LEVEL 10 @ 00:30
24/N	22:00	Main Event (MYR 5,000,000 GTD) - Day 1N - Hyper Turbo - Play Down To 15% 	4,800	1,259	30,000	10	LEVEL 9 @ 23:45

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
19 April 2026, Sunday							
F9	9:00	PD21 Freeroll to Monster Stack - CAP 200	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
S39	10:00	Milestone Satellite to Monster Stack Day 1A (Win Your Seat @30K)	610	160	5,000	12	LEVEL 7 @ 11:34
49/A	11:00	Monster Stack (MYR 400,000 GTD) - Day 1A - Play Down To 15%	2,700	708	50,000	30	LEVEL 12 @ 17:45
24	12:00	Main Event - Day 2	N/A	N/A	N/A	50	Closed
S40	12:30	Milestone Satellite to Mystery Bounty High Roller (Win Your Seat @40K)	1,600	420	5,000	12	LEVEL 7 @ 14:04
50	14:00	PL Omaha - Double Board - Bomb Pot	1,500	393	20,000	20	LEVEL 8 @ 16:55
51	15:00	Mystery Bounty High Roller - Day 1	10,000	2,622	300,000	45	LEVEL 12 @ DAY 2 14:45
52	15:00	Ladies Event - Turbo	800	210	15,000	15	LEVEL 7 @ 17:00
S41	15:30	Milestone Satellite to Monster Stack Day 1B (Win Your Seat @30K)	610	160	5,000	12	LEVEL 7 @ 17:04
53	16:00	Teams Event (2 Teammates per Team)	3,000	787	30,000	20	LEVEL 10 @ 19:45
49/B	17:00	Monster Stack (MYR 400,000 GTD) - Day 1B (25 mins) - Play Down To 15%	2,700	708	50,000	25	LEVEL 12 @ 22:30
54	20:00	Win The Button - Turbo	1,000	262	15,000	15	LEVEL 7 @ 22:00
49/C	22:00	Monster Stack (MYR 400,000 GTD) - Day 1C - Hyper Turbo - Play Down To 15%	2,700	708	50,000	10	LEVEL 12 @ 00:15
49/D	22:00	Monster Stack (MYR 400,000 GTD) - Day 1D - Flipout - 1 in 10	1,800	472	33,300	N/A	TD Discretion
-	23:00	Player's Party	N/A	N/A	N/A	N/A	23:00 - 02:00
20 April 2026, Monday							
S42	9:00	Milestone Satellite to Mini Main Event Flight A (Win Your Seat @15K)	340	89	2,500	12	LEVEL 5 @ 10:10
55/A	11:00	Mini Main Event (MYR 200,000 GTD) - Flight A - Play Down To 15%	1,500	393	30,000	20	LEVEL 9 @ 14:30
24	12:00	Main Event - Final Day	N/A	N/A	N/A	60	Closed
49	12:30	Monster Stack - Final Day	N/A	N/A	N/A	40	Closed
S43	12:30	Milestone Satellite to Mini Main Event Flight B (Win Your Seat @15K)	340	89	2,500	12	LEVEL 5 @ 13:40
51	13:00	Mystery Bounty High Roller - Final Day (Reg Open 2 Levels)	10,000	2,622	300,000	45	LEVEL 12 @ DAY 2 14:45
56	14:00	PL Omaha - Knockout (MYR 200 Bounty) - Turbo	1,000	262	15,000	15	LEVEL 7 @ 16:00
55/B	15:00	Mini Main Event (MYR 200,000 GTD) - Flight B - Hyper Turbo - Play Down To 15%	1,500	393	30,000	10	LEVEL 9 @ 16:45
57	16:00	Mini High Roller	5,000	1,311	200,000	20	LEVEL 8 @ 19:10
55/C	18:00	Mini Main Event (MYR 200,000 GTD) - Flight C - Flipout - 1 in 10	1,000	262	20,000	N/A	TD Discretion
58	20:00	NLH - Knockout (MYR 200 Bounty) - Turbo	1,000	262	15,000	15	LEVEL 7 @ 22:00
55	20:00	Mini Main Event - Final	N/A	N/A	N/A	20	Closed
59	22:00	ALL-IN or FOLD	1,000	262	5,000 x 3	10	LEVEL 7 @ 23:25

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.

