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Game Menu

The Game menu includes commands that enable you to configure, recall the default configuration, save the current configuration, view the roll distribution of a game in progress and exit the game.

For more information, select the Game menu command name.

<u>New</u>	Starts a new game with the default configuration.
<u>Configure Betting Odds.</u>	Configures the start of a game: Cash, Minimum Bet and
<u>Retrieve Configuration</u>	Retrieves default configuration and starts a new game.
<u>Save Configuration</u>	Saves the current configuration as default for future games.
<u>Results</u>	Displays distribution of rolls for current game.
<u>Exit</u>	Exits Craps!

Action Menu

The action menu includes commands that enable you to declare broad statements that affect many bets at once. Additionally, the Roll command rolls the dice.

For more information, select the Action menu command name.

<u>Roll</u>	Rolls Dice.
<u>All Bets Off</u> lose.	Bets remain on the layout but are not 'working.' Cannot win or lose.
<u>All Bets Down</u>	All bets are removed from the table and returned to your 'cash.'
<u>Bets Work on Come</u> win or lose.	Bets on table not normally 'working' on come, do work. Can win or lose.

Roll

What do you think?

All Bets Off

Leaves the bets on the table, but they don't work. Bets will neither win nor lose if they are off. Check this option if your sixth sense tells you your about to seven-out.

Select the option again (un-check it) to make the bets work again.

All Bets Down

Returns all bets on the table to the players cash.

Bets Work on Come

Bets in the Box Numbers and Big Six/Big Eight are normally 'off on the come.' Meaning they are not working and cannot win or lose. These include Place, Come, Don't Come, Don't Pass.

Checking Bets Work on Come will make these bets work on the come-out roll.

Betting Menus

The Betting Menus allow you to place bets on the table by either keystrokes or mouse action. The betting menus are three menus designed by the type of bet they can place.

To learn more about the specific menu bets, select the menu.

[Point Bets](#)
5-6-8-

Pass, Don't Pass, Come, Don't Come, Big Six, Big Eight, Place 4-9-10

[Hardways](#)

Hard Four, Hard Six, Hard Eight and Hard Ten.

[One Roll Bets](#)
C&E.

Field, Seven, Horn, Any Craps, Eleven, Twelve, Two, Three,

[Odds](#)

Passline, Come, Don't Come, and Don't Pass

See also:

[Placing Bets](#)

Placing Odds Bets

Odds bets are allowed on the Pass Line, Come, Don't Pass and Don't Come bets after their respective points have been established.

When the Come, Don't Pass and Don't Come bets have established their point, CRAPS! will automatically move the bet from where the player placed it to their respective point box. Pass Line bets will remain on the Pass Line.

After a bet has established its point:

1. Select the amount for the mouse betting amount.

To place an Odds bet for Come, Don't Come, and Don't Pass

2. Single click over the bet in the number box.

or

To place an Odds bet for a Pass Line bet

2. Single click in the area below the Passline and above the Board.

Repeat clicking will increase the Odds bet by the mouse bet amount, up to the table limit.

Pass Line bets are contract bets once the point is established, so they cannot be removed until decision. The Odds bets and the original Come, Don't Pass and Don't Come bets, however, can be removed at will by the player.

To remove the original Come, Don't Pass, Don't Come bets with their Odds bet and the Odds bet on the Pass Line bet:

1. Set the mouse betting amount to zero.
2. Single click the left mouse button over the bet you wish to remove.

Odds betting using the menu is accomplished by selecting the appropriate odds bet from the menu. The bet amount is entered either by keyboard entry directly, or by clicking on the the numbered buttons until the desired amount is displayed. Clicking OK or pressing enter finishes the bet.

The menu options under the Odds betting menu will be grayed and you will be unable to place any bets that are not allowed. Only when a place bet, come-number, don't pass or come number bets are present will you be able to place the odds bet.

On odds bets on the Six and Eight, CRAPS! will automatically adjust a \$4 bet to \$5 to take advantage of the 6:5 payoff on these numbers. This is customary in the casinos.

