

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:

Craps No More is similar to standard Craps but with some distinct exceptions:

1. There are ten numbers which can become the point. Those numbers are 2, 3, 4, 5, 6, 8, 9, 10, 11, & 12. The 2, 3, 11 and 12 will become the point if rolled on the come out roll.
2. The numbers 2, 3, 11 and 12 can be wagered as place, buy and put bets. Odds can be taken on these numbers as well.
3. Additional proposition bets are offered as detailed below.
4. There are no Don't Pass Line or Don't Come bets in Craps No More.

Other procedures and rules such as minimums/maximums, dice characteristics, valid rolls, dice inspection, etcetera remain consistent with the base Craps game.



NORTHERN INDIANA

PLAYERS^{EDGE} 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 NO MORE

YOUR GUIDE TO PLAYING
CASINO TABLE GAMES

PLAYERS**EDGE**

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Pass:

An even money bet, made on the first roll of the dice (known as the "Come Out Roll"). You win if a 7 rolls. Any other number that rolls becomes the "Point" and the point must be rolled again before a 7 to win.

Come Bets:

Made any time after the first roll when a shooter has a point to make. You win if a 7 rolls. Any other number becomes your "Come Point" and must be repeated for you to win before 7 rolls.

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:

Place Bet	Odds
2 and 12	6 to 1
3 and 11	3 to 1
4 and 10	2 to 1
5 and 9	3 to 2
6 and 8	6 to 5

Place Bets:

Once a shooter makes a point, you may make a "Place Bet" on numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. If the shooter rolls any of these numbers before a 7, you win the following payoffs.

Place Bets	Odds
2 and 12	11 to 2
3 and 11	11 to 4
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.

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 come up.

Any Craps (2, 3, or 12)	7 to 1
Aces (2) or Twelve (12)	30 to 1
Ace-Deuce (3) or Eleven (11)	15 to 1
Sevens (7)	4 to 1

Buy Bets:

Buy bets are bets made on any number that can be established as a point. Buy Bets win every time the number rolls, except on the Come Out roll. The Buy Bet loses on a 7 out. Buy Bets are "OFF" on the Come Out roll, unless called "on" by the player.

Craps No More Buy Bets Pay Table		
Buy Bets	Odds	Vigorish
2 and 12	6 to 1	5% of the bet
3 and 11	3 to 1	5% of the bet
4 and 10	2 to 1	5% of the bet
5 and 9	3 to 2	5% of the bet
6 and 8	6 to 5	5% of the bet

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

Hard Rock N' Dice Bet:

All wagers can be placed after the shooter rolls a total of 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

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.

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

Out roll, unless called "on" by the player.