



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

February 18, 2025

Sent via email to lindsey.perez@interblockgaming.com

Ms. Lindsey Perez
Interblock Gaming
6900 S Decatur Blvd
Las Vegas, NV 89118

RE: Craps–Shoot to Win (Electronic Table Games)

Dear Ms. Perez,

Thank you for requesting approval to market the game of “Craps– Shoot to Win - Game Description/Rules of play” to Washington State Tribal casinos utilizing Electronic Table Games (ETG’s).

Based on our review of the documentation we received from Interblock, the Washington State Gambling Commission will approve the game under the conditions listed below:

Tribal Casinos

- The game(s) shall be played and operated under the terms and conditions set forth under the “Craps– Shoot to Win -Game Description/Rules of play.”
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- No modifications may be made to allow the game to be played online or via the internet in Washington State.

In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

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Lacey, WA 98503
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Olympia, WA 98504
360-486-3440

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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Jim Nicks
Assistant Director

cc: Tina Griffin, Assistant Director Licensing Operations Division
Julie Lies, Tribal Liaison
Kelly Main, Special Agent Supervisor Tribal Gaming
File

SHOOT TO WIN CRAPS LUCKY ROLL

Game Description

Game Rules

- **BASIC RULES OF CRAPS**
 - Wins are determined by the outcome of a roll of two dice.
 - Dice are rolled by the player selected as the SHOOTER.
 - Rules of the game are applied according to roll sequence.
- **COME OUT ROLL (1st ROLL)**
 - Place bet on PASS LINE.
 - Win with a roll of 7 or 11.
 - Lose with a roll of 2,3, or 12.
 - The point is established with a roll of 4, 5, 6, 8, 9 or 10. If the point is established, the game proceeds to the 2nd ROLL.
 - ON is shown on the established point.
- **From 2nd ROLL (point already established)**
 - Win with a roll of the point established in the Come Out Roll.
 - Lose with a roll of 7.
 - The dice are shot again until win or lose is determined.
 - With a roll of the point or 7, the game returns to the Come Out Roll.

AUTOMATIC CHIP ON/OFF

At the Come Out roll, any chips bet remaining from the previous series on COME ODDS/PLACE/BUY/HARDWAYS/BIG6/BIG8 are automatically turned OFF until the Point is established and then are automatically turned ON.

PASS LINE

PAYS: 1 to 1

PASS LINE is the most basic betting in the Craps game.

Wins with a Come Out roll of 7 or 11 and loses with 2, 3 or 12. Other rolls (4, 5, 6, 8, 9 or 10) establish the Point.

From the second roll, wins on the roll of the Point established and loses on a roll of 7.

The bet cannot be canceled after the Point is established.

Bet cannot be placed on DON'T PASS LINE when a bet is placed on PASS LINE.

ODDS

PAYS: Roll of 4 or 10: 2 to 1

Roll of 5 or 9: 3 to 2

Roll of 6 or 8: 6 to 5

ODDS bet can be placed after the Point has been established, and wins on the roll of the Point and loses on a roll of 7.

This bet can only be placed when a bet has been placed on PASS LINE.

After the Point is established, the bet area becomes available if a bet has been placed on the PASS LINE.

The maximum bet amount is 2 times the bet on the PASS LINE (4/10).

The maximum bet amount is 2 times the bet on the PASS LINE (5/9)

The maximum bet amount is 2 times the bet on the PASS LINE (6/8)

BIG 6

PAYS: 1 to 1

Bet can be placed on 6.

Wins if the number chosen is rolled before 7 and loses if 7 is rolled before the number chosen.

If neither wins nor loses occurred, the bet chip continues to be placed in the following roll automatically.

BIG 8

PAYS: 1 to 1

Bet can be placed on 8.

Wins if the number chosen is rolled before 7 and loses if 7 is rolled before the number chosen.

If neither wins nor loses occurred, the bet chip continues to be placed in the following roll automatically.

Field PAYS: Roll of 3, 4, 9, 10, 11: 1 to 1
Roll of 2 or 12: 2 to 1

This bet is determined with a single roll of the dice.

