



Electronic Table Games Rules - Craps

1. Craps is a dice game which uses a pair of dice. Wagers are placed on the outcome of a single roll or a series of rolls. Wagers are placed prior to any roll of the dice. Wagering will end prior to the dice being set in motion. The dice will vibrate on the table for a predetermined amount of time and once this time runs out, the winning combination will be revealed.
2. The aim of the game is to guess the number that will come up after a pair of dice has been rolled. The outcome of the game depends on the total of the two dice thrown (the roll) and the type of bet placed. If there is a discrepancy between the game results shown on the player terminal and those shown on the secondary display, the results will be based on those shown on the player terminal only.
3. Insert note(s) or ticket(s) to receive on screen credits. A bet must be placed before the betting time is over. The remaining betting time is displayed in the timer at the top left corner of the game screen. Choose the chip value and tap the desired wager spots on the game layout or drag the chips one at a time to the desired wager spot. Repeatedly tapping a chip that is already on the table will increase its value, provided there are enough credits available and total bets don't exceed either highest or lowest value set by the venue. The maximum bet limit cannot be exceeded by the total amount of all individual bets being wagered on a roll. A different maximum bet limit can also be set for each individual bet type. The individual maximum bet type limit can be less than the maximum bet limit. If a bet does not meet the Minimum Bet Limit, the chips become red. If the bet isn't increased to the Minimum bet value, it will be returned after "No more bets".
4. The player can view available bet limits for all the bets on the table. Maximum and minimum total bets are displayed in the information box at the top of the players screen. Maximum and minimum bets, as well as the highest possible win amount for each betting field will be shown if the player uses the toggle switch marked "Show Bet Limits", located in the Options menu. These amounts will be indicated by different colors and shown on each betting field.
 - a. Max total bet
 - i. Max total bet is the maximum combined value of all bets (in currency or in credits) which can be played in a single game round.
 - b. Min total bet
 - i. Min total bet is the minimum combined value of all bets (in currency or in credits) which must be placed in a single game round in order to participate in the game.
 - c. Min bet



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- i. Min bet (marked red) is the minimum bet value (in currency or in credits) which is allowed to be placed on a betting field.
 - d. Max bet
 - i. Max bet (marked green) is the maximum bet value (in currency or in credits) which is allowed to be placed on a betting field.
 - e. Max win
 - i. Max win (marked yellow) is the maximum winning amount (in currency or in credits) which can be achieved on a particular betting field.
5. The dice begin to vibrate on the Craps center.
 6. A few seconds after the dice begin to vibrate the voice announces "No more bets", from that moment, no one is allowed to place or change their bets until the game is completed and bets for the next game are opened for betting.
 7. The winning number (sum of dice values) is electronically detected and announced, all the wins are automatically calculated and paid. Any wagers that were not won or lost after the dice roll will remain on the table for the next roll.
 8. All wins are paid in currency or in credits.
 9. Using the Save/Recall button, you can access the Save/Recall menu, enabling you to save and recall different bet patterns. You can save up to 3 patterns. All patterns will be saved in credits. The cash value of the credits depends on the selected denomination. Place your chips on the desired field. All chips in the game at the time of saving will be part of the saved pattern, including those placed on side bets. To save a pattern, access the Save/Recall menu and press the Save button on one of the available saving fields. Saved patterns can be overridden by placing a new pattern and pressing the Save button on one of the already populated saving fields. To replace the previous pattern with a new one, press Override. Otherwise press Cancel. To recall a saved pattern, access the Save/Recall menu and press Recall "Ghost" chips will be placed in the saved pattern. To confirm your choice, press Confirm. If you do not wish to use the pattern, click Cancel. If there are not enough credits for placing a particular pattern with the chosen chip value, the value of the chips will automatically be reduced to meet credit limitations. If player credit is too low to accomplish this, the pattern will not be placed.
 10. In Craps, the "?" symbol provides summary information on some bets.



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11. Simultaneously placing the Lay/Buy, Come/Don't Come and Pass Line/Don't Pass is not allowed in this game.

12. Come-Out roll

- a. When the Point indicator is set to OFF, the dice roll is called the Come-Out roll. There is no shooter in this game of Craps. Dice are being rolled after the game timer runs out and the bets are closed.

13. Pass Line

- a. A Pass Line bet can only be placed on the Come-Out roll. Pass Line bets win on a roll of 7 or 11 and lose on 2, 3, or 12 (Craps) in the Come-Out roll. Other results (4, 5, 6, 8, 9, or 10) establish a Point which is marked on the layout with the puck set to ON. Pass line bets win if the Point is rolled again prior to a 7. A Pass Line bet cannot be removed after the Come-Out roll.
- b. PASS LINE (on 7 or 11) pays 1 to 1

14. Pass Line Odds

- a. After a Point is established, an additional bet can be made that the Point will be repeated before a 7 is rolled out. When Pass Line Odds are available, a pop-up window will appear to assist with betting. The Player can bet any amount up to a maximum preset multiplier of the Pass Line bet. This bet can be removed at any time prior to the timer running out.
 - i. PASS LINE ODDS (on 4 or 10) pays 2 to 1.
 - ii. PASS LINE ODDS (on 5 or 9) pays 3 to 2.
 - iii. PASS LINE ODDS (on 6 or 8) pays 6 to 5.

