



## RULES OF PLAY

1. In Casino War, players compete against the dealer.
2. Players must make a primary bet. They may also make the optional Tie wager.
3. Working from left to right, the dealer gives each player and himself a card face-up.
4. The dealer then works from right to left and resolves the action.
  - a. If the player's card is higher than the dealer's, the player wins even money on his primary bet. The Tie wager, if made, would lose.
  - b. If the dealer's card is higher than the player's, the player loses his primary bet. The Tie wager, if made, would also lose.
  - c. If the dealer's card ties the player, the Tie wager, if made wins 10 to 1. Regarding the primary wager, the player has a choice:
    - i. Surrender half his primary wager.
    - ii. Go to war. If the player goes to war, the player and the dealer must match the original wager, leaving three units in action. Example: If the player had bet \$5, he and the dealer would each post another \$5, for a total of \$15.
      1. The dealer then burns three cards and gives the player the next one, face-up. The dealer burns three more cards and gives himself the next one, face-up.
        - a. If the player beats the dealer, he wins the three-units available.

- b. If the player ties the dealer, he not only wins the three-units available, but he wins an additional unit.
    - c. If the dealer beats the player, the house wins the three units available.
  - iii. As they move from left to right, dealers should pick and pay or lay and pay, according to house preference.

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

# Paytables



Paytables	Pays
Beat dealer	1 to 1
Surrender instead of war	lose half
Win after going to war	1 to 2
Tie after going to war	1 to 1
House advantage	2.33%
Tie bet	10 to 1
House advantage	18.65%

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