Wins if 2, 3, 4, 9, 10, 11 or 12 is rolled in the game the bet is placed.

Player is awarded with 2 to 1 bet by winning on a roll of 2 or 12.

COME PAYS: 1 to 1

COME bet can only be placed after the Point has been established and considers the first participated game as the first roll. Similarly to the PASS LINE bet, wins on a first roll of 7 or 11 and loses on a roll of 2, 3 or 12. Other rolls (4, 5, 6, 8, 9, or 10) establish the Point for the COME bet.

After the Point is established that number must be rolled again before a 7 to win.

The bet cannot be canceled after the Point is established.

Bet cannot be placed on the DON'T COME when a bet is placed on COME.

COME ODDS PAYS: Roll of 4 or 10: 2 to 1
Roll of 5 or 9: 3 to 2
Roll of 6 or 8: 6 to 5

COME ODDS bet can be placed after the Point for the COME bet is established. Wins on a roll of the Point and loses on a roll of 7.

This bet can only be placed when a bet has been made on COME.

The maximum bet amount is 2 times the bet on the COME (4/10).

The maximum bet amount is 2 times the bet on the COME (5/9).

The maximum bet amount is 2 times the bet on the COME (6/8).

DON'T PASS LINE (IF AVAILABLE) PAYS: 1 to 1

DON'T PASS LINE is almost the opposite of the PASS LINE.

Loses on a roll of 7 or 11 and wins on a roll of 2 or 3. Draws on a roll of 12. Other rolls establish the Point.

After the Point is established, wins on a roll of 7 and loses on the roll of the Point.

No additional bets can be made after the Point has been established.

This bet cannot be canceled after the Point has been established.

Bet cannot be placed on PASS LINE when a bet is placed on DON'T PASS LINE.

DON'T ODDS PAYS: Roll of 4 or 10: 1 to 2
Roll of 5 or 9: 2 to 3
Roll of 6 or 8: 5 to 6

DON'T ODDS bet can be placed after the Point is established and wins on a roll of 7 before the Point is rolled.

This bet can only be placed when a bet has been placed on DON'T PASS LINE.

After the Point is established, the DON'T ODDS bet spot appears if a bet has been placed on the DON'T PASS LINE.

The maximum bet amount is 2 times the bet on the DON'T PASS LINE (4/10).

The maximum bet amount is 2 times the bet on the DON'T PASS LINE (5/9).

The maximum bet amount is 2 times the bet on the DON'T PASS LINE (6/8).

*The following bets will be available if the Point is established for COME and DON'T COME.

- COME
- COME ODDS
- DON'T COME
- DON'T COME ODDS

DON'T COME (IF AVAILABLE) PAYS: 1 to 1

DON'T COME bet can only be placed after the Point has been established and considers the first participated game as the first roll.

Similarly to the DON'T PASS LINE bet, wins on a first roll of 2 or 3 and loses on a roll of 7 or 11. Draws on a roll of 12. Other rolls (4, 5, 6, 8, 9 or 10) establish the Point for the DON'T COME bet.

After the Point is established, wins on a roll of 7 and loses on a roll of the Point.

Bet cannot be placed on COME when a bet is placed on DON'T COME.

DON'T COME ODDS PAYS: Roll of 4 or 10: 1 to 2
 Roll of 5 or 9: 2 to 3
 Roll of 6 or 8: 5 to 6

DON'T COME ODDS bet can be placed after the Point for the DON'T COME bet is established. Wins on a roll of 7 and loses on a roll of the Point.

This bet can only be placed when a bet has been placed on DON'T COME.

The maximum bet is 2 times the bet on DON'T COME (4/10) divided by the corresponding DON'T COME ODDS.

The maximum bet is 2 times the bet on DON'T COME (5/9) divided by the corresponding DON'T COME ODDS.

The maximum bet is 2 times the bet on DON'T COME (6/8) divided by the corresponding DON'T COME ODDS.

HARDWAYS PAYS: Roll of 4 or 10: 7 to 1
 Roll of 6 or 8: 9 to 1

Wins if the roll is the selected matching dice pair.

