POKER DREAM TAIWAN 23 × QQPK

WIN WIN POKER, TAIPEI | 26th Jun - 6th Jul 2026

MAIN EVENT

TWD 25,000,000 GTD

PLAYER GUIDE

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SCHEDULE

30% Tournament Fees Back (CASH)

For event #4, #23, #37, #50, #66 **ONLY.**

For the first 16 High Roller players (8 Advance Buy-in & 8 On-Site Buy-in) who are seated for the first hand of the tournament.

Event#	TIME	TOURNAMENT NAME	TOTAL BUY-IN (TWD)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
26 June 2026, Friday							
F1	9:00	**Freeroll to Poker Dream 23 Taiwan - CAP 200**	FREEROLL	N/A	5,000	10	LEVEL 5 @ 09:50
1/A	11:00	**Taiwan Open (TWD 8,000,000 GTD) - Day 1A - Play Down To 10% - Sponsored By QQPK** DREAM BONUS	5,400(4,644+756)	170	20,000	20	LEVEL 8 @ 13:55
2	13:00	**Ladies Event**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 15:00
S1	14:00	Milestone Satellite to Taiwan Open Day 1B (Win Your Seat @30K)	1,900(1,634+266)	60	5,000	12	LEVEL 5 @ 15:15
3	15:00	**NLH - 6 Handed**	15,000(13,200+1,800)	480	30,000	20	LEVEL 10 @ 18:50
4	15:00	**High Roller - Day 1** LIVE	65,000(58,500+6,500)	2,080	200,000	40	LEVEL 10 @ 23:25
1/B	16:00	**Taiwan Open (TWD 8,000,000 GTD) - Day 1B - Play Down To 15% - Sponsored By QQPK** DREAM BONUS	8,100(6,966+1,134)	260	30,000	25	LEVEL 10 @ 20:40
5	16:30	**Limited - Triple Draw Mix (7 Games)**	8,000(6,880+1,120)	260	50,000	20	LEVEL 8 @ 19:40
S2	18:00	Milestone Satellite to PD23 Credit (Win TC 8,100 @30K)	1,900(1,634+266)	60	5,000	12	LEVEL 5 @ 19:15
1/C	20:30	**Taiwan Open (TWD 8,000,000 GTD) - Day 1C - Turbo - Play Down To 15% - Sponsored By QQPK** DREAM BONUS	8,100(6,966+1,134)	260	30,000	15	LEVEL 10 @ 23:15
6	21:30	**NL - Single Draw Mix (A-5, 2-7) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
7	22:00	**NLH - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25
27 June 2026, Saturday							
1/D	11:00	**Taiwan Open (TWD 8,000,000 GTD) - Day 1D - Play Down To 10% - Sponsored By QQPK** DREAM BONUS	5,400(4,644+756)	170	20,000	20	LEVEL 8 @ 13:55
-	11:30	QQPK x PD23 Stars Challenge LIVE	N/A	N/A	N/A	TBC	Closed
4	12:00	High Roller - Final Day LIVE	N/A	N/A	N/A	40	Closed
8	13:00	**Couples Event**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 15:00
S3	14:00	Milestone Satellite to Taiwan Open Day 1E (Win Your Seat @30K)	1,900(1,634+266)	60	5,000	12	LEVEL 5 @ 15:15
9	14:00	**NL - Hold'em**	15,000(13,200+1,800)	480	30,000	20	LEVEL 10 @ 17:50
10	16:00	**High Roller - Bounty Quattro - Single Day**	45,000(40,500+4,500)	1,440	200,000	30 / 25	LEVEL 8 @ 21:00
1/E	16:00	**Taiwan Open (TWD 8,000,000 GTD) - Day 1E - Play Down To 15% - Sponsored By QQPK** DREAM BONUS	8,100(6,966+1,134)	260	30,000	25	LEVEL 10 @ 20:40
11	16:30	**7 Card Stud Mix (5 Games)**	8,000(6,880+1,120)	260	50,000	20	LEVEL 8 @ 19:40
S4	18:00	Milestone Satellite to PD23 Credit (Win TC 8,100 @30K)	1,900(1,634+266)	60	5,000	12	LEVEL 5 @ 19:15
1/F	20:30	**Taiwan Open (TWD 8,000,000 GTD) - Day 1F - Turbo - Play Down To 15% - Sponsored By QQPK** DREAM BONUS	8,100(6,966+1,134)	260	30,000	15	LEVEL 10 @ 23:15
12	21:30	**PL - Double Draw Mix (2-7, A-5, Badugi) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
13	22:00	**NLH - Knockout (TWD 1,000 Bounty) - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25

SCHEDULE

30% Tournament Fees Back (CASH)

For event #4, #23, #37, #50, #66 ONLY.

For the first 16 High Roller players (8 Advance Buy-in & 8 On-Site Buy-in) who are seated for the first hand of the tournament.

Event#	TIME	TOURNAMENT NAME	TOTAL BUY-IN (TWD)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
28 June 2026, Sunday							
1/G	11:00	**Taiwan Open (TWD 8,000,000 GTD) - Day 1G - Play Down To 10% - Sponsored By QQPK** DREAM BONUS	5,400(4,644+756)	170	20,000	20	LEVEL 8 @ 13:55
-	11:30	**Opening Ceremony (Food & Beverage Provided)**	N/A	N/A	N/A	N/A	-
-	12:00	**Influencer and Celebrity Invitational - Magic Poker** LIVE	N/A	N/A	20,000	10	LEVEL 7 @ 13:10
S5	14:00	Milestone Satellite to Taiwai Open Day 1H (Win Your Seat @30K)	2,800(2,408+392)	90	5,000	12	LEVEL 5 @ 15:15
14	14:00	**Senior Event (Age 50+)**	6,000(5,160+840)	190	30,000	20	LEVEL 10 @ 17:50
15	15:00	**High Roller - Single Day** LIVE	45,000(40,500+4,500)	1,440	200,000	30 / 25	LEVEL 8 @ 20:00
16	15:00	**NLH - Win The Button**	6,000(5,160+840)	190	30,000	20	LEVEL 10 @ 18:50
1/H	16:00	**Taiwan Open (TWD 8,000,000 GTD) - Day 1H - Play Down To 15% - Sponsored By QQPK** DREAM BONUS	8,100(6,966+1,134)	260	30,000	25	LEVEL 10 @ 20:40
17	16:00	**Ladies Event**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 18:00
18	16:30	**B.E.A.S.T.+**	8,000(6,880+1,120)	260	50,000	20	LEVEL 8 @ 19:40
S6	18:00	Milestone Satellite to PD23 Credit (Win TC 8,100 @30K)	1,900(1,634+266)	60	5,000	12	LEVEL 5 @ 19:15
1/J	20:30	**Taiwan Open (TWD 8,000,000 GTD) - Day 1J - Turbo - Play Down To 15% - Sponsored By QQPK** DREAM BONUS	8,100(6,966+1,134)	260	30,000	15	LEVEL 10 @ 23:15
19	21:30	**PL - Drawmaha Mix (High, Dugi, 2-7) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
20	22:00	**3 Cards Hold'em - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25
29 June 2026, Monday							
21/A	11:00	**Ultra Stack (TWD 3,000,000 GTD) - Day 1A - Play Down To 10%**	8,000(7,040+960)	260	40,000	20	LEVEL 9 @ 14:30
1	12:00	**Taiwan Open - Final Day - Sponsored By QQPK**	N/A	N/A	N/A	30	Closed
F2	12:00	**Freeroll to Ultra Stack - CAP 150**	FREEROLL	N/A	5,000	10	LEVEL 5 @ 12:50
22	13:00	**Ladies Event**	FREEROLL(2,000 R/A)	65	20,000	15	LEVEL 7 @ 15:00
S7	14:00	Milestone Satellite to Ultra Stack Day 1B (Win Your Seat @30K)	2,800(2,408+392)	90	5,000	12	LEVEL 5 @ 15:15
23	15:00	**Super High Roller - Day 1** LIVE	110,000(99,000+11,000)	3,510	200,000	40	LEVEL 10 @ 23:25
24	15:00	**NLH - Double Stack**	6,000(5,160+840)	190	60,000	20	LEVEL 11 @ 19:10
21/B	16:00	**Ultra Stack (TWD 3,000,000 GTD) - Day 1B - Play Down To 15%**	12,000(10,560+1,440)	380	60,000	25	LEVEL 11 @ 21:05
25	16:30	**T.O.R.S.E**	8,000(6,880+1,120)	260	50,000	20	LEVEL 8 @ 19:40
S8	18:00	Milestone Satellite to PD23 Credit (Win TC 12,000 @30K)	2,800(2,408+392)	90	5,000	12	LEVEL 5 @ 19:15
21/C	20:30	**Ultra Stack (TWD 3,000,000 GTD) - Day 1C - Turbo - Play Down To 15%**	12,000(10,560+1,440)	380	60,000	15	LEVEL 11 @ 23:45
26	21:30	**NL - Single Draw Mix (A-5, 2-7) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
27	22:00	**NLH - Bounty Quattro - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25

