

GAMING GUIDE

CRAPS



The loudest cheers in the casino are reserved for one thing: a craps shooter on a big streak. Craps may seem challenging at first glance, but once you know some basic rules, it's easy. A table has three dealers. The one controlling the dice and standing on the outside calling the game is the stickman. The two dealers on the inside of the game pay the winners. The boxman sits in the middle, watching the play and payoffs. A player designated as the shooter throws the dice. You have to place your bets before he shoots.

You can make the following bets:

PASS LINE

The most common wager, this pays even money. Place your bet on the part of the table marked "Pass Line." On the first roll (the come-out roll) a 7 or 11 (called a natural) wins. 2, 3 or 12 (craps) lose. Any other number is called the point. Then, for you to win, the shooter has to roll the point again before he rolls a 7. When the shooter sevens out, the dice move to the next shooter.

DON'T PASS LINE

This is the opposite of the Pass Line bet. If the come-out roll is a 2 or 3, you win; and if it's a 7 or 11, you lose. A 12 ties. You win after the come-out if the shooter rolls a 7 before making his point, and lose otherwise.

ODDS

Anytime after the point is established, you may place a bet that the 4, 5, 6, 8, 9 or 10 will come up before a 7 does. Again, the payoffs depend on what the point is:

POINT	ODDS
4 or 10	2 to 1
5 or 9	3 to 2
6 or 8	6 to 5

If you win, the dealer will pay you and leave your bet up unless you increase it or take it down.

FIELD BETS

This bet pays even money if the shooter rolls 3, 4, 9, 10 or 11 on the very next roll. It pays 2 to 1 if he rolls a 2 or 12 and loses if he rolls anything else.

COME BETS

This is essentially the Pass Line bet, except you make it once the point's been established. Just like the Pass Line, 7 or 11 wins and 2, 3 or 12 lose. Any other number is the come point. For you to win, the shooter must throw it again before throwing a 7.

DON'T COME BETS

This is essentially the Don't Pass Line bet, except it's made after the point's been established. A 2 or 3 wins, 12 ties and a 7 or 11 loses. Any other number is a don't come point. You win if a 7 comes up before the don't come point and lose if it doesn't.

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CRAPS (CONTINUED)



PLACE BETS

Once a shooter makes a point, you can make an additional bet by taking the odds on the point. You win if the point is made before a 7. Odds bets pay depending on what the point is:

POINT	ODDS
4 or 10	9 to 5
5 or 9	7 to 5
6 or 8	7 to 6

Payoffs on the Don't Pass and Don't Come bets are the reciprocals of the Pass and Come bets. So if the point is 4, you'd lay \$20 to win \$10.

PROPOSITION BETS

These are more one-roll bets. You can bet that the shooter will roll a 2 or a 12, which pays 30 to 1. You can bet that he'll roll any craps (remember, that's 2, 3 or 12), which pays 7 to 1. Or you can bet that he'll roll a 3 or an 11, which pays 15 to 1. You can bet that he'll roll any 7, which pays 4 to 1.

HARD WAYS

This is a bet that the shooter will roll a 4, 6, 8 or 10 the hard way; that is, as a pair of 2s, 3s, 4s or 5s respectively. Hard way bets lose if the shooter rolls the specified number the "easy way," or rolls a 7 before the particular hard way comes up.

DICE-OLLOGY™

Dice-Ology™ is a bonus wager for craps that allows you to make three separate optional wagers.

Getting Started: You may make one, two or all three of following Dice-Ology bonus wagers.

Little Ones: The "Little Ones" bonus wager pays, if, the dice rolls all of the "little" numbers (2,3,4,5,6) before any 7 is rolled. See layout for odds.

Big Ones: The "Big Ones" bonus wager pays, if, the dice rolls all of the "big" numbers (8,9,10,11,12) before any 7 is rolled. See layout for odds.

Boom or Bust: The "Boom or Bust" bonus wager pays, if, the dice rolls all of the numbers (2,3,4,5,6,8,9,10,11,12) before any 7 is rolled. See layout for odds.