Loses if the roll is not the selected matching dice pair or on any 7.

PLACE PAYS: Roll of 4 or 10: 9 to 5
 Roll of 5 or 9: 7 to 5
 Roll of 6 or 8: 7 to 6

PLACE bet can be placed on 4, 5, 6, 8, 9, or 10.

Wins if the number chosen is rolled before 7 and loses if 7 is rolled before the number is chosen.

BUY PAYS: Roll of 4 or 10: 2 to 1
 Roll of 5 or 9: 3 to 2
 Roll of 6 or 8: 6 to 5

BUY bet can be placed on 4, 5, 6, 8, 9, or 10.

Wins if the number chosen is rolled before 7 and loses if 7 is rolled before the number chosen.

A commission of 5% of the BET amount is deducted from the win for this bet.

PLACE TO LOSE PAYS: Roll of 4 or 10: 5 to 11
 Roll of 5 or 9: 5 to 8
 Roll of 6 or 8: 4 to 5

PLACE TO LOSE bet can be placed on 4, 5, 6, 8, 9 or 10.

Wins if 7 is rolled before the number chosen and loses if the number chosen is rolled before 7.

LAY PAYS: Roll of 4 or 10: 1 to 2
 Roll of 5 or 9: 2 to 3
 Roll of 6 or 8: 5 to 6

LAY bet can be placed on 4, 5, 6, 8, 9, or 10.

Wins if 7 is rolled before the number chosen and loses if the number chosen is rolled before 7.

A commission of 5% of the WIN pay amount is deducted from the win for this bet.

Bets on the following bet types cannot be placed for the same roll: PLACE and PLACE TO LOSE / LAY

Bets on the following bet types cannot be placed for the same roll: BUY and LAY / PLACE TO LOSE

C (CRAPS) PAYS: 7 to 1

This bet is determined with a single roll of the dice.
Wins if 2, 3, or 12 is rolled in the game the bet is placed.
The same rules as ANY CRAPS apply to this bet spot.

E (ELEVEN) PAYS: 15 to 1

This bet is determined with a single roll of the dice.
Wins if 11 is rolled in the game the bet is placed.

**C&E (CRAPS&ELEVEN) PAYS: Roll of 2, 3, or 12: 3 to 1
Roll of 11: 7 to 1**

This bet is determined with a single roll of the dice.
Wins if 2, 3, 11 or 12 is rolled in the game the bet is placed.
Player is awarded with 7 to 1 bet by winning on a roll of 11.

**HORN BET PAYS: Roll of 3 or 11: 15 to 1
Roll of 2 or 12: 30 to 1**

This bet is determined with a single roll of the dice.
 $\frac{1}{4}$ of the amount bet is distributed to 2, 3, 11, and 12.
Wins if 2, 3, 11 or 12 is rolled in the game the bet is placed.
This bet can also be placed on individual numbers 2, 3, 11, and 12.
Bets on individual numbers are not distributed.

ANY SEVEN PAYS: 4 to 1

This bet is determined with a single roll of the dice.
Wins if 7 is rolled in the game the bet is placed.

ANY CRAPS PAYS: 7 to 1

This bet is determined with a single roll of the dice.
Wins if 2, 3 or 12 is rolled in the game the bet is placed.

**HOP BETS PAYS: Roll is selected "HARD" pair (matching dice): 30 to 1
Roll is selected "EASY" pair (non-matching dice): 15 to 1**

This bet is determined with a single roll of the dice.

PASS LINE

If the bet wins, the bet continues to be placed in followings rolls automatically until a loss.

DON'T PASS LINE / DON'T COME

(The following applies to each bet listed directly above.)

If the bet wins on the first roll, the bet continues to be placed in the following rolls automatically until a loss or a point is established.

COME

If roll of 11 on the first roll, the bet continues to be placed in following rolls automatically until 11 is not rolled.

PLACE / BUY / HARDWAYS / FIELD / LAY / PLACE TO LOSE / ANY CRAPS / ANY SEVEN / C / E / C&E / HORN / HOP BETS / BIG6/8

(The following applies to each bet listed directly above.)

