

Casino-To-Go



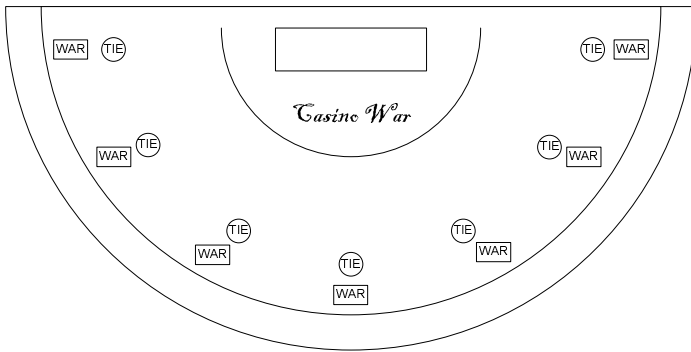
Rules and Playing Guide

Casino War

CASINO WAR — THE BASICS

This is a fast paced, easy and amazingly addictive game—great fun at any fun casino and popular in many of the Las Vegas casinos. Players place their wager and then all players and the dealer are dealt one card. The aim of the game is to have a higher card value than the dealer.

The game is played with six decks. Cards are ranked as in poker, except aces are always high. The suit does not matter. To start play, each player places a wager on the 'War' symbol (sometimes a ship) and/or the 'Tie' space. A bet placed on the 'War' symbol is hoping to have a card value higher than the



dealer. A bet on the 'Tie' symbol is hoping to have the same card value as the dealer.

Card Shuffling and Cutting

The dealer will shuffle six decks of cards and place them with the backs facing away from them. A player will be invited to place the cut card. The dealer will then move all cards forward of the cut card to the rear of the pack. The pack will be placed in the dealing shoe and the cut card will be placed somewhere in the last 30 cards in the shoe. The first card in the shoe will be removed and placed in the discard holder.

Placing a Wager

The dealer will then invite the players to place their wager. A player may place a wager on either 'War' and /or 'Tie'

- War—Aim to beat the dealers card with your first card
- Tie— Aim to tie (have a card of the same value) as the dealer on the first card

Once the first card has been dealt, no further wagers can be placed, nor can any existing wager be altered.

Dealing

Once all bets have been placed, the dealer will deal each player a single card, starting with the player furthest to the dealer's left.

First Round Settlement

Starting from the right, the dealer will settle any 'Tie' wagers collecting losing wagers and paying any winning ties at a cool 10:1.

Then, starting from the left, the dealer settles the 'War' bets with each player in turn, removing any losing wager, paying any winning wagers 1:1.

If the player has tied, the dealer offers the option of surrendering (collects half the player's wager) or going to WAR! If the player chooses WAR, they place a second bet equal to their first next to their first wager.

A Round of WAR!

If any players have gone to WAR, the dealer burns 3 cards and deals each WAR player a second card followed by a second card to himself. The 'Tie' position is not used in the second round.

The WAR hands are settled starting from the left as follows:-

- If the player's second card is lower than the dealer's second card, the player loses both wagers.
- If the player's second card is higher than the dealer's they win 2:1 on their second wager and the first will be a push.
- If the player's second card ties with the dealer's, then they win at 3:1 on their second wager and their first wager is pushed.

Once all wagers are settled and the cards have been placed in the discard holder, the dealer will again invite players to place a wager and the game continues.

When the cut card is dealt, the dealer completes that round. When the round is settled, the dealer suspends play at the table, re-shuffles and the whole process starts again.

General Rules

- The Table limits will be displayed at the table.
- Any player placing a wager below the minimum shall have their wager honoured but the dealer will remind the player of the table limits. A further under-limit bet from that player will be rejected.
- Any player placing a bet in excess of the table limit will have their bet settled according to the table maximum only. The excess wager component will be returned to them.
- A card drawn in excess from the shoe will be used as though it were the next card unless it has been disclosed.
- Any card disclosed in error will be discarded and a replacement card drawn from the shoe if necessary.
- If there are any other conditions, the Pit Boss shall be called and their ruling will be final.

ODDS

First round 'TIE' bet:	10:1
First round win bet:	Even money
Surrender:	half wager
WAR win:	2:1
WAR Tie:	3:1