

WAR

War[®] is the fastest, simplest table game to learn and play, and is the only game where players can beat the dealer more than 50% of the time.

TO PLAY AGAINST THE DEALER

Make a bet in the marked area. You and the dealer will each receive a card face up. If your card is higher than the dealer's, you win even money. If your card is lower, you lose. (Ace is high)

GOING TO WAR

If your card matches the dealer's in rank, you can either surrender half of your bet or go to war. When going to war, you and the dealer match your original bet, putting the money on the layout. You and the dealer will each get another card, and if you beat the dealer, you win all three bets. If you lose, you lose all three bets. If you go to war and tie the dealer, not only do you win, but you win an extra unit. Winning ties when going to war is huge. because of this rule, you will win 50.3% of the time in *War*, assuming you never surrender.

TIE BET

War also features a bonus bet on ties. If you bet the ties and your card matches the dealer's you win 10 to 1.

BONUS SPIN XTREME

In order to win the \$5 Bonus Spin Xtreme side bet:

Dealer's initial card is a **2 of CLUBS** or **2 of SPADES**. Bonus Spin Xtreme uses three wheels. The Community Prize Wheel displays the community prize, which every participating player wins*. The Hot Spot Wheel selects the Hot Spot player position. The Hot Spot Prize Wheel selects the Hot Spot Prize.

*Players who win the Hot Spot prize are not eligible for the community prize.