

GAMING GUIDE

CRAPS

A lively craps game is the ultimate when it comes to fun and excitement. In this fast-paced game, there are many ways to bet and just as many ways to win! It's as simple as placing a bet on the pass line or don't pass line, and the fun begins!

COME OUT ROLL – The first roll of the dice at the opening of the game or the next roll of the dice after a decision with respect to pass bet and don't pass bet.

COME OUT POINT – A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

PASS LINE – A pass line wager is placed immediately prior to the come out roll. You win on 7 and 11 and lose on 2, 3, or 12 on the come out roll. If any other number rolls, it's your point. If your point rolls before 7, you win. If 7 rolls before your point, you lose and the dice move to the next shooter. Pass line bets cannot be reduced or removed after the point is established. This bet pays even money.

DON'T PASS LINE – A bet on this line plays the game in reverse of the pass line. You lose on the 7 and 11 and win on 2 and 3 on the come out roll. When 12 is rolled, it is a stand-off. When 4, 5, 6, 8, 9 or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet must be placed before the come out roll, but may be removed or decreased after a point is established, however it may not be replaced or increased after such removal or reduction. This bet pays even money.

COME – You can bet on come at any time after the come out roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2,3, or 12 on the roll immediately following placement of the bet. If any other number rolls it's your point and your bet will be moved to that number. If your point rolls before 7, you win. If 7 rolls before your point, you lose. A come bet cannot be reduced or removed after a number is established for such bet.

ODDS – An additional wager in support of a pass line or come bet may be made. These additional wagers in support of a pass line, come bet, don't pass or don't come bet may be moved any time after the come out roll and the point is established. Odds are listed in the pay out chart. Come odds are inactive on the come out roll unless called on by the player. Don't come odds always work. In addition 3, 4 and 5 odds may be offered, where three times odds are allowed on the 4 and 10, four times on the 5 and 9, and five times on the 6 and 8.

FIELD – You can bet on every roll of the dice. If 2, 3, 4, 9, 10, 11 or 12 rolls, you win. All numbers pay even except 2 and 12, which pays double, as indicated on the layout. If 5, 6, 7 or 8 rolls, you lose. The field is a one roll bet.

PLACE BETS – On a place bet, you can bet on 4, 5, 6, 8, 9 or 10 at any time. If your number rolls before 7, you win according to the odds payout chart. If 7 rolls before your number, you lose. Place bets are inactive on the come out roll unless called on by the player.

BUY BETS – Buy bets are exactly the same as place bets, except by paying a 5% commission on the buy bet, you receive the true odds as shown on the chart. Buy bets are inactive on the come out roll unless called on by the player. A buy button denotes this bet.

LAY BET – You may lay a bet against 4, 5, 6, 8, 9 or 10 at any time. In order to do so you must pay a 5% commission based on what you could win. Lay bets always work. Check the chart for the payoffs. A lay button denotes this bet.

HOP BETS-PROPOSITION BETS – These are one roll bets, except for hard ways. The dealer will place all proposition bets in the center of the craps table. The dealer will take or pay all proposition bets on the next roll of the dice—again, except for hard ways. Unless you request otherwise, your winning bet remains in action.

HARD WAYS – There are four hard ways combinations. Hard four (two 2s), hard six (two 3s), hard eight (two 4s), and hard ten (two 5s). Hard ways wagers will win if the selected hard way is rolled before a 7 and lose if a 7 is rolled or the selected number is rolled in any other way prior to the selected hard way being rolled.

BONUS CRAPS:

ALL SMALL – This feature consists of a side bet in which all of the small numbers (2, 3, 4, 5 and 6) must be rolled before a seven. The bet loses on any seven, including a seven on the come out roll. If all of the small numbers are rolled, the side bet will pay 34 to 1 and be taken down. Players may bet this feature at the beginning of the roll only. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the small numbers are lammered up, the dealer will pay the bet at the end of the roll and take small bets down.

ALL TALL – This is the same feature and side bet as all small. The tall numbers consist of (8, 9, 10, 11 and 12) and they must be rolled before a seven. The bet loses on any seven, including a seven on the come out roll. If all of the tall numbers are rolled, the side bet will pay 34 to 1 and be taken down. Players may bet this feature at the beginning of the roll only. The dealer will mark the numbers with lammers after they have rolled. After all of the tall numbers are lammered up, the dealer will pay the bet at the end of the roll and take all the bets down.

MAKE 'EM ALL – The bet must be made at the beginning of the come-out roll. This feature consists of all of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 being rolled before any seven. This bet loses whenever a seven rolls. After all of the numbers are lammered up, the dealer will pay the bet 175 to 1 at the end of the roll and take the bet down.



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