NORTHERN INDIANA

PLAYERSEDGE Please see the Player Club for complete details and official rules. Hard Rock Casino Northern Indiana may modify or cancel promotions at any time with the approval of the Indiana Gaming Commission. Non-transferable. Nonnegotiable. Must be 21 or older to gamble. Gambling Problem? Call 1-800-9-WITH-IT.

HOW TO PLAY CRAPS

YOUR GUIDE TO PLAYING CASINO TABLE GAMES

PLAYERSEDGE

PLAYING THE GAME

HOW IT WORKS

Craps is an exciting, fast-paced, action-packed game utilizing a pair of dice. Here are some basics to get you started shooting Craps.

One player, known as the "Shooter", throws the dice. All wagers must be placed before the shooter throws the dice. The types of wagers that can be made are:

Pass: 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, 3,12 roll (known as "Craps"). Any other number that rolls becomes the "Point" and the point must be rolled again before a 7 to win.

Don't Pass Line: An even money bet, which is the opposite of the pass line. You lose on the "Come Out" roll if the shooter rolls a 7 or 11. You win on a 2 or 3 (12 is a tie). Once a point is established, you lose if the point is thrown and win if 7 rolls.

Come Bets: Made any time after a shooter has established a point. You win on a 7 or 11 and lose on a 2, 3, or 12. Any other number becomes your "Come Point" and must be repeated for you to win before 7 rolls.

Don't Come Bets: Made any time after a shooter has established a point. It is the opposite of the come bet. You win if 2 or 3 roll (12 is a push), and lose if 7 or 11 roll. Any other number rolled becomes your "Don't Come Point" and if repeated you lose. If 7 rolls you win.

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. Payoffs are:

4 and 10	2 to 1
5 and 9	3 to 2
6 and 8	6 to 5

"Don't pass" or "Don't Come" bets are in reverse: you must lay the odds in order to win.

Place Bets: You may make a "Place Bet" on numbers 4, 5, 6, 8, 9 and 10. If the shooter rolls any of these numbers before a 7, you win the following payoffs:

4 and 10	9 to 5
5 and 9	7 to 5
6 and 8	7 to 6

Field Bets: A one roll bet. You win even money on 3, 4, 9, 10, and 11.You win 2 to 1 on 2 and 12. Any other number you lose.

Low Dice: A bet shall mean a one roll wager that will win if 2, 3, 4, 5 or 6 is thrown, and loses if a 7, 8, 9, 10, 11 or 12 is thrown. Payouts are as follow: 5 to 1 on 2; 1 to 1 on 3, 4, 5, 6.

High Dice: A bet shall mean a one roll wager that win if 8, 9, 10, 11 or 12 is thrown, and loses if 2, 3, 4, 5, 6 or 7 is thrown. Payouts are as follow: 5 to 1 on 12; 1 to 1 on 8, 9, 10, 11.

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

Any Craps (2, 3, or 12)	7 to 1
Aces or Twelve	30 to 1
Ace-Deuce or Eleven	15 to 1
Sevens	4 to 1

Hard Rock N' Dice Bet: All wagers can be placed after the shooter rolls a seven. Numbers may be rolled in any order before rolling a seven.

Low String (2, 3, 4, 5, 6)	34 to 1
High String (8, 9, 10, 11, 12)	34 to 1
Rock N' All (2, 3, 4, 5, 6, 8, 9, 10, 11, 12)	175 to 1

Hop Bets: A Hop Bet is a wager on the outcome of the next roll of the dice. The casino already allows some Hop Bets at the casino. A "yo" eleven wager is simply a "six-five hopping." It is a wager that the next roll will be a six and a five. A twelve craps wager is a bet that the next roll will be a six and a six or "six-six on the hop."

Any same number combination	30 to 1
Any different number combination	15 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 7 rolls or if the number 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 Four or Ten	7 to 1
Hard Six or Eight	9 to 1

Sharp Shooter Bet: This bet is placed prior to the come out roll of a new shooter and is paid against the pay table below if the shooter makes at least three points before a seven-out. Pay table:

Consecutive points	
10	299 to 1
9	200 to 1
8	100 to 1
7	50 to 1
6	30 to 1
5	20 to 1
4	9 to 1
3	5 to 1