Defined Terms

Ace	The 1-spot on a die.
Action	The play or betting. Heavy betting is big or fast action.
Back line	Same as the Don't Pass Line.
Bank Craps house, or	The type of craps played in casinos. Where players wager against the bank.
Bar accept	Not allowed. Barring 12 or 2 on don't pass bets enables the casino to don't bets. Rolling the bar doesn't win or lose. A push, or standoff.
Bet	The wager made by the player.
Bet the limit CRAPS!	To wager the maximum allowed by the casino. There are no limits in CRAPS!
Big 6 or Big 8	A bet made on either 6 or 8 that it will be rolled before 7. Pays 1:1.
Boards players keeps	The raised portion around the table. Back-Board, or rail. Where a his/her cash.
Boxman currency	The casino employee who supervises the craps game and deposits in the drop-box.
Box Numbers Come, Off	The six point numbers (4, 5, 6, 8, 9, 10). Numbered boxes in which Place and Buy bets are put until a decision. Also Place numbers and numbers are placed here.
Buck on the	A marker used to indicate the point number and if Odds are on or off come-out roll.
Buy bets is rolled. available in CRAPS!	A bet made on a point number that the number will be rolled before a 7 It has a 5% charge and pays the true odds on the bet. Not available in CRAPS!
Call bet stickman. This	A verbal wager made by known players and remembered by the bet is not available in CRAPS!
Cash CRAPS!, it is	Displayed on the board, or rail along the bottom of the screen in the amount of money the player has to wager.
Casino	A place where games of chance are conducted.
Casino manager	The general manager of the casino.
Check Chip checks.	The markers used in place of currency. A chip, non-metallic. Token or marker used in place of currency. In casinos they are called

Chop	Term to designate dice action of win-lose, win-lose, win-lose, etc.
Come bet point.	Same as a Pass bet, but made when the shooter has a point. A 'New'
Come-out roll point is not	The first roll after a pass line decision. Any roll while the shooters established.
'Coming out' and Don't	The stickman's call to alert the players to make the bets on Pass Line pass line.
Commission	The 5% charged Buy bets. Not available in CRAPS!
Craps this	A gambling game using dice. The name of the numbers 2, 3, or 12 in game.
Credit Manager personal check.	Casino employee who decides whether to accept the player's
Crew men/women. A	The staff that works at the table. Generally consists of four Stickman, two Dealers, and a Boxman.
Croupier	A French term for the dealer.
Dealer	Croupier. Person conducting the game.
Decision	Win or loss of a bet.
Deuce	The two spot on a die.
Dice die or a	Plural of die. By usage in the casino, acceptable when referring to one pair.
Die	Small cube marked from 1 through 6.
Direct charge	The 5% charged by the house on buy and call bets. See percentage.
Do bettor	Pass Line bettor.
Don't bettor	Don't Pass Line bettor.
Don't Come	Same as Don't Pass bet, but make after the shooter has a point.
Don't Pass	A bet that the shooter loses.
Drop box into the	A box fastened to the under side of the table, where all cash coming game is placed.
Double odds his/her odds.	In some casinos they permit a player to take an Odds bet at twice original stake on the line. CRAPS! allows single, double or triple

Easy way e.g., 4	The numbers 4, 6, 8, 10 being rolled in a way other than with doubles, rolled with a 3-1, instead of a 2-2 (hard way).
Ee-yo Even money	Slang for 11. Often called out by the Stickman on a roll of 11. Odds of 1 to 1. A dollar won for each dollar bet.
Field bet layouts	A bet that 2, 3, 4, 9, 10, 11, 12 will be the next roll of the dice. Some use a 5 instead of a 9, and some pay double or triple on 2 and/or 12.
CRAPS!	uses a 9 as center field and pays double on 2 and triple on 12.
Free bets advantage	Taking Odds is referred to as a Free Bet, because the casino has no on Odds bets.
Floorman	Supervisor of the gaming tables.
Front Line	Same as the Pass Line.
Full-odds	The correct odds as an Odds bet.
Get out	To be loser and get even.
Hand out.	The lapsed time and rolls of one shooter from the come-out to miss-out.
Hard-way 4's.	The numbers 4, 6, 8, 10 made with a pair. As rolling 8 with a pair of 4's.
Hidden charge returned by the	The difference between the true odds return and the odds casino. See return ratio.
Hop bets number appear on the	A one-roll bet that the next roll or 'hop' of the dice will be a specific combination. this bet must be made to the Boxman, as it doesn't layout. This bet is not available in CRAPS!
Horn bets 12) and a the table minimum. each number less the 3 chips	A one-roll proposition bet which is a combination of Any Crap (2, 3, or bet on the 11. It must be wagered in multiples of four times It pays off according to the individual pay-off of that were lost.
Horn High bet specific	Similar to a horn bet, except one bets 5 units, specifying 2 units on any number (2, 3, 11, or 12).
Hot hand	A succession of Passes.
Lay bet point number. A	A bet made on a point number that a 7 will be rolled before the 5% commission is charged. This is the opposite of a buy bet. It is not

