



When you think of the ultimate in casino action, only one game comes to mind. A dynamic Craps game is the ultimate for fun and excitement. In this fast-paced game, there are so many ways to bet and just as many ways to win! It's as simple as placing a bet on the Pass Line or Don't Pass Line, and the fun begins! Don't worry; it sounds way more confusing than it is, and our friendly dealers and staff will answer any of your questions.

## CRAPS BETS

### PASS LINE

A Pass Line wager is placed immediately prior to the Come Out roll (first roll). You win on 7 and 11 and lose on 2, 3, or 12 on the "Come Out" roll. If any other number rolls, it becomes the point. If your point rolls before 7, you win. If 7 rolls before your point (7-out), you lose, and the dice move to the next shooter. Pass Line Bets cannot be reduced or removed after the point is established. The Pass Line pays even money. You can tell what the point is by the placement of the puck. Fun fact, when you bet the Pass Line, you are looking for a hot table, and it is commonly called "betting right" or "with the shooter."

### DON'T PASS

This is the opposite of the Pass Line bet. If the come-out roll is a 2 or 3, you win, and if it's a 7 or 11, you lose; 12 is a push. You win after establishing a point (4, 5, 6, 8, 9, or 10) if the shooter rolls a seven (7-out) before making the point, and you lose if the shooter rolls the point. Fun fact, when you bet the Don't Pass, you are looking for a cold table, and it is sometimes referred to as "betting wrong" or "betting against the shooter."

### COME BETS

You can bet on Come at any time after the Come Out roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2, 3 or 12 on the roll immediately following placement of the bet. If any other number rolls, it's your point and your bet will be moved to that number. If your point rolls before 7, you win. If 7 rolls before your point you lose. A Come Bet cannot be reduced or removed after a number is established for such bet.

### DON'T COME

This is a Don't Pass bet, except you make it after the point has been established. Just like the Don't Pass you win on 2 or 3 and lose on 7 or 11, "12 is a push" on the first roll if any other number is rolled (4, 5, 6, 8, 9, or 10), the bet is moved to your position behind the corresponding box. For you to win, the shooter must throw a seven before rolling the number again.

**HOLLYWOOD**  
*Casino*  
— PERRYVILLE —

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Must be 21. Must present valid ID.

## ODDS

Once a shooter establishes a point, you can make an additional bet by taking the odds on the point. You win on the Pass Line and Come if the point is made before a seven-out. You win on the Don't Pass and Don't Come if a seven-out occurs before the point is made. The Odds pay different amounts depending on what the point is. Fun Fact: The Odds are the only bet in a casino that has no house advantage.

## POINT ODDS

4 or 10	2 to 1	You can "take" the Odds on the Pass Line & Come and
5 or 9	3 to 2	"lay" the Odds on the Don't Pass & Don't Come. So if you
6 or 8	6 to 5	"take" \$10 odds on the point of 4, you will be paid \$20 on a winner 4; if you are on the Don't Pass, you would "lay" \$20 and be paid \$10 on a seven out.

## PLACE BETS

To win on a Place Bet, you can place a bet on 4, 5, 6, 8, 9, and 10 at any time. If your number rolls before a 7-out, you win. If 7 rolls before your number, you lose. Place Bets are inactive on the Come Out roll unless called "on" by the player. Fun Fact: You can "Buy" true odds on any Place Bet for a 5% commission; this is common on the 4 & 10, and it is called a "Buy Bet." Fun fact, you can place all the available numbers with an "across bet" by telling your dealer and placing the chips on the layout. Ask our friendly dealers to show you how.

## PLACE ODDS

4 or 10	9 to 5	Fun Fact: When you hear someone say "Press" after hitting a Place Bet, it means they are doubling their original bet.
5 or 9	7 to 5	
6 or 8	7 to 6	

## FIELD BETS

This bet is a one-roll bet that can be made at any time. Field Bets pay even money if the shooter rolls a 3, 4, 9, 10, or 11, and 2 to 1 if the shooter rolls a 2 or 12. Field Bets lose if the shooter rolls anything else.

## HARD WAYS

This is a bet that the shooter will roll a 4, 6, 8 or 10 the "hard way"; that is, as a pair of 2s, 3s, 4s, or 5s, respectively. Hard Way bets lose if the shooter rolls the specified number the "easy way" or rolls a seven before the particular Hard Way comes up. Fun Fact: Parlaying a winning Hard Way means your entire winnings are going back in play.

## PROPOSITION BETS

These are all one-roll bets. You can bet that the shooter will roll a 2, 3 11 or 12 on the very next roll. These bets pay big odds up to 30 to 1. Fun fact, some of the Craps Table's most colorful expressions are associated with "Prop Bets." E.g., "Yo" is an 11, "hi-lo" is the 2 & 12, and a "C & E" is an Any Caps and Eleven split evenly.

## BONUS CRAPS

All Tall, All Small, and Make'em All are three separate side wagers. Anytime a "7" rolls, a new game begins.

All Tall, All Small, and Make'Em All bets must be made before any numbers have begun being marked up in the Bonus Bet box.

All Tall is a wager that the shooter will roll the numbers 8, 9, 10, 11, 12 before a 7

All Small is a wager that the shooter will roll the numbers 2, 3, 4, 5, 6 before a 7

Make 'em all is a wager that the shooter will roll the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, 12 before a 7