

## PASS LINE, COME ODDS & BUY BETS

QUALIFYING WAGER	PAYOUT
4 Pays	2 to 1
5 Pays	3 to 2
6 Pays	6 to 5
8 Pays	6 to 5
9 Pays	3 to 2
10 Pays	2 to 1

## DON'T PASS LINE, DON'T COME ODDS & LAY BETS

QUALIFYING WAGER	PAYOUT
4 Pays	1 to 2
5 Pays	2 to 3
6 Pays	5 to 6
8 Pays	5 to 6
9 Pays	2 to 3
10 Pays	1 to 2

## PROPOSITION BETS

QUALIFYING WAGER	PAYOUT
10 The Hard Way	7 to 1
8 The Hard Way	9 to 1
6 The Hard Way	9 to 1
4 The Hard Way	7 to 1

## ONE ROLL BETS

QUALIFYING WAGER	PAYOUT
Any 7	4 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Any Craps	7 to 1
Craps 12	30 to 1
11	15 to 1

## FIELD BETS

QUALIFYING WAGER	PAYOUT
2, 4, 9, 10, 11	1 to 1
2 or 12	2 to 1

## CRAPS



### HOW TO PLAY

The person whose turn it is to roll the dice is the "shooter." The results of the shooter's rolls will determine the outcome for all players. On the shooter's first roll, or "come-out," players wager by placing chips on either the Pass Line or the Don't Pass Line.

If the shooter rolls a 7 or 11 on the first throw, Pass Line bets win. If a 2, 3, or 12 is thrown, Pass Line bets lose. Conversely, if the shooter throws a 2 or 3, Don't Pass wagers win. If a 7 or 11 is thrown, Don't Pass bets lose. If a 12 is thrown, it is a "push" and no one wins.

If a 4, 5, 6, 8, 9, or 10 is rolled, that number becomes the "point," and is marked on the betting layout with a puck. If he/she rolls this point again before rolling a 7, bets on the Pass Line win, while Don't Pass bets lose. Then the shooter starts over with a brand new roll.

### CRAPS PAYOUT ODDS

QUALIFYING WAGER	PAYOUT
Pass Line Bet	1 to 1
Don't Pass Line Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4	9 to 5
Place Bet 5	7 to 5
Place Bet 6	7 to 6
Place Bet 8	7 to 6
Place Bet 9	7 to 5
Place Bet 10	9 to 5

### BONUS CRAPS

Bonus craps is a set of three additional proposition wagers known as:  
 All Small • Wins odds if the 2, 3, 4, 5, 6 roll before a 7.  
 All Tall • Wins odds if the 8, 9, 10, 11, 12 roll before a 7.  
 Make'em All • Wins odds if the 2, 3, 4, 5, 6, 8, 9, 10, 11, 12 roll before a 7.

Each number is printed on the layout and is covered with an adjacent lammer when that number is rolled. When all the numbers are covered for a particular wager, that wager is considered a winner. The wagers are then paid and taken down. All wagers lose when a 7 is rolled.

QUALIFYING WAGER	PAYOUT
All Small	34 to 1
All Tall	34 to 1
Make'em All	175 to 1



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### **COME OUT ROLL**

This is either the first roll of the dice with a new shooter, or the first roll of the dice after the shooter has made a point. A point is established on the Come Out Roll if the shooter rolls 4, 5, 6, 8, 9, 10. This point must then be rolled again before a 7. Any Player, including the shooter, may either bet on the Pass Line or the Don't Pass Line prior to the Come Out Roll.

### **PASS LINE**

An even money wager, a Pass Line bet is placed immediately prior to the Come Out Roll. You win if a 7 or 11 is rolled and lose if a 2, 3, or 12 is rolled. If any other number is rolled it is marked as the point. This point must be repeated before a 7 to win. Pass Line bets cannot be reduced or removed after the point is established.