available	in CRAPS!
Layout	The game road map. The cloth on which the game is played.
Limit person. In of a game and	The maximum or minimum amount that can be wagered by one CRAPS!, the player may set the table minimum at the beginning there is no maximum.
Long hand point or	Describes a shooter's roll where many numbers are thrown before a seven-out brings the hand to a decision.
Marker	An IOU.
Miss-out	Loser. Not making the point.
Natural	7 or 11 on the come-out roll.
Odds side has an compared to 36 combination will do not add to 2. The (35:1). If the odds is 35:1.	The stipulated pay-off in wagering. When odds are correct, neither advantage. Also, the mathematical odds for having something occur the number of times the event is likely not to occur. Example: Out of possible combinations that a pair of dice can produce, only one produce a roll of two. This leaves 35 combinations that odds then, of a single roll producing a 2 is 35 to 1 (stipulated pay-off) are only correct, then, if the pay-off
Odds bet Don't Pass,	An additional bet that can be made by persons having Pass, Come, or Don't Come bets. Paid at correct odds.
Off numbers except	The box numbers (4, 5, 6, 8, 9, 10). Generally, all point numbers shooters.
One-roll bet	A bet decided on the next roll; as the Field, 7, 11, or Any Craps.
Parlay	A system of betting. After a win the whole amount is wagered again.
Pass	A winning decision for Pass Line bettors.
Pass line	A bet on the Pass Line is a bet that the shooter wins.
Percentage	In gambling, the hidden or direct charge made by the casino.
Pit	The ring of Craps tables found in casinos.
Pit boss	Floorman; supervisor of the gaming tables.
Place bet	A bet made on a box number that the number will be rolled before a 7.
Player	Gambler, a bettor.
Punter	Player, bettor (England).

Point	Any of the numbers 4, 5, 6, 8, 9, 10 when rolled on the come-out roll.
Point numbers	All the box numbers 4, 5, 6, 8, 9, 10.
Press or 'Press it up'	Increase the size of the next bet. To parlay the bet.
Probability	The chance that one particular event out of many will happen.
Proposition bet	Bets on 11, 12, Hard-ways, 2, 3, 7, etc.; the long shots.
Push	A standoff. Bar.
Return amount	Total amount returned to the bettor after a win. It is the sum of the bet plus the amount won.
Return ratio compared when \$30	The return ration for a bet is the ratio of what the return actually is to what it would have been had true odds been given. For example, is returned for a winning bet on 2 when \$36 would be the return at true odds, the return ratio is $30/36 \times 100 = 83.33\%$.
'Right' bettor	Person betting the dice will win. Pass Line bettor.
Seven-out	Indicates shooter has thrown a 7 and lost after establishing a point. Pass Line loses; Don't Pass wins; a Come bet wins; a Don't Come loses.
Shill games.	Starter. Person employed by the casino to act as a player to start the
Shooter	The person in possession of the dice.
Single odds	See Odds bet.
Sleeper	A winning bet forgotten by the player. A surprise win.
Standoff the 12	No action. With a roll of 12 on the come-out for the Don't Pass (with being the bar). A tie, or push.
Stick uses to move	Device that looks somewhat like a hockey stick which the Stickman the dice back to the shooter.
Stickman	The dealer (croupier) who calls the game and controls the pace.
System	Any advance play of money management in gambling game.
Table limit	Smallest and largest bet allowed at the table.
Three-way craps	A bet on 2, 3, and 12.
Token or token	Tip. The gratuity given dealers.

