



Help for Pyroware Craps

Please click on the item of interest

Craps Rules

Casino Craps rules and general Craps tutorial.

Game Play

How to Play PyroWare Craps on your computer.

Game Settings

Items which you can customize for your preferred method of play.

Keyboard Shortcuts

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ShareWare Agreement

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Quick Reference Guide

A seperate HELP window showing Odds and other items of immediate use.



Craps Rules

The following items provide information on the game of Craps as it is played in most modern Casinos. It is designed so a Novice can learn and play the game of Craps without drawing the inevitable snide Dealers' remarks and snickers from the onlookers! If you know how to play Craps, see [Game Play](#) for help on running the program.

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Game Play

This section describes the "nuts and bolts" of running the Software. If you wish to learn or brush up on Casino Craps, please see [Craps Rules](#) first.

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Game Settings

This section contains information on some of the more specific features and settings of Craps which may be customized by the player for his or her own personal preference.

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Basic Craps

Why shoot Craps?

Dice is one of the oldest gambling games in existence. Roman soldiers rolled clay dice; their Northern Barbarian brethren tossed goat knuckles. Both no doubt enjoyed cheap buffets following their gambling sessions, where heroic rolls were re-lived over goblets of *vino*.

Craps, in its present form, is probably the most exciting Casino game offered. As a bonus, it offers players some of the best odds of any game. Possibly the only other games of chance which offer similar odds are Baccarat and EXPERTLY played Blackjack. Don't fool yourself by concluding you are a Blackjack expert... It requires a thorough knowledge of procedures based on the Dealer's exposed card, while in Craps, gaining reasonable odds requires only the knowledge of which bets to avoid. A disadvantage of Craps (or an advantage, based on your point of view!) is that it is a fast game. Large sums can be won or lost quickly, especially compared to any card game. This can be moderated by your style of play.

OK, how is it done?

Simple! When a game begins and the dice are Coming Out, you are hoping (with a Passline bet) that the shooter will roll either a 7 or an 11. If he succeeds, your Passline bet is doubled and returned to you. If the shooter rolls a 2, 3, or 12, ("Craps"), you lose your Passline bet, and another game begins. Any other roll becomes that shooter's Point, and Passline bets are frozen. The shooter continues to roll. If he succeeds in rolling his Point BEFORE he rolls another 7, all Passline bets are winners, and the dice are once again coming out. If he rolls a 7 before he again rolls his Point, all Passline bets are losers. This is the dreaded "Seven Out".

It can't be that simple!

Watch. Carol approaches the Craps table and notices that the dice are coming out. She places a Passline bet, and rolls the dice. The outcome of the roll is a "5". This is now her point. Carol rolls several more times, and manages to roll another 5 before a 7 appears. Carol wins, as do all players who played the Passline. Notice that the only possible Points are 4, 5, 6, 8, 9, and 10.

Which bets are "good" bets?

The Pass bet with odds and the Come bet with odds (as well as the "don't" bets) are the best bets in Craps. Other bets are offered, and if played in moderation are a lot of fun. Typical Proposition bets (hardways, Craps-Eleven, etc) are losers by a 10% to 15% margin. Passline bets with odds and Come bets with odds, by contrast, favor the house by only 0.8%! In a nutshell... Proposition bets are fun, but do not rely on them for the bulk of your betting. The next time you are playing in a real casino, listen to the barking of the Stick Man as he aggressively peddles the proposition bets. He does this for a reason!



Coming Out

A Craps Hand begins when the dice are "coming out". This means a Point has not been established, and players are actively placing Pass bets, Field bets, Don't Pass bets, and *one roll* Proposition bets. You can tell when the dice are coming out in several ways: The most obvious... Players are placing Pass bets; *the point marker, which has "OUT" on one side and "POINT" on the other, is off of the field of play with the "OUT" side showing*; and the Stick Man is soliciting bets with a "Coming Out!" call.



The point is 5. The dice are NOT coming out!

Normally, players at a game take turns rolling the dice, with each player continuing to roll until a Seven-out is thrown. The dice then pass to the next player in a clockwise direction. When it's your turn to roll, you must have a Pass bet or Don't Pass bet on the board to roll. Make your roll with confidence, and bounce the dice off of the opposite bumpers. Don't knock over stacks of chips or the dealer won't be your friend. If you Roll Short (fail to deflect the dice from a bumper) the Box Man and Pit Boss will stare at you until they are sure you aren't a Blanket Roller.



Pass Bets

The Pass bet is the basic bet in a craps game. You place a Pass bet by setting your chips in the area of the table labeled "Pass". A 2, 3, or 12 (Craps) come out roll will result in the loss of your Pass bet. A 7 or 11 (a "natural") is a winning roll. Any other roll becomes the "Point", and only if a shooter rolls his point again before another 7 will your Pass bet be a winner.

The table minimum is all that is required, but optimum betting (at a Casino offering 2 Times Odds) will usually require a minimum of \$3 to allow the placement of Pass odds. You may place a Pass bet prior to ANY roll of the dice, but it is foolish to do so unless the dice are coming out. Why? For the actual coming out roll, the odds favor YOU, the player, with a passline bet. After the point is established, the House has the edge. It is for this reason that you are allowed to place a Passline bet at any time, but are not allowed to remove a Passline bet once a point has been established.

House Advantage:

0.80% when single odds are taken.



Don't Pass

Craps was originally a game played by individuals, often in seedy "sawdust" bars and in dark alleys against a wall. Without a Bank to provide capital, an individual player acted as a bank and covered bets by supplying cash which was *passed* by other players. Odds were created on the spot and varied from game to game. A player needed an expert's knowledge of dice odds to avoid getting burned. When Bank Craps (the modern game) began in Casinos, many of the old time players wanted to play the dice as if they, the player, were still the bank, hence the **Don't Pass** bet.

When you bet Don't Pass, you are siding with the bank and against the shooter. The rules to win are the opposite of those for the Pass Bet... if the shooter rolls a 7 or 11 on the Come Out Roll you lose. If the shooter Craps (2, 3 or 12) you win. To deny players a Bank's advantage, one of the craps numbers is *barred* from being effective, usually the 2 or the 12. If this barred number is thrown on the Come Out roll, nothing happens for the Don't player... the bet remains, neither a winner nor a loser.

