

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.

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.

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. This wager is made in increments of \$4.

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.

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.

PUT BETS | A Put Bet is simply a Pass Line bet that you make (or “put” down) after the come-out rolls and a point has been established.

OPTIONAL DICE-OLGY WAGER | A Dice-Ology wager is a bet that a series of numbers roll before any seven is rolled.

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

PLAYERS **EDGE** Must be 21 years of age or older to gamble unless otherwise noted. Must be 18 years of age or older in Florida to participate in Bingo and Poker. Must be 18 years of age or older in the Dominican Republic. Must be 19 years of age or older in the Province of Ontario, Canada. Hard Rock offers PlayersEdge information to its patrons to encourage responsible gaming at all participating locations. Bet with your head, not over it. Concerned about your gambling? In CA/IL/ NJ/VA: call 1-800-GAMBLER (426-2537); FL: call or text 1-833-PLAYWISE; IN: 1-800-994-8448; NV/ Punta Cana: 1-800-522-4700; OH: 1-800-589-9966; ON: ConnexOntario 1-866-531-2600.

HOW TO PLAY CRAPS

YOUR GUIDE TO PLAYING CASINO TABLE GAMES



PLAYERS **EDGE**



PLAYING THE GAME

HOW TO PLAY

This fast-paced game is played by placing various bets on a Craps table and throwing two dice to the opposite end of the table. The game begins with a come-out roll. The dice are offered to the player in a clockwise direction around the table. To shoot the dice, a player must bet either the Pass Line or the Don't Pass Line. The shooter selects a pair of dice and tosses them past the stickperson dealer to the other end of the game, where they need to bounce off the craps table wall. Once a point is established, players bet that the point will or will not roll again before a 7, as well as other betting options.

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 or 11 and lose on craps 2, 3 or 12 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.

DON'T PASS LINE | Don't Pass Line Bets are the opposite of the Pass Line Bets. Don't Pass Bets can only be made before the Come Out Roll. Don't Pass Bets lose on a natural 7 or 11 on the Come Out Roll, win on craps 2 and 3 but should the shooter roll a 12, the bet does not win or lose, it is a "Push." Any other number rolled becomes the point and the player shall win if the shooter rolls a 7 before rolling their point. Don't Pass Bets may be removed or reduced at any time during the hand; however, the bet may not be increased or replaced once the point has been established. This bet pays even money.

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

DON'T COME BETS | Don't Come Bets are also made any time after a shooter has established their point. The Don't Come rules are the same as the Don't Pass rules. The dealer moves the wager behind the box that corresponds to the

number that was rolled. This bet pays even money.

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 (4, 5, 6, 8, 9 or 10) will roll before a 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 before a roll of the dice. Place Bets are off on the Come Out Roll unless the player specifies that the bets are in action. Bets on the 4, 5, 9 and 10 must be made in increments of \$5; Bets on the 6 and 8 must be made in increments of \$6. The payout odds on the 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 the bet wins. 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 before a roll of the dice. The payout odds on the 4 & 10 are 2 to 1, 5 & 9 are 3 to 2, and 6 & 8 are 6 to 5.

LAY BETS | A Lay Bet can be made against any of the point numbers 4, 5, 6, 8, 9 and 10. The Lay Bet wins if 7 rolls before the point number that has been established. The player receives true odds on the payout by paying a commission of 5% when the bet is paid. Lay Bets may be increased, decreased or removed at any time during play before a roll of the dice. The payout odds on the 4 & 10 are 1 to 2, 5 & 9 are 2 to 3, and 6 & 8 are 5 to 6.

ODDS | Odds wagers are made in addition to the Pass, Don't Pass, Come or Don't Come bets. Pass and Don't Pass odds are placed by the player and Come and Don't 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. The payout odds on the Don't Pass and Don't Come are the same as Lay 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.

PROPOSITION BETS | Proposition Bets are in the center of the craps table and are placed by the dealer. They are one-roll bets that may be made at any time and winning wagers remain in action unless the player states otherwise.