### **DON'T PASS LINE**

An even money wager, a Don't Pass Line bet must be placed immediately prior to the Come Out Roll. If the shooter throws a 2 or 3, Don't Pass wagers win. If a 7 or 11 is thrown, Don't Pass bets lose. If a 12 is thrown, it is a "push" and no one wins. If any other number is rolled it becomes the point. When you are betting on the Don't Pass Line you are betting that the shooter will not repeat their point before a 7 is rolled. A Don't Pass Line bet can be removed or decreased after a point is established, however it may not be replaced or increased after such removal or reduction.

### **COME BET**

A Come Bet can be made after the Come Out Roll. The rules governing the Come Bets are exactly the same as for the Pass Line.

### **DON'T COME BET**

A Don't Come Bet can be placed after the Come Out Roll. The rules governing the Don't Come Bet are exactly the same as for the Don't Pass Line.

### **ODDS BET**

A Player shall be allowed to make an Odds bet when they have a bet on either the Pass Line, Don't Pass Line, Come or Don't Come. Hollywood Casino will offer additional odds; be sure to ask the Dealer or Supervisor how much you may bet.

### **FIELD BET**

A Field bet can be made on every roll of the dice. If 3, 4, 9, 10, or 11 is rolled, you win even money for your bet. If a 2 or 12 is rolled you win double your bet. A Field bet loses if a 5, 6, 7, or 8 is rolled. The Field is a one roll bet.

### **PLACE BETS**

The Place bet numbers are 4, 5, 6, 8, 9, and 10. You may bet on any or all of these numbers. If the number or numbers that you are betting on roll before a 7 you win according to the Place Bet odds shown in the Payout Chart. If a 7 rolls the Place Bets lose except on the Come Out Roll when the Place Bets are inactive.

### **BUY BETS**

The rules that apply to Place bets also apply to Buy bets; the only difference being that a 5% commission is charged at the time of the wager, entitling the Player to receive the true odds on any particular number as listed on the Payout Chart. You must make a minimum bet of \$20. Buy bets can be made on the 4, 5, 6, 8, 9 and 10, and must be made in increments of \$5.

### **LAY BETS**

You may Lay against the 4, 5, 6, 8, 9 or 10 at any time. The bet wins if a 7 is rolled before the number, and the bet loses if the number is rolled before a 7. At the time of the wager, a 5% commission is charged on the amount of the potential win. You must lay to win a minimum of \$20. Lay bets always have action. Refer to the payout chart for the odds and payoff. Lay bets must be placed in units designed to produce winning in full \$5 increments.

### **PROPOSITION BETS**

These bets are handled by the stick person and are one roll bets. Unless requested otherwise, winning bets will be paid and left in action. Proposition bets are as follows:

### **HOP BETS**

Hop Bets are one - roll bets on specific dice combinations for point numbers 4, 5, 6, 8, 9 and 10. Hop Bets that are Hard Ways pay 30 to 1, example: (2-2, 3-3, 4-4 and 5-5) All other combinations pay 15 to 1. The World Bet is a one roll bet that covers the Any Seven and Horn bet. All Winning wagers will be left up for the next roll unless otherwise specified by the player.

### **ANY SEVEN**

You can bet Any Seven (Big Red) on any roll of the dice. If the 7 is rolled you will be paid 4 to 1 and your bet left up; if any other number is rolled you lose.

### **ANY CRAPS**

You can bet on Any Craps at any time; The bet wins if 2, 3, or 12 rolls and will be paid 7 to 1. If any other number is rolled the bet loses. There are various other bets such as Horn Bet, Horn High Bet or a World Bet that the Supervisor or Dealer will be happy to explain to you.

### **HARDWAYS**

There are four Hardways combinations. The Hard Four (two 2's), the Hard Six (two 3's), the Hard Eight (two 4's), and the Hard Ten (two 5's). You win if the Hard Way combination that you are betting on is rolled before an easy way or a 7. For instance, if you were to bet on a Hard Six, you will win if a six is rolled with two 3's before any easy way 4-2 or 5-1.