Don't Pass with Odds

Remember the odds to throw various point numbers? To reiterate:

4 or 10	2-1
5 or 9	3-2
6 or 8	6-5

Since you are now on the side of the House, you must bet, as odds, what the house would normally pay. Here are two examples, at 2X (2 times) odds: Dave plays \$10 on Don't Pass. The shooter rolls a 4. The maximum Dave is allowed to win for an odds bet is \$20 (remember, 2X odds). To get the \$20, he must risk \$40 as an odds bet. If the shooter loses (seven-out), Dave gets even money for his Don't Pass bet, and the odds bet, at 1 to 2, is the previously mentioned \$20. *In all cases*, your odds bet will exceed the payoff of the Casino. Another example: Dave now plays \$5 on Don't Pass. The shooter rolls a 6. To realize a \$10 payoff for his odds, Dave must risk \$12.

Don't Pass bets, or the odds, may be taken down *any time*. It is foolish to do so, however, since once a point has been established, the odds *favor you, the player*. The overall odds for the Don't bettor are, for all practical purposes, identical to the Pass bettor.



Come Bets

The Come bet is another variation of a Pass bet, except the Come bet is placed only after the point is established. Place your Come bet, as a stack of checks (the proper name for "chips"), in the area labeled "Come". If the next roll of the dice is a 7 or 11, your Come bet is an even money winner... 2, 3, or 12, a loser. Note that the rules for winning are the same as the come out roll for the Pass bet. With any other roll, however, your Come bet is moved to that number. The next time that number is rolled, your Come bet (at that particular number) is a winner! If the shooter rolls a 7 (seven out), the "numbered" Come bet is lost, and the dice are coming out.

Like the Pass bet, you cannot remove a Come bet after it has been moved to a number. Note that if you play several Come bets in a row, during a long hand you will gain and maintain positions on the numbers, and it is during these long hands that the big bucks are made.

House Advantage:

0.80% when single odds are taken.

See Odds Bets



Don't Come Bets

The Don't Come bet plays similarly to the Come bet in that a Don't Come bet is played only AFTER a point is established. You place your Don't Come bet in the area labeled, appropriately, "Don't Come".



If the next roll of the dice is a 7 or an 11, you *lose*, a 2 or 3, you *win*. A 12 is a push or standoff... nothing happens. Any other roll, and the Don't Come bet is moved to the area above the rolled number, where it resides in suspense as the shooter continues to roll. If the shooter rolls a 7 (7-Out), all *numbered* Don't Come bets win. If the shooter rolls the number before a 7-Out, the Don't Come bet at the number loses.

Here is an example, played without odds being taken for clarity.

Linda is a strict Don't Come player. She waits at a table for her moment. A shooter rolls a 5 on the Come Out Roll which is now his Point. Linda plays \$5 on Don't Come. The next roll is a 3. Linda's Don't Come bet is a winner. She again plays \$5. The next roll is a 6. Linda's pile of chips is moved to the 6. Another bet is made, and a 9 is shot. Linda now has Don't Come bets moved to the 6 and the 9, and she has made another basic Don't Come bet as well. The shooter now rolls a 7, for a 7-Out. The basic Don't Come bet (the last bet played) loses. The bets previously moved to the 6 and 9 are both winners at even money.

Playing Odds on your numbered Don't Come bets is *identical* to playing odds for Don't Pass. (See Don't Pass for a description of these sometimes confusing Don't bet odds)

WARNING! A curious tradition in Craps makes it standard for Don't Come Odds bets to work on the Come Out Roll. If you don't want the odds bets to be at risk, tell the dealer your odds are OFF (NOT working).

One final note: It takes nerves of Titanium to be a Don't Come player on a long hand. As your position on the board increases, with each numbered roll you can lose a sizable bet, remembering that odds bets for Don't players are quite large. The windfall, of course, is the secretly hoped for 7-Out, which will provide a huge payoff as all of your Don't Come bets win.

House Advantage:

Overall, a puny 0.60% when 2X odds are taken.



Field Bets

The Field bet is probably the simplest bet at the Craps table. It may be placed at any time between rolls, and the very next roll determines the outcome of the bet. Notice the numbers contained within the "Field" on the table... if any of these numbers are rolled, your bet is doubled and returned to you. The rare 2 and 12 rolls are rewarded with a 2 to 1 payoff. If you are intimidated playing a real Craps game, the Field is a good place to start while observing the flow of the game.

House Advantage:

5.6% when the 2 and 12 are payed 2 to 1.

Odds Bets

Playing odds is probably the most confusing part of Craps for a beginner, but Odds bets in Craps **are the best bet in the Casino**. You may play odds on Pass, Don't Pass, Come, or Don't Come bets only after a point has been established.

The Odds bet is nothing more than a bet that the shooter can roll his point before a 7. Everyone knows that 7 is the most probable roll, and as you deviate from 7, the occurrence diminishes. For example, a 5 is a less common roll than a 7. If a shooter's point is a 4, it is only fitting that he should be rewarded if he rolls another scarce 4 before the more common 7. You can realize this reward through the passline odds bet, which is nothing more than a certain pile of chips placed just behind your passline bet.

Payoff - If the point is made, the odds portion of a bet is paid as follows:

For a 4 or 10: 2 to 1
For a 5 or 9: 3 to 2
For a 6 or 8: 6 to 5

A typical House will allow 2X (2 times) odds, which is defined as:

For Pass and Come bets - *The amount wagered cannot exceed 2X your base bet.*

For Don't Pass and Don't Come bets - *the amount payed to you by the House cannot exceed 2X your base bet.*

Here are two examples of odds betting at work.

You bet \$5 on the passline, and the shooter rolls a 4. You may now place a \$10 maximum odds bet.



The shooter rolls his point, and you will receive \$5 for the passline bet, and your odds bet, at 2 to 1, will yield \$30 total (your original \$10, plus \$20, which is the 2 to 1 payoff).



If the shooter loses (rolls a 7 before a 4), you lose your pass bet AND the odds bet as well.

The second example can be trickier... you place a \$3 pass bet, and the point rolled is a 6. Notice that the

House pays 6 to 5 on an odds bet when the point is 6 or 8. If you place the legal limit bet of \$6 (remember, 2X odds) the house will not pay you $6/5 \times 6$, which is \$7.20. It will round down to \$7, since they don't want to mess with petty change. To maximize your winnings, make your 6 or 8 passline odds bet a multiple of five as close as possible to the 2X limit. If your pass bet is \$3 and the point is 6 or 8, \$5 is the best odds bet. ($6/5$ of \$5 = \$6, plus your original \$5, = \$11 total returned to you for the odds portion of your bet.) Whew!

