

## **Super Craps Help Index**

**Object of Craps**

**Placing Bets**

**Rolling The Dice**

**Removing Bets**

**Taking Odds**

**Removing Odds**

**Switching Players**

**Bet Descriptions**

**Point Payoffs**

## Craps Bet Descriptions

Pass Bet  
Come Bet  
Place 4 Bet  
Place 6 Bet  
Place 9 Bet  
Field Bet  
Big 8 Bet  
Hard 6 Bet  
Hard 4 Bet  
Craps 2 Bet  
Craps 12 Bet  
Any Craps Bet

Dont't Pass Bet  
Don't Come Bet  
Place 5 Bet  
Place 8 Bet  
Place 10 Bet  
Big 6 Bet  
Seven Bet  
Hard 8 Bet  
Hard 10 Bet  
Craps 3 Bet  
Proposition 11 Bet

## Pass Bet

The object of the **Pass** bet is to establish a point, and roll that point again before you roll a **7**. Normally, you will make a **Pass** bet on the comeout roll, but you can make a **Pass** bet after the comeout roll. This is not a good bet however, since the odds of a **7** being rolled are higher than your point being rolled again.

On the comeout roll, you win if a **7** or **11** is rolled, and lose if a **2**, **3**, or **12** is rolled. Any other point rolled becomes your established point. You want to roll your established point again before you roll a **7**.

You can tell if it is the comeout roll if there is no **ON** marker on the table.

## Don't Pass Bet

You can only make a **Don't Pass** bet on the comeout roll. If you roll a **7** or **11**, you lose. If you roll a **2** or **3**, you win. If you roll a **12**, you tie the casino, and your bet remains on the table. Any other point rolled becomes your established point, and you want to roll a **7** before you roll your established point again.

The Casino has the advantage on the **Don't Pass** bet on the comeout roll. However, you have the advantage once you have made it past the comeout roll, since the odds of a **7** being rolled are higher than your point being rolled again.

You can remove your **Don't Pass** bet at any time. Since you have the advantage over the Casino after the comeout roll, it is best to leave your bet alone, unless you have made a profit on any other bets you may have placed.

## Come Bet

You may only make a **Come** bet after the comeout roll, and an established point has been made. The **Come** bet is basically the same as the Pass bet. Your **Come** bet will stay on the Come line for the next roll of the dice. If you roll a **7** or **11**, you win. If you roll a **2**, **3**, or **12**, you lose. Any other point you roll becomes your established Come point. You must roll your established Come point again before you roll a **7** to win.

After establishing your Come point, your bet will be placed next to your established Come point on the board.

## Don't Come Bet

You may only make a **Don't Come** bet after the comeout roll and a point has been established. The **Don't Come** bet is basically the same as the Don't Pass bet. Your bet will remain on the Don't Come line for the next roll of the dice. If you roll a **2** or **3**, you win. If you roll a **12**, you tie, and your bet remains on the Don't Come bar. If you roll a **7** or **11**, you lose. Any other point rolled becomes your established Don't Come point.

You want to roll a **7** before you roll your established Don't Come point again.

The **Don't Come** bet can be removed at any time.

## Place 4 Bet

The object of the **Place 4** bet is to roll a **4** before rolling a **7**. The **Place 4** bet pays **9 to 5** on your bet. This bet will remain on the table until a **4** or **7** is rolled.

Place bets are normally considered inactive on the comeout roll unless the player requests that they be turned **ON**. In this implementation of craps however, the place bets are considered active on the comeout roll. You should remove your place bets on the comeout roll if you don't want them to be active.

Your **Place 4** bet must be made in multiples of **5** dollars.

## Place 5 Bet

The object of the **Place 5** bet is to roll a **5** before rolling a **7**. The **Place 5** bet pays **7 to 5** on your bet. This bet will remain on the table until a **5** or **7** is rolled.

Place bets are normally considered inactive on the comeout roll unless the player requests that they be turned **ON**. In this implementation of craps however, the place bets are considered active on the comeout roll. You should remove your place bets on the comeout roll if you don't want them to be active.

Your **Place 5** bet must be made in multiples of **5** dollars.

## Place 6 Bet

The object of the **Place 6** bet is to roll a **6** before rolling a **7**. The **Place 6** bet pays **7 to 6** on your bet. This bet will remain on the table until a **6** or **7** is rolled.

Place bets are normally considered inactive on the comeout roll unless the player requests that they be turned **ON**. In this implementation of craps however, the place bets are considered active on the comeout roll. You should remove your place bets on the comeout roll if you don't want them to be active.

Your **Place 6** bet must be made in multiples of **6** dollars.

