

# CRAPS, CRAPLESS CRAPS, EASY CRAPS

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Game description

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## 1 INTRODUCTION

Interblock's Craps game is available in many hardware configurations. Graphic user interface layout depends on selected pay tables (not all of them are available in every jurisdiction).

List of Interblock's machines where Sic Bo gameplay is available:

- Diamond Dice Generator with connected EGT Terminals,
- Diamond Big Dice Generator with connected EGT Terminals,
- Diamond Ministar Dice (configurations with 4, 6, 8, 10 connected EGT Terminals),
- Live Craps Table with dealer assist – community experience,
- Diamond Universal Cabinet (with Micro Dice topper – not available in all jurisdictions),
- Diamond Starbar (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions),
- Diamond Bartop (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions).

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. The shooter is either selected automatically (by the system) among the eligible players or manually by the dealer. In a single-player version, the player is also the shooter.

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.

### Outcome names

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

| OUTCOME                                       | Craps               | Crapless Craps                       | Easy Craps                           |
|---|---------------------|--------------------------------------|--------------------------------------|
| <b>Craps</b>                                  | 2, 3, or 12         | /                                    | /                                    |
| <b>Points</b>                                 | 4, 5, 6, 8, 9 or 10 | 2, 3, 4, 5, 6, 8, 9, 10, 11 or<br>12 | 2, 3, 4, 5, 6, 8, 9, 10, 11<br>or 12 |
| <b>7 (or 11)</b><br><i>(on come-out roll)</i> | 7, 11               | 7                                    | 7                                    |

#### 1.1.1 Established Point

The **Point** is a term used to describe a situation where the dice total equals 2, 3, 11, 12 (only for Easy or Crapless Craps), 4, 5, 6, 8, 9, 10 (all variants of Craps games).

#### 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 2, 3, 11, 12 (Easy or Crapless Craps), 4, 5, 6, 8, 9, 10 (all variants of Craps games). 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.

### 1.2 Playing surface

The Craps playing surface is divided into several betting fields where the player can place their chips. There are some betting fields to which chips are transferred when certain outcomes appear.

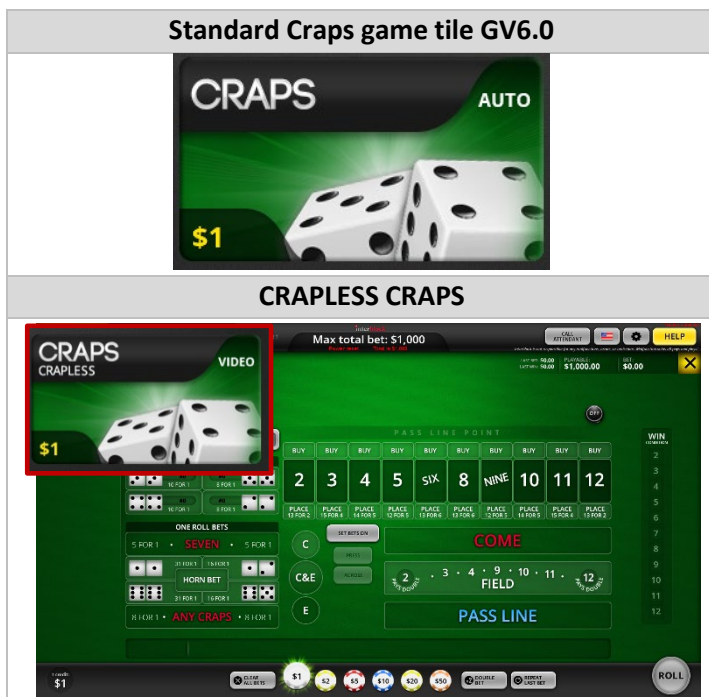
Color of the dice on the game GUI can be either of white or red color.



### 1.3 Game variants

Interblock’s game portfolio consist of the following variants of Craps game:

- **Craps** (Double Field).
- **Crapless Craps** (Double Field) – available from GV 6.0 onward.
- **Easy Craps** (Double Field) – available from GV 6.0 onward.



