

PARADISE CITY POKER SERIES



2024.10.31-11.4





TOURNAMENT SCHEDULE

2024.10.31-11.4

START	#	EVENT	BUY-IN+FEE(₩)	CHIP	CLOSE
Thursday, Oct 31					
15:00	#1	m - Launchpad : Kick off	300,000+30,000	20,000	Lv.10 / 17:40
17:00	#2-A	m- Initial Clash Day 1 A	600,000+60,000	20,000	Lv.10 / 20:40
20:00	#3	Bounty Blitz Turbo (100,000 Bounty)	300,000+30,000	20,000	Lv.8 / 22:10
Friday, Nov 01					
12:00	#2-B	m- Initial Clash Day 1 B	600,000+60,000	20,000	Lv.10 / 15:40
15:00	#4	m - Super Deep Stack	500,000+50,000	40,000	Lv.10 / 18:40
18:00	#5	Bounty Blitz (200,000 Bounty)	400,000+40,000	25,000	Lv.10 / 21:40
21:00	#6-S1	Main Event Satellite (60,000 = 1 Seat)	200,000+20,000	10,000	Lv.8 / 22:30
Saturday, Nov 02					
12:00	#2-F	m- Initial Clash Day 2 Final			
12:00	#6-S2	Main Event Satellite (60,000 = 1 Seat)	200,000+20,000	10,000	Lv.8 / 13:30
13:00	#6-A	Main Event Day 1 A	1,000,000+100,000	30,000	Lv.10 / 18:20
18:00	#7	m - Deep Stack Turbo	500,000+50,000	30,000	Lv.8 / 20:10
20:00	#8	Bounty Blitz Turbo (100,000 Bounty)	300,000+30,000	20,000	Lv.8 / 22:10
21:00	#6-S3	Main Event Satellite (60,000 = 1 Seat)	200,000+20,000	10,000	Lv.8 / 22:30
Sunday, Nov 03					
12:00	#6-S4	Main Event Satellite (60,000 = 1 Seat)	200,000+20,000	10,000	Lv.8 / 13:30
13:00	#6-B	Main Event Day 1 B	1,000,000+100,000	30,000	Lv.10 / 18:20
14:00	#9	m - Super Deep Stack	500,000+50,000	40,000	Lv.10 / 17:40
18:00	#10	Bounty Blitz (200,000 Bounty)	400,000+40,000	25,000	Lv.10 / 21:40
20:00	#11	Win The Button	300,000+30,000	20,000	Lv.8 / 22:10
21:00	#SPE	Flip Out	90,000+10,000	TD Discretion	
Monday, Nov 04					
12:00	#12	Mystery Bounty Blitz (300,000 Bounty)	700,000+70,000	30,000	Lv.10 / 16:30
12:00	#6-F	Main Event Day 2 Final			
17:00	#13	No Limit Hold'em : The Closer	300,000+30,000	20,000	Lv.8 / 19:10





EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#1	m - Launchpad : Kick off	15 min	20,000	Lv.10

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	1000	1000
9	600	1200	1200
10	800	1600	1600
10 min BREAK TIME / REG. CLOSE			
11	1000	2000	2000
12	1000	2500	2500
13	1500	3000	3000
14	2000	4000	4000
15	2500	5000	5000
10 min BREAK TIME			
16	3000	6000	6000
17	4000	8000	8000
18	5000	10000	10000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
19	6000	12000	12000
20	8000	16000	16000
21	10000	20000	20000
10 min BREAK TIME			
22	10000	25000	25000
23	15000	30000	30000
24	20000	40000	40000
25	25000	50000	50000
26	30000	60000	60000
27	40000	80000	80000
10 min BREAK TIME			
28	50000	100000	100000
29	60000	120000	120000
30	80000	160000	160000
31	100000	200000	200000
32	125000	250000	250000
33	150000	300000	300000
34	200000	400000	400000
35	250000	500000	500000
36	300000	600000	600000

Tournament Rules:

- Game Type: Events are primarily No-Limit Holdem, with unlimited re-entries, unless stated otherwise.
- Big Blind Ante: If a player's chip count does not cover both the big blind and the ante, the big blind is prioritized.
- Table Format: Events typically start with 9-handed play, adjusting to regulatory needs.
- Minimum Players: Tournaments require a minimum of four players to commence.
- Staffing Fee: A 3% fee is deducted from all tournament and satellite prize pools to cover staffing costs.
- Player Cap: The number of players per table may be limited based on regulatory approvals.

