

Let's play

THE COME-OUT PHASE

- 1 Place a bet on the Pass Line or Don't Pass Line. Dice move around the table clockwise.
- 2 Rolls of 7 or 11 mean Pass Line Bets win and Don't Pass Line Bets lose.
- 3 On rolls of 2 or 3, Pass Line Bets lose and Don't Pass Line bets win.
- 4 Rolls of 12 mean Pass Line Bets lose, but Don't Pass Line Bets push (your bet stays on the table).
- 5 Hardways and Place Bets are off on the come-out roll, unless you request them on.
- 6 Rolls of 4, 5, 6, 8, 9 or 10 establish the Point, and the round proceeds to the Point phase.

THE POINT PHASE

- 1 Once a point has been established you may take odds, an additional bet placed directly behind your line bet. This is a bet that the shooter will make the Point before a 7. Odds are the only bet in the casino which pay true odds. There is no house advantage on this bet.
- 2 This is when you may bet on the other numbers (4, 5, 6, 8, 9, 10). The Hard Ways are open for betting.
- 3 If the Point is made, the shooter keeps the dice and begins a new round with a come-out roll.
- 4 If a 7 is rolled before the Point, the dice are passed to the next shooter and the game starts over with a come-out roll.

TYPE OF BET	PAYOUT
Pass Line	1 to 1
Don't Pass Line	1 to 1
Come	1 to 1
Don't Come	1 to 1
Place Bet 4 or 10	9 to 5
Place Bet 5 or 9	7 to 5
Place Bet 6 or 8	7 to 6
4 or 10 the Hardway	7 to 1
6 or 8 the Hardway	9 to 1
Field Bet on 3, 4, 9, 10, 11	1 to 1
Field Bet on 2, 12	2 to 1
Any Seven	4 to 1
Any Craps	7 to 1

PEARL OF GAMESENSE

If you've rolled ten 6s in a row, you're no more or less likely than usual to roll another 6.

HAVE OTHER QUESTIONS?

Ask a GameSense Advisor at the GameSense Info Center or visit gamesensema.com.

This game guide is meant as an introduction. The official rules are available at: massgaming.com/rules

Don't roll the dice on CRAPS



Learn the bets and roll with the flow.



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