SST (Sales and Service Tax) implemented on all the tournament buy-ins (except satellites).

3% of all prize pools are withheld to offset staff costs.

*All satellites winner is non-transferable except PD credit satellites.

*PD21 credit is to be used exclusively for event buy-in. Top-ups are permitted, and any remaining credit will expire after the PD21 event and cannot be redeemed.

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.

MYSTERY JACKPOT

*Event with Mystery Jackpot logo may eligible to Mystery Jackpot lucky draw

*For events with the logo: For every MYR 50,000 in the prizepool, MYR 5,000 will be allocated to the Mystery Jackpot prizepool.

Examples:

Event #4 has a prizepool of MYR 70,000 → MYR 5,000 goes to the Mystery Jackpot Lucky Draw.

Event #27 has a prizepool of MYR 250,000 → MYR 25,000 goes to the Mystery Jackpot Lucky Draw.

*For every MYR 5,000 added to the Mystery Jackpot Lucky Draw, one (1) extra envelope will be placed into the Mystery Bounty Drawing box.

*The player who draws the Mystery Jackpot Ticket is allowed to keep drawing until he/she draws prize ticket.

*A player can obtain more than one Mystery Jackpot ticket.

*All players who have Mystery Jackpot ticket(s) will participate in the Mystery Jackpot draw on April 18th, 2026, at 11:30 in a randomly generated order.

*If a player is absent for the Mystery Jackpot draw, our staff will draw on their behalf. Winners will be notified individually for prize collection.

MAIN EVENT

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#24 Main Event (10%) 	3,200 (2,571+629)	Day 1 A, B, D, E, G, H, J, L - 20,000	Day 1 A, B, D, G - 30 Day 1 E, H, L - 20 Day 1 J - 10	Day 1 A, B- LEVEL 8 @ 15:30 Day 1D, G - LEVEL 8 @21:30 Day 1 E, H - LEVEL 8 @ 23:55 Day 1 J - LEVEL 8 @ 23:35 Day 1 L - LEVEL 8 @ 18:55
#24 Main Event (15%) 	4,800 (3,856+944)	Day 1 C, F, K, M, N - 30,000	Day 1 C, F, K - 40 Day 1 M - 20 Day 1 N - 10	Day 1 C, F, K - LEVEL 9 @ 19:20 Day 1 M - LEVEL 9 @ 23:30 Day 1 N - Level 9 @ 23:45

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
DAY 2 START			
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

*Next page for more details

MAIN EVENT

Notes:

***DREAM BONUS** - Players who qualified to day 2 two times will receive **MYR 20,000**; Third times or more qualified will receive **MYR 38,000**.

*Day 1 A, B has 50 mins dinner break after level 12.

*Day 1 C, F, K 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 A, B, D, E, G, H, J & L will play until the field is In The Money (10%) round up to the next whole number and is guaranteed to win at least **MYR 7,700**.

*Day 1 C, F, K, M & N will play until the field is In The Money (15%) round up to the next whole number and is guaranteed to win at least **MYR 7,700**.

*Seat redraw at Day 2, Final 3 tables, Final 2 tables and Final Table.

*Day 2 Blinds start at 3,000/5,000(5,000).

*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, Final day and Final table will receives 5 extra Time Bank cards.

Day 1(15% / 10%) - 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(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.



PD20	
ENTRIES	1,570
1ST PRIZE	580,000

SUPER HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#38 Super High Roller	20,000 (16,421+3,579)	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 / Chip Race 1,000s			
10	10,000	15,000	15,000
11	10,000	20,000	20,000
END OF DAY 1			
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 / Chips Race 5,000s			
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
60 MINS			
21	60,000	120,000	120,000
22	100,000	150,000	150,000
23	100,000	200,000	200,000
15 MINS			
24	100,000	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
15 MINS			
30	500,000	1,000,000	1,000,000
31	600,000	1,200,000	1,200,000
32	800,000	1,600,000	1,600,000
15 MINS			
33	1,000,000	2,000,000	2,000,000
34	1,000,000	2,500,000	2,500,000
35	1,500,000	3,000,000	3,000,000

Notes:

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

*Shot Clock rules apply.

*Seat redraw at Day 2, Final 3 tables, Final 2 tables and Final Table.

HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#28 High Roller	12,000 (9,853+2,147)	300,000	45	LEVEL 10 @ 00:15

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 / Chip Race 500s			
4	2,000	4,000	4,000
5	2,500	5,000	5,000
6	3,000	6,000	6,000
60 MINS			
7	4,000	8,000	8,000
8	5,000	10,000	10,000
15 MINS			
9	6,000	12,000	12,000
10	10,000	15,000	15,000
15 MINS / END OF REGISTRATION / Chips Race 1,000s			
11	10,000	20,000	20,000
12	10,000	25,000	25,000
END OF DAY 1			
13	15,000	30,000	30,000
14	20,000	40,000	40,000
15	25,000	50,000	50,000
15 MINS / Chip Race 5,000s			
16	30,000	60,000	60,000
17	40,000	80,000	80,000
18	50,000	100,000	100,000
15 MINS			
19	60,000	120,000	120,000
20	100,000	150,000	150,000
21	100,000	200,000	200,000
60 MINS			

*Next page for more details

HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
22	100,000	250,000	250,000
23	150,000	300,000	300,000
24	200,000	400,000	400,000
15 MINS			
25	250,000	500,000	500,000
26	300,000	600,000	600,000
27	400,000	800,000	800,000
28	500,000	1,000,000	1,000,000

Notes:

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

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

*Shot Clock rules apply.

MYSTERY BOUNTY HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#51 Mystery Bounty High Roller	10,000 (8,211+1,789)	300,000	45	LEVEL 12 @ DAY 2 14:45

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	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
END OF DAY 1 / Chips Race 1,000s			
11	10,000	15,000	15,000
12	10,000	15,000	15,000
15 MINS / END OF REGISTRATION			
13	10,000	20,000	20,000
14	10,000	25,000	25,000
15	15,000	30,000	30,000
15 MINS			
16	20,000	40,000	40,000
17	25,000	50,000	50,000
18	30,000	60,000	60,000
60 MINS / Chip Race 5,000s			
19	40,000	80,000	80,000
20	50,000	100,000	100,000
21	60,000	120,000	120,000

*Next page for more details

MYSTERY BOUNTY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 MINS			
22	100,000	150,000	150,000
23	100,000	200,000	200,000
24	100,000	250,000	250,000
15 MINS			
25	150,000	300,000	300,000
26	200,000	400,000	400,000
27	250,000	500,000	500,000
15 MINS			
28	300,000	600,000	600,000
29	400,000	800,000	800,000

Notes:

- *Re-entry is allowed until end of the registration.
- *There will be a full seat redraw prior to Day 2.
- *Shot Clock rules apply.
- *33% of the prizepool will be collected as 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 the game can only draw bounties during any break time unless they have been eliminated or in the Final Table.
- *At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

SAMPLE PAYOUT (100 Entries)

BOUNTIES	PAYOUT
x 1	100,000
x 1	50,000
x 2	25,500
x 3	12,400
x 6	5,460

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#33 Single Day High Roller	8,000 (6,569+1,431)	200,000	30	LEVEL 8 @ 20:15
#57 Mini High Roller	5,000 (4,016+984)	200,000	20	LEVEL 8 @ 19:10

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

Notes:

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

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

*Shot Clock rules apply.

HIGH ROLLER SHORT DECK

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#47 Short Deck Ante Only	10,000 (8,211+1,789)	100,000 x 3	30	LEVEL 8 @ 22:15
LEVEL	ANTE	BUTTON		
1	500	1,000		
2	1,000	2,000		
3	1,500	3,000		
4	2,000	4,000		
60 MINS / Chip Race 500s				
5	3,000	6,000		
6	4,000	8,000		
7	5,000	10,000		
8	6,000	12,000		
15 MINS / END OF REGISTRATION				
9	8,000	16,000		
10	10,000	20,000		
11	12,000	24,000		
12	15,000	30,000		
15 MINS / Chip Race 1,000s				
13	20,000	40,000		
14	25,000	50,000		
15	30,000	60,000		
16	40,000	80,000		
15 MINS / Chips Race 5,000s				
17	50,000	100,000		
18	60,000	120,000		
19	80,000	160,000		
20	100,000	200,000		
15 MINS				
21	120,000	240,000		
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.

