

# **GAMBLING DISC**

## **Script**

### **CRAPS TUTORIAL**

**>>> as REVISED <<<**

**>>>and recorded on Sept. 7th <<<**

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**1:18 PM**

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(This page shows the MENU SCREEN for the Craps Tutorial. The tutorial for each topic can be individually accessed by clicking on the topic heading. Each tutorial will be presented like a slide show, using images from the existing data bank of game graphics synchronized to the voice-over narration.)

## CRAPS

### LIST OF TOPICS

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**PROPOSITION BETS -- "C" and "E"**

**DON'T COME BET**

**PROPOSITION BET -- ANY CRAPS**

**"ODDS" BETS -- DON'T COME or DON'T PASS**

**HORN BET**

Note to reviewers:

In the interests of expediting production on this project, as well as to make your role as a reviewer easier and simpler, this draft of the script for the Gambling disc contains only the audio narration.

The visuals which are intended to accompany each audio bite will be culled almost exclusively from the existing data base of visual imagery for the craps game, except for a couple of additional graphics which will be created to illustrate certain concepts discussed in the narration.

This tutorial will begin once the user selects the "Craps Tutorial" option. It is designed to run in real time, like a slide show, although individual topics can be independently accessed via an index of topics in the Help mode.

**CRAPS-10**

**GAME PLAY**

Narrator Voice-Over:

**CRAPS-20**

**Craps is a game of pure chance played with dice. It's easy to learn and exciting to play.**

**CRAPS-30**

**Before each roll, you --- and the other players at your table -- make bets on which set of numbers will show up on the dice.**

**CRAPS-40**

**Then you roll...**

**CRAPS-50**

**...the dice across the table to see how lucky you are.**

**CRAPS-60**

**If you guess right -- as this player just did by tossing a seven on his first roll -- you win!**

- CRAPS-70**            **Your cash-on-hand increases according to the odds of winning that particular bet.**
- CRAPS-71**            **There are a variety of bets you can make on any single roll. And, because knowing the odds and making different bets are such an integral part of craps, I'll teach you all about them soon enough.**
- CRAPS-72**            **First, though, let's describe the basic rules of craps. The best way to do that is to observe the action of the dice on the most fundamental bet in craps --**
- CRAPS-80**            **(deleted)**
- CRAPS-90**            **-- THE PASS LINE BET.**
- CRAPS-100**           **You can only make a PASS LINE bet before the first roll of a new turn at the dice.**

- CRAPS-101**            This bet is fundamental in craps, because the results of the dice on a **PASS LINE** bet govern the play throughout the game. Watch how it works.
- CRAPS-110**            After you make your **PASS LINE** bet, you roll the dice. This first roll is called the "come-out" roll, or "coming out." There are three possible results which can occur on this roll: you will win; you will lose; or the win-lose decision on your **PASS LINE** bet will be postponed and become dependent upon subsequent rolls.
- CRAPS-120**            O.K. Seven. You win.  
If you throw either a seven or an eleven on the come out roll, you win a **PASS LINE** bet. Seven and eleven on the first roll are called "Naturals."

**CRAPS-130**            Your payoff, which includes both your bet and the amount you just won, is automatically added to your bankroll in the area marked "CASH "

**CRAPS-140**            O.K. Second game. Same bet on the Pass Line. You roll the dice for the come-out roll. Three. You lose.

**CRAPS-150**            If you throw a two, a three, or a twelve on the come out roll, you lose a PASS LINE bet. Those numbers are called "craps." Your losing wager is immediately deducted from the amount you have AT RISK. When this amount shows zero, then you currently have no bets on the table.

- CRAPS-160**            **O.K. Third game. With the same bet on the Pass Line, you begin again with a new come-out roll. If you throw any other number when you're coming out, there is no win-lose decision yet -- on a PASS LINE bet.**
- CRAPS-170**            **This number -- and it can be a 4, 5, 6, 8, 9, or 10 -- is now your "point." To win your bet, you continue to toss the dice until you either roll your point -- and win! -- or, until you roll a seven, and lose!**
- CRAPS-180**            **After establishing your point, only that point and seven have any significance to your PASS LINE wager.**

**CRAPS-190**            If you make your point, you win the PASS LINE bet and may begin another pass at the dice with a new come-out roll. If a seven appears before your point does, you lose your PASS LINE bet as well as your turn to toss the dice. The dice then pass to the person on the left, who begins with a new come-out roll.

