

**Maryland State Lottery and Gaming Control Agency
Standard Rules – Casino War**

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Chapter 1 - Definitions.

In this chapter the following terms have the meaning indicated.

A. Terms Defined.

- (1) “Initial Wager” means the wager that shall be made by a player prior to any cards being dealt to participate in the round of play.
- (2) “Original deal” means the first card that is dealt to each player and the dealer to determine the result for the Initial Wager in a round of play.
- (3) “Tie hand” means a hand in the original deal or War deal when the rank of a player’s card and the rank of the dealer’s card are equal.
- (4) “War” means the decision of a player to place a War Wager when there is a tie hand on the original deal.
- (5) “War deal” means the deal of the cards that follows the placement of a War Wager.
- (6) “War Wager” means a wager, equal to the player’s Initial Wager, that is required to be made if the player elects to go to War with the dealer.

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Chapter 2 – Casino War Tables and Card Reader Devices.

- A. Casino War shall be played at a table having betting positions for no more than nine players on one side of the table and a place for the dealer on the opposite side of the table.
- B. The layout for a Casino War table shall be submitted to the Commission and approved and contain at least:
- (1) The name or logo of the facility operator;
 - (2) A separate betting area designated for the placement of Initial and War Wagers for each player;
 - (3) A separate betting area designated for the placement of Tie Wagers for each player;
 - (4) If a facility operator offers the optional Progressive Payout Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Progressive Payout Wager for each player;
 - (5) An inscription that:
 - (a) Advises players of the payout odds or amounts for all permissible wagers offered by the facility operator; and
 - (b) Indicates the payout limit per hand established by the facility operator or a generic inscription that the game is subject to the posted payout limit; and
 - (6) If the payout odds or amounts are not inscribed on the layout as required under §B(5) of this chapter, a sign or posting that identifies the payout odds or amounts, and payout limit per hand, for all permissible wagers.

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(7) If a facility operator offers the Bonus Spin Xtreme Progressive Wager in accordance with Chapter 6 - Wagers, the Pontoon 21 table shall have a progressive table game system in accordance with COMAR 36.05.03.24 for the placement of Bonus Spin Progressive Wagers that includes:

(a) A wagering device at each betting position that acknowledges or accepts the placement of the Bonus Spin Xtreme Progressive Wager; and

(b) A device that controls or monitors the placement of Bonus Spin Xtreme Progressive Wagers at the gaming table, including a mechanism such as a lock-out button that prevents the placement of a Bonus Spin Xtreme Progressive Wager that a player attempts to place after the dealer has begun dealing the cards.

C. If a facility operator offers the Progressive Payout Wager in accordance with Chapter 7 - Wagers, a Casino War table shall have a progressive table game system for the placement of Progressive Payout Wagers that shall include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Payout Wager; and

(2) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table including a mechanism that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced “no more bets”.

D. A Casino War table shall have a drop box and a tip box attached on the same side of the table as, but on opposite sides of the dealer as approved by the Commission under COMAR 36.05.03.16.

E. When a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer, the Commission may approve an alternative location for the tip box from the location required under §C of this chapter.

F. A Casino War table shall have a discard rack securely attached to the top of the dealer’s side of the table.

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Chapter 3 - Cards, Number of Decks.

A. Except as provided under §B of this chapter, Casino War shall be played with at least six or eight decks of cards that have:

- (1) Cards that are identical in appearance; and
- (2) Two cover cards.

B. Other than a continuous shuffler, if an automated card shuffling device is utilized, Casino War shall be played with at least 6 to 8 decks of cards in accordance with the following requirements:

- (1) The cards shall be separated into two batches with an equal number of decks included in each batch.
- (2) The cards in each batch must be of the same design, but the backs of the cards in one batch must be of a different color than the cards included in the other batch.
- (3) 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.
- (4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.
- (5) The cards from only one batch shall be placed in the discard rack at any given time.

C. The decks of cards opened for use at a Casino War table shall be changed at least once every 24 hours.

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Chapter 4 - Opening a Table for Gaming.

A. After receiving six or more decks of cards at the table, the dealer shall inspect the cards for any defects and a floorperson assigned to the table shall verify the inspection.

B. After the cards are inspected, the dealer shall spread the cards out face up on the table, in horizontal fan shaped columns by deck according to suit and in sequence, for visual inspection by the first player to arrive at the table.

C. After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the dealer shall:

- (1) Turn the cards face down on the table;
- (2) Mix the cards thoroughly by washing them; and
- (3) Stack the cards.

D. After the cards have been stacked, the dealer shall shuffle them in accordance with Chapter 5 – Shuffling and Cutting the Cards.

E. Other than a continuous shuffler, if an automated card shuffling device is utilized and two batches of cards are received at the table, each batch of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with §§A—D of this chapter.

