

Index

- [Craps Overview](#)
- [Basic Information](#)
- [Basic Bets](#)
- [Place, Buy, Lay Bets](#)
- [Other Bets](#)
- [Additional Bet Information](#)
- [Outcome](#)
- [Setup Options](#)
- [Getting Help](#)

Craps Overview

There are two ways to bet on Craps, the "right" way, that is with the dice, or the "wrong" way, against the dice. A 7 or 11, or natural, on the come out roll wins for a right bettor. A 2, 3 or 12 loses. Any other number becomes the players "point". If the point is rolled before a 7, the "right" player wins, otherwise the "right" player loses. The "wrong" player wins when the "right" player loses.

Basic Information

Chose from the items listed for overview information on the desired topic.

- Basic Operation
- Placing/Removing Bets
- Buttons - General Information
- Programming Buttons
- Setting the Default Stack Value

Basic Operation

The Basic Bet amount is determined by setting the Chip Value and the Number of Chips in a stack. The Basic Bet is placed by clicking the mouse in the desired betting area. The Buttons at the bottom of the screen can be programmed to place a number of bets of various amounts simultaneously.

Once the desired bets are placed, the dice are rolled by pressing the Roll button. The outcome of the roll is displayed in the upper right of the screen. Losing chips are shown in red, winning chips in yellow, and returned chips in green. Push bets remain blue. The amounts won and or returned are transferred to the Come Bet area in the center of the screen.

After examining the outcome and amounts displayed press the Clear button to clear the screen, place the won and returned chips on the Rail and unlock the buttons, enabling you to set new bets.

Placing/Removing Bets

Bets may be placed as chips on the table by clicking the mouse on the desired betting area. In addition, certain bets can be placed by pressing the appropriate buttons at the bottom of the screen. If there is not enough money on the Rail to cover the bet, or the bet is not allowed at that point, a Beep is sounded.

To remove a stack of chips, simply click your mouse on the top of the stack. You may also remove most bets by pressing the appropriate buttons below the table layout.

Buttons - General Information

Buttons can be programmed to perform a variety of operations. Those that place bets are:

- Place
- Buy/Lay
- Field
- Big6/8
- Hardway
- One Roll

Pressing any of the buttons listed above places the pre-programmed bet. Pressing the Field, Big6/8, Hardway or One Roll buttons a second time removes these bets. To remove the Place, Buy/Lay Bets use the Take Dn (Down) button. To inactivate a set of bets temporarily use the On/Off button.

Programming Buttons

The buttons at the bottom of the screen can be programmed to put up bets, take down bets, or turn bets on or off. To preset a button, choose the Button menu item followed by the desired button. This opens a dialog box for programming that button.

In order to place a bet you must choose the bet and amount. To activate a bet check the box to the left of the desired bet. The number of chips can be increased by pressing the plus button to the right of the number of chips. Pressing the minus button decreases the number. The Reset button sets the number of chips for all options to the default number.

The total amount of the pre-programmed bet is shown at the top of the dialog box. Note that in some special instances increasing and decreasing the number of chips has no effect on the bet total. This is due to the way odds are treated.

Setting the Default Stack Value

A bet is composed of a stack of chips. The Setup menu item allows you to set the value of a chip as \$5, \$10, \$25 or \$100. The Chip menu item sets the default number of chips in a stack, from 1 to 9. When you use the mouse to put a stack of chips on the table, the basic bet amount is the number of chips times the chip value.

Basic Bets

For detailed information on basic bets, choose the desired item.

- [Pass/Don't Pass Bets](#)
- [Come/Don't Come Bets](#)
- [Pass Odds](#)
- [Don't Pass Odds](#)
- [Come Odds](#)
- [Don't Come Odds](#)

Pass/Don't Pass Bets

A Pass bet is a "right" bet or one placed with the dice. It can only be made on a come out roll, that is before a new point is set. It wins if a 7 or 11 is rolled on the come out roll or if the point is made. It loses if a 2, 3, or 12 is rolled on the come out roll or a 7 is rolled before the point is made.

The Don't Pass is a "wrong" bet made on a come out roll. It wins if on the come out a 2 or 3 is rolled, loses if a 7 or 11 is rolled. It also wins if the point is not made and loses if it is made. Note that the Don't Pass is the exact opposite of the Pass bet with the exception that Don't Pass neither wins nor loses if a 12 is rolled on the come out.