**CRAPS-200**            That's it -- as far as the basic rules go.

**CRAPS-201**            But, to understand craps more completely, there are other factors to consider -- namely, the odds!

**CRAPS-210**            As a game of pure chance, craps is based on the probability, or odds, of certain numbers turning up on a pair of dice.

**CRAPS-220**            **And, frankly, you can't make good bets unless you know something about these odds. So, let's take a moment to talk about odds.**

**CRAPS-230**            **ABOUT THE ODDS**

**CRAPS-240**            **The fundamental lesson to remember about dice is that the probability of rolling each number is not the same; your chances of rolling a seven, for example, are much greater than rolling a four.**

**CRAPS-250**            **This chart shows all thirty-six combinations possible on a pair of dice. As you can see, there are only three ways to roll a four, but six ways to get a seven.**

- CRAPS-260 To determine the probability, we compare the number of ways in which that particular number can occur to the total possibilities.
- CRAPS-265 For example, there are six ways of rolling a seven out of thirty-six possible combinations, or a ratio of six to thirty-six.
- CRAPS-270 The odds against any particular number being thrown on any single roll are also expressed as a ratio.
- CRAPS-271 To determine the odds, we compare the number of ways in which that particular number can occur to the number of ways it can not occur.
- CRAPS-280 For instance, there are six ways of rolling a seven as compared to the remaining thirty ways which do not give a seven.

- CRAPS-290**            That's a ratio of thirty to six,  
which we commonly express as  
five to one odds.
- CRAPS-300**            This is the standard method used  
to calculate the true, or full, odds  
for all the possible dice  
combinations, as shown on this  
chart.
- CRAPS-310**            O.K. Now that you know the basic  
rules and have an understanding  
of the odds, let's play craps.
- CRAPS-320**            DEMONSTRATION GAMES
- CRAPS-330**            The best way to learn how to pl  
craps in our casino is by studying  
a series of demonstration games  
at your own pace. Along the way,  
I'll teach you all the bets,  
including their odds and their  
payoffs, while showing you how  
to get around a craps table.

- CRAPS-340**            To move left or right on the betting layout, use your control to move the on-screen pointer to the edge of your TV screen in the direction you want to go.
- CRAPS-350**            At first glance, the betting layout of a craps table can be intimidating -- especially to beginners. But don't let that scare you off.
- CRAPS-351**            There's something for everybody here. Actually, craps offers such a wide range of betting opportunities that conservative bettors and high-risk takers alike can feel at home at a craps table.
- CRAPS-360**            Besides, to enjoy the game, you don't have to play all possible bets. With experience, you'll soon find the types of bets most comfortable for you.

- CRAPS-370**            On each roll, you may decide to bet "with" or "against" the shooter, but in all cases, you are actually playing against the casino. The casino is the bank and covers all bets.
- CRAPS-380**            Let's demonstrate with a two-player game, represented by the Rabbit's Foot...
- CRAPS-390**            ...and the Horseshoe.
- CRAPS-400**            Horseshoe wants to bet more than a dollar, so he highlights and clicks on the chip icon in the control bar until it shows twenty-five dollars.
- CRAPS-410**            To make a bet on the Pass Line, which can only be done on the come-out roll, he moves the pointer to the Pass Line area until a colored box highlights that part of the layout. Then he clicks on the action button of his controller to place a chip on the layout.

- CRAPS-420**            At the same moment the bet is placed, Horseshoe's bankroll -- indicated by the "Cash" area -- is decreased by twenty-five dollars. That money is now "At-Risk." Horseshoe has a total of twenty-five dollars riding on this next roll of the dice.
- CRAPS-430**            Now it's Rabbit's Foot turn to bet, so we click on the player's symbol box to make her lucky symbol appear. Since only one player's bets can be displayed at any one time, we now have a clear layout.
- CRAPS-440**            Rabbit's Foot is feeling lucky today, so she increases her betting chip to five hundred dollars. Since she's also feeling a bit contrary, she decides to bet "against" the shooter by placing her chip in the "Don't Pass" area.

