Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

January 28, 2025

Sent via email to lindsey.perez@interblockgaming.com

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

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

Dear Ms. Perez,

Thank you for requesting approval to market the game of "Craps– Roll 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:

<u>Tribal Casinos</u>

- The game(s) shall be played and operated under the terms and conditions set forth under the "Craps– Roll 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.

- 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

Jim Nicks
Assistant Director

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

4565 7th Avenue SE
Lacey, WA 98503
wsgc.wa.gov

PO Box 42400
Olympia, WA 98504
360-486-3440
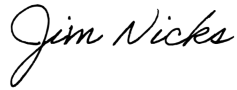
901 N Monroe St Suite 240
Spokane, WA 99201
509-325-7900

ROLL TO WIN CRAPS

Game Description

CONTENTS

1   INTRODUCTION

Craps is a game played using two dice where the result of the shooter's roll determines whether they and the other players will win their bets. Craps game play consists of several (consecutive dice rolls). Since Craps is a complex betting game, for easier understanding, the game can be divided into cycles. The come-out roll is the first dice roll at the beginning of each game cycle. One game cycle lasts from the come-out roll until a 7 is rolled or the established Point (certain dice total) is rolled again. This does not mean that all bets will be resolved by the end of the game cycle. The selection of the shooter starts clockwise from player terminal number 1 and moves to the next numbered terminal with an eligible player after the game cycle is complete.

Outcome names

One roll of the dice can result in a total value from 2 to 12.

OUTCOME	Roll Result
Craps	2, 3 or 12
Point	4, 5, 6, 8, 9 or 10
7 (or 11 on come out roll)	7 or 11

Established Point

The **Point** is a term used to describe a situation where the dice total equals 4, 5, 6, 8, 9 or 10.

Come/Don't Come Point established

This term refers only to the Come and Don't Come bets. It describes the first dice outcome after the first Come/Don't Come were placed in the game cycle. That outcome (total) equals 4, 5, 6, 8, 9 or 10. The rolled total becomes a Come/Don't Come Point and **it does not equal the** Point established with the Pass Line/Don't Pass bet.

1.1   Playing surface

The Craps playing surface has a variety of bet types with betting spots on which the player can place their chips. There are some bet spots to which chips are transferred when certain outcomes appear.

1.2   Game Variations

The game can be configured to operate as a Fully Automated Table Game (**ETG Mode**) or as a Dealer-Assisted Electronic Table Game (**DETG Mode**). ETG Mode does not require a dealer as the roll result is generated by a software RNG and presented graphically with virtual dice. DETG Mode requires a dealer to provide physical dice to the "shooter" and to input the roll results of the dice. Please refer to the comparison of ETG and DETG Modes below.

Fully Automated Table Game (ETG mode)	Dealer-Assisted Electronic Table Game (DETG)
Software RNG	**Physical Dice RNG**
The shooter swipes the Virtual Dice displayed on their screen to start the dice throw animation.	The dealer provides the shooter with physical dice which are then thrown.
The Virtual Dice streak across the length of table before coming to rest, revealing a dice result.	The Physical Dice are thrown across the length of the table before coming to rest, creating a dice result.
Dice Results displayed automatically as shown below.	Dice Results input by the Dealer are as shown below.
Dice Results shown on Table LED Display.	Dice Results shown on all Player Terminals.

1.3   Game Timers

The player has a predetermined amount of time in which they can place bets. This allows for a smoother and faster-paced game flow. The amount of betting time a player has is displayed using a game timer, found in the upper left corner of the graphic user interface. The timer counts down the time until the bets close. When there is not much time left for bets to be placed, the color of the timer changes from green to red.

In the timer settings of the Main Unit, there are four distinct categories, according to the status of the series, in which to set the length of the Bet Time:

- **Come Out Bet Time (settable between 10 to 120 seconds)**

This is the Bet Time length when no point is established.

- **Second Bet Time (settable between 10 to 120 seconds)**

This is the Bet Time length when the Point established in the preceding roll is "4, 5, 6, 8, 9 or 10".

- **After Third Bet Time (settable between 10 to 120 seconds)**

This is the Bet Time length from the third roll onwards.

- **Dead Roll Bet Time (settable between 5 to 20 seconds)**

This is the Bet Time length when the Point established in the preceding roll is "2, 3, 11 or 12".

