

## Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

August 2, 2024

Sent via email to bzarach@lnw.com

Ms. Bo Zarach Product Compliance Manager Light & Wonder 6601 S. Bermuda Road Las Vegas. NV 89119

RE: Casino War (Submission #3158 ETG's)

Dear Ms. Zarach,

Thank you for requesting approval to market the game "Casino War (ETG)" to Washington State Tribal casinos. This game can be used in configurations that include a live dealer or in fully automated mode with virtual dealer and cards.

Casino Poker is a variation of the table game of the same name where players make a bet on whether their card will beat the dealer's card.

Based on our review of the documentation we received from Light and Wonder, the Washington State Gambling Commission will approve the game under the conditions listed below:

## **Tribal Casinos**

- The game shall be played and operated under the terms and conditions set forth under the "Casino War Rules of Play" you provided.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- No modifications may be made to allow the game to be played online or via the internet in Washington State.

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In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

Manufacturers and distributors of graphic layouts and/or any other equipment associated
with the game must be certified by the state and licensed by the Tribe prior to the sale of the
equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

DocuSigned by:

Jim Mcks

Tim Nicks

**Assistant Director** 

Enforcement and Operations Division

cc: Tina Griffin, Assistant Director Licensing Operations Division Julie Lies, Tribal Liaison Kelly Main, Special Agent Supervisor Tribal Gaming File



## Stadium Casino War – Rules of Play

Stadium Casino War is a variation of the well-known table game. Each player can bet up to 7 hands per round, and the results of the game are determined by a live dealer utilizing standard War rules to reconcile player decisions. The game is dealt from the podium via a 6 deck shoe of standard 52-card decks.

## Rules of Play:

- 1. The live or automated dealer (Configurable) will begin the betting round once the timer expires on the player terminal. Players must make their desired wagers before the countdown timer expires.
- 2. Each player can place an Ante and/or Tie wager on up to 7 betting locations on their player terminal touchscreen, corresponding to one of 7 hands that will be dealt for the round.
- 3. The player also has an option of placing an additional Ante and/or Tie wager for the dealer (Configurable Automated dealer does not use). If making an Ante wager for the dealer they must first make the wager for themselves. The player can make a tie wager regardless of whether the player has made a wager for themselves.
- 4. When the countdown timer expires, the dealer will deal one card face-up to each of the 7 locations on the felt, and one card face-up to themselves. Aces are the highest card, highest card wins and winning hands are paid according to the paytable. Winning and losing Ante and/or Tie wagers are automatically resolved on the player terminal. A Tie is where both the dealer and player cards are identical in rank. Tie wagers are paid regardless of any additional cards dealt.
- 5. In the event that there is a tie, the player terminals will ask the players to either "Surrender" or "Go to War" for each active hand that ties and has an Ante wager placed.
- 6. Players must make a decision to "Surrender" or "Go to War" on all active hands before the countdown timer expires. If no selection is made on a hand it will default to Surrendered. Half of the Ante wager is returned to the player for any Surrendered hands.

- 7. If the player chooses to "Go to War", the system will place an additional War wager equal to the Ante wager from the player's credit pool/meter. If a dealer wager is placed (Configurable Automated dealer does not use) the player will have the option to go to War for the dealer, if confirmed the system will place an additional dealer War wager equal to the dealer Ante wager from the player's credit pool/meter.
- 8. War is resolved via 'war community cards.' The dealer will deal 3 cards face-down and then one more face-up for the player, and then three cards face-down and one face-up for the dealer. The face-down cards have no effect on the game. If the dealer outranks the player, both the Ante and War wagers are lost. If the player outranks the dealer, or if the player and dealer tie, then the Ante wager is a push, the War wager is won and pays according to the paytable.
  - a. (If Configured to Keep Standoff Bet) The Standoff (push) bets will remain on the felt for the next game.
- 9. Wagers are automatically reconciled by the system.

Paytables	01	02
Beat dealer	1 to 1	1 to 1
Surrender instead of war	lose half	lose half
Win after going to war	1 to 2	1 to 2
Tie after going to war	1 to 1	1 to 1
Tie bet	11 to 1	10 to 1