**CRAPS-450****DON'T PASS BET****CRAPS-460**

The DON'T PASS bet is a wager you can only make on the come-out roll, and it works just like a Pass Line bet, only reversed. In a Don't Pass bet, you lose with natural 7 and 11; you win with craps 2 and 3. If 12 is rolled, it's a "push:" you neither win, nor lose. Your money stays on the table to await the outcome of the subsequent rolls.

**CRAPS-470**

If any other number is rolled, it becomes the "pass point," and, on subsequent pass point rolls, if a seven appears before that pass point is rolled, you win. The Do Pass bet is a wager in which you are betting "with" the casino against the dice.

**CRAPS-480**            **Roll the dice for the come-out roll by clicking on the box marked "Come-Out Roll."**

**CRAPS-490**            **Six. Since the shooter did not roll a natural 7 or 11 to win, nor did he roll a craps 2, 3, or 12 to lose, no decision is reached yet., and...**

**CRAPS-500**            **...as shown on-screen in the "Point" box, six is now established as our point.**

**CRAPS-510**            **Because there's no decision yet on either player's bets, Rabbit's Foot's chip remains on the layout...**

**CRAPS-520**            **...and so does Horseshoe's.**

**CRAPS-530**            **Roll again. On all rolls subsequent to the first, or come-out roll, the box to toss the dice reads simply "Roll."**

**CRAPS-540**            **Eight. No decision yet.**

- CRAPS-550**            **The Pass and Don't Pass bets remain until either the point number is thrown, or until a seven shows up. No other numbers matter right now.**
- CRAPS-560**            **Roll again. Six.**
- CRAPS-570**            **The shooter makes his point, so the Pass Line wins.**
- CRAPS-580**            **Since the Pass Line is an even money bet, Horseshoe's payoff is \$50 -- an amount which includes his \$25 bet, plus the \$25 he just won at 1 to 1 odds. His winnings are deposited to CASH.**
- CRAPS-590**            **Rabbit's Foot, however, loses the entire \$500 bankroll she had started with.**
- CRAPS-600**            **Not to worry, though. Everyone who gambles in our casino has excellent credit.**

- CRAPS-610**            Of course, Rabbit's Foot already knows this, so she goes right ahead and makes a bet -- even though her cash on hand is zero.
- CRAPS-620**            If you attempt to make a bet for more money than you have in your bankroll -- like Rabbit's Foot is doing here -- we'll offer you a "Marker" to cover your bet. The minimum is five hundred dollars, so if you accept, we'll cover your bet and deposit the balance, if there is any, to your bankroll. Naturally, we'll note all this in your DRAW. Rabbit's Foot clicks on YES to accept the marker.
- CRAPS-630**            Since Rabbit's Foot had previously designated \$500 as the amount of her betting chip, a \$500 chip is placed on the layout.
- CRAPS-640**            Too much she decides, and she now wants to remove that bet from the layout.

**CRAPS-650**

**REMOVE BET    OPTION**

**CRAPS-660**

**To remove a bet, click on the box above the Place Bet box. It says Remove Bet.**

**CRAPS-670**

**The pointer changes from an arrow to a circle-X symbol. Move the circle-X symbol on top of the chip you want to remove and click. The chip disappears as the money is returned to CASH.**

**CRAPS-680**

**Since Rabbit's Foot wants to bet only \$100 this time, she clicks on her chip icon until that \$100 appears.**

**CRAPS-690**

**Then she clicks in the Place Bet box to return to the betting mode.**

**CRAPS-700**

**With the arrow-pointer restored, Rabbit's Foot clicks once in the Field area to make a \$100 bet there.**

**CRAPS-710****FIELD BET****CRAPS-720**

A Field bet is a one-roll bet, which means that you can make it at any time and the result is decided on the very next roll of the dice. If you bet the Field, you're betting that any one of the numbers in the Field box will appear on the next roll.

**CRAPS-730**

A field bet pays even money if the next roll is 3, 4, 9, 10, or 11; it pays double for a 2, and triple for a 12.

**CRAPS-740**

Horseshoe makes a Pass Line bet, this time clicking three times in the betting area, to deposit three twenty-five dollar chips there.

**CRAPS-750**

All bets are down, so we click on the come out roll.

**CRAPS-760**

Five is the point, so there's no decision yet on Horseshoe's Pass Line bet.

