

CASINO WAR

1. Definitions

The following words and terms, when used in the Rules of the Game of Casino War, 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.

Initial 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 initial wager in a round of play.

Round of play-- or “round” means one complete cycle of play during which each player then playing at the table has placed an initial 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 subchapter.

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 at the same time as an initial wager or war wager, that the deal on which the tie wager is made will result in a tie hand.

War-- or “go to war” means the decision of a player, in accordance with the option offered by Section 8(e), 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 initial wager, that is required to be made if the player elects to go to war.

2. Cards; number of decks; dealing shoe

(a) Casino war shall be played with six, seven or eight decks of cards with backs of the same color and design. Each deck of cards shall consist of 52 cards that meet the requirements of 205 CMR 146.48. The game of casino war shall also require one additional cut card of a color that is readily distinguishable from the backs of the cards used to play the game. The cut card shall be used in accordance with the procedures set forth in Section 5.

(b) All cards used in casino war shall be dealt from a manual dealing shoe that meets the requirements of 205 CMR 146.51. The dealing shoe shall be located on the table to the left of the dealer.

- (c) Nothing in this chapter shall preclude a gaming licensee from using an additional cut card or similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.
- (d) If an automated card shuffling device is utilized, casino war shall be played with at least 12 decks of cards in accordance with the following requirements:
 - (1) Each deck of cards shall meet the requirements of 205 CMR 146.48;
 - (2) The cards shall be separated into two batches, with an equal number of decks included in each batch;
 - (3) 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;
 - (4) One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
 - (5) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
 - (6) The cards from only one batch shall be placed in the discard rack at any given time.

3. Casino war card rankings

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, nine, eight, seven, six, five, four, three, and two. The suit of a card shall have no effect on its rank.

4. Opening of the table for gaming

- (a) After receiving six, seven or eight decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (d) below or the requirements of 205 CMR 146.50.
- (b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence.
- (c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 5.
- (d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

5. Shuffle and cut of the cards

- (a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each shoe of cards is dealt, the dealer shall shuffle the cards,

either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

- (b) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to players in the following order:
 - (1) The first player to the table, if the game is just beginning;
 - (2) The player on whose betting area the cut card appeared during the last round of play;
 - (3) The player at the farthest point to the right of the dealer if the cut card appeared on the dealer's hand during the last round of play; or
 - (4) The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.
- (c) If the player designated in (b) above refuses to cut, the dealer shall offer the cut to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.
- (d) The player or dealer making the cut shall place the cut card in the stack at least a deck in from either end.
- (e) Once the cut card has been inserted, the dealer shall take all cards in front of the cut card and place them on the back of the stack. Thereafter, the dealer shall insert the cut card in the stack at a position at least a deck and a 1/2 of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.
- (f) A reshuffle of the cards in the shoe shall take place after the cut card is reached in the shoe as provided for in Section 7(d).
- (g) If there is no gaming activity at the casino war table, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table.
 - (1) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
 - (2) If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
 - (i) The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner; and
 - (ii) The shuffled cards have been secured, released and prepared for play in accordance with the gaming licensee's internal control procedures.

- (h) When the licensee is using a manual shuffle the following steps will be incorporated into their shuffle procedure.
 - (1) The “plug” is a method for inserting unused cards from behind the cut card into the cards in the discard tray. This is usually the first step.
 - (2) The “riffle” is when the cards are divided into two piles and interlaced.
 - (3) The “turn” involves dividing the shoe into two stacks and rotating one stack 180 degrees before riffling the stacks together.
 - (4) The “strip” also known as running cuts. The strip should not occur before at least two riffles have taken place.
 - (5) The “cut” is the final step before the cards are put back into the shoe. This insures that the top card cannot be identified if it was accidentally exposed during the other steps.

6. Wagers

- (a) All wagers at casino war shall be made by placing gaming chips or plaques and, if applicable, match play coupons on the appropriate betting area of the casino war layout. A verbal wager accompanied by cash shall not be accepted at the game of casino war.
- (b) Except as provided in Section 8(e), all wagers at casino war shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures set forth in Section 7. Once a wager has been placed, no player shall handle, remove or alter the wager unless and until the dealer indicates that the wager has been decided in the player’s favor as provided in this subchapter.