2   TYPES OF BETS

Bets that remain on the table until a particular total is rolled are called **multi-roll bets**, while bets that are resolved in the next roll are called **single-roll bets** (also known as proposition bets or prop bets). **Contract bets** are bets that are locked in a designated bet spot throughout multiple rolls (and even multiple cycles) until a certain outcome appears. These bets cannot be increased, reduced, or removed. The bet can be increased only if the bet is resolved, and its chips are "pushed" to the next round. Some of the multi-roll bets are also contract bets.

CONTRACT BETS	MULT-ROLL BETS	SINGLE-ROLL BETS
Bet name	Bet name	Bet name
Pass Line Bet	Pass Line Odds bet	Field bet
Don't Pass Line bet	Don't Pass Odds bet	C (Craps)
Come bet	Come Odds bet	E (Eleven)
Don't Come bet	Don't Come Odds bet	C&E
	Place bet	Any Seven
	Place to Lose bet	Any Craps
	Buy bet	Horn Bets
	Lay bet	Hop bets (easy)
	Big 6	Hop Bets (hard)
	Big 8	
	Hard ways	

2.1   Pass Line bet

The Pass Line bet is a **contract bet** typically placed before the come-out roll. The Pass line betting chip(s) will display a lock icon after the first roll if the point is established.

In general, what is considered the Craps outcome is the bet's lose condition the next (first) roll after the bet was placed. Craps outcomes do not affect the bet in any of the following rolls after the Point has been established.

Regarding with the winning condition – the Pass Line bet will win if a 7 (or 11) is rolled the first roll after the bet was placed. However, the bet will be lost if a 7 is rolled in any of the subsequent rolls.

ROLL #	Condition	Dice Roll Result
1st Roll	Win	7 or 11
	Lose	2, 3 or 12
	Point established	4, 5, 6, 8, 9 or 10
2nd Roll (or any other roll)	Win	Point rerolled
	Lose	7 Out

The Pass line bet will not be affected if a 2, 3, 11 or 12 outcome appears in any of the subsequent rolls after the Point is established.

NOTE: The game can be configured so that Pass Line bets can be placed before any roll, or only placed before the come-out roll.

2.2   Don't Pass Line bet

The Don't Pass Line bet is a **multi-roll bet** that can only be placed before the come-out roll. This bet's win conditions are the opposite of the Pass Line bet, except on 12 where the bet is "pushed".

Once the bet has been taken down or reduced, the player cannot place the bet again until the next game cycle begins.

NOTE: Pass and Don't Pass bets are **excluding** bets. When the player places their bets on Don't Pass, they cannot bet on Pass Line at the same time.

ROLL #	Condition	Dice Roll Result
1st Roll	Win	2 or 3
	Push	12
	Lose	7 or 11
	Point established	4, 5, 6, 8, 9 or 10
2nd Roll (or any other roll)	Win	7 Out
	Lose	Point rerolled

2.3 Come bet

Come bet is a **contract bet**. Once placed, the bet chips are located near the middle of the corresponding bet spot.

The bet can be placed the next roll **AFTER** the come-out Don't/Pass Line Point has been established. The Come bet is similar to the Pass Line bet, but which Point will be linked to the Come bet and be called the Come Point depends on the value of the following roll. After the Come Point is established, the bet chip will **move** to the dedicated place in the upper left corner of the respective Point's field.

The Come bets can also be placed after the Pass/Don't Pass Point has been rerolled (and their respective Point bets got resolved). However, with the 7-out, both the Don't/Pass Line and the Come bets get resolved.

For example: *The player places a Pass Line bet, rolls the dice and the result is an 8, which becomes an Established Point. The player wagers on a Come bet and rolls the dice. A 9 is rolled and that becomes the Come Point 9. The Come bet chip then moves from the Come bet spot to the Come Point 9 bet spot. The player rolls 8 and the Pass Line bet gets resolved. The player can place a new Pass Line bet (or Don't Pass or any other bet, except Don't/Come) and/or roll the dice until 7-out.*

ROLL #	Condition	Dice Roll Result
1st Roll	Win	7 or 11
	Lose	2, 3 or 12
	Point established	4, 5, 6, 8, 9 or 10
2nd Roll (or any other roll)	Win	Come Point rerolled
	Lose	7 Out

2.4 Don't Come bet

Don't Come bet is a **multi-roll bet** and has the opposing win conditions from the Come bet. Its win and lose conditions are similar to the ones of the Don't Pass bet. Just like with the Come bet, the bet can be placed the next roll **AFTER** the (come-out) Don't/Pass Line Point has been established.