Unit	Any fixed quantity when used in describing types of bets or systems.
Vigorish	House percentage.
Whirl bet 3, 7, 11	A seldom used wager on all five of the come-out decision numbers (2, and 12).
Working bets	All the money or checks (chips) on the layout awaiting a decision.
'Wrong' bettor	Person betting the dice lose. Don't Pass Line bettor.

Odds and Return Tables

36 Ways The possible dice combinations.

Return Ratios The hidden costs (or what the casinos never told you).

36 Ways

There are 36 possible dice combinations in craps. They are:

Roll	Ways	Dice Combinations	Probability	Odds
Two	one way	1-1	1/36	1:35
Three	two ways	1-2 / 2-1	2/36	2:34
Four	three ways	1-3 / 2-2 / 3-1	3/36	3:33
Five	four ways	1-4 / 2-3 / 3-2 / 4-1	4/36	4:32
Six	five ways	1-5 / 2-4 / 3-3 / 4-2 / 5-1	5/36	5:31
Seven	six ways	1-6 / 2-5 / 3-4 / 4-3 / 5-2 / 6-1	6/36	6:30
Eight	five ways	2-6 / 3-5 / 4-4 / 5-3 / 6-2	5/36	5:31
Nine	four ways	3-6 / 4-5 / 5-4 / 3-6	4/36	4:32
Ten	three ways	4-6 / 5-5 / 6-4	3/36	3:33
Eleven	two ways	5-6 / 6-5	2/36	2:34
Twelve	one way	6-6	1/36	1:35

Probability is the number of times a number can be rolled to the total number of possible combinations. In other words, a seven is likely to be rolled six times in 36 rolls.

Odds are the number of times the number will be rolled to the number of times it will not be rolled.

With 36 combinations, seven will roll 6 times, with another number being rolled 30 times.

The chances of rolling 36 times and coming up with exactly the number of rolls above is pretty small. Statistical principals, however, say that as the number of rolls increase, the distribution of numbers rolled will approach the above ratios.

Since in the short run, the distribution is likely to swing one way or the other, it is the players choice on how to approach the game. A series of rolls with a higher than normal concentration of sevens favors the don't bettor. Conversely, a long series of rolls void of sevens favors the do bettor, and the hot hand ensues.

A series of rolls close to the normal distribution above, favors only the house and drags the game on with players winning and losing, but mostly losing.

Return Ratios

The return ratio for a bet is the ratio of what the return actually is compared to what it would have been had true odds been given. This is the hidden charge. For example, when \$30 is returned for a winning bet on 2 when \$36 would be the return at the true odds, the return ratio paid by the casino is $30/36 \times 100$, or 83.33%. The following table shows the return ratios of bets available in casino craps games.

Bet	Return Ratio
Don't Pass w/Double Odds	99.54%
Don't Come w/Double Odds	99.54%
Pass Line w/Double Odds	99.394%
Come w/Double Odds	99.394%
Don't Pass w/Single Odds	99.31%
Don't Come w/Single Odds	99.31%
Pass Line w/Single Odds	99.15%
Come w/Single Odds	99.15%
Don't Pass	98.59%
Don't Come	98.59%
Pass Line	98.59%
Come	98.59%
Place Six	98.48%
Place Eight	98.48%
Field w/Double 2 & Triple 12	97.22%
Place Bets (as a group)	96.27%
Place Five	96.00%
Place Nine	96.00%
Place Four	93.33%
Place Ten	93.33%
Big Six	90.91%
Big Eight	90.91%
Hard Six	90.91%
Hard Eight	90.91%
Hard Four	88.88%
Hard Ten	88.88%
Any Craps	88.88%
Eleven (15:1)	83.33%
Three (15:1)	83.33%
Two (30:1)	83.33%
Twelve (30:1)	83.33%
Seven (4:1)	83.33%

Where are you going to bet?

Bet Listing

As they appear on the CRAPS! menu.

Point Bets Not a craps term, but a CRAPS! term.

Hardways Not so easy.

One Roll Bets High returns and big losers.

Point Bets

Not a craps term, but used in CRAPS! to categorize Pass Line, Don't Come, Don't Pass, Come, Place (4, 5, 6, 8, 9, 10), Big Six and Eight bets.

Pass Line The most common bet. A bet the shooter wins. Pays 1:1.