SCHEDULE

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30 June 2026, Tuesday							
28/A	11:00	**Mystery Bounty (TWD 10,000,000 GTD) - Day 1A - Play Down To 10% - Sponsored By KPC**	10,000(8,800+1,200)	320	20,000	20	LEVEL 8 @ 13:55
23	12:00	Super High Roller - Final Day LIVE	N/A	N/A	N/A	40	Closed
F3	12:00	**Freeroll to Mystery Bounty - CAP 150**	FREEROLL	N/A	5,000	10	LEVEL 5 @ 12:50
21	12:15	Ultra Stack - Final Day	N/A	N/A	N/A	30	Closed
29	13:00	**Ladies Event - Win The Button**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 15:00
S9	14:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat @60K)	3,500(3,010+490)	110	10,000	12	LEVEL 7 @ 15:39
30	15:00	**NLH - Knockout (TWD 1,500 Bounty)**	6,000(5,160+840)	190	30,000	20	LEVEL 10 @ 18:50
31	16:00	**SPL Cup - Single Day (Sponsored by APL & PTA & SPL)** LIVE	45,000(40,500+4,500)	1,440	200,000	30 / 25	LEVEL 8 @ 21:15
28/B	16:00	**Mystery Bounty (TWD 10,000,000 GTD) - Day 1B - Play Down To 15% - Sponsored By KPC**	15,000(13,200+1,800)	480	30,000	25	LEVEL 10 @ 20:40
32	16:30	**PL Omaha - High Mix - 4 Card, 5 Card, 6 Card**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 20:20
S10	20:00	Milestone Satellite to PD23 Credit (Win TC 15,000 @60K)	3,500(3,010+490)	110	10,000	12	LEVEL 7 @ 21:39
28/C	20:30	**Mystery Bounty (TWD 10,000,000 GTD) - Day 1C - Turbo - Play Down To 15% - Sponsored By KPC**	15,000(13,200+1,800)	480	30,000	15	LEVEL 10 @ 23:15
33	21:30	**PL Omaha - Bounty Quattro - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
34	22:00	**NLH - Win The Button - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25
1 July 2026, Wednesday							
35/A	11:00	**Main Event (TWD 25,000,000 GTD) - Day 1A - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	30	LEVEL 8 @ 15:30
F4	12:00	**Freeroll to Mystery Bounty - CAP 150**	FREEROLL	N/A	5,000	10	LEVEL 5 @ 12:50
28/D	12:00	**Mystery Bounty (TWD 10,000,000 GTD) - Day 1D - Play Down To 10% - Sponsored By KPC**	10,000(8,800+1,200)	320	20,000	20	LEVEL 8 @ 14:55
36	13:00	**Ladies Event**	FREEROLL(2,000 R/A)	65	20,000	15	LEVEL 7 @ 15:00
S11	14:00	Milestone Satellite to Mystery Bounty Day 1E (Win Your Seat @60K)	3,500(3,010+490)	110	10,000	12	LEVEL 7 @ 15:39
37	15:00	**Asia Cup - Day 1 (Sponsored by APL & PTA & SPL)** LIVE	80,000(72,000+8,000)	2,560	200,000	40	LEVEL 10 @ 23:25
38	15:00	**NL - Hold'em**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 18:50
39	16:30	**PL Omaha - Masters**	15,000(13,200+1,800)	480	30,000	30	LEVEL 10 @ 22:00
28/E	17:00	**Mystery Bounty (TWD 10,000,000 GTD) - Day 1E - Play Down To 15% - Sponsored By KPC**	15,000(13,200+1,800)	480	30,000	25	LEVEL 10 @ 21:40
S12	20:00	Milestone Satellite to Main Event 15% (Win Your Seat @60K)	6,300(5,418+882)	200	10,000	12	LEVEL 7 @ 21:39
28/F	21:00	**Mystery Bounty (TWD 10,000,000 GTD) - Day 1F - Turbo - Play Down To 15% - Sponsored By KPC**	15,000(13,200+1,800)	480	30,000	15	LEVEL 10 @ 23:45
40	21:30	**Short Deck Ante Only - Turbo**	5,000(4,300+700)	160	20,000 x 3	15	LEVEL 10 @ 00:15
41	22:00	**Atomic Pineapple - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25

SCHEDULE

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For the first 16 High Roller players (8 Advance Buy-in & 8 On-Site Buy-in) who are seated for the first hand of the tournament.

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2 July 2026, Thursday							
42	11:00	**NLH - Turbo**	6,000(5,160+840)	190	20,000	15	LEVEL 7 @ 13:00
35/B	12:00	**Main Event (TWD 25,000,000 GTD) - Day 1B - Play Down To 15%** DREAM BONUS	27,000(24,300+2,700)	860	30,000	40	LEVEL 10 @ 20:15
28	12:00	Mystery Bounty - Final Day - Sponsored By KPC	N/A	N/A	N/A	30	Closed
37	12:00	Asia Cup - Final Day (Sponsored by APL & PTA & SPL) LIVE	N/A	N/A	N/A	40	Closed
43	13:00	**Ladies Event**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 15:00
44	15:00	**NLH - Mystery Bounty**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 18:50
45	16:00	**High Roller - Single Day** LIVE	45,000(40,500+4,500)	1,440	200,000	30 / 25	LEVEL 8 @ 21:15
46	16:30	**Dealer's Choice**	8,000(6,880+1,120)	260	50,000	20	LEVEL 8 @ 19:40
35/C	17:00	**Main Event (TWD 25,000,000 GTD) - Day 1C - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	30	LEVEL 8 @ 21:30
S13	20:00	Milestone Satellite to Main Event 15% [10 Seats GTD] (Win Your Seat @60K)	6,300(5,418+882)	200	10,000	12	LEVEL 7 @ 21:39
35/D	21:00	**Main Event (TWD 25,000,000 GTD) - Day 1D - Turbo - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	20	LEVEL 8 @ 00:10
47	21:30	**PL Omaha - Knockout (TWD 1,000 Bounty) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
48	22:00	**3 Cards Hold'em - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25
3 July 2026, Friday							
35/E	12:00	**Main Event (TWD 25,000,000 GTD) - Day 1E - Play Down To 15%** DREAM BONUS	27,000(24,300+2,700)	860	30,000	40	LEVEL 10 @ 20:15
49	12:00	**PL - Omaha - Ladies Event**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 14:00
50	15:00	**High Roller - Mystery Bounty - Day 1** LIVE	80,000(72,000+8,000)	2,560	200,000	40	LEVEL 10 @ 23:25
51	15:00	**NLH - Deepstack**	8,000(6,880+1,120)	260	40,000	20	LEVEL 11 @ 19:10
52	16:30	**NLH / PLO**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 20:20
35/F	17:00	**Main Event (TWD 25,000,000 GTD) - Day 1F - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	30	LEVEL 8 @ 21:30
35/G	21:00	**Main Event (TWD 25,000,000 GTD) - Day 1G - Turbo - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	20	LEVEL 8 @ 00:10
53	21:30	**PL Omaha Hi-Lo - 5 Card (Big O) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
54	22:00	**NLH - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25
35/H	23:00	**Main Event (TWD 25,000,000 GTD) - Day 1H - Hyper Turbo - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	10	LEVEL 8 @ 00:35

SCHEDULE

30% Tournament Fees Back (CASH)