- CRAPS-770**            Horseshoe feels that he will indeed make his point before "sevening-out", so he decides to make an additional bet, called an "odds-bet" to support his hunch.
- CRAPS-780**            "ODDS" BET  
                              - PASS LINE
- CRAPS-790**            Once the point has been established, anyone who has made a bet on the Pass Line during the Come Out roll can follow it up with an odds bet, on succeeding roll.
- CRAPS-800**            If the point is 4, 5, 9, or 10, you can bet an amount equal to, or double, your original Pass Line wager. If the point is 6 or 8, you can risk an amount up to three times your original bet.

**CRAPS-810**            This wager is called the "odds" bet, because it pays off at the true odds, as compared to the casino odds which the other bets pay.

**CRAPS-820**            Horseshoe wants to make a double odds wager, so he clicks six times in the area below the Pass Line to deposit six twenty-five dollar chips totalling \$150. His odds bet is piled-up just below his Pass Line wager.

**CRAPS-830**            Let's look at Rabbit's Foot. She lost her Field bet on that last roll of five, because five is not one of the numbers included in the Field. So, her chip was removed.

**CRAPS-840**            Rabbit's Foot decides to make a "place bet" on 10.

**CRAPS-850**

**PLACE BET**

**CRAPS-860**

**A place bet is a wager that one of these point numbers -- 4, 5, 6, 8, 9, or 10 -- will be rolled before a seven appears.**

**CRAPS-870**

**To make a place bet, move the pointer into the double lines at the bottom of the number box you want to bet, until you highlight a small rectangular box. Then, click.**

**CRAPS-880**

**Although you can make place bets at any time during the game, place bets are "off," or "not working," during a come-out roll. While they remain in position on the layout, they neither win nor lose on the come-out roll.**

**CRAPS-890**

**Bets are down. O.K., let's roll.**

- CRAPS-900**            **Eight. No decision. The only meaningful numbers in this game right now are 5, which is the point; 10, which is Rabbit's Foot's place bet; and 7, which would determine the end of this shooter's pass. Neither player elects to make any more bets, so we roll again.**
- CRAPS-910**            **Ten. Rabbit's Foot wins her place bet on 10.**
- CRAPS-920**            **Place bets pay out according to the odds on each particular number. As this table indicates, place bets pay odds which are lower than true, or full, odds.**
- CRAPS-930**            **Since casino odds are 9 to 5 for a place bet on the 10, Rabbit's Foot's wins \$180 for her \$100 b and that \$180 is added to her bankroll.**

- CRAPS-931**            Since the original wager in a **PLACE BET** is left on the table after the payoff, Rabbit's Foot's \$100 remains on the layout, ready to work on the next roll.
- CRAPS-940**            However, unlike Pass and Come bets which cannot be removed until a decision is reached, a **PLACE BET** can be removed at any time. Rabbit's Foot decides to do just that.
- CRAPS-950**            But she really does like the number 10, so she decides to make a different bet on it.
- CRAPS-960**            This time, though, instead of the 2 to 5 odds she just got, she wants to get the full odds on ten, which are 2 to 1.
- CRAPS-970**            **BUY BET**

- CRAPS-980**            To get the full odds that a point number will be rolled before a seven, you have to "buy" them, and, appropriately enough, the bet is called a "Buy Bet."
- CRAPS-990**            A Buy Bet is a Place Bet that pays true odds, rather than casino odds. To get these full odds, you have to pay a five per cent commission on top of your bet. This fee is called "vigorish," and it is paid directly to the casino the moment you make your bet. By the way, vigorish is always rounded up to the nearest dollar.
- CRAPS-1000**            To make a BUY BET, move the pointer into the upper right half of the number box you want to bet until you highlight a small rectangular box inside your chosen number; then click.
- CRAPS-1010**            Bets are down, so we roll the dice. Six. No decision yet on any of the current bets.

