



POKER DREAM MALAYSIA 20

MAIN EVENT

MYR 4,000,000 GTD

29th Jan - 9th Feb 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	
29 January 2026, Thursday								
F1	9:00	PD20 Freeroll to Malaysia Open - CAP 400	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	236	16,500	20	LEVEL 7 @ 13:35	
S1	12:00	Milestone Satellite to Malaysia Open Day 1B (Win Your Seat @15K)	220	52	2,500	15	LEVEL 5 @ 13:30	
S2	14:00	Milestone Satellite to Malaysia Open Day 1B (Win Your Seat @15K)	220	52	2,500	15	LEVEL 5 @ 15:30	
2	15:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 17:00
S3	16:00	Milestone Satellite to Malaysia Open Day 1B (Win Your Seat @15K)	220	52	2,500	15	LEVEL 5 @ 17:30	
3	16:00	7-Card Stud		1,500	355	20,000	20	LEVEL 8 @ 18:55
1/B	18:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1B - Play Down To 10%	1,000	236	16,500	20	LEVEL 7 @ 20:35	
S4	18:30	Milestone Satellite to Malaysia Open Day 1C (Win Your Seat @15K)	220	52	2,500	15	LEVEL 5 @ 20:00	
1/C	21:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1C - Turbo - Play Down To 10%	1,000	236	16,500	15	LEVEL 7 @ 23:00	
S5	21:30	Milestone Satellite to PD20 Credit* (Win 1,000 Credit @15K)	220	52	2,500	15	LEVEL 5 @ 23:00	
4	22:00	ALL-IN or FOLD		800	189	5,000 x 3	10	LEVEL 7 @ 23:25
30 January 2026, Friday								
S6	9:00	Milestone Satellite to Malaysia Open Day 1D (Win Your Seat @15K)	340	80	2,500	15	LEVEL 5 @ 10:30	
1/D	11:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1D - Play Down To 15%	1,500	355	25,000	25	LEVEL 9 @ 15:15	
S7	12:00	Milestone Satellite to Malaysia Open Day 1E (Win Your Seat @15K)	340	80	2,500	15	LEVEL 5 @ 13:30	
S8	14:00	Milestone Satellite to Malaysia Open Day 1E (Win Your Seat @15K)	340	80	2,500	15	LEVEL 5 @ 15:30	
5	15:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 17:00
6	16:00	5,000 NLH		5,000	1,182	30,000	30	LEVEL 10 @ 21:30
S9	16:00	Milestone Satellite to Malaysia Open Day 1E (Win Your Seat @15K)	340	80	2,500	15	LEVEL 5 @ 17:30	
7	17:00	7-Card Stud (Stud, Razz)		1,500	355	20,000	20	LEVEL 8 @ 19:55
1/E	18:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1E - Play Down To 15%	1,500	355	25,000	25	LEVEL 9 @ 22:15	
S10	18:30	Milestone Satellite to Malaysia Open Day 1F (Win Your Seat @15K)	340	80	2,500	15	LEVEL 5 @ 20:00	
1/F	21:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1F - Turbo - Play Down To 15%	1,500	355	25,000	15	LEVEL 9 @ 23:30	
S11	21:30	Milestone Satellite to PD20 Credit* (Win 1,000 Credit @15K)	220	52	2,500	15	LEVEL 5 @ 23:00	
1/G	22:00	Malaysia Open (MYR 1,500,000 GTD) - Day 1G - Flipout - 1 in 10	1,000	236	16,500	N/A	TD Discretion	
8	22:00	3-Card Hold'em - Hyper Turbo		800	189	15,000	10	LEVEL 7 @ 23:25

