

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 your 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

The number (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, (4, 5, 6, 8, 9 or 10) it's your point. Pass Line Bet wins if your point rolls before a 7. If 7 rolls before your point, you lose the Line Bet 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 7 and 11 and win on 2 and 3 on the Come Out roll. When 12 is rolled, it's a Push. 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 a point is established. 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 a bet.

DON'T COME

A bet on this plays the game in reverse of the Come Bet. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 is rolled, it is a Push. When 4, 5, 6, 8, 9 or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed behind that number. This bet pays even money. Don't Come Bets cannot be increased, but may be removed, or decreased after a point is established; however they may not be replaced or increased after such removal or reduction.

ODDS

An additional wager in support of a Pass Line/Come Bet may be made. This bet is known as an Odds Bet. The Odds Bet for the Pass Line/Come Bet may be placed or removed any time after the Come Out roll and the point is established. Come Bet Odds are inactive on the Come Out roll unless called “on” by the player. Odds on the Pass Line/Come Bet for the point of 4-10 may be a maximum of 10 times.

LAYS

An additional wager in support of the Don't Pass Line/Don't Come Bet may be made. This bet is referred to as a Lay Bet. The Lay Bet for the Don't Pass Line/Don't Come Bet may be placed or removed any time after the Come Out roll and the point is established. Lay Bets always work. Lay Bets on the 4 and 10 allow you to win a maximum of 3 times your original wager (flat bet) on the Don't Pass Line/Don't Come Bets and you have to lay 2 to win 1. Lay Bets on the 5 and 9 allow the player to win a maximum of 4 times the original wager on the Don't Pass Line/Don't Come Bets and you have to lay 3 to win 2. Lay Bets on 6 and 8 allow you to win a maximum of 5 times your original wager on the Don't Pass Line/Don't Come Bets and you have to lay 6 to win 5.

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 money, with the exception 2 pays double and 12 pays triple. If 5, 6, 7 or 8 rolls, you lose. The Field is a one-roll bet.

PLACE BETS TO WIN

On a Place Bet, you can bet on 4, 5, 6, 8, 9 and 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 OR 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 except for Hard Ways. Unless you request otherwise, your winning bet remains in action.

ANY 7

You can bet Any 7 on any roll of the dice. When 7 rolls, you win and are paid 4 to 1. If any other number rolls, you lose. This is a one-roll bet.

ANY CRAPS

You can bet on any roll of the dice. If 2, 3 or 12 rolls, you win and are paid 7 to 1. If any other number is rolled, you lose. This is a one-roll bet.

HARD WAYS

There are four Hard Ways combinations: Hard Four (two 2s), Hard Six (two 3s), Hard Eight (two 4s) and Hard 10 (two 5s). You can bet the combination you want at any time. Hard Way wagers 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. For instance, if you bet the Hard Six (two 3s) you win when that rolls before 7 or any Easy Six (5 and 1, or 2 and 4). Hard Ways pay high odds as listed in the payout chart. Hard Ways are inactive on the Come Out roll unless called “on” by the player.

HORN BET

Horn Bets consist of a combination of four numbers: 2, 3, 11 and 12. If any of these numbers are rolled, you win. If any other number is rolled, you lose. One-fourth (1/4) of the Horn Bet is wagered on each of the individual numbers (2, 3, 11 and 12). If any of these numbers roll, you win and are paid at the odds as listed in the payout charts. If any other number is rolled, you lose. This is a one-roll bet.

HORN HIGH BETS

There are four Horn High combinations: Horn High 2 (Aces), Horn High 3 (Ace, Deuce), Horn High 11 (5, 6) and Horn High 12 (2 Sixes). If 2, 3, 11 or 12 rolls, you win; if any other number is rolled, you lose. This is a one-roll bet. How this differs from a Horn Bet is that one-fifth (1/5) of the Horn High is bet on each of the individual Horn numbers (2, 3, 11, 12), with an additional one-fifth (1/5) of the bet on the designated Horn High number. For example, Horn High 11: two-fifths (2/5) of the bet on 11, one-fifth (1/5) on 2, one-fifth (1/5) on 3, one-fifth (1/5) on 12.

2, 3, 11 OR 12

You can bet on 2, 3, 11 or 12 individually. These are one-roll bets. The winning payoff on 2 or 12 is 30 to 1. The winning payoff on 3 or 11 is 15 to 1. If any other number other than the number bet rolls, you lose.

FIRE BET—HOW TO BET:

- Only \$1.00 to \$25.00 wagers will be accepted. Fire Bets must be in whole dollar increments.
- A Fire Bet will only be accepted prior to the shooter's first Come Out Roll.
- When making a Fire Bet, place your wager on the numerically marked Fire Bet circle on the layout below your betting position.
- The dealer will collect the Fire Bet wagers and place them in their coordinating betting circles, in front of the box person. They will remain there until the bet is won or lost.
- Once made, a Fire Bet cannot be called off or taken down.

RULES OF THE GAME:

- The object of the Fire Bet is for the shooter to make as many “Individual Points” as possible before he/she 7’s Out. The term “Individual Point” means that the shooter successfully makes a point (4, 5, 6, 8, 9 or 10) which previously has not been made; it will count as one “Individual Point” made. Note: Successfully making the same point more than once will only count as one “Individual Point” towards a payoff threshold.
- Only the highest payoff level met will be paid. Example: If 5 “Individual Points” are successfully made, only the 5-point payoff will be made and not the lesser payoff threshold(s) that were met.
- “Individual Points” do not have to be made in any specific order.
- Winning or losing on the Come Out roll will not affect this wager.
- Only Sevens Out will terminate the wager.
- Special Fire Bet pucks will be used to keep track of “Individual Points” made.