The player places their chips in the Don't Come betting spot and once Don't Come Point is established, the chips are transferred to the respective Point's betting spot. The same as with the Come bet, the player can place multiple

Don't Come bets during one game cycle, even if the Pass/Don't Pass Point bets got resolved. However, in the 7-out, both the Pass/Don't Pass and the Don't Come bets will be resolved.

For example, the player places a Pass Line bet, rolls the dice and, if the Pass Line Point was established, the player can place the Don't Come bet. If in the following roll another Point is rolled, this Point becomes the Don't Come Point.

NOTE: Come and Don't Come bets are excluding bets. When the player places their bets on Don't Come, they cannot bet on Come at the same time.

ROLL #	Condition	Dice Roll Result
1st Roll	Win	2 or 3
	Lose	7 or 11
	Point established	12
	Point established	4, 5, 6, 8, 9 or 10
2nd Roll (or any other roll)	Win	2, 3, 12 (Craps) or Point rerolled
	Lose	7

2.5   Odds bets

After a (Don't) Pass/(Don't) Come Point has been established, the player can make an additional Odds bet to "backup" their initial bet.
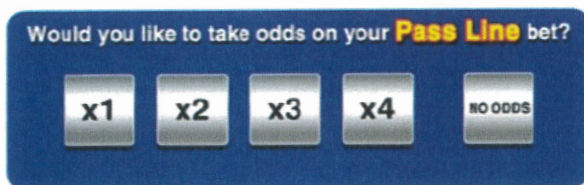
After a Point of the respective bet is established, the "Odds window" will pop up, offering a multiplication of the player's initial bet. The pop-up window serves as a helper tool for the player to quickly select one of the offered multipliers. To close this window, the player either taps somewhere outside of it or presses the No Odds button.

Selecting one of the offered multipliers will place chips in the Odds betting field of its parent's bet. The Odds betting fields either appear within the betting field of its base bet or in the respective Point's field.

The Odds bets can also be manually placed, reduced, or removed if the Odds pop-up window was closed before the player could select a desired bet multiplier. This can be done by the player tapping the selected chip and then tapping the Odds bet spot or by simply dragging and dropping the chip. The initial wagering amount can be

multiplied up to the maximum multiplier noted in the Odds pop-up window (every time before the next roll) before the Odds bet has been resolved.
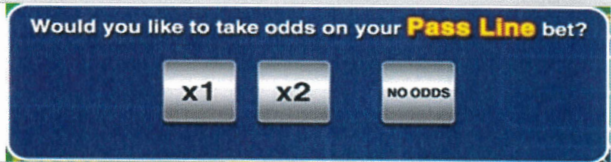
Since these are the **multi-roll bets**, they will stay until a particular outcome appears. The Odds bets are resolved together with their "parent bet", meaning that the base bet's win/lose conditions apply for them as well.

The number of "odds" buttons available in the pop-up windows and their associated values are selectable in the settings of the main unit. The pop-up window can be set to display from one to four odds multiplier buttons with assigned values from the following multipliers: **x1, x 2, x3, x4, x5, x6, x10, x12, x15, x20, x30, x40, x50 or x100.**

Pass Line Odds bet (Take Odds betting field)

When the Pass Line Point gets established, the Pass Line bet can also be backed up by "taking the odds". An additional field will appear within the Pass Line bet spot for the player to back up their Pass Line bet after the Pass Line Point gets established.
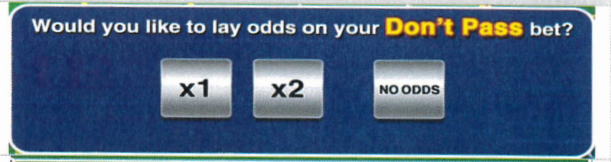
Condition	Dice Roll Result
Win	Point rerolled
Lose	7 Out

Description	Screenshots
Pass line Odds pop up with base bet multipliers	
Selected chip placed on the Take Odds bet spot	

Don't Pass Odds bet (Give Odds betting field)

To back their base bet, the player either selects one of the offered multipliers or manually places the bet on the Give Odds betting field, which appears after the (Don't) Pass Point gets established.

