



## Overview

- Casino War™ is played with 6 standard decks of cards, excluding jokers.
- The player and dealer 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 dealer each receive one card.

### Hand Evaluation

The player's card is compared with the dealer's card. If the player's card is ranked higher than the dealer's card, the player wins 1:1 on the main bet. If

the dealer'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 dealer 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 dealer's new card, the player shall win 1:1 on their raise. The player's original main bet is pushed. If the dealer'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:
- 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.

## Disclaimer

- These values are based on the optimal strategy, as derived from the rules.
- The expected return for the main bet is 97.83%.
- The expected return for the tie bet is 81.35%.
- The maximum initial main bet per hand is 100.00.
- The maximum initial tie bet per hand is 100.00.

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## **LEGAL NOTICES**

- In accordance with fair gaming practices, the outcome of each and every game is completely independent.
- Malfunction voids all pays and plays.
- Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.
- Any combination of wins in a single game will not exceed 7,800.00.
- The prizes are paid in accordance with the payout table available on the game interface.
- The look and feel of the game and its individual components and displays are trade dress of Scientific Games Corp. and its Subsidiaries. TM and © 2021 Scientific Games Corp. and its Subsidiaries. All rights reserved.