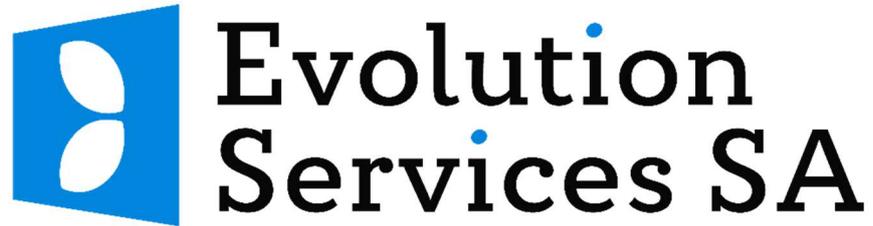


2020



# Craps

## GAME RULES

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# Evolution Games

## Craps

Following Game Rules Applies to:

Live Dealer Craps

First Person Craps

### Game Objective

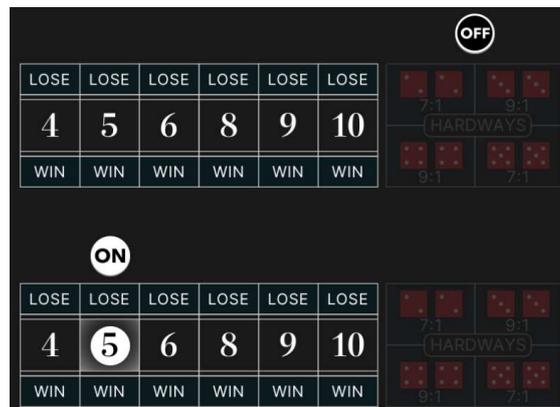
**Craps** is an entertaining and exciting game of chance played with two regular dice with face values from 1 to 6. The objective of the game is to predict the outcome of the two dice total, based on your selected bets.

### Game Rules

There is a wide selection of bets on the Craps table, each type having its own payout and conditions for winning, and with each type of bet requiring different dice totals to be rolled. Some bets are resolved in one roll while others may take several rolls until they are resolved.

The game occurs in two phases: the **Come Out roll** phase and the **Point roll** phase. It is possible to place bets during both phases of the games. For each roll the two dice are thrown by the dice launcher into the wall at the other side of the table. The result is displayed when the two dice have come to a rest on the table.

The puck in the user interface will show if the next roll is a **Come Out** roll (the puck says OFF) or a **Point** roll (the puck says ON). This is useful to know since you can place different bets depending on in which phase you are playing.



Each game round begins with a Come Out roll (OFF) for the fundamental Pass Line or Don't Pass bets. If the sum of the two dice is 7 or 11 – you win on your Pass Line bet. If the sum of the dice is 2 or 3 you win on the Don't Pass bet, and you push on the Don't Pass bet if the sum is 12. Either way the bet is resolved and a new Come Out roll will start.

If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. The puck is now changed to ON and placed next to the rolled total on the betting grid or highlight. The game will remain in the Point roll phase until a total of 7 is rolled, or the same point number is rolled once again.

Unlike any other bets that can be placed at any roll phase, bets on the Pass Line or Don't Pass are available only during the Come Out roll phase (puck will show "OFF"). If you joined the game during the Point roll phase, you can participate in the roll by placing bets on Come or Don't Come. These bets are much like the Pass Line and Don't Pass bets, except that you will get a new rolled point number marked by your chips.

Regardless of the game phase, you can always place bets before the next roll of the dice during the betting time.

To play, select which bets you would like to make and place your chips on the betting table accordingly.



## Bet Types

All the bets in Craps are grouped into two categories: **Multi-roll** bets and **One Roll** bets, each being an independent bet and having its own payout.

### Multi-roll bet

These bets may not be settled on the first roll and will stay on the table until the total of 7 is rolled or the same chosen or established point number is rolled.

