

CASINO WAR®

Operations Manual
&
Dealing Procedures



CASINO WAR®

OVERVIEW

At the beginning of each game each player must make a Casino War™ wager (“Initial Wager”). To win the Initial Wager the rank of the player’s card must exceed the rank of the dealer’s card. Successful Initial Wagers will be paid at a rate of 1 to 1.

If the player’s and dealer’s cards have the same rank the player is given the option to War (“War”) with the “House”. The player must make another bet equal to their Initial Wager (player loses the first war) to exercise the War option, the dealer also matches the player’s initial wager and places it next to the player’s. The dealer then “burns” three cards and deals a card to the player. The dealer “burns” another set of cards and deals a card to themselves. If the player’s card has a higher rank than the dealer’s card, then the player wins the “War”. If the player’s card has a lower rank than the dealer’s card, the player loses. Either way, the winner of the “War” collects all the money on the table and the dealer starts a new game. If the dealer and the player card are of equal rank on the second war, the player wins the war and is paid a bonus equal to their ORIGINAL WAR wager.

If the player chooses not to “War” with the dealer, he or she may option to have the dealer give them back half of their original bet.

In addition to the Initial Wager, the player may elect prior to any cards being dealt, to make a (“Tie”) wager. To win the Tie wager, the ranks of the player and dealer cards must be equal. Successful Tie wagers will receive payoffs of 10 to 1. [REDACTED]

RULES OF PLAY

The following describes the rules and procedures for Casino War™ play:

1. At the start of each new game each player must make an Initial Wager.
2. Each player has the option of making a Tie Wager.
3. Each player and the dealer receive one (1) card, face up.
4. The dealer, in turn, compares the rank of each player’s card with the rank of the dealer’s card.
 - a. If the player’s card has a higher rank than the dealer’s card, the player wins even money.
 - b. If the player’s card has a lower rank than the dealer’s card, the player loses.
 - c. If the player’s card is of equal rank to the dealer’s card, the player has two (2) options:
 - 1) Surrender ½ of his or her wager.
 - 2) Go to War.
 - ♦ If the player chooses to war with the dealer the player and the dealer make another wager equal to the original wager. The dealer “burns” three (3) cards and deals the next to the player. The dealer then “burns” three (3) cards and deals the next to themselves. The dealer then compares the rank of the cards.
 - ♦ If the player card outranks the dealer card, the player wins all the money on the table.
 - ♦ If the dealer card outranks the player card, the player loses.
 - ♦ If the dealer and the player cards are of equal rank, the player wins and is paid a bonus equal to the ORIGINAL WAGER.
 - ♦ If more than one (1) player is at war with the dealer, the dealer deals one player at a time, three down, and one up and deals a final set of cards to themselves.

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5. After all wagers are settled the dealer starts a new game.
6. The “TIE” wager must be made prior to the cards being dealt per round. If the wager is made and the cards match in rank, then the player is paid 10 to 1 when the dealer gets to that player’s hand.

GENERAL RULES:

1. All cards, except “burn” cards are dealt face up.
2. Players must make an Initial Wager.
3. Bets on War can only be made by the player who received the Tie.
4. The War wager cannot exceed the Initial Wager.
5. Casino War™ minimum and maximum wagers will be determined by the “House”.
6. Casino rules apply for a player playing multiple hands.
7. A six or eight deck shoe is recommended due to the quickness of play.
8. The rank of cards is as follows, Ace (high), King, Queen, Jack etc., The “face” cards are not value cards, they are valued according to poker ranks.

NOTE: When a player and the dealer’s card match, we recommend taking their money and placing it directly on their card.

Then you can take down ½ their wager if they surrender...**OR**... The player and the dealer can match the player’s initial wager. The dealer places their share next to the money placed on the player’s card and the player places their money in the original wagering spot. The dealer then deals out the cards and winner takes all.

This procedure of leaving the money on the table will serve the following two (2) purposes:

- 1) The player’s money is still on the table (even though tie lose)
- 2) Both the player and the dealer know how much money to press or how much will be taken down. If the money is placed directly into the tray, both the dealer and the player may not remember how much money was in the original wager.



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TOKE BETS FOR THE DEALERS:

- A. When the player makes a bet for the dealer, the dealer will follow regular house rules for matching the toke wager. If the player loses the dealer picks up all bets. If the player wins both the regular WAR water and the toke wager are paid even money.
- B. When the player ties with the dealer and chooses to surrender half the wager the dealer also take the toke wager, splits it in half, puts one half in the tray, and leaves the other half for the player to decide to give it to the dealer.
- C. When the player ties with the dealer and chooses to go to WAR.
 - 1. The player may match the initial Toke wager and so will the house, if the player wins they can push the money to the dealer if they lose all the money is picked up and placed into the tray. If another "TIE" occurs, both the Player and the Dealer receive the bonus.
 - 2. If the player chooses not to match the original toke wager in half, places half into the tray, and leaves the other half for the player to decide to give it to the dealer. Then the WAR resumes.
- D. Toke bets can be made under the same conditions as any normal wager this includes the Tie wager.



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