Don't Pass Opposite of Pass Line. A bet the shooter loses. Pays 1:1.

Don't Come A Don't Pass bet after the shooter establishes his point. Pays 1:1.

Come A Pass Line bet after the shooter establishes his point. Pays 1:1.

Place Bets: The bettor picks the numbers.

Four Pays 9:5.

Five Pays 7:5.

Six Pays 7:6.

Eight Pays 7:6.

Nine Pays 7:5.

Ten Pays 9:5.

Big Six For those with limited cash.

Big Eight For those with limited cash.

See also:

[Place Bet Notes](#)

Pass Line

A bet that the shooter will win, or make his point. Pays 1:1. Odds bets are allowed behind the Pass Line. It is a contract bet, that is, once placed and the shooter establishes his point, the bet cannot be removed until decision (win or loss). On the come-out roll, wins on 7 or 11 and loses on 2, 3, and 12. After establishing a point, wins on making point and loses on 7 (seven-out).

See also:

[Placing Odds Bets](#)

Don't Pass

A bet that the shooter will lose. Pays 1:1. Odds bets are allowed after point is established. Is not a contract bet and can be retrieved by the player at any time. On the come-out roll, Don't Pass wins on 3 or 12, pushes on 2 (bar), and loses on 7 and 11. After establishing a point, it is moved to the upper region of the point number awaiting decision. It wins if the shooter rolls a seven before making his point and loses if the shooter makes his point. Odds bets are allowed after the point is established.

See Also:

[Placing Odds Bets](#)

Don't Come

A Don't Pass bet after the shooter has established his point. While on the Don't Come line, the bet is treated the same as a Don't Pass bet, winning on 3 and 12 and losing on 7 and 11. After the first roll (other than 3, 7, 11 or 12), the Don't Come bet establishes its own point and is moved to that point number in the far upper region of the box number. It then wins if the shooter rolls a 7 (and sevens-out) before rolling the bet's point. Odds bets are allowed after point is established.

See also:

[Placing Odds Bets](#)

Come

A Come bet is a Pass Line bet after the shooter has established a point. It pays 1:1. While on the Come line, it wins on 7 and 11 and loses on 2, 3, and 12. After the first roll (except for 2, 3, 7, 11 or 12), the Come bet is moved to the upper half of the point box (below the Don't Pass/Come region) and awaits a decision. It wins if its point (not the shooters point) is rolled before a 7 and loses if a 7 is rolled.

See also:

[Placing Odds Bets](#)

Four

The Place Four bet is placed directly on the lower area of the point box (below the tick marks on the CRAPS! layout). It pays \$9 to a \$5 bet (9:5). The minimum bet is \$5 and bets must be in multiples of \$5. It wins on a roll of four and loses on a roll of 7 (seven-out).

See also:

[Place Bet Notes](#)

Five

The Place Five bet is placed directly on the lower area of the point box (below the tick marks on the CRAPS! layout). It pays \$7 to a \$5 bet (7:5). The minimum bet is \$5 and bets must be in multiples of \$5. It wins on a roll of five and loses on a roll of 7 (seven-out).

See also:

[Place Bet Notes](#)

Six

The Place Six bet is placed directly on the lower area of the point box (below the tick marks on the CRAPS! layout). It pays \$7 to a \$6 bet (7:6). The minimum bet is \$6 and bets must be in multiples of \$6. It wins on a roll of six and loses on a roll of 7 (seven-out).

See also:

[Place Bet Notes](#)

Eight

The Place Eight bet is placed directly on the lower area of the point box (below the tick marks on the CRAPS! layout). It pays \$7 to a \$6 bet (7:6). The minimum bet is \$6 and bets must be in multiples of \$6. It wins on a roll of six and loses on a roll of 7 (seven-out).

See also:

[Place Bet Notes](#)

Nine

The Place Nine bet is placed directly on the lower area of the point box (below the tick marks on the CRAPS! layout). It pays \$7 to a \$5 bet (7:5). The minimum bet is \$5 and bets must be in multiples of \$5. It wins on a roll of Nine and loses on a roll of 7 (seven-out).

