



INITIAL PLAY

- WAR IS PLAYED WITH 6 STANDARD 52-CARD DECKS, EXCLUDING JOKERS.
- AFTER ALL INITIAL WAGERS HAVE BEEN PLACED, EACH ACTIVE PLAYER HAND AND THE DEALER'S HAND ARE DEALT ONE CARD FACE-UP.
- IF A PLAYER HAND HAS A HIGHER RANKING CARD THAN THE DEALER, THE PLAYER WINS THE INITIAL MAIN WAGER. ALL WINNING INITIAL MAIN WAGERS ARE PAID EVEN MONEY (1 TO 1).
- IF A PLAYER HAND HAS A LOWER RANKING CARD THAN THE DEALER, THE PLAYER LOSES THE INITIAL MAIN WAGER.
- IF A PLAYER HAND AND THE DEALER HAVE AN EQUAL-RANKED HAND, THE INITIAL MAIN WAGER IS A TIE. PLAYERS WITH A TIE HAND ARE GIVEN THE OPTION TO "GO TO WAR" TO SETTLE THE HAND.
- THE RANKING OF THE CARDS ARE AS FOLLOWS: ACE (HIGHEST VALUE CARD), KING, QUEEN, JACK, 10, 9, 8, 7, 6, 5, 4, 3, 2 (LOWEST VALUE CARD).
- THE SUIT HAS NO EFFECT ON THE CARD RANKING.

GO TO WAR

- IN THE EVENT OF A TIE, (PLAYER AND DEALER ARE DEALT CARDS OF EQUAL RANK), THE PLAYER IS GIVEN TWO OPTIONS; SURRENDER AND FORFEIT HALF THE INITIAL MAIN WAGER; OR GO TO WAR. THE PLAYER MUST MAKE ANOTHER WAR WAGER EQUAL TO THEIR INITIAL MAIN WAGER. IF THE PLAYER GOES TO WAR, THEY MAY CHOOSE TO MAKE AN ADDITIONAL OPTIONAL SECONDARY TIE WAGER.
- IF THE PLAYER ELECTS TO GO TO WAR, THE DEALER DEALS ONE CARD EACH TO THE PLAYER AND THE DEALER.
- IF THE PLAYER'S CARD HAS A LOWER RANK THAN THE DEALER, THE PLAYER LOSES BOTH THE INITIAL MAIN WAGER AND THE WAR WAGER.
- IF THE PLAYER'S CARD HAS A HIGHER RANK THAN THE DEALER, THE PLAYER WINS EVEN MONEY (1 TO 1) ON THE WAR WAGER AND PUSHES THE INITIAL MAIN WAGER.
- IF THE PLAYER AND THE DEALER TIE AGAIN ON THE WAR HAND, THE PLAYER IS PAID 2 TO 1 ON THE WAR WAGER AND PUSHES THE INITIAL MAIN WAGER.

INITIAL TIE WAGER

- THE PLAYER MAY ELECT TO PLACE AN OPTIONAL INITIAL TIE WAGER. THIS WAGER MUST BE MADE WHEN THE INITIAL MAIN WAGER IS PLACED. TO WIN THE INITIAL TIE WAGER, THE RANKS OF THE PLAYER AND THE DEALER'S CARDS MUST BE EQUAL.
- PLAYERS MAY NOT WAGER ON THE INITIAL TIE WAGER ONLY – AN INITIAL MAIN WAGER MUST BE PLACED ON THAT HAND FIRST.
- THE INITIAL TIE WAGER IS BASED ON THE INITIAL CARDS OF THE PLAYER AND DEALER ONLY.
- THE PLAYER WINS THE INITIAL TIE WAGER IF THE PLAYER CARD AND DEALER CARD MATCH IN RANK. OTHERWISE, THE PLAYER WILL LOSE THIS WAGER.
- A TIE HAND WILL WIN ITS INITIAL TIE WAGER REGARDLESS OF WHETHER OR NOT THE PLAYER CHOOSES TO 'GO TO WAR' OR NOT.
- THE WAGER WILL BE RECONCILED BEFORE THE WAR PROCESS BEGINS.
- A TIE WAGER SHALL BE PAID 10 TO 1.

SECONDARY TIE WAGER

- IN THE EVENT OF A TIE ON THE INITIAL MAIN WAGER, (PLAYER AND DEALER ARE DEALT CARDS OF EQUAL RANK), THE PLAYER MAY CHOOSE TO MAKE AN ADDITIONAL WAGER IN ORDER TO GO TO WAR. IF THE PLAYER GOES TO WAR, THEY MAY CHOOSE TO MAKE AN ADDITIONAL OPTIONAL SECONDARY TIE WAGER.
- PLAYERS MAY NOT WAGER ON THE SECONDARY TIE WAGER ONLY – AN ADDITIONAL WAR WAGER MUST BE PLACED ON THAT HAND FIRST.
- THE SECONDARY TIE WAGER IS BASED ON THE ADDITIONALLY DEALT CARDS OF THE PLAYER AND DEALER ONLY.
- THE PLAYER WINS THE SECONDARY TIE WAGER IF THE PLAYER CARD AND DEALER CARD MATCH IN RANK. OTHERWISE, THE PLAYER WILL LOSE THIS WAGER.
- A SECONDARY TIE WAGER SHALL BE PAID AT ODDS OF 10 TO 1.

PAYOUTS

FIRST ROUND	WIN	TIE
MAIN BET	1:1	WAR?
TIE BET	-	10:1

GO TO WAR	WIN	TIE
MAIN BET	PUSH	PUSH
RAISE	1:1	2:1
TIE BET	-	10:1

RULES

- THESE RETURN TO PLAYER VALUES ARE BASED ON THE OPTIMAL STRATEGY.
- THE EXPECTED RETURN FOR THE MAIN WAGER IS 97.83%.
- THE MAXIMUM INITIAL MAIN BET PER HAND IS \$3,000.00.
- THE MAXIMUM INITIAL TIE BET PER HAND IS \$500.00.
- THE DISPLAYED GAME RTP CAN BE ACHIEVED AT THE MINIMUM BET LEVEL.
- THE DECK IS RE-SHUFFLED BETWEEN EACH GAME ROUND.
- SHUFFLE ALGORITHM: FISHER-YATES SHUFFLE

GAME VERSION: 1.3.6

MALFUNCTION VOIDS ALL PAYS AND PLAYS.

GAME RTP: 97.83%

The prizes are paid in accordance with the payout table available on the game interface.

Any game in progress will be completed after 30 days and the corresponding prize, if any, will be deposited into the account. In the case of a bonus round, only the total winnings from games completed by the player at that time will be deposited into the account. In the event that a game in progress cannot be completed for any reason or if a choice that may have an impact on the outcome of the game is required, the game will be cancelled and the corresponding bet will be refunded.