#### 1.3.1 Crapless Craps

The main difference from the standard game of Craps is that the Crapless Craps game treats dice totals 2, 3, 11 and 12 as Points and not Craps outcomes. Subsequently, there are no Don’t Pass and Don’t Come bets available in this variant of Craps game.



### 1.3.2 Easy Craps

The same as the previously described game variant, the Easy Craps game treats dice totals 2, 3, 11 and 12 as Points. Subsequently, the Don't Pass and Don't Come bets are also removed from the gaming layout along with some of the other, more complex multi-roll bets such as Come, Buy, Lay, Big 6, and Big 8 bets.

However, to make the game more interesting, additional Field bets are added to the game – Low Field and High Field. Both bets are described in the [Field bets](#) chapter.

### 1.4 Game timers

In **Auto**, **Video** or **Live** game modes, 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 game timers, found on the upper left corner of the graphic user interface.

The timers count down the time until the bets close. When there is not much time left for bets to be placed, the color of the background changes.



**NOTE:** The length of the game timers is settable in G4Settings.

## 2 TYPES OF BETS

Bets that remain on the table until a particular total is rolled are called **multi-roll bets** while bets, which are resolved in the next roll are called **single-roll bets** (also known as proposition bets or prop bets). **Contract bets** are the ones that are locked in a designated betting field throughout the multiple rolls (and even multiple cycles) until a certain outcome appears. These bets also 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.

The betting fields differ from the game variant and so do their win and lose conditions. Which bets are available in which game variant is shown in the following tables:

### 2.1.1 Contract bets

| Bet name            | CRAPS | CRAPLESS CRAPS | EASY CRAPS |
|---------------------|-------|----------------|------------|
| Pass Line bet       | X     | X              | X          |
| Don't Pass Line bet | X     |                |            |
| Come bet            | X     | X              |            |
| Don't Come bet      | X     |                |            |

### 2.1.2 Multi-roll bets

| Bet name            | CRAPS | CRAPLESS CRAPS | EASY CRAPS |
|---------------------|-------|----------------|------------|
| Pass Line Odds bet  | X     | X              | X          |
| Don't Pass Odds bet | X     |                |            |
| Come Odds bet       | X     | X              |            |
| Don't Come Odds bet | X     |                |            |
| Place bet           | X     | X              | X          |
| Buy bet             | X     | X              |            |
| Lay bet             | X     |                |            |
| Big 6               | X     |                |            |
| Big 8               | X     |                |            |
| Hard ways           | X     | X              | X          |

### 2.1.3 Single-roll bets

| Bet name          | CRAPS | CRAPLESS CRAPS | EASY CRAPS |
|-------------------|-------|----------------|------------|
| Field bet         | X     | X              | X          |
| Low Field bet     |       |                | X          |
| High Field bet    |       |                | X          |
| Big bet           | X     |                |            |
| Small bet         | X     |                |            |
| C (Craps)         | X     | X              | X          |
| E (Eleven)        | X     | X              | X          |
| C&E               | X     | X              | X          |
| Seven             | X     | X              | X          |
| Any Craps         | X     | X              | X          |
| Horn bets         | X     | X              | X          |
| Hop bets          | X     | X              | X          |
| Hopping hard ways | X     | X              | X          |

### 2.2 Pass Line bet



The Pass Line bet is a **contract bet** that can only be placed before the come-out roll. Tapping on the Pass line betting field will place the bet in the middle of the betting field.



The Pass line betting chip(s) will be added the lock icon after the first roll if the point is established.

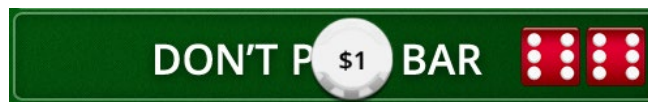
Win and lose conditions depend on the game variant and the roll when the bet was placed. In general, what is considered the Craps outcome is the bet’s lose condition the next (first) roll after the bet was placed. Craps outcomes do not affect the bet in any of the following rolls after the Point has been established.