HEADS UP

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#11 NLH - Heads Up (CAP 32)	3,000 (2,410+590)	ROUND 1 - 100,000 ROUND 2 - 200,000 ROUND 3 - 400,000 ROUND 4 - 800,000 ROUND 5 - 1,600,000	15	Prior to first draw or sell out at 32 entries

ROUND 1 - 32 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	300	600	600
2	400	800	800
3	500	1,000	1,000
4	600	1,200	1,200
5	800	1,600	1,600
6	1,000	2,000	2,000
7	1,000	2,500	2,500
8	1,500	3,000	3,000
9	2,000	4,000	4,000
10	3,000	6,000	6,000
11	4,000	8,000	8,000
12	5,000	10,000	10,000

ROUND 4 - 4 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	3,000	6,000	6,000
2	4,000	8,000	8,000
3	5,000	10,000	10,000
4	6,000	12,000	12,000
5	8,000	16,000	16,000
6	10,000	20,000	20,000
7	10,000	25,000	25,000
8	15,000	30,000	30,000
9	20,000	40,000	40,000
10	25,000	50,000	50,000
11	30,000	60,000	60,000
12	40,000	80,000	80,000

ROUND 2 - 16 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	600	1,200	1,200
2	800	1,600	1,600
3	1,000	2,000	2,000
4	1,000	2,500	2,500
5	1,500	3,000	3,000
6	2,000	4,000	4,000
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	8,000	16,000	16,000
12	10,000	20,000	20,000

ROUND 5 - 2 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	6,000	12,000	12,000
2	8,000	16,000	16,000
3	10,000	20,000	20,000
4	10,000	25,000	25,000
5	15,000	30,000	30,000
6	20,000	40,000	40,000
7	25,000	50,000	50,000
8	30,000	60,000	60,000
9	40,000	80,000	80,000
10	50,000	100,000	100,000
11	60,000	120,000	120,000
12	80,000	160,000	160,000

ROUND 3 - 8 PLAYERS			
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
4	3,000	6,000	6,000
5	4,000	8,000	8,000
6	5,000	10,000	10,000
7	6,000	12,000	12,000
8	8,000	16,000	16,000
9	10,000	20,000	20,000
10	10,000	25,000	25,000
11	15,000	30,000	30,000
12	20,000	40,000	40,000

Notes:

- *Registration closes prior to first draw or sell out at 32 entries.
- *Possible byes in round 1.
- *Shot Clock rules apply at the each match start.
Each player will receive 5 (30 seconds) Time Bank cards for each match.

MALAYSIA OPEN

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#1 Malaysia Open	10% - 1,000 (804+196) 15% - 1,500 (1,205+295)	Day 1 A, B, C, H - 16,500 Day 1 D, E, F, G - 25,000	Day 1 A, B - 20 Day 1 D, E - 25 Day 1 C, F - 15 Day 1 G - 10 Day 1 H - Flipout	FINAL - 30 Day 1 A / B / C - LEVEL 7 @ 13:35 / 19:35 / 22:00 Day 1 D / E / F / G - LEVEL 9 @ 15:15 / 21:15 / 22:30 / 23:45 Day 1 H - 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
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

MALAYSIA OPEN

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 (10% or 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.
 - Day 1(15% / 10%) - 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.
 - (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.
- *Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.
- *Flipout - Must be started with 10 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.



PD20	
ENTRIES	1,530
1ST PRIZE	278,800

MULTI FLIGHTS SIDE EVENT

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#10 Mystery Big Bounty 	15% - 2,100 (1,687+413) Flipout - 1,400 (1,125+275)	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 @ 21:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#15 Mystery Bounty Deepstack 	15% - 2,100 (1,687+413) Flipout - 1,400 (1,125+275)	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 @ 21:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#20 Mystery Bounty 	15% - 2,100 (1,687+413) Flipout - 1,400 (1,125+275)	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 @ 21:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#27 Mystery Bounty 	15% - 3,000 (2,410+590) Flipout - 2,000 (1,607+393)	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 @ 19:30 Day 1 B, D - LEVEL 10 @ 00:30 Day 1 E - TD Discretion
#49 Monster Stack	15% - 2,700 (2,169+531) Flipout - 1,800 (1,446+354)	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 @ 22:30 Day 1 C - LEVEL 12 @ 00:15 Day 1 D - TD Discretion
#55 Mini Main Event	15% - 1,500 (1,205+295) Flipout - 1,000 (804+196)	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

*Next page for more details

MULTI FLIGHTS SIDE EVENT

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

Notes:

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

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

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

*All Day 1s will play until the field is In The Money (10% or 15%) 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 (**EXCEPT #49**).