7. Procedure for dealing the cards

- (a) Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe pursuant to Section 5, 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.
- (b) 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.
- (c) The dealer shall, starting with the player farthest to the dealer’s left and continuing in a clockwise manner, deal the cards as follows:
 - (1) One card face up to each player who has placed an initial wager in accordance with Section 6; and
 - (2) One card face up to the dealer.
- (d) Whenever the cut 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.

- (e) No player shall touch any card used in the game of casino war other than the cutting card.

8. Procedures for completion of each round of play; collection and payment of wagers

- (a) After the dealing procedures required by Section 7 have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counter-clockwise direction, compare the rank of each player's card with that of the dealer's card and settle all initial and tie wagers.
 - (1) If a player's card is lower in rank than the dealer's card, the player shall lose his or her initial wager and, if applicable, tie wager.
 - (2) If a player's card is higher in rank than the dealer's card, the player shall win his or her initial wager and, if applicable, lose his or her tie wager.
 - (3) 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 (c) below as to his or her initial wager and, if applicable, win his or her tie wager.
- (b) All losing initial wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning initial wagers and tie wagers shall be paid by the dealer in accordance with the payout odds provided in Section 9.
- (c) If a player has a tie hand, the player shall be offered one of the following options:
 - (1) The player may surrender one-half of his or her initial wager and end his or her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's initial wager and place it in the table inventory container. The dealer shall return the remaining one-half of the initial wager to the player. The dealer shall then proceed around the table in a counter-clockwise direction, repeating the process for each player with a tie hand who selects this option.
 - (2) The player may surrender his or her entire initial wager and place a war wager pursuant to (e) below.
- (d) After settling all initial 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.
- (e) 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 initial wager and place it in the table inventory container. The player's card and the dealer's card from the original deal shall remain exposed during the war deal. The dealer shall offer any player who has elected to go to war the opportunity to place a tie wager on the war deal.
- (f) 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 dealer.

- (g) After the dealing procedures required by (f) above have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counter-clockwise direction, compare the rank of each player's card from the war deal to the dealer's card from the war deal and settle all war and tie wagers.
- (1) If the player's card in the war deal is lower in rank than the dealer's card in the war deal, the player shall lose his or her war wager and, if applicable, tie wager.
 - (2) If the player's card in the war deal is higher in rank than the dealer's card in the war deal, the player shall win his or her war wager and, if applicable, lose his or her tie wager.
 - (3) If the player's card and the dealer's card in the war deal are of equal rank, the player shall win his or her war wager and, if applicable, tie wager.
- (h) All losing war wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning war wagers and tie wagers shall be paid in accordance with the payout odds set forth in Section 9. 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 rack in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

9. Payout odds

- (a) Winning wagers shall be paid as follows:
- (1) An initial wager shall be paid at odds of 1 to 1.
 - (2) A tie wager shall be paid at odds of 10 to 1.
 - (3) 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.

10. Irregularities

- (a) A card found face up in the shoe while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe while the cards are being dealt, all hands shall be void and the cards shall be reshuffled.
- (b) A card drawn from the shoe in error without its face being exposed shall be used as though it was next card from the shoe.
- (c) If a card is not dealt to a player's initial wager or tie wager in the original deal, the wager shall be void and the player shall be included in the next round of play.
- (d) If an automated shuffling device is being used and the device jams, stops shuffling during the shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with the gaming licensee's internal control procedures.

11. Progressive

- (a) Casino War Progressive is an optional progressive side bet.
- (b) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
- (c) Casino War Progressive offers Odds Pays for the progressive wager amount, PLUS a possible progressive meter pay as reflected in the payable below:

Outcome	Progressive	Pays*	Envy
Suited 4 of a Kind	100%	1000 to 1	\$1,000
Suited Double Tie		200 to 1	
4 of a Kind		150 to 1	
Double Tie		30 to 1	
Suited Tie		15 to 1	
Tie		5 to 1	
*Original Wager is NOT Returned			
Seed amount**	\$10,000		
House advantage	11.78%		
Hit frequency	7.4%		
Probability of top payout	496,000 to 1		
Top payout average**	\$160,000		
**Reflects a \$5 wager. All numbers multiply up for a larger wager.			

Envy Bonus:

a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.