SCHEDULE

Event #	TIME	TOURNAMENT NAME		TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
31 January 2026, Saturday								
S12	9:00	Milestone Satellite to Mystery Big Bounty Day 1A (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 10:30
9	10:00	Limit 2-7 Triple Draw - Hyper Turbo		800	189	15,000	10	LEVEL 7 @ 11:25
10/A	11:00	Mystery Big Bounty (MYR 300,000 GTD) - Day 1A - Play Down To 15%		1,500	355	30,000	25	LEVEL 10 @ 15:40
1	12:00	Malaysia Open - Final Day		N/A	N/A	N/A	30	Closed
S13	13:00	Milestone Satellite to Mystery Big Bounty Day 1B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 14:30
11	15:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 17:00
S14	15:30	Milestone Satellite to Mystery Big Bounty Day 1B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 17:00
12	16:00	NLH - Big Bounty (MYR 1,500 Bounty)		5,000	1,182	30,000	30	LEVEL 10 @ 21:30
13	16:00	Senior Event (Age 50+)		800	189	15,000	15	LEVEL 7 @ 18:00
14	17:00	Limit Triple Draw - LowBall Mix (A-5, 2-7, Badugi)		1,500	355	50,000	20	LEVEL 8 @ 19:55
10/B	18:00	Mystery Big Bounty (MYR 300,000 GTD) - Day 1B - Play Down To 15%		1,500	355	30,000	25	LEVEL 10 @ 22:40
S15	18:30	Milestone Satellite to Mystery Big Bounty Day 1C (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 20:00
10/C	21:00	Mystery Big Bounty (MYR 300,000 GTD) - Day 1C - Turbo - Play Down To 15%		1,500	355	30,000	15	LEVEL 10 @ 23:45
S16	21:30	Milestone Satellite to PD20 Credit* (Win 1,000 Credit @15K)		220	52	2,500	15	LEVEL 5 @ 23:00
10/D	22:00	Mystery Big Bounty (MYR 300,000 GTD) - Day 1D - Flipout - 1 in 10		1,000	236	20,000	N/A	TD Discretion
15	22:00	NLH - Knockout (MYR 200 Bounty) - Hyper Turbo		800	189	15,000	10	LEVEL 7 @ 23:25
1 February 2026, Sunday								
S17	9:00	Milestone Satellite to Mystery Bounty Deepstack Day 1A (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 10:30
16	10:00	NL 2-7 Single Draw - Hyper Turbo		800	189	20,000	10	LEVEL 7 @ 11:25
17/A	11:00	Mystery Bounty Deepstack (MYR 300,000 GTD) - Day 1A - Play Down To 15%		1,500	355	40,000	25	LEVEL 10 @ 15:40
10	12:00	Mystery Big Bounty - Final Day		N/A	N/A	N/A	30	Closed
S18	13:00	Milestone Satellite to Mystery Bounty Deepstack Day 1B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 14:30
18	14:00	NLH - Heads Up (Cap 32)		5,000	1,182	REFER TO PLAYER GUIDE	15	PRIOR TO SEAT DRAW
19	15:00	Mystery Bounty - Turbo		1,000	236		15	LEVEL 7 @ 17:00
S19	15:30	Milestone Satellite to Mystery Bounty Deepstack Day 1B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 17:00
20	16:00	NL 2-7 Single Draw		1,500	355	30,000	20	LEVEL 8 @ 18:55
17/B	18:00	Mystery Bounty Deepstack (MYR 300,000 GTD) - Day 1B - Play Down To 15%		1,500	355	40,000	25	LEVEL 10 @ 22:40
S20	18:30	Milestone Satellite to Mystery Bounty Deepstack Day 1C (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 20:00
21	19:00	5,000 NLH - Turbo		5,000	1,182	30,000	20	LEVEL 10 @ 22:50
17/C	21:00	Mystery Bounty Deepstack (MYR 300,000 GTD) - Day 1C - Turbo - Play Down To 15%		1,500	355	40,000	15	LEVEL 10 @ 23:45
S21	21:30	Milestone Satellite to PD20 Credit* (Win 1,000 Credit @15K)		220	52	2,500	15	LEVEL 5 @ 23:00
17/D	22:00	Mystery Bounty Deepstack (MYR 300,000 GTD) - Day 1D - Flipout - 1 in 10		1,000	236	26,500	N/A	TD Discretion
22	22:00	Atomic Pineapple - Hyper Turbo		800	189	15,000	10	LEVEL 7 @ 23:25