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

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

Day 1(15% / 10%) - 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.

(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.

*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

*#10 Mystery Big Bounty

*45% of the prizepool will be collected as mystery bounty.

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

*#15, #20, #27 Mystery Bounty Deepstack & Mystery Bounty

*33% of the prizepool will be collected as mystery bounty.

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

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 the game can only draw bounties during any break time unless they have been eliminated or in the Final Table.

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

*#49 Monster Stack

*Day 2 blind starts at 5,000/10,000(10,000).

*Flipout for #10, #15, #20, #27, #49 & #55

*Flipout - Must be started with 10 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.

SINGLE DAY SIDE EVENT

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#4, #5, #8, #12, #19, #30, #35, #40, #42, #45 Mystery Bounty - Turbo 	1,000 (786+214)	15,000	15	REFER TO SCHEDULE PAGE
#3 Couples Event	2,000 (1,607+393)	20,000	20	LEVEL 8 @ 18:02
#7 Senior Event (Age 50+)	1,000 (786+214)	15,000	15	LEVEL 7 @ 17:00
#14 NLH - Knockout (MYR 200 Bounty)-Hyper Turbo	1,000 (786+214)	15,000	10	LEVEL 7 @ 23:25
#16, #32, Ladies Event	FREEROLL (300 R/A)	15,000	15	#16 - LEVEL 7 @ 15:00 #32 - LEVEL 7 @ 15:30
#18, #22, #29, #34, #52 Ladies Event Turbo	800 (629+171)	15,000	15	#18, #34 - LEVEL 7 @ 21:00 #22, #52 - LEVEL 7 @ 17:00 #29 - LEVEL 7 @ 19:00
#23 Atomic Pineapple - Hyper Turbo	1,000 (786+214)	15,000	10	LEVEL 7 @ 23:25
#25 Influencer Invitational - Magic Poker	BY INVITATION	15,000	15	LEVEL 7 @ 14:00
#36 NLH - Turbo	1,000 (786+214)	15,000	15	LEVEL 7 @ 13:00
#37 NLH / PLO	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 16:55
#39, #46 NLH - Bounty Quattro - Turbo	1,000 (786+214)	15,000	15	LEVEL 7 @ 17:00
#44 NLH - Magic Poker	1,000 (786+214)	15,000	15	LEVEL 7 @ 20:00
#53 Teams Event (2 Teammates per Team)	3,000 (2,410+590)	30,000	20	LEVEL 10 @ 19:45
#54 Win The Button - Turbo	1,000 (786+214)	15,000	15	LEVEL 7 @ 22:00
#58 NLH - Knockout (MYR 200 Bounty) - Turbo	1,000 (786+214)	15,000	15	LEVEL 7 @ 22:00
#59 ALL-IN or FOLD	1,000 (786+214)	5,000 x 3	10	LEVEL 7 @ 23:25

*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.

Regular - 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.

(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.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

*Mystery Bounty - Turbo

*33% of the prizepool will be collected as 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.

*#14, #58 NLH - Knockout - Turbo

*Each Bounty worth **MYR 200**.

*#3 Couples Event

*Teams must have one man and one woman.

*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 members must be replaced after Level 1 and may be changed at subsequent levels as the player wishes.

*Each team has 5 discussion cards, and each discussion card has **1 minutes** allowed 2 teammates discuss for the hand.

*#59 ALL-IN or FOLD

*The event will be played 6-handed(final table 7-handed)

*Players have the option of starting with 1, 2 or all 3 bullets at once.

*Bullets can only be redeemed before the start of a hand.

*All Bullets must go into play at the start of Level 7.

*#7 Senior Event

*Players must be 50 or older to join.

*#16, #32 Ladies Event

*Re-buy format - Players are allowed unlimited re-buys during first 7 levels whenever at starting stack or below - **MYR 300 for 15,000 chips**

*Add-on - All players may purchase a add-on at end of level 7 - **MYR 300 for 45,000 chips**.

