



CAMBODIA

2025

MAY 2—13

PLAYER GUIDE



CAMBODIA

2025

MAY 2—13

#	TIME	EVENT	BUY-IN (US\$)	STARTING STACK	LEVEL TIME MINUTES	REGISTRATION CLOSE
FRIDAY, MAY 2						
1A	11:30	NAGAWORLD Kickoff Flight A - \$50,000 GTD	\$500 (\$440+\$60)	30,000	30	10 @ 16:50
2	13:00	Warm-up High Roller	\$1,500 (\$1,380+\$120)	100,000	30	9 @ 17:50
1B	17:00	NAGAWORLD Kickoff Flight B [30/20 min] - \$50,000 GTD	\$500 (\$440+\$60)	30,000	30	10 @ 22:20
3	19:00	Knockout Turbo [\$100 Bounty]	\$300 (\$264+\$36)	20,000	15	8 @ 21:10
4	21:00	APPT Main Event Qualifier - WYS at 100K Chips	\$200 (\$180+\$20)	10,000	15	8 @ 23:00
SATURDAY, MAY 3						
5 Day 1	11:30	SuperStack - Day 1	\$300 (\$264+\$36)	40,000	30	10 @ 16:50
1 Final	11:30	NAGAWORLD Kickoff - Day 2 Final			40	
6A	11:30	Mystery Bounty Flight A - \$100,000 GTD	\$750 (\$675+\$75)	30,000	40	10 @ 18:40
7	13:00	Megastack High Roller	\$2,500 (\$2,300+\$200)	150,000	30	11 @ 18:50
8	17:00	Bubble Rush	\$400 (\$352+\$48)	25,000	15 25 ITM	8 @ 19:10
9	19:00	Megastack Turbo	\$300 (\$264+\$36)	30,000	15	10 @ 21:10
10	20:00	Step 1 - APPT Main Event Super Qualifier WYS at 50K Chips	\$70 (\$60+\$10)	10,000	10	8 @ 21:20
11	21:00	APPT Main Event Qualifier - WYS at 100K Chips	\$200 (\$180+\$20)	10,000	15	8 @ 23:00
SUNDAY, MAY 4						
12	11:30	Shot Clock	300 (\$264+\$36)	25,000	25	8 @ 15:10
5 Final	11:30	SuperStack - Final				
6B	11:30	Mystery Bounty Flight B - \$100,000 GTD	\$750 (\$675+\$75)	30,000	30	10 @ 17:00
13	13:00	PLO	\$1,000 (\$900+\$100)	30,000	30	8 @ 17:20
6C	17:00	Mystery Bounty Flight C [20/15 min] \$100,000 GTD	\$750 (\$675+\$75)	30,000	20	10 @ 20:40
14	20:00	Win the Button - Hyper Turbo	\$300 (\$264+\$36)	20,000	10	8 @ 21:30
15	20:00	Step 1 - APPT Main Event Super Qualifier WYS at 50K Chips	\$70 (\$60+\$10)	10,000	10	8 @ 21:20
16	20:30	Mini High Roller - Hyper Turbo	\$1,500 (\$1,380+\$120)	100,000	10	10 @ 22:20
17	21:00	APPT Main Event Qualifier - WYS at 100K Chips	\$200 (\$180+\$20)	10,000	15	8 @ 23:00
MONDAY, MAY 5						
18	11:30	Double Stack - PLO	300 (\$264+\$36)	40,000 (20,000x2)	25	8 @ 15:10