SCHEDULE

Event #	TIME	TOURNAMENT NAME		TOTAL BUY-IN (MYR)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
2 February 2026, Monday								
F2	9:00	PD20 Freeroll to Mystery Bounty - CAP 200		FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
23/A	11:00	Mystery Bounty (MYR 300,000 GTD) - Day 1A - Play Down To 15%		1,500	355	30,000	25	LEVEL 10 @ 15:40
17	12:00	Mystery Bounty Deepstack - Final Day		N/A	N/A	N/A	30	Closed
S22	13:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 14:30
24	14:00	Ladies Event		FREEROLL (300 R/A)	71	15,000	15	LEVEL 7 @ 16:00
25	15:00	5,000 NLH Deepstack		5,000	1,182	40,000	30	LEVEL 10 @ 20:30
26	15:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 17:00
S23	15:30	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 17:00
27	16:00	Limit 2-7 Triple Draw - LowBall Mix (A-5, 2-7)		1,500	355	50,000	20	LEVEL 8 @ 18:55
23/B	18:00	Mystery Bounty (MYR 300,000 GTD) - Day 1B - Play Down To 15%		1,500	355	30,000	25	LEVEL 10 @ 22:40
S24	18:30	Milestone Satellite to Mystery Bounty Day 1C (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 20:00
28	19:00	Ladies Event - Turbo		600	142	15,000	15	LEVEL 7 @ 21:00
23/C	21:00	Mystery Bounty (MYR 300,000 GTD) - Day 1C - Turbo - Play Down To 15%		1,500	355	30,000	15	LEVEL 10 @ 23:45
S25	22:00	Milestone Satellite to PD20 Credit* (Win 2,000 Credit @30K)		440	104	5,000	15	LEVEL 7 @ 00:00
23/D	22:00	Mystery Bounty (MYR 300,000 GTD) - Day 1D - Flipout - 1 in 10		1,000	236	20,000	N/A	TD Discretion
29	22:00	PL Omaha - Knockout (MYR 200 Bounty) - Hyper Turbo		800	189	15,000	10	LEVEL 7 @ 23:25
3 February 2026, Tuesday								
F3	9:00	PD20 Freeroll to Mystery Bounty - CAP 250		FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
S26	9:30	Milestone Satellite to Main Event Day 1A (Win Your Seat @20K)		390	92	2,500	15	LEVEL 5 @ 11:00
S27	11:30	Milestone Satellite to Mystery Bounty Day 1A (Win Your Seat @20K)		340	80	2,500	15	LEVEL 5 @ 13:00
30/A	12:00	Main Event (MYR 4,000,000 GTD) - Day 1A - Play Down To 10%		2,400	567	20,000	30	LEVEL 8 @ 16:30
23	12:00	Mystery Bounty - Final Day		N/A	N/A	N/A	30	Closed
31	14:00	Ladies Event - Turbo		600	142	15,000	15	LEVEL 7 @ 16:00
32/A	14:00	Mystery Bounty (MYR 700,000 GTD) - Day 1A - Play Down To 15%		2,100	496	30,000	30	LEVEL 10 @ 19:55
33	15:00	High Roller - Day 1		10,000	2,364	300,000	40	LEVEL 10 @ 23:25
S28	15:30	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat @30K)		470	111	5,000	15	LEVEL 7 @ 17:30
34	16:00	PL Omaha Hi-Lo - 5 Card (Big O)		1,500	355	20,000	20	LEVEL 8 @ 18:55
32/B	18:00	Mystery Bounty (MYR 700,000 GTD) - Day 1B - Play Down To 15%		2,100	496	30,000	30	LEVEL 10 @ 23:30
S29	19:00	Milestone Satellite to PD20 Credit* (Win 1,000 Credit @15K)		220	52	5,000	15	LEVEL 7 @ 21:00
S30	21:30	Milestone Satellite to PD20 Credit* (Win 2,000 Credit @30K)		440	104	5,000	15	LEVEL 7 @ 23:30
35	22:00	Mystery Bounty - Turbo		1,000	236	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
4 February 2026, Wednesday								
S31	9:00	Milestone Satellite to Main Event Day 1B (Win Your Seat @20K)		390	92	2,500	15	LEVEL 5 @ 10:30
S32	11:30	Milestone Satellite to Mystery Bounty Day 1C (Win Your Seat @30K)		470	111	5,000	15	LEVEL 7 @ 13:30
33	12:00	High Roller - Final Day		N/A	N/A	N/A	40	Closed
30/B	12:00	Main Event (MYR 4,000,000 GTD) - Day 1B - Play Down To 10%		2,400	567	20,000	30	LEVEL 8 @ 16:30
36	12:00	Influencer Invitational - Magic Poker		BY INVITATION	N/A	15,000	15	LEVEL 7 @ 14:00
37	13:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 15:00
32/C	14:00	Mystery Bounty (MYR 700,000 GTD) - Day 1C - Play Down To 15%		2,100	496	30,000	30	LEVEL 10 @ 19:55
38	14:00	Ladies Event		FREEROLL (300 R/A)	71	15,000	15	LEVEL 7 @ 16:00
39	15:00	Single Day High Roller		8,000	1,891	200,000	30	LEVEL 8 @ 20:15
S33	15:30	Milestone Satellite to Mystery Bounty Day 1D (Win Your Seat @30K)		470	111	5,000	15	LEVEL 7 @ 17:30
