





PITTSBURGH

At the beginning of each game, the player makes an initial wager. One card is dealt to each player and one card is dealt to the dealer. To win the wager, the rank of the player's card must exceed the rank of the dealer's card. Winning wagers will be paid 1 to 1. A tie wager is also available and pays 10 to 1.

If the player's card has a higher rank than the dealer's card the guest's initial wager wins even money. The Tie bet will lose. If the player's card has a lower rank than the dealer's card the player loses their initial wager. The Tie bet will also lose.

If the player's card is equal rank to the dealer's card, the Tie wager will be paid 10 to 1. Then the player has two options:

- Surrender half of the initial wager and the hand ends.
- · Go to "War".

If the guest chooses to go to "War" with the dealer, the guest will make a "War" wager equal to their initial wager and has the option of making an additional Tie Wager.

Three cards are then burned without exposing the rank and the next card is dealt face up to the player. The dealer then burns three cards without exposing the rank and deals himself one card face up. The highest ranking card wins the "War".

If the player wins the "War", the initial wager is returned to the player and the "War" wager is paid 1 to 1. If the "War" deal results in a Tie hand, the initial wager is returned to the player and the "War" wager is paid 2 to 1.

Beat Dealer	Pays 1-1
Surrender Instead of War	Lose Half
Win After Going to War	Pays 1-1
Tie After Going to War	Pays 2-1
Tie Bet	Pays 10-1







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