



Crown
Melbourne
Limited

Table Games

Casino War

Rules

Version 5.0

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1. DEFINITIONS

1.1. In these rules the following meanings apply:

'Casino War wager' means the original wager placed by a player prior to any cards being dealt for a round of play.

'Continuous shuffling machine' means a device which continuously shuffles and deals the cards.

'Dealer' means the person responsible for the operation of the game.

'Dealing Shoe' means a device from which cards are dealt.

'Distinctive Marker' means an object used to identify a particular action or function including, but not limited to, designating seat or player status at a Baccarat table. Each object will be distinctly designed and marked to denote its purpose.

'Go to War' means when the player and the Dealer have both been dealt an initial card of the same rank and the player elects to continue in the game.

'Go to War wager' means the additional wager of an amount equal to the player's Casino War Wager which is placed by the player when they elect to Go to War.

'Surrender' means when the player's and the Dealer's first card have the same rank and the player elects to forfeit half their original wager.

'Table Limit Sign' means a sign for which the casino operator is responsible under section 66 of the Casino Control Act 1991.

'TG Area Manager' means the person responsible for the management of Table Games operations, service and employees within an allocated area.

'TG Assistant Casino Manager' means the person responsible for the on-floor management of Table Games operations, service and employees.

'TG Higher Duties Dealer' means the person responsible for the supervision of routine operational matters relating to the conduct of gaming as maybe required from time to time.

'Tie wager' means a wager placed by a player prior to any cards being dealt for a round of play which will win when both the player and the Dealer have been dealt an initial card of the same rank.

'Tournament' means a competition conducted in accordance with Rule 10.

'Tournament Director' means the person responsible for the overall management of a tournament.

'Tournament player' means a player in a tournament.

'Tournament Terms and Conditions' means the Terms and Conditions approved for a tournament in accordance with Rule 10.

'VCGLR' means the Victorian Commission for Gambling and Liquor Regulation.

'Void' means an invalid hand, wager or round of play with no result.

- 1.2. Unless contrary intention appears, a TG Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.
- 1.3. A reference in these rules to the game is a reference to the game of Casino War played at a particular gaming table.
- 1.4. A reference in these rules -
 - 1.4.1. To a bet is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.4.2. To a wager is to the money appropriated to such a bet in a particular case.

2. EQUIPMENT

- 2.1. Casino War will be played on a table having places for nine or less players.
- 2.2. The table layout will be marked in a manner similar to that shown in Diagram A with:
 - 2.2.1. Areas for wagers on Casino War and Tie; and
 - 2.2.2. May contain the name and/or logo of the casino imprinted thereon.
- 2.3. A dealing shoe will be used, from which all cards will be dealt.

A continuous shuffling machine may be used.

3. THE CARDS

- 3.1. Casino War will be played with four to eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.
 - 3.1.1. Where a continuous shuffling machine is in use, no cutting card will be used.
- 3.2. The cards will be checked prior to the commencement of gaming and counted for completeness at the conclusion of gaming.
- 3.3. All suits have the same rank. The rank of cards, from highest to lowest, will be as follows:-
 - 3.3.1. Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

4. SHUFFLING, CUTTING, BURNING AND CARD REPLACEMENT

4.1. The Shuffle

4.1.1. The cards will be shuffled so that they are randomly intermixed:-

- (a) Prior to the cards being used for play;
- (b) At the completion of the round of play in which the cutting card is exposed;
- (c) Immediately, if in the opinion of a TG Area Manager (or above) the cards are dealt in a sequence which is abnormal; and
- (d) At other times (including where the cards have been dropped or otherwise mishandled) when in the opinion of a TG Area Manager (or above) there is reasonable cause to believe that a shuffle is warranted.
- (e) Continuously where an approved continuous shuffling machine is in use on the table.

4.1.2. Cards may be pre-shuffled and secured in a designated area until such time as they are required for use in play.

4.2. The Cut

4.2.1. After the cards have been shuffled the Dealer will offer the stack of cards, with backs facing away from them, to be cut. The person to cut the cards will be:-

- (a) The first player to arrive at the table if the game is just beginning;
- (b) The player on whose betting area the cutting card was dealt during the last round of play; or
- (c) The player furthestmost to the right of the Dealer if the cutting card was dealt to the Dealer's hand during the last round of play; or