F. If the decks of cards received at the table are preinspected and reshuffled, §§A—E of this chapter do not apply.

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Chapter 5 - Shuffling and Cutting the Cards.

A. Unless the cards were preshuffled, the dealer shall shuffle the cards so they are randomly intermixed, manually or with an automated card shuffling device:

- (1) Immediately prior to commencement of play;
- (2) After each round of play has been completed; or
- (3) When directed by a floorperson or above.

B. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack, and:

- (1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with Chapter 8 - Procedure for Dealing Cards from a Manual Dealing Shoe.
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in §C of this chapter.

C. If a cut of the cards is required, the dealer shall offer the stack of cards to be cut, with backs facing away from the dealer, to the player determined under §D of this chapter.

D. If no player accepts the cut offered under §C of this chapter, the dealer shall cut the cards.

E. The cut of the cards shall be offered to players in the following order:

- (1) If the game is just beginning, the first player arriving at the table;
- (2) The player on whose betting area the cover card appeared during the last round of play;

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(3) If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest point to the right of the dealer;

(4) If the player described in §E(3) of this chapter refuses the offer to cut, the offer shall rotate to each player in a counterclockwise manner;

(5) If the reshuffle was initiated at the discretion of the floorperson or above, the player at the farthest position to the right of the dealer; and

(6) If the player described in §E(5) of this chapter refuses the offer to cut the cards, the offer shall rotate to each player in a counterclockwise manner.

F. The player or dealer making the cut shall place the cover card in the stack at least ten cards from the top or bottom of the stack.

(1) After the cover card has been inserted, the dealer shall take all cards on top of the cover card and place them on the bottom of the stack.

(2) The dealer shall then insert the cover card in the stack at a position at least 1/4 of the way in from the bottom of the stack.

(3) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

G. After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(1) If a recut is required, the cards shall be cut either by the player who last cut the cards or by the next person entitled to cut the cards, as determined under §D of this chapter.

(2) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

H. A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe, as provided in Chapter 9 – Procedures for Completing a Round of Play,

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except that a floorperson may determine that the cards should be reshuffled after any round of play.

I. If there is no gaming activity at a Casino War table which is open for gaming, the dealer shall:

(1) Remove the cards from the dealing shoe and discard rack;

(2) Unless a player requests that the cards be spread face up on the table, spread out the cards on the table face down; and

(3) After the first player arriving at the table is afforded an opportunity to visually inspect the cards, complete the procedures in this section and Chapter 4 – Opening a Table for Gaming.

J. A facility operator may use a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Commission and approved prior to its use in the facility.

K. If a facility operator is using a device described in §J of this chapter, §§C—J of this chapter do not apply.

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Chapter 6 – Casino War Rankings.

- A. In order of highest to lowest rank, the rank of the cards used in Casino War is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

- B. All suits are equal in rank.

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Chapter 7 - Wagers.

A. A player shall make a wager at Casino War by placing a value chip, plaque, or other Commission-approved table game wagering instrument on the appropriate areas of the table layout.

B. Placing Wagers.

(1) Only a player who is seated at a Casino War table may wager at the game.

(2) Verbal wagers accompanied by cash may not be accepted.

(3) After a player has placed a wager and received cards, the player shall remain seated until the completion of the round of play.

(4) If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as a losing wager.

C. All wagers at Casino War shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in Chapters 8 – Procedures for Dealing Cards from a Manual Dealing Shoe.

D. Except as provided in Chapter 9 – Procedures for Completing a Round of Play, a wager may not be made, increased, or withdrawn after the dealer has announced “no more bets”.

E. A facility operator shall specify in its Rules Submission, the number of adjacent boxes on which a player may place a wager in one round of play.

F. Casino War Wagers.

(1) To participate in a round of play and compete against the dealer’s hand, a player shall place an Initial Wager.

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- (2) At the same time an Initial Wager or a War Wager is placed, each player shall have the option of placing a Tie Wager which shall win if the deal results in a tie hand.
- (3) A facility operator may, if specified in its Rules Submission, offer to each player at a Casino War table the option to make an additional Progressive Payout Wager that the player will receive a Progressive Payout Hand.
- (a) After placing an Initial Wager, a player may make an additional Progressive Payout Wager by placing a value chip into the progressive wagering device designated for that player.
- (b) A player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.
- (4) A Bonus Spin Xtreme Progressive Wager that is triggered if the dealer's initial hand is a designated rank and color card and the player has wagered \$1.00 or \$5.00 on their Bonus Spin Xtreme Progressive Wager.

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Chapter 8 – Procedures for Dealing Cards.

A. All cards used to play Casino War shall be dealt from a dealing shoe located on the table in a location approved by the Commission under COMAR 36.05.03.16.

