

# RULES

Min	\$0.50
Max	\$5,000.00

The objective of the game is to predict the outcome of the roll of two dice. As a player, your goal is to place bets on different outcomes based on your predictions. Let's go through the rules step by step:

1. **Come Out Phase:**

- The game begins with the "Come Out" phase.
- During this phase, you'll place your bets on various possible outcomes.
- You can now make the first roll.

2. **Point Phase:**

- If you roll a 7 or 11 during the Come Out phase, it's called a "Natural," and the Pass Line bets win.
- If you roll a 2, 3, or 12 during the Come Out phase, it's called "Craps," and the Pass Line bets lose.
- If you roll any other number (4, 5, 6, 8, 9, or 10) during the Come Out phase, that number becomes the "Point."
- The game then moves into the Point phase, and your objective is to roll the Point number again before rolling a 7.

3. **Point Phase Continuation:**

- Once the Point is established, you'll continue to roll the dice until either the Point or a 7 is rolled.
- If you roll the Point before a 7, the Pass Line bets win.
- However, if a 7 is rolled before the Point, the Pass Line bets lose.
- After this, the game returns to the Come Out phase, and you can make the first roll again.

During the game, you'll have the opportunity to place various bets. Each type of bet has its own payout, conditions for winning and different dice totals to be rolled. Some bets are resolved in one roll while others may take several rolls until they are resolved.

Here are all the available bets in Craps:

**Pass Line Bet:**

- This is the most basic bet in Craps.
- Placed before the Come Out roll.
- Wins if the Come Out roll is a 7 or 11.
- Loses if the Come Out roll is a 2, 3, or 12.

- If a Point is established, the bet wins if the Point is rolled before a 7.

**Don't Pass Line Bet:**

- The opposite of the Pass Line bet.
- Wins if the Come Out roll is a 2 or 3.
- Loses if the Come Out roll is a 7 or 11.
- If a Point is established, the bet wins if a 7 is rolled before the Point.
- Rolling a 12 results in a PUSH

**Come Bet:**

- Placed after the Point is established.
- Wins if the next roll after the bet is placed is a 7 or 11.
- Loses if the next roll is a 2, 3, or 12.
- If any other number is rolled, that number becomes the new "Come" point, and the bet is moved to that number.

**Don't Come Bet:**

- The opposite of the Come bet.
- Wins if the next roll after the bet is placed is a 2 or 3.
- Loses if the next roll is a 7 or 11.
- If any other number is rolled, that number becomes the new "Don't Come" point, and the bet is moved to that number.
- Rolling a 12 results in a PUSH

**Field Bet:**

- Placed on a single roll.
- Wins if the next roll is a 2, 3, 4, 9, 10, 11, or 12.
- Wins are usually paid out based on the specific numbers rolled (e.g., 2 or 12)

**Buy Bet:**

- Placed on a specific number (4, 5, 6, 8, 9, or 10) before it is rolled as a 7.
- Wins if the chosen number is rolled before a 7.
- Pays true odds, except initial bet is subject to 5% commission fee.
- The commission is a fee taken separately from the initial bet and does not count towards any potential winnings.

**Lay Bet:**

- The opposite of the Buy Bet.
- Placed on a specific number (4, 5, 6, 8, 9, or 10) before it is rolled as a 7.
- Wins if a 7 is rolled before the chosen number.

- Pays at the true odds, except that you pay a 5% commission on the amount won.
- The commission is calculated based on the amount won.

**Place Bet:**

- Placed on a specific number (4, 5, 6, 8, 9, or 10) before it is rolled as a 7.
- Wins if the chosen number is rolled before a 7.
- Pays based on the specific number rolled.

**Hardways Bet:**

- Placed on the specific outcome of a pair of dice showing the same number (hard 4, hard 6, hard 8, or hard 10).
- Wins if the chosen hardway is rolled before a 7 or before the corresponding easy way (e.g., hard 6 before a 7 or before a 4 and 2).
- Pays according to the specific hardway odds.

**Horn Bet:**

- Placed on a combination of numbers: 2, 3, 11, and 12.
- Wins if any of these numbers are rolled on the next roll.
- Pays out differently based on the specific number rolled.

**Any Seven Bet:**

- Placed on the next roll resulting in a 7.
- Wins if a 7 is rolled on the next roll.
- Pays out based on the specific casino odds.

**Come Odds Bet:**

- Placed after a "Come" point has been established.
- Additional bet on the "Come" point.
- Wins if the "Come" point is rolled before a 7.
- Pays true odds.

**Don't Come Odds Bet:**

- Placed after a "Don't Come" point has been established.
- Additional bet against the "Don't Come" point.
- Wins if a 7 is rolled before the "Don't Come" point.
- Pays true odds.