40	16:00	PL Omaha		1,500	355	20,000	20	LEVEL 8 @ 18:55
41	17:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 19:00
32/D	18:00	Mystery Bounty (MYR 700,000 GTD) - Day 1D - Play Down To 15%		2,100	496	30,000	30	LEVEL 10 @ 23:30
42	19:00	Ladies Event - Turbo		600	142	15,000	15	LEVEL 7 @ 21:00
S34	21:30	Milestone Satellite to PD20 Credit* (Win 3,000 Credit @30K)		660	156	5,000	15	LEVEL 7 @ 23:30
32/E	22:00	Mystery Bounty (MYR 700,000 GTD) - Day 1E - Flipout - 1 in 10		1,400	331	20,000	N/A	TD Discretion
43	22:00	Win The Button - Hyper Turbo		800	189	15,000	10	LEVEL 7 @ 23:25
 5 February 2026, Thursday								
S35	9:00	Milestone Satellite to Main Event Day 1C (Win Your Seat @30K)		810	191	5,000	15	LEVEL 7 @ 11:00
44	11:00	NLH - Turbo		800	189	15,000	15	LEVEL 7 @ 13:00
32	12:00	Mystery Bounty - Final Day		N/A	N/A	N/A	40	Closed
30/C	13:00	Main Event (MYR 4,000,000 GTD) - Day 1C - Play Down To 15%		3,600	851	30,000	40	LEVEL 9 @ 20:20
S36	13:00	Milestone Satellite to Main Event Day 1D (Win Your Seat @30K)		540	128	5,000	15	LEVEL 7 @ 15:00
45	15:00	Super High Roller - Day 1		20,000	4,727	500,000	40	LEVEL 14 @ DAY 2 14:15
46	15:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 17:00
47	16:00	Short Deck Ante Only		1,500	355	20,000 x 3	20	LEVEL 10 @ 19:50
S37	16:00	Milestone Satellite to Main Event Day 1E (Win Your Seat @30K)		540	128	5,000	15	LEVEL 7 @ 18:00
30/D	17:00	Main Event (MYR 4,000,000 GTD) - Day 1D - Turbo - Play Down To 10%		2,400	567	20,000	20	LEVEL 8 @ 19:55
30/E	19:00	Main Event (MYR 4,000,000 GTD) - Day 1E - Play Down To 10%		2,400	567	20,000	30	LEVEL 8 @ 23:30
S38	21:30	Milestone Satellite to PD20 Credit* (Win 3,000 Credit @30K)		660	156	5,000	15	LEVEL 7 @ 23:30
48	22:00	Mystery Bounty - Turbo		1,000	236	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
6 February 2026, Friday							
S39	9:00	Milestone Satellite to S40 (Win Your Seat @15K)	180	43	2,500	15	LEVEL 5 @ 10:30
49	10:00	PL Omaha - Hyper Turbo	800	189	15,000	10	LEVEL 7 @ 11:25
S40	11:30	Milestone Satellite to Main Event Day 1F (Win Your Seat @30K)	810	191	5,000	15	LEVEL 7 @ 13:30
45	12:00	Super High Roller - Final Day (Reg Open 3 Levels)	20,000	4,727	500,000	40	LEVEL 14 @ DAY 2 14:15
50	12:00	NLH - Turbo	800	189	15,000	15	LEVEL 7 @ 14:00
30/F	13:00	Main Event (MYR 4,000,000 GTD) - Day 1F - Play Down To 15%	3,600 	851	30,000	40	LEVEL 9 @ 20:20
S41	13:00	Milestone Satellite to S42 (Win Your Seat @15K)	120	28	2,500	15	LEVEL 5 @ 14:30
S42	15:00	Milestone Satellite to Main Event Day 1G/H (Win Your Seat @30K)	540	128	5,000	15	LEVEL 7 @ 17:00
51	16:00	NLH / PLO	1,500	355	20,000	20	LEVEL 8 @ 18:55
30/G	17:00	Main Event (MYR 4,000,000 GTD) - Day 1G - Turbo - Play Down To 10%	2,400 	567	20,000	20	LEVEL 8 @ 19:55
52	18:00	Mystery Bounty - Turbo	1,000 	236	15,000	15	LEVEL 7 @ 20:00
30/H	19:00	Main Event (MYR 4,000,000 GTD) - Day 1H - Play Down To 10%	2,400 	567	20,000	30	LEVEL 8 @ 23:30
53	19:00	8,000 NLH - Turbo	8,000	1,891	30,000	20	LEVEL 10 @ 22:50
S43	21:30	Milestone Satellite to PD20 Credit* (Win 3,000 Credit @30K)	660	156	5,000	15	LEVEL 7 @ 23:30
54	22:00	Mystery Bounty - Turbo	1,000 	236	15,000	15	LEVEL 7 @ 00:00
30/J	22:00	Main Event (MYR 4,000,000 GTD) - Day 1J - Hyper Turbo - Play Down To 10%	2,400 	567	20,000	10	LEVEL 8 @ 23:35
7 February 2026, Saturday							
F4	9:00	PD20 Freeroll to Main Event - CAP 300	FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
S44	10:00	Milestone Satellite to S45 (Win Your Seat @15K)	180	43	2,500	15	LEVEL 5 @ 11:30
S45	11:30	Milestone Satellite to Main Event Day 1K (Win Your Seat @30K)	810	191	5,000	15	LEVEL 7 @ 13:30
S46	12:00	Milestone Satellite to S47 (Win Your Seat @15K)	120	28	2,500	15	LEVEL 5 @ 13:30
30/K	13:00	Main Event (MYR 4,000,000 GTD) - Day 1K - Play Down To 15%	3,600 	851	30,000	40	LEVEL 9 @ 20:20
55	14:00	Mystery Bounty - Turbo	1,000 	236	15,000	15	LEVEL 7 @ 16:00