- (d) The player furthestmost to the right of the Dealer if the cards are replaced in accordance with these rules.
- 4.2.2. If the player designated in Rule 4.2.1 refuses to cut the cards, the cards will be offered in a clockwise direction to each player seated at the table until a player accepts the cut. If the cut is not accepted by one of these players, a TG Higher Duties Dealer (or above) will cut the cards.
- 4.2.3. The person designated in Rule 4.2.1 or 4.2.2 will cut the cards by placing the cutting card in the stack a minimum of approximately one deck in from either end of the stack.
- 4.2.4. Once the person designated in Rule 4.2.1 or 4.2.2 has inserted the cutting card the Dealer will:
 - (a) Take all cards in front of the cutting card, and place them to the back of the stack, after which, they will insert the cutting card in a position no more than half way from the back of the stack and then place the cards in the dealing shoe ready for the commencement of play.
- 4.3. Burning a Card
 - 4.3.1. Before the start of play, following each shuffle and cut of cards, the Dealer may remove the first card from the dealing shoe and burn the card by placing it into the discard holder. Players may request to see the burn card, in which case it will be turned face-up on the table layout and then placed in the discard rack.
 - 4.3.2. Once the first card has been burned as described in 4.3.1 above, the Dealer will:
 - (a) Call for bets to be placed; and
 - (b) When betting is complete announce that no more bets may be placed and commence the deal.

4.4. Card Replacement

4.4.1. At the discretion of the TG Higher Duties Dealer (or above) at the completion of the final round of play and prior to a shuffle, the cards may be removed from the table, checked and replaced by new cards.

4.4.2. Where a TG Area Manager (or above) forms the opinion that any or all of the cards have become unfit for further use and provided that no hand is in progress, the TG Area Manager (or above) will direct that any or all of the cards be replaced.

(a) Where all the cards are replaced, the new cards will be shuffled, cut and a card(s) burned in accordance with rule 4.1, 4.2 and 4.3 respectively.

5. PLACEMENT OF WAGERS

5.1. Wagers will be accepted only in chips.

5.2. A wager by a player will be placed on the appropriate area of the layout prior to the first card being dealt for a round of play.

5.3. Wagers orally declared will only be accepted if accompanied by chips, cash, vouchers or authorised tokens which must be immediately converted to chips and placed on the layout before the Dealer announces that no more bets may be placed.

5.4. Except as provided by rule 5.6, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been dealt.

5.5. Prior to the first card being dealt for each round of play, players will be given the opportunity to place a wager on either one or both of the following:

5.5.1. Casino War; and/or

5.5.2. Tie.

- 5.6. After the initial deal, where a player's card has the same rank as the Dealer's card, they may elect to continue in the game and Go to War by placing a wager of an amount equal to their Casino War wager on the layout beside the wager, or surrender their original wager.
- 5.7. A player's Casino War wager will:
 - 5.7.1. Win if the first card dealt to the player has a higher rank than the first card dealt to the Dealer.
 - 5.7.2. Lose if the first card dealt to the Dealer has a higher rank than the first card dealt to the player.
 - 5.7.3. Win where the player has elected to Go to War and has been dealt a second card with the same rank as the Dealer's second card.
 - 5.7.4. Stand-off where the player has elected to Go to War and has been dealt a second card with a higher rank than the Dealer's second card.
 - 5.7.5. Lose where the player has elected to Go to War and has been dealt a second card with a lower rank than the Dealer's second card.
- 5.8. Where a player elects to Go to War, their Go to War wager will:
 - 5.8.1. Win if the second card dealt to them has a higher rank than the second card dealt to the Dealer.
 - 5.8.2. Win if the second card dealt to them has the same rank as the second card dealt to the Dealer.
 - 5.8.3. Lose if the second card dealt to the Dealer has a higher rank than the second card dealt to the player.
- 5.9. A wager placed on the Tie will win if the first card dealt to the Dealer and the first card dealt to the player have the same rank.
- 5.10. Up to three players may wager on any one betting area; however at the discretion of the TG Higher Duties Dealer (or above) that number may be restricted to less than three.

- 5.11. A player who has placed a valid Casino War wager on a specific betting area will have first entitlement to place a Tie wager in the corresponding area.
 - 5.11.1. Once players with first entitlement as described in 5.11 above have elected to place a Tie wager or not, subsequent entitlements will go to the remaining players.
- 5.12. Prior to the commencement of a round of play the Dealer will ensure that all other players wagering on the Casino War betting area place their wagers in a vertical line.
- 5.13. At the discretion of a TG Higher Duties Dealer (or above), a player may wager on more than one betting area at a Casino War table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand.
- 5.14. A wager may be refused prior to the initial deal if, in the event the player wins; it would not be possible to pay the wager exactly in chips.
- 5.15. At the settlement of wagers for a round of play, the Dealer must:
 - 5.15.1. Clear any losing wagers from the table layout; and
 - 5.15.2. Pay any winning wagers.

