



Exhibit 1

Rules of Play



Sharp Shooter is an optional bonus wager for craps. Players may make this bet right before the come out roll of a new shooter. Once the first point is established, the bet is no longer open.

Players win if the shooter makes at least three points* before a seven-out. The more points made, the higher the payouts. A layout for payable.

If a shooter makes 10 points, the Sharp Shooter bet pays the top award and the bet is over until the next shooter. If the shooter makes more than 10 points, the payout does not increase.

DEALING PROCEDURES

Players must place their bonus wager in the marked area. Dealers will then move the bets to the appropriate betting circles.

- When playing Fire Bet on an electronic player terminal:
 - Bets can be placed during the betting period by selecting the desired betting chip and either moving the chip to the Sharp Shooter position or touching the Sharp Shooter position to complete the bet.

When a player makes a point, the stickman or Boxman will use a lammer to keep track of the number of points made.

Payouts are made after the shooter sevens-out —assuming at least three points were made. Dealers will clear all losing bets first, then pay winners, including the Sharp Shooter.

* In the crapless craps version, there is a payable that pays for 2+ points made.

*Note: When playing Sharp Shooter on an electronic player terminal, the winning and losing wagers are resolved automatically.



Exhibit 2

Paytables



PAYTABLES

Points	SS-01	SS-02	SS-03	SS-04	SS-05	SS-06	SS-07
10	300 for 1	300 for 1	500 for 1	299 to 1	299 to 1	500 to 1	300 to 1
9	200 for 1	200 for 1	200 for 1	200 to 1	200 to 1	200 to 1	200 to 1
8	100 for 1	50 for 1	100 for 1	100 to 1	50 to 1	100 to 1	100 to 1
7	50 for 1	40 for 1	50 for 1	50 to 1	40 to 1	50 to 1	50 to 1
6	30 for 1	30 for 1	30 for 1	30 to 1	30 to 1	30 to 1	30 to 1
5	20 for 1	20 for 1	20 for 1	20 to 1	20 to 1	15 to 1	15 to 1
4	10 for 1	10 for 1	10 for 1	9 to 1	9 to 1	9 to 1	9 to 1
3	6 for 1	7 for 1	6 for 1	5 to 1	6 to 1	5 to 1	5 to 1
Hit Frequency:	6.68%	6.68%	6.68%	6.68%	6.68%	6.68%	6.70%
House Edge:	21.87%	21.17%	19.44%	20.78%	20.08%	21.61%	15.19%