Placement of odds for your come bets is done in a similar manner. After the Come bet is moved to a number, determine the amount of your odds bet and place the checks on the table. Ask for "odds on the eight" (or whatever the number). The dealer will move the checks to your bet. Unlike the straight Pass and Come bets, *odds may be removed at any point in a game*. For your Pass odds, simply remove them from the table. For the Come point odds and Don't Come odds, ask the Dealer and he will return them to you. Don't reach for them, or the Craps crew and the Pit Boss will get very excited!

House Advantage: None! The House has no advantage on the odds portion of a Pass or Come Bet.



Place Bets

A Place bet is a bet that a particular number will be rolled before a 7.

Place bets are a simple way to get in on the numbered bet action immediately without having to place several successive Come bets. Place bets may be placed at any time... however, unless you direct otherwise, they are not "working" on the Coming Out Roll roll, and only pay (and are at risk) after a point has been established. Place bets are played ("placed") directly on the number you believe will be rolled before a 7-out. To place a bet, announce "\$6 on the eight", or whatever number you wish to play. If that number is rolled before a seven, you are a winner.

Payoff:

For a 4 or 10:	9 to 5
For a 5 or 9:	7 to 5
For a 6 or 8:	7 to 6

You will not realize these percentages if you play an incorrect number of chips. Like odds bets, the house will not deal in partial payoffs, and will round down to the nearest whole unit. For example, if you bet \$5 on the six and subsequently win, the payoff, at 7 to 6, should be \$5.83. You will receive only \$5 for this bet. To realize proper payoffs, the Place bets on the six and eight should be in multiples of six units. At a \$1 minimum table, this would be \$6, with a payoff of \$7 at the 7 to 6 odds. The other numbers should be placed in multiples of five units.

A popular bet at many tables is \$32 across the board. This is the minimum necessary to realize proper payoffs for winning rolls.

After a place bet wins, you have three options... **Same bet, Press, or Down.** Most casinos will automatically pay you the winnings, which is the "same bet" option, but some will add the winnings to the place bet and thus more than double the bet at that particular number. At these tables, if you do not make your intentions known, the winnings, along with the original bet, will ride. Large amounts of money have been made by persons not keeping track of place bets and subsequently being taken on a long ride.

The three options as they are played in most Casinos...

Same Bet: Whatever your bet was before the roll is retained on the number and the remainder is returned to you.

Press: Your bet is doubled and any leftovers are returned to you. Press seems to have different meanings depending upon where you are playing. If there is any doubt, tell the dealer exactly what you want done with your bet.

Down: All of the bet (winnings and original) is returned to you. Remember, the money ain't yours until you take it down!

Place bets may be taken down at ANY TIME.

One further word... At all tables there are bets labeled "Big Six" and "Big Eight", which pay even money and function similar to a place bet. If the Big Six or Big Eight is thrown before a 7-out, you are a winner. Sounds good? Note that a proper place bet pays 7 to 6, not even money. This makes Big Six and Big Eight two Big Sucker bets. Play your money on a proper 6 or 8 place bet and receive superior 7 to 6 odds, please.

House Advantage:

6 and 8:	1.52%
5 and 9:	4.0%
4 and 10:	6.7%



Proposition Bets

PROPOSITION bets are many and varied, and usually located at the center of the table. They are colorful, sometimes confusing, and when played with small amounts of cash, a lot of fun. They also make lots of money for the Casino.

Proposition bets may be divided into two basic forms... *One Roll Action Bets*, and the popular *Hardways*.

One Roll Action

These bets are just what the name implies... one roll wonders. The bet is played by asking the Stick Man or one of the dealers to place your chips for you. Then lay the chips on the playing surface in front of the dealer. You may have observed "cool" players flipping chips like little UFO's toward the Proposition playing area while calling their bets in a Humphrey Bogart baritone. Anyone flipping or tossing chips excessively is despised by Dealer and Stick Man alike, as their workload is increased by rounding up the little devils and stacking them on the bet.

The bet exists for exactly one roll. If the outcome of the dice is that depicted by your bet, you win the odds posted in the bet playing field... otherwise, goodbye lunch money.

These bets include

Any Craps - 7 to 1 If the outcome is 2, 3, or 12, you win... otherwise, you lose.

Any Seven - 4 to 1 What the bet implies.

Eleven - 15 to 1 Ditto.

Two Aces - 30 to 1 The snakeeyes strike!

Use caution... some Casinos post odds for these bets at, for example, 8 *for* 1 instead of 7 *to* 1 to make the bet seem more attractive. The payoff is identical in both cases. The key to Prop Bets is *moderation*. A buck here or there is OK. Don't rely on these bets as your primary play in Craps or your stay in Nevada will be short. Typical House advantages on all Prop Bets are about 10 to 15 percent.

Hardways

The Hardways are one of the most popular bets in Craps, and put the Casino Owner's children through expensive California colleges. Again, a buck or two is OK. Don't go overboard!

The dice rolls 4, 6, 8, and 10 can be thrown two ways: *easy* and *hard*. An easy roll is one in which the individual die do not match. For example, an easy four must be composed of a 3 and a 1. An easy six can be a 5 and a 1, or a 4 and a 2. A hard roll, on the other hand, must have matching dice. Two deuces is a Hard Four, two fives is a Hard ten, etc. If you ever ask for a Hard Five or something similar, cash your chips and go play megabucks slots... you shouldn't be playing dice!

Hardway Bets are played after a Point has been established. The bet is concluded when either the number played is thrown, or a Seven Out occurs.

An example: The point is 8. Joe plays a dollar on HARD EIGHT and a dollar on HARD SIX. The next roll is six easy. The hard six bet is a loser, and vanishes with lightning speed as the dealer sweeps your chips into the coffer. The hard eight bet is still alive. The next roll is a pair of fours, or a hard eight! Joe is a winner at 9 to 1 odds. If a Seven had been thrown, both hardway bets would have been losers.

The hardway bets can add flavor to a game and increase the payoff when, as is popular, the player plays a hardways bet which corresponds to the point. Just GO EASY on them!



Game Initialization

The first time the game is started, all optional features are set to a default setting. Primary bets are set at \$5. Automatic features are all turned "off". Dice Animation and Sound are turned "on". In addition, Craps will search your Windows directory for a file named CRAPS40.INI. This file is used to store your game preferences when you select SAVE SETTINGS from the main menu bar. If found, the settings will be read and your game configured for you.

