

Odds

If you have wager on Pass, Don't Pass, Come or Don't Come and a Point is established, you may place an Odds bet. The Odds payout fluctuates based on the Point established. Odds are paid when the Point is rolled prior to a seven for Pass and Come bets and the Odds bet is lost if a seven is rolled prior to the Point being rolled. Odds for the Don't Pass and Don't Come bets are paid when a seven is rolled prior to the Point and lost when a Point is rolled prior to a seven.

Notes



How To Play

There are a wide variety of bets that can be made on each roll of the dice. Depending on how you wish to play craps can be very simple or rather intricate.

The Pass Line and the Don't Pass line are usually the most popular bets. On the Pass Line you win, if on the first roll a 7 or 11 is rolled. If a 2, 3, or 12 is rolled (called "craps"), you lose. Any other number becomes the point. The game will continue until the point is rolled again, in which case you win, or until a 7 is thrown, in which case you lose.

A bet on the Don't Pass Line is the opposite of a bet on the Pass Line. You win if a 2 or 3 is thrown on the first roll. If a 12 is rolled first, it is a "stand-off" and nobody wins. If a 7 or 11 is rolled, you lose. Any other number becomes the point and if a 7 is rolled before that number you win.

Come bets or Don't Come bets may be placed any time after the first roll and are the same as bets on the Pass Line or the Don't Pass Line, except that the action begins with the next roll of the dice.

Once the dice have been thrown establishing a "point", "odds bets" may be added to your bets on the Pass Line, Don't Pass Line, Come Line and Don't Come Line. The odds vary on these wagers.

Point

The Point is established on the "come-out" roll. Once the Point is established, the goal is for players wagering on the Pass Line is for the same number to be rolled again. While the goal for players wagering on the Don't Pass Line is for a seven to be rolled prior to the Point being rolled.

If the white On button is next to a number that number is the current Point. If the black Off button is above the Don't Come bet space then no Point has been established.



Hard Way

This wager may be made on the 4, 6, 8 and 10. To win, the number selected must be rolled exactly as shown on the layout (2/2, 3/3, 4/4, 5/5). If any other combination of the number or a 7 is rolled, the wager loses.

Any 7

This is a one-roll proposition and you can bet it on any roll. If a 7 is rolled, you win.

Place and Buy

Either bet can be made after a Point is established. You can make an individual Place or Buy bet on 4, 5, 6, 8, 9, or 10. If the number wagered on is rolled prior to a seven the bet wins. If a seven is rolled prior to the bet number, all numbers wagered on lose. Payouts are different for each number and for the Place and Buy bets.

Lay

The Lay bet is the opposite of the Buy bet. It can be wagered on 4, 5, 6, 8, 9 or 10. If a seven is rolled prior to the number wagered on, you win. If the number is rolled prior to the seven, the wager loses. Payouts are different for each number.

Don't Come

Bets are the reverse of the Come bets. The winning numbers are 3 and 2 and you break even on 12. If a 7 or 11 is hit on the first roll, you lose. Any other number becomes the Point and if a 7 is rolled before the Point number even money is paid.

Come

This wager is similar to the Pass Line wager but it can only be made after the Point has been established. This bet pays even money.

Field

Field bets are a one-roll proposition and can be placed on any roll. If 3, 4, 9, 10 or 11 is rolled, you win even money. If a 2 is rolled, you win 2:1. If a 12 is rolled, you win 3:1. If 5, 6, 7 or 8 is rolled the wager is lost.

Big 6 or 8

If the number wagered on is rolled prior to a roll of 7 you win even money.

Pass Line

Wager is made when a Point needs to be established. The button will be in the Off position. If the "come out" roll is a 7 or 11 the wager wins. If the "come out" roll is 2, 3 or 12 the wager is lost. If the "come out" roll is 4, 5, 6, 8, 9 or 10 then that number is established as the Point. If the Point number is rolled a second time prior to a 7 being rolled then the Pass Line wager wins. If a 7 is rolled prior to the Point number then the wagers lose. A Pass Line win pays 1 to 1.

Don't Pass Line

This wager is the opposite of a Pass Line bet. The wager is made when a Point needs to be established. The button will be in the Off position. If the "come out" roll is 2 or 3 the wager wins. If the "come out" roll is 12, the wager is a draw. If the "come out" roll is 7 or 11 the wager loses.

If the "come out" roll is 4, 5, 6, 8, 9 or 10 then that number is established as the Point. If a 7 is rolled before the Point number is rolled a second time then the Don't Pass Line wager wins. If the Point number is rolled prior to a 7 then the wager loses. A Don't Pass Line win pays 1 to 1.



Any Craps and C

This is a one-roll proposition that can be bet on any roll. If a 2, 3 or 12 is rolled you win 7 times your bet.

Any 11 and E

This is a one-roll proposition that can be on any roll. If an 11 is rolled you win 15 times your bet.

Horn Bet

This is a one-roll proposition that can be bet on any roll. If a 2, 3, 11 or 12 is rolled, you win. The win is based on the number rolled.