15. Don't Pass

- a. The Don't Pass is the opposite of the Pass Line bet. It can only be placed on the come-out roll and wins on a roll of 2 or 3 and loses on a roll of 7 or 11. If a 12 is rolled out, the bet becomes a Push neither winning nor losing. Once a Point is established, the bet wins if a 7 is rolled before the Point is rolled again and loses if the Point is rolled before a 7.
- b. This bet can be removed at any time prior to the timer running out, provided the Don't Pass Odds bet is taken down first.
 - i. DON'T PASS (on 2 or 3) pays 1 to 1



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- ii. DON'T Pass (on 12) is pushed

16. Don't Pass Odds

- a. After a Point is established, an additional bet can be made that the 7 will be rolled before the Point. When Don't Pass Odds are available, a pop-up window will appear to assist with betting. The Player can bet any amount up to the maximum preset multiplier of the Don't Pass bet. This bet can be removed at any time prior to the timer running out.
 - i. DON'T PASS ODDS (on 4 or 10) pays 1 to 2
 - ii. DON'T PASS ODDS (on 5 or 9) pays 2 to 3
 - iii. DON'T PASS ODDS (on 6 or 8) pays 5 to 6

17. Come

- a. A Come bet acts like the Pass Line bet but is made after the Point has been established. A Come bet wins on 7 or 11 and loses on 2, 3, or 12. If a Point is thrown, the Come bet is moved to that Point and wins if that Point is repeated before a 7 is rolled. Come bets are called contract bets and may not be taken down or turned off.
 - i. COME (on 7 or 11) pays 1 to 1

18. Come Odds

- a. After a Point is established, an additional wager can be placed on the Point for a chance at this additional win opportunity. The Come Odds wager pays if the Point is rolled again prior to 7 and loses if a 7 is rolled prior to the Point. This bet can be removed at any time prior to the timer running out. Odds bets are automatically turned off on a Come-Out roll.
 - i. COME ODDS (on 4 or 10) pays 2 to 1
 - ii. COME ODDS (on 5 or 9) pays 3 to 2
 - iii. COME ODDS (on 6 or 8) pays 6 to 5

19. Don't Come

- a. A Don't Come bet acts like a Don't Pass bet but is made after the Point has been established. A Don't Come bet wins on a roll of 2 or 3 and loses on a roll of 7 or 11. Don't Come bets Push on a Come-Out roll of 12. If a Point is thrown, the bet is moved to that Point and the bet wins if a 7 is rolled prior to the Point being rolled again. The bet is



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lost if the Point is rolled before a 7. This bet can be removed at any time prior to the timer running out.

- i. DON'T COME pays 1 to 1

20. Don't Come Odds

- a. After a Point is established, an additional bet can be placed against the Point for a chance at this additional win opportunity. The Don't Come Odds wager pays if a 7 is rolled prior to the Point and it loses if the Point is rolled again prior to a 7. This bet can be removed at any time prior to the timer running out.

- i. DON'T COME ODDS (on 4 or 10) pays 1 to 2
- ii. DON'T COME ODDS (5 or 9) pays 2 to 3
- iii. DON'T COME ODDS (6 or 8) pays 5 to 6

21. Multi – Roll bets remain in action until resolved and can be removed at any time prior to timer running out.

a. Place

- i. A Place wager can be placed on a specific number when the timer is running. Each place bet wins when the specific number is rolled. All Place bets are lost when a 7 is rolled. This bet can be removed at any time prior to the timer running out. Place bets are automatically turned off on a Come-Out roll. Each Place bet pays if its Point is rolled before a 7.

- 1. Place (on 4 or 10) pays 9 to 5
- 2. Place (on 5 or 9) pays 7 to 5
- 3. Place (on 6 or 8) pays 7 to 6

b. Buy

- i. The Buy wager can be placed on a specific number when the timer is running. This bet pays at true odds. A Buy bet wins when the specific number is rolled the bet is lost when a 7 is rolled. A 5% commission is charged on the wager amount. No commission is charged if the bet is taken off, loses or neither wins nor loses. This bet can be removed at any time prior to the timer running out. Buy bets are automatically turned off on a Come-Out roll.