## Place 8 Bet

The object of the **Place 8** bet is to roll an **8** before rolling a **7**. The **Place 8** bet pays **7 to 6** on your bet. This bet will remain on the table until an **8** or **7** is rolled.

Place bets are normally considered inactive on the comeout roll unless the player requests that they be turned **ON**. In this implementation of craps however, the place bets are considered active on the comeout roll. You should remove your place bets on the comeout roll if you don't want them to be active.

Your **Place 8** bet must be made in multiples of **6** dollars.

## Place 9 Bet

The object of the **Place 9** bet is to roll a **9** before rolling a **7**. The **Place 9** bet pays **7 to 5** on your bet. This bet will remain on the table until a **9** or **7** is rolled.

Place bets are normally considered inactive on the comeout roll unless the player requests that they be turn **ON**. In this implementation of craps however, the place bets are considered active on the comeout roll. You should remove your place bets on the comeout roll if you don't want them to be active.

Your **Place 9** bet must be made in multiples of **5** dollars.

## Place 10 Bet

The object of the **Place 10** bet is to roll a **10** before rolling a **7**. The **Place 10** bet pays **9 to 5** on your bet. This bet will remain on the table until a **10** or **7** is rolled.

Place bets are normally considered inactive on the comeout roll unless the player requests that they be turned **ON**. In this implementation of craps however, the place bets are considered active on the comeout roll. You should remove your place bets on the comeout roll if you don't want them to be active.

The **Place 10** bet must be made in multiples of **5** dollars.

## Field Bet

The **Field Bet** is a one time bet, and is in effect only for the next roll of the dice. You must roll one of the displayed field points to win the bet. The field bet pays **1 to 1** for your bet, except for a **2** which pays **double**, and a **12** which pays **triple**.

## **Big 6 Bet**

The object of the **Big 6** bet is to roll a **6** before rolling a **7**.

The **Big 6** bet pays **1 to 1** for your bet.

The **Big 6** bet is actually a bad bet., since it only pays **1 to 1** for your bet. The **Place 6 Bet** is a much better bet because it pays **7 to 6** for your bet.

## **Big 8 Bet**

The object of the **Big 8** bet is to roll an **8** before rolling a **7**.

The **Big 8** bet pays **1 to 1** for your bet.

The **Big 8** bet is actually a bad bet, since it only pays **1 to 1** for your bet. The **Place 8 Bet** is a much better bet because it pays **7 to 6** for your bet.

## Seven Bet

The proposition **7** bet is a one roll bet. You must roll a **7** on the next roll of the dice to win this bet. This bet pays **5** for **1** on your wager.

This bet is often made in conjunction with a **Don't Pass Bet** on the **Comeout Roll**, to hedge the possibility of a **7** being rolled.

## Hard 6 Bet

The object of the **Hard 6** bet is to roll a **6** with dice totals of **3 and 3** before any other combination of **6** or a **7** is rolled. The **Hard 6** bet pays **10 for 1** on your wager.

## **Hard 10 Bet**

The Object of the **Hard 10** Bet is to roll a **10** with dice totals of **5 and 5** before rolling any other combination of **10** or a **7**. The **Hard 10** Bet pays **8 for 1** on your wager.

## Hard 8 Bet

The object of the **Hard 8** Bet is to roll an **8** with dice totals of **4 and 4** before rolling any other combination of **8** or a **7**. The **Hard 8** Bet pays **10 for 1** on your wager.

## Hard 4 Bet

The object of the **Hard 4** Bet is to roll a **4** with dice totals of **2 and 2** before rolling any other combination of **4** or a **7**. The **Hard 4** Bet pays **8 for 1** on your wager.

## Craps 3 Bet

The **Craps 3** Bet is a one time roll bet. You must roll a **3** on the next roll of the dice to win this bet. The **Craps 3 Bet** pays **15 for 1** on your wager.

## **Craps 2 Bet**

The **Craps 2 Bet** is a one time roll bet. You must roll a **2** on the next roll of the dice to win this bet. The **Craps 2 Bet** pays **30 for 1** on your bet.

## **Craps 12 Bet**

The **Craps 12** bet is a one time roll bet. You must roll a **12** on the next roll of the dice to win this bet. The **Craps 12 Bet** pays **30 for 1** on your wager.

## Eleven Bet

The **11 Bet** is a one time roll bet. You must roll an **11** on the next roll of the dice to win this bet. The **11 Bet** pays **15 for 1** on your bet.

## **Any Craps Bet**

The **Any Craps Bet** is a one time roll bet. You must roll a **2, 3 or 12** on the next roll of the dice to win this bet. The **Any Craps bet** pays **8 for 1** on your bet.