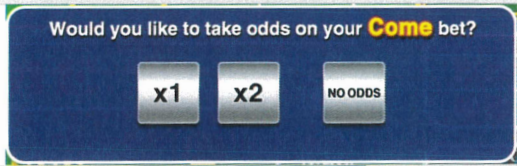| Condition	Dice Roll Result
Win	Point rerolled
Lose	7 Out

Description	Screenshots
Pass line Odds pop up with base bet multipliers	
Selected chip placed on the Give Odds bet spot	

Come Odds bet

The win conditions for these bets are the same as the ones of their base bet.

Condition	Dice Roll Result
Win	Come Point rerolled
Lose	7 Out

The multiplier window will pop up after the Come Point is established giving the player the chance to back up their base Come bet. The betting chips for Odds bets are placed on a specific location on the field corresponding to the respective Point. The Odds bet can also be manually placed by the player tapping the dedicated place inside the respective Point's bet spot (see location of the blue chip in the following screenshot).
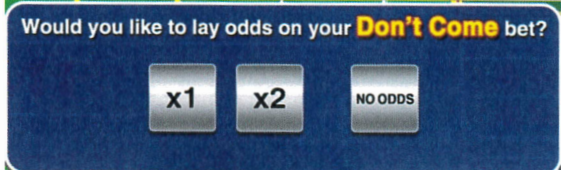
Description	Screenshots
Come Odds pop up with multipliers of the base bet.	Would you like to take odds on your **Come** bet? x1 x2 NO ODDS
Selected chip placed on the Come Odds bet spot.	

Don't Come Odds bets

The win conditions for these bets are the same as the ones of their base bet.

Condition	Dice Roll Result
Win	7
Lose	(Don't) Come Point

The multiplier window will pop up after the (Don't) Come Point is established giving the player the chance to back up their base bet. The betting chips for Odds bets are placed on a specific location on the field corresponding to the respective Point. The Odds bet can also be manually placed by the player tapping the dedicated bet spot inside the respective Point's bet field (see location of the blue chip in the following screenshot).

Description	Screenshots
Don't Come Odds pop up with multipliers of the base bet.	Would you like to lay odds on your **Don't Come** bet? **x1** **x2** NO ODDS
Selected chip placed on the Don't Come Odds bet spot.	

2.6   Point bets

Bet spots for the Point bets are within the area of Points' betting areas. Point bets are all **multi-roll bets** that are "waiting" on the designated betting field for that Point to be rolled. The Point bet(s) can be placed in any roll regardless of the Point that they correspond to is being established or not. They are resolved when that Point is rerolled.

NOTE: The Point discussed in this chapter should not be confused with the Come/Don't Come Point explained in the previous chapter. The Point mentioned here serves as a hypernym encompassing outcomes 4, 5, 6, 8, 9 and 10.

Although the Place and Buy bets have the same winning conditions, the Buy bet differs from the Place bet by paying true odds with commission. Buy and Place bets can be placed simultaneously. Although the Place to Lose and Lay bets have the same winning conditions, the Lay bet differs from the Place to Lose bet by paying true odds with commission. Place to Lose and Lay bets can be placed simultaneously.

When a player places these **multi-roll bets**, their expectation is that a roll of 7 will come up before the selected Point, which aligns with their Lay/Place to Lose bet.

In the game settings, Place bets and Lay/Place to Lose bets can either be set as excluding bets or can be set to allow simultaneous bet placement. In the game settings, Buy bets and Lay/Place to Lose bets can either be set as excluding bets or can be set to allow simultaneous bet placement.

NOTE: 2, 3, 11, 12 do not affect Lay, Buy, Place or Place to Lose bets.

Point bet	Condition	Outcome
Place	Win	Point
	Lose	7
Place to Lose	Win	7
	Lose	Point
Buy	Win	Point
	Lose	7
Lay	Win	7
	Lose	Point

2.7   Field bets

The objective of any type of Field bet is for the designated total, as indicated within the betting field, to be rolled in the following dice roll. All Field bets are **single-roll bets**.

Field bets

2.8   Big 6 & Big 8 bets

Depending on the pay table, the player may bet either on Big 6 or Big 8 (**multi-roll bets**), or on both bets at the same time. Bets can be placed on any roll.

