

Craps

GAMING GUIDE

How to play Craps

Craps is a fast-action game that offers a large variety of bets.

Pass Line

A bet is placed on the Pass Line before the Come Out Roll. If a 7 or 11 rolls on a Come Out Roll, the Pass Line wins. If a 2, 3 or 12 rolls, the Pass Line loses. If any other number rolls (4, 5, 6, 8, 9 or 10) it becomes the Point. In order to win, the shooter must repeat that number before a 7 is rolled. If a 7 is rolled, the bet is lost.

Don't Pass Line

A bet placed on the Don't Pass Line before the Come Out Roll is the opposite of a bet placed on the Pass Line. The bet loses if a 7 or 11 is rolled, and wins if a 2 or 3 is rolled. The bet is a push if a 12 is rolled. If any other number is rolled it becomes the Point. In order to win the Don't Pass wager, a 7 must be rolled before the Point is repeated.

Come

Come bets may be placed anytime after the Come Out Roll. The Come bet wins if 7 or 11 is rolled and loses if 2, 3 or 12 is rolled immediately following the placement of the bet. If any other number rolls (4, 5, 6, 8, 9 or 10) the bet is moved to the box of that particular number. That number must roll before a 7 to win.

Don't Come

A Don't Come bet is the opposite of the Come bet. It can be placed after a Point is established on the Come Out roll. The bet loses if a 7 or 11 is rolled, and wins if a 2 or 3 is rolled. The bet is a push if a 12 is rolled. If any other number rolls (4, 5, 6, 8, 9 or 10) the bet is placed behind that number.

Pass Line and Come bets may not be placed, increased, reduced or removed after a point is established. Don't Pass Line and Don't Come bets cannot be placed or increased but may be removed or decreased after a point is established.

Odds

Once a point has been established, an additional bet can be made to the original Pass Line, Don't Pass Line, Come and Don't Come bets. You may take Odds as an additional bet of the Pass Line and Come bets, and you can lay Odds as an additional bet of the Don't Pass line and don't Come bets. The Odds wager may be reduced or removed at anytime. Come Odds are OFF (inactive) on the Come Out roll but may be called On (active) by the player. The Don't Come Odds are ON (active) on the Come Out Roll. In addition to single Odds wagers for the Pass Line, Don't Pass Line, Come Bets and Don't Come the casino may offer additional allowable odds.

Place Bet

A Place Bet can be made on 4, 5, 6, 8, 9 or 10 at any time. If your number rolls before a 7, you win according to the payout chart. If 7 rolls before your number, you lose. Place bets are OFF (inactive) on the Come Out Roll unless called ON (active) 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 payout chart. A "buy" button denotes the bet.

Lay Bets

You may Lay a bet against the 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 can win. A "lay" button denotes the bet.

Field

Field bets are one roll bets that win if a 2, 3, 4, 9, 10, 11 or 12 comes up on the next roll of the dice and loses if a 5, 6, 7 or 8 is rolled. The 2 and 12 pay 2 to 1. All other numbers pay 1 to 1.

Hard Ways

There are four Hardway combinations. Hard 4 (2, 2) Hard 6 (3, 3) Hard 8 (4, 4) and Hard 10 (5, 5). You can bet the Hardways at any time. For example, if you bet a Hard 6 you win if that rolls before 7 or rolls before an Easy 6 (5 and 1) or (4 and 2). Hardways are OFF (inactive) on the Come Out Roll unless called ON (active) by the player.

Any Seven

Players can bet Any 7 on any roll of the dice. When 7 rolls, the bet gets paid 4 to 1. If any other number rolls, the bet loses. This is a one roll bet.

Any Craps

Players can bet Any Craps on any roll of the dice. If 2, 3 or 12, rolls the bet gets paid 7 to 1. If any other number rolls the bet loses. This is a one roll bet.

Horn

Players can bet the Horn bet on any roll of the dice. The Horn is a combination on four number; 2, 3, 11 and 12. If any of these numbers are rolled, the bet wins. If any other number rolls, the bet loses. This is a one-roll bet. The Horn bet is bet in units of four. It is treated as four separate bets on the 2, 3, 11 or 12 and is paid accordingly.

Horn High

The Players can bet a Horn High bet on any roll of the dice. The bet wins if any of the four numbers 2, 3, 11 or 12 is rolled. If any other number is rolled, the bet loses. This is a one-roll bet. The Horn High wager is made and paid as if it were a five-unit wager. Three of the numbers have one unit each and the fourth number, the High number, receives two units. Any one of the four numbers can be designated as the High side of the Horn High bet.

2, 3, 11 or 12

The Players can bet any of these four numbers individually on any roll of the dice. These are one-roll bets. The winning payoff on the 2 or 12 is 30 to 1. The winning payoff on 3 or 11 is 15 to 1.

Hop Bet

The Players may make a Hop Bet on any roll of the dice. This is a one roll bet. The bet wins if a specified combination of the dice is rolled and loses if any other combination is rolled.

Craps payout odds

Pass Line	1 to 1
Don't Pass Line	1 to 1
Come	1 to 1
Don't Come	1 to 1

Odds - Pass Line and Come

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

Odds - Don't Pass Line and Don't Come

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

Place Bets (to win)

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

Buy Bets

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

Lay Bets

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

Field (1-roll bet)

3,4,9,10,11	1 to 1
2 or 12	2 to 1

Hard Ways

4 or 10	7 to 1
6 or 8	9 to 1

1-Roll Bets

Any Seven (7)	4 to 1
Any Craps (2, 3 or 12)	7 to 1
Craps Two (2)	30 to 1
Craps Three (3)	15 to 1
Craps Twelve (12)	30 to 1
Eleven (11)	15 to 1