Additional Options and Rules:

- Re-entry Option: Players have the option to give up their chips before registration ends to re-enter the event.
 - Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
 - Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack.
- All other stacks are discarded, and a minimum payout is guaranteed.



EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#2	m- Initial Clash	20 / FT 30 min	20,000	Lv.10
#5, #10	Bounty Blitz (200,000 Bounty)	20 min	25,000	Lv.10

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
10 min BREAK TIME			
6	300	600	600
7	400	800	800
8	500	1000	1000
9	600	1200	1200
10	800	1600	1600
10 min BREAK TIME / REG. CLOSE			
11	1000	2000	2000
12	1000	2500	2500
13	1500	3000	3000
14	2000	4000	4000
15	2500	5000	5000
16	3000	6000	6000
17	4000	8000	8000
18	5000	10000	10000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
10 min BREAK TIME			
19	6000	12000	12000
20	8000	16000	16000
21	10000	20000	20000
22	10000	25000	25000
23	15000	30000	30000
24	20000	40000	40000
10 min BREAK TIME			
25	25000	50000	50000
26	30000	60000	60000
27	40000	80000	80000
28	50000	100000	100000
29	60000	120000	120000
30	80000	160000	160000
31	100000	200000	200000
32	125000	250000	250000
33	150000	300000	300000
34	200000	400000	400000
35	250000	500000	500000
36	300000	600000	600000

Tournament Rules:

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- Minimum Players: Tournaments require a minimum of four players to commence.
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- Player Cap: The number of players per table may be limited based on regulatory approvals.
- Day 1: Play continues until 15% of the total entries remains.

Additional Options and Rules:

- Re-entry Option: Players have the option to give up their chips before registration ends to re-enter the event.
- Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
- Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack.
- All other stacks are discarded, and a minimum payout is guaranteed.
- Bounty: In a bounty tournament, if two or more players need to split bounty chip(s), they will be divided as equally as possible.
- Any remaining bounty chip(s) will be awarded to the player with more tournament chips.
- If the tournament chips are equal, the remaining bounty chip(s) will be given to the player(s) in the worst position closest to the button.



EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#3, #8	Bounty Blitz Turbo (100,000 Bounty)	15 min	20,000	Lv.8
#7	m - Deep Stack Turbo	15 min	30,000	Lv.8
#11	Win The Button	15 min	20,000	Lv.8

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	200	200
2	100	300	300
3	200	300	300
4	200	400	400
5	200	500	500
6	300	600	600
7	400	800	800
8	500	1000	1000
10 min BREAK TIME / REG. CLOSE			
9	1000	1500	1500
10	1000	2000	2000
11	1500	3000	3000
12	2000	4000	4000
13	2500	5000	5000
14	3000	6000	6000
15	4000	8000	8000
16	5000	10000	10000
10 min BREAK TIME			
17	8000	16000	16000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
18	10000	20000	20000
19	15000	30000	30000
20	20000	40000	40000
21	25000	50000	50000
22	30000	60000	60000
23	40000	80000	80000
24	50000	100000	100000
10 min BREAK TIME			
25	80000	160000	160000
26	100000	200000	200000
27	125000	250000	250000
28	150000	300000	300000
29	200000	400000	400000
30	250000	500000	500000
31	300000	600000	600000
32	400000	800000	800000
33	500000	1000000	1000000
34	600000	1200000	1200000
35	800000	1600000	1600000

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- Big Blind Ante: If a player's chip count does not cover both the big blind and the ante, the big blind is prioritized.
- Table Format: Events typically start with 9-handed play, adjusting to regulatory needs.
- Minimum Players: Tournaments require a minimum of four players to commence.
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Additional Options and Rules:

- Re-entry Option: Players have the option to give up their chips before registration ends to re-enter the event.
- Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
- Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack.
- All other stacks are discarded, and a minimum payout is guaranteed.
- Bounty: In a bounty tournament, if two or more players need to split bounty chip(s), they will be divided as equally as possible.
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- If the tournament chips are equal, the remaining bounty chip(s) will be given to the player(s) in the worst position closest to the button.



EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#4, #9	m - Super Deep Stack	20 min	40,000	Lv.10

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	200	200
2	100	300	300
3	200	300	300
4	200	400	400
5	200	500	500
10 min BREAK TIME			
6	300	600	600
7	400	800	800
8	500	1000	1000
9	1000	1500	1500
10	1000	2000	2000
10 min BREAK TIME / REG. CLOSE			
11	1500	3000	3000
12	2000	4000	4000
13	2500	5000	5000
14	3000	6000	6000
15	4000	8000	8000
16	5000	10000	10000
17	8000	16000	16000
18	10000	20000	20000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
10 min BREAK TIME			
19	15000	30000	30000
20	20000	40000	40000
21	25000	50000	50000
22	30000	60000	60000
23	40000	80000	80000
24	50000	100000	100000
10 min BREAK TIME			
25	80000	160000	160000
26	100000	200000	200000
27	125000	250000	250000
28	150000	300000	300000
29	200000	400000	400000
30	250000	500000	500000
10 min BREAK TIME			
31	300000	600000	600000
32	400000	800000	800000
33	500000	1000000	1000000
34	600000	1200000	1200000
35	800000	1600000	1600000

Tournament Rules:

- Game Type: Events are primarily No-Limit Holdem, with unlimited re-entries, unless stated otherwise.
- Big Blind Ante: If a player's chip count does not cover both the big blind and the ante, the big blind is prioritized.
- Table Format: Events typically start with 9-handed play, adjusting to regulatory needs.
- Minimum Players: Tournaments require a minimum of four players to commence.
- Staffing Fee: A 3% fee is deducted from all tournament and satellite prize pools to cover staffing costs.
- Player Cap: The number of players per table may be limited based on regulatory approvals.

Additional Options and Rules:

- Re-entry Option: Players have the option to give up their chips before registration ends to re-enter the event.
- Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
- Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack. All other stacks are discarded, and a minimum payout is guaranteed.





EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#12	Mystery Bounty Blitz (300,000 Bounty)	25 min	30,000	Lv.10

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
10 min BREAK TIME			
6	400	800	800
7	500	1000	1000
8	500	1000	1000
9	600	1200	1200
10	600	1200	1200
10 min BREAK TIME / REG. CLOSE			
11	1000	1500	1500
12	1000	2000	2000
13	1000	2500	2500
14	1500	3000	3000
10 min BREAK TIME			
15	2000	4000	4000
16	2000	5000	5000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
17	3000	6000	6000
18	4000	8000	8000
10 min BREAK TIME			
19	5000	10000	10000
20	6000	12000	12000
21	8000	16000	16000
22	10000	20000	20000
10 min BREAK TIME			
23	10000	25000	25000
24	15000	30000	30000
25	20000	40000	40000
26	25000	50000	50000
10 min BREAK TIME			
27	30000	60000	60000
28	40000	80000	80000
29	50000	100000	100000
30	60000	120000	120000
31	80000	160000	160000
32	100000	200000	200000

Tournament Rules:

- Game Type: Events are primarily No-Limit Holdem, with unlimited re-entries, unless stated otherwise.
- Big Blind Ante: If a player's chip count does not cover both the big blind and the ante, the big blind is prioritized.
- Table Format: Events typically start with 9-handed play, adjusting to regulatory needs.
- Minimum Players: Tournaments require a minimum of four players to commence.
- Staffing Fee: A 3% fee is deducted from all tournament and satellite prize pools to cover staffing costs.
- Player Cap: The number of players per table may be limited based on regulatory approvals.
- Mystery Bounty: Players earn random rewards by eliminating other players, with bounties awarded after reaching the prize levels. Unclaimed bounties may be donated or added to the staff fee.

Additional Options and Rules:

- Re-entry Option: Players have the option to give up their chips before registration ends to re-enter the event.
- Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
- Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack.
- All other stacks are discarded, and a minimum payout is guaranteed.
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EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#13	No Limit Hold'em : The Closer	15 min	20,000	Lv.8

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	1000	1000
10 min BREAK TIME / REG. CLOSE			
9	600	1200	1200
10	800	1600	1600
11	1000	2000	2000
12	1000	2500	2500
10 min BREAK TIME			
13	1500	3000	3000
14	2000	4000	4000
15	2500	5000	5000
16	3000	6000	6000
10 min BREAK TIME			
17	4000	8000	8000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
18	5000	10000	10000
19	6000	12000	12000
20	8000	16000	16000
21	10000	20000	20000
10 min BREAK TIME			
22	10000	25000	25000
23	15000	30000	30000
24	20000	40000	40000
25	25000	50000	50000
26	30000	60000	60000
27	40000	80000	80000
10 min BREAK TIME			
28	50000	100000	100000
29	60000	120000	120000
30	80000	160000	160000
31	100000	200000	200000
32	125000	250000	250000
33	150000	300000	300000
34	200000	400000	400000
35	250000	500000	500000
36	300000	600000	600000

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- Minimum Players: Tournaments require a minimum of four players to commence.
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- Player Cap: The number of players per table may be limited based on regulatory approvals.