Bet Spots	Condition	Big 6	Big 8
	Win	6	8
	Lose	7 Out	7 Out

interblock
LUXURY GAMING PRODUCTS

2.9   C, C&E, E

There are **single-roll bets** where the player can bet on a 2, 3 or 12 dice total in the next roll. On any other outcome, the bet is lost. These round betting spots are located in between the Pass Line and the Hard Ways betting fields.

Bet Spots	Condition	C (Craps)	E (Eleven)	C&E (Craps & Eleven)
C C&E E	Win	2, 3 or 12	11	2, 3, 11 or 12
	Lose	Any other outcome	Any other outcome	Any other outcome

2.10 Hard Ways / Horn bets / Hop bets

If Hard Ways betting spots are not displayed, tap the blue "Hop Bets Close" tab located at the bottom right of the game screen. If Hop Bet betting spots are not displayed, tap the orange "Hot Bets Open" tab at the bottom right of the game screen.
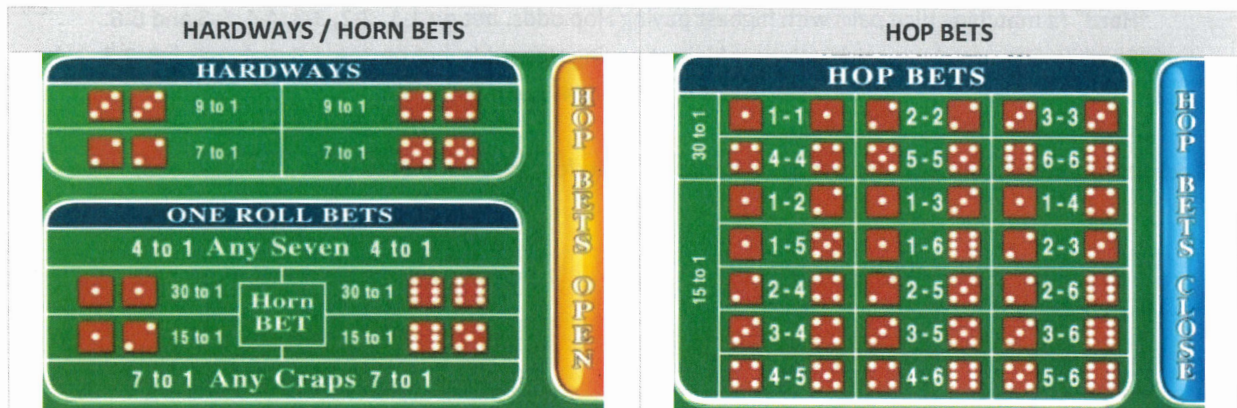
Hard Ways bets
Hard Ways bets are number combination bets that have a lesser chance of appearing than the so-called "easy ways". For example, there are three ways to roll a 10 but only one of them is a 5-5. Hard Ways bets are **multi-roll bets.** The objective of this bet is for dice totals of 4, 6, 8 or 10 to be formed by 2-2, 3-3, 4-4 or 5-5 respectively; otherwise, the bet is lost (along with 7 being rolled).

Any Seven
The Seven bet is a **single-roll bet**. By placing a bet on the ANY SEVEN bet spot, the player wagers that a 7 will be rolled on the next roll, using any number combination.

Horn bets

Horn bets are **single-roll bets** that deal with the dice combination of 1-1 (total of 2; Snake Eyes), 1-2 (total of 3, Ace Deuce), 5-6 (total of 11, Yo) and 6-6 (total of 12, Boxcars). Only one combination can win, while the others lose. The player can choose to bet on a single combination or place a bet in the middle "Horn Bet" field. This splits the wagered amount equally among all four combinations.

If a player wagers on the Horn Bet betting field and one of the displayed combinations will be rolled in the following roll, the player's winning will be calculated in the following way:

$$win = \frac{original\ bet}{4} \times combination\ payout - \frac{3 \times original\ bet}{4}$$

For example, the player placed $100 on Horn bet and the next dice roll resulted in 6-6. The player won $675 since the payout for the Boxcars was 30 to 1 (shown on the GUI) in that game.

Any Craps

This is another **single roll bet** that wins if the one the Craps totals (2, 3 or 12) is rolled in the next dice roll. The bet loses if any other total is rolled.