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#	TIME	EVENT	BUY-IN (US\$)	STARTING STACK	LEVEL TIME MINUTES	REGISTRATION CLOSE
6 Final	11:30	Mystery Bounty - Day 2 Final			40	
19A	11:30	APPT National Flight A - \$150,000 GTD	\$1,000 (\$900+\$100)	30,000	40	10 @ 18:40
20	13:00	Mini High Roller	\$2,000 (\$1,840+\$160)	100,000	30	9 @ 17:50
21	15:00	Split Hold'em	\$400 (\$352+\$48)	25,000	20	10 @ 18:40
22	19:00	6 Handed Turbo	\$250 (\$220+\$30)	20,000	15	8 @ 21:10
23	21:00	APPT Main Event Qualifier - WYS at 100K Chips	\$200 (\$180+\$20)	10,000	15	8 @ 23:00
TUESDAY, MAY 6						
24	11:30	NLH	300 (\$264+\$36)	20,000	25	8 @ 15:10
19B	11:30	APPT National Flight B - \$150,000 GTD	\$1,000 (\$900+\$100)	30,000	40	10 @ 18:40
25	13:00	Knockout High Roller [\$1,000 Bounty]	\$2,500 (\$2,300+\$200)	100,000	30	9 @ 17:50
26	15:00	PLO Knockout [\$200 Bounty]	\$500 (\$440+\$60)	25,000	20	10 @ 18:40
19C	19:00	APPT National Flight C [20 min] - \$150,000 GTD	\$1,000 (\$900+\$100)	30,000	20	10 @ 22:40
27	20:00	Showtime Hold'em - Hyper Turbo	\$250 (\$220+\$30)	20,000	10	8 @ 21:30
28	20:00	Step 1 - APPT Main Event Super Qualifier WYS at 50K Chips	\$70 (\$60+\$10)	10,000	10	8 @ 21:20
29	21:00	APPT Main Event Qualifier - WYS at 100K Chips	\$200 (\$180+\$20)	10,000	15	8 @ 23:00
WEDNESDAY, MAY 7						
30 Day 1	11:30	Super Knockout [\$350 Bounty] - Day 1	750 (\$675+\$75)	25,000	30	8 @ 15:50
19 Day 2	11:30	APPT National NLH - Day 2			40	
31 Day 1	13:00	APPT Super High Roller	\$10,000 (\$9,700+\$300)	250,000	40	11 @ 20:50
32	14:00	Step 1 - APPT Main Event Super Qualifier WYS at 50K Chips	\$70 (\$60+\$10)	10,000	10	8 @ 15:20
33	16:00	APPT Main Event Super Qualifier (10 Seats GTD) WYS at 70K Chips	\$290 (\$258+\$32)	10,000	20	8 @ 18:50
34	19:00	PLO Turbo	\$400 (\$352+\$48)	20,000	15	8 @ 21:10
35	20:00	High Roller Turbo	\$2,000 (\$1,840+\$160)	100,000	15	10 @ 22:40
36	21:00	NLH 10/10/10	\$200 (\$176+\$24)	10,000	10	8 @ 22:30
37	21:00	APPT Main Event Qualifier - WYS at 50K Chips	\$400 (\$361+\$39)	10,000	15	8 @ 23:00



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#	TIME	EVENT	BUY-IN (US\$)	STARTING STACK	LEVEL TIME MINUTES	REGISTRATION CLOSE
THURSDAY, MAY 8						
38	11:30	6-Handed	300 (\$264+\$36)	20,000	25	8 @ 15:10
30 Final	11:30	Super Knockout [\$250 Bounty] - Final				
19 Final	11:30	APPT National NLH - Final			60	
31 Final	12:00	APPT Super High Roller - Final				
39	11:00	APPT Main Event Hyper Turbo Qualifier WYS at 50K Chips	\$400 (\$360+\$40)	10,000	10	8 @ 13:00
40A	11:30	APPT Main Event Flight A - \$1,000,000 GTD	\$1,750 (\$1,575+\$175)	30,000	40	10 @ 18:40
41	13:00	Single Day High Roller	\$3,000 (\$2,760+\$240)	100,000	30	9 @ 17:50
42	15:00	Mix NLH/PLO	\$500 (\$440+\$60)	25,000	20	10 @ 18:40
43	19:00	Deepstack Turbo	\$300 (\$264+\$36)	25,000	15	9 @ 21:25
44	21:00	APPT Main Event Qualifier - WYS at 50K Chips	\$400 (\$360+\$40)	10,000	15	8 @ 23:10
FRIDAY, MAY 9						
45	11:30	Megastack	500 (\$440+\$60)	30,000	25	8 @ 15:10
46	11:00	APPT Main Event Hyper Turbo Qualifier WYS at 50K Chips	\$400 (\$360+\$40)	10,000	15	8 @ 13:00
40B	11:30	APPT Main Event Flight B - \$1,000,000 GTD	\$1,750 (\$1,575+\$175)	30,000	40	10 @ 18:40
47	13:00	Mystery Big Bounty [\$1,500 Bounty] - High Roller	\$3,500 (\$3,220+\$280)	100,000	30	9 @ 17:50
48	15:00	6+ Hold'em (Short Deck)	\$400 (\$352+\$48)	30,000 (10,000 x 3)	20	8 @ 18:00
49	19:00	Run it Twice Turbo	\$300 (\$264+\$36)	20,000	15	8 @ 21:10
50	21:00	APPT Main Event Qualifier - WYS at 50K Chips	\$400 (\$360+\$40)	10,000	15	8 @ 23:00
SATURDAY, MAY 10						
51	11:30	NLH - 20/15/10	\$300 (\$264+\$36)	25,000	20/15/10	7 @ 13:40
52	11:00	APPT Main Event Hyper Turbo Qualifier WYS at 50K Chips	\$400 (\$360+\$40)	10,000	10	8 @ 12:20
40C	11:30	APPT Main Event Flight C - \$1,000,000 GTD	\$1,750 (\$1,575+\$175)	30,000	40	10 @ 18:40
53	13:00	Freezeout Challenge	\$2,000 (\$1,840+\$160)	100,000	30	9 @ 17:50
54	15:00	Teams Event	\$600 (\$540+\$60)	30,000 (15,000x2)	20	8 @ 17:50
55	18:00	5 Card PLO Turbo	\$500 (\$440+\$60)	25,000	15	9 @ 20:25
40D	18:30	APPT Main Event Flight D [20 min] \$1,000,000 GTD	\$1,750 (\$1,575+\$175)	30,000	20	10 @ 22:10