S47	14:00	Milestone Satellite to Main Event Day 1L (Win Your Seat @30K)	540	128	5,000	15	LEVEL 7 @ 16:00
S48	14:30	Milestone Satellite to S49 (Win Your Seat @15K)	180	43	2,500	15	LEVEL 5 @ 16:00
30/L	16:00	Main Event (MYR 4,000,000 GTD) - Day 1L - Turbo - Play Down To 10%	2,400 	567	20,000	20	LEVEL 8 @ 18:55
56	16:00	PL Omaha Hi-Lo - 5 Card (Big O)	1,500	355	20,000	20	LEVEL 8 @ 18:55
57	17:00	Short Deck Ante Only	10,000	2,364	100,000 x 3	30	LEVEL 8 @ 22:15
S49	17:00	Milestone Satellite to Main Event Day 1M (Win Your Seat @30K)	810	191	5,000	15	LEVEL 7 @ 19:00
58	18:00	Mystery Bounty - Turbo	1,000 	236	15,000	15	LEVEL 7 @ 20:00
30/M	20:00	Main Event (MYR 4,000,000 GTD) - Day 1M - Turbo - Play Down To 15%	3,600 	851	30,000	20	LEVEL 9 @ 23:30
S50	21:00	Milestone Satellite to PD20 Credit* (Win 2,000 Credit @30K)	440	104	5,000	15	LEVEL 7 @ 23:00
59	22:00	Mystery Bounty - Turbo	1,000 	236	15,000	15	LEVEL 7 @ 00:00
30/N	22:00	Main Event (MYR 4,000,000 GTD) - Day 1N - Hyper Turbo - Play Down To 15%	3,600 	851	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
8 February 2026, Sunday								
F5	9:00	PD20 Freeroll to Monster Stack - CAP 200		FREEROLL	N/A	2,500	10	LEVEL 5 @ 09:50
S51	10:00	Milestone Satellite to Monster Stack Day 1A (Win Your Seat @30K)		400	95	5,000	15	LEVEL 7 @ 12:00
60/A	11:00	Monster Stack (MYR 300,000 GTD) - Day 1A - Play Down To 15%		1,800	425	50,000	30	LEVEL 12 @ 17:45
30	12:00	Main Event - Day 2		N/A	N/A	N/A	50	Closed
S52	12:30	Milestone Satellite to Mystery Bounty High Roller (Win Your Seat @40K)		1,450	343	5,000	15	LEVEL 7 @ 14:30
61	15:00	Mystery Bounty High Roller - Day 1		9,000	2,127	300,000	45	LEVEL 12 @ DAY 2 14:00
62	15:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 17:00
S53	15:00	Milestone Satellite to Monster Stack Day 1B (Win Your Seat @30K)		400	95	5,000	15	LEVEL 7 @ 17:00
63	16:00	Teams Event (2 Teammates per Team)		2,000	473	30,000	20	LEVEL 10 @ 19:45
64	17:00	PL Omaha - Double Board - Bomb Pot		1,500	355	20,000	20	LEVEL 8 @ 19:55
60/B	18:00	Monster Stack (MYR 300,000 GTD) - Day 1B (25 mins) - Play Down To 15%		1,800	425	50,000	25	LEVEL 12 @ 23:30
60/C	20:00	Monster Stack (MYR 300,000 GTD) - Day 1C - Flipout - 1 in 10		1,200	284	33,300	N/A	TD Discretion
65	21:00	Mystery Bounty - Turbo		1,000	236	15,000	15	LEVEL 7 @ 23:00
S54	22:00	Milestone Satellite to PD20 Credit* (Win 2,000 Credit @30K)		440	104	5,000	15	LEVEL 7 @ 00:00
60/D	22:00	Monster Stack (MYR 300,000 GTD) - Day 1D - Hyper Turbo - Play Down To 15%		1,800	425	50,000	10	LEVEL 12 @ 00:15
-	23:00	Player's Party		N/A	N/A	N/A		23:00 - 02:00
9 February 2026, Monday								
S55	9:00	Milestone Satellite to Mini Main Event Flight A (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 10:30
66/A	11:00	Mini Main Event (MYR 100,000 GTD) - Flight A - Play Down To 15%		1,500	355	30,000	20	LEVEL 9 @ 14:30
-	11:15	Mystery Jackpot Bounty Draw		N/A	N/A	N/A	N/A	-
30	12:00	Main Event - Final Day		N/A	N/A	N/A	60	Closed
61	12:15	Mystery Bounty High Roller - Final Day (Reg Open 2 Levels)		9,000	2,127	300,000	45	LEVEL 12 @ DAY 2 14:00
60	12:30	Monster Stack - Final Day		N/A	N/A	N/A	40	Closed
S56	12:30	Milestone Satellite to Mini Main Event Flight B (Win Your Seat @15K)		340	80	2,500	15	LEVEL 5 @ 14:00
67	14:00	PL Omaha - Double Board - Bomb Pot		1,500	236	20,000	20	LEVEL 8 @ 16:55
66/B	15:00	Mini Main Event (MYR 100,000 GTD) - Flight B - Hyper Turbo - Play Down To 15%		1,500	355	30,000	10	LEVEL 9 @ 16:45
68	16:00	Mini High Roller		5,000	1,182	200,000	20	LEVEL 8 @ 19:10
66/C	18:00	Mini Main Event (MYR 100,000 GTD) - Flight C - Flipout - 1 in 10		1,000	236	20,000	N/A	TD Discretion
69	20:00	NLH - Knockout (MYR 200 Bounty) - Turbo		1,000	236	15,000	15	LEVEL 7 @ 22:00
66	20:00	Mini Main Event - Final		N/A	N/A	N/A	20	Closed
70	22:00	ALL-IN or FOLD		800	189	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 named No Limit Hold'em with Big Blind Ante.