B. After the procedures under Chapter 5 – Shuffling and Cutting Cards have been completed, the stacked cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

C. Prior to dealing any cards, the dealer shall announce “no more bets.”

D. If the Progressive Payout Wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers.

(1) If any Progressive Payout Wagers have been made, the dealer shall:

(a) Collect the Progressive Payout Wagers;

(b) On the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system; and

(c) Place the value chips into the table inventory container.

E. The dealer shall:

(1) After each full batch of cards is placed in the dealing shoe, the dealer shall remove the first card and, without revealing its rank to anyone, place it in the discard rack.

(2) Remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place the cards on the appropriate area of the layout with the opposite hand.

(3) Deal cards to the two betting positions closest to the dealing shoe with the same or opposite hand.

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(4) Each new dealer who comes to the table shall also remove the first card from the dealing shoe face down and, without revealing its rank to anyone, place it in the discard rack.

F. Beginning with the player farthest to the dealer's left and moving clockwise around the table, the dealer shall deal:

(1) One card face up to each player who placed an Initial Wager in accordance with Chapter 7 - Wagers; and

(2) One card face up to the dealer;

G. If the cover card appears as the first card in the dealing shoe at the beginning of a round of play, or appears during play, the dealer shall remove the cover card and place it to the side, and the hand will be completed.

I. Players may not handle, remove or alter any cards used to play Casino War.

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Chapter 9 - Procedures for Completing a Round of Play.

A. After the dealing procedures required under Chapter 8 – Procedures for Dealing Cards from a Manual Dealing Shoe, beginning with the player farthest to the dealer's right and moving counterclockwise around the table:

B. The dealer shall compare the rank of each player's card with that of the dealer's card and settle all Initial and Tie Wagers as follows:

(1) If a player's card is lower in rank than the dealer's card, the dealer shall immediately collect the Initial Wager and Tie Wager, if applicable.

(2) If a player's card is higher in rank than the dealer's card, the player shall win their Initial Wager and lose their Tie Wager, if applicable.

(3) If the player's card and the dealer's card are of equal rank, the player shall select one of the options in §D as to their Initial Wager and win their Tie Wager, if applicable.

C. Losing Initial and Tie Wagers made on the original deal shall be collected by the dealer and placed in the table inventory container.

D. Winning Initial and Tie Wagers made on the original deal shall be paid by the dealer in accordance with Chapter 10 - Payout Odds.

E. If a player has a tie hand, the player shall select one of the following options:

(1) The player may surrender 1/2 of their Initial Wager and end their participation in that round of play.

(a) If a player selects this option, the dealer shall collect 1/2 of the player's Initial Wager and place it in the table inventory container.

(b) The dealer shall then return the remaining 1/2 of the Initial Wager to the player.

(c) The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.

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(2) The player may place a War Wager in an amount equal to the player's Initial Wager, in accordance with §G.

F. After settling 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.

(1) 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 the event of a question or dispute.

G. If any player elects to place a War Wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the War Wager prior to dealing additional cards.

(1) The player's card and the dealer's card from the original deal shall remain exposed during the War deal.

H. The War deal shall begin with the dealer removing three cards from the shoe face down and, without revealing the rank of the three cards to anyone, placing them in the discard rack and then dealing the next card face up to the player farthest to the dealer's left who has placed a War Wager.

(1) The dealer shall place the player's War card on the table adjacent to the player's card from the original deal.

(2) 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.

I. After the dealing procedures required under §H have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counterclockwise direction, compare the rank of each player's War card to the dealer's War card and settle all War and Tie Wagers as follows:

(1) If the player's War card is lower in rank than the dealer's War card, the dealer shall immediately collect the Initial Wager, War Wager and Tie Wager, if applicable.

(2) If the player's War card is higher in rank than the dealer's War card, the Initial Wager shall be returned to the player, the player shall win their War Wager and lose their Tie Wager, if applicable.

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(3) If the player's War card and the dealer's War card are of equal rank, the Initial Wager shall be returned to the player and the player shall win their War Wager and their Tie Wager, if applicable.

J. Losing Initial Wagers, War Wagers and Tie Wagers shall be collected by the dealer and placed in the table inventory container.

(1) Winning War and Tie Wagers shall be paid in accordance with the payout odds in Chapter 10 – Payout Odds.

(2) Notwithstanding §B(1) and (2) of this chapter, if the player has made a Progressive Payout Wager, the player's cards will remain on the layout; and

(3) After settling the player's Casino War Wager, the dealer shall settle the Progressive Payout Wager, if offered by the facility operator;

(4) If a player has won the progressive payout, the dealer shall settle the Progressive Payout Wager as follows:

(a) Verify that the hand is a winning hand;

(b) Verify that the appropriate light on the progressive table game system has been illuminated;

(c) Ensure that a floorperson or above validates the progressive payout in accordance with the facility operator's approved internal control procedures;

(d) Pay the winning Progressive Payout Wager in accordance with Chapter 10 - Payout Odds;

(e) Pay any Envy Bonus won in accordance with Chapter 10 - Payout Odds:

(i) A player making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Casino War table is the holder of an Envy Bonus Qualifying Hand;

(ii) A player is entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand; and

(iii) A player is not entitled to an Envy Bonus for the player's hand;

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K. 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.

