

**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 DICE-OLGY WAGER** | A Dice-Ology wager may be offered. If offered it is a bet that a series of numbers rolls before a 7.

- The “Little ones” wager is a bet that a 2, 3, 4, 5 and 6 will roll before 7 rolls.
- The “Big Ones” wager is a bet that an 8, 9, 10, 11 and 12 will roll before 7 rolls.
- A “Boom or Bust” wager is a bet that 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 will roll before 7 rolls.
- The payout odds are 30 to 1 for the “Little Ones” or “Big Ones” and 150 to 1 for the “Boom or Bust”.

# HOW TO PLAY CRAPLESS CRAPS

## YOUR GUIDE TO PLAYING CASINO TABLE GAMES



Must be at least 21 years old to play Slots and Table Games. Must be 18 or older to play Bingo, Live Poker or to receive Unity benefits. Persons who have been trespassed or banned by the Seminole Tribe of Florida or those who have opted into the self-exclusion program are not eligible. If you or someone you know has a gambling problem, please call 1.888.ADMIT.IT.



TAMPA

PLAYERS **EDGE**

# PLAYERS **EDGE**

# PLAYING THE GAME

## HOW TO PLAY

Crapless Craps is like standard Craps but with some distinct exceptions. All numbers can become the point. The 2, 3, 11, and 12 will become the point if rolled on the come-out roll. 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. Additional proposition bets are offered as detailed below. One other difference is there are no Don't Pass or Don't Come bet.

## WAGERS

**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 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.

**COME BETS** | Come Bets are made any time after a shooter has rolled a point. These bets are like 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.

**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 (2, 3, 4, 5, 6, 8, 9, 10, 11 or 12) will roll before 7 rolls. Place Bets can be made at any time during play and can be made on any or all 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. The payout odds on the 2 & 12 are 11 to 2; 3 & 11 are 11 to 4; 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 2 & 12 are 6 to 1; 3 & 11 are 3 to 1; 4 & 10 are 2 to 1; 5 & 9 are 3 to 2 and 6 & 8 are 6 to 5.

**ODDS** | Odds wagers are made in addition to the Pass or Come bets. Pass Odds are placed by the player and 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.

**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. Winning hard 4 or 10 wagers are paid 7 to 1 and winning hard 6 or 8 wagers are paid 9 to 1.

**PROPOSITION BETS** | Proposition bets are in the center of the craps table and are placed by the dealer at the request of the player. 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 is 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. The payout odds for winning wagers are 4 to 1.

**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. The payout odds for winning 3 or 11 wagers is 15 to 1 and winning 2 or 12 wagers is 30 to 1.

**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.

**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.