**Place Win Bet:**

- Placed on a specific number (4, 5, 6, 8, 9, or 10) before it is rolled as a 7.
- Wins if the chosen number is rolled before a 7.
- Pays out based on the specific number rolled. The payouts typically vary.

**Place Lose Bet:**

- The opposite of the Place Win bet.
- Placed on a specific number (4, 5, 6, 8, 9, or 10) before it is rolled as a 7.
- Wins if a 7 is rolled before the chosen number.

**Pass Line Odds Bet:**

- Placed after a point is established on the Pass Line bet.
- Additional bet on the established point.
- Wins if the point is rolled before a 7.
- Pays true odds, which means the payout is based on the true probability of rolling the point before a 7.

**Don't Pass Bar Odds Bet:**

- Placed after a point is established on the Don't Pass Line bet.
- Additional bet against the established point.
- Wins if a 7 is rolled before the point.
- Pays true odds, which means the payout is based on the true probability of rolling a 7 before the point.

**Big 6 & 8 Bet:**

- Placed on the numbers 6 or 8.
- Wins if the chosen number is rolled before a 7.

**C&E (Craps & Eleven) Bet:**

- Combination bet on the numbers 2, 3, 11 and 12.
- Wins if any of these numbers are rolled on the next roll.
- The bet is typically divided into two parts:
  1. Craps: Wins if a 2, 3, or 12 is rolled.
  2. Eleven: Wins if an 11 is rolled.

**Actions:**

- **ROLL:** Initiates the roll of the dice to determine the game's outcome.
- **CLEAR:** Removes your bets from the betting area, allowing you to make new selections.
- **UNDO:** Reverses your most recent action, restoring the game to its previous state.
- **SETTINGS:** Provides access to game customization options, such as sound preferences and graphics settings.
- **HISTORY:** Displays a log of previous rolls and outcomes, allowing you to review past game results.

The theoretical return to player (RTP) in Craps is: 99.55%

Malfunction voids all pays and plays.

## PAYTABLE

BET	MIN	MAX	ODDS
Pass Line	\$0.50	\$5,000.00	1:1
Don't Pass Line	\$0.50	\$5,000.00	1:1
Come	\$0.50	\$5,000.00	1:1
Don't Come	\$0.50	\$5,000.00	1:1
Big 6 and Big 8	\$0.50	\$5,000.00	1:1
Any 7	\$0.50	\$1,000.00	4:1
Any 11	\$0.50	\$1,000.00	15:1
Pass Line Odds			
• 4 or 10	\$0.50	\$5,000.00	2:1
• 5 or 9	\$0.50	\$5,000.00	3:2
• 6 or 8	\$0.50	\$5,000.00	6:5
Don't Pass Line Odds			
• 4 or 10	\$0.50	\$5,000.00	1:2
• 5 or 9	\$0.50	\$5,000.00	2:3
• 6 or 8	\$0.50	\$5,000.00	5:6
Come Odds			
• 4 or 10	\$0.50	\$5,000.00	2:1
• 5 or 9	\$0.50	\$5,000.00	3:2
• 6 or 8	\$0.50	\$5,000.00	6:5
Don't Come Odds			
• 4 or 10	\$0.50	\$5,000.00	1:2
• 5 or 9	\$0.50	\$5,000.00	2:3
• 6 or 8	\$0.50	\$5,000.00	5:6
Field			
• 3, 4, 9, 10 or 11	\$0.50	\$2,500.00	1:1
• 2 or 12	\$0.50	\$2,500.00	2:1
Place Win			
• 4 or 10	\$0.50	\$2,500.00	9:5
• 5 or 9	\$0.50	\$3,000.00	7:5
• 6 or 8	\$0.50	\$4,000.00	7:6
Place Lose			
• 4 or 10	\$0.50	\$5,000.00	5:11
• 5 or 9	\$0.50	\$5,000.00	5:8

• 6 or 8	\$0.50	\$5,000.00	4:5
Buy			
• 4 or 10	\$0.50	\$5,000.00	2:1
• 5 or 9	\$0.50	\$5,000.00	3:2
• 6 or 8	\$0.50	\$5,000.00	6:5
Lay			
• 4 or 10	\$0.50	\$5,000.00	1:2
• 5 or 9	\$0.50	\$5,000.00	2:3
• 6 or 8	\$0.50	\$5,000.00	5:6
Any Craps			
• 2, 3 or 12	\$0.50	\$1,000.00	7:1
Horn			
• 3 or 11	\$0.50	\$500.00	15:1
• 2 or 12	\$0.50	\$500.00	30:1
Hardways			
• 4 or 10	\$0.50	\$2,000.00	7:1
• 6 or 8	\$0.50	\$2,000.00	9:1
C&E			
• 2, 3 or 12	\$0.50	\$1,000.00	7:1
• 11	\$0.50	\$1,000.00	15:1