

Craps



The game of Craps is an exciting game of chance, popular since the times of the Romans.

Objective

The objective of Craps is to predict the outcome of a roll of the dice.

The Game

The first roll of the dice in a Craps round is called the "Come Out Roll". The basic opening bet in Craps, which is placed just before the Come Out Roll, is called the "Pass Line Bet". Pass Line Bets are instant winners when the shooter's Come Out Roll is 7 or 11, and lose when the Come Out Roll is 2 (Snake Eyes), 3 (Cross Eyes), or 12 (Box Cars). If 4, 5, 6, 8, 9, or 10 are rolled on the Come Out Roll, that number becomes the "Point". The "Puck" (a small round plastic marker labeled "ON" in this case and "OFF" in other cases) shows that the Point has been established, and is located on the Craps table over the box for the number rolled as the Point: "4, 5, six, 8, nine, or 10".

To end a round of Craps and resolve Pass Line Bets, the shooter must roll either the Point or 7 after the Come Out Roll. The possibility exists for a Craps round to continue all night, if the shooter fails to roll the Point or a 7 before the sun rises. Pass Line Bets cannot win until the Point is rolled, and cannot lose until a 7 is rolled. Pass Line Bets may not be removed as unresolved, players must wait for a roll of the Point or 7 to determine the outcome of their Pass Line Bets.

Before the dice are rolled, bets can be placed in various fields of the Craps table. First, using your left mouse button, press on the value of the chip you wish to wager. Next, place the chip in the desired betting area on the Craps table by pressing in that area, using your left mouse button again. Should you wish to alter or remove a bet, press on your wagered chips with your right mouse button. Please note that some bets may not be removed. Once you have finish placing your bets, press on the "Roll" button to roll the dice.

Types of Bets

- **Pass Line Bets** A Pass Line Bet is placed in the area labeled "PASS LINE", before the Come Out Roll (i.e. the first roll of the dice in a new Craps round). A wager on the Pass Line wins if the Come Out Roll is 7 or 11, and loses if 2, 3 or 12 is rolled. If 4, 5, 6, 8, 9, or 10 are rolled, that number becomes the "Point". To win a Pass Line Bet, the shooter must roll the Point again before rolling a 7. If the shooter rolls a 7 before rolling the Point again, your Pass Line Bet loses. A winning Pass Line Bet pays even money (1 to 1). Once the Point has been established, unresolved Pass Line Bets may not be removed or reduced. Pass Line Bets must be resolved by a roll of the Point or a 7.
- **Don't Pass Line Bets** A Don't Pass Line Bet is essentially the reverse of a Pass Line Bet, and is placed on the Craps table in the "DON'T PASS BAR" area, before the Come Out Roll. If the shooter rolls 2 or 3 on the Come Out Roll, a Don't Pass Line Bet wins. However, if the Come Out Roll is 7 or 11, all Don't Pass Line Bets lose. If the Come Out Roll is 12, Don't Pass Line Bets are returned to the player, in a Push. If the Come Out Roll is 4, 5, 6, 8, 9, or 10, that number becomes the Point. Once the Point has been established, Don't Pass Line Bet win if the shooter rolls a 7 before rolling the Point again. If the shooter rolls the Point again, before rolling a 7, Don't Pass Line Bets lose. A winning Don't Pass Line Bet pays even money (1 to 1). Unlike Pass Line Bets, unresolved Don't Pass Line Bets may be removed or reduced.
- **Come Bets:** A "Come Bet" is placed in the "COME" bar area, before any roll of the dice, once the Point has been established by the Come Out Roll. The rules for Come Bets are essentially the same as Pass Line Bets. Come Bets win if the shooter's next roll is 7 or 11, and lose if the roll is 2, 3, or 12. If the shooter rolls 4, 5, 6, 8, 9, or 10, that number becomes the "Come Point", and the dealer will move the Come Bet from the "COME" bar to the box corresponding to the established Come Point: "4, 5, six, 8, nine, or 10". If the shooter rolls the Come Point again, before rolling a 7, the Come Bet pays even money (1 to 1). The Come Bet will stay in place until the Come Point, or a 7 is rolled. Similarly to the Pass Line Bet, unresolved Come Bets may not be removed or reduced. They must be resolved by a roll of the Come Point or a 7.
- **Don't Come Bets:** A "Don't Come Bet" is essentially the opposite of a Come Bet, which is placed after the Come Out Roll in the "DON'T COME" bar area. Don't Come Bets win when the shooter's next roll is 2 or 3, and lose if the roll is 7 or 11. If the shooter rolls a 12, the bet will be returned to the player in a Push. If the roll is 4, 5, 6, 8, 9, or 10, that number becomes the "Come Point", and the dealer will move the Don't Come Bet from the "Don't Come Bar" to the left corner of the narrow, uppermost bar over the box corresponding to the Come Point: "4, 5, six, 8, nine, or 10". After the Come Point is established, Don't Come Bets win even money (1 to 1) if 7 is rolled, and lose if the Come Point is rolled. Don't Come Bets will stay in place until the Come Point, or a 7 is rolled. However, unresolved Don't Come Bets may be removed.
- **Pass Line Odds Bets** After the Point has been established, a Pass Line Odds Bet is placed by clicking the left mouse button on the Craps table, outside the "PASS LINE" bar, under your original Pass Line Bet. A winning Pass Line Odds Bet pays true odds: 2 to 1 on a roll of 4 or 10, 3 to 2 on a roll of 5 or 9, and 6 to 5 on a roll of 6 or 8. Unlike the original Pass Line Bet, an unresolved Pass Line Odds Bet may be removed.
- **Don't Pass Line Odds Bets** Once the Point has been established, a Don't Pass Line Odds Bet is placed by clicking your left mouse button anywhere on the "DON'T PASS BAR" area. A winning Don't Pass Line Odds Bet pays true odds: 1 to 2 on a roll of 4 or 10, 2 to 3 on a roll of 5 or 9, and 5 to 6 on a roll of 6 or 8. An unresolved Don't Pass Line Odds Bet may be removed.
- **Come Odds Bets** Once the Come Point has been established, a Come Odds Bet is placed by clicking your left mouse button directly under your Come Bet, within the box that corresponds to the Come Point: "4, 5, six, 8, nine, or 10". A winning Come Odds Bet pays true odds: 2 to 1 on a roll of 4 or 10, 3 to 2 on a roll of 5 or 9, and 6 to 5 on a roll of 6 or 8. Unlike the original Come Bet, an unresolved Come Odds Bet may be removed.
- **Don't Come Odds Bets** by clicking in the space directly under your Don't Come Bet, within the narrow, uppermost bar. This bar is above the box that corresponds to the Come Point: "4, 5, six, 8, nine, or 10". A winning Don't Come Odds Bet pays true odds: 1 to 2 on

