

CASINO WAR

(RWS)
Game Rules
Version 2
w.e.f. 5 June 2019



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Casino War (Version 2)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.3 **Dealer** refers to the person responsible for the dealing of the game.
- 1.4 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.5 **Go to War** refers to a situation whereby both the Player and the Dealer are dealt an initial card of the same rank and the Player chooses to continue with the Round of play by placing an additional Bet equal to his Initial Bet.
- 1.6 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.
- 1.7 **House** refers to the Casino Operator.
- 1.8 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving cards.
- 1.9 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.10 **Player** refers to a person who places a Bet during a Round of play.
- 1.11 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.12 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.

- 1.13 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box and makes the decision for that betting box. In the event that there is no Player seated at the betting box, Seated Player shall refer to the Player with the highest Bet on the betting box and makes the decision for that betting box.
- 1.14 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.15 **Surrender** refers to a situation whereby both the Player and the Dealer are dealt an initial card of the same rank and the Player chooses to discontinue that Round of play and lose half of his Initial Bet.
- 1.16 **Tie** refers to a course of play whereby the Player's card has the same ranking as the Dealer's card.
- 1.17 **Tie Bet** refers a Bet placed by a Player prior to any cards being dealt for a Round of play which wins when both the Player and the Dealer have been dealt an initial card of the same rank.
- 1.18 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Casino War may be played only on tables displaying the layout as shown in Appendix A.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on each table layout.

2.2 The Cards

2.2.1 The game shall be played with four to eight decks of cards with each deck consisting of 52 cards.

3. How to Play

- 3.1 The objective of the game is to achieve a higher ranking card than the Dealer's card.
- 3.2 Each Player and the Dealer shall receive one card.
- 3.3 The ranking of the cards shall be determined as follows:
 - 3.3.1 All suits shall have the same rank.
 - 3.3.2 From highest to lowest - Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- 3.4 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.5 The permissible minimum and maximum limits shall be displayed at the table.
- 3.6 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.7 Where applicable, no Player playing in any Hand and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that Hand to be taken up by any other Player.
- 3.8 A Player may also place a Bet on other betting boxes.
- 3.9 The decision made for a betting box shall be called by the Seated Player of that betting box.
- 3.10 Once a Player has placed an Initial Bet on a betting box, any Player may choose to place a Bet on Tie of that betting box.
- 3.11 No more Bets shall be placed after the Dealer announces "No more Bets"
- 3.12 Starting on his left and continuing in a clockwise rotation around the table, the Dealer shall deal one card face up to each box where a Bet has been placed and a card face up to himself.

- 3.13 A Player may request for permission to squeeze the cards in the betting box containing a Bet placed by him, before such card(s) are dealt from the Card Shoe/Electronic Card Shuffler. In the event that such permission is granted by the House, the cards for each Player shall be dealt face down during the initial deal. In the event that the Dealer inadvertently dealt any card(s) face up, the Round of play shall continue and the result shall stand.
- 3.14 The Dealer shall then compare his card against the Player's card. If:
- 3.14.1 The Player's card has a higher ranking than the Dealer's card, the Player wins;
 - 3.14.2 The Player's card has a lower ranking than the Dealer's card, the Player loses; or
 - 3.14.3 Both the Player and Dealer have cards of the same ranking, it denotes a Tie game. Players who have placed Tie Bets shall be paid in accordance with the Pay Table stipulated in paragraph 4.1.
- 3.15 In the event that the Player's card and the Dealer's card results in a Tie, the Player may decide to:
- 3.15.1 Surrender and lose half of his Initial Bet; or
 - 3.15.2 Go to War - The Player shall make an additional Bet equal to his Initial Bet and the Dealer shall also make a Bet equal to the Player's Initial Bet.
- 3.16 In the event any Player chooses to Go to War, the Dealer shall prior to dealing a card to each Player and himself, discard three cards. The Dealer shall, starting on his left and continuing in a clockwise rotation around the table, deal one card to each box where the Player has decided to Go to War, and a card to himself.
- 3.17 The Dealer shall then compare his card against the Player's card. If:
- 3.17.1 The Player's card has a higher ranking than the Dealer's card, the Player shall win and be paid in accordance to the Pay Table at paragraph 4.1;
 - 3.17.2 The Player's card has a lower ranking than the Dealer's card, the Player loses both his Go to War Bet and Initial Bet; and

- 3.17.3 The Player and the Dealer have a Tie again, the Player shall win and be paid in accordance to the Pay Table at paragraph 4.1.

4. Settlement

4.1 Odds of Each Winning Bet

Casino War Pay Table	
Bet/Rules	Pays
First Round	
Player wins	1 to 1 (on Initial Bet)
Tie	10 to 1 (on Tie Bet)
Second Round – Go to War (where there is a Tie in the First Round)	
Player wins	1 to 1 (on Player's additional matching Bet only)
Tie	1 to 1 (on Player's additional matching Bet) The Player will also be paid an additional amount equal to his Initial Bet

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bet are closed, the House shall reject the excess Bets. For the purposes of assessing whether and when the maximum Bet has been reached in the game for a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may place their Bets subject to and until the maximum Bet has been reached for that betting box.
 - 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the permissible maximum limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
 - 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event, a Player walks away after he has placed a Bet and there are still decisions to be made by a Player in relation to game play, he shall be considered to have Surrendered his Hand.
 - 5.3.1 In the event, a Player has placed a Bet and there are no further decisions to be made by a Player in relation to game play and the Bet can be settled, the House shall settle the Bet.

- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
- 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded.
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.5 In the event that any of the following situations occur, the Round of play shall be Voided:
- 5.5.1 If a card that does not form part of the set of cards is found during the Round of play; or
 - 5.5.2 If there is any shortage or excess of cards in the deck; or
 - 5.5.3 There are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete a Round of play; or
 - 5.5.4 if the playing cards are not shuffled.
- 5.6 Once the next Round of play has commenced, the outcome and settlement of all previous Round(s) of play shall stand.
- 5.7 In the event of any dealing error not described in paragraph 5.5 and regardless of whether Reconstruction is possible, all Players on the gaming table shall have the option to:
- 5.7.1 continue their Hand (if the cards cannot be Reconstructed); or
 - 5.7.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
 - 5.7.3 have their Bet returned and the Hand invalidated.
- All Players who have chosen the options set out in paragraph 5.7.1 or 5.7.2 above must then accept any subsequent cards dealt on that Round of play.
- 5.8 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.9 The House shall Reconstruct all cards arising from any dealing error made. The House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed.

- 5.10 In the event a card is found turned face up in the Card Shoe/Electronic Card Shuffler, it shall be used as though it were the next card from the Card Shoe/Electronic Card Shuffler.
- 5.11 In the event two cards or more have been drawn simultaneously and the order of the cards cannot be determined, regardless of whether the cards have been exposed, the decision as to which card is to be received first shall be made by the Pit Supervisor or above and the other card shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler.
- 5.11.1 If the above situation occurs on the Dealer's Hand, the Pit Supervisor or above shall discard the cards drawn simultaneously and instruct the Dealer to draw another card.
- 5.11.2 The drawing of simultaneous cards shall be deemed as a dealing error, all Players on the gaming table shall be given the options set out in paragraph 5.7.
- 5.12 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.13 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.14 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.15 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.16 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules the decision on how to resolve such matters shall be made by the Table Games Shift Manager or above.

Appendix "A"

