



How To Play

Fire Bet wager betting limits will be posted at the game.
 Fire Bet wagers can be placed anytime prior to the new shooter establishing the first point (4, 5, 6, 8, 9, 10). Once the first point is established no more Fire Bet wagers will be accepted.
 When making a Fire Bet wager, place your wager on the numerically marked Fire Bet circle on the layout below your betting position.
 The dealer will collect the Fire Bet wagers and place them in their corresponding betting circles, in front of the box person. They will remain there until the bet is won or lost.
 Once made, a Fire Bet wager cannot be called off or taken down.

Rules of the Game

The object of the bet is for the shooter to make as many "individual points" as possible before they 7-out. The term "individual point" means the shooter successfully makes up to 6 separate points. (See payable for odds).
 Note: Successfully making the same point more than once, will only count as one "individual point" towards a payoff threshold.
 Only the highest payoff level met will be paid. Example: if (5) "individual points" are successfully made, only the (5) point payoff will be made and not the lesser payoff threshold(s) met.
 "Individual points" do not have to be made in any specific order.
 Winning or losing on the "come out" roll will not affect this wager.
 Only a "7-out" will terminate the wager.
 Special Fire Bet wager pucks will be used to keep track of "individual points" made.
 All winning Fire Bet wagers will be paid and must be taken down.

HOW TO PLAY CRAPS



CRAPS PAYOUT ODDS

Payout odds		Payout odds	
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
Pass Line Odds, Come Bet Odds and *Buy Bets		Don't Pass Line Odds, Don't Come Lay Odds and **Lay Bets	
Points of 4 or 10	2 to 1	Points of 4 or 10	1 to 2
Points of 5 or 9	3 to 2	Points of 5 or 9	2 to 3
Points of 6 or 8	6 to 5	Points of 6 or 8	5 to 6
Place Bets to Win		Hardways	
Points of 4 or 10	9 to 5	Hard 6 or 8	9 to 1
Points of 5 or 9	7 to 5	Hard 4 or 10	7 to 1
Points of 6 or 8	7 to 6		
Field Bets			
3, 4, 9, 10 or 11	1 to 1	2 or 12	2 to 1
Proposition Bets			
Any 7	4 to 1	Any Craps	7 to 1
Two Craps	30 to 1	Twelve Craps	30 to 1
Three Craps	15 to 1	Eleven	15 to 1

Craps House Rules

1. The player rolling the dice, called the "Shooter," must make a fair attempt to reach the end of the table when shooting.
2. Setting of the dice by the "Shooter" for the deliberate purpose of delaying the game is not allowed.
3. No cash or call bets.
4. If you have any questions about the game or a situation, please ask the Craps dealer or supervisor for an explanation.
5. The House accepts no responsibility for chips or cash left on the gaming tables.
6. Decisions by the management are final on all games.

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Pass Line: On the come out roll, which is the roll before a point is established, **7** or **11** wins on the pass line and 2, 3, or 12 loses. Any other number becomes the point (4, 5, 6, 8, 9, 10) and is marked by the puck. In order to win the pass line bet, after a point is established you must roll the point again before a 7. All bets on the pass line lose if a 7 is rolled before the established point. The dice are then passed to the next player.

Don't Pass: Bets on the don't pass, are betting the opposite of the pass line. Rolling a **2** or **3** wins on the come out roll, 12 is a push. If 7 or 11 rolls all bets on the don't pass lose. Any other number becomes the point. After the point has been established the don't pass wins on **7** and loses if the point is rolled again.

Come Bets: A come bet can be made only after a point is established. All bets on the come are betting on the next roll of the dice. It wins on 7 or 11, loses on 2, 3 or 12. If any other number is rolled the money is moved to the numbered box in a position corresponding to the position of the player at the table. This bet wins if the number rolls again before a 7.

Don't Come: A don't come bet can be made only after a point is established. This bet is the opposite of the come. It wins if **2** or **3** is rolled and pushes on 12, it loses if 7 or 11 is rolled. If any other number is rolled, the money is placed behind the numbered boxes in a position corresponding to the player at the table. This bet wins if the **7** rolls before the number is rolled again.

Odds: The casino allows a player to make an additional bet called the "odds bet" which may be made under four different conditions.

1. Player must have a pass line bet.
2. Player must have a don't pass bet.
3. Player must have a come bet on a number.
4. Player must have a don't come bet behind a number.

Place Bets: A bet may be placed on **4, 5, 6, 8, 9,** or **10** individually or all at once. Place bets can be made, taken down or turned off at anytime. Place bets are not self-service. These bets are given to the dealer, and the dealer sets up the bet on the number(s) that are requested. Place bets win if the number is rolled before a 7. Place bets lose if 7 is rolled before the number.

Buy Bets: Buy bets pay odds, without requiring a flat bet, and may be made directly on a **4, 5, 6, 8, 9,** or **10** at any time. The Buy bet is a bet that the number will roll before a **7**. This wager is paid according to true odds as shown on the accompanying table. A 5% commission or "vig" is charged on all buy bets on the amount bet, not on the amount won.

Lay Bets: A Lay bet is a buy bet against a number, it also pays odds without requiring a flat bet, and may be made at any time. Lay bets are not self-service. These bets must be given to the dealer, and the dealer sets up the bet behind the number requested. This wager is paid according to the true odds as shown on the accompanying table. A 5% commission is also charged on all lay bets on the amount won, not on the amount wagered.

Field: The field is a one-roll bet that can be placed at any time and wins or loses with every roll of the dice. Winning numbers are **2, 3, 4, 9, 10, 11,** or **12**. The field pays even money with the exception of the 2 and 12, which pay double.

Hardway Bets: Hardway bets can be made at anytime in the center of the table. They win if rolled as displayed on the layout. They lose if a 7 is rolled or if they are rolled the easy way. These bets are off on the come out roll unless called on. This wager is paid according to accompanying table.

Proposition Bets:

All proposition bets are in the center of the table in front of the stickperson. These bets are printed in red or orange and are good for one roll only (**7, 2, 3, 12, 11,** and any craps). The bet is either going to win or lose on the next roll of the dice. The proposition bet is always left up to win again unless asked for down. Additionally, players may bet on Hop Bets. These pay odds of 15 to 1 or 30 to 1, depending on the combination of dice rolled.

