

HOP BET

You can bet the Hop Bet on any roll of 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. The most common phrases used for booking Hop Bets are “On the Hop” or “On the next roll.”

Some common multi-dollar group bets are as follows:

- Two Way Five: Covers the combination of FIVE, trey-deuce and four-ace.
- Two way Nine: Covers the two combinations of NINE, six-trey and five-four.
- Three Way Seven: Covers all three combinations of SEVEN, six-ace, five-deuce, and four-trey.

CRAPS PAYOUT ODDS

PAYOUT ODDS

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

PASS LINE ODDS,

COME BET ODDS & BUY BETS

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

DON'T PASS LINE LAY ODDS,

DON'T COME LAY ODDS & LAY BETS

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

PLACE BETS (TO WIN)

Points of 4 or 10	9 to 5	Points of 6 or 8	9 to 1
Points of 5 or 9	7 to 5	Points of 4 or 10	7 to 1
Points of 6 or 8	7 to 6		

HARDWAYS

FIELD BETS

3, 4, 9, 10 or 11	1 to 1	Any 7	4 to 1
2 or 12	2 to 1	Any Craps	7 to 1

PROPOSITIONAL BETS

Any 7	4 to 1
Any Craps	7 to 1
Three Craps or Eleven	30 to 1
Two Craps or Twelve Craps	30 to 1

HIGH HORN BETS-HORN BETS

Payout based on 2 Craps, 3 Craps, 12 Craps and 11.
Payout odds shown above.

HOP BETS

Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-Six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1



CRAPS

GAMING GUIDE

CRAPS is a fast action game played on a large table that offers a variety of bets on the layout. Each bet is dependent upon the point value of the uppermost side of the two dice that have come to rest after having been thrown by a player or "Shooter".

PASS LINE

If you place a bet on the Pass Line and the first roll of the dice (known as the "Come Out Roll") is a 7 or 11 you win automatically. If a 2, 3 or 12 is rolled, you "crap out" or lose. Any other number rolled (i.e., 4, 5, 6, 8, 9 or 10) becomes the Pass Line "point." Pass Line bets win if the Shooter rolls the point before rolling a 7. If a 7 is rolled prior to the point being made, the Shooter "sevens out" and the Pass Line bet loses. The Shooter continues to roll the dice until he or she sevens out, whereupon the dice pass to the next player. You need not be the Shooter to make a Pass Line bet.

DON'T PASS LINE

The Don't Pass Line bet is the opposite bet of the Pass Line. That is, the bet wins automatically on the Come Out Roll if a 2 or 3 is rolled and loses if a 7 or 11 is rolled. A roll of 12 is a push on the Don't Pass Line. Any other number rolled becomes the point. To win, a 7 must roll before the point is thrown. If the point is rolled prior to a 7 the bet loses. As before, you need not be the Shooter to make this bet.

COME

You can bet the "Come" at any time after a point has been established on the Pass Line. The win-loss rules are the same as for the Pass Line. The next roll of the dice determines whether you automatically win or lose or establishes the point which must be rolled before a 7 to win. The Come bet and Point are independent of the Pass Line Point.

DON'T COME

The Don't Come bet may be made any time after a Pass Line point has been established. The win-loss rules are the same as for the Don't Pass Line, but the automatic win, loss or determination of the point is established by the next roll of the dice. Like the Come bet, the Don't Come bet allows a player to bet on each roll of the dice. Pass Line, Don't Pass, Come and Don't Come bets are paid even money. Pass Line and Don't Pass Line bets may be made only on the Come Out Roll and may not be bet after the point is established. Pass Line and come bets cannot be removed or reduced after a "Come Out Point" or "Come Point" has been established. Don't Pass Line and Don't Come bets may be decreased or removed at any time but never increased or replaced.

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 any time. 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 and Don't Come bets, 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.

HARDWAYS

Hardways bets are located in the center of the layout and are placed by the dealer. Hardways may be bet on any roll. There are four possible Hardway combinations: Hard Six (two 3's) and Hard Eight (two 4's), pay 9 to 1, and Hard Four (two 2's) and Hard Ten (two 5's), pay 7 to 1. You win if the Hardway you are betting rolls before a 7 or a non-pair combination of the number bet. For example, a Hard Six wins only if two 3's are thrown before a 7 or before an "Easy Way" 5-1 or 4-2 combination. Hardways are always OFF (inactive) unless you designate the bet to be in action /ON (active) on the Come Out Roll.

The following are bets that may be made on any roll which win or lose depending upon the outcome of the next roll of the dice. They win if the number or numbers bet rolls and lose if any other number rolls.

ANY SEVEN

You can bet Any Seven on any roll of the dice. If a 7 rolls, you win and are paid 4 to 1. This is a one roll bet.

ANY CRAPS

You can bet Any Craps on any roll of the dice. If 2, 3 or 12 rolls, you win and are paid 7 to 1. This is a one roll bet.

2, 3, 11 OR 12

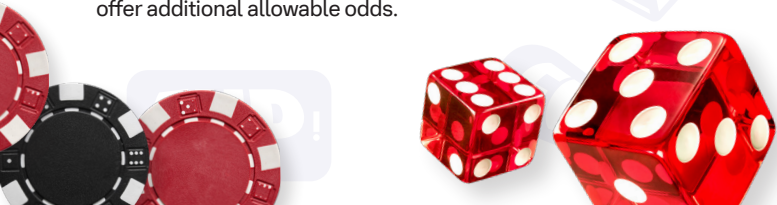
You can bet any of these four numbers individually on any roll of the dice. These are one roll bets. The winning payoff on the 2 or 12 is 30 to 1. The winning payoff on 3 or 11 is 15 to 1.

HORN

You can bet the Horn bet on any roll of the dice. The Horn is a combination of four numbers; 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 2, 3, 11 or 12 and is paid accordingly.

HORN HIGH

You can bet the 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 bet 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.



CRAPS SIDES

HOW TO WIN! LOW SIDE! HIGH SIDE! ALL SIDES!

CRAP SIDES is a set of three independent proposition wagers. Any of the Craps Sides wagers may be made prior to the shooter's original "come out" roll or after any 7.

LOW SIDE

2,3,4,5,6 before rolling a 7.

HIGH SIDE

8, 9, 10, 11, 12 before rolling a 7.

ALL SIDES

All numbers BUT 7 will be rolled before a 7.

You may make one or more of these wagers only after a 7 rolls and only on the come out roll. Each number is printed on the layout and is covered with a matching lammer when that number is rolled. When all the numbers are covered for a particular wager, that wager is considered a winner. The wagers are then paid and the bets are taken down. All Craps Sides wagers lose when ANY 7 is rolled.

LOW SIDE

2, 3, 4, 5, 6

PAYS

30 to 1

ALL SIDES

2, 3, 4, 5, 6, 8, 9, 10, 11, 12

PAYS

150 to 1

HIGH SIDE

8, 9, 10, 11, 12

PAYS

30 TO 1