Hop bets

All Hop bets are **single-roll bets**. The player wagers on one or more bet spots expecting the specific dice combinations to appear in the next roll. In the Hop bets tab, a player can choose among several bet spots divided into two groups:

> "**Hard**" (a matching dice pair) with highest paying Hop odds, bet on 1-1, 2-2, 3-3, 4-4, 5-5 and 6-6.
> "**Easy**" (a non-matching pair) with next highest paying Hop odds, bet on 1-2, 1-3, 1-4, 1-5, 1-6, 2-3, 2-4,
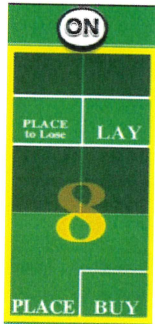> 2-5, 2-6, 3-4, 3-5, 3-6, 4-5 or 4-6 and 5-6.

Roll results for "Hard" Hop Bets are less likely to appear than for "Easy" Hop Bets.

3 MARKER PUCK

A marker puck is used to indicate whether the Point has been established after the come-out roll.

A black OFF puck is displayed at the top left corner of the main Crap's betting field until the Point is established after the come-out roll.
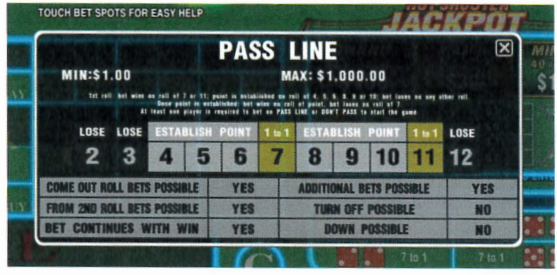

Once the Point is established, a white ON puck is placed on top of the Established Point's betting field. The white ON puck is removed when a 7 is rolled or the set Point is rerolled.

4   SPECIAL BUTTONS

Special buttons enable convenient betting or provide unique player interaction with the game.

Button	Description
ACROSS BET	Tapping this button will wager a Place bet on all Points except on the established one. The Across button only works when Pass Line, Don't Pass, Field or one of the single-roll bets is placed and after the come-out roll.
UNDO	Tapping this button undoes the last action (can be used up to 50 times). **NOTE:** This button's function is not applicable to turning bets OFF or ON.
ALL ON	Tapping this button turns ON all chips that were turned OFF.
ALL OFF	Tapping this button turns OFF all unlocked chips on the following bet spots from the upcoming roll onward: ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS. **NOTES:** • The word "OFF" is displayed on a bet chip that has been turned OFF, tapping the ALL ON button removes the OFF status for all OFF chips. • Chips that are turned OFF become inactive and are not bet. • OFF chips do not consume a player's credit and do not contribute to the minimum bet for the game.
(OFF chip)	Tapping this button and then touching individual unlocked chips on the following bet spots turns those chips OFF from the upcoming roll onward: ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS. **NOTES:** • The word "OFF" is displayed on a bet chip that has been turned OFF, but this OFF status can be removed by touching the chip again. • Chips that are turned OFF become inactive and are not bet. • OFF chips do not consume a player's credit and do not contribute to the minimum bet for the game.

Button	Description
	Tapping this button outlines the available bets spots in blue. Then, tapping any bet spot opens a simplified description of the bet in a pop-up window. Below is an example of the "easy help" pop-up window for the Pass Line bet.
	Tapping the blue cog icon on the chip in the chip rack opens a keypad and allows the player to set the chip to a value of their choice.
	Players can select to be eligible to become the dice "shooter" by toggling this button to ON, or they can opt out of becoming the shooter by toggling the button to OFF.
	Tapping the tip button opens a keypad and allows the player to specify the tip they would like to give to the dealer.

interblock
LUXURY GAMING PRODUCTS

Button	Description
	After a PLACE bet wins, players can choose to increase the PLACE bet by the amount won by touching the "OK" button that appears near the PLACE bet spot where the win occurred.
	If the game is configured as a Fully Automated Table Game, the dice roll is performed by virtual dice. The player designated as the "shooter" can shoot the dice by touching or swiping the dice displayed on their terminal screen. If the "shooter" does not shoot the dice within the displayed time limit, the dice are automatically shot. **NOTE:** If the game is configured as a Dealer-assisted Electronic Table Game, this interactive touchpoint is not presented to the player, instead the dealer will hand the "shooter" physical dice at the appropriate time and instruct them to shoot the dice.

5   GAME USER INTERFACE

① **Bet Time timer:** Displays remaining Bet time. The display changes from green to red when 5 seconds remain.