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#	TIME	EVENT	BUY-IN (US\$)	STARTING STACK	LEVEL TIME MINUTES	REGISTRATION CLOSE
56	21:30	High Roller Hyper Turbo	\$2,000 (\$1,850+\$150)	100,000	10	10 @ 22:20
SUNDAY, MAY 11						
57A	11:30	Survivor Knockout Flight A [\$1K Bounty] \$75,000 GTD	\$600 (\$540+\$60)	25,000	30	10 @ 16:50
40 Day 2	12:00	APPT Main Event - Day 2			60	
70	15:00	Ladies Event	\$300 (\$264+\$36)	25,000	20	8 @ 17:50
58 Day 1	16:30	APPT High Roller Day 1 - \$150,000 GTD (Day 2 Re-Entry Allowed)	\$3,000 (\$2,760+\$240)	50,000	40	Level 12 Day 2 - 13:30
57B	17:00	Survivor Knockout Flight B (\$1K Bounty) - \$75,000 GTD	\$600 (\$540+\$60)	25,000	25	10 @ 21:30
59	19:00	PLO Bomb Pot Turbo	\$400 (\$352+\$48)	20,000	15	8 @ 21:10
	20:00	APPT Players Party				
60	21:00	6+ Hold'em (Short Deck) - Hyper Turbo	\$300 (\$264+\$36)	20,000	10	8 @ 22:30
MONDAY, MAY 12						
61 Day 1	11:30	APPT Mini Main Event - Day 1	\$400 (\$352+\$48)	30,000	30	10 @ 16:50
57 Final	11:30	Survivor Knockout - Day 2 Final			40	
40 Day 3	12:00	APPT Main Event - Day 3			75	
58 Final	12:00	APPT High Roller Day 2 Final - \$150,000 GTD (Day 2 Re-Entry Allowed)	\$3,000 (\$2,760+\$240)	50,000	40 60 FT	Level 12 Day 2 - 13:30 (Day 1 - Play 10 Levels)
62	16:30	Knockout High Roller [\$500 Bounty]	\$2,000 (\$1,840+\$160)	100,000	20	10 @ 20:00
63 Day 1	17:00	Double Stack NLH - Day 1	\$500 (\$440+\$60)	40,000	25	8 @ 20:40
69	20:30	1K NLH Day 2 Re-Entry Allowed	\$1,000 (\$900+\$100)	30,000	30	Level 10 Day 2 - 13:10 Day 1 - Play 8 Levels
64	21:00	NLH - 15/10/5	\$300 (\$264+\$36)	20,000	15	8 @ 23:10
TUESDAY, MAY 13						
65	11:30	Deepstack	300 (\$264+\$36)	25,000	25	8 @ 15:10
61 Final	11:30	APPT Mini Main Event - Final			30	
63 Final	11:30	Double Stack NLH - Final			30	
69 Final	12:00	1K NLH Day 2 Re-Entry Allowed	\$1,000 (\$900+\$100)	30,000	30	Level 10 Day 2 - 13:10 Day 1 - Play 8 Levels
40 Final	12:00	APPT Main Event - Final			90	
66	15:00	Last Chance - High Roller Turbo	\$2,000 (\$1,840+\$160)	100,000	15	10 @ 17:40
67	15:00	Knockout [\$100 Bounty] Turbo	\$300 (\$264+\$36)	20,000	15	8 @ 17:10
68	17:00	Last Chance - Super Hyper Turbo	\$200 (\$184+\$16)	50,000	5	8 @ 17:50

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NO LIMIT HOLD'EM - FEATURED EVENTS

EVENT	STARTING STACK	LEVEL TIME	REG CLOSE END
NAGAWORLD Kickoff - \$50,000 GTD	30,000	Flight A - 30 min Flight B - 30/20 min Day 2 Final - 40 min	Flight A - Level 10 @ 16:50 Flight B - Level 10 @ 22:20
Mystery Bounty - \$100,000 GTD	30,000	Flight A- 40 min Flight B- 30 min Flight C - 20 min Day 2 Final - 40 min	Flight A - Level 10 @ 18:40 Flight B - Level 10 @ 17:00 Flight C Level 10 @ 20:40
Survivor Knockout (\$1K Bounty) \$75,000 GTD	25,000	Flight A- 30 min Flight B - 25 min Day 2 Final - 40 min	Flight A - Level 10 @ 16:50 Flight B - Level 10 @ 21:30

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

LEVEL	SMALL BLIND	BIG BLIND	ANTE
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	8,000	16,000	16,000
22	10,000	20,000	20,000
23	10,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
28	40,000	80,000	80,000
29	50,000	100,000	100,000
30	60,000	120,000	120,000
31	80,000	160,000	160,000
32	100,000	200,000	200,000

Players can enter more than one Day 1 to try and qualify for Day 2.
Players must qualify to Day 2 to be in the money (approximately 15% of the field).
Any players who have qualified more than once for Day 2 should bring their largest Day 1 stack and will receive minimum payout for the smallest stack.
The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.