PAYOFF TABLE

(Above Payoffs are “And Down.”)

4 “Individual Points” pays 25 for 1

5 “Individual Points” pays 250 for 1

6 “Individual Points” pays 1,000 for 1

CRAPLESS CRAPS

Crapless Craps is a version of a standard dice game without the possibility of losing on the Come Out roll. It is played almost exactly the same except there are 10 numbers called point numbers. They are 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. All rolls made prior to the player tossing one of the point numbers will be referred to as the Come Out roll, regardless of whether it is the first, second or third roll, or any roll thereafter. The wager wins if the Come Out roll is 7.

PASS LINE

The player wins on 7 on the Come Out roll (no point is established). If any other number rolls, it becomes the player’s point. If the player’s point rolls before 7, the player wins. After the Come Out roll, if 7 rolls before the player’s point, the player loses and the dice move to the next player.

FIELD BET

The Field contains the numbers 2, 3, 4, 9, 10, 11 and 12. All numbers pay even money, except 2 pays double and 12 pays triple. The Field Bet may be made at any time and is a self-service, one-roll wager.

PASS LINE ODDS

If a player has a bet on the Pass Line, he/she is eligible to make an additional bet known as an Odds Bet. Players put down the Odds themselves, and can pick them up any time before a decision roll has been made. The Odds are placed behind the Pass Line Bet about an inch and one-half to two inches away.

PAYOUT ODDS

2 and 12 odds Payoff is 6 to 1

3 and 11 odds Payoff is 3 to 1

4 and 10 odds Payoff is 2 to 1

5 and 9 odds Payoff is 3 to 2

6 and 8 odds Payoff is 6 to 5

OTHER CRAPLESS CRAPS WAGERS

COME BETS

The player can place a Come Bet any time after the Come Out roll. It is like starting over, creating a whole new game within a game. Players win on any 7 on the roll immediately following the placement of the bet. If any other number rolls, it is the player's point. If the point rolls before a 7, the player wins. If 7 rolls before the point, the player loses. The player may bet odds on top of the Come Bet after the Come Bet point is established. The odds offered are identical to the Pass Line Odds Bets.

PUT BETS

The player can place a Put Bet at any time before/after the Come Out roll. Similar to a Come Bet, it is like starting over. It is creating a whole new game within a game except players do not need to go through the Come to wager on a selected number 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. Put Bets can be placed with odds and a player wins immediately once the selected number 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 is rolled. If 7 rolls before the number selected, the wager loses.

PLACE BETS

Place Bets allow players to bet the point numbers without having to go through the Come. Place Bets may be made individually or in groups (inside, outside and across). Place Bets lose when a 7 is rolled, and win every time the number is rolled. Place Bets are "off" on the Come Out roll unless called "on" by the player. 2 and 12 Pay 25 to 5, 3 and 11 Pay 13 to 5, 4 and 10 Pay 9 to 5, 5 and 9 Pay 7 to 5, 6 and 8 Pay 7 to 6.



PROPOSITION BETS

Any Craps	One-roll bet. A roll of 2, 3 or 12 wins the bet. Any other number loses.
Crap 2	One-roll bet. If 2 rolls, the bet wins. Any other number loses.
Crap 3	One-roll bet. If 3 rolls, the bet wins. Any other number loses.
Crap 12	One-roll bet. If 12 rolls, the bet wins. Any other number loses.
Any 7	One-roll bet. If 7 rolls, the bet wins. Any other number loses.
Over 7	One-roll bet. Wins if number rolled is higher than 7. Any other number loses. Pays even money.
Under 7	One-roll bet. Wins if number rolled is lower than 7. Any other number loses. Pays even money.
Eleven	One-roll bet. If 11 rolls, the bet wins. Any other number loses.
Horn	One-roll bet. If 2, 3, 11 or 12 rolls, the bet wins; any other number loses (a four-unit bet).
Horn High	One-roll bet. Same as Horn Bet except that one additional unit is wagered on 2, 3, 11 or 12 (this is a five-unit bet).
World or Whirl Bet	One-roll bet. Same as Horn Bet except that a unit is added and the 7 is wagered along with the 2, 3, 11 and 12 (a five-unit bet).
Hop Bets	One-roll bets that may be bet at any time on a specific combination of the dice, which wins only if the combination is thrown on the next roll and loses if any other combination is thrown. Players can make Hop Bets at any time.
Craps and Eleven	One-roll split bet that may be bet at any time. The bet wins if a 2, 3, 11 or 12 rolls, and loses if any other number is rolled.

PROPOSITION PAYOUT ODDS

Any 7	4 to 1
Over/Under 7	Even Money
Any Craps	7 to 1
2 Craps	30 to 1
3 Craps	15 to 1
12 Craps	30 to 1
Eleven	15 to 1
Horn (3 or 11)	3 to 1
Horn (2 or 12)	6.75 to 1
Hop Bets: (hard ways) 1-1, 2-2, 3-3, 4-4, 5-5, 6-6	30 to 1
Hop Bets: 2 Unlike Dice (easy way)	15 to 1
C&E (Any Crap)	3 to 1
C&E (11)	7 to 1

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