



## CHINESE WAR GAME RULES

The primary object of **Chinese War** is to place a wager on which of two hands (Dragon or Tiger) will result in a total positive point value closest to zero (0). The game is played using six or eight standard decks of 52 cards.

In the main game, A = 1 or 11 (whichever results in a positive hand total closer to zero). K, Q and J = 10. All other cards play at face value.

To begin, players may bet on one, two or three primary-bets: Dragon, Tiger and Tie. They also may optionally place four side bets: Dragon War Card, Tiger War Card, Lucky 8 Dragon, and Lucky 8 Tiger.

Each hand (Dragon and Tiger) will receive three cards. The Dragon hand cards are dealt left-to-right, while the Tiger hand cards are dealt right-to-left. The first two cards for each hand are added together. The third card for each hand is then subtracted from this total to produce each hand's final point value.

A winning Dragon/Tiger hand pays as follows:

- A non-zero point value pays 2 for 1
- A point value of zero pays 3 for 1

A negative final point value is considered a bust and the wager is lost.

In the event that the Dragon and Tiger hand total result in the same positive number, the Tie bet pays as follows:

- A non-zero tie point value pays 10 for 1
- A point value of zero, tie pays 200 for 1

Chinese War Side-bets are resolved as follows:

The third card for each hand also doubles as a "War" wager card. Players may make wagers on either or both the Dragon War Card and/or the Tiger War card side bet. Whichever War card is higher in point value determines the winner. (see posted payable for odds)

The War side-bet uses standard War rules, so: A>K>Q>J>10 and so on.

"Lucky 8" side-bets, (Dragon Lucky 8 and Tiger Lucky 8) pays when either the third card for the corresponding hand is an 8 and/or the corresponding hand total (first card + second card – third card) = 8. Players may make wagers on either or both the Dragon Lucky 8 and/or the Tiger Lucky 8 side bet. (see posted payable for odds)