*If a player wants to rebuy, she must do it immediately after being busted.

*All Ladies Events:

Man allowed to join with 3x buyin (Freeroll MYR 900).

*#25 Influencer Invitational - Magic Poker

*1st place wins **PD21 Main Event 15% Ticket (MYR 4,800) + Free Dinner with Hosts**.

*Top 9 will get Poker Dream Hoodie/Tee-shirt

*Every player will receive a MAGIC CARD with their starting stack. It must be used according to its rules, or it may become invalid.

*Each player can hold only one (1) Magic Card. If you eliminate a player who has a card, you are allowed to take their card, but you are not hold more than one (1) card.

*#44 NLH - Magic Poker

*Magic cards are distributed only after the registration closed.

MAGIC CARDS:	Function:	When to use:
Chip Leader Swap	Swap stacks with the chip leader	Before the cards are dealt
Chip Steal	Take 50% from a player (who has a bigger stack size than you) at your table.	Before the cards are dealt
Redraw River	Re-draw the river card	When no more action and the RIVER is dealt
Reborn	Re-enter at the same table and start with 50% of average stack size	When eliminated
Peek a Card	Look at one of an opponent's cards in any period of the hand	During the hand
Force Dead Money	Force a player to pay 50% of his/her chips into the pot on next hand (dead money).	Before the cards are dealt
Steal Magic Card	Take another player's Function Card	Before the cards are dealt
Shield	Block one Function Card used on you	When the function card is used by someone else
Blank Card	No power. If stolen, draw a new good card (from first 4 category in the card list)	None

*Next page for more details

SINGLE DAY SIDE EVENT

Notes:

*#54 Win The Button - Turbo

- *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.

*#23 Atomic Pineapple - Hyper Turbo

- *Each player will receive 5 cards and will discard 1 card face down after betting is completed preflop, flop, and turn.
- *Played 6 Handed and Final Table in 7 Handed.

*#37 NLH / PLO

- *Game will change every 8 hands dealt.
- *Ante only apply to NLH game.

*#53 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 members must be replaced after Level 1 and may be changed at subsequent levels as the player wishes.
- *Each team has 2 discussion cards, and each discussion card has **1 minutes** allowed 2 teammate discuss for the hand.

*#39, #46 NLH - Bounty Quattro - Turbo

- *Bounties active when 25% of the field remaining
- *Each Bounty worth **MYR 800**.

POT LIMIT OMAHA

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#21 PL Omaha - Knockout (MYR 400 Bounty)	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 16:55
#26 PL Omaha Hi-Lo - 5 Card (Big O)	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 16:55
#31 PL Omaha	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 15:55
#41 PL Omaha - Hyper Turbo	1,000 (786+214)	15,000	10	LEVEL 7 @ 12:25
#50 PL Omaha - Double Board - Bomb Pot	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 16:55
#56 PL Omaha - Knockout (MYR 200 Bounty) - Turbo	1,000 (786+214)	15,000	15	LEVEL 7 @ 16:00

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

*Next page for more details

POT LIMIT OMAHA

LEVEL	SMALL BLIND	BIG BLIND
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
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.

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

Regular - 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.

(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.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

*#21 PL Omaha - Knockout

*Each Bounty worth MYR 400.

*#26 PL Omaha Hi-Lo - 5 Card (Big O)

*To win the whole pot must the best hand of Hi and Lo pot.

*#50 PL Omaha - Double Board - Bomb Pot

*Each player will post the big blind, no action before the flop, and action will start once a flop is revealed.

*A winner will be determined for each board and a player can scoop the whole pot.

*#56 PL Omaha - Knockout - Turbo

*Each Bounty worth MYR 200.

SHORT DECK

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#43 Short Deck Ante Only	1,500 (1,205+295)	20,000 x 3	20	LEVEL 10 @ 19:50
#48 Short Deck Ante Only - Turbo	1,000 (786+214)	20,000 x 3	15	LEVEL 10 @ 00:30

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 & 5,000s		
23	30,000	60,000
24	40,000	80,000
25	50,000	100,000

*Next page for more details

SHORT DECK

LEVEL	ANTE	BUTTON
26	60,000	120,000
27	80,000	160,000
28	100,000	200,000
15 MINS		
29	120,000	240,000
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.