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.

*PD20 credit is to be used exclusively for event buy-in. Top-ups are permitted, and any remaining credit will expire after the PD20 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 100,000 in the prizepool, MYR 10,000 will be allocated to the Mystery Jackpot prizepool.

Examples:

Event #2 has a prizepool of MYR 120,000 - MYR 10,000 goes to the Mystery Jackpot Lucky Draw.

Event #32 has a prizepool of MYR 850,000 - MYR 80,000 goes to the Mystery Jackpot Lucky Draw.

*For every MYR 10,000 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 February 9th, 2026, at 11:15 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	
#30 Main Event (10%) 	2,400 (1,928+472)	Day 1 A, B, D, E, G, H, J, L - 20,000	Day 1 A, B, E, H - 30 Day 1 D, G, L - 20 Day 1 J - 10	Day 2 - 50 FINAL - 60	Day 1 A, B - LEVEL 8 @ 16:30 Day 1 D, G - LEVEL 8 @ 19:55 Day 1 E, H - LEVEL 8 @ 23:30 Day 1 J - LEVEL 8 @ 23:35 Day 1 L - LEVEL 8 @ 18:55
#30 Main Event (15%) 	3,600 (2,892+708)	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 @ 20:20 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

MAIN EVENT

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

Notes:

***DREAM BONUS** - Players who qualified to day 2 two times will receive **MYR 15,000**; Third times or more qualified will receive **MYR 30,000**.

*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 5,800**.

*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 5,800**.

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

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

*Day 2 will play down to 16 players left.

*Redraw at Final 3 tables, Final 2 tables and Final Table.

*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.

SUPER HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#45 Super High Roller	20,000 (16,421+3,579)	500,000	40	LEVEL 14 @ DAY 2 14:15
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.

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

*Shot Clock rules apply.

*Redraw at 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
#33 High Roller	10,000 (8,211+1,789)	300,000	40	LEVEL 10 @ 23:25
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	4,000	8,000	8,000	
15 MINS				
9	5,000	10,000	10,000	
10	6,000	12,000	12,000	
15 MINS / END OF REGISTRATION / Chips Race 1,000s				
11	10,000	15,000	15,000	
12	10,000	20,000	20,000	
END OF DAY 1				
13	10,000	25,000	25,000	
14	15,000	30,000	30,000	
15	20,000	40,000	40,000	
15 MINS				
16	25,000	50,000	50,000	
17	30,000	60,000	60,000	
18	40,000	80,000	80,000	
15 MINS / Chip Race 5,000s				
19	50,000	100,000	100,000	
20	60,000	120,000	120,000	
21	100,000	150,000	150,000	
60 MINS				

*Next page for more details

HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
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
27	300,000	600,000	600,000
28	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.

MYSTERY BOUNTY HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#61 Mystery Bounty High Roller	9,000 (7,390+1,610)	300,000	45	LEVEL 12 @ DAY 2 14:00

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	90,000
x 1	40,000
x 2	21,000
x 2	14,000
x 3	7,000
x 4	5,700

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#39 Single Day High Roller	8,000 (6,569+1,431)	200,000	30	LEVEL 8 @ 20:15
#68 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.
- **#39 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
#57 Short Deck Ante Only	10,000 (8,211+1,789)	100,000 x 3	30	LEVEL 8 @ 22:15
LEVEL				
1		ANTE	BUTTON	
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
#18 NLH - Heads Up (CAP 32)	5,000 (4,016+984)	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.

MULTI FLIGHTS SIDE EVENT

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, G - 16,500 Day 1 D, E, F - 25,000	Day 1 A, B - 20 Day 1 D, E - 25 Day 1 C, F - 15 Day 1 G - Flipout	FINAL - 30	Day 1 A / B / C - LEVEL 7 @ 13:35 / 20:35 / 23:00 Day 1 D / E / F - LEVEL 9 @ 15:15 / 22:15 / 23:30 Day 1 G - TD Discretion
#10 Mystery Big Bounty	15% - 1,500 (1,205+295) Flipout - 1,000 (804+196)	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 @ 22:40 Day 1 C - LEVEL 10 @ 23:45 Day 1 D - TD Discretion
#17 Mystery Bounty Deepstack	15% - 1,500 (1,205+295) Flipout - 1,000 (804+196)	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 @ 22:40 Day 1 C - LEVEL 10 @ 23:45 Day 1 D - TD Discretion
#23 Mystery Bounty	15% - 1,500 (1,205+295) Flipout - 1,000 (804+196)	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 @ 22:40 Day 1 C - LEVEL 10 @ 23:45 Day 1 D - TD Discretion
#32 Mystery Bounty	15% - 2,100 (1,687+413) Flipout - 1,400 (1,125+275)	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 @ 19:55 Day 1 B, D - LEVEL 10 @ 23:30 Day 1 E - TD Discretion
#60 Monster Stack	15% - 1,800 (1,446+354) Flipout - 1,200 (964+236)	Day 1 A, B, D - 50,000 Day 1 C - 33,300	Day 1 A - 30 Day 1 B - 25 Day 1 C - Flipout Day 1 D - 10	FINAL - 40	Day 1 A - LEVEL 12 @ 17:45 Day 1 B - LEVEL 12 @ 23:30 Day 1 C - TD Discretion Day 1 D - LEVEL 12 @ 00:15
#66 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 #60)

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

*Shot Clock will use 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**.

