



CASINO WAR PROCEDURES

TABLE GAMES
January 2002

CASINO WAR

GENERAL PROCEDURES

For Shuffle Procedure, see “Games Using Multi Deck [REDACTED]” section under “NEW DECKS” in the Blackjack Procedures.

1. Please alert new players that the game being dealt is a WAR game.
2. [REDACTED]
3. Players are allowed (3) hands maximum.
4. All cards except “burn cards” are dealt face up.
5. There will be **NO “BURN” CARD** in the Dealer exchange.
6. There will be **A “BURN” CARD** when a new player begins play on a dead game.

In the event the [REDACTED] Shuffler is not functioning:

1. A six deck shoe will be used. The [REDACTED] blackjack shuffle will be used for the Casino War game.
2. When a game goes dead, shuffle up.
3. The Floor Supervisor will cut the cards when a shuffle is done on a dead game. The cut must be 2 decks deep.
4. “BURN” a card after a new shuffle, even if no players are present.

DEALING PROCEDURES AND RULES OF PLAY

1. At the start of each new game, each player **MUST** make an initial wager.
2. Each player making an initial wager has the option of making a Tie wager.
3. CASINO WAR limits: Wager = \$5 to \$1000. Tie Bet = \$1 to \$100

4. Each player and the Dealer receive one (1) card, face up.
5. The rank of cards is as follows; Ace (high), King, Queen, Jack, Ten, etc. The “face” cards are not value cards, they will be ranked according to poker rankings.
6. The tie bet pays 10 to 1. When the player wins the tie bet, pay 10 to 1 then hand the entire pay off to the player, clearing the tie bet area.
5. Working from right to left, the Dealer will compare the rank of each player’s card in turn with the rank of the Dealer’s card.
 - a. If the player’s card is higher in rank than the Dealer’s card, the player wins.
 - b. If the player’s card is lower in rank than the Dealer’s card, the player loses.
 - c. If the player’s card and the Dealer’s card are of equal rank, the player has two options:

Go to WAR with the Dealer or surrender half of his/her wager.

PLAYER’S WAR OPTION AGAINST THE DEALER

1. If the player chooses to go to **WAR**:
 - a. Only the players who tied with the Dealer, can make a WAR wager.
 - b. The WAR wager **MUST MATCH** the initial wager.
 - c. When an ACE is dealt to the player who is at WAR, he is an automatic winner (since ties on WAR win). It is not necessary to deal a card to the Dealer unless there is more than one player at WAR or the player has a Tie wager.
 - d. The original wager is removed from the betting circle.
 - e. Take the players bet and place it directly on **top** of their card.
 - f. The Dealer places a matching bet next to the players bet that was placed on top of the card.
 - g. The player then places a new bet equal to his original bet in the original betting circle.
 - h. The player can bet a tie bet on the WAR hand.
2. The Dealer “burns” one card and deals the next card to the player. This card is placed vertical to the right of the wager.
3. The Dealer “burns” one card and deals the next card to him/her self. This card is placed vertical to the right of the Dealer original card.
4. The Dealer compares the rank of the cards:

- a. If the player's card outranks the Dealer's card, the player wins all of the money already on the table.
 - b. If the Dealer's card outranks the player's card, the Dealer takes all of the money already on the table and puts it in the rack.
 - c. If the Dealer's card and the player's card are of equal rank, the player wins all of the money already on the table.
 - d. No Bonus is paid on War ties.
 - e. If more than one player is at WAR, the Dealer **"burns"** one card then gives the next card to the first player, **"burns"** one card then gives the next card to the next player, **"burns"** one card then gives the next card to themselves.
5. After all wagers are settled, the Dealer places all the cards from that hand into the shuffler and starts a new game.

NOTE: If the player chooses to surrender rather than go to WAR, take down half of their bet.

DEALER'S TOKES

1. When a player that has placed a toke bet for the Dealer ties with the Dealer and decides to surrender, the Dealer cuts the toke bet in half and puts one half in the rack and the other half in the toke box.
2. Toke bets can be made under the same conditions as any normal wager this includes the tie wager.
3. Player's tie bet combined with the Dealer's tie bet cannot exceed allowed maximum tie bet of one hundred dollars (\$100).
4. Player may make a second tie bet for the Dealer when going to WAR.

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