The Pass/Don't Pass bets are even money bets, meaning you win a dollar for every dollar bet. The Don't Pass bet can be removed after the point is established (as long as there is no odds bet on it), but the Pass bet cannot be removed and remains until the point is won or lost.

Come/Don't Come Bets

The Come and Don't Come bets are identical to the Pass/Don't Pass Bets except that they cannot be made on a come out roll. After a point has been established for the Pass/Don't Pass lines, you can make a Come or Don't Come bet. These bets win or lose based upon the next roll of the dice as their come out roll. For example, the Come wins if a 7 or 11 is rolled, loses if a 2, 3 or 12 is rolled. If any other number is rolled it becomes the point for that Come bet.

When a Come or Don't Come point is established the Come and Don't Come Bets are moved to the appropriate numbered box. The Come bet cannot be removed after a point is established. The Come/Don't Come bets are even money bets, meaning you win a dollar for every dollar bet.

Pass Odds

You can put an Odds bet "Behind the Line" on the Pass bet after the point is established. Simply click your mouse just below the Pass Line to set the bet.

If the house limit is set to Single Full Odds., the maximum Odds Bet is generally equal to the Pass Bet. It can be greater than the Pass Bet, but only up to the next higher amount that produces an even dollar payoff. If the house limit is set to Double Full Odds, the Odds Bet is double the maximum bet for Single Full Odds.

The payoff odds depend upon the point made:

2 to 1 on the 4 and 10

3 to 2 on the 5 and 9

6 to 5 on the 6 and 8

Don't Pass Odds

You can put an Odds bet on the Don't Pass bet after the point has been established. Simply click your mouse in the Don't Pass area to set the bet. Avoid clicking on the Don't Pass Bet as this will remove the basic bet.

For Single Full Odds., the maximum Odds Bet is generally equal to the Don't Pass Bet. It can be greater than the Don't Pass Bet, but only up to the next higher amount that produces an even dollar payoff. The maximum Odds Bet for Double Full Odds, is twice the maximum amount for Single Full Odds.

The payoff odds depend upon the point established:

1 to 2 on the 4 and 10

2 to 3 on the 5 and 9

5 to 6 on the 6 and 8

Come Odds Bet

An Odds bet can be made on a Come Bet after its point is established by clicking the mouse in the numbered box holding the Come Bet. The amount of the bet and payoff is exactly the same as for a Pass Odds bet having the same point.

Come Odds are off, (not working) during a come out roll.

Don't Come Odds Bet

A Don't Come can be made on a Don't Come Bet after its point is established by clicking the mouse just above the box holding the Don't Come Bet. The amount of the bet and payoff is exactly the same as for a Don't Pass Odds bet having the same point.

Don't Come Odds are off, (not working) during a come out roll.

Place, Buy, Lay Bets

For information on setting Place, Buy and Lay Bets please choose the desired item.

- [Place Bets](#)
- [Place Button](#)
- [Buy Bets](#)
- [Lay Wagers](#)
- [Buy/Lay Button](#)

Place Bets

Place bets can be made by clicking the mouse in the thin box below the desired number or using the Place Button. If you use the mouse, the amount placed depends upon the number of chips set in the Chips menu option. If you use the button, the number of chips depends on the amount you set for each number.

In either case, the actual amount bet is adjusted to maximize the payoff to the nearest whole dollar amount.

Place bets cannot be made on a come out roll. Place bets are off, (not working) on a come out roll. If the number is rolled you win, if a seven is rolled you lose. The payoffs depend upon the number as follows:

9 to 5 on 4 and 10

7 to 5 on 5 and 9

7 to 6 on 6 and 8

Place Button

To program the Place button, chose it from the Button menu item. This opens the Place Dialog Box.

To activate an item check the box to the left of it. In addition the number of chips to be bet must be specified. Press the plus button to increase the amount or the minus button to decrease it.

The Across the Board option places a bet on all the numbers except for the established point. Selecting this item automatically deactivates the individual numbers.

The total amount bet is shown at the top of the box. This amount is approximate for the Across the Board option. The actual amount bet is not always the same as the number of chips selected because the bets on 6 or 8 are rounded up to provide a whole dollar payoff.

Buy Bets

Buy bets are identical to Come Odds bets except that they can be placed at any time and are always working. In order to get the greater payoff you must pay a 5% commission to the house based upon the amount bet.

Buy bets are placed by pressing the Buy/Lay Button or by clicking the mouse in the narrow box just above the desired number. Buy and Lay Wager chips are a different color to distinguish them from other type bets.