Starting Cash:

You will be asked to enter a starting amount of Cash. Enter a value and select OK or click \$500 for a fast bankroll.

Chip Handling:

The chips visible closest to you on the full screen game accurately represent your remaining cash. The "silvers" represent \$1, the reds or "nickels" are \$5 each, and the blues are \$100 each. The screen holds exactly \$8708. Any additional chips are held in reserve, off screen, and are added as needed. Change is made automatically as you bet.

Dice Animation:

The Dice roll animation can be canceled by clicking GAME and ANIMATION to the off (unchecked) position.

Sound

If desired, the Dealer Calls, sound effects, and background noise may be turned off by selecting this option and removing the menu item checkmark.

Viewing Right and Left:

Craps was designed to be 800 pixels in width. If you run Windows at a resolution of 800 X 600 (Super VGA) or higher, you will be able to see the entire game. For those users who run Windows in standard VGA (640 X 480), a VIEW button will allow you to shift the perspective left and right so as to see the entire board.

A bit of trivia... a Craps game is crewed by 3 to 4 Casino employees, consisting of two dealers who make change and collect bets, a Stick Man who calls the throws, and a usually dour and bored Box Man sits next to the cash box and twiddles his thumbs. The Dealers are not supposed to watch the dice... their job is to watch the bets. Therefore, it is the Stick Man who makes the colorful calls and solicits bets. To avoid mistakes, the call "Eleven" has been changed to "Yo-Eleven" to avoid confusion with the similar sounding "Seven".



Placing Bets

Bets are placed

by clicking with the mouse pointer on the portion of the playing field corresponding to the desired bet. A pile of chips will appear, with a number indicating the amount of the bet. The amount is specified by first setting your bets before placing them. *Additional clicking with the left mouse button will add to the amount.*

To remove a bet

once it has been placed, clicking on the bet *with the right mouse button* will take that bet down if legal to do so. For example, clicking on a Pass bet with the right mouse button *after* a point has been established will have no effect, as will clicking (again, with the right mouse button) on a Come bet which has been moved to a number (a Come Point). Straight Come and Field bets may be taken down with the right mouse button prior to the dice roll. When in doubt, clicking a bet with the RIGHT mouse button will remove from the table as much of the bet as is legal.

To summarize:

The **LEFT** mouse button is used to place bets, and the **RIGHT** mouse button is used to remove bets. The game will determine the legality of the request according to standard Craps rules.



Rolling the Dice

To roll the dice:

Click the "Roll 'em!" button. You may also press "R" on the keyboard. If you desire Dice roll animation, be sure the menu item ANIMATION is checked.

More trivia:

Casino dice are machined to .750 inches and held to a tolerance of "half a thou", or .0005 inches! A code is also imprinted on one of the faces to identify legitimate Casino Dice versus introduced fakes.



Placing Odds Bets

There are 3 ways to play odds bets in PyroWare Craps: MANUAL, MAXIMUM ON CLICK, and FULLY AUTOMATIC. Don't let the terms throw you... the latter two are primarily for advanced players who wish to speed game play. If you are a beginner, stick with the default setting of MANUAL., which is described below.

To place Odds on a Pass bet:

Click on the playing field *behind the line* after the point has been established. This is different from earlier versions of PyroWare Craps, where you clicked on the Pass bet itself. This version is more realistic... the Odds bet chips are located in the proper position, and this method also allows you to increase your basic pass bet.

To summarize: Clicking anywhere *inside* the pass line will increase your basic Pass Bet. Clicking *behind the line* will place or modify your Odds Bet.

To place Odds on a Don't Pass bet:

Click on the bet with the left mouse button *after* the point has been established. Clicking on the bet *prior* to a point being established results in additional cash being bet as a basic Don't Pass bet.

To place Odds on a moved Come Bet, or Don't Come Bet:

Click on the chips after they have been moved to the number with the left mouse button.

The other odds playing modes (as well as additional information on MANUAL) are described in the [Odds Betting Mode](#) section. For further study of the mysterious odds bet in Casino Craps, please see [Odds Bets](#).



Removing Odds Bets

To remove odds from a Come bet or the Pass Line:

Click on the bet with the **RIGHT** mouse button. The odds will be removed and returned to your chip stash. You may bet odds again later if you wish. Since a Pass bet or moved Come bet cannot be taken down, further clicking with the right mouse button does nothing.

To remove odds from the Don't bets:

Click on the bet **ONCE** with the **RIGHT** mouse button. **Use caution...** it is legal to take a Don't Pass or Don't Come bet down AT ANY TIME. This game supports this rule. Any further clicking with the right mouse button will take the basic bet down as well. Once this has been done, you will not be allowed to replay the bet.



Setting Bets

To set the level of your Bets:

Click **SET BETS** from the main menu. An interactive window will appear which will allow you to set your desired bet amount for all of the bets supported in the game. Bets may range from \$1 to a default Table Limit of \$5000. Enter text directly in the fields next to the desired bet.

To quickly change the size of your bets:

All of the bets have "modifier" buttons which quickly change the size of all of the corresponding bets. For the Main Bets, these buttons consist of **/2** (divide by 2), **X2** (multiply by 2), and **Reset** (sets whatever is on the button). When the dice turn hot or cold, you may increase or reduce your bets immediately and easily.



The Place bets have the basic X2 and /2 buttons, and a **32 Across the Board button**. By selecting "32 across the board" and then clicking "X2", you can rapidly increase the level of these bets and still retain favorable payoffs. See [Place bets](#) for a detailed explanation of these often confusing multiples.

To Save any changes to the Set Bets selections:

Click the **SAVE** button on the Set Bets Window, or select [SAVE SETTINGS](#) from the Craps Main Menu bar. Your selected Bets, [Automatic Bets](#), and [Odds Betting Modes](#) will be saved for your next session.

To Change the Table Limit and Reset Button:

You must edit the initialization file [CRAPS40.INI](#)



Place Bet Functions

To make a Place Bet:

Click on the narrow band above the desired number. A pile of *white* chips will represent your place bet. Don't confuse this bet with a moved Come bet, which is red. The amount of the bet is set with the [Set Bets window](#), available from the main menu bar.



Click here to make a Place bet.

