

Don't roll the dice on CRAPS



CRAPS.
Give it a
throw.

There are so many ways to play at craps. After bets are placed, the shooter rolls the dice. You win or lose based on where you bet on the craps table, and the sum of the numbers that come up on each roll of the dice.

How to bet, the payouts, and more.

GameSense

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Craps Side Bets Sharp Shooter and Fire Bet are two optional side wagers on the number of points the shooter makes before rolling a seven out. Both bets must be made before the first come-out roll by a new shooter.

Sharp Shooter You win if the shooter makes three points before rolling a seven out. The more points the shooter makes, the more you win—up to a maximum of 10 points.

Sharp Shooter Payouts

| POINTS | PAYOUT |
|--------|----------|
| 3 | 5 to 1 |
| 4 | 9 to 1 |
| 5 | 15 to 1 |
| 6 | 30 to 1 |
| 7 | 50 to 1 |
| 8 | 100 to 1 |
| 9 | 200 to 1 |
| 10 | 500 to 1 |

Fire Bet You win if the shooter makes four points before rolling a seven out. The more points the shooter makes, the more you win—up to a maximum of six points. The odds are longer than Sharp Shooter, but the payouts are higher.

Fire Bet Payouts

| POINTS | PAYOUT |
|--------|------------|
| 4 | 25 to 1 |
| 5 | 250 to 1 |
| 6 | 1,000 to 1 |

HAVE OTHER QUESTIONS?

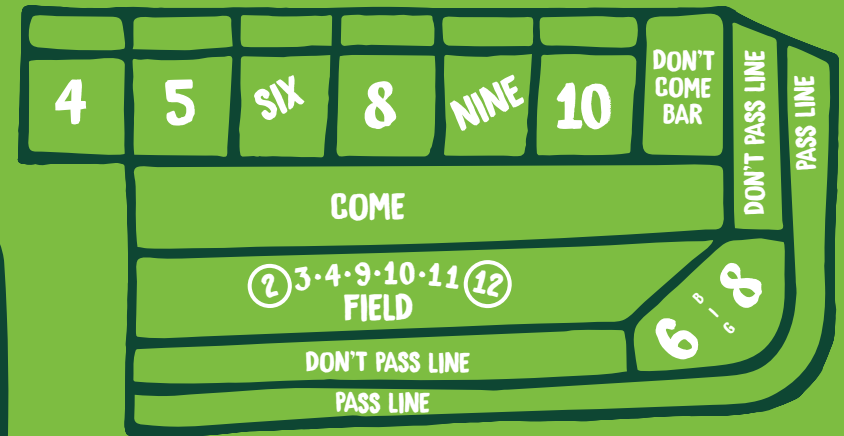
Ask a GameSense Advisor at the casino, visit GameSense.com or call at 1-866-815-0222.

ARE THERE A LOT OF WAYS TO PLAY? You bet.



- 1 Pass Line** You win even money if 7 or 11 come up on the first roll (known as the come-out roll), and you lose on 2, 3 or 12. If another number comes up, it becomes the “point,” and the round continues. If the point comes up again, you win even money each time. If a 7 comes up, the round is over, and you lose. If any other number comes up, you continue the round, but you don’t win or lose. Once a Pass Line bet is made, it can’t be picked up until a win or lose decision is reached.
- 2 Don’t Pass Line** The opposite of a Pass Line bet. On the come-out roll, you win on 2 or 3, and you lose on 7 or 11. If 12 comes up, it’s a push (a tie)—you don’t win or lose, but the round is over. Any other number that comes up establishes the point. On subsequent rolls, you win even money if 7 comes up. If the point comes up, you lose. A Don’t Pass Line bet can be picked up before a win or lose decision is reached.
- 3 Field** A one-roll bet you can make anytime. If 3, 4, 9, 10 or 11 are rolled, you win even money. If 2 or 12 are rolled, you’re paid 2 to 1.

- 4 Horn Bet** A one-roll bet you can make anytime. You’re betting that 2, 3, 11 or 12 will come up on the next roll. If one of them does, you win. 3 and 11 pay 15 to 1; 2 and 12 pay 30 to 1. If none of those numbers come up, you lose.
- 5 Come** You can make a Come bet after a point has been established. It’s an even-money bet with the same rules as a Pass Line bet.
- 6 Don’t Come** You can make a Don’t Come bet anytime after a point has been established. It’s an even-money bet with the same rules as Don’t Pass Line betting.
- 7 Any 7** A one-roll bet that can be made anytime. When a 7 comes up on that roll, it’s called Lucky 7s, and you’re paid 4 to 1.
- 8 Any Craps** A one-roll bet that can be made anytime. You win on 2, 3 or 12, and you’re paid 7 to 1.



Hard Way A bet placed on 4, 6, 8 or 10. To win, the number must come up the “hard way,” as doubles. For example, if you bet on Hard Six, you win if a pair of 3s comes up before a 7 or an Easy Six (5 and 1 or 4 and 2). Hard Six and Hard Eight pay 9 to 1; Hard Four and Hard Ten pay 7 to 1.

Place Bet A bet that 4, 5, 6, 8, 9 or 10 will be rolled before a 7, after the come-out roll. A roll of 4 or 10 pays 9 to 5; a roll of 5 or 9 pays 7 to 5; a roll of 6 or 8 pays 7 to 6.

Buy Bet Similar to a Place bet. You are betting that a number will come up before a 7 is rolled. The payouts are higher than a Place bet, but you pay a five percent commission.

Lay Bet The opposite of a Buy bet. You’re betting that a 7 will come up before a specific number. You pay a five percent commission on the amount you could win.