**CRAPS-1020**      **Rabbit's Foot wants to make a "Lay Bet" on number four.**

**CRAPS-1030**      **LAY BET**

**CRAPS-1040**      **The best way to think about the Lay Bet is as the opposite of the Buy Bet. While the Buy Bet wins if the Buy Bet number appears before a seven is rolled, the Lay Bet wins if a seven is rolled before the Lay Bet number appears.**

**CRAPS-1050**      **Also, like the Buy Bet, you get full odds for a Lay Bet, but you have to pay the five per cent "vigorish" fee -- in this case, however, on the potential win, rather than on the original bet.**

- CRAPS-1060** For example, as the Chart shows, with the true odds of a seven appearing sooner than a four being 2 to 1, Rabbit's Foot would have to bet \$400 to win \$200. The charge to make this bet, then, would be five per cent of the \$200 win, or \$10.
- CRAPS-1070** To make a Lay Bet, move the pointer above the solid double line in the upper right hand corner of the number box, and click.
- CRAPS-1080** O.K. With Rabbit's Foot's \$400 Lay Bet on the four in place, we roll the dice.
- CRAPS-1090** Ten. The point number that Rabbit's Foot bought earlier with her Buy Bet.
- CRAPS-1100** And since she bought the full odds of 2 to 1, Rabbit's Foot wins \$200 in addition to her \$100 bet - for a total pay-off of \$300.

- CRAPS-1110**      Unlike her Place Bet, in which Rabbit's Foot's original \$100 bet was left on the layout, the original \$100 she wagered in this Buy Bet is automatically removed from the table and added to CASH as part of her payoff.
- CRAPS-1120**      Rabbit's Foot has a hunch that 10 may be a hot number right now, so she decides to bet on ten appearing the "hardway."
- CRAPS-1130**      **HARD WAY BETS**
- CRAPS-1140**      Hardway bets are wagers that you can roll a 4, 6, 8, or 10 exactly as shown on the layout -- that is, in pairs -- before that same number is rolled any other way, or before a seven is rolled.

- CRAPS-1150** For instance, you win on the hard ten only if ten comes up as two fives; you lose if ten turns up any other way, or if a seven appears first.
- CRAPS-1160** Since the hard ten pays 8 for 1, Rabbit's Foot will get back \$800 for her \$100 bet, if she wins.
- CRAPS-1170** By the way, the odds for hardway bets are usually expressed on a craps layout in terms of "for," rather than "to." "For" means your bet is included as part of the payoff, while "to" means you ke your bet. Thus, "~~8~~or 1" is the same as "7to 1." Both will return \$800 for a \$100 bet.
- CRAPS-1180** Horseshoe decides he wants to get back into the betting, so he makes a \$100 Come-bet.

**CRAPS-1190****COME BET****CRAPS-1200**

The Come-bet is a delayed Pass Line bet. It works exactly the same as a Pass Line bet, except that you can only make it after the pass point has been established during the Come-Out roll.

**CRAPS-1210**

Like the Pass Line bet, you win on a Come-bet with natural 7 or 11 and you lose with craps, 2, 3, or 12. Any other number becomes the "come-point," and just as in a Pass Line bet, you win if the come point appears before a seven is rolled.

**CRAPS-1380****(was shifted)**

After the pass point is established, you can make as many come-bets as you like. They all function exactly like a Pass Line bet.

**CRAPS-1220**

All bets are down, so we roll.  
Ten. The hard way!

**CRAPS-1230**      **Rabbit's Foot likes that roll! She gets 8 for 1, or \$800 for her \$100 bet.**

**CRAPS-1240**      **With the come point now established at ten, Horseshoe decides to "take the odds" on his come-bet.**

**CRAPS-1250**      **"ODDS" BET -    COME LINE**

**CRAPS-1260**      **Taking the odds on a come-bet is just like taking the odds on a pass line bet. You win if the come point appears before a seven does.**

**CRAPS-1270**      **To take the odds on a come bet, move the pointer to the chip in the lower left corner of your number until the entire box highlights, and click.**

**CRAPS-1270**            Horseshoe risks the maximum allowable for his odds bet on the come point -- namely, \$200, or double his \$100 Come bet. With his pass point of 5, and his come-point of 10, Horseshoe now has two numbers working.

**CRAPS-1280**            Rabbit's Foot doesn't think that Horseshoe will hit either of his numbers, so she decides to bet against the dice by wagering that "any seven" will appear on the very next roll.

**CRAPS-1290**            PROPOSITION BET    - ANY  
SEVEN

**CRAPS-1300**            An "any seven" bet is one of the "proposition" bets that are located at the far left of the layout.

