

How the Games Work

Craps

Keep it fun.

Learn how the games work before you play.

Craps offers many different ways to win! After the bets are placed, the shooter rolls the dice. You win according to your betting option and what comes up, or what numbers are shown on the dice. There are actually two long lines right beside each other extending around each half of the table. One is called the 'Pass' line and the other is the 'Don't Pass' line. To play the game – and get a chance to roll the dice – you place a wager on one of these lines.

Here are some betting options:

Pass Line: you win even money on 7 or 11, and lose on 2, 3 or 12 on the first roll – which is known as the *come out* roll. Any other number that comes up becomes the *point* number. If your point comes up again before a 7 is rolled, you win even money. Once a Pass line bet is made, the bet can't be picked up until a win or lose decision is reached.

Don't Pass Line: this is the opposite of the Pass line bet. You win on 2 or 3 and lose on 7 or 11 on the first roll. If 12 comes up, it's a *Push* (tie) and no one wins. Any other number that comes up is the *point*. You win if 7 is rolled before the point comes up again. This bet will pay even money too. Unlike a *Pass* line bet, a *Don't Pass* line bet can be picked up by the player before a win or lose decision is reached.

Hard Ways: there are four *Hard Way* combinations: *Hard Four* (two 2s), *Hard Six* (two 3s), *Hard Eight* (two 4s) and *Hard Ten* (two 5s). So if you bet on *Hard Six*, you win if a pair of 3s comes up before a 7 – or before an *Easy Six* (5 and 1, or 4 and 2). Remember, *Hard Six* and *Hard Eight* pays 9-to-1; *Hard Four* and *Hard Ten* pays 7-to-1.

Place Bets: these are bet on 4, 5, 6, 8, 9 and 10. You win when your number is rolled before a 7 – after the come out roll. Roll a 4-10 and it pays 9 to 5; roll 5-9 and it pays 7-to-5; roll 6-8 and it pays 7-to-6.

Come: you can bet on the *Come* any time after the first roll. This is an even-money bet, and the same rules apply as for *Pass* line betting.

Don't Come: you can bet on the *Don't Come* any time after the first roll. This is an even-money bet and the same rules apply as for *Don't Pass* line betting.

Field: a one-roll bet that can be made any time. If a 3, 4, 9, 10 or 11 is rolled, you win even money. If a 2 or a 12 is rolled, you're paid double for your bet.

The Odds

We feature only Full Double odds in Alberta. With a maximum Pass/Don't Pass line wager of \$1,000, the following are the maximum odds or lay wagers:

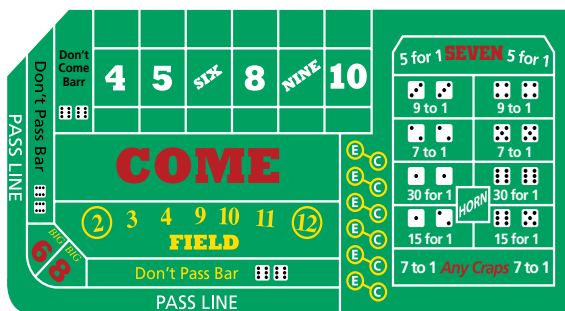
Pass Line Odds

Point	Maximum Odds Wager	Odds Payout
6 & 8	\$2,500	\$3,000
5 & 9	\$2,000	\$3,000
4 & 10	\$2,000	\$4,000

Don't Pass Lay Wagers

Point	Maximum Lay Wager	Lay Payout
6 & 8	\$3,000	\$2,500
5 & 9	\$3,000	\$2,000
4 & 10	\$4,000	\$2,000

Craps Table



Other key points to consider

1. Once a point number is rolled, any wager on the Pass line can't be removed until it has won – or it's been removed by the dealer because a 7 is rolled.
2. Totals are determined by the combination of adding the two die together: for example 2 and 3 mean the point number is a 5.
3. Before a point number is determined any two die combination of 7 and 11 is an automatic winner on the Pass line – and therefore not a winner on the Don't Pass line.
4. Before a point number is determined any two roll combination of 2, 3, or 12 results in a loss on the Pass line – a win on the Don't Pass. (Please note: only two of these numbers will result in a win on the Don't Pass line because the casino reserves payment on one of those numbers. Details are posted at the table.)
5. There are a number of different wagers that can be made on the game of Craps and you should familiarize yourself with each one before making a wager.
6. Patrons can only touch dice with one hand. When you're throwing, you must try to roll the dice to the opposing back wall of the table (lengthwise).
7. 'Odds' are key to the game and should be understood to maximize enjoyment of the game.
8. Craps Dealers and staff will answer your questions about the game.

Possible Craps Dice Combos and Odds

Dice Total	Possible Combos	Total Combos	Odds	Odds %
2	1,1	1	35 to 1	2.78%
3	1,2 2,1	2	17 to 1	5.56%
4	1,3 3,1 2,2	3	11 to 1	8.83%
5	1,4 4,1 3,2 2,3	4	8 to 1	11.11%
6	1,5 5,1 4,2 2,4 3,3	5	31 to 5	13.89%
7	1,6 6,1 2,5 5,2 3,4 4,3	6	5 to 1	16.67%
8	2,6 6,2 3,5 5,3 4,4	5	31 to 5	13.89%
9	3,6 6,3 4,5 5,4	4	8 to 1	11.11%
10	4,6 6,4 5,5	3	11 to 1	8.83%
11	5,6 6,5	2	17 to 1	5.56%
12	6,6	1	35 to 1	2.78%

Gambling with GameSense

**Craps is a game of chance. So play for fun:
if you lose consider it the cost of entertainment.**

**For more information on how to play table games,
ask a Table Game Dealer, or visit the GameSense Info
Centre at this location or GameSenseAB.ca.**