- A. **Pass Line** – this bet is available only during the Come Out roll phase. You win if the two dice total is a 7 or 11, and you lose if the rolled two dice total is 2, 3, or 12. During the Point roll, you win if the two dice rolled the same point number before a 7.
- B. **Don't Pass** – this bet is available only during the Come Out roll phase (puck shows "OFF"). During the Come Out roll, you win if the two dice rolled a 2 or 3, and you push if the rolled sum is 12. If the two dice rolled 7 or 11, you lose. During the Point roll, you win if the two dice rolled a 7 before the same point number is rolled.
- C. **Come** – this bet is only available during the Point roll phase (puck shows "ON"). You may place as many Come bets as you wish while in this roll phase. The bets on Come win if 7 or 11 is rolled, and lose if total of 2, 3, or 12 is rolled. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the bottom left corner of the rolled number to mark the point. You win if the same point number is rolled again before a 7.
- D. **Don't Come** – this bet is available only during the Point roll phase (puck shows "ON"). You may place as many Don't Come bets as you wish while in this roll phase. The bets on Don't Come win if the total of 2 or 3 is rolled, and you push if the rolled sum is 12. If the two dice rolled 7 or 11, you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the upper left corner of the rolled total to mark the point. You win if a total of 7 is rolled before the same point number is rolled again.
- E. **Take Odds** – this bet is available only for Pass Line or Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This is called "Take Odds" because it pays true odds of the established point against a 7. This bet will win together with your Pass Line or Come bet.
- F. **Lay Odds** – this bet is available only for Don't Pass or Don't Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This bet also pays true odds against the established point and will win together with your Don't Pass or Don't Come bet.
- G. **Place to Win** – you bet that a total of 4, 5, 6, 8, 9 or 10 will be rolled before a 7. Select the number that you believe will be rolled and place your bet on the corresponding bet spot labelled "WIN". You win if this number is rolled before 7.
- H. **Place to Lose** – you bet that 7 will be rolled before 4, 5, 6, 8, 9 or 10. Select the number you would like to bet against and place your bets on the corresponding bet spot labelled "LOSE". You win if 7 is rolled before this number.
- I. **Hardways** – place your bet on any or all pairs of Hardways (2 and 2, 3 and 3, 4 and 4, and 5 and 5). You win if the exact pair is rolled. These bets lose if any combination of 7 is rolled or an easy combination (not a pair) of the total is rolled. For example, a bet on Hardways 4 will win if the dice show 2 and 2, but lose if it shows 3 and 1 – or any combination of 7.

## One-roll bet

Each One Roll bet is valid for one roll only and will be resolved after every roll. One roll bets can always be placed, during both Come Out roll and Point roll.

- J. **Field** – this bet covers all totals of 2, 3, 4, 9, 10, 11, 12. It pays 1:1, except for the total of 2 and 12 that pays 2:1.
- K. **Seven** – this bet covers any rolled combination of 7 (1 and 6, 2 and 5 etc).
- L. **Craps** – this bet covers any of the Craps numbers, which are totals of 2, 3 or 12.
- M. **Crap 2** – place your bets exactly on the total of 2.
- N. **Crap 3** – place your bet exactly on the total of 3.
- O. **Crap 12** – place your bet exactly on the total of 12.
- P. **Eleven** – place your bet exactly on the total of 11.
- Q. **C & E** – this bet covers the combination of any Craps total (2, 3 and 12), and the bet on Eleven (11). If any of the Craps numbers are rolled, you get paid 3:1 but if the 11 is rolled, you get paid 7:1.

## Payouts

Your payout depends on the type of placed bet.

BET	PAYOUT
Pass Line / Don't Pass	1:1
Come / Don't Come	1:1
Take Odds Pass Line / Come	2:1
4 or 10	3:2
5 or 9	6:5
6 or 8	6:5
Lay Odds Don't Pass / Don't Come	1:2
4 or 10	2:3
5 or 9	5:6
6 or 8	5:6
Place to Win 4 or 10	9:5
Place to Win 5 or 9	7:5
Place to Win 6 or 8	7:6
Place to Lose 4 or 10	5:11
Place to Lose 5 or 9	5:8
Place to Lose 6 or 8	4:5
Hard 4 or 10	7:1
Hard 6 or 8	9:1
<b>ONE ROLL BETS</b>	
Field	1:1
3,4,9,10,11	2:1
2 or 12	2:1
Seven	4:1
Craps	7:1
Crap 2	30:1
Crap 3	15:1

<b>BET</b>	<b>PAYOUT</b>
Crap 12	30:1
Eleven	15:1
C&E	3:1
2,3,12	7:1
11	

Malfunction voids all pays and play.

### **Return to Player**

The optimal theoretical return to player (RTP) percentage is 99.17% based on the Don't Pass Line bet if the bet on the Don't Pass Line bet equals the bet on the Odds bet.

The RTP range is 83.33% - 99.17%.