Seat re-draw on Day 2 and Final table, random table break on 4 and 3 tables.
A shot clock will be implemented from the start of Day 2, each player will receive 4 (30 sec) time bank plus additional 4 (30 sec) time bank on Final Table.
For tournaments with a 30-minute clock or longer, when the tournament reaches 3 players or if a deal has been made the clock will be halved on the following level
Scheduled breaks, including dinner breaks, are only a guideline and may be adjusted during the event

PACE OF PLAY

Players are required to make decisions within a reasonable timeframe.
Players who are found to intentionally abuse time, deliberately stall, or purposely slow down the game's progression will be subjected to a 5-second shot clock for all subsequent decision-making.
In all tournaments, including shot clock tournaments, we retain the right to limit the time any player has to make a decision.

Note:

Mystery Bounty
The total buy-in of \$750 is broken down as follows:
\$405 Tournament Prizepool
\$250 Mystery Bounty
\$75 Admin Fee
\$20 Staffing Cost
Mystery Bounties will commence once players are in the money (ITM) and all will receive a Mystery bounty token at the start of play.

The Mystery Bounty prize pool will be calculated on a % basis and announced after the registration is closed.
Mystery Bounty prizes will be subject to the same pay-out rules as tournament prizes.
The Mystery Bounty prize amounts will be displayed on the Mystery Bounty electronic wheel app posted in a designated area.
Players who eliminate other players will collect the Mystery Bounty token from the eliminated player.

The Mystery Bounty token will be used by the player to randomly draw a mystery bounty prize through the Mystery Bounty electronic wheel app.
As each prize is drawn, the prize will be removed from the Mystery Bounty electronic wheel, so all players will always know which prizes remain.
The player must show the tournament entry ticket and ID to draw his/her Mystery Bounty prize.
Players have the sole responsibility for their bounty token, a lost token will not be replaced, Tournament staff will make reasonable effort to assist, but we are not liable.
In the event of a deal where the play ends, each player will have their own bounty token to draw.
In the event of a deal where play continues, we will follow the same rules of elimination.
If multiple players eliminate another player with the same hand, the bounty token will be split.
Bounties must be redeemed before the conclusion of the bounty tournament.
Survivor Knockout [\$1,000 Bounty]
When the number of players in the game drops down to 20% of the total field, a bounty of \$1K will be introduced per player.
The remaining amount in the prize pool will go to the main prize pool.
Once Bounty Chips are in play, a player will receive one bounty chip upon eliminating another player.

Nagaworld Kickoff
Champion receives \$1,750 APPT Main Event entry taken from the prize pool.
Mystery Bounty
Top 3 receives \$1,750 APPT Main Event entry taken from the prize pool.



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APPT NATIONAL - \$150,000 GTD

Players can enter more than one Day 1 to try and qualify for Day 2.
Players must qualify to Day 2 to be in the money.
Any players who have qualified more than once for Day 2 should bring their largest Day 1 stack and will receive minimum payout for the smallest stack.
Players are allowed unlimited re-entry on each Day 1.
Players are allowed to forfeit their stack before the end of registration.
Day 2 will be played until the final table.
Seat re-draw on Day 2 and Final table, random table break on 4 and 3 tables.
A shot clock will be implemented from the start of Day 2, each player will receive 5 (30 sec) time bank, all reset to 5 (30 sec) time bank at final 3 tables and additional 5 (30 sec) time bank on final Table.
For tournaments with a 30-minute clock or longer, when the tournament reaches 3 players or if a deal has been made the clock will be halved on the following level
Scheduled breaks, including the dinner breaks, are only a guideline and may be adjusted during the event
Top 3 players receives \$1,750 APPT Main Event entry taken from the prize pool.

