

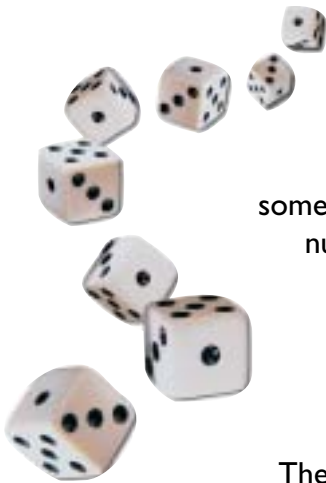
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Craps

Craps is an exciting game played with a pair of dice and provides variety of favorable bets throughout the game. Many view it as one of the most exciting games in the casino. See rules for both traditional and simplified versions of the game.

Basic Rules

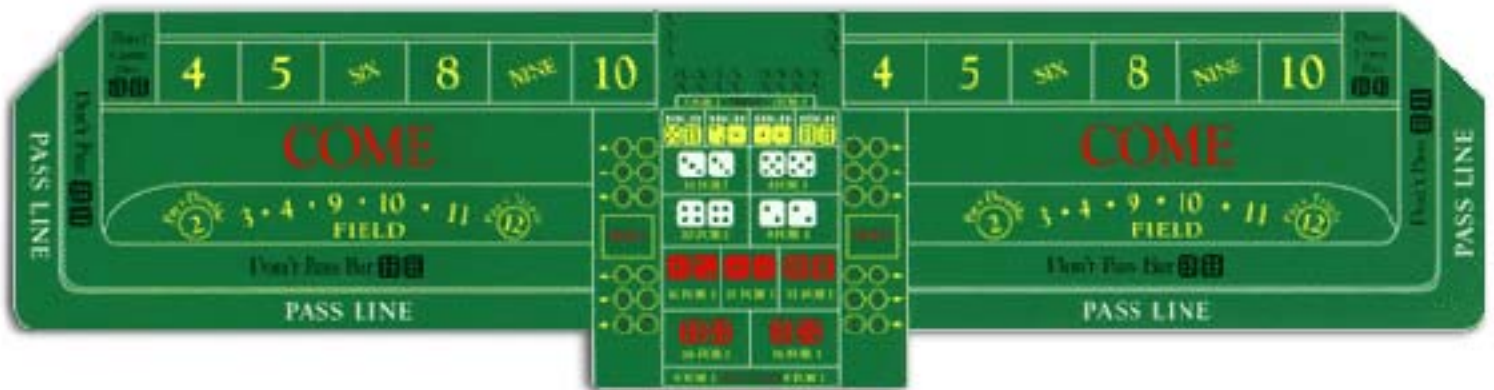


At the start, the shooter rolls the dice, and this beginning roll is called a "come-out" roll. The shooter continues making "come-out" rolls until something OTHER than a 2, 3, 7, 11, or 12 shows up. When this happens, the number rolled is called the "point." So if a shooter rolls a 2, 7, and then an 8, the 8 becomes the point. Then, the shooter continues to roll the dice until the point (in this case, 8) repeats, or a 7 comes up. When either of these things happen, that particular round of play is over, and the shooter makes a new come-out roll.

The game is tracked using a plastic "puck." The puck is black on one side, and white on the other. If the puck is turned black side up, it simply means that the shooter is making a come-out roll. After the shooter makes a point, the puck is flipped over, with the white side up, and placed in a box that corresponds to the point.



Craps Table Layout



Prior to the "come-out" roll a player must make a wager on the pass line or don't pass line. After shooter has established the "point" players can also place odds bets. A quick breakdown is included below:

PASS LINE

An even money bet, made on the first roll of the dice (known as the "come-out roll"). You win if a 7 or 11 roll, or lose if 2, 3, or 12 roll (also known as "craps"). Any other number that rolls becomes the "point" and the point must roll again before a 7 to win.

DON'T PASS LINE

An even money bet, which is the opposite of the pass line bet. You lose on the "come out roll" if the shooter rolls a 7 or 11. You win on a 2 or 3. A 12 is a tie. Once a point is established, you lose if the point is thrown and win if a 7 rolls.

COME BETS

Made anytime after the first roll when the shooter has a point to make. You win on 7 or 11 and lose on 2, 3, or 12. Any other number becomes your "come point" and must be repeated for you to win before a 7 rolls.

DON'T COME BETS

Made anytime after the first roll when a shooter has a point to make. It is the opposite of the come bet. You win if a 2 or 3 roll (12 is a tie), and lose if 7 or 11 roll. Any other number becomes your "come point" and if repeated you lose. If a 7 rolls you win.