Regular - 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.

(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.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

NL SINGLE DRAW 2-7

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#17 NL 2-7 Single Draw	1,500 (1,205+295)	30,000	20	LEVEL 8 @ 16:55

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	200
2	100	200	300
3	200	300	500
4	200	400	600
5	300	500	800
6	300	600	900
7	400	800	1,200
8	500	1,000	1,500
15 MINS / END OF REGISTRATION			
9	800	1,600	1,600
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 MINS / Chips Race 100s & 500s			
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
20	20,000	40,000	60,000
15 MINS / Chips Race 5,000s			
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
15 MINS			

*Next page for more details

NL SINGLE DRAW 2-7

LEVEL	SMALL BLIND	BIG BLIND	ANTE
27	120,000	240,000	360,000
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
32	400,000	800,000	1,200,000
15 MINS			
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:

*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.

Regular - 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.

(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.

*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	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#9 Limit 2-7 Triple Draw - Hyper Turbo	1,000 (786+214)	50,000	10	LEVEL 7 @ 11:25
#13 Limit Triple Draw - LowBall Mix (A-5, 2-7, Badugi)	1,500 (1,205+295)	50,000	20	LEVEL 8 @ 16:55

LEVEL	SMALL BLIND	BIG BLIND	LIMITS
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
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
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
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	500,000	500,000 - 1,000,000

*Next page for more details

LIMIT TRIPLE DRAW 2-7

Notes:

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

*Played 6 Handed and Final Table 7 Handed.

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

Regular - 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.

(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.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

*#13 Limit Triple Draw

*Game will change every 6 hands dealt.

7 CARD STUD

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#2 7-Card Stud	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 16:55
#6 7-Card Stud (Stud, Razz)	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 16:55

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
15 MINS / END OF REGISTRATION				
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

*Next page for more details

7 CARD STUD

Notes:

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

*Played 8 Handed and Final Table 8 Handed.

*Game changes every 8 hands.

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

Regular - 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.

*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	25	50	50
2	50	100	100
3	75	150	150
4	100	150	150
5	100	200	200
6	150	300	300
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
13	800	1,600	1,600
14	1,000	2,000	2,000
15	1,000	2,500	2,500
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	3,000	5,000	5,000
19	4,000	8,000	8,000
20	5,000	10,000	10,000

Notes:

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

*A Player who accumulates a certain amount 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.

*All satellites winner is non-transferable except PD credit satellites.

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

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.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

FREEROLLS

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
F1 - F9 PD21 Freeroll	2,500	10	F1 - F5, F8 - F9 LEVEL 5 @ 09:50 F6, F7 LEVEL 5 @ 09:20

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	25	50	50
2	50	100	100
3	75	150	150
4	100	150	150
5	100	200	200
6	150	300	300
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
13	800	1,600	1,600
14	1,000	2,000	2,000
15	1,000	2,500	2,500
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	3,000	5,000	5,000
19	4,000	8,000	8,000
20	5,000	10,000	10,000

Notes:

PD21 FREEROLL to Malaysia Open (#F1)

Special Prizes	PAYS TOP 8
1st place	MYR 1,500 Tournament Credit + Malaysia Open Day 1A/B/C Ticket (MYR 1,000)
2nd place	MYR 1,000 Tournament Credit + Malaysia Open Day 1A/B/C Ticket (MYR 1,000)
3rd place	MYR 500 Tournament Credit + Malaysia Open Day 1A/B/C Ticket (MYR 1,000)
4th place	Malaysia Open Day 1A/B/C Ticket (MYR 1,000)
5th - 6th	Milestone Satellite to Malaysia Open Day 1E/F Ticket (MYR 340)
7th - 8th	Milestone Satellite to Malaysia Open Day 1B/C Ticket (MYR 220)

PD21 FREEROLL to Malaysia Open (#F2)

Special Prizes	PAYS TOP 6
1st place	MYR 1,000 Tournament Credit + Malaysia Open Day 1D/E/F/G Ticket (MYR 1,500)
2nd place	MYR 500 Tournament Credit + Malaysia Open Day 1D/E/F/G Ticket (MYR 1,500)
3rd - 4th	Malaysia Open Day 1D/E/F/G Ticket (MYR 1,500)
5th - 6th	Milestone Satellite to Malaysia Open Day 1E/F Ticket (MYR 340)