- CRAPS-1310** All the proposition bets are one-roll bets: they are decided on the next roll of the dice. You can bet on "any seven," 2, 3, 11, 12, or "any craps." The pay-off is indicated directly on the layout.
- CRAPS-1320** PROPOSITION BETS - "C" and "E"
- CRAPS-1330** Incidentally, the "C" and "E" circles are additional spots where you can make C -- "craps" -- bets, and E -- "eleven" -- bets.
- CRAPS-1340** O.K. All bets are down. We roll.
- CRAPS-1350** Nine.
- CRAPS-1360** Rabbit's Foot loses on the "any seven" bet, since that was a one-roller.
- CRAPS-1370** Neither of Horseshoe's bets are affected by that last roll. He decides to make a second "Come Bet."

- CRAPS-1390**            **DON'T COME BET**
- CRAPS-1400**            **Rabbit's Foot decides to take the opposite approach; she makes a "Don't Come" bet.**
- CRAPS-1410**            **A "Don't Come" bet is a delayed "Don't Pass" bet. It works exactly like a "Don't Pass" bet, except that you can only make a "Don't Come" bet after the pass point has been established on the line.**
- CRAPS-1420**            **In a Don't Come bet, you are betting against the dice in the sense that normal play is reversed. In a Don't Come bet, you lose with natural 7 and 11; you win with craps 2 and 3. If 12 is rolled, it's a "push." You neither win, nor lose.**

**CRAPS-1430** All other numbers become the "come point," and, on subsequent rolls, if a seven appears before that come point is rolled, you win. The Don't Come and Don't Pass bets are both wagers in which you are betting "with" the casino against the dice.

**CRAPS-1440** To emphasize her desire to bet against the dice, Rabbit's Foot also decides to make a proposition bet in the "Any craps" box.

**CRAPS-1450** PROPOSITION BET - ANY  
CRAPS

**CRAPS-1460** With the "any craps" bet, you are wagering that the next roll will a 2, 3, or 12.

**CRAPS-1470**      Like the other proposition bets -- namely, 2, 3, 11, 12, and "any seven" -- the "any craps" bet is a one-roll bet: the result will be decided on the very next roll of the dice.

**C1480**            With all the bets down, we roll.

**CRAPS-1490**      Ten.

**CRAPS-1500**      Since no 2, 3, or 12 appeared, the any craps bet is wiped out.

**CRAPS-1510**      With ten established as a come point, Rabbit's Foot's "Don't Come" bet is repositioned above the solid double line in the upper left corner of the ten number box, where it will win only if a seven appears before another ten is rolled.

**CRAPS-1520**      Horseshoe wins the first come bet he had made, along with the odds he took on that bet.

**CRAPS-1530**            The pay-off for making the come point is 1 to 1, also known as "even money."

**CRAPS-1540**            The pay-offs for "odds bets" are made at the full, true odds, according to the point number which you make. Making the odds bet on the ten, for instance, pays 2 to 1 odds, so Horseshoe wins \$400 in addition getting his \$200 bet back.

**CRAPS-1550**            Moving onward, Horseshoe decides to take the odds on this newly established come point on the number ten. On an odds bet, you are allowed to wager an amount equal to, or double, your original bet, so Horseshoe elects to bet \$200, which is double his original \$100 Come bet.

**CRAPS-1560**            Once again, Horseshoe has two numbers working -- his come point of ten, and his pass point of five.

- CRAPS-1570      "ODDS" BETS -    DON'T COME  
or DON'T PASS
- CRAPS-1580      In direct contrast to Horseshoe's  
bet to take the odds on the come  
point, Rabbit's Foot decides to  
back up her Don't Come bet with  
a bet that works in reverse: she  
decides to give odds that the  
come point will not appear before  
a seven does.
- CRAPS-1590      Just like taking odds -- its  
opposite cousin -- you can only  
"give," or "lay" odds, as a follow-  
up to your Don't Pass bets and  
Don't Come bets.
- CRAPS-1600      When you give odds, you are  
limited to betting an amount that  
can win no more than double  
your original Don't Come (or Don't  
Pass) bet.

