



**RIVERS**  
CASINO  
PITTSBURGH

**CRAPS**



**ENJOY A LIVE TABLE GAME  
EXPERIENCE FROM A SINGLE  
PLAYER STATION**



**interblock**  
LUXURY GAMING PRODUCTS

# HOW TO PLAY

## STADIUM CRAPS:

Unlike standard tables, this is played on an electronic wagering terminal. Simply insert cash or a gaming voucher into the electronic betting terminal. A timed betting window will appear on the touch screen for you to place your bets. Once the betting timer runs down to zero, your terminal will show live-streaming video of the outcome. Your winnings will accrue automatically on your terminal like a slot machine. When the guest leaves the game, they will cash out by printing a slot voucher which can be redeemed at a ticket redemption unit or the cashiers' cage or be used at any table games table or slot machine.

## BUTTON FEATURES:

- Press "COLLECT" to collect your winnings
- Press "HELP" for game information
- Press the "OK" icon to choose your language preference
- Press "x2" to double your current wager
- Press "UNDO" to undo your last action
- Press "SWAP VIEW" to switch between the traditional and racetrack layouts
- Press "CLEAR BET" to clear your current wager
- Press "RE-BET" to be the same wager as your previous game

## CRAPS:

The game of Craps begins with a come-out roll. The shooter selects a pair of dice and tosses them past the stickperson to the other end of the game. An effort must be made to bounce both dice off the wall at the end of the table. A player must bet either the Pass Line or the Don't Pass Line to be eligible to shoot.

# BET TYPES

## LUCKY SHOOTER:

The Lucky Shooter side bet is made before the come out roll. Once a point is established a shooter would be required to roll the remaining 5 other box numbers, in any order without repeating during the next 5 rolls and then roll the point number on the 6th roll.

## PASS LINE:

On the come-out roll: 7 and 11 wins; 2-3 or 12 (craps) loses. Any other number will be the point. To win, the point must be repeated before a 7 rolls. If the 7 rolls before the point is repeated, the Pass Line loses, and the dice are offered to the next shooter. A Pass Line wager is a "contract" bet; it cannot be placed, reduced or removed once the point is established, until it wins or loses. This bet pays even money.

## DON'T PASS LINE:

The Don't Pass Line is the opposite of the Pass Line. On the come-out roll: 7 or 11 loses; 2 or 3 wins and the 12 is a "Push", which is another way of saying it neither wins nor loses. Any other number becomes the point. If a 7 rolls before the point, the Don't Pass wins. If the point is repeated, prior to a 7, the Don't Pass wager loses. Don't Pass wagers, once the point is established, may be reduced or removed, however they may not be placed or increased. This bet pays even money.

## ODDS:

This wager is made as an addition to the Pass or Don't Pass, Come or Don't Come bets. Pass Line Odds are set directly behind the original Pass Line bets by the player. Don't Pass Line Odds are placed directly beside the original Don't Pass Line bet by the player. Odds are paid according to the true odds of the dice (true odds of way that number can roll vs. numbers of the way to roll a 7).

## PLACE BETS:

Place Bets are a wager that a specific number (4-5-6-8-9-10) will roll before a 7 rolls. Place Bets have their own set of odds that they are paid. Place Bets are inactive on the come out roll.

## BUY BETS:

A Buy Bet is exactly the same as a Place Bet except a player receives true odds on a payout by paying a commission of 5% when a wager is won. Buy Bets are inactive on the come out roll. Buy Bets may be increased, decreased or removed at any time before a roll.

## LAY BETS:

A Lay Bet may be made against any roll or all of the point numbers (4-5-6-8-9 or 10) at any time. It receives true odds and the player pays 5% commission on what wins when the bet is won. Lay Bets may be increased, decreased or removed at any time before a roll.

## COME BETS:

Come Bets may be made on any roll subsequent to the come-out roll. The Come Bets rules are the same as the Pass Line rules. The flat, or original Come Bets, work on the come-out roll; odds are off. A come bet cannot be reduced or removed after a number is established for such bet.

## DON'T COME BETS:

Don't Come rules are the same as Don't Pass rules. The Don't Come may be bet any roll subsequent to the come-out roll. Don't Come bets work on the come-out roll; Odds (Lays) also work on the come-out roll. This bet pays even money.