Additional Options and Rules:

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- Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
- Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack.
- All other stacks are discarded, and a minimum payout is guaranteed.





EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#6-S1,2,3,4	Main Event Satellite (60,000 = 1 Seat)	10 min	10,000	Lv.8

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	1000	1000
10 min BREAK TIME / REG. CLOSE			

LEVEL	SMALL BLIND	BIG BLIND	ANTE
9	600	1200	1200
10	800	1600	1600
11	1000	2000	2000
12	1000	2500	2500
13	1500	3000	3000
14	2000	4000	4000
15	2500	5000	5000
16	3000	6000	6000
17	4000	8000	8000

Tournament Rules:

- Game Type: Events are primarily No-Limit Holdem, with unlimited re-entries, unless stated otherwise.
- Big Blind Ante: If a player's chip count does not cover both the big blind and the ante, the big blind is prioritized.
- Table Format: Events typically start with 9-handed play, adjusting to regulatory needs.
- Minimum Players: Tournaments require a minimum of four players to commence.
- Staffing Fee: A 3% fee is deducted from all tournament and satellite prize pools to cover staffing costs.
- Player Cap: The number of players per table may be limited based on regulatory approvals.

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- Satellite:

- * The first qualifying seat must be played.
- * Collect the required number of chips to claim your seat.
- * Once a seat is claimed, the required amount of chips will be taken out of play, and any remaining chips will continue in the game until all available seats are filled.
- * The satellite ends when all seats are awarded, and no further entries are accepted. A cash prize will be granted to the player with the highest chip stack. If two or more players hold the same number of chips, the prize will be divided equally.



EVENT BLIND STRUCTURE

#	EVENT	DURATION	CHIP	CLOSE
#6	Main Event	30 / FT 40 min	30,000	Lv.10

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
10 min BREAK TIME			
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1000	1000
10 min BREAK TIME / REG. CLOSE			
9	600	1200	1200
10	800	1600	1600
11	1000	2000	2000
12	1000	2500	2500
10 min BREAK TIME			
13	1500	3000	3000
14	2000	4000	4000
15	2500	5000	5000
16	3000	6000	6000

LEVEL	SMALL BLIND	BIG BLIND	ANTE
10 min BREAK TIME			
17	4000	8000	8000
18	5000	10000	10000
19	6000	12000	12000
20	8000	16000	16000
10 min BREAK TIME			
21	10000	20000	20000
22	10000	25000	25000
23	15000	30000	30000
24	20000	40000	40000
10 min BREAK TIME			
25	25000	50000	50000
26	30000	60000	60000
27	40000	80000	80000
28	50000	100000	100000
29	60000	120000	120000
30	80000	160000	160000
31	100000	200000	200000
32	125000	250000	250000
33	150000	300000	300000

Tournament Rules:

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- Minimum Players: Tournaments require a minimum of four players to commence.
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- Player Cap: The number of players per table may be limited based on regulatory approvals.
- Day 1: Play continues until 15% of the total entries remains.