Lay Wagers

Lay bets are identical to Don't Come Odds bets except that they can be placed at any time and are always working. In order to get the greater payoff you must pay a 5% commission to the house based upon the payoff amount.

Lay Bets are placed by pressing the Buy/Lay Button or by clicking the mouse in the top box above the desired number. Buy and Lay Wager chips are a different color to distinguish them from other type bets. This is also useful to help to distinguish the Lay Wagers from the Don't Come Bets placed in the same area.

Buy/Lay Button

To program the Buy/Lay button, chose it from the Button menu item. This opens the Buy/Lay Dialog Box.

To activate an item check the box to the left of it. In addition the number of chips to be bet must be specified. Press the plus button to increase the amount or minus button to decrease it. If a Lay bet is desired for a specific number, check the Lay box as well. If the Lay box is not checked, the bet is assumed to be a Buy bet.

The total amount bet is shown at the top of the box. Note that actual amount bet is not always the same as the number of chips selected. This is due to the treatment of odds and the application of commissions.

Other Bets

Craps provides many betting options. Choose any item below for more information.

- [Big 6 or 8](#)
- [Big6/8 Button](#)
- [Field Bet](#)
- [Field Button](#)
- [Hardways](#)
- [Hardway Button](#)
- [One Roll Propositions](#)
- [One Roll Button](#)

Big 6 or 8

The Big 6 and Big 8 bets are displayed at the lower left of the screen. These are even money bets, may be made at any time and are always working. They can be set by clicking the mouse in the desired area or using the [Big6/8 Button](#). These bets win if 6 or 8 is rolled and lose if 7 is rolled.

Big 6/8 Button

The Big 6/8 Button will either put up or take down the prescribed bets. To program the Big 6/8 button, chose it from the Button menu item. This opens the Big 6/8 Dialog Box.

To activate an item check the box to the left of it. In addition the number of chips to be bet must be specified. Press the plus button to increase the amount or the minus button to decrease it.

The total amount bet is shown at the top of the box.

Field Bet

The field bet can be made at any time and is always working. It is based upon the outcome of the next roll. You win if a 2,3,4,5,9,10,11 or 12 is rolled, any other number loses. This is an even money bet except for the 2 and 12 which pay double.

The bet may be placed using your mouse or the [Field Button](#).

Field Button

The Field Button will either put up or take down a Field bet. To program the Field button, chose it from the Button menu item. This opens the Field Dialog Box.

To activate the Field bet check the box to the left of it. In addition the number of chips to be bet must be specified. Press the plus button to increase the amount or minus button to decrease it.

The total amount bet is shown at the top of the box.

Hardways

Hardway bets win when the selected point is rolled with the same number on each die. The payoff is as follows:

9 to 1 for the 4 and 10

7 to 1 for the 6 and 8

These bets can be made at any time and are always working. The bets lose if the point is made any other way or a 7 is rolled.

Hardway Button

The Hardway button will either put up or take it down a prescribed set of bets. To program the Hardway button, chose it from the Button menu item. This opens the Hardway Dialog Box.

To activate the number check the box to the left of it. In addition the number of chips to be bet must be specified. Press the plus button to increase the amount or minus button to decrease it. The total amount bet is shown at the top of the box.

The Point only option places the specified number of chips only if the point is established on the come out roll. Selecting this option automatically deselects any individual numbers currently active.

If this button is programmed for the Point Only option, and no point is established when pressed, there is no effect.

One Roll Propositions

One Roll or Proposition bets are bets on the outcome of the next roll of the dice. The payoff is as follows:

7 to 1 for any 7

7 to 1 for any craps, that is, 2, 3 or 12

29 to 1 for 2

29 to 1 for 12

14 to 1 for 3

14 to 1 for 11

The Horn Bet is evenly divided among the four surrounding bets, that is the 3, 11, 2 and 12.

Due to this division, the Horn bet is rounded up to the nearest amount evenly divisible by four. The payoff is the same listed above for one fourth of the Horn Bet; the other three fourths of the bet is lost.

One Roll Button

The One Roll button either puts up or takes down a prescribed set of bets. To program the One Roll button, chose it from the Button menu item. This opens the One Roll Dialog Box.

To activate the bet check the box to the left of it. In addition the number of chips to be bet must be specified. Press the plus button to increase the amount or minus button to decrease it. The total amount bet is shown at the top of the box.