② **Terminal Number:** Displays the terminal number at which the player is playing. The player may also choose to personalize this display by inputting their name.

③ **Meters & Buttons (From left to right)**
- **WIN Meter**: Displays player's win amount either in Credits or Currency (touch meter to switch).
- **Denomination**: Displays game denomination
- **Bet Meter**: Displays total bet amount either in Credits or Currency (touch meter to switch).
- **Credit Meter**: Displays player's credit amount either in Credits or Currency (touch meter to switch).

④ **Shooter Play:** Players can select to be eligible to become the dice "shooter" by toggling this button to ON, or they can opt out of becoming the shooter by toggling the button to OFF.

⑤ **Tip:** Players can press this button and then specify a dollar mount to tip the dealer via a keypad.

⑥ **Function Buttons (From left to right)**
- **Game Rules**: Press this button to access rules of the game, odds, descriptions of button functionality.
- **Easy Help**: Provides simplified betting information for each bet spot, including odds.
- **Volume**: Press this button to adjust the machine volume.

⑦ **Chip Rack:** Players select the chip value to use for placing bets.

8 **Function Buttons (From left to right)**
- **Across Bet:** Press this button to place bets on the five PACE bet spots that do not contain the Point.
- **Undo:** Press this button to undo the last action (can be used up to 50 times).
- **Cancel**: Press this button and then touch each unlocked chip that is to be canceled.
- **All Cancel**: Press this button to cancel all unlocked chips that are bet.
- **All On / All Off**: Touch these buttons to turn ON or turn OFF all chips. Chips that are tuned OFF are not bet.

9 **History:** Displays the game results (Each Die outcome and Total) of the past 15 games.

10 **Puck:** Once the Point is established, a white ON puck is placed on top of the Established Point's betting field. The white ON puck is removed when a 7 is rolled or the set Point is rerolled. A black OFF puck is displayed at the top left corner of the main Crap's betting field until the Point is established after the come-out roll.

11 **Side Game Bet Area:** Players can participate in Side Games by placing chips on the bet spots in this area.

12 **Side Game Tab**: Press the "Lucky Roller Open" tab to access the "Lucky Roller" bet area or press the "Lucky Roller Close" tab to access the "Hot Shooter Jackpot" bet area.

13 **Betting Field:** Bet field for the main Craps game.

14 **Hop Bets Tab**: Press the "Hop Bets Open" tab to access the "Hop Bets" bet area or press the "Hop Bets Close" tab to access the "Hardways" and Horn Bets" bet areas.

15 **Cash Out & Service**
- **Cash Out**: Press this button to cash out the credits on Credit Meter.
- **Service**: Press this button to call for Service.

CONTACTS

24/7 technical support

Phone:	
USA, Canada, Latin America, Asia-Pacific:	+1 877 676 7711
Europe, Middle East and Africa:	+386 51 305 111
Fax:	+386 1 724 77 44
Email:	call.center@interblockgaming.com

www.interblockgaming.com/service

Regional offices:

Australia

INTERBLOCK ASIA & PACIFIC Pty Ltd
Address: 'World Square Tower' Suite 4555 Level 45,
680 George Street, SYDNEY NSW 2000

Canada

INTERBLOCK CANADA Inc.
Address: #225 - 20316 56 Avenue, Langley, British
Columbia, Canada V3A 3Y7

Asia

INTERBLOCK ASIA PACIFIC Pty Ltd – Macau Branch
Address: Avenida da Praia Grande, n. 325,
Edificio Cheong Fai, 2 andar "B", Macau

USA

INTERBLOCK USA L.C.
Address: 6900 S Decatur Blvd. Suite 100, Las Vegas,
NV 89118, USA

Latin America

INTERBLOCK Spain S.L. – Argentina Branch
Regional Office Buenos Aires, Argentina
Address: Esmeralda 1320, Piso 6° Of. B,
Buenos Aires 1007, Argentina

Europe

INTERBLOCK D.O.O.
Address: Gorenjska cesta 23,
1234 Mengeš, Slovenia, Europe

Japan

GK INTERBLOCK – Japan Office
Address: 9th floor TS Tower,
4-12-3 Higashishinagawa,
Shinagawa-ku, Tokyo
140-0002 Japan

| Document version: | 1.0 |
| Document date: | August 5, 2024 |

Document Revisions

| 1.0 | Initial document (DOC-2416) |