

## **Casino War™**

# **Overview**

The game is played with 6 standard decks of cards, excluding jokers.

The deck is re-shuffled between each game round.

The Player and House each receive one card which are then compared against each other.

The higher-ranked card wins. In the event of a tie, the Player can Surrender or Go to War.

Choose to play with up to three hands.

## **How To Play**

### **Betting Phase**

Place a bet on the main bet area for one, two or three hands. An optional tie bet may also be placed at this time.

### **Dealing Phase**

After all bets have been placed, the cards are dealt. The Player and House each receive one card.

### **Hand Evaluation**

The Player's card is compared with the House's card. If the Player's card is ranked higher than the House's card, the Player wins 1:1 on the main bet. If the House's card is ranked higher than the Player's card, the Player loses their main bet.

## **In The Event Of A Tie**

In the event of a tie, the Player must choose whether to Surrender or Go to War. If a tie bet was placed, the Player wins 10:1 on this bet.

### **Surrender**

The Player forfeits half of the main bet. The remaining half is returned to the Player.

### **Go To War**

The Player must raise the main bet by the amount equal to the initial main bet. The Player can also make an optional tie bet. This amount is equal to the initial main bet. No Tie Bet - Raise the main bet only. Tie Bet - Raise the main bet & make a tie bet.

### **Go To War**

### **Go To War - Dealing Phase**

The House will then burn 3 cards and then deal one new card to each hand still in play.

### **Go To War - Hand Evaluation**

If the Player's new card is ranked higher than the House's new card, the Player shall win 1:1 on their raise. The Player's original main bet is pushed. If the House's new card is ranked higher than the Player's new card, the Player loses both the main bet & the raise. In the event of a tie, the main bet is pushed, and the raise pays 2:1. If a tie bet was made, this pays 10:1.

## **Card Rankings**

Cards are ranked in the following order, from highest to lowest:



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A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2  
The suit has no effect on the card ranking.

## Payouts

<b>First Round</b>	<b>Win</b>	<b>Tie</b>
Main Bet	1:1	PUSH
Tie Bet	-	10:1
<b>Go To War</b>	<b>Win</b>	<b>Tie</b>
Main Bet	PUSH	PUSH
Raise	1:1	2:1
Tie Bet	-	10:1

## PUSH

When a bet is “pushed”, it is returned to the Player with no additional winnings.