a roll of 4 or 10, 2 to 3 on a roll of 5 or 9, and 5 to 6 on a roll of 6 or 8. An unresolved Don't Come Odds bet may be removed.

- **Field Bets** A Field Bet is a bet that the next roll of the dice will be 2, 3, 4, 9, 10, 11, or 12. It is placed in the "FIELD" bar area, before any roll of the dice. If the next roll is 3, 4, 9, 10 or 11, the Field Bet wins even money (1 to 1). A winning Field Bet pays true odds: 2 to 1 on a roll of 2, and 3 to 1 on a roll of 12. If 5, 6, 7, or 8 is rolled, the Field Bet is lost.
- **Big 6 and Big 8 Bets** A Big 6 Bet is a bet that 6 will be rolled before 7. Equally, a Big 8 bet is a bet that 8 will be rolled before 7. A Big 6 or a Big 8 bet is placed in either the "6" or "8" box, which is located in the left corner of the Craps table. If the shooter rolls a 6 or 8 before rolling 7, a Big 6 or Big 8 bet wins even money (1 to 1). Unresolved Big 6 and Big 8 bets may be removed.
- **Place Bet to Win** A Place Bet to Win is a bet that either 4, 5, 6, 8, 9, or 10 will be rolled before a 7. A Place Bet to Win is placed in the narrow, unlabeled bar located just under the box with the corresponding number on the Craps table: "4, 5, six, 8, nine, or 10". A winning Place Bet to Win pays true odds: 9 to 5 on a roll of 4 or 10, 7 to 5 on a roll of 5 or 9, and 7 to 6 on a roll of 6 or 8.
- **Place Bet to Lose** A Place Bet to Lose is a bet that 7 will be rolled before either 4, 5, 6, 8, 9, or 10. A Place Bet to Lose is placed in the right-hand side of the narrow, unlabeled bar located just above the box with the corresponding number on the Craps table: "4, 5, six, 8, nine, or 10". A winning Place Bet to Lose pays true odds: 5 to 11 on a roll of 4 or 10, 5 to 8 on a roll of 5 or 9, and 4 to 5 on a roll of 6 or 8.
- **Buy Bets** A "Buy Bet" is a bet that either 4, 5, 6, 8, 9, or 10 will be rolled before 7. A Buy Bet is placed in the box (labeled "BUY") corresponding to the number on the Craps table: "4, 5, six, 8, nine, or 10". Please note that the House charges a 5% commission on all winning Buy Bet wagers. The commission is deducted immediately upon payment of the winnings. A winning Buy Bet pays true odds: 2 to 1 on a roll of 4 or 10, 3 to 2 on a roll of 5 or 9, and 6 to 5 on a roll of 6 or 8.
- **Lay Bets** A "Lay Bet" is essentially the reverse of a Buy Bet. A Lay Bet is a bet that 7 will be rolled before 4, 5, 6, 8, 9, or 10. The Lay Bet is placed in the top bar (labeled "LAY") above the box corresponding to the number on the Craps table: "4, 5, six, 8, nine, or 10". Please note that the House charges a 5% commission on all winning Lay Bet wagers. The commission is deducted immediately upon payment of the winnings. A winning Lay Bet pays true odds: 1 to 2 on a roll of 4 or 10, 2 to 3 on a roll of 5 or 9, and 5 to 6 on a roll of 6 or 8. Unresolved Lay Bets may be removed.
