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**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 player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the "War" option, the player/dealer also matches the player's primary 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 the player/dealer. If the player's card has a higher rank than the player/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. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their ante 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 player/dealer's cards must be equal.

The player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive rounds before it is rotated in a clockwise fashion around the gaming table.

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

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

**Number of players in the game:**

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. More players may participate in the game via backline betting.

**Type of card deck used:**

1. **Shuffling Machine:** Cards used to play Casino War shall be dealt from an automatic card shuffling device ("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 at least twelve (12) decks of cards in accordance with the following requirements:



- a. The cards shall be separated into two batches with an equal number of decks included in each batch.
- b. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch.
- c. One batch of the cards will be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
- d. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
- e. The cards from only one batch shall be placed in the discard rack at any given time.

**Ranking of Hands:**

1. The rank of the cards used in Casino War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

**Betting scheme:**

1. 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.
2. 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."
3. At the beginning of each round of play, each player shall be required to place a primary wager.
4. 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.
5. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

**Dealing procedures:**

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or 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.
2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.
3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.
4. No player shall touch any card used in the game of Casino War other than the cutting card.



5. 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 on primary wager; and
  - b. One card face up to the player/dealer.

### **Round of Play**

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.
  - a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
  - b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
  - c. If the player's card and the player/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.
2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.
3. If a player has a tie hand, the player shall be offered one of the following options:
  - a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
  - b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player's primary wager.
4. 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.
5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.
6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.



7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.
  - a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
  - b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
  - c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.
8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rank in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.
9. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

### **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.



## **Definitions**

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

- Burn card** means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.
- Primary wager** means 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** means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.
- Player/Dealer** means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.
- Round of play** means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.
- Suit** means one of the four categories of cards: club, diamond, heart or spade.
- Tie hand** means the rank of a player's card and the rank of the dealer's card are equal.
- Tie wager** means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.
- War** means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.
- War deal** means the deal of the cards that follows the placement of a war wager.
- War wager** means a wager, equal in amount to the player's primary wager, that is required to be made if the player elects to go to war.