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APPT SUPER HIGH ROLLER

EVENT	STARTING STACK	LEVEL TIME	REG CLOSE END
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APPT Super High Roller 250,000 40 min
60 min (FT) Level 10 @ 20:10

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	500	1,000	1,000
2	500	1,000	1,000
3	1,000	1,500	1,500
4	1,000	2,000	2,000
5	1,000	2,500	2,500
6	1,500	3,000	3,000
7	2,000	4,000	4,000
8	2,500	5,000	5,000
9	3,000	6,000	6,000
10	3,000	6,000	6,000
11	4,000	8,000	8,000
12	5,000	10,000	10,000
13	6,000	12,000	12,000
14	8,000	16,000	16,000
15	10,000	20,000	20,000
16	10,000	25,000	25,000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
17	15,000	30,000	30,000
18	20,000	40,000	40,000
19	25,000	50,000	50,000
20	30,000	60,000	60,000
21	40,000	80,000	80,000
22	50,000	100,000	100,000
23	60,000	120,000	120,000
24	80,000	160,000	160,000
25	100,000	200,000	200,000
26	125,000	250,000	250,000
27	150,000	300,000	300,000
28	200,000	400,000	400,000
29	250,000	500,000	500,000
30	300,000	600,000	600,000
31	400,000	800,000	800,000

First 5 players who dealt in on the first hand receives 50% admin fee rake back.
Tournament must start on time in order to receive the rake back.

Note:

Seat re-draw on Day 2, 2 tables and Final.

A shot clock will be implemented from the start of the event

Players receive 8 time banks before play, 7 on level 1, 6 on level 2 & 3, 5 on level 4 & 5, 4 on level 6 & higher

On all following days and on the final table each player will receive an additional 4 time banks.

Eliminated players who re-enter can claim the number of time banks they had at elimination
Time bank cards are 30 seconds each

For tournaments with a 30-minute clock or longer, when the tournament reaches 3 players or if a deal has been made the clock will be halved on the following level.

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NO LIMIT HOLD'EM - MAIN EVENTS

EVENT	STARTING STACK	LEVEL TIME	REG CLOSE END
APPT Main Event - \$1,000,000 GTD	30,000	Flight A,B,C - 40 min Flight D - 20 min Day 2 - 60 min Day 3 - 75 min Final - 90 min	Flight A,B,C - Level 10 @ 18:40 Flight D - Level 10 @ 22:10
APPT Mini Main Event	30,000	30 min	Level 10 @ 16:50

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

LEVEL	SMALL BLIND	BIG BLIND	ANTE
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	8,000	16,000	16,000
22	10,000	20,000	20,000
23	10,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
28	40,000	80,000	80,000
29	50,000	100,000	100,000
30	60,000	120,000	120,000
31	80,000	160,000	160,000
32	100,000	200,000	200,000
33	125,000	250,000	250,000

NOTE: MAIN EVENT

Day 1 playing down until end of level 15 or approximately 15% of the field remaining.

For players to be in the money after Day 1, all flights (A,B,C,D) must finish with approximately 15% of the remaining field.

Payout will be based on PokerStars payout structure.

Players can enter more than one Day 1 to try and qualify for Day 2.

Players are allowed unlimited re-entry on each Day 1.

Players are allowed to forfeit their stack before the end of registration.

Players who qualify more than once for Day 2 must surrender their lowest Day 1 stack and bring their largest stack to Day 2.

Day 2 plays 10 levels.

Day 3 plays to 6 players or TD Discretion.

Seat re-draw on Day 2, random breaking order from 5 tables left onwards.

A shot clock will be implemented from the start of Day 2, each player will receive 5 (30 sec) time bank, all reset to 5 (30 sec) time bank on all subsequent days and additional 5 (30 sec) time bank on final Table.

Scheduled breaks, including the dinner breaks, are only a guideline and may be adjusted during the event

Management reserves the right to impose pay-out option restrictions.

Management reserves the right to change, amend, or alter any portion of the tournament.

APPT Main Event

Top 3 receives \$2,200 APPT Manila Package taken from the prize pool.

www.PokerStarsLIVEManila.com

For more info, call/text +63 956 736 9676

www.nagaworld.com

Poker Room: +855 1588 1156

PACE OF PLAY

Players are required to make decision within a reasonable time frame.

Players who are found to intentionally abuse time, deliberately, stall or purposely slow down the games progression will be subject to a 5 second shot clock for all subsequent decision making.

LEVEL ADJUSTMENTS

The clock may be reduced gradually once the tournament reaches 6, 5, or 4 players.

When the tournament is down to 3 players, the clock will be halved or set to a minimum of 30 minutes.

If a deal has been agreed upon, the clock will be halved in the subsequent level.

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APPT HIGH ROLLER

(DAY 2 RE-ENTRY ALLOWED)

EVENT	STARTING STACK	LEVEL TIME	REG CLOSE END
APPT High Roller - \$150,000 GTD (Day 2 Re-Entry Allowed)	50,000	40 min 60 min FT	Day 2 - End of Level 12 @ 13:30 Day 1 (Play 10 Levels)

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

LEVEL	SMALL BLIND	BIG BLIND	ANTE
16	2,000	5,000	5,000
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	8,000	16,000	16,000
22	10,000	20,000	20,000
23	10,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
28	40,000	80,000	80,000
29	50,000	100,000	100,000

10 levels of play on Day 1

Registration closes at the end of level 12 Day 2 @ 13:30

No Re-draw before the start of Day 2, re-draw on final 3, 2 and final table.