- **Any 7 Bets** An "Any 7 Bet" is a bet that the next roll of the dice will be a 7. It is placed on any roll of the dice, in the "SEVEN" field on the Craps table. If the shooter rolls any other number, Any 7 Bet loses. A winning Any 7 Bet pays 4 times your bet (4 to 1).
- **Any Craps Bets** An "Any Craps Bet" is a bet that the next roll of the dice will be 2, 3, or 12. It is placed on any roll of the dice, in the "ANY CRAPS" field on the Craps table. If the shooter rolls any other number, Any Craps Bet loses. A winning Any Craps Bet pays 7 times your bet (7 to 1).
- **Horn Bets** A "Horn Bet" is a bet that the next roll of the dice will be either 2, 3, 11, or 12. It is placed on any roll of the dice, in the box on the Craps table containing the two illustrated dice that add up to either 2, 3, 11, or 12. A winning Horn Bet pays true odds: 15 to 1 on a roll of 3 or 11, and 30 to 1 on a roll of 2 or 12.
- **Hardway Bets** A "Hardway Bet" is a bet that the shooter will roll either a 4, 6, 8, or 10 as doubles (2+2, 3+3, 4+4, or 5+5) before rolling a 7. The Hardway Bet is placed in the box on the Craps table containing the two illustrated dice corresponding to the number. Rolling a number by doubles is said to be rolling the number "The Hard Way". For example, a roll of 4+4 is called a "Hard 8", while a roll of 5+3 or 6+2 is called an "Easy 8". A winning Hardway Bet pays true odds: 7 to 1 on a roll of 4 or 10, and 9 to 1 on a roll of 6 or 8. If you roll an "Easy" before rolling a "Hard" you lose your bet. Unresolved Hardway Bets may be removed.

Payoffs

Please note that the House charges a 5% commission on all winning Buy Bet/Lay Bet wagers. The commission is deducted immediately upon payment of the winnings. For

example, if you bet \$5 on the Buy Bet, and the Buy Bet wins 2 to 1, you will get your \$5 bet back, plus another \$9.50 (\$10 minus \$0.50).

Type of Bet	Roll of 4, 10	Roll of 5, 9	Roll of 6, 8	Roll of 2	Roll of 12
Pass Line Bets	1 to 1				
Don't Pass Line Bets	1 to 1				
Come Bets	1 to 1				
Don't Come Bets	1 to 1				
Pass Line Odds Bets	2 to 1	3 to 2	6 to 5		
Don't Pass Line Odds Bets	1 to 2	2 to 3	5 to 6		
Come Odds Bets	2 to 1	3 to 2	6 to 5		
Don't Come Odds Bets	1 to 2	2 to 3	5 to 6		
Field Bets	1 to 1	1 to 1 (on 3, 9, 11)	2 to 1	3 to 1	
Big 6 and Big 8 Bets	1 to 1				
Place Bet to Win	9 to 5	7 to 5	7 to 6		
Place Bet to Lose	5 to 11	5 to 8	4 to 5		
Buy Bets	2 to 1	3 to 2	6 to 5	- 5% for the House	
Lay Bets	1 to 2	2 to 3	5 to 6	- 5% for the House	
Any 7 Bets	4 to 1				
Any Craps Bets	7 to 1				
Horn Bets	15 to 1 (on 3, 11)			30 to 1	30 to 1
Hardway Bets	7 to 1		9 to 1		

Options

You may turn on/off the Tips, Sound and Music during the game by clicking on the "Options" button located in the lower right-hand area of the console. The option is turned on when the checkbox is checked and it is turned off when the checkbox is unchecked.