Options after a Place Bet has won:

When one of your Place bets wins the winnings are paid, *but remain on the number*. The dealer will announce "Same bet, press, or down?" on the title bar of the Craps Window. Additionally, the place bet "control panel" will announce "Place Win", and the three option buttons will become enabled.



Click a button to see its function.

If nothing is done prior to the next roll, the entire bet plus its winnings will ride. This is not the smartest option, as the new bet may not be of a proper multiple to allow correct payoff. Pressing one of the three Place bet option buttons will perform the desired function.

For a detailed description of "Same bet, press, or down" options, see [Place bets](#).

To take a Place Bet down:

Place bets can be taken down *any time* with a click of the **RIGHT** mouse button on the desired Place bet.



Automatic Bets

The built-in Automatic Betting features of Craps reduces the tedium of setting large numbers of bets. For example, if you are always a Passline bettor, selecting AUTO PASS BET will automatically play your Pass Bet for you when the dice are coming out.

To Turn On an Automatic Bet:

Select **AutoBets** from the main menu bar, then select the desired bet. A check will be displayed next to the selection, indicating it is active. Craps will now play these bets for you at the optimum moment during Game Play.

Alternately, you may click on one of the Automatic Bet Buttons on the Set Bets Window.

To Turn On Automatic Odds:

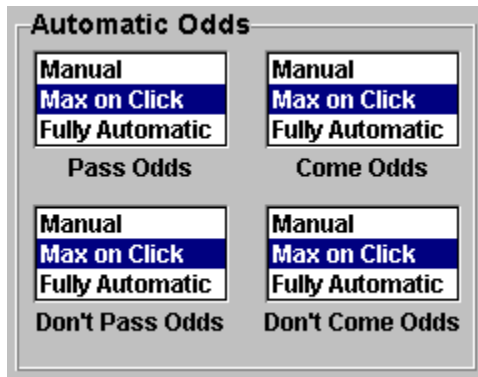
Select GAME, then SET BETS... from the main menu. The Set Bets window will appear. You may now select an Odds Betting Mode.



Odds Betting Modes

Setting your Odds Mode:

When the Set Bets window is displayed, you can choose from 3 different methods for playing odds on those bets which accept them. The choices include MANUAL (default), MAXIMUM ON CLICK, and FULLY AUTOMATIC.



From the SET BETS Window

MANUAL:

To play an odds bet with Manual selected, click on the bet (or behind the Pass line in the case of the Pass bet) with the left mouse button. A small window will be displayed with a suggested bet in the text box, which will be maximum odds. If you like the suggested odds bet, click ACCEPT. Otherwise, change the bet and then ACCEPT or simply CANCEL.



If you check the REMEMBER Box, the Game will remember your last entered Odds bet, and will display it the next time you request Odds.

MAXIMUM ON CLICK:

A useful setting, Max on Click allows you to place your odds bet with a single click of the left mouse button on the bet you wish to place odds. This will place for you the maximum odds bet, cash permitting. If a less-than-maximum odds bet exits, it will be increased to the legal maximum. If you desire to play less than maximum odds, you must utilize the MANUAL setting for your odds betting.

FULLY AUTOMATIC:

Full Auto will place for you a maximum odds bet the moment it is legal to do so. FULLY AUTOMATIC can win (and lose) big bucks very quickly if you are a heavy Come or Don't Come player.

Remember, the right mouse button will remove any odds bet played previously.

See Placing Odds Bets.

Statistics

Statistical information is available by selecting STATISTICS from the main menu bar. The game will begin to analyze and display information from all preceding rolls, which includes the number of rolls, the number of concluded hands, hands won, hands lost, and the "long hand".

The statistics window may be displayed concurrently with the game field, and will update real time.

Number of Rolls:

This is the number of rolls thrown since either the game began or a request was made to *reset statistics*.

Number of Hands:

The number of hands is an indication of the number of those hands where a point has been established, and excludes coming out rolls which result in a natural (7 or 11) or craps (2, 3, or 12).

Hands Won/Lost:

A losing hand is one which concludes with a 7-out. A winning hand is one in which the point is thrown.

Long Hand:

Often tracked in some Casinos (Reno especially), the Long Hand is the number of rolls a shooter throws before the inevitable seven-out. The longer the hand, the larger the potential profit for Come and Place bettors. Over a dice run of several thousand, the long hand will probably be in the neighborhood of 30 to 40 rolls.

Roll Distribution Graph:

The **bar graph** is a representation of the relative number of occurrences of each number thrown. As more and more rolls accumulate, the graph will assume a mathematically inevitable bell-shaped curve. Over a shorter run (typically less than 2 or 3 hundred) the curve will vary. Greater occurrences of the numbers 2, 3, 4, 9, 10, 11, and 12 will tip the field yield in the player's favor. A greater than normal occurrence of the number 7 usually will favor the house. Anytime fewer than expected 7's are thrown, the player should be winning if appropriate bets are made.

To reset statistical information:

Click the RESET button on the Statistics Window. The actual resetting will occur only at the conclusion of the hand, i.e. if a point is currently established, clicking RESET will have no apparent effect until the dice are once again coming out.

There seems to be two popular definitions of a *hand*. The first is when a shooter establishes a point and then rolls to conclusion... either a winner (his point is rolled) or a loser ("seven out, line away...") The second definition, supported in this game, is the number of rolls a shooter throws before relinquishing the dice, which happens only after a Seven-Out.

(a side note: these published values were used to debug the program, insuring accurate payoff and a dice throw as random as a computer can generate).

The dice are COMING OUT when a shooter has either thrown his point or has thrown a seven. The point marker puck will be off the field of play with the OUT side displayed.

A *Blanket Roller* is a dice sharpie who can control his throws to produce a desired result. It requires years of practice or Psychic powers of control.

The POINT is the roll a shooter has thrown and must roll again to win a passline bet. The only possible points are 4, 5, 6, 8, 9, and 10.

The PASS BET is the most basic (and one of the best) bets to make in Craps. It is normally played when the dice are coming out by placing your bet within the Passline on the playing field.

The Stick Man handles the dice with a long, curved cane and controls the flow of the game. A good Stick Man adds to the flavor of Craps with colorful calls. He'll also rap your knuckles if they stray into a forbidden portion of the playing field (just kidding!)

Pass Odds are played when a point has been established, and are really a side bet to your Pass bet. You are betting, with a Pass Odds bet, on the ability of the shooter to roll his point. Payoff multiples change with the Point... a rare 4 or 10 is much harder to roll than the dreaded 7, and pay accordingly. An EXCELLENT bet mathematically.