Craps Table Layout Continued

ODDS

Once a point is made on the first roll or a come point on a succeeding roll, you may take the odds and win if the point or come points are made before a 7.

- Win even money on 6 or 8
- 3 to 2 on 5 or 9
- 2 to 1 on 4 or 10
- "Don't pass" or "don't come" bets are reverse: you must lay the odds in order to win.

PLACE BETS

Once a shooter makes a point, you may make a "place bet" on 4, 5, 6, 8, 9, and 10. If the shooter rolls any of these numbers before a 7 you win the following payoffs on our tables:

- even money on the 6 or 8, 3 to 2 on the 5 or 9
- 2 to 1 on the 4 or 10.

FIELD BETS

A one roll bet.

- Win even money on 3, 4, 9, 10, 11
- You lose on 5, 6, 7, or 8
- Win 2 to 1 on 2 and 12

PROPOSITION BETS

These bets are found in the center of the table and are one roll bets. You are betting that on the very next roll of the dice any of these numbers will come up:

- Any craps (2, 3, or 12) pays 8 to 1
- Ace-Deuce (3) or Eleven (11)
- Aces (2) or Twelve (12) pays 31 to 1
- Seven (7) pays 5 to 1

HARDWAYS

A hardway bet is not a one roll bet. You are betting that the shooter rolls a pair. Hardways win if the dice roll as a pair and lose if a 7 rolls or a number is thrown "the easy way." Example: If you bet a hard 8 and the dice roll 4,4 you win. If the dice roll "easy" 5,3 or 6,2 you lose.

- Hard 4 or 10 pays 8 to 1
- Hard 6 or 10 pays 10 to 1





Beat the Dealer

(EZ CRAPS)

Beat the dealer is an easier dice game that is played as follows.



RULES:

- The Players place their bets on the Passline.
- The Dealer rolls for his point.
- If the Player's bet is on the Passline and the Dealer rolls a 7 or 11 you win.
- If the Dealer rolls a 2, 3, or 12 (these are CRAPS numbers) - you lose.
- If the Dealer rolls any of the following numbers - 4, 5, 6, 8, 9, or 10 - that number becomes the Point, and the Shooter must now roll that number to push, or a greater number to win.
- Each Player tries to roll the Point number to beat the Dealer's Point.
- The payoff odds differ from 1 to 1 when a Player beats the Dealer's Point by rolling doubles - all the Players win 3 to 1

BANG (EZ CRAPS)

BANG is a dice game combining the rules of Beat the Dealer & Craps!

RULES:

- Place your bets on the Passline.
- The Dealer rolls for his Point.
- If your bet is on the Passline and the Dealer rolls a 7 or 11 - you win.
- If the Dealer rolls a 2, 3 or 12 (these are CRAPS numbers) - you lose.
- If the Dealer rolls any of the following numbers - 4, 5, 6, 8, 9 or 10 - that number becomes the Point, and the Shooter must now roll that number to push, or a greater number to win.
- Each Shooter tries to roll the Point number, or roll numbers to payoff on the other bets.

AVAILABLE BETS:

PASSLINE (NOTE: Passline bets must be made before the Dealer establishes his Point.)

- The Dealer starts the game by rolling his Point:
 - If he rolls 7 or 11, everyone on the line wins.
 - If he rolls 2, 3 or 12 (CRAPS) everybody on the line loses. Any other number is the Dealer Point.
- Shooter now has one roll to beat this Point: If the Shooter beats the Dealer Point he and everyone on the Passline rolls a new Point and the same Shooter tries again to beat it. Ties push and the Dealer rolls a new Point and the same Shooter tries again. If the Shooter doesn't beat the Point, he and all Passline bets lose.
- The Dealer now starts over and rolls a new point, rotating the dice clockwise to the next Shooter.

FIELD

- One bet gets you all the numbers listed, one of those numbers must come up on the very next roll of the dice after the bet is placed. (Field is available to bet anytime, even on Dealer's Comeout Point.)

OVER/UNDER 7

- A bet that the next dice roll after you place your bet on this spot will be Over 7 or Under 7.
- If a 7 is rolled it is a tie (or a push) - no one wins, no one loses.
- (Over/Under 7 can be bet anytime, even on the Dealer's Comeout Point.)

6 OR 8 BEFORE 7

- A bet that a 6 or 8 will be rolled before a 7 is rolled.
- Bet on each individually - not combined.
- You can bet on both if you choose. This bet stays there until 6 or 8 (whichever one you have bet) is rolled; then you are paid even money. If a 7 is rolled before a 6 or 8 your bet loses.
- (6 or 8 Before 7 is available only after the Dealer Point is established.)