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HOW TO PLAY  
**CRAPS**

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ATLANTIC CITY

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This fast-paced game is played by placing various bets on a Craps table and throwing two dice to the opposite end of the table. The game begins with a come-out roll. The dice are offered to the player in a clockwise direction around the table. To shoot the dice, a player must bet either the Pass Line or the Don't Pass Line. The shooter selects a pair of dice and tosses them past the stickperson dealer to the other end of the game, where they need to bounce off the craps table wall. Once a point is established, players bet that the point will or will not roll again before a 7, as well as other betting options.

## WAGERS

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**PASS LINE** | Pass Line Bets can be made only before the first roll of the dice known as the "Come Out Roll." Players win on a natural 7 or 11 and lose on craps 2, 3 or 12 on the Come Out Roll. Any other number rolled becomes the point. To win, the shooter must roll their point again before rolling a 7. A Pass Line Bet cannot be placed, reduced or removed once the Point has been established until it wins or loses. This bet pays even money.

**DON'T PASS LINE** | Don't Pass Line Bets are the opposite of the Pass Line Bets. Don't Pass Bets can only be made before the Come Out Roll. Don't Pass Bets lose on a natural 7 or 11 on the Come Out Roll, win on craps 2 and 3 but should the shooter roll a 12, the bet does not win or lose, it is a "Push." Any other number rolled becomes the point and the player shall win if the shooter rolls a 7 before rolling their point. Don't Pass Bets may be removed or reduced at any time during the hand; however, the bet may not be increased or replaced once the point has been established. This bet pays even money.

**COME BETS** | Come Bets are made any time after a shooter has rolled a point. These bets are similar to Pass Line Bets in that they become subsequent points during a shooter's roll. Come Bet rules are the same as Pass Line rules. The dealer moves the wager to the box that corresponds to the number that was rolled. A Come bet cannot be reduced or removed after a number is established for such bet.

**DON'T COME BETS** | Don't Come Bets are also made any time after a shooter has established their point. The Don't Come rules are the same as Don't Pass rules. The dealer moves the wager behind the box that corresponds to the number that was rolled. This bet pays even money.

**FIELD BETS** | A Field Bet is a one roll bet that can be made at any time. If any of the printed numbers in the Field section of the layout are rolled, the player wins. Winning bets are paid even money on 3, 4, 9, 10 and 11; the 2 and 12 pay 2 to 1.

**PLACE BETS** | Place Bets are a wager that a specific number (4, 5, 6, 8, 9 or 10) will roll before a 7 rolls. Place Bets can be made at any time during play and can be made on any or all of the point numbers. A Place Bet may be increased or decreased at any time during play prior to a roll of the dice. Place Bets are off on the Come Out Roll unless the player specifies that the bets are in action. Bets on the 4, 5, 9 and 10 must be made in increments of \$5; Bets on the 6 and 8 must be made in increments of \$6. The payout odds on the 4 & 10 are 9 to 5; 5 & 9 are 7 to 5; 6 & 8 are 7 to 6.

**BUY BETS** | A Buy Bet is the same as a Place Bet except the player receives true odds on the payout by paying a commission of 5% when placing the wager. Buy Bets are inactive on the Come Out roll unless the player states otherwise. Buy Bets may be increased, decreased or removed at any time during play prior to a roll of the dice. The payout odds on the 4 & 10 are 2 to 1, 5 & 9 are 3 to 2, and 6 & 8 are 6 to 5.

**LAY BETS** | A Lay Bet can be made against any of the point numbers 4, 5, 6, 8, 9 and 10. The Lay Bet wins if 7 rolls before the point number that has been established. The player receives true odds on the payout by paying a commission of 5% on the amount potentially won when making the wager. Lay Bets may be increased, decreased or removed at any time during play prior to a roll of the dice. The payout odds on the 4 & 10 are 1 to 2, 5 & 9 are 2 to 3, and 6 & 8 are 5 to 6.

**ODDS** | Odds wagers are made in addition to the Pass, Don't Pass, Come or Don't Come bets. Pass and Don't Pass odds are placed by the player and Come and Don't Come odds are placed by the dealer at the request of the player. Odds wagers are placed any time after the Come Out roll. The payout odds on the Pass and Come are the same as Buy Bets. The payout odds on the Don't Pass and Don't Come are the same as Lay Bets.

**HARDWAYS** | A Hardway bet is a wager that an even point number of 4, 6, 8 and 10 will roll as a pair on the dice before it rolls easy (not a pair) or before 7 rolls. Hardway wagers may be placed at any time and are inactive on the Come Out roll unless specified otherwise by the player.

**PROPOSITION BETS** | Proposition bets are located in the center of the craps table and are placed by the dealer. They are one roll bets that may be made at any time and winning wagers remain in action unless the player states otherwise.

**ANY CRAPS** | Any Craps is a one roll bet that a 2, 3 or 12 will roll. If any other number is rolled, the bet loses. The payout odds for winning wagers are 7 to 1.

**CRAPS/11 SPLIT (C&E)** | A C&E is a one roll combination bet on the Any Craps and 11. If Craps rolls, it pays 3 times the total bet. If 11 rolls, it pays 7 times the total bet. The bet is made in even increments.

**ANY SEVEN BET** | Any Seven Bet is a one roll bet. If a 7 is rolled, the bet wins. If any other number rolls, the bet loses.

**2, 3, 11 OR 12 BETS** | 2, 3, 11 or 12 Bets are four individual one roll bets. If the number that is bet is rolled, the bet wins. If any other number rolls, the bet loses.

**HORN BETS** | A Horn Bet is a one roll bet made with equal amounts of money on each of the 2, 3, 11 and 12. If any of these numbers are rolled, the bet wins. If any other number is rolled, the bet loses. This wager is made in increments of \$4.

**HORN HIGH BETS** | A Horn High Bet is a one roll bet like the Horn Bet with the exception that one designated number has one extra unit bet on it. Horn High Bets are made in unit amounts of five. The player wins if any 2, 3, 11 or 12 is rolled and loses if another number is rolled.

**HOP BETS** | Hop Bets are one roll bets that the dice will land on a specific dice combination. It will lose should any other combination of the dice roll. If the dice roll is a hard way (matched pair) the payout odds are 30 to 1. If the dice roll is an easy way (unmatched pair) the payout odds are 15 to 1.

**OPTIONAL BONUS CRAPS WAGER** | A Bonus Craps wager is a bet that a series of numbers rolls before a 7. The "All Small" wager is a bet that a 2, 3, 4, 5 and 6 will roll before a 7. The "All Tall" wager is a bet that an 8, 9, 10, 11 and 12 will roll before a 7. A "Make em All" wager is a bet that a 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 will roll before a 7.



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