The Pit Boss is the bored fellow or lady who oversees a section of Games, and gets excited only at the sight of an Arab Sheik or Donald Trump.

The Box Man usually sits next to the Stick Man, and gets the enviable privilege of stuffing our hard earned cash into the vacuum of the Cash Box, where it is probably sucked directly into the pockets of the Casino owners.



ShareWare Agreement

Craps is not free software, it is Shareware, and requires payment for use longer than 21 days. By testing Craps for this period, you are determining if it is entertaining and worthwhile. If it does not meet your needs, please delete the files or pass them along. Craps as a Windows program has over 2 years of my time to make it what it is today. I hope that you enjoy it.

What it Gets you:

Registration gets you the latest version of Craps on the diskettes of your choice, licensed for use on any one computer at any one time. (Site or multiple licenses are available... please inquire.) Best of all, the program is **shipped with almost 5 MegaBytes of pure digital sound**, guaranteed to make you feel like you are in Vegas, ready to bet it all just as the dice turn cold. (At least that's what I always do!) Sound requires a sound card capable of playing Windows WAVE files... (8 bit, 22 kHz). Cards such as a Soundblaster or Pro Audio Spectrum will work fine. A PC speaker driver WILL NOT WORK.

Registration is \$15.95.

Payment by Check (U.S. funds drawn on a U.S. Bank), Money order, or Cash. **Specify disks desired, 3.5" High density (1.44Meg) or 5.25" High Density (1.2 Meg).** PyroWare cannot be responsible for Cash lost in the mail.

**PyroWare
1109 Manor Way
Roanoke, TX
76262**

If you have questions prior to registering, please call PyroWare at (817) 431-0751. I cannot return a call unless you are a registered user.

Thank you for supporting Shareware, which produces some fine programming examples and provides all computer users with access to affordable software.

Vendors:

Anyone who sells copies of this software as Shareware is a vendor of this product. See **Vendor/Reseller Information** for important details.

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Saving/Restoring a Game

The SAVED GAME LIBRARY is opened by selecting SAVE/RESTORE GAME from the FILE menu. The Library allows you to save an essentially infinite number of games, each with its own description.

To Save a game:

Enter a description (optional) in the "Description:" box. Click SAVE. If one of the previously saved games is highlighted, you will be asked if you want to replace the selected game. Selecting YES will replace the game; NO will add the game to the end of the list. CANCEL will abort the save. If you do not enter a description, the saved game will be named "<Untitled>"... otherwise, the description will appear in the list.

To Restore a game:

Select the game on the list you wish to restore and click RESTORE. All bets, Cash level, and the Point will be set. You may now continue play.

To delete a Saved game:

Select the game you wish to delete. Click the DELETE button. The game will be removed from the list.

To close the Library:

Click the CLOSE button or select CLOSE from the window's control menu.

Notes:

The last game(s) saved (up to 4) are displayed by their descriptions under the FILE menu on the game itself, allowing restoration of these games without having to open your SAVED GAME LIBRARY.

Save/Restore uses a file named SAVEGAME.DAT in your chosen Craps directory. Each game required 290 bytes. If you open the SAVEGAME.DAT file outside of Craps, please make a backup copy. A corrupted SAVEGAME.DAT file will result in the loss of all the saved games in the file.

Unlike earlier versions of PyroWare Craps, these saved games do not restore the current Set Bet amounts or any of the optional settings like Animation or Sound. These can be saved by selecting Save Settings from the FILE menu.

You can cheat with SAVE GAME, but why play a game of chance when there is no chance? Besides, there is an advanced algorithm in Craps which will detect cheating and will re-program Craps into a nickel slot-machine simulation, complete with 99 cent shrimp cocktails and bad mixed drinks in plastic cups.

To *Fade* is to match some of the controlling player's money with your own; this becomes the bet between the controller and the fader. Often, a game begins with a player dropping a large sheaf of cash which can be faded by any number of players until there are no more bettors or the cash pile is completely gone.

Lotsa sauce, few shrimp.

Is there such a thing?

Better than No Scotch!

A *Base Bet* is a Pass, Come, Don't Pass, or Don't Come bet without any odds.

To *Work* is to be at risk on a given roll. Some bets, such as the odds on a Come Bet, or Place Bets, are not at risk (They don't *Work*) on the Come Out roll. Casinos will allow a player to declare a bet "Working", usually at the players hunch or discretion.

Same Bet: Whatever your bet was before the roll is retained on the number and the remainder is returned to you.

Press: Your bet is doubled and any leftovers are returned to you. Press seems to have different meanings depending upon where you are playing. If there is any doubt, tell the dealer exactly what you want done with your bet.

Down: *All* of the bet (winnings and original) is returned to you. Remember, the money ain't yours until you take it down!

Sound

Craps uses Sound files known as WAVE files, which allows digital recording of sounds for later playback.

To Hear the Sounds in Craps:

You must have a sound card capable of playing WAVE (.WAV) files recorded and played at 22Khz, 8 bit, Mono Sound. This is a fairly standard format and most sound cards can easily accomodate them. See your Sound Card documentation if in doubt.

If the SOUND item is GRAYED (Disabled):

This indicates Craps could not detect WAVE Playing capability on your computer, or you have a SHAREWARE version of Craps. The sound files are over 5 Megabytes uncompressed, and are included only when a registered copy of Craps is shipped to a customer. See [ShareWare Agreement](#) for information on registering Craps.

Sound adds tremendously to the atmosphere of the game. I highly recommend it. Many hours were spent haunting Casinos, sipping Cheap Scotch and rolling the bones, all with Sound recording equipment, to give this game "the right touch". Someone had to do it.

To turn Sound ON or OFF:

Select SOUND under VIEW on the main menu bar. It will toggle ON or OFF (Checked or Unchecked).

If Sound causes problems:

If you receive error messages relating to sound or the sound is terrible, and you cannot control the sound by deselecting the SOUND menu item, you can turn off sound at the source... by editing [CRAPS40.INI](#).



Dice Animation

Craps 4.0 produces the best dice roll animation seen in a Windows game. To accomplish this, the file CRAPS.DDS is included with Craps. This file contains a database of rolls and is accessed continually during game play. CRAPS.DDS must reside in the same directory as CRAPS.EXE. If it is not available, Dice Roll Animation cannot be done.