- 1. Buy (on 4 or 10) pays 2 to 1
- 2. Buy (on 5 or 9) pays 3 to 2



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3. Buy (on 6 or 8) pays 6 to 5

c. Lay

- i. A Lay bet against the Point can be made when the timer is running. This bet pays at true odds. A Lay bet wins if a 7 is rolled and the bet is lost when the specific number is rolled. A 5% commission is charged on the win amount. No commission is charged if the bet is taken off, loses or neither wins or loses. This bet can be removed at any time prior to the timer running out.

1. Lay (on 4 or 10) pays 1 to 2
2. Lay (on 5 or 9) pays 2 to 3
3. Lay (on 6 or 8) pays 5 to 6

d. Big 6

- i. Should a 6 come up before a 7 is rolled out, the Player will win even money. The Player loses on a roll of 7.

1. Big 6 pays 1 to 1

e. Big 8

- i. Should an 8 come up before a 7 is rolled out, the Player will win even money. The Player loses on a roll of 7.

1. Big 8 pays 1 to 1.

f. Hard Ways

- i. The hard way numbers win when they are rolled as a pair. If these numbers are rolled in any other combination, they are said to be rolled "easy" and the Player loses. The Player also loses when a 7 is rolled out.

1. Hard Way 2-2 pays 7 to 1
2. Hard Way 3-3 pays 9 to 1
3. Hard Way 4-4 pays 9 to 1
4. Hard Way 5-5 pays 7 to 1



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22. One Roll Bets are determined by a single roll of dice. They either win or lose.

- a. Field – The Player wins with a roll of 2, 3, 4, 9, 10, 11, or 12.
 - i. Field (on 3, 4, 9, 10 or 11) pays 1 to 1
 - ii. Field (on 2) pays 2 to 1
 - iii. Field (on 12) pays 2 to 1
- b. Seven – The Player wins with a roll of 7.
 - i. Seven pays 4 to 1
- c. Any Craps – the Player wins with a roll of 2, 3, or 12.
 - i. Any Craps pays 7 to 1
- d. Two – The Player wins with a roll of 2.
 - i. Two (Horn 2) pays 30 to 1
- e. Three (Ace – Deuce) – The Player wins with a roll of 3.
 - i. Three (Horn 3) pays 15 to 1
- f. Eleven (Yo) – the Player wins with a roll of 11.
 - i. Eleven (Horn 11 or E) pays 15 to 1
- g. Twelve (Boxcars) – The Player wins with a roll of 12.
 - i. Twelve (Horn 12) pays 30 to 1
- h. Horn – The Player wins with a roll of 2, 3, 11 or 12 and loses on any other number.
 - i. Horn (on 2 or 12) pays 27 to 4
 - ii. Horn (on 3 or 11) pays 3 to 1
- i. C&E – All C&E bets are split equally between the Any Craps bet and the Eleven bet. The bet is won when either the Any Craps bet or Eleven bet is hit.
 - i. C&E (on 2, 3, or 12) pays 3 to 1
 - ii. C&E (on 11) pays 7 to 1



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j. Hop Bet – A one roll wager in which the Player bets that a specific combination of the dice will appear on the very next roll of dice.

- i. Hard Hop 2-2, 3-3, 4-4, or 5-5 pays 30 to 1
- ii. Hop 1-3, 1-4, 1-5, 1-6, 2-3, 2-4, 2-5, 2-6, 3-4, 3-5, 3-6, 4-5, or 4-6 pays 15 to 1

23. Optional Bet

- a. Lucky Shooter – The Lucky Shooter bet can only be made before each new Come-Out roll. Once a point is established, you cannot initiate, add to, or remove the bet.
 - i. The object is to first establish a Point, then roll the 5 other Box Numbers (4, 5, 6, 8, 9, 10 excluding the Initial Point) in any order during the next 5 rolls, and then roll the Initial Point on the 6th roll.
 - ii. If a 7 or 11 is rolled on the Come-Out roll, the game ends and the bet remains in play for the next Come-Out roll.
 - iii. If a 2, 3, or 12 is rolled on the Come-Out roll, the game ends and the bet loses. If a point is established on the Come-Out roll, the game ends when any number other than one of the remaining (not already rolled) 5 box numbers is rolled.
 - iv. If all 5 box numbers are rolled, then the game ends after the 6th and final roll.
 - 1. 5/5 other points + main point pays 500 for 1
 - 2. 5/5 other points pays 100 for 1
 - 3. 4/5 other points pays 10 for 1
 - 4. 3/5 other points pays 4 for 1
 - 5. 2/5 other points pays 2 for 1
 - 6. 1st roll 7 or 11 pays 1 for 1

24. Machine malfunction voids all pays and plays.

25. Side betting between and amongst players, with or against the house, is prohibited.

26. The Clearwater Casino is not responsible for lost or stolen tickets.

27. Any patron disputes will be processed in accordance with Clearwater Casino's currently approved *Dispute Resolution Process Memorandum*.