Similar is with the winning condition – the Pass Line bet will win if a 7 (or 11 in regular Craps) 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         | CRAPS               | CRAPLESS CRAPS                    | EASY CRAPS     |
|------------------------------|-------------------|---------------------|-----------------------------------|----------------|
| 1 <sup>st</sup> roll         | win               | 7, 11               | 7                                 | 7              |
|                              | lose              | 2, 3 or 12          | /                                 | /              |
|                              | Point established | 4, 5, 6, 8, 9 or 10 | 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 |                |
| 2 <sup>nd</sup> or any other | win               | Point rerolled      | Point rerolled                    | Point rerolled |
|                              | lose              | 7-out               | 7-out                             | 7-out          |

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

### 2.3 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. Bet’s win conditions are the opposite of the Pass Line bet, except on 12 where the bet is “pushed”.

The chips are placed in the middle of the betting field. 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         | CRAPS               | CRAPLESS CRAPS       | EASY CRAPS           |
|------------------------------|-------------------|---------------------|----------------------|----------------------|
| 1 <sup>st</sup> roll         | win               | 2, 3                | <b>Not available</b> | <b>Not available</b> |
|                              | push              | 12                  |                      |                      |
|                              | lose              | 7, 11               |                      |                      |
|                              | Point established | 4, 5, 6, 8, 9 or 10 |                      |                      |
| 2 <sup>nd</sup> or any other | win               | 7-out               |                      |                      |
|                              | lose              | Point rerolled      |                      |                      |



## 2.4 Come bet





Come bet is a **contract bet**. Once placed, the betting chips are located almost in the middle of the corresponding betting field.

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 betting chip will **move** to the dedicated place in the respective Point's field. In the standard game of Craps that will be in the bottom left corner, above that Point's Place field. In Crapless Craps, the chips get transferred in the top part 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 a Point 8. The player wagers on a Come bet and rolls the dice. The Point 9 is rolled and that becomes the Come Point 9. Come bet chips are moved from the Come betting field to the Come Point 9 betting field. 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         | CRAPS  | CRAPLESS CRAPS  | EASY CRAPS           |
|------------------------------|-------------------|--|---|----------------------|
| 1 <sup>st</sup> roll         | win               | 7, 11  | 7   | <b>Not available</b> |
|                              | lose              | 2, 3 or 12   | /   |                      |
|                              | Point established | <br>4, 5, 6, 8, 9 or 10 | <br>2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 |                      |
| 2 <sup>nd</sup> or any other | win               | Come Point rerolled  | Come Point rerolled   |                      |
|                              | lose              | 7-out  | 7-out   |                      |

### 2.5 Don't Come bet

Don't Come bet is a **multi-roll bet** and has the opposing win conditions from the Come bet. It's 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 field (positioned in the upper part) and once Don't Come Point is established, the chips are transferred to the respective Point's field, in the upper right corner (below the Lay betting field). 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 Don't/Pass Line 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.*

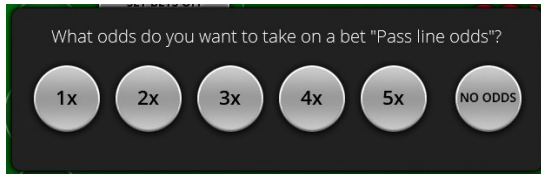
**NOTE:** Come and Don't Come bets are excluding bets. When the player places their bets on Don't Come, they cannot bet on Come at the same time.

| ROLL #                       | Condition         | CRAPS                              | CRAPLESS CRAPS | EASY CRAPS    |
|------------------------------|-------------------|------------------------------------|----------------|---------------|
| 1 <sup>st</sup> roll         | win               | 2, 3                               | Not available  | Not available |
|                              | lose              | 7, 11                              |                |               |
|                              | push              | 12                                 |                |               |
|                              | Point established | 4, 5, 6, 8, 9 or 10                |                |               |
| 2 <sup>nd</sup> or any other | win               | 2, 3, 12 (Craps) or Point rerolled |                |               |
|                              | lose              | 7                                  |                |               |



### Odds bets

After a (Don't) Pass/(Don't) Come Point has been established, the player can make an additional Odds bet to "back up" 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 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 both tapping the selected chip and tapping inside the betting field or 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", meaning that the base bet's win/lose conditions value for them as well.

