

Introduction

Craps is the most popular dice game in the United States. The players in most games form a circle, within which the dice are cast, and betting proceeds amongst themselves. In gambling houses the players are grouped around a large table which is stenciled with a layout showing where bets should be placed and what odds are paid. All bets must be placed against the house.

This computer version of the game supports both methods of play. "Against each other" is a "back-alley" version of the game, pitting player against player. Playing "Against the house" simulates a casino-style game with additional side-betting options. Unfortunately, the constraints of a computer screen make it impossible to include all of the side-bet options available, but we made an effort to include the most popular ones. This version of Craps! supports 1 or 2 players.

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Craps! V2.1

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Clicking on "Players" on the main menu bar will bring you to a screen with the "Against each other" option.

Playing The Game

Bringing up the Craps! game will first cause the "Players" form to appear. You **must** enter the player(s) names, and decide on an initial bankroll for each player. You can start with anything from \$10.00 to \$500.00.

You must also choose the style of game you wish to play here, also. "Against each other" is exactly that. Two players roll and "wager" against each other. "Against the house" produces a much larger and more complex game. The simpler game is still intact, but it is now framed by all of the side-bet options available. Once you've made your selections click on the "Play" button.

Rules Of The Game

The first thing to do once you've returned to the game from the "Players" form is to click on one of the buttons with the dollar amounts on them. The choices are \$0.00, \$1.00, \$2.00, \$5.00, \$10.00, \$20.00, \$50.00 and \$100.00. This determines the initial wager for each roll or "point" and can be changed at any time.

The player who starts the game does so by clicking on the "Roll" button. The player wins if the initial roll is a 7 or an 11 (a natural); he loses if it is a 2, 3 or 12 (craps). If the roll is a 4, 5, 6, 8, 9 or 10 he has a "point" to make. When he gets a point, the result is not yet decided. He has to roll the dice over and over again until he sees his point again, which wins, or rolls a 7, which loses. The "shooter" (in this case the person clicking on the "Roll" button) loses the dice when he fails to make a point. It is then the other player's turn to roll. As long as the shooter wins he keeps the dice.

Placing Your Bets

The betting in the "against each other" version of the game is very simple. The two players agree on an amount and click on the appropriate button below the "Wagers" box. The amount will then show in the box. It's player against player - if you win, your opponent loses. That's all there is to it.



house" version is to do so
ation of its function. **Please**

Clicking on "Pass" changes the option to "Don't Pass", and vice versa. You can only change this option before there is a point showing. If the button reads "Pass" you are betting **on** the shooter to win. When the shooter rolls the first time, the dollar-amount showing in the wager box is the amount you are betting. You can place or **increase** a "Pass" bet at any time, but you cannot **decrease** the bet. If \$10.00 is showing when the shooter rolls the dice initially, and you change it to read \$5.00 while he is trying to make his point, the bet is still \$10.00. If you change it to \$20.00 the bet is then \$20.00.

Clicking on "Don't Pass" changes the caption to "Pass", and vice versa. You can only change this option before there is a point showing. If the button reads "Don't Pass" you are betting **against** the shooter to win. When the shooter rolls the first time, the dollar-amount showing in the wager box is the amount you are betting, and you cannot change the bet until the shooter either makes or misses his point. You can change the amount in the wager box in order to place side-bets, but whatever it reads when the shooter rolls the first time is the amount wagered.

Clicking on the names in the wager box alternates which name is highlighted in blue.
Clicking on the dollar-amount buttons below the wager box will change the wager in the
wager box of the player whose name is highlighted.

The amount showing here is the amount you are wagering on the Pass or Don't Pass bet, and on the various side-bets. If your name is highlighted in blue inside the wager box, clicking on any of the 8 dollar-amount buttons below will change the amount showing here. Be sure to click on the Pass and Don't Pass buttons for a more thorough explanation.

Clicking on this button will place a bet on the item below it. The amount of the bet will be the amount showing below your name in the "Wagers" box. The bet will stay alive until the dice change hands (until someone fails to make a point). **The shooter must be trying to make a point in order to win. The first roll after making a point will not pay.** The payoff odds are next to the number you are betting on.

Clicking on this button will place a bet on the item above it. The amount of the bet will be the amount showing below your name in the "Wagers" box. The bet will stay alive until the dice change hands (until someone fails to make a point). **The shooter must be trying to make a point in order to win. The first roll after making a point will not pay.** The payoff odds are next to the number you are betting on.