For event #4, #23, #37, #50, #66 **ONLY.**

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4 July 2026, Saturday							
S14	10:00	Milestone Satellite to Main Event Day 1J (Win Your Seat @60K)	6,300(5,418+882)	200	10,000	12	LEVEL 7 @ 11:39
35/J	12:00	**Main Event (TWD 25,000,000 GTD) - Day 1J - Play Down To 15%** DREAM BONUS	27,000(24,300+2,700)	860	30,000	40	LEVEL 10 @ 20:15
50	12:00	High Roller - Mystery Bounty - Final Day LIVE	N/A	N/A	N/A	40	Closed
55	13:00	**Ladies High Roller**	25,000(22,000+3,000)	800	200,000	30 / 25	LEVEL 8 @ 18:15
56	15:00	**NLH - Knockout (TWD 2,000 Bounty)**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 18:50
57	16:30	**PL Omaha - High Mix - 4 Card, 5 Card, 6 Card**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 20:20
35/K	17:00	**Main Event (TWD 25,000,000 GTD) - Day 1K - Turbo - Play Down To 10%** DREAM BONUS	18,000(16,200+1,800)	580	20,000	20	LEVEL 8 @ 20:10
58	17:00	**PL - Omaha - High Roller** LIVE	80,000(72,000+8,000)	2,560	200,000	30 / 20	LEVEL 8 @ 21:30
59	17:00	**Ladies Event**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 19:00
35/L	20:00	**Main Event (TWD 25,000,000 GTD) - Day 1L - Turbo - Play Down To 15%** DREAM BONUS	27,000(24,300+2,700)	860	30,000	20	LEVEL 10 @ 23:50
60	21:30	**PL Omaha High - Double Board - Bomb Pot - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
61	22:00	**NLH - ALL-IN or FOLD - Hyper Turbo**	5,000(4,300+700)	160	7,000 x 3	10	LEVEL 7 @ 23:25
35/M	23:00	**Main Event (TWD 25,000,000 GTD) - Day 1M - Hyper Turbo - Play Down To 15%** DREAM BONUS	27,000(24,300+2,700)	860	30,000	10	LEVEL 10 @ 00:55
5 July 2026, Sunday							
62/A	11:00	**Monster Stack (TWD 3,000,000 GTD) - Day 1A - Play Down To 15%**	15,000(13,200+1,800)	480	50,000	25	LEVEL 10 @ 15:40
35	12:00	Main Event - Day 2 LIVE	N/A	N/A	N/A	50	Closed
63	13:00	**Ladies Main Event**	12,000(10,560+1,440)	380	30,000	30	LEVEL 10 @ 18:30
64	14:00	**Teams Event (2 Teammate per Team)**	20,000(17,600+2,400)	640	30,000	20	LEVEL 10 @ 17:44
65	15:00	**NLH - Deepstack**	6,000(5,160+840)	190	40,000	20	LEVEL 11 @ 19:10
66	15:00	**High Roller - Ultra Stack - Day 1**	65,000(58,500+6,500)	2,080	300,000	40	LEVEL 10 @ 23:25
62/B	16:00	**Monster Stack (TWD 3,000,000 GTD) - Day 1B - Play Down To 15%**	15,000(13,200+1,800)	480	50,000	25	LEVEL 10 @ 20:40
67	16:30	**PL Omaha - Mystery Bounty**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 20:20
S15	19:00	Milestone Satellite to PD23 Credit (Win TC 12,000 @30K)	2,800(2,408+392)	90	5,000	12	LEVEL 5 @ 20:15
62/C	20:30	**Monster Stack (TWD 3,000,000 GTD) - Day 1C - Turbo - Play Down To 15%**	15,000(13,200+1,800)	480	50,000	15	LEVEL 10 @ 23:15
68	21:30	**PL Omaha High - 5 Cards - Knockout (TWD 1,000 Bounty) - Turbo**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 23:30
69	22:00	**NLH - Knockout (TWD 1,000 Bounty) - Hyper Turbo**	5,000(4,300+700)	160	20,000	10	LEVEL 7 @ 23:25
-	23:00	**Player's Party**	N/A	N/A	N/A	N/A	23:00 - 02:00

SCHEDULE

Event#	TIME	TOURNAMENT NAME	TOTAL BUY-IN (TWD)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
6 July 2026, Monday							
70/A	11:00	**Mini Main Event (TWD 1,000,000 GTD) - Flight A - Play Down To 15%**	12,000(10,560+1,440)	380	30,000	20	LEVEL 10 @ 14:50
35	12:00	Main Event - Final Day LIVE	N/A	N/A	N/A	60	Closed
66	12:15	High Roller - Ultra Stack - Final Day	N/A	N/A	N/A	40	Closed
62	12:30	Monster Stack - Final Day	N/A	N/A	N/A	30	Closed
S16	12:30	Milestone Satellite to Mini Main Event Flight B (Win Your Seat @30K)	2,800(2,408+392)	90	5,000	12	LEVEL 5 @ 13:45
71	13:00	**Ladies Event - Knockout (TWD 1,000 Bounty)**	5,000(4,300+700)	160	20,000	15	LEVEL 7 @ 15:00
72	14:00	**PL Omaha - Knockout (TWD 2,000 Bounty)**	8,000(6,880+1,120)	260	30,000	20	LEVEL 10 @ 17:50
70/B	15:00	**Mini Main Event (TWD 1,000,000 GTD) - Flight B - Hyper Turbo - Play Down To 15%**	12,000(10,560+1,440)	380	30,000	10	LEVEL 10 @ 16:55
73	16:00	**High Roller - Single Day**	65,000(58,500+6,500)	2,080	200,000	30 / 25	LEVEL 8 @ 21:15
74	18:00	**NLH - Knockout (TWD 2,000 Bounty) - Turbo**	8,000(6,880+1,120)	260	20,000	15	LEVEL 7 @ 20:00
70	20:00	Mini Main Event - Final	N/A	N/A	N/A	20	Closed
75	21:00	**Mini High Roller - Turbo**	35,000(31,500+3,500)	1,120	200,000	15	LEVEL 8 @ 23:15
76	22:00	**NLH - ALL-IN or FOLD - Hyper Turbo**	5,000(4,300+700)	160	7,000 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.

4% of all prize pools are withheld to offset staff costs.

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

*PD23 credit is to be used exclusively for event buy-in. Top-ups are permitted, and any remaining credit will expire after the PD23 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 or poker room and the payment of any taxes or fees on such winnings requested by the host or poker room. Any question or dispute regarding winnings at a POKER DREAM event should be brought up directly with the host or poker room, which has sole responsibility therefore.

MAIN EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)		REG. CLOSE END
#35 Main Event (10%) DREAM BONUS	Day 1 A, C, D, F, G, H, K - 20,000	Day 1 A, C, F - 30 Day 1 D, G, K - 20 Day 1 H - 10	Day 2 - 50 FINAL - 60	Day 1 A - LEVEL 8 @ 15:30 Day 1 C, F - LEVEL 8 @21:30 Day 1 D, G - LEVEL 8 @ 00:10 Day 1 H - LEVEL 8 @ 00:35 Day 1 K - LEVEL 8 @ 20:10
#35 Main Event (15%) DREAM BONUS	Day 1 B, E, J, L, M - 30,000	Day 1 B, E, J - 40 Day 1 L - 20 Day 1 M - 10		Day 1 B, E, J - LEVEL 10 @ 20:15 Day 1 L - LEVEL 10 @ 23:50 Day 1 M - Level 10 @ 00:55

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	100	300	300
4	200	300	300
5	200	400	400
6	300	500	500
7	300	600	600
8	400	800	800
9	500	1,000	1,000
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
DAY 2 START			
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

*Next page for more details

MAIN EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
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
34	150,000	300,000	300,000
35	200,000	400,000	400,000
36	250,000	500,000	500,000
37	300,000	600,000	600,000
38	400,000	800,000	800,000

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MAIN EVENT

Notes:

***NEW DREAM BONUS FORMAT:**

2nd bag bonus: **TWD 54,000** + (bagging chips / starting stack) * buy-in [follow the bagging flight] * 0.3.
3rd or more bags bonus: **TWD 108,000** + (bagging chips / starting stack) * buy-in [follow the bagging flight] * 0.5.
If player have more then 1 Dream Bonus, calculation order will be follow bagging chip size (from small to large).

*Day 1 B, E, J has 50 mins dinner break after level 10.
*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, C, D, F, G, H, K will play until the field is In The Money (10%) round up to the next whole number and is guaranteed to win at least minimum payout **TWD 43,200**.
*Day 1 B, E, J, L, M will play until the field is In The Money (15%) round up to the next whole number and is guaranteed to win at least minimum payout **TWD 43,200**.
*Seat redraw at Day 2, Final 3 tables, Final 2 tables and Final Table.
*Day 2 Blinds start at 2,000/5,000(5,000).
*Day 2 will play down to 16 players left.
*Shot Clock rules apply at the start.