Approximately 15% of the field will be paid based on PokerStars payout structures.

A shot clock will be implemented from the start of the event

Players receive 8 time banks before play, 7 on level 1, 6 on level 2 & 3, 5 on level 4 & 5, 4 on

level 6 & higher

On all following days and on the final table each player will receive an additional 4 time banks.

Eliminated players who re-enter can claim the number of time banks they had at elimination

Players entering directly into day 2 will only receive 4 time banks.

Time bank cards are 30 seconds each

Scheduled breaks, including the dinner breaks, are only a guideline and may be adjusted during the event

For tournaments with a 30-minute clock or longer, when the tournament reaches 3 players

or if a deal has been made the clock will be halved on the following level.

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MAY 2—13

HIGH ROLLERS

EVENT	STARTING STACK	LEVEL TIME	REG CLOSE END
Warm-up High Roller	100,000	30 min	Level 9 @ 17:50
Megastack High Roller	150,000	30 min	Level 11 @ 18:50
Mini High Roller - Hyper Turbo	100,000	10 min	Level 10 @ 22:20
Mini High Roller	100,000	30 min	Level 9 @ 17:50
Knockout High Roller [\$1,000 Bounty]	100,000	30 min	Level 9 @ 17:50
High Roller Turbo	100,000	15 min	Level 10 @ 22:40
Single Day High Roller	100,000	30 min	Level 9 @ 17:50
"Mystery Big Bounty [\$1,500 Bounty] -	100,000	30 min	Level 9 @ 17:50
Freezeout Challenge	100,000	30 min	Level 9 @ 17:50
High Roller Hyper Turbo	100,000	10 min	Level 10 @ 22:50
Knockout High Roller [\$500 Bounty]	100,000	20 min	Level 10 @ 20:00
Last Chance - High Roller Turbo	100,000	15 min	Level 10 @ 17:40

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	500	1,000	1,000
2	500	1,000	1,000
3	1,000	1,500	1500
4	1,000	1,500	1500
5	1,000	2,000	2,000
6	1,000	2,000	2,000
7	1,000	2,500	2,500
8	1,000	2,500	2,500
9	1,500	3,000	3,000
10	2,000	4,000	4,000
11	2,500	5,000	5,000
12	3,000	6,000	6,000
13	4,000	8,000	8,000
14	5,000	10,000	10,000
15	6,000	12,000	12,000
16	10,000	15,000	15,000
17	10,000	20,000	20,000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
18	10,000	25,000	25,000
19	15,000	30,000	30,000
20	20,000	40,000	40,000
21	25,000	50,000	50,000
22	30,000	60,000	60,000
23	40,000	80,000	80,000
24	50,000	100,000	100,000
25	60,000	120,000	120,000
26	100,000	150,000	150,000
27	100,000	200,000	200,000
28	125,000	250,000	250,000
29	150,000	300,000	300,000
30	200,000	400,000	400,000
31	250,000	500,000	500,000
32	300,000	600,000	600,000
33	400,000	800,000	800,000

Note:

A shot clock will be implemented from the start of the event
 Players receive 8 time banks before play, 7 on level 1, 6 on level 2 & 3, 5 on level 4 & 5, 4 on level 6 & higher.
 On the final table each player will receive an additional 4 time banks.
 Eliminated players who re-enter can claim the number of time banks they had at elimination
 Time bank cards: 30 seconds each for 30 min blinds/20 seconds each for 15 min blinds/10 seconds each for 10 min blinds
 For tournaments with a 30-minute clock or longer, when the tournament reaches 3 players or if a deal has been made the clock will be halved on the following level.

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MAY 2—13

NO LIMIT HOLD 'EM SIDE EVENTS

BUY-IN (US\$)

STARTING STACK

LEVEL TIME

REG CLOSE END

Refer to Schedule

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

LEVEL	SMALL BLIND	BIG BLIND	ANTE
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	8,000	16,000	16,000
22	10,000	20,000	20,000
23	10,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
28	40,000	80,000	80,000
29	50,000	100,000	100,000
30	60,000	120,000	120,000
31	80,000	160,000	160,000
32	100,000	200,000	200,000

Approximately 15% of the field will be paid based on PokerStars payout structures.
All 8 handed wherever possible breaking to a final table of 9.
In a multiple-day event (play to ITM), there will be a Day 2 redraw and a random table break when there are 3 tables remaining, and a redraw at the final table.
A shot clock will be implemented from the start of Day 2, each player will receive 4 (30 sec) time bank plus additional 4 (30 sec) time bank on final Table.
For tournaments with a 30-minute clock or longer, when the tournament reaches 3 players or if a deal has been made the clock will be halved on the following level.