If the bet wins and the player does not cancel the bet before bet time ends, the bet continues to be placed in following rolls automatically. If the table settings are changed, all continued bets are returned.

HOT SHOOTER JACKPOT

HOT SHOOTER JACKPOT special game is determined by the ROLL COUNT of a SHOOTER.

This special game bet can be placed during the bet time of the COME OUT ROLL after a 7 OUT.

The ROLL COUNT is the number of consecutive games in which the SHOOTER rolled the dice from the COME OUT ROLL after a 7 OUT until the next 7 OUT.

GRAND:	OVER 50 ROLLS (100x BET)
MAJOR:	45 TO 49 ROLLS (30x BET)
MINOR:	40 TO 44 ROLLS (12x BET)
32 TO 39 ROLLS:	7x BET
24 to 31 ROLLS:	5x BET
16 TO 23 ROLLS:	3x BET
8 TO 15 ROLLS:	1x BET
7 ROLLS AND UNDER:	NO WIN

Lucky Roller

LUCKY ROLLER is a set of optional wagers to accompany standard Craps games played with 2 standard 6-sided dice.

For LUCKY ROLLER, the wagers are: LOW ROLLS, HIGH ROLLS and ROLL 'EM ALL.

The wagers are persistent across multiple rolls and may be placed prior to any roll when there are no active wagers of the same type persisting from previous rolls.

The LOW ROLLS bet wins if each of the totals 2, 3, 4, 5, and 6 are rolled before a 7 is rolled.

The HIGH ROLLS bet wins if each of the totals 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.

The ROLL 'EM ALL bet wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.

80%	
LOW ROLLS:	30 to 1
HIGH ROLLS:	30 to 1
ROLL 'EM ALL:	155 to 1

92%	
LOW ROLLS:	34 to 1
HIGH ROLLS:	34 to 1
ROLL 'EM ALL:	175 to 1

Power Odds

POWER ODDS is a randomly triggered feature that increases the odds paid for certain BET SPOTS after bet time ends. POWER ODDS may be randomly displayed on any of the following bet spots when bet time ends: ANY CRAPS, C, ANY 7, E, HOP BETS, HORN BET, C&E and HARDWAYS.

If POWER ODDS is displayed on a bet spot, the odds paid for a win on that bet spot are as displayed for that roll only. POWER ODDS are randomly selected from the available odds as shown in the chart.

BET SPOT		POWER ODDS
A	ANY CRAPS	10 to 1 OR 14 to 1
	C (CRAPS)	10 to 1 OR 14 to 1
B	ANY 7	6 to 1 OR 8 to 1
C	E (ELEVEN)	22 to 1 OR 30 to 1
	HOP BETS (EASY)	22 to 1 OR 30 to 1
	HORN BET (3, 11)	22 to 1 OR 30 to 1
D	HORN BET (2, 12)	45 to 1 OR 60 to 1
	HOP BETS (HARD)	45 to 1 OR 60 to 1
E	C&E (2, 3, 12)	4 to 1 OR 6 to 1
	C&E (11)	10 to 1 OR 14 to 1
F	HARDWAYS (4, 10)	10 to 1 OR 14 to 1
G	HARDWAYS (6, 8)	13 to 1 OR 18 to 1

SHOOTER

"SHOOTER" is displayed on the game screen of the designated SHOOTER.

The player designated as the SHOOTER can roll the dice by pressing the Shooter Button within the displayed time limit.

The dice are automatically rolled if the time limit expires.

As long as the designated SHOOTER maintains a bet on the PASS LINE / DON'T PASS LINE, the SHOOTER continues to roll the dice until a 7 OUT is rolled or a point is established.

A bet on the PASS LINE / DON'T PASS LINE is required to become eligible to be the designated SHOOTER.

If no player bets on the PASS LINE / DON'T PASS LINE, any player with a non-cancelable COME BET becomes eligible to become the designated SHOOTER.

When a 7 OUT is rolled or when a point is established, SHOOTER eligibility rotates to the next highest numbered player terminal on which a player has bet on the PASS LINE / DON'T PASS LINE.

The SHOOTER functionality does not affect the roll result of the game.