See also:

[Place Bet Notes](#)

Ten

The Place Ten bet is placed directly on the lower area of the point box (below the tick marks on the CRAPS! layout). It pays \$9 to a \$5 bet (9:5). The minimum bet is \$5 and bets must be in multiples of \$5. It wins on a roll of ten and loses on a roll of 7 (seven-out).

See also:

[Place Bet Notes](#)

Place Bet Notes

Place bets do not allow Odds bets, but they may be pressed up, or parlayed to whatever amount the player wishes. Place bets can be influenced by the Action menu options All Bets Off, All Bets Down, and Bets Work on Come. It is customary for Place Bets to be off on the come and CRAPS! will treat them in that manner unless the player checks Bets Work On Come.

CRAPS! will automatically make small adjustments in the mouse bet amount in order to speed Place betting. If the mouse bet amount is \$5 and the player places a \$5 bet on each of the Place bets (4, 5, 6, 8, 9, 10), CRAPS! will automatically adjust the bet on 6 and 8 to \$6.

Upon winning a Place Bet, the player is given the opportunity to parlay the bet, take the winnings and leave the original bet, or take the bet and winnings back. Since the winnings are not equal to the bet amount (7:5, 7:6, or 9:5), the entire winnings cannot be parlayed. If the player elects to parlay, only the amount of the winnings that equal a multiple of the minimum bet will be parlayed. CRAPS! will automatically return the remainder of the winnings to the players cash.

Big Six

In the lower left of the CRAPS! layout is a region with a 6 and an 8. Big Six is governed by the table minimum bet and pays 1:1. It is primarily a bet for those not willing or able to bet the minimum for the Place Six bet (\$6). Its pay-out is less than the 7:6 for a Place Six bet. It is normally off on the come and CRAPS! will treat it as such unless the Bets Work on Come option is checked.

Big Eight

In the lower left of the CRAPS! layout is a region with a 6 and an 8. Big Eight is governed by the table minimum bet and pays 1:1. It is primarily a bet for those not willing or able to bet the minimum for the Place Eight bet (\$6). Its payout is less than the 7:6 for a Place Eight bet. It is normally off on the come and CRAPS! will treat it as such unless the Bets Work on Come option is checked.

Hardways

Hardways are bets that upon a roll of an even number except 2 and 12, that the roll will consist of a pair of equal numbers. Hardways consist of 4 (2-2), 6 (3-3), 8 (4-4) and 10 (5-5). Players win Hardway bets when the number is rolled the hard way and before a 7 or the number is rolled the easy way. Hardways are governed by the table minimum bet.

Hard Four Pays 7:1.

Hard Six Pays 9:1.

Hard Eight Pays 9:1.

Hard Ten Pays 7:1.

One Roll Bets

One roll bets are bets that win or lose on the next roll of the dice. They may return many times the bet, but have very small chances of being rolled.

<u>Field</u>	A bet on 2, 3, 4, 9, 10, 11, and 12. Pays 1:1
<u>Horn</u>	A bet on 2, 3, 11, 12. Pays return on number rolled.
<u>Two</u>	A bet on 2. Pays 30:1.
<u>Three</u>	A bet on 3. Pays 15:1.
<u>Seven</u>	A bet on 7. Pays 4:1.
<u>Eleven</u>	A bet on 11. Pays 15:1.
<u>Twelve</u>	A bet on 12. Pays 30:1.
<u>Any Craps</u>	A bet on 2, 3, and 12. Pays 7:1.
<u>C&E</u>	A Horn bet for less.

Field

A Field bet pays 1:1 and is a bet that 2, 3, 4, 9, 10, 11, or 12 will be rolled on the next roll. Don't be misled into thinking that since 7 of the possible 11 rolls are included in the Field, that you have an advantage over the house. The odds against rolling a Field winner are actually 20:16. That is, 20 losses to 16 wins.

This is due to the fact that the numbers included in the Field have small chances of being rolled while the 4 numbers not included are the most easily rolled.

Horn

A Horn bet must be a multiple of 4 times the table bet and is really a single bet on 4 numbers. Those being the 2, 3, 11 and 12. A winner on the Horn is paid at the prevailing table odds for that number. In CRAPS!, that is 30:1 for 2 and 12, and 15:1 for 3 and 11. Remember, a win is actually a win of a \$1 bet on the number that won, losing the other \$3 bet. It is not 30:1 on a \$4 bet!

