Let's play

THE COME-OUT PHASE

- Place a bet on the Pass Line or Don't Pass Line. Dice move around the table clockwise.
- Rolls of 7 or 11 mean Pass Line Bets win and Don't Pass Line Bets lose.
- 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

- 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.
- This is when you may bet on the other numbers (4, 5, 6, 8, 9, 10). The Hard Ways are open for betting.
- If the Point is made, the shooter keeps the dice and begins a new round with a come-out roll.
- 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.





ARE THERE A LOT OF WAYS TO PLAY? 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.
- **2 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.
- 3 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.



- 4 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.
- 7 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.



- **9 Any Craps** A one-roll bet paying **7 to 1** you can make any time. You win on 2, 3 or 12.
- **10 Hardway** A bet placed on 4, 6, 8 or 10. To win, the number must come up the "Hardway," as doubles. For example, if you bet on Hard Six, you win if a pair of 3s comes up before a 7 or an Easy Six (5 and 1 or 4 and 2).
- Place Bet A bet that 4, 5, 6, 8, 9 or 10 will be rolled before a 7, after the come-out roll. A roll of 4 or 10 pays 9 to 5; a roll of 5 or 9 pays 7 to 5; a roll of 6 or 8 pays 7 to 6.

DICE PROBABLITILIES CHART		
2 00	1/36	
3 1 1 1 1	2/36	
4 1 1 1 1 1 1	3/36	
5 8 8 8 8 8 8 8	4/36	
6 2 2 2 2 3 3 3 4 5 5 5 5	5/36	
7 11 11 11 12 12 13 13 13 13 13 13 13 13 13 13 13 13 13	6/36	
8 11 11 11 12 12 12 13 13 13 13 13 13 13 13 13 13 13 13 13	5/36	
9 2 3 3 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3	4/36	
10 🖽 🖽 🖽 🖾 🖾	3/36	
11 🖾 🎛 🎛	2/36	
12 🖽 🖽	1/36	