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PRIZE POOL

PLACE	2	3~10	11~20	21~30	31~40	41~50	51~60	61~75	76~100	101~125	126~150	151~200	201~250	251~300	301~350
1	100	70	50	37	35	32	30	29	28.5	28	27.5	27	26.5	26	25.5
2		30	30	25	22	18	17.5	17	16.5	16.2	16	15.75	15.5	15	14.5
3			20	15	15	12.5	12.2	12	10	9.3	9.1	9	8.85	8.8	8.6
4				12	11	10.5	10.2	10	8	7.3	7.1	7	6.8	6.8	6.6
5				11	9	8.3	8.1	8	6.9	6.3	6.1	6	5.8	5.7	5.6
6					8	7.3	7.1	6.9	5.9	5.3	5.1	5	4.8	4.7	4.6
7						6.2	6.1	5.9	4.9	4.2	3.9	3.8	3.6	3.6	3.5
8						5.2	5.1	4.9	3.4	2.8	2.5	2.4	2.4	2.4	2.3
9							3.7	3.5	2.7	2.1	1.8	1.7	1.7	1.7	1.6
10								2.8	2.2	1.75	1.4	1.3	1.3	1.3	1.2
11~15									2.2	1.75	1.4	1.3	1.3	1.3	1.2
16~20										1.6	1.3	1.05	1	0.95	0.9
21~25											1.2	0.95	0.8	0.75	0.6
26~30												0.91	0.75	0.65	0.55
31~35													0.7	0.6	0.53
36~40														0.55	0.5
41~50															0.46

- Currency: All buy-ins and pay-outs will be conducted in Korean Won (KRW).
- Staffing Fee: A 3% fee is deducted from all tournament and satellite prize pools to cover staffing costs.
- In the Money (ITM): Payouts range from roughly 15% of the field, as detailed in PPS's payout structures.

www.ParadiseCasinoPoker.com

ParadiseCityPoker

ParadisePokerRoom

Pokerfors

Call/Text Poker Room : + 82 10 4194 6121

186, Yeongjonghaeannam-ro 321beon-gil, Jung-gu, Incheon, Republic of Korea

PARADISE CITY





PARADISE CITY POKER SERIES

TOURNAMENT INFORMATION PLAYER'S GUIDE

General Guidelines:

- Participant Consent: By participating, all players consent to the use of their images and likenesses for promotional purposes.
- Currency: All buy-ins and pay-outs will be conducted in Korean Won (KRW).
- Prize Distribution: Roughly 15% of participants will receive payouts, unless specified otherwise.

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- Big Blind Ante: If a player's chip count does not cover both the big blind and the ante, the big blind is prioritized.
- Table Format: Events typically start with 9-handed play, adjusting to regulatory needs.
- Minimum Players: Tournaments require a minimum of four players to commence.
- Staffing Fee: A 3% fee is deducted from all tournament and satellite prize pools to cover staffing costs.
- Player Cap: The number of players per table may be limited based on regulatory approvals.
- Day 1: Play continues until 15% of the total entries remains.
- Satellite:
 - * The first qualifying seat must be played.
 - * Collect the required number of chips to claim your seat.
 - * Once a seat is claimed, the required amount of chips will be taken out of play, and any remaining chips will continue in the game until all available seats are filled.
 - * The satellite ends when all seats are awarded, and no further entries are accepted.
A cash prize will be granted to the player with the highest chip stack.
If two or more players hold the same number of chips, the prize will be divided equally.

Additional Options and Rules:

- Re-entry Option: Players have the option to give up their chips before registration ends to re-enter the event.
- Table Handling Flexibility: The event may begin with up to 10 players per table and reduce to 8 at any stage.
- Top Stack Rule: In multi-stage tournaments, players moving to Day 2 with multiple stacks must use only their largest stack.
All other stacks are discarded, and a minimum payout is guaranteed.

Special Features:

- Mystery Bounty: Players earn random rewards by eliminating other players, with bounties awarded after reaching the prize levels. Unclaimed bounties may be donated or added to the staff fee.
- Bounty: In a bounty tournament, if two or more players need to split bounty chip(s), they will be divided as equally as possible.
Any remaining bounty chip(s) will be awarded to the player with more tournament chips.
If the tournament chips are equal, the remaining bounty chip(s) will be given to the player(s) in the worst position closest to the button.
- Stream: The decision to stream tournament events rests with PPS management.
- Schedule Changes: The timetable, including the number of tournament days, can be modified without advance warning.

Final Table and Payouts:

- Final Table Setup: Big Blinds level should be less than average of 30 Big blinds of total chips.
- In the Money (ITM): Payouts range from roughly 15% of the field, as detailed in PPS's payout structures.
- Redraws: Only performed at the Final Table.

Management Reserves:

- Regulatory Compliance: PPS may modify any part of the tournament or implement payout restrictions as needed.
- Director's Discretion: Adjustments to the number of tournament days are managed by the Tournament Director.

Miscellaneous:

- Age Requirement: Participants must be at least 19 years of age.
- Rule Adherence: TDA Tournament Rules are in effect.