Two

A bet on the Two is a one roll proposition that pays 30:1 on a roll that has only a 1:35 chance of winning.

Three

A bet on the Three is a one roll proposition that pays 15:1 on a roll that has only a 2:34 (1:17) chance of winning.

Seven

While Seven is the most frequently occurring number, this one roll proposition bet pays 4:1 on a roll that only has a chance of winning 6:30 (1:5).

Eleven

The same payout and odds as Three, paying 15:1 on odds of 1:17.

Twelve

The same payout and odds as Two, paying 30;1 on odds of 1:35.

Any Craps

Not quite the Horn, this is a one roll proposition bet that the next roll will be a 2, 3, or 12. It pays depending upon the number rolled and the table odds for that number.

C&E

Short for Craps and Eleven. It's the under the limit Horn bet. Betting \$1 on C&E is actually a \$.25 bet on 2, 3, 11, and 12.

Placing Bets

Bets may be placed several ways: Using the menu commands that display a dialog box that allows you to specify the bet amount, or by using the mouse to specify the bet amount and place the bet.

Using the Menu to bet.

Selecting the menu option of the bet you wish to place will display a dialog box. Either use the keyboard to enter the bet amount directly into the amount field or use the mouse to specify the bet by clicking on the buttons until the desired bet amount is displayed. Example: Clicking \$5-\$5-\$1 will produce an \$11 bet. Click on 'OK' or hit 'Enter' to complete the bet.

Using the Mouse to bet.

In the lower left of the screen are chip icons with 'RESET' to the left and the bet amount to the right. Using the mouse to click on the chip icons will increase the bet amount. Clicking on 'RESET' will reset the bet amount to zero.

Once a bet amount is selected (displayed), clicking the left mouse button over a betting area on the game table will place the specified bet amount on that bet.

With a bet amount specified, multiple bets of the same amount are as simple as moving the mouse from bet to bet, clicking once over each betting area.

Repeatedly clicking the mouse over a single betting area will continue to add the bet amount to the bet already present.

See also:

[Removing Bets](#)

Removing Bets

Removing a bet is as simple as placing a bet.

If betting by menu (using the dialog box), leave the amount field blank and check the "Take Bet Back" Checkbox. The bet will be removed and returned to your cash.

If betting by mouse, click on 'RESET' in the lower left corner of the table to reset the betting amount to zero and single click on the bet you wish to remove. The bet will be returned to your cash.

If you wish to remove all bets from the table, or to turn all of your bets 'Off,' use the Action menu commands All Bets Off and All Bets Down.

See Also:

[Placing Bets](#)

Rolling the Dice

Two methods are available to roll the dice: Clicking the right mouse button once, or using the Action menu item 'Roll.'

Unlike the casinos, CRAPS! does not require you to have a passline or don't pass bet in order to roll.

New

Starts a new game.

New will remove all bets currently on the table, re-establish the default configuration and reset the betting amount to zero.

To start a new game with other than the default configuration, see Configure.

To start a new game with the default configuration, see Retrieve Configuration.

See also:

[Save Configuration](#)

Configure

Configure allows you to specify the before starting a game your initial cash amount, the table's minimum bet amount, the odds allowed on certain bets, and whether you want to hear the dice roll. A sound board is not necessary for sound to be enabled.

If also allows you to change the default configuration or simply change the configuration for the game you are about to play.

CRAPS! uses it's own initialization file, CRAPS!.INI, to store the configuration.

See Also:

——— [New](#)
——— [Retrieve Configuration](#)
——— [Save Configuration](#)

Retrieve Configuration

Retrieve Configuration allows the player to start a new game with the default configuration. This option would be used to start a new game after playing a game in which the default configuration was changed and not saved as the default.

See also:

- [New](#)
- [Configure](#)
- [Save Configuration](#)

Results

The results window displays statistics of the current game. In addition to recapping the beginning cash, current cash and win/loss amount, the number of winning and losing rolls and a graph showing the number of times each number was rolled is displayed.

Exit

Will exit the game.

Save Configuration

Saving the configuration will save as default the current initial cash amount, the odds allowed, the minimum bet allowed and the sound setting. It will also restart the game with the new default settings.

