



**CRAPS.
Give it a
throw.**

There are so many ways to play at craps. After bets are placed, the shooter rolls the dice. You win or lose based on where you bet on the craps table and the sum of the numbers that come up on each roll of the dice.

Odds: Once the point is established. You may place additional money behind your Pass or Don't Pass wager. This wager has no associated house edge and pays the true value of the wager. Odds on the Don't Pass line is known as a "Lay"

Note: True value for a lay on the Don't Pass will pay less than the wager.

Odds/Lay is the only wager in the casino the house does not take advantage on. It is the only reason why the house edge for this game is less than one percent.

Fire Bet: You win if the shooter makes four points before rolling a seven out. The more points the shooter makes, the more you win—up to a maximum of six points. The odds are longer than Sharp Shooter but the payouts are higher.

Fire Bet Payouts

POINTS	PAYOUT
4	25 to 1
5	250 to 1
6	1,000 to 1

*Pay tables may vary at casino
Note: Only the highest payout is paid per player.

Don't roll the dice on CRAPS

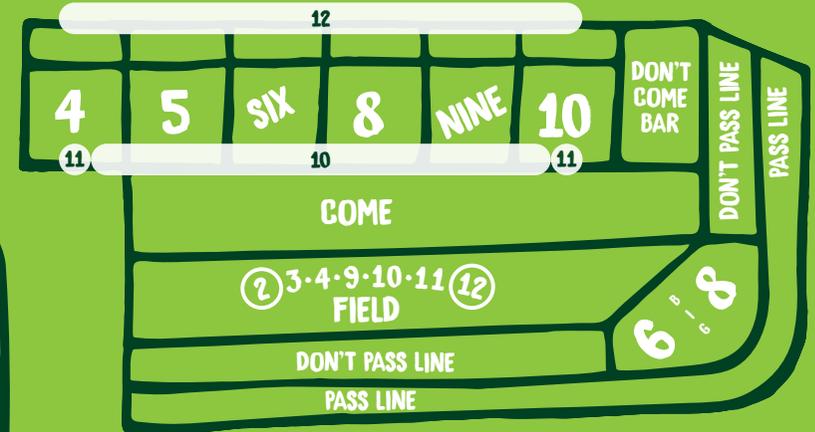


HAVE OTHER QUESTIONS?

Ask a GameSense Advisor at the casino or visit GameSenseAB.ca

How to bet, the payouts and more.

ARE THERE A LOT OF WAYS TO PLAY? You bet.



- 1 Pass Line:** You win even money if 7 or 11 come up on the first roll (known as the come-out roll) and you lose on 2, 3 or 12. If another number comes up, it becomes the “point” and the round continues. If the point comes up again, you win even money. If a 7 comes up before the “point” is rolled you lose. Once the point or a 7 is rolled the round will start over. If any other number comes up, you continue the round, but you don’t win or lose. Once a Pass Line bet is made, it can’t be picked up until a win or lose decision is reached.
- 2 Don’t Pass Line:** The opposite of a Pass Line bet. On the come-out roll, you win on 2 or 3 and you lose on 7 or 11. If 12 comes up, it’s a push (a tie) and you don’t win. Any other number that comes up establishes the point. On subsequent rolls, you win even money if 7 comes up. If the point comes up, you lose. Once the point or a 7 is rolled the round will start over. A Don’t Pass Line bet can be picked up before a win or lose decision is reached.
- 3 Field:** A one-roll bet you can make anytime. If 3, 4, 9, 10 or 11 are rolled, you win even money. If 2 or 12 are rolled, you’re paid 2 to 1.

- 4 Horn Bet:** A one-roll bet you can make anytime. You’re betting that 2, 3, 11 or 12 will come up on the next roll. If none of those numbers come up, you lose. If one of those numbers are rolled you win.
- 5 Come:** You can make a Come bet after a point has been established. It’s an even-money bet with the same rules as a Pass Line bet.
- 6 Don’t Come:** You can make a Don’t Come bet anytime after a point has been established. It’s an even-money bet with the same rules as Don’t Pass Line betting.
- 7 Any 7:** A one-roll bet that can be made anytime. When a 7 comes up on that roll, it’s called Lucky 7s and you’re paid 4 to 1.
- 8 Any Craps:** A one-roll bet that can be made anytime. You win on 2, 3 or 12 and you’re paid 7 to 1.

- 9 Hard Way:** A bet placed on 4, 6, 8 or 10. To win, the number must come up the “Hard Way,” as doubles. For example, if you bet on Hard 6, you win if a pair of 3s comes up before a 7 or an Easy 6 (5 and 1 or 4 and 2). Hard 6 and Hard 8 pay 10 to 1; Hard 4 and Hard 10 pay 8 to 1.
- 10 Place Bet:** A bet, where a player can choose 4, 5, 6, 8, 9, or 10. Should the chosen number be rolled before a 7 the player will win. A roll of 4 or 10 pays 9 to 5; a roll of 5 or 9 pays 7 to 5; a roll of 6 or 8 pays 7 to 6.
- 11 Buy Bet:** Similar to a Place Bet. You are betting that a number will come up before a 7 is rolled. The payouts are higher than a Place Bet but you pay a five per cent commission known as ‘Vigorish’ or ‘Vig’. This additional five per cent is lost if the wager wins or loses.
- 12 Lay Bet:** The opposite of a Buy Bet. You’re betting that a 7 will come up before a specific number. You pay a five per cent commission known as ‘Vigorish’ or ‘Vig’ on the amount you could win. This additional five per cent is lost if the wager wins or loses.