



GAME OVERVIEW

HOW TO PLAY
PAYOUTS

EZUGI

CRICKET WAR GAME BRIEF

Cricket War is a simple and fast-paced two-card game, based on the hugely popular Dragon Tiger concept. Although the rules of the game are simple the player experience is great!

In Cricket War only two cards are dealt – one for the Bowler and one for the Batsman. The player has to guess which one will receive the highest card or whether they will tie and place a bet accordingly. A side bet (Suited Tie) is also available. The card values are as follows: A (being the lowest), 2, 3, 4, 5, 6, 7, 8, 9, 19, J, Q and K (being the highest).

What makes this game stand out and provide a unique atmosphere is the tastefully created

environment. Cricket War will be a true favorite with all the sports fans, as the studio is set in a cricket related studio and featuring a specifically designed cricket stadium table felt. The feeling of sport and thrill will be enhanced by the sports arena surroundings that will provide the ultimate experience of gaming and cricket.

The game is played using eight 52-card decks. During the gameplay predictive statistics and bead road are available in order to help the player predict the outcome of future rounds.

KEY FEATURES:

- Based on the world-known Dragon
 Tiger
- Real-like cricket environment for sports enthusiasts
- Easy and fast paced game
- Created with the Indian market in mind







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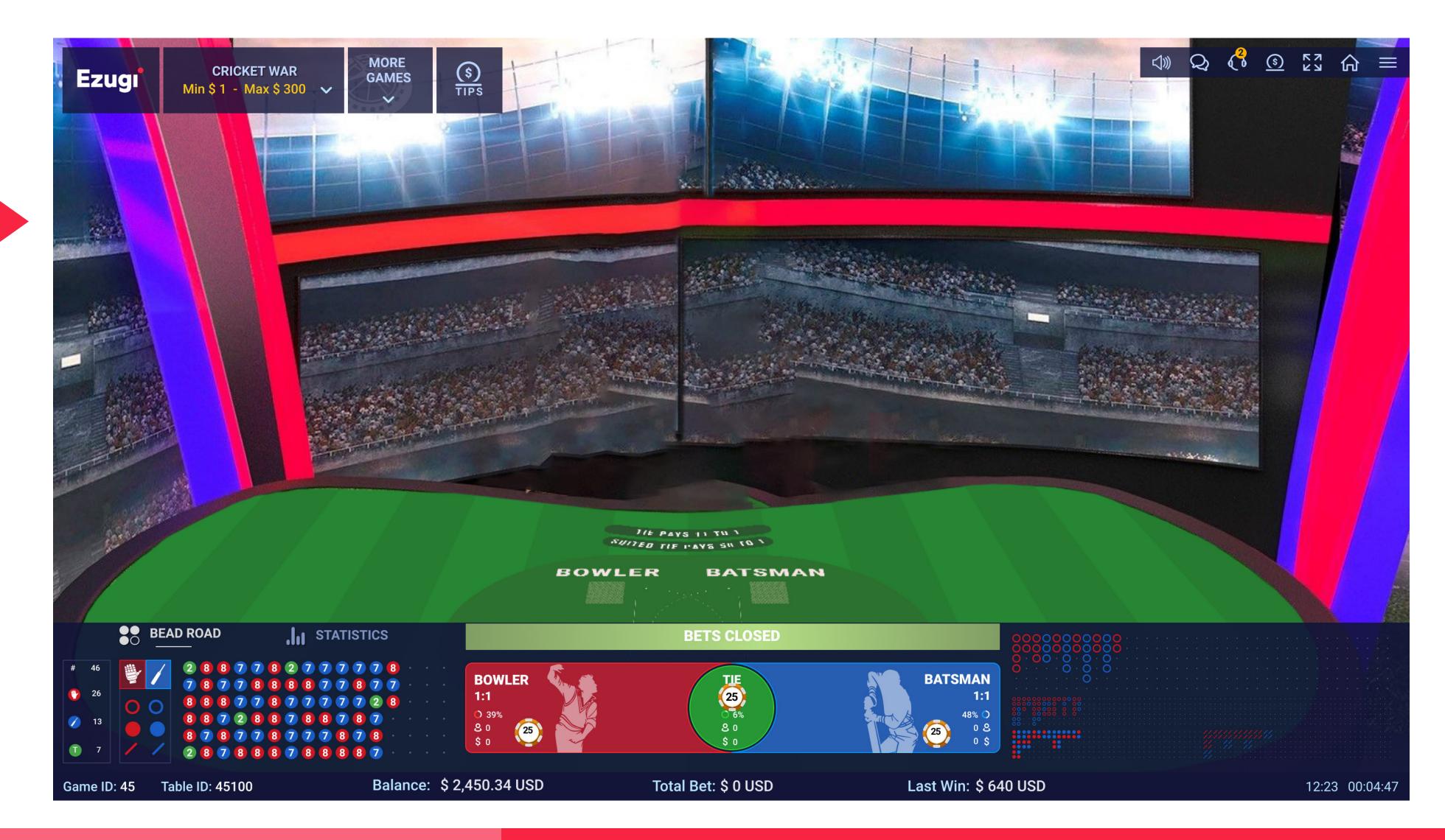
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After bets are placed, the dealer will begin the game by dealing the first card to the Bowler and the second card to the Batsman.

The player wins if he/she has successfully predicted whether the Bowler or the Batsman will have the highest card or whether they would tie.

If the Bowler and Batsman were dealt the same ranking card, the round ends in a Tie.





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GAME ID: 45

TABLE ID: 45100

LIMITS: min 1 EUR / max 5000 EUR

RTP:

Bowler: 96.27%

Batsman: 96.27%

• Tie: 89.64%

• Suited Tie: 86.02%