Each player will receives 5 (30 second) Time Bank cards when the shot clock is began to use.
Each player who qualify to Day 2, Final day and Final table will receives 5 extra Time Bank cards.
Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.
Day 1(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

HIGH ROLLER - ULTRA STACK

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#66 High Roller - Ultra Stack	300,000	40	LEVEL 10 @ 23:25

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	500	1,000	1,000
2	1,000	1,500	1,500
3	1,000	2,000	3,000
15 Minutes Break			
4	1,000	2,500	2,500
5	1,500	3,000	3,000
6	2,000	4,000	4,000
60 Minutes Break			
7	2,500	5,000	5,000
8	3,000	6,000	6,000
15 Minutes Break (CR 500s)			
9	4,000	8,000	8,000
10	5,000	10,000	10,000
15 Minutes Break / END OF REGISTRATION			
11	6,000	12,000	12,000
12	10,000	15,000	15,000
13	10,000	20,000	20,000
END OF DAY 1			
14	10,000	25,000	25,000
15	15,000	30,000	30,000
16	20,000	40,000	40,000
15 Minutes Break			
17	25,000	50,000	50,000

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HIGH ROLLER - ULTRA STACK

LEVEL	SMALL BLIND	BIG BLIND	ANTE
18	30,000	60,000	60,000
19	40,000	80,000	80,000
15 Minutes Break (CR 5,000s)			
20	50,000	100,000	100,000
21	50,000	125,000	125,000
22	75,000	150,000	150,000
15 Minutes Break			
23	100,000	200,000	200,000
24	125,000	250,000	250,000
25	150,000	300,000	300,000
60 Minutes Break			
26	200,000	400,000	400,000
27	250,000	500,000	500,000
28	300,000	600,000	600,000
29	400,000	800,000	800,000
30	500,000	1,000,000	1,000,000
31	600,000	1,200,000	1,200,000
32	800,000	1,600,000	1,600,000
33	1,000,000	2,000,000	2,000,000
34	1,250,000	2,500,000	2,500,000

Notes:

**Re-entry is allowed until the end of the registration.*
**There will be a full seat draw prior to Day 2.*
**Shot Clock rules apply.*
**TWD 2,000 cash back for the first 16 players (8 Advance Buy-in & 8 On-Site Buy-in) who are collected their stack and seated for the first hand of the tournament.*

MULTI DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#4 High Roller	200,000	40	LEVEL 10 @ 23:25
#23 Super High Roller			
#37 Asia Cup			
#50 High Roller - Mystery Bounty			

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	500	1,000	1,000
2	1,000	1,500	1,500
3	1,000	2,000	3,000
15 Minutes Break			
4	1,000	2,500	2,500
5	1,500	3,000	3,000
6	2,000	4,000	4,000
60 Minutes Break			
7	2,500	5,000	5,000
8	2,500	5,000	5,000
15 Minutes Break (CR 500s)			
9	3,000	6,000	6,000
10	3,000	6,000	6,000
15 Minutes Break / END OF REGISTRATION			
11	4,000	8,000	8,000
12	5,000	10,000	10,000
13	6,000	12,000	12,000
END OF DAY 1 (CR1000s)			
14	10,000	15,000	15,000
15	10,000	20,000	20,000
16	10,000	25,000	25,000
15 Minutes Break			
17	15,000	30,000	30,000
18	20,000	40,000	40,000
19	25,000	50,000	50,000
15 Minutes Break			

*Next page for more details

MULTI DAY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
20	30,000	60,000	60,000
21	40,000	80,000	80,000
22	50,000	100,000	100,000
15 Minutes Break (CR 5,000s)			
23	50,000	125,000	125,000
24	75,000	150,000	150,000
25	100,000	200,000	200,000
60 Minutes Break			
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
32	500,000	1,000,000	1,000,000
33	600,000	1,200,000	1,200,000
34	800,000	1,600,000	1,600,000
35	1,000,000	2,000,000	2,000,000
36	1,250,000	2,500,000	2,500,000

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.

***#50 High Roller - Mystery Bounty**
*33% of the prizepool wlll be collected as mystery bounty.
*Shot Clock rules apply.

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.

***#4 High Roller**
*TWD 2,000 cash back for the first 16 players (8 Advance Buy-in & 8 On-Site Buy-in) who are collected their stack and seated for the first hand of th

***#23 Super High Roller**
*TWD 3,500 cash back for the first 16 players (8 Advance Buy-in & 8 On-Site Buy-in) who are collected their stack and seated for the first hand of th

***#37 & #50**
*TWD 2,500 cash backfor the first 16 players (8 Advance Buy-in & 8 On-Site Buy-in) who are collected their stack and seated for the first hand of th

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#10 High Roller - Bounty Quattro - Single Day	200,000	30 / 25	LEVEL 8 @ 21:00
#15 High Roller - Single Day	200,000	30 / 25	LEVEL 8 @ 20:15
#31 SPL Cup - Single Day	200,000	30 / 25	LEVEL 8 @ 21:15
#45 High Roller - Single Day	200,000	30 / 25	LEVEL 8 @ 21:15
#55 Ladies High Roller	200,000	30 / 25	LEVEL 8 @ 18:15
#58 PL - Omaha - High Roller	200,000	30 / 20	LEVEL 8 @ 21:30
#73 High Roller - Single Day	200,000	30 / 25	LEVEL 8 @ 21:15
#75 Mini High Roller - Turbo	200,000	15	LEVEL 8 @ 23:15

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	500	1,000	1,000
2	1,000	1,500	1,500
3	1,000	2,000	2,000
4	1,000	2,500	2,500
15 Minutes Break			
5	1,500	3,000	3,000
6	2,000	4,000	4,000
7	2,500	5,000	5,000
8	3,000	6,000	6,000
60 Minutes Break / END OF REGISTRATION (CR 500s)			
9	4,000	8,000	8,000
10	5,000	10,000	10,000
11	6,000	12,000	12,000
12	10,000	15,000	15,000
13	10,000	20,000	20,000
15 Minutes Break (CR 1,000s)			
14	10,000	25,000	25,000
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000
18	30,000	60,000	60,000
15 Minutes Break			

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SINGLE DAY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
19	40,000	80,000	80,000
20	50,000	100,000	100,000
21	50,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
15 Minutes Break (CR 5,000s)			
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
27	250,000	500,000	500,000
28	300,000	600,000	600,000
15 Minutes Break			
29	400,000	800,000	800,000
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
33	1,000,000	2,000,000	2,000,000
34	1,250,000	2,500,000	2,500,000

Notes:

*Re-entry is allowed until the end of the registration.
*Shot Clock rules apply.
*#10, #15, #31, #45, #55, #73
    *Play 30 minutes level before lv8, 25 minutes level after.

*#58 PL - Omaha - High Roller
    *Play 30 minutes level before lv8, 20 minutes level after.

*#10 High Roller - Bounty Quattro
    *Bounties active when 25% of the field remaining
    *Each Bounty worth TWD 40,000.

*#55 Ladies High Roller
    *Winner will received #63 Ladies Main Event ticket (TWD 12,000) which taken from prizepool.

*#75 Mini High Roller - Turbo
    *15 Minutes break on every 8 levels.

TAIWAN OPEN

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)		REG. CLOSE END
#1 Taiwan Open	Day 1 A, D, G - 20,000 Day 1 B, C, E, F, H, J - 30,000	Day 1 A, D, G - 20 Day 1 B, E, H - 25 Day 1 C, F, J - 15	FINAL - 30	Day 1 A, D, G - LEVEL 8 @ 13:55 Day 1 B, E, H - LEVEL 10 @ 20:40 Day 1 C, F, J - LEVEL 10 @ 23:15

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	100	300	300
4	200	300	300
5	200	400	400
6	300	500	500
7	300	600	600
8	400	800	800
9	500	1,000	1,000
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
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

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TAIWAN OPEN

LEVEL	SMALL BLIND	BIG BLIND	ANTE
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
34	150,000	300,000	300,000
35	200,000	400,000	400,000
36	250,000	500,000	500,000
37	300,000	600,000	600,000
38	400,000	800,000	800,000

Notes:

***NEW DREAM BONUS FORMAT:**

2nd bag bonus: TWD 16,200 + (bagging chips / starting stack) * buy-in [follow the bagging flight] * 0.3.
3rd or more bags bonus: TWD 32,400 + (bagging chips / starting stack) * buy-in [follow the bagging flight] * 0.5.
If player have more then 1 Dream Bonus, calculation order will be follow bagging chip size (from small to large).

*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 Day 1s will play until the field is In The Money (10% or 15%) round up to the next whole number and is guaranteed to win at least minimum payout TWD 13,000.
*The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
*There will be a full seat redraw prior to Day 2.
*Shot Clock will use when 1 table off to the money.

Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.
(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.
*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

MULTI DAY SIDE EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)		REG. CLOSE END
#28 Mystery Bounty	Day 1 A, D - 20,000 Day 1 B, C, E, F - 30,000	Day 1 A, D - 20 Day 1 B, E - 25 Day 1 C, F - 15	FINAL - 30	Day 1 A, D - LEVEL 8 @ 13:55 / 14:55 Day 1 B, E - LEVEL 10 @ 20:40 / 21:40 Day 1 C, F - LEVEL 10 @ 23:15 / 23:45
#70 Mini Main Event	30,000	Flight A - 20 Flight B - 10	FINAL - 20	Flight A - LEVEL 10 @ 14:50 Flight B - LEVEL 10 @ 16:55

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	100	300	300
4	200	300	300
5	200	400	400
6	300	500	500
7	300	600	600
8	400	800	800
9	500	1,000	1,000
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
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

*Next page for more details

MULTI DAY SIDE EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
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
34	150,000	300,000	300,000
35	200,000	400,000	400,000
36	250,000	500,000	500,000
37	300,000	600,000	600,000
38	400,000	800,000	800,000

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.
*There will be a full seat redraw prior to Day 2.
*Shot Clock will use when 1 table off to the money.
Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.
(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.
*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

***#28 Mystery Bounty**
*33% of the prizepool wlll 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.

ULTRA, DOUBLE, MONSTER STACK

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)		REG. CLOSE END
#21 Ultra Stack	Day 1A - 40,000 Day 1B, C - 60,000	Day 1 A - 20 Day 1 B - 25 Day 1 C - 15	FINAL - 30	Day 1 A - LEVEL 9 @ 14:30 Day 1 B - LEVEL 11 @ 21:05 Day 1 C - LEVEL 11 @ 23:45
#24 NLH - Double Stack	60,000	20		LEVEL 11 @ 19:10
#62 Monster Stack	50,000	Day 1 A, B - 25 Day 1 C - 15	FINAL - 30	Day 1 A - LEVEL 10 @ 15:40 Day 1 B - LEVEL 10 @ 20:40 Day 1 C - LEVEL 10 @ 23:15

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	200	200
2	100	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	400	800	800
7	500	1,000	1,000
8	600	1,200	1,200
9	1,000	1,500	1,500
10	1,000	2,000	2,000
11	1,000	2,500	2,500
12	1,500	3,000	3,000
13	2,000	4,000	4,000
14	2,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
18	6,000	12,000	12,000
19	8,000	16,000	16,000
20	10,000	20,000	20,000
21	10,000	25,000	25,000
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
25	30,000	60,000	60,000
26	40,000	80,000	80,000
27	50,000	100,000	100,000
28	60,000	120,000	120,000

*Next page for more details

ULTRA, DOUBLE, MONSTER STACK

LEVEL	SMALL BLIND	BIG BLIND	ANTE
29	80,000	160,000	160,000
30	100,000	200,000	200,000
31	125,000	250,000	250,000
32	150,000	300,000	300,000
33	200,000	400,000	400,000
34	250,000	500,000	500,000
35	300,000	600,000	600,000
36	400,000	800,000	800,000

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.
*There will be a full seat redraw prior to Day 2.
*Shot Clock will use when 1 table off to the money.

Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.
(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.
*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

SINGLE DAY SIDE EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#3 NLH - 6 Handed	30,000	20	LEVEL 10 @ 18:50
#9, #38 NL - Hold'em	30,000	20	#9 - LEVEL 10 @ 17:50
			#38 - LEVEL 10 @ 18:50
#14 Senior Event (Age 50+)	30,000	20	LEVEL 10 @ 17:50
#16 NLH - Win The Button	30,000	20	LEVEL 10 @ 18:50
#30 NLH - Knockout (TWD 1,500 Bounty)	30,000	20	LEVEL 10 @ 18:50
#32, #57 PL Omaha - High Mix - 4 Card, 5 Card, 6 Card	30,000	20	LEVEL 10 @ 20:20
#39 PL Omaha - Masters	30,000	30	LEVEL 10 @ 22:00
#44 NLH - Mystery Bounty	30,000	20	LEVEL 10 @ 18:50
#51, #65 NLH - Deepstack	40,000	20	LEVEL 11 @ 19:10
#52 NLH / PLO	30,000	20	LEVEL 10 @ 20:20
#56 NLH - Knockout (TWD 2,000 Bounty)	30,000	20	LEVEL 10 @ 18:50
#63 Ladies Event - Main Event	30,000	30	LEVE 10 @ 18:30
#64 Teams Event (2 Teammate per Team)	30,000	20	LEVEL 10 @ 17:44
#67 PL Omaha - Mystery Bounty	30,000	20	LEVEL 10 @ 20:20
#72 PL Omaha - Knockout (TWD 2,000 Bounty)	30,000	20	LEVEL 10 @ 17:50

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

*Next page for more details

SINGLE DAY SIDE EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
9	500	1,000	1,000
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	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	125,000	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

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

***Mystery Bounty**
*33% of the prizepool wlll 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 immediately after a player is eliminated.

#14 Senior Event (50 Age+)
*Players must be 50 years old or older to join.

#16 Win The Button
*Player who wins the pot of the hand will get the dealer button for next hand.
*If split pot the player who closest to the current button left side will be the next button.

***#32, #57 PL Omaha - High Mix - 4 Card, 5 Card, 6 Card**
*Played 7 Handed and Final Table 7 Handed.
*Game changes every 7 hands.

***#52 NLH / PLO**
*Game will change every 8 hands dealt.

***#64 Teams Event**
*Each team consists of 2 teammates.
*Starting Stacks: The team's starting stack is divided into two halves. Teammate A will start Level 1 with the first half-stack. Teammate B will receive the second half-stack at the beginning of Level 2, which will be added to the team's current stack.
*Early Bust-out: If the first teammate busts during Level 1, the team's second half-stack will be immediately brought into play for the next hand, and the same teammate will continue playing. (At Level 2, the second teammate will then take over whatever stack remains).
*Final 6 Teams: When only 6 teams remain, Discussion Cards are no longer required. Teammates may sit together and discuss hands freely and quietly. However, to avoid confusion, only one designated player may handle the chips and verbally declare the action per hand.
*Player Substitutions (Tagging): Each team member must play at least one full blind level during the tournament. After first swap, teammates may swap freely between blinds.
*Discussion Cards: Each team is issued 5 "Discussion Cards". Players may use one card to grant the team 1 minute of discussion during a hand.

SINGLE DAY SIDE EVENT - TURBO

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#7 NLH - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#8 Couples Event	20,000	15	LEVEL 7 @ 15:00
#13, #69 NLH - Knockout (TWD 1,000 Bounty) - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#20, #48 3 Cards Hold'em - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#27 NLH - Bounty Quattro - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#33 PL Omaha - Bounty Quattro - Turbo	20,000	15	LEVEL 7 @ 23:30
#34 NLH - Win The Button - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#41 Atomic Pineapple - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#42 NLH - Turbo	20,000	15	LEVEL 7 @ 13:00
#47 PL Omaha - Knockout (TWD 1,000 Bounty) - Turbo	20,000	15	LEVEL 7 @ 23:30
#53 PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	20,000	15	LEVEL 7 @ 23:30
#54 NLH - Hyper Turbo	20,000	10	LEVEL 7 @ 23:25
#60 PL Omaha High - Double Board - Bomb Pot - Turbo	20,000	15	LEVEL 7 @ 23:30
#61, #76 NLH - ALL-IN or FOLD - Hyper Turbo	7,000 x 3	10	LEVEL 7 @ 23:25
#68 PL Omaha High - 5 Cards - Knockout (TWD 1,000 Bounty) - Turbo	20,000	15	LEVEL 7 @ 23:30
#74 NLH - Knockout (TWD 2,000 Bounty) - Turbo	20,000	15	LEVEL 7 @ 20:00

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	200	200
2	100	300	300
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

*Next page for more details

SINGLE DAY SIDE EVENT - TURBO

LEVEL	SMALL BLIND	BIG BLIND	ANTE
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	3,000	3,000
13	2,000	4,000	4,000
14	2,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
18	6,000	12,000	12,000
19	8,000	16,000	16,000
20	10,000	20,000	20,000
21	10,000	25,000	25,000
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
25	30,000	60,000	60,000
26	40,000	80,000	80,000
27	50,000	100,000	100,000
28	60,000	120,000	120,000
29	80,000	160,000	160,000
30	100,000	200,000	200,000
31	125,000	250,000	250,000
32	150,000	300,000	300,000
33	200,000	400,000	400,000
34	250,000	500,000	500,000
35	300,000	600,000	600,000
36	400,000	800,000	800,000

*Next page for more details

SINGLE DAY SIDE EVENT - TURBO

Notes:

*Re-entry is allowed until the end of the registration.
*Shot Clock will use when 1 table off to the money.
(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.

***#8 Couples Event**
*Couples must have one man and one woman.
*Couples are allowed to discuss the hand quietly, but only one designated player handle the chips and declare the action per hand.
*Play 7 handed and FT is 7 handed.

***#20, #48 3 Card Hold'em - Hyper Turbo**
*Can use 0 / 1 / 2 / 3 hold card(s).

***#27 NLH - Bounty Quattro - Hyper Turbo**
***#33 PL Omaha - Bounty Quattro - Turbo**
*Bounties active when 25% of the field remaining
*Each Bounty worth TWD 4,000.