To turn dice roll animation ON or OFF:

If the menu item ANIMATION is checked, animation is turned ON. Select the item ANIMATION to check or uncheck it. When OFF, the dice appear in the middle of the screen and stay there.

To set the speed of the Animation:

Select SET DICE SPEED from the main menu. A small window will appear. Use the *spin* buttons to set the frame delay. A SMALLER number makes the dice roll FASTER. Click the TEST ROLL button to see the dice roll with the selected speed. Select SAVE to save the new speed to CRAPS40.INI, or CANCEL to keep the old speed.

If the dice do not roll across the screen:

From FILE MANAGER, look for the file CRAPS.DDS. Be sure it is in the same directory as CRAPS.EXE. Be sure the menu item ANIMATION is ON (Checked).



CRAPS40.INI

Most larger Windows programs store private data in a file known as an .INI file. These files are usually found in your WINDOWS directory. This is where you can find CRAPS40.INI.

CRAPS40.INI contains information on your personal preferences, any saved game data, and lines which act as SWITCHES, turning features and game accessories ON and OFF.

To examine or edit CRAPS40.INI:

If you doubt your ability to navigate the Windows environment and edit and save Text (.TXT) files, then I recommend you skip this procedure. Otherwise, from File manager or Program manager, select RUN from the menu. If your primary Hard Drive is C, enter NOTEPAD C:\WINDOWS\CRAPS40.INI. This will open the file for you.

The file is divided into *Sections*. A section is noted as being enclosed with Brackets, ex. [Preferences]. The data beneath that bracketed section title belongs within that section, and is written in a simple formula:

ITEM=Value, where value can be a number or text.

What the sections mean:

There are 3 sections to the INI file... [Preferences], [Last Four], and [General].

[Preferences]: The [Preferences] section hold information on how you like your game set up. This is the section written to when you select Save Settings from the menu or click the SAVE button on the Set Bets Window.

[Last Four]: These are the descriptions of the last four games saved by you. These descriptions appear on game startup as menu items under FILE, allowing you to reconstruct any of them quickly and easily.

[General]: This section has several values which control how your Casino does business. Listed below are the entries, and the range of numeric values which are valid, along with the default value. Simply enter the desired number with no punctuation necessary.

For example, to set a Table Limit of \$10,000, you would change the Table Limit Line to read

Table Limit=10000

The following is a list of parameters which you can modify, with the valid range and the game default displayed.

Table Limit = (500 to 30000, default - 1000)
Animation Speed = (0 to 300, default - 30, smaller is faster)
Sound Effects Interval = (8 to 60, default - 10)
Get Cash Button = (100 to 5000, default - 500)
Mouse Cursor = (0 to 3, default - 2)
Sound (1=ON, 0=Off)
Set Bet Button = (1 to 500, default - 5)

NOTE on SOUND: I recommend you do not modify the Sound On or Off from the CRAPS40.INI file unless it cannot be controlled properly from within the game, in which case it is acceptable to turn sound OFF by setting this line within the INI file to 0.

NOTE ALSO that you must SAVE the modified CRAPS40.INI for the changes to take effect. Some changes may take effect immediately; all will be effective the next time the game is played.

Table Limit - The maximum bet that may be played. At most Casinos this does NOT include any subsequent odds bet, although it is wise to first ask.

This controls the delay between dice rolling animation frames. A smaller number creates faster animation. On all but the slowest machines, a 0 creates impossibly fast dice rolling. This delay number is modified when you SET ANIMATION SPEED from the menu.

The *Sound Effects Interval* is the number of seconds between what are called "Snippets" of sound... background Sound bites such as coins falling, chips rattling, spectators commenting, and Stick Man encouragements. These are essential to making Sound as realistic as it is. Individual tastes vary... If you want a quieter Casino, set a longer (up to 60 seconds) interval.

The *Get Cash Button* is the button on the "Please enter Starting Cash" Window which is labeled with a dollar amount. When clicked, the button will deliver the displayed amount to your Chip Rails. The default is \$500. Valid range is from \$100 to \$5000. If you want this button to display your personal Start-up preference, enter the value in the CRAPS40.INI file in this fashion: **Get Cash Button=1500** where 1500 is your \$\$ amount. No punctuation, please. Any value outside the valid range will be ignored, and the Button will display \$500.

Four different mouse pointers, or *mouse cursors*, are available. The Pointers are numbered from 0 to 3. The default is number two. You may change the default to any of the others by entering the number on this line.



This is the button on the Set Bets Window which will set all of your MAIN bets to whatever the button reads. If you like to start your Craps session with all of the main bets set to \$50, edit the entry to read **Set Bet Button=50**. Then, when this button is clicked, all of your main bets will be set instantly to \$50.



Keyboard Shortcuts

While requiring a mouse to play, Craps does have a few Shortcut Keys which may speed the action a bit.

[R] - Rolls the dice.

[S] - Turns Game Sound ON or OFF. Note: Sound is available on the registered version only, mainly due to the size and number of the files. See [Shareware Agreement](#) for registration information.

[B] - Displays the Set Bets Window, which allows you to set the desired level of all your bets, as well as some other features.

[T] - Displays Statistics Information on the rolls previously thrown.

[P] - Makes a Pass Bet.

[O] - Makes Pass Odds bet.

[C] - Makes a Come Bet.

[F] - Makes a Field Bet.



Saving Personal Settings

Craps uses a file named CRAPS40.INI to store information about your game. The file will be created in your Windows directory the first time the game is played. As you become familiar with the game, you will want to have your personal preferences already set each time you begin another session. This can be accomplished by selecting **SAVE SETTINGS** from the drop-down menu.

SAVE SETTINGS will save the following information to CRAPS40.INI:

Selected Level of Odds (1X to 10X)

Animation (on/off)

All Automatic Bets (On or Off)

All Set Bet levels

Odds Betting Mode in use

Additionally, when you exit the game, the last position of the Craps Window (height, width, location on the screen) is saved, as is the Sound setting (On or Off).

When you start another game, these settings will be read and the game configured to your liking. **SAVE SETTINGS** functions very much like Program Manager's SAVE SETTINGS ON EXIT, except you don't have to exit the program to save your preferences.

NOTE: **SAVE SETTINGS** does not save a game. To save a game and continue playing at a future session, see Saving/Restoring a Game.