PD21 Freeroll to Mystery Big Bounty (#F3)

Special Prizes	PAYS TOP 7
1st place	MYR 500 Tournament Credit + Mystery Big Bounty Day 1A/B/C Ticket (MYR 2,100)
2nd place	Mystery Big Bounty Day 1A/B/C Ticket (MYR 2,100)
3rd - 4th	#12 Mystery Bounty - Turbo Ticket (MYR 1,000)
5th - 7th	Milestone Satellite to Mystery Big Bounty Day 1B/C (MYR 470)

*Next page for more details

FREEROLLS

Notes:

PD21 Freeroll to Mystery Bounty Deepstack (#F4)

Special Prizes	PAYS TOP 7
1st place	MYR 500 Tournament Credit + Mystery Bounty Deepstack Day 1A/B/C Ticket (MYR 2,100)
2nd place	Mystery Bounty Deepstack Day 1A/B/C Ticket (MYR 2,100)
3rd - 4th	#19 Mystery Bounty - Turbo Ticket (MYR 1,000)
5th - 7th	Milestone Satellite to Mystery Bounty Deepstack Day 1B/C (MYR 470)

PD21 Freeroll to Mystery Bounty (#F5)

Special Prizes	PAYS TOP 4
1st place	MYR 1,000 Tournament Credit + Mystery Bounty Day 1A/B/C Ticket (MYR 2,100)
2nd place	MYR 500 Tournament Credit + Mystery Bounty Day 1A/B/C Ticket (MYR 2,100)
3rd place	Mystery Bounty Day 1A/B/C Ticket (MYR 2,100)
4th place	Milestone Satellite to Mystery Bounty Day 1B/C Ticket (MYR 470)

PD21 Freeroll to Mystery Bounty (#F6)

Special Prizes	PAYS TOP 4
1st place	MYR 500 Tournament Credit + Mystery Bounty Day 1A/B ticket (MYR 3,000)
2nd place	Mystery Bounty Day 1A/B ticket (MYR 3,000)
3rd place	#30 Mystery Bounty - Turbo Ticket (MYR 1,000)
4th place	Milestone Satellite to Mystery Bounty Day 1B Ticket (MYR 670)

PD21 Freeroll to Mystery Bounty (#F7)

Special Prizes	PAYS TOP 4
1st place	MYR 500 Tournament Credit + Mystery Bounty Day 1C/D ticket (MYR 3,000)
2nd place	Mystery Bounty Day 1C/D ticket (MYR 3,000)
3rd place	#35 Mystery Bounty - Turbo Ticket (MYR 1,000)
4th place	Milestone Satellite to Mystery Bounty Day 1D Ticket (MYR 670)

PD21 FREEROLL to Main Event (#F8)

Special Prizes	PAYS TOP 4
1st place	Main Event (MYR 5,000,000 GTD) - Day 1- Play Down To 15% ticket (MYR 4,800)
2nd place	Main Event (MYR 5,000,000 GTD) - Day 1L - Play Down To 10% ticket (MYR 3,200)
3rd place	Milestone Satellite to Main Event Day 1L (WYS At 30K) (MYR 720)
4th place	Milestone Satellite to S37 (WYS @15K) (MYR 240)

PD21 FREEROLL to Monster Stack (#F9)

Special Prizes	PAYS TOP 4
1st place	MYR 1,000 Tournament Credit + Monster Stack (MYR 400,000 GTD) - Day 1- Play Down To 15% (MYR 2,700)
2nd place	Monster Stack (MYR 400,000 GTD) - Day 1- Play Down To 15% ticket (MYR 2,700)
3rd - 4th	Milestone Satellite to Monster Stack Day 1B (WYS At 30K) (MYR 610)

PAYOUTS

* ALL EVENTS WILL BE PAID TO THE NEAREST 100

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

RULES

Rules:

The latest 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 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

Final Table Hands:

At all Final Tables, blind levels are measured by hands played, not elapsed time:

LEVEL DURATION (MINS)	HANDS
60	30
40	20
30	15
25	13
20	10
15	8
10	5