***#34 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.

***#41 Atomic Pineapple - Hyper Turbo**
*Each player will recieve 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.

***#53 PL Omaha Hi-Lo - 5 Card (Big O) - Turbo**
*To win the whole pot must the best hand of Hi and Lo pot.

***#60 PL Omaha High - Double Board - Bomb Pot - Turbo**
*Each player will post an ante, no action before the flop, and action wil start once a flop is revealed.
*A winner will be determined for each board and a player can scoop the whole pot.

***#61, #76 NLH - ALL-IN or FOLD - Hyper Turbo**
*Played 6 Handed and Final Table in 7 Handed.
*Players have the option of starting with 1, 2 or 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.

LADIES EVENT - TURBO

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#2, #17, #22, #36, #43, #59 Ladies Event	20,000	15	#2, #22, #36, #43 - LEVEL 7 @ 15:00 #17 - LEVEL 7 @ 18:00 #59 - LEVEL 7 @ 19:00
#29 Ladies Event - Win The Button			LEVEL 7 @ 15:00
#49 PL - Omaha - Ladies Event			LEVEL 7 @ 14:00
#71 Ladies Event - Knockout (TWD 1,000 Bounty)			LEVEL 7 @ 15:00

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	200	200
2	100	300	300
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	3,000	3,000
13	2,000	4,000	4,000
14	2,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
18	6,000	12,000	12,000
19	8,000	16,000	16,000
20	10,000	20,000	20,000
21	10,000	25,000	25,000
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
25	30,000	60,000	60,000
26	40,000	80,000	80,000
27	50,000	100,000	100,000
28	60,000	120,000	120,000

*Next page for more details

LADIES EVENT - TURBO

LEVEL	SMALL BLIND	BIG BLIND	ANTE
29	80,000	160,000	160,000
30	100,000	200,000	200,000
31	125,000	250,000	250,000
32	150,000	300,000	300,000
33	200,000	400,000	400,000
34	250,000	500,000	500,000
35	300,000	600,000	600,000
36	400,000	800,000	800,000

Notes:

***#22, #36 Ladies Event FREEROLL**

*Re-buy format - Players are allowed unlimited re-buys during first 7 levels whenever at starting stack or below - TWD 2,000 for 20,000 chips
*Add-on - All players may purchase a add-on at end of level 7 - TWD 2,000 for 60,000 chips.
*If a player wants to rebuy, she must do it immediately after being busted.

***All Ladies Events (Except #71)**

*Winner will received #63 Ladies Main Event ticket (TWD 12,000) which taken from prizepool.

TRIPLE DRAW MIX

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#5 Limited - Triple Draw Mix (7 Games)	50,000	20	LEVEL 8 @ 19:40

LEVEL	SMALL BLIND	BIG BLIND
1	200	500
2	300	600
3	400	800
4	500	1,000
5	600	1,200
6	800	1,600
7	1,000	2,000
8	1,000	2,500
15 Minutes Break / END OF REGISTRATION (CR100s)		
9	1,500	3,000
10	2,000	4,000
11	2,500	5,000
12	3,000	6,000
13	4,000	8,000
14	5,000	10,000
15 Minutes Break (CR 500s)		
15	6,000	12,000
16	8,000	16,000
17	10,000	20,000
18	10,000	25,000
19	15,000	30,000
20	20,000	40,000
15 Minutes Break (CR 1,000s)		
21	25,000	50,000
22	30,000	60,000
23	40,000	80,000
24	50,000	100,000
25	60,000	120,000
26	75,000	150,000
15 Minutes Break (CR 5,000s)		
27	100,000	200,000
28	125,000	250,000
29	150,000	300,000
30	200,000	400,000
31	250,000	500,000

*Next page for more details

TRIPLE DRAW MIX

Notes:

*Re-entry is allowed until the end of the registration.
*Play 6 handed, TD reserves right to make 7-handed max. Final Table 7 Handed.
*Game will change every 6 hands dealt. (follow the order of formats: High, Archie 66 (High & A-5), 2-7, A-5, Badugi, Badacey, Badeucey)
*Shot Clock will use when 1 table off to the money.
    *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.

DOUBLE DRAW MIX

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#12 PL - Double Draw Mix (2-7, A-5, Badugi) - Turbo	20,000	15	LEVEL 7 @ 23:30

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
15 Minutes Break / END OF REGISTRATION (CR100s)			
8	500	1,000	1,000
9	1,000	1,500	1,500
10	1,000	2,000	2,000
11	1,500	3,000	3,000
12	2,000	4,000	4,000
13	2,500	5,000	5,000
14	3,000	6,000	6,000
15	4,000	8,000	8,000
15 Minutes Break / CR 500s & CR1,000s			
16	5,000	10,000	10,000
17	10,000	15,000	15,000
18	10,000	20,000	20,000
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
15 Minutes Break (CR 5,000s)			
24	50,000	100,000	100,000
25	75,000	150,000	150,000
26	100,000	200,000	200,000
27	125,000	250,000	250,000
28	150,000	300,000	300,000
29	200,000	400,000	400,000
30	250,000	500,000	500,000
31	300,000	600,000	600,000

*Next page for more details

DOUBLE DRAW MIX

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

Notes:

*Re-entry is allowed until the end of the registration.
*Play 7 handed, Final Table 7 Handed.
*Game will change every 7 hands dealt.
*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.

SINGLE DRAW MIX

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#6, #26 NL - Single Draw Mix (A-5, 2-7) - Turbo	20,000	15	LEVEL 7 @ 23:30

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
15 Minutes Break / END OF REGISTRATION (CR100s)			
8	500	1,000	1,500
9	1,000	1,500	2,500
10	1,000	2,000	3,000
11	1,500	3,000	4,500
12	2,000	4,000	6,000
13	2,500	5,000	7,500
14	3,000	6,000	9,000
15	4,000	8,000	12,000
15 Minutes Break / CR 500s & CR1,000s			
16	5,000	10,000	15,000
17	10,000	15,000	25,000
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
15 Minutes Break			
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

*Next page for more details

SINGLE DRAW MIX

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 Minutes Break			
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.
*Play 7 Handed and Final Table in 7 Handed.
*Game will change every 7 hands dealt.
*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.

7 CARD STUD MIX

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#11 7-Card Stud (Stud, Razz)	50,000	20	LEVEL 8 @ 19:40

LEVEL	ANTE	BRING IN	COMPLETION	LIMITS
1	100	200	500	500 - 1,000
2	100	200	600	600 - 1,200
3	200	200	800	800 - 1,600
4	200	300	1,000	1,000 - 2,000
5	300	300	1,200	1,200 - 2,400
6	300	500	1,500	1,500 - 3,000
7	400	500	2,000	2,000 - 4,000
8	400	1,000	2,500	2,500 - 5,000
15 Minutes Break / END OF REGISTRATION (CR100s)				
9	500	1,000	3,000	3,000 - 6,000
10	1,000	1,000	4,000	4,000 - 8,000
11	1,000	2,000	5,000	5,000 - 10,000
12	1,500	2,000	6,000	6,000 - 12,000
13	2,000	2,000	8,000	8,000 - 16,000
14	2,000	3,000	10,000	10,000 - 20,000
15	3,000	3,000	12,000	12,000 - 24,000
16	3,000	5,000	15,000	15,000 - 30,000
17	5,000	5,000	20,000	20,000 - 40,000
18	5,000	7,000	25,000	25,000 - 50,000
19	5,000	10,000	30,000	30,000 - 60,000
20	10,000	15,000	40,000	40,000 - 80,000
21	10,000	15,000	50,000	50,000 - 100,000
22	15,000	20,000	60,000	60,000 - 120,000
23	25,000	30,000	80,000	80,000 - 160,000
24	30,000	50,000	100,000	100,000 - 200,000
25	40,000	50,000	125,000	125,000 - 250,000
26	40,000	60,000	150,000	150,000 - 300,000
27	50,000	75,000	175,000	175,000 - 350,000
28	50,000	75,000	200,000	200,000 - 400,000

Notes:

*Re-entry is allowed until the end of the registration.
*Play 7 Handed.
*Game will change every 7 hands dealt. (Stud, Razz, Stud 8, Razzdugi, Stud Hi-Lo No qualifier)
*Shot Clock will use when 1 table off to the money.
*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.

