

# The Classic Battle of Tug-O-War!

With every pair of cards, figures pull back and forth on a Puck. Who will win?  
The outcome is unpredictable but the excitement is guaranteed!

## Overview

- 1 The game is represented with a Puck that moves back and forth, one unit at a time, on the Dealer rope line between two figures.
- 2 Playing cards determine the movement of the Puck.
- 3 Wagers on Black are made on the Black arrows above the individual player's betting line.
- 4 Wagers on Red are made on the Red arrows below the individual player's line betting line.
- 5 Odds are determined by the position of the Puck. (In this case moving toward black)
- 6 War wagers are made on the circles in front of individual player Tug-O-War wagering lines. The same card rules apply.
- 7 The game is ended when the puck reaches either end. In this case black wins.



## Wagering with the Puck



When the Puck is in the center players can only wager in their center arrows. The Player on the left has bet on Black and the Player on the right has a bet on Red.



The Puck has moved closer to the Red end. Now players may only wager on the arrows left of center. The Player on the left has added a 2nd wager on Black. The other Player has not made another wager. Red is now the favorite.



Later in the game the Puck has moved all the way across to right of center. A new player has joined the game with a wager on Black. Note that the player has joined by wagering on the arrow(s) that correspond to the position of the Puck. Black is now the favorite.

## Rules

- One card is drawn for Red and one Card for Black.
- The Puck moves one unit in the direction of the higher card.
- If the two cards form a Suited Pair then all bets on the current puck's position lose. Bets on other positions remain active.
- Non-suited ties are pushes and the Puck does not move.
- Red Tug of War wagers win if the Puck reaches the Red end.
- Black Tug of War wagers win if the Puck reaches the Black end.
- War wagers are resolved after each draw independent of the Tug -O-War. Same card rules.

## Wagering

- Players do not have to wager every draw.
- Tug-O-War wagers must be made in the arrows matching the Puck's position.

## Odds

- Odds are determined by the position of the Puck.
- Odds when the Puck is in the center are 1 to 1.
- Odds are 3 to 1 in favor of the end the Puck is closest to.
- Odds are 3 to 1 against the end the Puck is furthest from.
- War wagers are made at 1 to 1 odds. The same card rules apply.

**Play the interactive Tug-O-War demo by visiting [www.equitygaming.com](http://www.equitygaming.com)**