- CRAPS-1610** For example, in order for Rabbit's Foot to win \$200, which would be double her original bet, she would have to wager \$400, since the lay odds bet on the ten is paid at 1 to 2.
- CRAPS-1620** You can examine the odds and the pay-offs for all the point numbers in the Payoffs Chart.
- CRAPS-1630** To give odds on a Don't Come bet, move the pointer on top of your Don't Come chip, and click away. Don't worry; we won't let you bet more than the limit for this particular bet.
- CRAPS-1640** In addition to giving odds on her Don't Come bet, Rabbit's Foot decides to make a "Horn Bet."

**CRAPS-1650**

**HORN BET**

**CRAPS-1660**

**A Horn Bet is a one-roll proposition bet in which you are actually making four different bets, covering the 2, 3, 11, and 12.**

**CRAPS-1670**

**To make a Horn Bet, click on the Horn Bet Box, and one chip will be placed on each of these numbers.**

**CRAPS-1680**

**If any of these numbers win, you'll get the pay-off according to the odds noted on the layout for that winning number, but, of course, you'll lose the other three bets.**

**CRAPS-1690**

**With all bets down, we roll.**

**CRAPS-1700**

**Five. The pass point appears.**

**CRAPS-1710**

**Since the Horn Bet is a one-roll bet, Rabbit's Foot loses the money on those four Horn Bet numbers.**

- CRAPS-1720**            **At long last, though, Horseshoe wins his Pass Line bet and the odds-bet he took to back it up.**
- CRAPS-1730**            **The Pass Line bet pays even money, and the odds-bet pays true odds according to the point number bet. For instance, the true odds on a five are 3 to 2, so Horseshoe's \$150 odds bet wins \$225 for a total payoff of \$375.**
- CRAPS-1740**            **Since neither a seven, nor the come point -- ten -- has appeared, there is no decision yet on the Come and Don't Come bets still on the layout.**
- CRAPS-1741**            **Those bets carry over to the next roll.**
- However, while odds bets are not working for Come bets on the come out roll, they are working for the Don't Come bets.**

**CRAPS-1750**            **Now that the pass point has finally appeared, we are ready to begin another sequence of rolls with a come-out roll. After the bets are made, of course.**

**CCRAPS-1760**        **Horseshoe bets \$100 on the Pass line.**

**CRAPS-1770**        **Rabbit's Foot bets \$100 on the Don't Pass line.**

**CRAPS-1780**        **We come out.**

**CRAPS-1790**        **Two. Craps.**

**CRAPS-1800**        **Rabbit's Foot wins even money on her Don't Pass wager.**

**CRAPS-1810**        **Horseshoe loses his Pass Line bet.**

**CRAPS-1820**        **The other bets stay in place.**

**CRAPS-1830**        **We're ready for another come-c roll.**

**CRAPS-1840**            **Continuing to bet against the dice, Rabbit's Foot again bets the Don't Pass Line, and...**

**CRAPS-1850**            **...she also makes a Horn Bet and a bet on "any craps."**

**CRAPS-1860**            **Horseshoe bets the Pass Line.**

**CRAPS-1870**            **Bets are down. Here's the come-out roll.**

**CRAPS-1880**            **Seven. Natural.**

**CRAPS-1890**            **A seven on the come-out roll clears the table.**

**CRAPS-1900**            **Horseshoe wins even money for his Pass Line bet.**

**CRAPS-1910**            **Rabbit's Foot loses the Don't Pass line bet, the "any craps" bet, and the Horn Bet.**

**CRAPS-1920**            **But, since a seven appeared  
before the come points on the ten  
and the four, she wins her Lay  
Bet on the four, and she wins her  
Don't Come bet with the odds she  
gave on the ten.**

**CRAPS-1930**            **While having a seven appear  
before the come point allowed  
Rabbit's Foot to win her Don't  
Come bet, that same seven also  
caused Horseshoe to lose his Co  
bet.**

**CRAPS-1940**            **The table is now cleared awaiting  
bets for a new come-out roll.**

**CRAPS-1950**            **One last thing. If you'd prefer to  
roll real dice and then input the  
results, then select the SELF ROLL  
box on the INFO screen.**

**CRAPS-1951**

**At the SELF ROLL screen which then appears, click on the dice that show the results of your roll.. The impact on your bets will be automatically calculated the moment you click on FINISHED.**

**CRAPS-1960**

**Controlling the dice with this self-roll feature while you observe the results of various bets is an excellent way to teach yourself how to play craps. You'll be a high roller in no time!**