DRAWMAHA MIX

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#19 PL - Drawmaha Mix (High, Dugi, 2-7) - Turbo	20,000	15	LEVEL 7 @ 23:30

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
15 Minutes Break / END OF REGISTRATION (CR100s)			
8	500	1,000	1,000
9	1,000	1,500	1,500
10	1,000	2,000	2,000
11	1,500	3,000	3,000
12	2,000	4,000	4,000
13	2,500	5,000	5,000
14	3,000	6,000	6,000
15	4,000	8,000	8,000
15 Minutes Break / CR 500s & CR1,000s			
16	5,000	10,000	10,000
17	10,000	15,000	15,000
18	10,000	20,000	20,000
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
15 Minutes Break			
24	50,000	100,000	100,000
25	75,000	150,000	150,000
26	100,000	200,000	200,000
27	125,000	250,000	250,000
28	150,000	300,000	300,000
29	200,000	400,000	400,000
30	250,000	500,000	500,000
31	300,000	600,000	600,000

*Next page for more details

DRAWMAHA MIX

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

Notes:

*Re-entry is allowed until the end of the registration.
*Play 6 Handed, TD reserves right to make 7-handed max, Final Table in 7 Handed.
*Game will change every 7 hands dealt.
*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.

B.E.A.S.T.+

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#18 B.E.A.S.T.+	50,000	20	LEVEL 8 @ 19:40

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
1	FL	-	200	500	-
	STUD	100	200	500	500 - 1,000
2	FL	-	300	600	-
	STUD	100	200	600	600 - 1,200
3	FL	-	400	800	-
	STUD	200	200	800	800 - 1,600
4	FL	-	500	1,000	-
	STUD	200	300	1,000	1,000 - 2,000
5	FL	-	600	1,200	-
	STUD	300	300	1,200	1,200 - 2,400
6	FL	-	800	1,500	-
	STUD	300	500	1,500	1,500 - 3,000
7	FL	-	1,000	2,000	-
	STUD	400	500	2,000	2,000 - 4,000
8	FL	-	1,000	2,500	-
	STUD	400	1,000	2,500	2,500 - 5,000
15 Minutes Break / END OF REGISTRATION (CR100s)					
9	FL	-	1,500	3,000	-
	STUD	500	1,000	3,000	3,000 - 6,000
10	FL	-	2,000	4,000	-
	STUD	1,000	1,000	4,000	4,000 - 8,000
11	FL	-	2,500	5,000	-
	STUD	1,000	2,000	5,000	5,000 - 10,000
12	FL	-	3,000	6,000	-
	STUD	1,500	2,000	6,000	6,000 - 12,000
13	FL	-	4,000	8,000	-
	STUD	2,000	2,000	8,000	8,000 - 16,000
14	FL	-	5,000	10,000	-
	STUD	2,000	3,000	10,000	10,000 - 20,000
15 Minutes Break (CR 500s)					

*Next page for more details

B.E.A.S.T.+

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
15	FL	-	6,000	12,000	-
	STUD	3,000	3,000	12,000	12,000 - 24,000
16	FL	-	8,000	15,000	-
	STUD	3,000	5,000	15,000	15,000 - 30,000
17	FL	-	10,000	20,000	-
	STUD	5,000	5,000	20,000	20,000 - 40,000
18	FL	-	10,000	25,000	-
	STUD	5,000	7,000	25,000	25,000 - 50,000
19	FL	-	15,000	30,000	-
	STUD	5,000	10,000	30,000	30,000 - 60,000
20	FL	-	20,000	40,000	-
	STUD	10,000	15,000	40,000	40,000 - 80,000
21	FL	-	25,000	50,000	-
	STUD	10,000	15,000	50,000	50,000 - 100,000
22	FL	-	30,000	60,000	-
	STUD	15,000	20,000	60,000	60,000 - 120,000
23	FL	-	40,000	80,000	-
	STUD	25,000	30,000	80,000	80,000 - 160,000
24	FL	-	50,000	100,000	-
	STUD	30,000	50,000	100,000	100,000 - 200,000

Notes:

*Re-entry is allowed until the end of the registration.
*Play 6 Handed, TD reserves right to make 7-handed max, Final Table 7 Handed.
*Game will change every 6 hands dealt. (Badugi, Seven Card Stud Hi/Lo 8 or Better, A-5 Triple Draw, Seven Card Stud, 2-7 Triple Draw, Razz)
*Shot Clock will use when 1 table off to the money.
*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.

T.O.R.S.E

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#25 T.O.R.S.E	50,000	20	LEVEL 8 @ 19:40

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
1	FL	-	200	500	-
	STUD	100	200	500	500 - 1,000
2	FL	-	300	600	-
	STUD	100	200	600	600 - 1,200
3	FL	-	400	800	-
	STUD	200	200	800	800 - 1,600
4	FL	-	500	1,000	-
	STUD	200	300	1,000	1,000 - 2,000
5	FL	-	600	1,200	-
	STUD	300	300	1,200	1,200 - 2,400
6	FL	-	800	1,500	-
	STUD	300	500	1,500	1,500 - 3,000
7	FL	-	1,000	2,000	-
	STUD	400	500	2,000	2,000 - 4,000
8	FL	-	1,000	2,500	-
	STUD	400	1,000	2,500	2,500 - 5,000
15 Minutes Break / END OF REGISTRATION (CR100s)					
9	FL	-	1,500	3,000	-
	STUD	500	1,000	3,000	3,000 - 6,000
10	FL	-	2,000	4,000	-
	STUD	1,000	1,000	4,000	4,000 - 8,000
11	FL	-	2,500	5,000	-
	STUD	1,000	2,000	5,000	5,000 - 10,000
12	FL	-	3,000	6,000	-
	STUD	1,500	2,000	6,000	6,000 - 12,000
13	FL	-	4,000	8,000	-
	STUD	2,000	2,000	8,000	8,000 - 16,000
14	FL	-	5,000	10,000	-
	STUD	2,000	3,000	10,000	10,000 - 20,000
15 Minutes Break (CR 500s)					

*Next page for more details

T.O.R.S.E

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
15	FL	-	6,000	12,000	-
	STUD	3,000	3,000	12,000	12,000 - 24,000
16	FL	-	8,000	15,000	-
	STUD	3,000	5,000	15,000	15,000 - 30,000
17	FL	-	10,000	20,000	-
	STUD	5,000	5,000	20,000	20,000 - 40,000
18	FL	-	10,000	25,000	-
	STUD	5,000	7,000	25,000	25,000 - 50,000
19	FL	-	15,000	30,000	-
	STUD	5,000	10,000	30,000	30,000 - 60,000
20	FL	-	20,000	40,000	-
	STUD	10,000	15,000	40,000	40,000 - 80,000
21	FL	-	25,000	50,000	-
	STUD	10,000	15,000	50,000	50,000 - 100,000
22	FL	-	30,000	60,000	-
	STUD	15,000	20,000	60,000	60,000 - 120,000
23	FL	-	40,000	80,000	-
	STUD	25,000	30,000	80,000	80,000 - 160,000
24	FL	-	50,000	100,000	-
	STUD	30,000	50,000	100,000	100,000 - 200,000

Notes:

*Re-entry is allowed until the end of the registration.
*Play 6 Handed, TD reserves right to make 7-handed max, Final Table 7 Handed.
*Game will change every 6 hands dealt. (2-7 Triple Draw, Omaha Hi-Lo 8 or Better, Razz, Seven Card Stud, Eight or Better / Stud Hi-Lo)
*Shot Clock will use when 1 table off to the money.
*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.

DEALER'S CHOICE

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#46 Dealer's Choice	50,000	20	LEVEL 8 @ 19:40

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
1	FL	-	200	500	500 - 1,000
	STUD	100	200	500	500 - 1,000
	PL / NL	200	100	200	-
2	FL	-	300	600	600 - 1,200
	STUD	100	200	600	600 - 1,200
	PL / NL	300	100	300	-
3	FL	-	400	800	800 - 1,600
	STUD	200	200	800	800 - 1,600
	PL / NL	400	200	400	-
4	FL	-	500	1,000	1,000 - 2,000
	STUD	200	300	1,000	1,000 - 2,000
	PL / NL	500	200	500	-
5	FL	-	600	1,200	1,200 - 2,400
	STUD	300	300	1,200	1,200 - 2,400
	PL / NL	600	300	600	-
6	FL	-	800	1,500	1,500 - 3,000
	STUD	300	500	1,500	1,500 - 3,000
	PL / NL	800	400	800	-
7	FL	-	1,000	2,000	2,000 - 4,000
	STUD	400	500	2,000	2,000 - 4,000
	PL / NL	1,000	500	1,000	-
8	FL	-	1,000	2,500	2,500 - 5,000
	STUD	400	1,000	2,500	2,500 - 5,000
	PL / NL	1,200	600	1,200	-
15 Minutes Break / END OF REGISTRATION (CR100s)					
9	FL	-	1,500	3,000	3,000 - 6,000
	STUD	500	1,000	3,000	3,000 - 6,000
	PL / NL	1,500	1,000	1,500	-
10	FL	-	2,000	4,000	4,000 - 8,000
	STUD	1,000	1,000	4,000	4,000 - 8,000
	PL / NL	2,000	1,000	2,000	-

