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Craps Bet Descriptions

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Custom User Bets

Super Craps allows you to setup up to 99 custom user bets. To access these bets, press the **U** key, or click the mouse in the box which displays the current player number. A dialog box will appear which will allow you to perform the following functions:

1. Place a user bet
2. Modify a user bet
3. Delete a user bet
4. Install a new user bet

To place a user bet, highlight the bet by clicking on it's description in the **Available Bets** scroll box, then click on the **Place Bet** button. You can also double click on the bet description to place the bet.

To modify a user bet, highlight the bet by clicking on it's description in the **Available Bets** scroll box, then click on the **Modify Bet** button.

To delete a user bet, highlight the bet by clicking on it's description in the **Available Bets** scroll box, then click on the **Delete Bet** button. You will then be asked to confirm the deletion.

To install a new user bet, click on the **New Bet** button.

User Bet Setup

There are 6 separate bets available within each user bet. To setup these bets, follow the steps below:

1. Enter a description for the bet.
2. Click on the desired **Bet #** button.
3. Click on the desired bet description in the **Available Bets** scroll box.
4. Click in the **Amount** box, and enter your desired bet amount.
5. When you have entered all of your bets, click on the **Save** button.

Getting Started

The easiest way to get started in Craps is to place a Pass Line Bet. Move the cursor to the area which says **PASS LINE**, and press the left mouse button.

A popup window will appear asking you to enter your bet. Enter your bet and press the **OK** button. Next, press the right mouse button to roll the dice.

If you roll a **7** or **11**, you win. If you roll a **2, 3**, or **12**, you lose. Any other point rolled becomes your established point, and you want to roll that point again before you roll a **7** to win your bet.

Just keep rolling until you roll a **7** or your established point again.

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**. To turn on your place bets during the comeout roll, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets On**". Select this option to turn them on. If this option appears grayed, then the place bets are already turned on.

To turn your place bets **OFF** at any time during the game, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets Off**". Select this option to turn them off. If this option appears grayed, then the place bets are already turned off.

When you win a place bet, a popup window will appear with 3 choices. If you select "**Same Bet**", your winnings will be placed into your bankroll, and the bet will remain on the table. If you select "**Press Up**", your bet amount will be doubled, and any excess payoff will be placed into your bankroll. If you select "**Remove**", your original bet and your payoff will be placed into your bankroll.

Note: 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**. To turn on your place bets during the comeout roll, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets On**". Select this option to turn them on. If this option appears grayed, then the place bets are already turned on.

To turn your place bets **OFF** at any time during the game, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets Off**". Select this option to turn them off. If this option appears grayed, then the place bets are already turned off.

When you win a place bet, a popup window will appear with 3 choices. If you select "**Same Bet**", your winnings will be placed into your bankroll, and the bet will remain on the table. If you select "**Press Up**", your bet amount will be doubled, and any excess payoff will be placed into your bankroll. If you select "**Remove**", your original bet and your payoff will be placed into your bankroll.

Note: 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**. To turn on your place bets during the comeout roll, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets On**". Select this option to turn them on. If this option appears grayed, then the place bets are already turned on.

To turn your place bets **OFF** at any time during the game, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets Off**". Select this option to turn them off. If this option appears grayed, then the place bets are already turned off.

When you win a place bet, a popup window will appear with 3 choices. If you select "**Same Bet**", your winnings will be placed into your bankroll, and the bet will remain on the table. If you select "**Press Up**", your bet amount will be doubled, and any excess payoff will be placed into your bankroll. If you select "**Remove**", your original bet and your payoff will be placed into your bankroll.

Note: 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**. To turn on your place bets during the comeout roll, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets On**". Select this option to turn them on. If this option appears grayed, then the place bets are already turned on.

To turn your place bets **OFF** at any time during the game, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets Off**". Select this option to turn them off. If this option appears grayed, then the place bets are already turned off.

When you win a place bet, a popup window will appear with 3 choices. If you select "**Same Bet**", your winnings will be placed into your bankroll, and the bet will remain on the table. If you select "**Press Up**", your bet amount will be doubled, and any excess payoff will be placed into your bankroll. If you select "**Remove**", your original bet and your payoff will be placed into your bankroll.

Note: 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 turned **ON**. To turn on your place bets during the comeout roll, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets On**". Select this option to turn them on. If this option appears grayed, then the place bets are already turned on.

To turn your place bets **OFF** at any time during the game, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets Off**". Select this option to turn them off. If this option appears grayed, then the place bets are already turned off.

When you win a place bet, a popup window will appear with 3 choices. If you select "**Same Bet**", your winnings will be placed into your bankroll, and the bet will remain on the table. If you select "**Press Up**", your bet amount will be doubled, and any excess payoff will be placed into your bankroll. If you select "**Remove**", your original bet and your payoff will be placed into your bankroll.

