



# **Games Department Casino War Manual**



***Standards of play:***

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the dealer's card.

If the player's and dealer's cards have the same rank the player is given the option to go to "War" with the dealer. The player must make another bet equal to their primary wager to exercise the "War" option. After the player makes an equal wager, the dealer "burns" three cards and deals a card perpendicular to a player that's tied to the dealer, repeating the same process with every player. The dealer then "burns" another set of cards and deals a card perpendicular to the dealer. 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. If the player and the dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their original wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary 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 the dealer's cards must be equal. The player is also allowed to make a Tie wager again when they decide to go to "War" with the dealer.

***Type of gaming table utilized for this game:***

Casino War shall be played on a table with 6 betting spots, and a tie wager spot on top of each betting spot.

***Number of players in the game:***

The game can operate from one to six players, with a maximum of two hands per player each round of play.

***Type of card deck used:***

1. **Shuffling Machine:** Cards used to play Casino War shall be dealt from an automatic card shuffling device/continuous shuffler.
2. **Physical Characteristics:** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Casino War shall be played with six (6) decks of cards.

***Ranking of Hands:***

1. The rank of the cards used in Casino War, for determining a winning hand, shall be, from the highest to lowest rank: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 4, 3 and 2. The suit of a card shall have no effect on its rank.

***Betting scheme:***

4. All wagers at Casino War shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
5. All wagers shall be placed prior to the dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
6. At the beginning of each round of play, each player shall be required to place a primary wager.
7. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.

8. The dealer will collect all losing wagers and will pay all winning wagers based on the outcome of each hand result.

***Dealing procedures:***

9. Prior to starting the first round of play after the cards have been placed in the continuous shuffler, the dealer shall remove the first card from the shoe face down (**this is only for opening of the game**) and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.
10. Prior to dealing any cards, and all the bets are placed, the dealer shall announce "No more bets." Each card shall be removed from the dealer's left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.
11. After each hand, the dealer shall take the played hands from the discard rack and place them back into the continuous shuffler facing up before starting the next game (**WCCS currently not using continuous shuffler**).
12. No player shall touch any cards used in the game of Casino War during the course of the play, any suspicious activity should immediately be brought to the supervisor's attention.
13. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:
  - a. One card face up to each player who has placed a primary wager; and
  - b. One card face up to the dealer (the card will place face down in front of the dealer first before exposed).

***Round of Play***

14. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counterclockwise direction, compare the rank of each player's card with that of the dealer's card and settle all primary and tie wagers.
  - If a player's card is lower in rank than the dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
  - If a player's card is higher in rank than the dealer's card, the player shall win his/her primary wager 1-1 and, if applicable, lose his/her tie wager.
  - If the player's card and the dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager 10-1.
15. All lost primary wagers and tie wagers shall be collected by the dealer and placed in the chip tray. All winning primary wagers and tie wagers shall be paid by the dealer in accordance with the approved payout table as provided below.
16. If a player has a tie hand, the player shall be offered one of the following options:
  - The player may surrender 1/2 of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall bring the player's primary wager to the left side above the rack and bring out exactly half of the amount to return to the player. The dealer then will lock up the surrender wager before moving onto the next hand. The dealer shall then proceed around the table in a counterclockwise

direction, repeating the process for each player with a tied hand who selects this option. If the player has a Tie wager, the Tie wager will be paid 10-1 at that moment and handed off to the player.

- The player may opt in “Go to War” with the dealer and place a wager that is equal to the primary wager to the right of the bet from the dealer perspective.
17. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.
  18. If any player elects to make a war wager. The dealer will make sure the amount is correct and leave both the players and the dealer card on the table before the process of “Go to War”. The player also has an option to make a Tie wager again.
  19. The dealer will deal three cards face down and then place them into the discard rack. Then, the dealer will deal a card face up to each player that has a “War” wager sideways by covering one pipe of the original card. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager including the dealer.
  20. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counterclockwise direction, compare the rank of each player's card to the dealer's card for the “Go to War” and settle all war wagers.
    - If the player's card is lower in rank than the dealer's card at “War”, the player loses. The dealer will collect both primary wager, war wager, and tie wager, then place them into the rack.
    - If the player's card is higher in rank than the dealer's card, the dealer will size into the “War” wager one time. The Tie wager loses.
    - If the player's card and the dealer's card are of equal rank, the dealer will size into the “War” wager twice, and the Tie wager will win 10-1.
  21. After the pay/take sequence for the “Go to War”, all remaining cards shall be collected by dealer from right to left around the table, with the dealer's card being last to pick up and place into the discard rack.

## **Payout Odds**

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1.
- A tie wager shall be paid at odds of 10 to 1.
- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager.

## **Glossary of Terms**

### **Definitions**

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise.

### **Burn card**

A Burn Card is a card that the dealer removes from the shoe and places it face down in the discard rack, without revealing its rank to anyone.

### **Primary wager**

A Primary Wager is the wager that must be made by a player prior to any cards being dealt in order to

participate in the round of play.

**Original deal**

Original Deal is the first card that is dealt to each player as well as the dealer determining the primary wager in a round of play.

**Round of play**

Round Of Play means one complete cycle of play. During a round of play, each player has placed a primary wager, been dealt a card, has surrendered or gone to war if deemed appropriate, and the players wagers were paid or collected in accordance with the outcome.

**Suit**

The Suit of a deck means one of the four categories of cards: Club, Diamond, Heart or Spade.

**Tie hand**

A Tie Hand means the rank of a player's card and the rank of the dealer's card are equal.

**Tie wager**

A Tie Wager is an optional wager, made at the same time as a primary wager and/or war wager, that the deal on which the tie wager is made will result in a tie hand.

**War**

War means the decision of a player, in accordance with the option offered by the dealer, to place a war wager when there is a tie hand on the original deal.

**War deal**

A War Deal means the deal of the cards that follows the placement of a war wager.

**War wager**

A War Wager is a wager in an equal amount to the player's primary wager, that is required to be made if the player elects to go to war.

**Tokes**

1. Soliciting of tokes is STRICTLY PROHIBITED.
2. Both the bet and payoff of all winning toke bets must be taken down. Toke bets may not be "parlayed".
3. Color changes for tokes should be made by the Dealer with verification by the Floor Supervisor or above.
4. All tip bets won shall be shown to the surveillance camera and then immediately placed in the toke box by the Dealer.
5. If a customer throws a toke in and does not specify that the Dealer bet the toke or give the Dealer the option to bet or keep the toke, the toke must be put into the toke box.
6. The maximum toke bet is 10% of table max when the player is betting table max. If the player is betting less than table max, the two bets combined cannot exceed table max.

**Disputes**

1. Under all circumstances, the Floor Supervisor or above must be called.

2. In the event of a card expose while dealing out as an error, that card will be stay in the game as the next cards out for the play. In the event the burn card is exposed it will still continue to be the burn card.
3. In the event that a wager is over the table maximum, and it is not noticed, the amount over the max will be returned to the player in all situations.
4. If a card found face up while dealing out of the shoe during the game play, that card will be discarded into the discard rack.
5. If the dealer missed a hand to the player that makes the initial wager, that spot will be out of a play for that round and can be opted in for the next round of play. The supervisor and above can give an option to the players that are in that round to opt in or out for their hands as courtesy.

**Table Limit:**

Hand wager: \$10-\$1000

Tie wager: \$5-\$100

All wagers must be \$5 increment.