Point/Number Odds Proper Bet Units	
4 & 10 9 to 5	Bets made in units of \$5.00
5 & 9 7 to 5	Bets made in units of \$5.00
6 & 8 7 to 6	Bets made in units of \$6.00

## FIELD BETS:

Field bets are a ONE roll bet that may be made at any time. 2 and 12 pay double, 3-4-9-10-11 pay even money. Any other number loses.

## HARDWAY BET:

A Hardway bet is a wager that a number will roll the Hardway (as a pair) before it rolls Easy (other than a pair), or before a 7 rolls. 4 and 10 pay 7 to 1, 6 and 8 pay 9 to 1. Hardways may be bet at anytime. Hardway Bets are inactive on the come-out roll.

## PROPOSITION BETS:

Proposition Bets are located in the center of the Craps game. The following Proposition Bets are one-roll bets (meaning they either win or lose on the next roll) that may be made at anytime.

## HORN BET:

A Horn Bet is a wager on 2-3-11 and 12. One fourth of the horn bet is bet on each of the individual numbers. This bet is made in \$4.00 increments. If any of the above numbers roll, then the bet wins; if any other number rolls it loses. This is a one roll bet.

## ANY CRAPS:

Any Craps is a wager that 2-3 or 12 will roll. The payoff is 7 to 1. If any other number rolls, this bet loses. This is a one roll bet.

## ANY SEVEN:

Any Seven is a wager that a 7 will roll. The payoff is 4 to 1. If any other number rolls, this bet loses. This is a one roll bet.

## C&E:

A C&E wager combines the craps bet (2, 3, and 12) with Yo (11). It is a one roll wager. If any other number rolls the bet loses. If a crap number (2, 3 or 12) rolls the bet is paid 3 times the original wager. If Yo (11) rolls the original wager is paid 7 times the original wager.

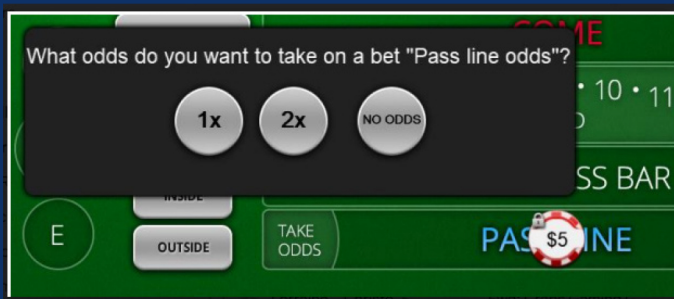


## SUPPLEMENTAL (ODDS) BETS:

Supplemental Wagers will be limited as follows:

In support of the Pass Line Bet / Come Bet up to 2X the amount of the original wager.

In support of a Don't Pass Line Bet / Don't Come Bet in the amount that would result in the equivalent win up to 2X the amount of the original wager. (For example, lay odds 4 times for the 4 and 10, 3 times for the 5 and 9 and 2.4 times for the 6 and 8)



	Pass/Come Supplemental Bet Odds	Dpn't Pass/Don't Come Supplemental Bet Odds
Point 4 or 10	2 to 1	1 to 2
Point 5 or 9	3 to 2	2 to 3
Point 6 or 8	6 to 5	5 to 6

Example odds payouts based on \$5 pass/come bet				
	Point Rolled			7 rolled
	1x Odds	2x Odds	No Odds	
Point 4 or 10	\$5 wins \$10	\$10 wins \$20	\$0	Lose
Point 5 or 9	\$5 wins \$7.50	\$10 wins \$15	\$0	Lose
Point 6 or 8	\$5 wins \$6	\$10 wins \$12	\$0	Lose

Example odds payouts based on \$5 don't pass/don't come bet				
	7 Rolled			Point Rolled
	1x Odds	2x Odds	No Odds	
Point 4 or 10	\$10 wins \$5	\$20 wins \$10	\$0	Lose
Point 5 or 9	\$7.50 wins \$5	\$15 wins \$10	\$0	Lose
Point 6 or 8	\$6 wins \$5	\$12 wins \$10	\$0	Lose



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