Shot Clock

A shot clock will be implemented from the start of the event, each player will receive 4 (30 sec) time bank plus additional 4 (30 sec) time bank on final Table.

PLO

PLO - ANTE not included on pot preflop

Double Stack

Stack 40,000 (20,000 x2) Players has the option to use both stack from the start ,remaining stack must be use before registration close

Split Hold'em

Two separate boards are dealt simultaneously – two flops, two turns and two rivers – with the winner of each board receiving half the pot.

6 Handed

6 Players Max

Mix NLH/PLO

Games will play 8 handed and game will change every 8 hands dealt.
PLO - ANTE not included on pot preflop

NLH 20/15/10

7 levels of late registration
Level 1-3 (20min)
Level 4 to 7 (15min)
10 min hereafter

Teams Event

\$600 buy-in per team of two players.
Payout will be calculated based on the number of teams.
Each team member will take turns playing every level of the game
The first team member will start with half of the starting bank, and if they get eliminated, the other half will be played by the other team member.
The remaining stack must be added to the team's stack for the next level
Both team members will play when the final table is reached with five teams.

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MAY 2—13

NO LIMIT HOLD'EM - TURBOS

BUY-IN (US\$)

STARTING STACK

LEVEL TIME

REG CLOSE END

Refer to Schedule

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	100	300	300
4	200	400	400
5	200	500	500
6	300	600	600
7	400	800	800
8	400	800	800
9	500	1,000	1000
10	600	1,200	1,200
11	1000	1,500	1,500
12	1,000	2,000	2,000
13	1,000	2,500	2,500
14	1,500	3,000	3,000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15	2,000	4,000	4,000
16	2,000	5,000	5,000
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	8,000	16,000	16,000
22	10,000	20,000	20,000
23	10,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
28	40,000	80,000	80,000

A shot clock will be implemented from the start, each player will receive 3 (20 sec) time bank for Turbo, 3 (10 sec) for Hyper and Super Hyper Turbo and additional at the final table. All 8 handed wherever possible breaking to a final table of 9. Single day event random table break at 3 table and redraw at final table.

Bubble Rush

The tournament will begin with 15 minute levels and will increase to 25 minutes once players reach the money.

Win The Button - Hyper Turbo

The winner of the current hand will also be the one who gets the button on the next hand. In case of split pot, button moves in a clockwise direction.

Showtime Hold'em - Hyper Turbo

Every folded card remains face-up and visible for the rest of the hand, including pre- and post-flop cards.

Run it Twice Turbo

At the beginning of the game, each player will be given three "Run It Twice" cards.

Additionally, three more cards will be given to the players who make it to the final table. These cards can only be used when two players are all in or heads-up.

The player who goes all in first, will be asked if they want to use one of their Run It Twice cards.

If they choose not to, the other player will have the option to use one.

In case of an all-in situation, the pot will be divided into two, and two boards will be dealt.

The winner of the first board will receive half of the pot, and the winner of the second board will receive the other half.

5 Card PLO - Turbo

PLO - ANTE not included on pot preflop

PLO Bomb Pot - Turbo

PLO - ANTE not included on pot preflop

(Pot-Limit Omaha) Bomb Pot, every player at the table will contribute an ante to the pot. The dealer will then reveal a flop, which may consist of one flop, and play will continue as usual, starting with the player seated to the left of the dealer button.

After the first betting round concludes, the dealer burns a card and turns over the next community card, followed by another betting round, then the river and a final betting round.

NLH 15/10/5

8 levels of late registration

Level 1-8 (15 min)

Level 9 to 14 (10 min)

5 min hereafter

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6+ HOLD 'EM

EVENT	LEVEL / STARTING STACK	REG. CLOSE
6+ Hold'em (Short Deck)	20 min 30,000 - 3 X 10,000	Level 8 @ 18:00
6+ Hold'em (Short Deck) - Hyper Turbo	10 min 20,000 - 2 X 10,000	Level 8 @ 22:30

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

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

Notes:

Event plays 7 handed / Final Table 8 handed
 Single Ante will be posted by all players.
 The button player will post double the ante amount. Action pre-flop commences left of the button.
 The button has the right to check or raise.
 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 be redeemed by the start of level 9.
 A 36 card Deck is used (2's to 5's removed) and hand rankings are altered as follows ;

Ranking of Hands:

Royal Flush
 Straight Flush
 Quads
 Flush
 Full House
 Straight
 Trips
 Two Pair
 One Pair
 High Card

* Flush beats a Full House.

* Ace can be used to make a straight to 9.