6. PERMISSIBLE WAGERS

- 6.1. In respect of the game, the Dealer must ensure the display of the notices and signs for which the Casino Operator is responsible under section 66 of the *Casino Control Act 1991*.
- 6.2. If—
- 6.2.1. A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result; and
- 6.2.2. A player attempts to place an individual wager that is greater than the permitted maximum wager the wager will be paid or collected to the maximum.
- 6.2.3. A player attempts to place an individual wager which is in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.
- 6.3. Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a Distinctive Marker.
- 6.4. A TG Area Manager (or above) may alter the limits on a gaming table at any time, except that a minimum wager can only be

¹ Section 66 of the **Casino Control Act 1991** states:

66. Assistance to patrons

- (1) A Casino Operator must—

(c) display prominently at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

Penalty **25 penalty units.**

- (2) A Casino Operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: **50 penalty units.**

changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

- 6.5. The minimum and maximum wagers permitted per betting area will be shown on a notice at the table. Unless stated on this notice, wagers do not have to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum and whether the wagers are per betting area or per player.

7. DEALING THE GAME

- 7.1. All cards used in the game of Casino War will be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the Dealer. All cards will be dealt face upwards.

- 7.2. No person will handle, remove or alter any cards used in the game of Casino War.

7.3. Initial Deal

7.3.1. The Dealer will:

- (a) Announce that no more bets may be placed; and
- (b) Commencing from the left and continuing clockwise around the table deal one card in sequence to each betting area where a Casino War and/or Tie wager(s) has been placed; then
- (c) Deal one card to the Dealer's position.

7.4. Interim Settlement

- 7.4.1. On completion of the initial deal and prior to the subsequent deal the Dealer will settle all Tie wagers commencing from the betting area furthestmost to the right. They will:

- (a) Take all losing Tie wagers and;

- (b) Pay all winning Tie wagers in accordance with Rule 8.1.

7.4.2. Once all Tie wagers have been acted upon, the Dealer will act on all Casino War wagers commencing from the active betting area furthestmost to the right. They will:

- (a) Take all losing Casino War wagers; or
- (b) Pay all winning Casino War wagers; or
- (c) In accordance with Rule 5.6 offer players who have a card of the same rank as the Dealer, the option to either surrender half their original wager or Go to War.

7.4.3. Surrender

- (a) The player may indicate their intention to surrender by tapping or scratching the table layout towards them.

7.4.4. Go to War

- (a) As determined by the Casino Operator, Go to War wagers will be treated in accordance with either dealing method A or dealing method B. The dealing method implemented must be the same for all operational Casino War tables, i.e. all games must be dealt in accordance with Method A or all games must be dealt in accordance with Method B.

- (i) Method A

If a player elects to Go to War, he/she will place a wager of an amount equal to their Casino War wager on the layout beside their original Casino War wager. The game will then continue in accordance with Rules 7.5 – 7.7 (inc).

(ii) Method B

If a player has elected to Go to War they will place a Go to War wager as described in method A above, the Dealer will then take the same amount from the float and place it in the betting area next to the player's wager. The game will then continue in accordance with Rules 7.5 – 7.7 (inc).

7.4.5. The decisions of other players wagering on the same betting area will have no bearing on the entitlement of a player to Surrender or Go to War.

7.5. Subsequent Deal

7.5.1. Once the Dealer has settled all wagers as described in 7.4 above and acknowledged the decisions of all players who have elected to Go to War, the Dealer will commence from the left and continue clockwise around the table:

- (a) Deal one card in sequence to each betting area where a Go to War wager(s) has been placed; then
- (b) Deal one card to the Dealer's position.

7.6. Final Settlement

7.6.1. The Dealer will settle all remaining original Casino War wagers and all Go to War wagers in accordance with Rule 8.1.

7.7. Conclusion of a Round of Play

7.7.1. At the conclusion of a round of play, the Dealer will pick up all cards on the layout so that the cards can be readily reconstructed to indicate each player's hand in the case of a dispute.

8. SETTLEMENT

8.1. The bets which can be placed in respect of an individual round of play and the odds payable for winning wagers placed on them are described in Table 1, below.

