

Casino War

2-7 players

52 cards

Difficulty: Easy

Duration: Short

Have a higher card than the dealer to win your bet.

SETUP

- 1-7 players against the dealer.
- Uses six standard 52-card decks shuffled together.
- Place a single bet before the deal.

SCORING

- Cards rank 2 to Ace; suits do not matter.
- Win pays 1:1; war win pays 1:1 on raise, original bet pushes.

Tip: Always go to war on a tie — never surrender, as it gives the house a bigger edge.

ON YOUR TURN

- Player and dealer each receive one face-up card.
- Higher card wins even money.
- On a tie, go to war (double bet) or surrender (lose half).

Casino War is the simplest casino card game, based on the childhood card game War. The player and dealer each receive one card, and the higher card wins. In the event of a tie, players can go to war by doubling their bet and comparing a second set of cards. Its simplicity makes it a popular choice for casual casino visitors.

Objective

Beat the dealer by having a higher card. In the case of a tie, choose to go to war or surrender half your bet.

Setup

1. **Players:** 1 to 7 players against the dealer.
2. **Deck:** Six standard 52-card decks shuffled together (312 cards total).
3. **Bet:** Each player places a single wager before cards are dealt.

Gameplay

1. **Deal:** The dealer deals one card face-up to each player and one to themselves.
2. **Comparison:** If the player's card is higher, they win even money. If the dealer's card is higher, the player loses their bet.
3. **Tie (War):** If the cards are equal in rank, the player may go to war or surrender. Surrendering forfeits half the original bet.
4. **Going to war:** The player places an additional bet equal to the original. The dealer burns three cards, then deals one card to the player and one to themselves. If the player's card is higher or equal, they win even money on the raise (the original bet pushes). If the dealer's card is higher, both bets are lost.

Scoring

- **Card ranking:** Cards rank from 2 (lowest) to Ace (highest). Suits do not matter.
- **Regular win:** Pays 1:1 on the player's bet.
- **War win:** The raise pays 1:1 and the original bet pushes (is returned).
- **Tie bonus bet:** An optional side bet that pays 10:1 if the first two cards tie.

Variations

- **Tie bonus:** Some casinos pay a bonus if the player wins the war with a card of the same rank as the original tie, paying up to 3:1 on the raise.
- **Single deck:** Some versions use fewer decks, which slightly alters the odds.

Tips and Strategies

- Always go to war when there is a tie — surrendering gives the house a larger edge than going to war.
- The tie side bet carries a very high house edge (over 18%) and should generally be avoided.
- Casino War has a relatively low house edge of about 2.9% when always going to war, making it a reasonable casual game.

Tips & Strategy

The only real decision is whether to go to war or surrender on a tie. Always choose war — surrendering increases the house advantage significantly.

There is virtually no strategy involved beyond always going to war on ties. The game is almost entirely luck-based, which is part of its appeal to casual players.