*#17 Mystery Bounty Deepstack

*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**.

*#23 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**.

*#32 Mystery Bounty

*Day 1 A & C has 40 mins dinner break after level 10.

*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.

*#60 Monster Stack

*Day 1A has 40 mins break time after level 16.

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

*Flipout for #1, #10, #17, #23, #32, #60 & #66

*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 qualify to Day 2.

SINGLE DAY SIDE EVENT

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#2, #5, #11, #19 ,#26, #35, #37, #41, #46, #48, #52, #54, #55, #58, #59, #62, #65 Mystery Bounty - Turbo 	1,000 (786+214)	15,000	15	REFER TO SCHEDULE PAGE
#4, #70 ALL-IN or FOLD	800 (629+171)	5,000 x 3	10	LEVEL 7 @ 23:25
#6 5,000 NLH	5,000 (4,016+984)	30,000	30	LEVEL 10 @ 21:30
#8 3-Card Hold'em - Hyper Turbo	800 (629+171)	15,000	10	LEVEL 7 @ 23:25
#12 NLH - Big Bounty (MYR 1,500 Bounty)	5,000 (4,016+984)	30,000	30	LEVEL 10 @ 21:30
#13 Senior Event	800 (629+171)	15,000	15	LEVEL 7 @ 18:00
#15 NLH - Knockout-Hyper Turbo (MYR 200 Bounty)	800 (629+171)	15,000	10	LEVEL 7 @ 23:25
#21 5,000 NLH - Turbo	5,000 (4,016+984)	30,000	20	LEVEL 10 @ 22:50
#22 Atomic Pineapple - Hyper Turbo	800 (629+171)	15,000	10	LEVEL 7 @ 23:25
#24, #38 Ladies Event	FREEROLL 300 (236+64) [R/A]	15,000	15	LEVEL 7 @ 16:00
#25 5,000 NLH Deepstack	5,000 (4,016+984)	40,000	30	LEVEL 10 @ 20:30
#28, #31, #42 Ladies Event - Turbo	600 (472+128)	15,000	15	#28, #42 LEVEL 7 @ 21:00 #31 LEVEL 7 @ 16:00
#36 Influencer Invitational - Magic Poker	BY INVITATION	15,000	15	LEVEL 7 @ 14:00
#43 Win The Button - Hyper Turbo	800 (629+171)	15,000	10	LEVEL 7 @ 23:25
#44, #50 NLH - Turbo	800 (629+171)	15,000	15	#44 - LEVEL 7 @ 13:00 #50 - LEVEL 7 @ 14:00
#51 NLH / PLO	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 18:55
#53 8,000 NLH - Turbo	8,000 (6,569+1,431)	30,000	20	LEVEL 10 @ 22:50
#63 Teams Event (2 Teammates per Team)	2,000 (1,607+393)	30,000	20	LEVEL 10 @ 19:45
#69 NLH - Knockout - Turbo (MYR 200 Bounty)	1,000 (786+214)	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.

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.

*#12 NLH - Big Bounty

*Each Bounty worth **MYR 1,500**.

*#15, #69 NLH - Knockout - Hyper Turbo / Turbo

*Each Bounty worth **MYR 200**.

*#4, #70 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.

*#13 Senior Event

*Players must be 50 or older to join.

*#8 3-Card Hold'em Hyper Turbo

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

*#24, #38 Ladies Event

*1st place wins **MYR 5,000** Tournament Credit

*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 5x buyin (Freeroll MYR 1,500).

*#36 Influencer Invitational - MAGIC CARD

*1st place wins **MYR 10,000 (Tournament credit) + 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.

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 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 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:

*#43 Win The Button - Hyper 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.

*#22 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.

*#51 NLH / PLO

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

*#63 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 **2 minutes** allowed 2 teammate discuss for the hand.

POT LIMIT OMAHA

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#29 PL Omaha - Knockout (MYR 200 Bounty) - Hyper Turbo	800 (629+171)	15,000	10	LEVEL 7 @ 23:25
#34 & #56 PL Omaha Hi-Lo - 5 Card (Big O)	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 18:55
#40 PL Omaha	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 18:55
#49 PL Omaha - Hyper Turbo	800 (629+171)	15,000	10	LEVEL 7 @ 11:25
#64, #67 PL Omaha - Double Board - Bomb Pot	1,500 (1,205+295)	20,000	20	#64 - LEVEL 8 @ 19:55 #67 - LEVEL 8 @ 16:55

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.

***#29 PL Omaha - Knockout - Hyper Turbo**

*Each Bounty worth **MYR 200**.