TABLE 1: Odds Payable for Winning Wagers

| NAME | DESCRIPTION | PAYOUT ODDS |
|------------------|--------------------------------------------------------------------------------------------------------------------|--------------------|
| Casino War Wager | Player's first card has a higher rank than the Dealer's first card. | 1 to 1 |
| | Player elects to Go to War and is dealt a second card with the same rank as the second card dealt to the Dealer. | |
| | Player elects to Go to War and is dealt a second card with a higher rank than the second card dealt to the Dealer. | stand-off |
| Go to War Wager | Player elects to Go to War and is dealt a second card with a higher rank than the Dealer's second card. | 1 to 1. |
| | Player elects to Go to War and is dealt a second card with the same rank as the Dealer's second card. | |
| Tie Wager | The player's first card has the same rank as the Dealer's first card. | 10 to 1 |

9. IRREGULARITIES

- 9.1. A card found face-up in the dealing shoe will be discarded.
- 9.2. A card drawn in excess from the dealing shoe will be treated as undisclosed and, subject to 9.2.1 below, will be used as though it were the next card from the dealing shoe.
- 9.2.1. A card drawn in excess to a Dealer's completed hand will be discarded if the card has been disclosed.
- 9.3. If in a round of play, despite no wagers being placed, the Dealer deals one or more cards to one or more betting areas, the TG Higher Duties Dealer (or above) will declare the round of play void and instruct the Dealer to burn the card(s) dealt in excess from the dealing shoe.

- 9.4. If after the initial deal, and prior to:
- 9.4.1. Any interim settlement of winning wagers; or
 - 9.4.2. Any cards being drawn in the subsequent deal, where no interim settlement of winning wagers is required;
- an error of card placement has occurred, the TG Higher Duties Dealer (or above) may reconstruct the hand. The player(s) will be given the option to retract their wager(s) from the betting area before a full reconstruction takes place.
- 9.5. If during the subsequent deal it is noticed that a hand has been dealt to a betting area without a wager, the card constituting that hand will be discarded.
- 9.6. If after the initial deal it is noticed that the Dealer has not taken a first card, a card will be dealt immediately to the Dealer's position.
- 9.7. If during the subsequent deal it is noticed that cards have not been dealt to a player's betting area containing a wager, that wager is void.
- 9.8. If a player is not given the option to Go to War or Surrender or the Dealer fails to correctly act on a player's decision, any subsequent cards dealt in the same round of play will be considered to be drawn in excess from the dealing shoe, and according to Rule 9.2 will be treated as undisclosed.
- 9.8.1. An error that is not disclosed until after all wagers have been settled for a particular round of play will have no effect on the result of that round of play or further rounds of play.
- 9.9. In the event that the cards are not shuffled following the exposure of the cutting card in accordance with Rule 4.1.1(b) and 4.1.1(c), a shuffle will take place immediately at the completion of the round of play.
- 9.10. If there are insufficient cards remaining in the dealing shoe to complete a round of play, all of the cards in the discard holder will be shuffled and cut in accordance with Rule 4.1 and 4.2 and the Dealer will then complete the round of play and the game will continue in accordance with these rules.

9.11. If during a round of play the continuous shuffling machine malfunctions, or two or more cards are dealt from the continuous shuffling machine simultaneously and the order of the cards cannot be determined and that round cannot be completed, that round of play will be void.

9.11.1. Where any interim settlement of wagers has occurred, the results of such settlement will stand.

9.12. If during the course of play it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for Casino War.

9.12.1. The result of any rounds of play previously completed will stand;

9.12.2. The round of play where the error is discovered will be declared void and all monies returned for that round of play; and

9.12.3. The remainder of the shoe will be declared void and the cards removed from play.

10. CASINO WAR TOURNAMENT PLAY

10.1. The casino operator may conduct tournaments in which all tournament players have the opportunity to play Casino War with an equal chance.

10.2. For each tournament conducted by the casino operator, the casino operator must:

10.2.1. In accordance with Rule 10.4, document relevant Terms and Conditions;

10.2.2. Prior to a tournament being conducted and entries having been taken:

- (a) Make the relevant Terms and Conditions available to patrons; and
- (b) Advise the VCGLR on-site inspectorate of the intention to conduct the tournament.

10.2.3. Appoint a Tournament Director who must be present for the duration of the tournament.

- (a) The Tournament Director may, at their discretion, appoint one or more Deputies whom may act as designees of the Tournament Director and be present in their place.

10.2.4. Designate the gaming tables to be used in the conduct of the tournament.

10.2.5. Ensure that, during the conduct of a tournament, a gaming table designated under Rule 10.2.4 is used exclusively for tournament play.

