



Craps

Rules

- ★ One Player roles the dice (the Shooter). All other Players bet either with him or against him.
- ★ Prior to play, the Player throwing the dice will select two dice from a selection of dice presented by the "Stickman" (Dealer).
- ★ If the Shooter throws a 7 or 11 on the first throw (come out roll), bets on the PASS LINE win. If the Shooter throws a 2, 3 or 12, bets on the PASS LINE lose. This is called "craps."
- ★ If the Shooter throws a 2 or 3, the DON'T PASS LINE wins. If the Player throws a 7 or 11, the DON'T PASS LINE loses.
- ★ If the Shooter throws a 4, 5, 6, 8, 9 or 10, the number rolled is the established "point."
- ★ If the Shooter makes this point before he rolls a 7, the PASS LINE wins and the DON'T PASS LINE loses. This is called a "pass" and the game starts over with a brand new roll come out roll.
- ★ However, if the Player throws a 7 after the point has been established, the DON'T PASS LINE wins and the PASS LINE loses.

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How to Play

★ After the Player who is going to shoot has chosen his dice from the Stickman, you can place your bet on either the PASS or DON'T PASS LINES.

★ If you bet on the PASS LINE, you're betting with the Shooter. If you bet on the DON'T PASS LINE, you're against the Shooter.

★ The PASS or DON'T PASS bet is made only on the Shooter's come out roll.

★ You can make a "proposition" bet any-time during the game. They are one roll bets (except the hardways). The Stickman places the bet. The table layout describes what must be hit and how much it pays.

★ Field bets can be placed anytime during the game.

★ This is a one roll bet that pays even money. 2 pays double and 12 pays triple on field bets.

★ Place bets to win may be placed or removed anytime. Points of 4 & 10 pay 9 to 5. Points of 5 & 9 pay 7 to 5. Points of 6 & 8 pay 7 to 6.

★ Note: All place bets in play will lose if a 7 is rolled. Place bets are not in play on come out rolls unless indicated by the player.

