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War of Casino

Rules of Game

The War of Casino is probably the simplest game of all the games of Casino.

The game is developed habitually with six mallets and the dynamics of the game is fast and without complications.

Development of the Game With the object of game, the letters are classified in sequence ascending of the following form: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Reign, King and Ace.

Crupier and the player one receives a letter each. If the letter of the Player is higher, it will gain game receiving 1 to 1 and the play finishes, but also the player can happen that the letter of crupier is higher, in which case loses his bet and the play also finalizes.

War In the assumption case that the letters are equal, the player can surrender and lose half of the bet, or on the contrary to decide to go to the War. In order to go to the War, the player will have to increase his bet in an amount equivalent to his original bet.

Crupier then will distribute to three letters mouth down and later it will distribute one for each one (mouth arrives). If the letter of the player wins or equals to the letter of crupier, the player wins in relation 1 to 2 on the total position, whereas if he loses, loses the initial position and the increase that has carried out.

He bets to Tie In order to protect itself against the possibility of a tie, the player has the possibility of making a bet in half of the complementary rug to

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the obligatory bet. In case of having tie, this position is paid in the proportion from 10 to 1, and on the contrary, it loses itself.