*Next page for more details

DEALER'S CHOICE

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
11	FL	-	2,500	5,000	5,000 - 10,000
	STUD	1,000	2,000	5,000	5,000 - 10,000
	PL / NL	2,500	1,000	2,500	-
12	FL	-	3,000	6,000	6,000 - 12,000
	STUD	1,500	2,000	6,000	6,000 - 12,000
	PL / NL	3,000	1,500	3,000	-
13	FL	-	4,000	8,000	8,000 - 16,000
	STUD	2,000	2,000	8,000	8,000 - 16,000
	PL / NL	4,000	2,000	4,000	-
14	FL	-	5,000	10,000	10,000 - 20,000
	STUD	2,000	3,000	10,000	10,000 - 20,000
	PL / NL	5,000	2,500	5,000	-
15 Minutes Break (CR 500s)					
15	FL	-	6,000	12,000	12,000 - 24,000
	STUD	3,000	3,000	12,000	12,000 - 24,000
	PL / NL	6,000	3,000	6,000	-
16	FL	-	8,000	15,000	15,000 - 30,000
	STUD	3,000	5,000	15,000	15,000 - 30,000
	PL / NL	8,000	4,000	8,000	-
17	FL	-	10,000	20,000	20,000 - 40,000
	STUD	5,000	5,000	20,000	20,000 - 40,000
	PL / NL	10,000	5,000	10,000	-
18	FL	-	10,000	25,000	25,000 - 50,000
	STUD	5,000	7,000	25,000	25,000 - 50,000
	PL / NL	12,000	6,000	12,000	-
19	FL	-	15,000	30,000	30,000 - 60,000
	STUD	5,000	10,000	30,000	30,000 - 60,000
	PL / NL	16,000	8,000	16,000	-
20	FL	-	20,000	40,000	40,000 - 80,000
	STUD	10,000	15,000	40,000	40,000 - 80,000
	PL / NL	20,000	10,000	20,000	-

*Next page for more details

DEALER'S CHOICE

LEVEL	TYPE	ANTE	BLINDS		LIMITS
			BRING IN	COMPLETION	
21	FL	-	25,000	50,000	50,000 - 100,000
	STUD	10,000	15,000	50,000	50,000 - 100,000
	PL / NL	25,000	10,000	25,000	-
22	FL	-	30,000	60,000	60,000 - 120,000
	STUD	15,000	20,000	60,000	60,000 - 120,000
	PL / NL	30,000	15,000	30,000	-
23	FL	-	40,000	80,000	80,000 - 160,000
	STUD	25,000	30,000	80,000	80,000 - 160,000
	PL / NL	40,000	20,000	40,000	-
24	FL	-	50,000	100,000	100,000 - 200,000
	STUD	30,000	50,000	100,000	100,000 - 200,000
	PL / NL	50,000	25,000	50,000	-

Notes:

Format to be played:

Limit (17) – Hold'em, Omaha, Omaha Hi-Lo, 5-Card Omaha Hi-Lo, Razz, 7-Card Stud, 7-Card Stud Hi-Lo, 7-Card Stud Hi-Lo (no qualifier), Razzdugi, 2-7 Razz, 2-7 Triple Draw, A-5 Triple Draw, Archie (66 and Hi-Lo), Badugi, Badacey, Badeucey, 5-Card Draw High.

NL (8) – Hold'em, 2-7 Single Draw, A-5 Single Draw, 5-Card Draw High Single, NL Archie Single Draw, NL Badugi Single Draw, NL Badacey Single Draw, NL Badeucey Single Draw .

PL (5) – Hold'em, Omaha, 5-Card Omaha Hi-Lo, 5-Card Omaha High , Omaha Hi-Lo.

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

*Play 6 Handed, TD reserves right to make 7-handed max, Final Table 7 Handed.

*Game will change every 6 hands dealt.

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

*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.

SHORT DECK

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#40 Short Deck Ante Only - Turbo	20,000 x 3	15	LEVEL 10 @ 00:15

LEVEL	ANTE	BUTTON
1	200	400
2	300	600
3	400	800
4	500	1,000
5	600	1,200
6	800	1,600
7	1,000	2,000
8	1,200	2,400
9	1,500	3,000
10	2,000	4,000
15 Minutes Break / END OF REGISTRATION (CR100s)		
11	2,500	5,000
12	3,000	6,000
13	4,000	8,000
14	5,000	10,000
15	6,000	12,000
16	8,000	16,000
17	10,000	20,000
18	12,000	24,000
15 Minutes Break (CR 500s)		
19	15,000	30,000
20	20,000	40,000
21	25,000	50,000
22	30,000	60,000
23	40,000	80,000
24	50,000	100,000
25	60,000	120,000
26	80,000	160,000
15 Minutes Break		
27	100,000	200,000
28	120,000	240,000
29	150,000	300,000
30	200,000	400,000
31	250,000	500,000

*Next page for more details

SHORT DECK

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.
    *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.

INFLUENCER & FREEROLL

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
Influencer and Celebrity Invitational - Magic Poker	20,000	10	LEVEL 7 @ 13:10
F1 - F4 PD23 Freeroll	5,000	10	F1 - LEVEL 5 @ 09:50 F2 - F4 - LEVEL 5 @ 12:50

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000

*Next page for more details

INFLUENCER & FREEROLL

Notes:

*All freeroll tickets are not exchangeable nor transferrable
*From #F1 - #F4 anyone who makes to the Final Table (FT)
*3 times FT = 1 x Main Event Play Down to 15% Ticket worth TWD 27,000
*4 times FT = 2 x Main Event Play Down to 15% Tickets worth TWD 54,000

Freeroll to Poker Dream 23 Taiwan (#F1) — Prizes PAYS TOP 8

1st place	Taiwan Open Day 1B/C Ticket (TWD 8,100) + #13 NLH - Knockout (TWD 1,000 Bounty) (TWD 5,000)
2nd place	Taiwan Open Day 1B/C Ticket (TWD 8,100)
3rd - 4th	Taiwan Open Day 1D Ticket (TWD 5,400)
5th - 8th	S1 Milestone Satellite to Taiwan Open Day 1B (Win Your Seat @30K) (TWD 1,900)

Freeroll to Ultra Stack (#F2) — Prizes PAYS TOP 4

1st place	Ultra Stack Day 1B Ticket (TWD 12,000) + #27 NLH - Bounty Quattro (TWD 5,000)
2nd place	Ultra Stack Day 1B Ticket (TWD 12,000)
3rd - 4th	S8 Milesstone Satellite to PD 23 Credit (Win TC 12,000 @30K) (TWD 2,800)

Freeroll to Mystery Bounty (#F3) — Prizes PAYS TOP 4

1st place	Mystery Bounty (TWD 10,000,000 GTD) - Day 1B (TWD 15,000) + #34 Win The Button (TWD 5,000)
2nd place	Mystery Bounty (TWD 10,000,000 GTD) - Day 1B (TWD 15,000)
3rd - 4th	S10 Milestone Satellite to PD23 Credit (Win TC 15,000 @60K) (TWD 3,500)

Freeroll to Mystery Bounty (#F4) — Prizes PAYS TOP 3

1st place	Mystery Bounty (TWD 10,000,000 GTD) - Day 1E (TWD 15,000) + S13 Milestone Satellite to Main Event 15% (TWD 6,300)
2nd place	Mystery Bounty (TWD 10,000,000 GTD) - Day 1E (TWD 15,000)
3rd place	S12 Milestone Satellite to Main Event 15% (TWD 6,300)

*Influencer and Celebrity Invitational - Magic Poker

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

SATELLITE

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000

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 remove from the tournament and the chips will be removed from play.
*The tournament will finish when the remaining players equals the total prize seats minus the number of players previously won the seats. And the remaining players will be awarded the seat.
*Any funds falling short of the price of a seat will go to the runner up of the last seat being awarded.
*A Tournament Supervisor must be called to verify the tournament chip count of a player who is making a claim for a Tournament Prize.
*Players may request that a Tournament Supervisor count their stack at any time between hands.
*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.

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.
Play 2 extra hands if blinds up on the same spot and 2 less next round until 3 remaining.

LEVEL DURATION (MINS)	INITIAL FT	6 HANDED	4 HANDED	HU
60	21	19	17	15
50	19	17	14	13
40	17	15	13	11
30	15	13	11	X
25	13	11	10	X
20	11	9	X	X
15	9	7	X	X
10	7	X	X	X