The Horn bet option automatically deselected any 2,3,11 or 12 bet currently active.

Additional Bet Information

For more information on setting or adjusting bets choose the desired item.

- [Adjusting the Amount Bet](#)
- [Overriding the Odds Bet](#)
- [Getting the Stack Value](#)
- [Off/On Button](#)
- [Take Dn Button](#)
- [The House Advantage](#)

Adjusting the Amount Bet

When you click on a betting area to place a bet, the amount bet is based upon the Default Stack amount. The default stack amount can be changed by varying the Chip Value in the Setup Dialog Box and/or Chip Number selected in the Chip menu item.

The only way to change Pass, Don't Pass, Come and Don't Come Bet values is by changing the default stack value.

The Buttons allow you to set different numbers of chips for each individual bet. For example you can program the One Roll button to place 9 chips on the Any Craps bet while simultaneously placing 6 chips on the 11 One Roll proposition and 2 chips on the Any 7 bet. The value of each bet is the number of chips specified times the Chip Value.

Additionally, you can place any number of chips , from 1 to 99, as the odds bet via the Overriding Odds Bet option.

Overriding the Odds Bet

Although Single or Double Full Odds are the most generally available house odds, casino rules can vary greatly. To accommodate your favorite odds option an Override to the standard odds calculation is provided.

Hold down the CONTROL KEY while clicking in the desired odds bet area. This opens a dialog box which allows you to enter any number of chips from one to 99 as your odds bet.

Getting the Stack Value

The Stack Value is displayed as a number indicating the number of whole chips making up the stack. This number can be inaccurate under the following conditions:

- if you changed the value of the chips after the stack was set;
- if the value of the stack requires a fractional chip;
- if the value of the stack requires more than 99 chips.

A small plus sign is displayed below the number if either of the last two conditions are met.

In any case, to display the exact amount of the stack, hold down the SHIFT KEY while you position the mouse on top of the stack. Then press the left mouse button and the exact amount of the bet is displayed.

Off/On Button

Certain bets can be taken "Off", that is inactivated so that they can be neither won nor lost even though they remain on the table. The Place bets and Odds bets are automatically "Off" on a new come out roll. All "Off" bets have a small OFF chip place on the stack.

You can program the Off/On Button to take any set of bets "Off" or put them back "On". Just select the Off/On option from the Buttons menu item, place a check next to the bets you want effected and then press the OK button to accept the changes.

When you press the On/Off Button it will place the OFF marker on the optioned stacks. Note that bets which are automatically off are temporarily unaffected by the Off/On Button. Sometimes you may need to press the button twice to get the desired effect, once to align all bets either on or off, the next to toggle them.

Take Dn Button

The Take Dn(Down) Button allows you to remove whole sets of bets simultaneously by pressing a single button. To program the button to take any set of bets off the table, just select the Take Dn option from the Buttons menu item, place a check next to the bets you want effected, then press the OK button to accept the changes.

The House Advantage

All bets in casino craps, with the exception of the Free Odds Bets, have a house advantage in regard to the probability of winning. There is a significant difference in the amount of house advantage for each of the bets, as listed below.

DON'T PASS	1.402%
DON'T COME	1.402%
PASS	1.414%
COME	1.414%
PLACE 6 OR PLACE 8	1.515%
LAY 4 OR LAY 10	2.439%
LAY 5 OR LAY 9	3.225%
LAY 6 OR LAY 8	4.000%
ALL BUY BETS	4.762%
PLACE 5 OR PLACE 9	4.000%
FIELD	5.556%
PLACE 4 OR PLACE 10	6.667%
BIG 6 OR BIG 8	9.091%
HARD 6 OR HARD 8	9.091%
HARD 4 OR HARD 10	11.111%
ANY CRAPS	11.111%
2,3,7,11, OR 12	16.667%

The Outcome

After the bets are placed, you must roll the dice to determine whether you won or lost.

Choose from the following items.

- Rolling the Dice
- Clearing the Table
- Bet, Won and Carryover Amounts
- Statistics

Rolling the Dice

After the desired bets are placed, press the Roll button to roll the dice. The dice will roll across the screen if the Animate Dice Roll option was checked in the Setup Dialog Box. The dice will come to rest on the table and a large image of the dice will also appear at the upper right corner of the screen.

Losing bets change to red, winning bets turn yellow and are be marked with a W and the payoff amount moves to the Come area. Odds bets which are off during the come out roll are colored green and are marked with an R indicating the amounts are being Returned to the Come area. The bets still undecided remain blue and are carried over to the next roll.

