

HOW TO PLAY CRAPS

YOUR GUIDE TO PLAYING
CASINO TABLE GAMES

PLAYERS**EDGE**

A hand in a white shirt sleeve is shown holding two red dice with white pips. The dice are positioned diagonally across the frame. The background is a dark blue gradient with a faint, glowing city skyline at night visible in the upper right corner.

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: 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.

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
Eleven	15 to 1
Sevens	4 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

Bonus Craps: Each Bonus Craps wager is an independent wager and has no effect on the primary game of Craps or other wagers.

Big Ones: All of the "big" numbers (8, 9, 10, 11 and 12) must be rolled before a seven (7). The wager loses whenever a seven (7) is rolled, including on a come out roll.

Big Ones (8, 9, 10, 11, 12)	30 to 1
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Little Ones: All of the "little" numbers (2, 3, 4, 5 and 6) must be rolled before a seven (7). The wager loses whenever a seven (7) is rolled including on a come out roll.

Little ones (2, 3, 4, 5 and 6)	30 to 1
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Boom or Bust: To win, all of the numbers (2, 3, 4, 5, 6, 8, 9, 10, 11, and 12) must be rolled before any seven (7) is rolled, including on a come out roll.

Boom or Bust (All numbers besides 7)	150 to 1
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Fire Bet: A bonus bet that can be made prior to the come out roll of a new Shooter and a new point is established.

Once a point is established by a new Shooter (4, 5, 6, 8, 9, or 10), then no more Fire Bets will be accepted. Points do not have to be in any specific order. Only the "Seven Out" or successfully making all six (6) Individual Points, will determine the bet.

4-individual points*	25 for 1
5-individual points*	250 for 1
6-individual points*	1000 for 1

*The Fire Bet is a multi-level payoff and only the highest level reached will be paid.



ROCKFORD

PLAYERS~~S~~EDGE For Official Rules, please see the Players Club. Must be 21 or older. Offers are non-transferable and non-refundable. Not valid for any participant of the Illinois Gaming Board Statewide Voluntary Self-Exclusion program or persons otherwise excluded from Hard Rock. IF YOU OR SOMEONE YOU KNOW HAS A GAMBLING PROBLEM, CRISIS COUNSELING, AND REFERRAL SERVICES CAN BE ACCESSED BY CALLING 1-800-GAMBLER.