## Removing Bets

Certain bets can be removed from the table if the player chooses, namely the **Don't** bets, such as the **Don't Pass** and **Don't Come** bets.

To Remove these bets, move the cursor to the bet which you want to remove, and click the left mouse button. A popup window will appear with one of the choices being **Remove Bet**. Click on the **Remove Bet** button and your bet will be removed.

If there are any odds bets associated with the bet you are removing, they will be removed also.

To remove odds without removing your bet, see the section on [Removing Odds](#).

## The Object of Craps

**The object of the game of craps is of course, to win money.**

There are generally two types of betting strategies in the game of craps, **Do** betting, and **Don't** betting.

The **Do** bettor will make such bets as the **Pass Line** and **Come Line**, while the **Don't** bettor will make such bets as the **Don't Pass** and **Don't Come**.

The object of the **Do Bets** is to establish a point on the comeout roll, and roll that point again before a **7** appears. The object of the **Don't Bets** is to avoid the **7** and **11** on the comeout roll, then hope that a **7** will appear before the established point is rolled again.

This game assumes that you have played craps before, and have a good understanding of the game. To fully explain the game and all of the betting types and strategies is beyond the scope of this help document.

If you need more information about the game of craps, there are many publications which will explain the game in detail and how it is played.

## Placing Bets

**Placing bets in Super Craps is accomplished by moving the cursor to the desired bet area and clicking the left mouse button.**

The current bet type is always displayed at the top of the screen. When you move the mouse around the screen, the current bet type is updated.

Some bets cannot be made at a given time, and will produce no action when they are selected.

If the selected bet is legal, a window will appear which will allow you to enter your desired bet amount. There are **\$1**, **\$5**, and **\$10** betting increment buttons to expedite the bet entry. If you want to cancel the bet, then click on the **Cancel** button. Once you have entered your desired bet, click on the **OK** button.

To roll the dice, press the right mouse button.

## Taking Odds

Certain bets allow for the player to take odds on the bet. Bets such as the **Pass Bet** and **Don't Pass Bet** allow such odds to be taken.

To take odds on a bet, move the mouse to the bet which you want to take odds on. Click the left mouse button and a popup window will appear, with one of the choices being **Modify Odds**. Select the **Modify Odds** button, and click the left mouse button. Another popup window will appear, similar to the one used to input bets. Input your odds bet, then click on the **OK** button. To cancel your odds bet, click on the **Cancel** button.

## Removing Odds

Odds for a given bet can be removed at any time.

To remove odds bets, move the mouse to the bet which contains the odds you want to remove, and click the left mouse button. A popup window will appear with one of the choices being **Remove Odds**. Select the **Remove Odds** button and click the left mouse button.

Odds can be removed without removing the actual bet.

If you have placed odds on any come bets, they will be returned to you if a **7** is rolled on the comeout roll.

## Switching Players

Super Craps allows for up to 2 players to play at a time. To switch between the 2 players, click on the **Switch Players** button in the **Game Options** box. This will toggle between the 2 players.

Player one's bets will appear in blue, while player two's bets will appear in yellow.

Both players odds bets will appear in white.

## Comeout Roll

The comeout roll occurs when a new player is selected to roll the dice, i.e. immediately after a **7** is rolled. On the comeout roll, if a **7** or **11** is rolled, the **Pass Line** bet wins, whereas the **Don't Pass Line** bet loses.

If a **2** or **3** is rolled on the comeout roll, the **Pass Line** bet loses, whereas the **Don't Pass Line** bet wins.

If a **12** is rolled on the comeout roll, the **Pass Line** bet loses, whereas the **Don't Pass Line** bet ties the casino, and the bet is left on the table.

If a **2, 3, 7, 11, or 12** is not rolled, then the dice total becomes the player's **point**. For the **Do** bets, the player wants to roll the point again before a **7** is rolled, whereas with the **Don't** bets, the player wants to roll a **7** before they roll their **point** again. An ON marker will be placed above the player's point on the board. The ON marker is removed when a **7** is rolled, or the point is rolled.

## The ON Marker

The **ON** marker is placed above the established point after the comeout roll. The presence of an **ON** marker signifies that neither a **2**, **3**, **7**, **11**, or **12** was rolled on the comeout roll.

The **ON** marker will be removed when a **7** is rolled, or the number below the **ON** marker is rolled.

## **Rolling The Dice**

To roll the dice, click the right mouse button.

## Point Payoffs

To display point and odds payoffs for a given point, simply press the point which you are interested in. For example, to display the payoffs for a **4**, press the number **4** on the keyboard. To display the payoffs for a **6**, press the number **6** on the keyboard.

**Note:** To display the payoffs for a **10**, press the number **0** on the keyboard.