Clearing the Table

After the dice are rolled and the outcome is displayed, you must clear the table by pressing the Clear button. This places the winnings (and returned chips) on the Rail, removes the lost chips, resets automatically repeated bets (if any), removes the dice and resets the Bet, Won and Carryover Amounts at the bottom of the screen.

Bet, Won and Carryover Amounts

Listed at the bottom of the screen are the Total Bet, Won and Carryover amounts. Initially the Total Won and Carryover are set to zero. As Bets are placed on the table the Total Bet displays the running total of the amount being wagered on the next roll.

After the Roll, the amount won if any is displayed as Total Won. The Total Carryover is the amount that remains on the table that is still undecided. The Total Bet remains as it was indicating the total amount wagered on the last roll.

After Clearing the table, the Total Bet is set to the Carryover amount and the Total Won is reset to zero.

Statistics

A running account of the Stake and amount won or lost is kept from game to game. It can be viewed at any time by selecting Statistics from the Options menu item. To reset to the current amount specified as your Stake in the Setup Dialog box, choose the Yes button.

The Setup Options

The selected setup options are saved and reloaded the next time you play. For more detail select one of the following items.

- Single/Double Full Odds
- Chip Value
- Betting Limit
- Setting the Stake
- Setting the Speed
- Animating the Dice Roll
- Repeating Bets Automatically

Single/Double Full Odds

Single Full Odds bets are limited to the amount of the original bet plus a possible adjustment to insure a whole dollar payoff at least equal to the original bet. Double Odds are limited to twice the Single Odds limit.

Chip Value

Chip Values can be set to \$5, \$10, \$25 or \$100 by choosing the desired amount in the Setup Dialog Box. Since all bets are based on numbers of chips, the amount bet is that number multiplied by the Chip Value.

Changing the Chip Value effects subsequent bets, not those already placed on the table.

Betting Limit

This is the maximum wager allowed to be placed in any single stack. You may chose either \$500 or \$1000. Trying to exceed the maximum bet causes a Beep.

Setting the Stake

The initial amount of your bankroll can be set to \$500, \$1000 or \$5000 by choosing the desired amount in the Setup Dialog Box. This amount also governs the Rail amount when the Reset option is chosen.

To add to the Stake, choose Add to Stake from the Option menu. You may also change the Stake amount at any time by choosing a different amount from the Setup Dialog Box. An amount equal to the difference between the previous stake option and new option is added to the Rail.

Setting the Speed

When you press the Roll button, the outcome is displayed rather rapidly, indicating which bets won, lost or pushed, transferring amounts to the Come area, etc. If you wish to slow down this process a bit, choose the Slow Speed option in the Setup Dialog Box.

Animating the Dice Roll

You may wish to see the dice roll across the table when the Roll button is pressed. To do so check the Animated Dice Roll option in the Setup Dialog Box.

Repeating Bets Automatically

Most bets can be automatically repeated after winning by checking the Auto Repeat option in the Setup Dialog Box. They are: Pass; Don't Pass, Come, Don't Come, Big 6 or 8; Field, Hardways, One Roll Propositions; Place, Buy or Lay Wagers. If a bet is repeated the winnings are transferred to the Come area, the original bet remains in the appropriate area and is considered part of the Carry Over Amount.

If Auto Repeat is not selected, the winning bet is transferred along with the winnings to the Come area, then added to the Rail.

Getting Help

You can get context sensitive information on the bets/areas of the Craps table by holding down the SHIFT KEY and pressing the mouse button when the cursor is in the area in question.

Come out roll

The first roll in the game, prior to a point being established.

Right bet

Betting with the dice or player.

Wrong bet

Betting against the dice or player and with the house.

Rail

Where the money not in play is placed. The same as the current balance of money available.

Push

Bet neither won nor lost, generally carried over to the next roll.

Carry over

Undecided bets which remain on the table waiting for the next roll.

Off

Bets which are temporarily inactive; cannot be either won or lost.

On

Bets which are active; which can be either won or lost on the next roll.

Buy

Bet for a specific number coming up before a seven. Bets are bought by paying a 5% commission in order to get improved payoff odds. The commission is based upon the amount bet.

Lay

Wager that a seven comes up before a specific number. Wagers are layed by paying a 5% commission in order to get improved payoff odds. The commission is based upon the amount won.