Vendor/Reseller Information

Questions or Comments, contact:

PyroWare
1109 Manor Way
Roanoke, TX 76262
Phone: (817) 431-0751

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"Commercially distribute" means to distribute for money or other consideration. It includes copying onto magnetic disks, CD-Roms or any other tangible medium now or subsequently known, and distribution by retail rack, direct mail, catalog, advertisement, or trade show. It does not include distribution by any not-for-profit organization, by any hobby, user or computer interest group to its members, or electronically by any BBS.

Bundling with and without SOUND support:

The Wave file sound support for PyroWare Craps 4.0 is of high quality 22 KHz/8bit sound. The Sound files alone are greater than 5 MegaBytes uncompressed, making modem transmission impractical but distribution via CD-ROM or high density diskettes (either 3.5" or 5.25") possible. If you desire to distribute a version with Sound Support, please contact Pyroware for details.

BBS Systems:

ShareWare programs and files may be distributed by SYSOPS on BBS systems. All program files must be kept together and must remain unmodified. You may use LHARC, LHA, PKZIP, or a similar program to compress and group these files. This file should be named CRAPS40.ZIP or CRAPS40.LZH.

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ShareWare programs and files may be distributed by not-for-profit User Groups or Computer Clubs. For-profit groups must follow the rules outlined below for Disk Vendors. All program files must be kept together and must remain unmodified. You may use LHARC, LHA, PKZIP, or a similar program to compress and group these files. You may not combine these files with any other files from any other sources.

Catalog Disk Vendors

Current ASP approved disk vendors may start to distribute a ShareWare version of this program without prior written permission. You must remain an ASP approved vendor to keep distributing this package in this fashion. You must also send us a copy of your catalog that contains the description of this program. If an ASP approved vendor leaves the ASP they must contact us within 10 days for permission to continue to distribute this product, or they may remove it from their catalog.

All other catalog disk vendors must write for permission to distribute these programs. Be sure to include

sample copies of your catalog or other written materials when you write to ask for permission. We will not respond to vendors who do not include this material with their request.

Craps for Windows, when listed in vendors' catalogs, advertisements, brochures, mailers, etc. must be named "Craps for Windows" and not some other pseudonym like "Casino Games".

These program files may not be combined with other programs and files in such a way as to compromise their individuality or distinctiveness.

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All Rack Vendors (those who sell this product in a retail environment or those who package this product and distribute it for sale in a retail environment) must contact PyroWare prior to distributing a rack version of this product. Please send sample copies of your rack packaging when requesting a rack version.

CD-ROMS

All CD-ROM Vendors must contact PyroWare prior to distributing a CD-ROM that includes this product. Please send sample copies of your CD-ROM packaging when requesting a CD-ROM version.

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This package may not be be "rented" or leased.

These files may not be modified, hacked, reverse engineered, or tampered with in any way.

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Quick Reference Guide

Betting:

Setting the Size of Your Bets

Placing a Bet

Taking a Bet Down

Making an Odds Bet

Payoffs:

Odds Payoffs

Place Bet Payoffs

House Advantages:

Pass Bet

Come Bet

Field Bet

Don't Pass

Dont Come

Place Bets

Prop (Center) Bets

Place Bet Functions:

Same

Press

Down

Without Odds:	1.41%
With Single Odds:	0.80%

2 and 12 Doubled:	5.55%
2 or 12 Tripled:	2.77%

Without Odds:	1.40%
With Single Odds:	0.80%

4 or 10:	6.67%
5 or 9:	4.00%
6 or 8:	1.52%

Big Six/Big Eight	9.09%
Any Seven	16.67%
Any Craps	11.1%
Two Aces	13.89%
BoxCars	13.89%
Hard 4/Hard 10	11.1%
Hard 6/Hard 8	9.09%

4 or 10:	9 to 5
5 or 9:	7 to 5
6 or 8:	7 to 6

4 or 10:	2 to 1	
5 or 9:		3 to 2
6 or 8:	6 to 5	

Select **SET BETS** from the main menu. A window will appear allowing you to set your bets to your liking.

Click with the **LEFT** mouse button on the portion of the playing field where you wish to bet.

Click with the **RIGHT** mouse button on the bet or on the bet's area.

Click with the **LEFT** mouse button on the bet after a point has been established.

Setting Maximum House Odds

By selecting SET MAX HOUSE ODDS from the main menu (found under GAME) you may set the maximum odds allowed in the standard "X" format, as in 5X odds.

To set the House Odds:

Select SET MAX HOUSE ODDS, then the desired level. Levels available are 1X, 2X, 3X, 5X, and 10X. Odds may be changed at any time, although for the sake of realism, you should decide what level of odds should be allowed at the start of a session

By far, the majority of Casinos allow 2X odds, although the trend today is to attract customers by offering 5X and 10X odds. It is to your advantage to play as many odds bets as possible, as the odds bet has no advantage for the Casino.

Please see [Odds Bets](#) for a description of how odds work and are played.

The Recorder

Turning on the Recorder will allow you to track up to 30,000 dice rolls, and reconstruct each and every one if you desire!

The Recorder may be activated by selecting the RECORDER menu item, found under GAME on the Craps Menu Bar. A small, floating window will appear. Each dice roll, complete with all bets and cash amount, will be recorded to disk as long as the Recorder is active.



To restore or inspect a previous roll:

Click the BACK button once to go backwards one roll. Holding the button depressed will rapidly scan backwards after a short delay.

To return to the last roll thrown:

Depress and hold the FORWARD button. The roll counter to the right of the buttons will scroll rapidly after a short delay. When the number stops scrolling, release the button. The game is now returned to the last roll thrown.

You may resume normal Craps play at any point. If you scan backwards through your roll history, stop at an intermediate roll number, and then roll the dice, the game will commence at the point where you stopped the scan. Any of the original roll history *past that point* will be lost, and recorded over with new roll and bet data.

A note on disk space:

Each roll requires 290 bytes of disk space. Craps will create a temporary data file to record the rolls. This file is erased automatically at the end of the session. The maximum number of rolls which may be recorded is 30,000. If you played this long, the data file will be 8.4 MegaBytes in size. You'll also require professional help!

The recorder is completely independent of the [Statistics](#) window, and will record only as long as the Recorder item is selected. Closing the Recorder window or deselecting RECORDER on the Craps Menu will terminate recording.

32 *Across the Board* is a bet which covers all of the numbers with Place Bets in the following amounts:
For the 4, 5, 9, and 10 - \$5. For the 6 and 8 - \$6. The total is, of course, \$32.

