## Let's play <br> 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 |

## Don't roll the dice on GRAPS



PEARL OF GAMESENSE
If you've rolled ten $6 s$ 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

Learn the bets and roll with the flow.


GameSense

## ARE THERE A LOT OF WAUS TO PLaYr You bet.



1
Pass Line You win even money if 7 or 11 come up on the first roll (known as the come-out roll), and you lose on 2, 3 or 12. If another number comes up, it becomes the "point," and the round continues. If the point comes up again, you win even money each time. If a 7 comes up, the round is over, and you lose. If any other number comes up, you continue the round, but you don't win or lose. Once a Pass Line bet is made, it can't be picked up until a win or lose decision is reached. This bet pays 1 to 1.

Odds The odds that you place behind your line bet are the only bet in the casino which pay true odds. This is an optional wager.

Don't Pass Line The opposite of a Pass
Line Bet. On the come-out roll, you win on 2 or 3 , and you lose on 7 or 11. If 12 comes up, it's a push (a tie)-you don't win or lose, but the round is over. Any other number that comes up establishes the point. On subsequent rolls, you win even money if 7 comes up. If the point comes up, you lose. A Don't Pass Line bet can be picked up before a win or lose decision is reached. This bet pays 1 to 1.

Field A one-roll bet you can make anytime If $3,4,9,10$ or 11 are rolled, this pays 1 to 1 . y. If 2 or 12 are rolled, this pays 2 to 1 .

5
Horn Bet A one-roll bet you can make anytime. You're betting that $2,3,11$ or 12 will come up on the next roll. If 3 or 11 come up, you are paid 15 to $1 ; 2$ or 12 pay 30 to 1 . If none of those numbers come up, you lose.
6
Come You can make a Come bet after a point has been established. It's a 1 to 1 bet with the same rules as a Pass Line bet Don't Come You can make a Don't Come bet anytime after a point has been established It's an 1 to 1 bet with the same rules as Don't Pass Line betting

8
Any 7 A one-roll bet that can be made anytime. When a 7 comes up on that roll, you're paid 4 to 1 .