L. If specified in its rules submission under COMAR 36.05.03.19, a facility operator may offer a version of Casino War on a dealer controlled electronic table game where:

- (1) The dealer receives a card, and
- (2) Three, five, or seven community cards are used.

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Chapter 10 - Payout Odds.

A. A facility operator shall pay out winning Casino War wagers as follows:

- (1) An Initial Wager payout is 1 to 1;
- (2) A Tie Wager payout is 10 to 1;
- (3) A War Wager payout is 1 to 1; and
- (4) A Tie War Wager payout is 2 to 1.

B. If a facility operator offers the Casino War Progressive Wager, the facility operator shall pay out winning Casino War Wagers at the odds in the following payable:

- (1) For a Suited Four-of-a-Kind the payout is 100 percent of the meter and 1000 to 1;
- (2) For a Suited Double Tie the payout is 200 to 1;
- (3) For Four-of-a-kind the payout is 150 to 1;
- (4) For a Double Tie the payout is 30 to 1;
- (5) For a Suited Tie the payout is 15 to 1; or
- (6) For a Tie the payout is 5 to 1.

C. A facility operator's Rules Submission submitted under COMAR 36.05.03.19 shall specify:

- (1) The rate of progression for the meter used for the Casino War Progressive Wager; and
- (2) That the initial and reset amounts are at least \$10,000.
- (3) Envy Bonus payouts shall be:
 - (a) Based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus; and
 - (b) Made according to one of the payouts for Envy Bonus Qualifying Hands that was designated by the facility operator in its Rules Submission.

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(c) An Envy Bonus payout for \$5 Progressive Payout Wager shall:

(i) For a Suited Four of a Kind the payout is \$5,000.

D. If a facility operator offers the Bonus Spin Xtreme Progressive Payout Wager, the facility operator shall pay out winning \$5 Bonus Spin Xtreme Wagers according to the following payable:

(1) Paytable A Hot Spot Pay:

(a) For a Jackpot symbol or other approved symbol the payout is 100% of the primary progressive;

(b) For a Jackpot symbol or other approved symbol the payout is 100% of the secondary progressive;

(c) For a \$1,000 symbol the payout is \$1,000;

(d) For a \$600 symbol the payout is \$600;

(e) For a \$500 symbol the payout is \$500;

(f) For a \$400 symbol the payout is \$400;

(g) For a \$350 symbol the payout is \$350;

(h) For a \$300 symbol the payout is \$300;

(i) For a \$250 symbol the payout is \$250; or

(j) For a \$200 symbol the payout is \$200.

(2) A player shall receive the payout for the amount that the wheel lands on.

(3) The facility operator's Rules Submission shall include the:

(a) Rate of progression for the meter used for the progressive payout in §D(1) of this chapter; and

(b) Initial and reset amount, which shall be at least:

(i) \$10,000 and \$5,000 for Paytable A.

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(4) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with Chapter 7 – Dealing Cards and Completing a Round of Play; and

(5) Community Pay payouts shall be:

(a) Based upon the amount of the Progressive Payout Wager placed by the player receiving the Community Pay; and

(b) Made according to one of the payouts for Community Pay Qualifying Hands that was designated by the facility operator in its Rules Submission.

E. A Community Pay payout for \$5 Bonus Spin Xtreme Wager shall be paid according to the following payable:

(1) Paytable A Community Pay:

(a) For a \$150 symbol the payout is \$150;

(b) For a \$100 symbol the payout is \$125;

(c) For a \$75 symbol the payout is \$100;

(d) For a \$50 symbol the payout is \$75

(e) For a \$40 symbol the payout is \$50;

(f) For a \$35 symbol the payout is \$40;

(g) For a \$30 symbol the payout is \$30; or

(h) For a \$25 symbol the payout is \$25.

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Chapter 11 - Irregularities.

A. A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack.

B. A card drawn in error without being exposed shall be used as though it were the next card from the dealing 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 returned to the player.

D. If an automated card shuffling device is in use and jams, stops shuffling during the shuffle or fails to complete a shuffle cycle, the round of play is void, and the dealer shall return all wagers to the players and remove the cards from the device and reshuffle them.

E. If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, before another method of shuffling or dealing may be used at that table, the automated card shuffling device or automated dealing shoe shall be:

(1) Covered; or

(2) Marked with a sign indicating that the automated card shuffling device or automated dealing shoe is out of order.