Note: 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**. To turn on your place bets during the comeout roll, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets On**". Select this option to turn them on. If this option appears grayed, then the place bets are already turned on.

To turn your place bets **OFF** at any time during the game, position the cursor over one of your place bets, and press the left mouse button. A popup window will appear with one of the choices being "**Turn Place Bets Off**". Select this option to turn them off. If this option appears grayed, then the place bets are already turned off.

When you win a place bet, a popup window will appear with 3 choices. If you select "**Same Bet**", your winnings will be placed into your bankroll, and the bet will remain on the table. If you select "**Press Up**", your bet amount will be doubled, and any excess payoff will be placed into your bankroll. If you select "**Remove**", your original bet and your payoff will be placed into your bankroll.

Note: Your **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.

Proposition 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 wager.

This bet is often made in conjunction with a Don't Pass Bet on the comeout roll.

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 wager.

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.

If you have a 3 button mouse, the middle mouse button will also remove your bet, without the dialog box appearing.

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.

Sound Options

To toggle sound effects on/off, press the **"S"** key. To toggle the **MIDI** Soundtrack on/off, press the **"M"** key. These options can also be set from the game options dialog box.

The sound effect files used by Super Craps are standard wave files accessible by any popular recording program. If you know how to record your own wave files, you can customize Super Craps by replacing any of the sound files which came with the game with your own sound files.

The **MIDI** Soundtrack files are named "craps#.mid", where # is a number from **1** to **9**. Super Craps will cycle through these files in order when playing the **MIDI** Soundtrack. Only **craps1.mid** is supplied with the current version of Super Craps. You can simply copy your favorite **MIDI** files to files named as described above, to customize the **MIDI** Soundtrack feature.

Note: You must have the **MCI MIDI Sequencer Driver** installed in order for the **MIDI** Soundtrack to function properly.

If you have a **CD** drive and the **MCI CD Audio** driver installed, you can play audio CD's while you are playing the game. To do so, press the **C** key to activate the CD player. Once the CD player is activated, you can use the **N** key to skip to the next track, or the **P** key to skip to the previous track.

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. In addition, the cursor will change to a small dice when it is positioned over a valid betting area.

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 **\$25** betting increment buttons to expedite the bet entry, and a **MAX** button to place the maximum allowed bet. 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, and click the left mouse button.

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.

Note: 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 the mouse near the desired player's bankroll or wagers area.

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 immediately follows any one of these events:

1. A player rolls his or her established point.
2. A player rolls a **7** on a non-comeout roll
3. A player rolls a **2, 3**, or **12** on a comeout roll.
4. A player rolls a **7** or **11** on the comeout roll.

You can tell if it is a comeout roll if there is no ON marker along the top of the table.

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

If you have **Auto Dice Roll** enabled, press the right mouse button once to roll the dice. If you have **Auto Dice Roll** disabled, press the right mouse once to start "*shaking*" the dice, then press it again when you want to "*throw*" the dice.

The **Auto Dice Roll** feature can be changed in the **Game Settings** extended dialog box.

The speed of the dice can be adjusted by changing the **Roll Delay** in the **Game Settings** extended dialog box. The greater the roll delay, the slower the dice will roll.

Point Payoffs

To display 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.

Setting Maximum Odds

Different casinos and craps tables have a different maximum odds amount which you can take on a bet. These are typically single odds (**1X**), double odds (**2X**), and triple odds (**3X**). Super Craps allows the player to set the table odds from single (**1X**) up to (**9X**) odds.

To set the table's maximum odds amount, click on the **Game Settings** button in the **Game Options** box, then click on the **More-->** button. One of the options is **Max Odds**. Click on the + or - buttons to set the maximum odds to whatever you desire, then click on the **Save** button to save any changes.

Example:

Say for example, your original bet is 10 dollars. Single odds would allow you to place an odds bet of up to 10 dollars. Double odds would allow you to place an odds bet of up to 20 dollars, and triple odds would allow you to place an odds bet of up to 30 dollars.

Setting The Maximum Bet

Different casinos and craps tables will have different maximum bets. These may vary from 100 dollars up to 1000 dollars or more. Super Craps currently supports a maximum bet of up to 1000 dollars.

To set the table's maximum bet amount, click on the **Game Settings** button in the **Game Options** box, then click on the **More-->** button. One of the options is **Max Bet**. Click on the **+** or **-** buttons to set the maximum bet to whatever you desire, then click on the **Save** button to save any changes.

Calculate Payoff

This option allows you to calculate your payoff based on the next roll of the dice. Click on the Calculate Payoff button, and a popup dialog box will appear. Enter the Dice 1 and Dice 2 values which you are interested in, and the payoff for the dice totals will be displayed.

Note: The reported payoff amount does not include your original bet or odds amounts.

