

## EXHIBIT A

12 020

### GENERAL OVERVIEW

CASINO WAR is a simple, fast-paced, fun game to play in which individual players "war" against the Dealer. To win the war (hand) a Player's individual card must outrank (be higher) than that of the Dealer. If the Player's card outranks the Dealer's, that Player wins his/her wager.

CASINO WAR is played with eight (8) standard decks of cards and two (2) cutting cards.

Shuffling procedures follow the following guidelines:

In Casino War, we will be using eight (8) decks of cards. Each deck is the standard 52 card deck. Once the table is open, the dealer will spread each deck to ensure all cards are being used. The dealer will verify all eight (8) decks of cards. After each deck is verified, the dealer will wash all eight (8) decks of cards together and form one pile (or brick). The dealer will then cut the deck in half and place each half of cards to the left and right accordingly. The dealer will then cut about 1/2 of one deck of cards from each pile (right and left) and riffle the cards together and place them in a pile in the middle of the table. The dealer will then alternate taking a 1/2 deck from the right and a 1/2 deck from the middle pile until all cards are riffled together. The dealer will then split the pile or brick again into two separate piles. The dealer will then take 1/2 deck from the right and 1/2 deck from the left and riffle them together to form a final pile in the middle. Once the pile or brick has been shuffled again, the dealer will ask a player to cut the brick. A player has to cut at least one deck (approximately) from the front or back of the brick. Once a cutcard is placed into the brick, the dealer will cut the remaining cards from the back of the brick and put them in the front. After that is done, the dealer will place a 2<sup>nd</sup> cutcard into the back of the brick, again approximately one deck from the last card. Once this 2<sup>nd</sup> cutcard is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

A standard shoe, located on the table to the left of the dealer, from which the Dealer delivers the cards.

### CARD VALUES

The "value" of the cards in each deck are as follows:

TWO (2) through TEN (10) Maintains FACE VALUE

JACK	ELEVEN (11)
QUEEN	TWELVE (12)
KING	THIRTEEN (13)
ACE	FOURTEEN (14)

Note: Ace is ALWAYS high.

"WAR" occurs when a Player's card is of the same RANK as that of the Dealer's card.

Example:       Player receives a seven (7)

                  Dealer receives a seven (7)

The Player then is offered the option of "WAR."

#### DEALING PROCEDURES – WAGERS – PAYOUTS

- 1.) All Players must place wagers in their perspective betting areas prior to the Dealer dealing the first card.
- 2.) Each Player has the option of placing a Tie Wager.
- 3.) The Dealer will announce, "All Bets Down; No More Bets."
- 4.) The Dealer, beginning with the Player closest to the left, will deal with his right hand one card face-up to each Player and one card face-up to themselves.
- 5.) The Dealer, in turn, beginning with the Player closest to the right, compares the rank of each Player's card with the rank of the Dealer's card.
  - a. Settle all TIE wagers first.
  - b. Then, beginning with the Player to the Dealer's farthest right:
    - i. If the Player's card has a HIGHER RANK than the Dealer's card, the Player wins EVEN MONEY (1 to 1) on his wager. The Dealer will pay the Player.
    - c. If the Player's card has a LOWER RANK than the Dealer's card, the Player loses his wager. The Dealer will collect the losing wager.
    - d. If the Player's card is of EQUAL RANK to the Dealer's card, the Player has two options:
      - i. Surrender one-half (1/2) of the original wager.
      - ii. GO TO WAR!

#### PROCEDURES FOR "GOING TO WAR"

Should a Player choose to "War" with the Dealer, then:

- 1.) The Player must place another wager EQUAL to the original wager.
- 2.) The Dealer "burns" three (3) cards face-down and places them into the discard rack and then deals the next (fourth) card face-up to the Player placing that card to the lower left of the original card.
- 3.) The Dealer "burns" three (3) cards face-down and places them into the discard rack and then deals the next (fourth) card face-up to themselves placing that card to the lower left of the original card.
- 4.) The Dealer then compares the rank of the Player's card to the rank of the Dealer's card.
- 5.) If the Player's card outranks the Dealer's card, the player wins half of the total bet.

- 6.) If the Dealer's card outranks the Player's card, the Dealer collects both bets.
- 7.) If the Dealer and the Players' cards are of EQUAL VALUE, the Player wins and is paid EVEN MONEY ON BOTH BETS.

Note: in the event that there is more than one Player per round that chooses to "WAR" against the Dealer, the Dealer will go left to right.

#### TIE WAGERS

A TIE WAGER may be of any amount from a MINIMUM of \$1 to a MAXIMUM of \$4. The TIE WAGER PAYOUT ODDS IS 10:1.

- 1.) A Player must place a TIE WAGER prior to the Dealer dealing any cards. However, a Player MUST have at least \$1 wager on his regular bet in order to place a TIE WAGER.
- 2.) A Player who has placed a Tie Wager will be paid 10:1 on his wager when both the Dealer's card and the Player's card match in value.

#### MINIMUM AND MAXIMUM WAGERS

Minimum Bet: \$1

Maximum Bet: \$4

#### IRREGULARITIES

- 1.) If the Dealer finds a card face-up in the shoe, that card will not be used in the game and the Dealer will place the card in the discard rack.
- 2.) If the Dealer deals a card to an empty spot, the Dealer will burn the card.
- 3.) If the Dealer does not deal to a betting spot containing a wager, that Player will not be allowed to play that round.
- 4.) If the Dealer draws a card in error but does not expose the card, the Dealer will use that card as though it was the next card in the shoe.
- 5.) If the Dealer deals a card in error and exposes it, the Dealer will burn that card.