10.3. Prior to the commencement of play in a tournament:

10.3.1. The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

10.3.2. Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

10.4. The Tournament Terms and Conditions referred to in Rule 10.2.1 must include the following information at a minimum:

10.4.1. Tournament Details:

- (a) Information pertaining to:
 - (i) When the tournament will be conducted.

- (ii) The amount of the entry fee, buy-in re-buy or add-on, if any.
 - (iii) The minimum and maximum number of tournament players.
 - (iv) The location of the tournament.
- (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.
- (c) A statement to the effect that the VCGLR will be notified of any change to the tournament details prior to the tournament.

10.4.2. Conditions of Entry

- (a) In respect of eligibility for entry:
- (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
 - (iii) If the casino operator is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
 - (iv) If the casino operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.

- (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.
- (b) In respect of the Terms and Conditions:
- (i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.
 - (ii) Information detailing how the Terms and Conditions will be made available to tournament players.
 - (iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the tournament;
- The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

10.4.3. Tournament Format

- (a) Information regarding how the tournament will be structured including:
 - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
 - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;
 - (iii) If applicable, the method of progression from round to round or session to session;
 - (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and
 - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a tournament player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the tournament.
- (c) As applicable, the disposition of tournament chips at the completion of the tournament.

10.4.4. Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager.
- (d) If All-In markers are to be made available, the number of All-In markers in a session or round of play and details of how to use an All-In marker.
- (e) If Pass markers are to be made available, the number of Pass markers in a session or round of play and details of how to use a Pass marker.
- (f) If Re-Buy markers are to be made available, the number of Re-buy markers in a session or round of play and details of how to use a Re-Buy marker.

10.4.5. Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.

10.4.6. Winners

- (a) The criteria for how the winner(s) will be determined.

10.4.7. Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and

- (b) Details for how the prize pool will be distributed.

10.4.8. Conduct of Play

- (a) The circumstances under which a tournament player may:
 - (i) Be penalised and any relevant penalties;
 - (ii) Be disqualified from the tournament;
 - (iii) Nominate a substitute; and
 - (iv) Have their entry fee or buy-in refunded in whole or in part.

- (b) The consequences of:
 - (i) Late arrival or non-attendance for a round or session in the tournament;
 - (ii) Absence from the tournament;
 - (iii) Use of a mobile phone or similar device during play;
 - (iv) Nominating a substitute;
 - (v) Disqualification, including action regarding tournament chips in the player's possession; and
 - (vi) Retirement from the tournament.

- (c) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Casino War and that in the event of any inconsistency, the Rules of Casino War will prevail.

- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
 - (i) If the tournament player(s) to progress to the next round or session have been determined; or
 - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likeness for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the rules of Casino War.
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.

- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the Fair Trading Act 1999 (Vic) and the Competition and Consumer Act 2010 (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Casino War.

11. GENERAL PROVISIONS

- 11.1. A person will not, with respect to a game of Casino War or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 11.2. Where a player has contravened any provision of the rules a TG Assistant Casino Manager (or above) may:-
 - 11.2.1. Declare that any wager made by the player(s) will be void;
 - 11.2.2. Direct that the player(s) will be excluded from further participation in the game;
 - 11.2.3. Withhold payable winnings from the player(s) if reasonably suspected to have been won while the player(s) were in possession of a prohibited device until the Casino Operator has completed an investigation and made a determination; and
 - 11.2.4. Detain the person(s) in a suitable place in or near the casino and, in any event, not contrary to section 81(3) of the *Casino Control Act 1991*, until the arrival of a police officer, if reasonably suspected to be in possession of a device prohibited under section 80 of the *Casino Control*

Act 1991 or to be contravening or attempting to contravene section 81, 82, 83 or 83A of the *Crimes Act 1958* or a prescribed provision of the *Casino Control Act 1991*.

- 11.3. A TG Assistant Casino Manager (or above) may invalidate the outcome of a game if any fraudulent act that affects the outcome of the game is perpetrated by any person.
- 11.4. A TG Higher Duties Dealer (or above) may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 11.5. Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 11.6. A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 11.7. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 11.8. The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three hands' notice is given to the players.
- 11.9. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 11.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the TG Area Manager (or above) will be final.
- 11.11. Complainants in all unresolved disputes will be advised of the presence of, and their right to consult a VCGLR Inspector.
- 11.12. A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules of Casino War.
- 11.13. Players are not permitted to have side bets against each other.

11.14. A copy of these rules will be made available, upon request and on Crown's website in accordance with the requirements of the *Casino Control Act 1991 (Vic)*.

Diagram A

