

CASINO WARS

Introduction:

Casino Wars is a game played by 1 or more players with three decks of cards rank of these cards are similar to poker except ace is always the biggest card. Players play against the house and bet on the outcome of the cards.

Rules of Play:

- After the players have made a wager each player and the dealer shall get one card.
- Each player's card shall be compared with the dealer's card. If the player's card is higher he wins even money i.e. If he bets 10MB he wins 10MB if the dealer's card is higher player loses.
- In the event of a tie the player shall have two choices: (1)surrender and forfeit half the bet or (2) go to war(see below)
- If the player elects to go to war he must raise his bet by an amt equal to his original wager. The dealer will do the same but this is just for show. The dealer will then burn three cards and give the player and dealer another card each. If the player's second card equals or beats the dealer then the player shall win even money on the raise only and the original wager shall push. If the dealer's second card is greater the player shall lose both bets
- A bet is also available, which pays 11 to 1 if the first two card tie. Near the ordinary box where you place your bet, you can find a small unit where you can bet on a tie- a so called "tie bet"

Limits on Bets:

A player can bring at most 250 MB on first day and 500MB to the table. These amts will be double for executive class players.

Max and min bets allowed are:

Category	Day1	Remaining Days
General	50	100
Executive Class	100	200