***#34, #56 PL Omaha Hi-Lo - 5 Card (Big O)**

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

***#64, #67 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.

SHORT DECK

TOURNAMENT NAME	BUY-IN BREAKDOWN (MYR)	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#47 Short Deck Ante Only	1,500 (1,205+295)	20,000 x 3	20	LEVEL 10 @ 19:50
LEVEL		ANTE	BUTTON	
1		100	200	
2		200	400	
3		300	600	
4		400	800	
5		500	1,000	
15 MINS				
6		600	1,200	
7		800	1,600	
8		1,000	2,000	
9		1,200	2,400	
10		1,500	3,000	
15 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
#16 NL 2-7 Single Draw - Hyper Turbo	800 (629+171)	20,000	10	LEVEL 7 @ 11:25
#20 NL 2-7 Single Draw	1,500 (1,205+295)	30,000	10	LEVEL 8 @ 18:55

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
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	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
21	25,000	50,000	75,000
22	30,000	60,000	90,000
23	40,000	80,000	120,000
24	50,000	100,000	150,000
25	80,000	160,000	240,000
26	100,000	200,000	300,000
27	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

NL SINGLE DRAW 2-7

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

Notes:

*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	800 (629+171)	15,000	10	LEVEL 7 @ 11:25
#14 Limit Triple Draw - LowBall Mix (A-5, 2-7, Badugi)	1,500 (1,205+295)	50,000	20	LEVEL 8 @ 19:55
#27 Limit Triple Draw - LowBall Mix (A-5, 2-7)	1,500 (1,205+295)	50,000	20	LEVEL 8 @ 18:55

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

LIMIT TRIPLE DRAW 2-7

Notes:

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

*Played 6 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.

*#14, #27 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

#3 7-Card Stud	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 18:55
#7 7-Card Stud (Stud, Razz)	1,500 (1,205+295)	20,000	20	LEVEL 8 @ 19:55

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
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 in 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.

*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 PD20 Freeroll to Malaysia Open			
F2 PD20 Freeroll to Mystery Bounty			
F3 PD20 Freeroll to Mystery Bounty	2,500	10	LEVEL 5 @ 09:50
F4 PD20 Freeroll to Main Event			
F5 PD20 Freeroll to Monster Stack			

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

*Next page for more details

FREEROLLS

Notes:

PD 20 FREEROLL to Malaysia Open (#F1)

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

PD 20 FREEROLL to Mystery Bounty (#F2)

Special Prizes	PAYS TOP 6
1st place	MYR 500 Tournament Credit + #23 Mystery Bounty Day 1A/B/C Ticket (MYR 1,500)
2nd place	#23 Mystery Bounty Day 1A/B/C Ticket (MYR 1,500)
3rd place	#26 Mystery Bounty Turbo (MYR 1,000)
4th - 6th	Milestone Satellite to #23 Mystery Bounty Day 1B/C (MYR 340)

PD 20 FREEROLL to Mystery Bounty (#F3)

Special Prizes	PAYS TOP 6
1st place	#32 Mystery Bounty Day 1A/B/C/D ticket (MYR 2,100)
2nd - 3rd	#35, #37, #41 Mystery Bounty - Turbo ticket (MYR 1,000)
4th - 6th	Milestone Satellite to Mystery Bounty Day 1B/C/D (WYS At 30K) (MYR 470)

PD 20 FREEROLL to Main Event (#F4)

Special Prizes	PAYS TOP 3
1st place	Main Event (MYR 4,000,000 GTD) - Day 1- Play Down To 15% ticket (MYR 3,600)
2nd place	Main Event (MYR 4,000,000 GTD) - Day 1L - Play Down To 10% ticket (MYR 2,400)
3rd place	Milestone Satellite to Main Event Day 1L (WYS At 30K) (MYR 540)

PD 20 FREEROLL to Monster Stack (#F5)

Special Prizes	PAYS TOP 5
1st place	MYR 500 Tournament Credit + Monster Stack (MYR 300,000 GTD) - Day 1- Play Down To 15% (MYR 1,800)
2nd place	Monster Stack (MYR 300,000 GTD) - Day 1- Play Down To 15% ticket (MYR 1,800)
3rd - 5th	Milestone Satellite to Monster Stack Day 1B (WYS At 30K) (MYR 400)

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

PAYOUTS

PRIZEPOOL GUIDE

MAIN EVENT (4,000,000)	
1	705,300
2	405,300
3	284,300
4	209,300
5	166,000
6	125,000
7	96,000
8	68,000
9	52,000
10 - 11	44,000
12 - 13	39,000
14 - 15	35,000
16 - 17	31,000
18 - 20	27,000
21 - 23	23,000
24 - 27	19,000
28 - 31	16,000
32 - 39	14,000
40 - 55	12,000
56 - 71	10,000
72 - 95	8,000
96 - 119	7,000
120 - 183	6,000
184 - 199	5,800

MALAYSIA OPEN (1,500,000)	
1	269,600
2	161,200
3	113,000
4	84,900
5	64,700
6	47,600
7	36,100
8	25,800
9	20,000
10 - 11	16,600
12 - 13	14,900
14 - 15	13,400
16 - 17	11,900
18 - 20	10,400
21 - 23	8,900
24 - 27	7,500
28 - 31	6,300
32 - 39	5,500
40 - 55	4,700
56 - 71	3,900
72 - 95	3,300
96 - 119	2,900
120-143	2,600
144-167	2,400

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