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MULTI-TABLE PRIZE POOL CASH TOURNAMENT [16-679 ENTRANTS]

Place	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
1st	100.00%	65.00%	50.00%	43.00%	38.00%	34.50%	32.50%	30.50%	30.00%	28.17%	26.67%	26.12%	25.65%	24.86%
2nd		35.00%	30.00%	27.00%	24.50%	22.50%	21.50%	20.00%	19.50%	18.17%	17.21%	16.85%	16.03%	15.54%
3rd			20.00%	18.00%	16.25%	15.50%	14.50%	14.50%	13.85%	12.98%	12.29%	12.04%	11.45%	11.10%
4th				12.00%	11.75%	11.50%	11.00%	11.00%	10.65%	9.99%	9.46%	9.26%	8.81%	8.54%
5th					9.50%	9.00%	8.50%	8.50%	8.20%	7.68%	7.56%	7.12%	6.78%	6.57%
6th						7.00%	6.75%	6.50%	6.30%	6.11%	6.05%	5.48%	5.21%	5.05%
7th							5.25%	5.00%	4.85%	4.89%	4.84%	4.38%	4.12%	3.89%
8th								4.00%	3.75%	3.91%	3.87%	3.51%	3.43%	3.23%
9th									2.90%	3.13%	3.10%	2.92%	2.86%	2.69%
Min Cash										11th -2.50%	13th-2%	15th- 1.69%	17th- 1.568%	20th- 1.28%

Place	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
1st	23.39%	22.29%	21.12%	20.46%	19.79%	19.96%	19.56%	19.75%	18.73%	18.83%	19.26%	18.53%	18.26%	18.50%
2nd	14.62%	13.93%	13.20%	12.79%	12.37%	12.47%	12.23%	12.34%	11.71%	11.77%	12.04%	11.58%	11.41%	11.56%
3rd	10.44%	9.95%	9.43%	9.13%	8.83%	8.91%	8.73%	8.82%	8.36%	8.41%	8.60%	8.27%	8.15%	8.26%
4th	8.03%	7.66%	7.25%	7.03%	6.80%	6.85%	6.72%	6.78%	6.43%	6.47%	6.62%	6.36%	6.27%	6.35%
5th	6.18%	5.89%	5.58%	5.40%	5.23%	5.27%	5.17%	5.22%	4.95%	4.97%	5.09%	4.90%	4.82%	4.89%
6th	4.75%	4.53%	4.36%	4.16%	4.02%	4.06%	3.97%	4.01%	3.81%	3.83%	3.92%	3.77%	3.71%	3.76%
7th	3.86%	3.77%	3.63%	3.43%	3.22%	3.12%	3.06%	3.09%	2.93%	2.94%	3.01%	2.90%	2.86%	2.89%
8th	3.22%	3.14%	3.03%	2.86%	2.69%	2.57%	2.51%	2.38%	2.25%	2.26%	2.32%	2.23%	2.20%	2.22%
9th	2.68%	2.62%	2.63%	2.38%	2.24%	2.14%	2.09%	1.85%	1.88%	1.82%	1.78%	1.71%	1.69%	1.71%
Min Cash	23rd- 1.16%	27th- 0.985%	31st- 0.88%	39th- 0.676%	47th- 0.553%	55th- 0.486%	63rd- 0.414%	71st- 0.365%	79th- 0.331%	87th- 0.299%	95th- 0.272%	103rd- -0.253%	111th- -0.234%	119 -0.217%

Official payouts that are altered by player deals will require all remaining players to sign an agreement.
Player field ranges that are not listed above will use payouts as per standard PokerStars LIVE Manila payouts.

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QUALIFIER - WIN YOUR SEAT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	100	300	300
4	200	400	400
5	200	500	500
6	300	600	600
7	400	800	800
8	400	800	800
Registration Closed			

LEVEL	SMALL BLIND	BIG BLIND	ANTE
9	500	1,000	1,000
10	600	1,200	1,200
11	800	1,600	1,600
12	1,000	2,000	2,000
13	1,000	2,500	2,500
14	1,500	3,000	3,000
15	2,000	4,000	4,000
16	2,000	5,000	5,000
17	3,000	6,000	6,000

Re-entry is allowed until the end of level 8.

Players must accumulate REQUIRED amount of chips to win a seat.

Once a player has accumulated REQUIRED amount of chips, these chips will be removed from play and the player will be awarded a seat

If the player has more than REQUIRED amount of chips the player will continue playing with the remainder under the same rules and game format

First qualifying seat must be played on the target event.

A regular qualifier structure will be in play with blinds increasing.

Exceptions are made for any player who already has an entry to the target event

Players are playing for a seat into the target tournament, not cash

We will not be able to offer cash under any circumstances. Examples (not limited to) players feeling sick, last minute work commitments, booked flights that may leave before the tournament ends, unexpected personal issues

All players are expected to understand the risks of playing qualifier events and accept the above conditions before deciding to play

Tickets are non-transferable

Exceptions are made for any player who already has an entry to the target event



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