

GAMING GUIDE - CRAPS

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. Hard ways are inactive on the come out roll, unless called on by the player.



Fire Bet™ is an exciting addition to any standard casino craps table. Players can win up to 999 to 1 odds on any HOT shooter. Players are paid odds based on how many "individual points" a shooter can successfully make before he or she sevens-out. The term "individual points" refers to when the shooter successfully makes a point from the pool of points (4, 5, 6, 8, 9 or 10) that has not been previously made. Successfully making the same point more than once will only count as one individual point towards a payoff threshold.

RULES

"Individual Points" DO NOT have to be made in any specific order. Only a seven out results in the bet losing.

PAY TABLE

- (6) "Individual Points" pays 999 to 1
- (5) "Individual Points" pays 249 to 1
- (4) "Individual Points" pays 24 to 1



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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

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 the come at any time after a point has been 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 bet. This bet pays even money.

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 payout 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.