Clicking on this button will place a bet on the item below it. The amount of the bet will be the amount showing below your name in the "Wagers" box. Betting on the 4, 6, 8 and 10 the hard way wins if the roll matches the picture below the button. The bet stays alive until it either wins, until another combination attains that number, which loses, or the shooter rolls a 7 while trying to make a point, which also loses. For example, rolling a 5 - 3 or a 6 - 2 will kill a bet on 8 the hard way. A bet placed on the 2, 3, 11 or 12 is for **one roll only**. The odds are posted for each bet above the number.

Clicking on this button will place a bet on the item above it. The amount of the bet will be the amount showing below your name in the "Wagers" box. Betting on the 4, 6, 8 and 10 the hard way wins if the roll matches the picture above the button. The bet stays alive until it either wins, until another combination attains that number, which loses, or the shooter rolls a 7 while trying to make a point, which also loses. For example, rolling a 5 - 3 or a 6 - 2 will kill a bet on 8 the hard way. A bet placed on the 2, 3, 11 or 12 is for **one roll only**. The odds are posted for each bet above the number.

If the shooter is trying to make a point, that number and the roll are shown here.

Clicking here "rolls" the dice.

Wager Box

The wager box is here to allow the players to manipulate the amount wagered. Clicking on the player's name button inside the wager box will turn the letters blue, and the other player's black. Clicking on one of the dollar amount buttons below the wager box will change the amount wagered of the player whose name is highlighted in blue. To place a bet of \$20.00 on a hard 6, for example, you would first click on your name in the wager box (if it is not highlighted in blue), then click on the button that reads \$20.00, and then click on your name near the hard 6 picture. You can also bet on (pass) or against (don't pass) the shooter here. Please click on the various buttons in the graphic below for a more detailed explanation.



This is where your original bankroll amount is recorded, and keeps a running total of how much money you have remaining.

Clicking on one of these buttons changes the wager amount of the player whose name is highlighted in blue in the wager box.

The player whose name is highlighted in blue is current shooter.

Menu Controls

New Game

Load Game

Save Game

Sound

Exit

Undo

Players

Clicking on the "New Game" menu item will reset the board. The game will "remember" the player's names and begin with a default bankroll of \$100.00. To make any changes, you must go to the "Players" form.

This will allow you to resume a previously saved game. The player's names, bankrolls and wager amounts will be restored. This is a good way to keep a running total, if you are so inclined.

Clicking on "Save Game" will allow you to save the current game and resume playing later. Your money totals will remain intact, and can be restored later by using the "Load Game" menu option. This version of "Craps!" will allow only one game to be saved.

If the "Sound" menu item is checked, you will hear the dice roll. Clicking on this menu item will remove the check and disable the sound.

Clicking on this menu item will return you to Program Manager. Remember to save the game first if you wish.

Clicking on "Undo" will allow you to undo one side-bet to correct a mistake, such as accidentally putting \$50.00 on "2 the hard way" when you meant to bet \$5.00. "Undo" appears only in the "against the house" option.

Clicking on this menu item will bring you to the "Players" form. **It is very important that you enter the players' names here so that you can see where to place your bets in the casino-style version of the game.** You must also select a bankroll amount (in other words, all the money in your pocket or as much as you're willing to lose). It is also here that you choose the style of the game you wish to play. If you're just playing for fun or you're playing alone, I would recommend choosing the "against the house" version.

Registration

This program was written by:

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This program is shareware, and, as such, may be used freely for a period of 30 days. If, after the 30 day evaluation period expires, you find this nifty little game enjoyable, and plan to continue using it, you are required to register the program.

By supporting the shareware concept you are helping to ensure its continuation, which, I think you'll agree, will benefit us all.

If you wish to register the program, we do accept **VISA** and **MASTER CARD**. Our toll-free registration number is **1-800-617-7740**. The cost of registration is **\$10.00**. If you would like a copy of the program on diskette, there is an additional **\$2.00** shipping and handling charge.

If you prefer mail, please send a check in the amount of **\$10.00** to the above address. Be sure to include your name, address, e-mail address, and the exact name of the program, so that we can immediately send you the registration information. If you would like a copy of the program on diskette, there is an additional **\$2.00** shipping and handling charge.

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