#### 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 betting field for the player to back up their Pass Line bet after the Pass Line Point gets established.

| Condition | CRAPS          | CRAPLESS CRAPS | EASY CRAPS     |
|-----------|----------------|----------------|----------------|
| win       | Point rerolled | Point rerolled | Point rerolled |
| lose      | 7-out          | 7-out          | 7-out          |

| Description   | Screenshots |
|---|-------------|
| Pass line Odds pop up with base bet multipliers     |             |
| Selected chip placed to the Take Odds betting field |             |

### 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 | CRAPS          | CRAPLESS CRAPS | EASY CRAPS    |
|-----------|----------------|----------------|---------------|
| win       | Point rerolled | Not available  | Not available |
| lose      | 7-out          |                |               |

| Description   | Picture |
|---|---------|
| Pass line odds pop up with base bet multipliers     |         |
| Selected chip placed to the Give Odds betting field |         |

### Come Odds bet

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

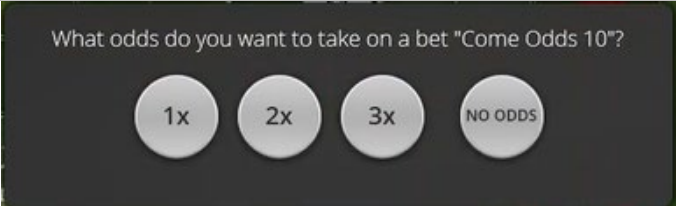
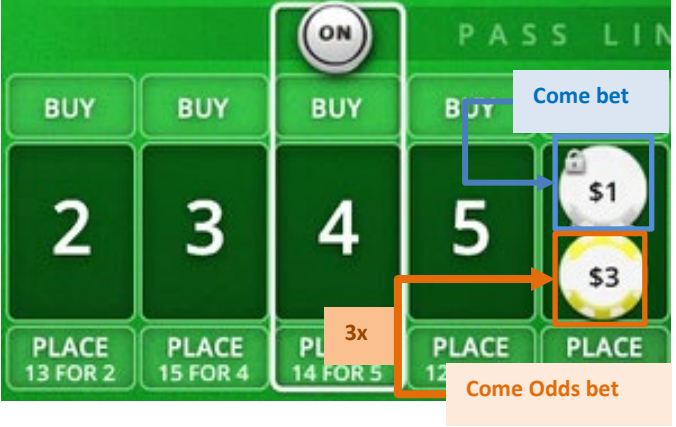
| Condition | CRAPS               | CRAPLESS CRAPS      | EASY CRAPS    |
|-----------|---------------------|---------------------|---------------|
| win       | Come Point rerolled | Come Point rerolled | Not available |
| lose      | 7-out               | 7-out               |               |

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 the respective Point. The Odds bet can also be manually placed by the player tapping the dedicated place inside the respective Point's field (see location of the yellow chip below).

### Standard Craps

| Description   | Picture |
|---|---------|
| Come Odds pop up with multipliers of the base bet   |         |
| Selected chip placed to the Come Odds betting field |         |

### Crapless Craps

| Description   | Picture  |
|---|--|
| Come Odds pop up with multipliers of the base bet   |  |
| Selected chip placed to the Come Odds betting field |  |

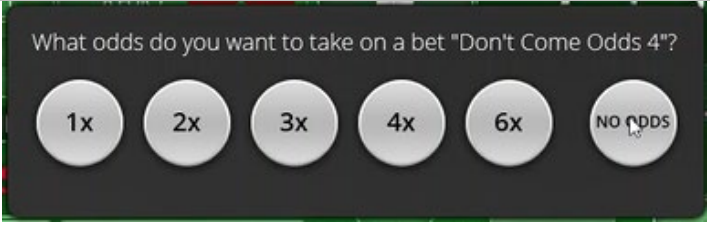
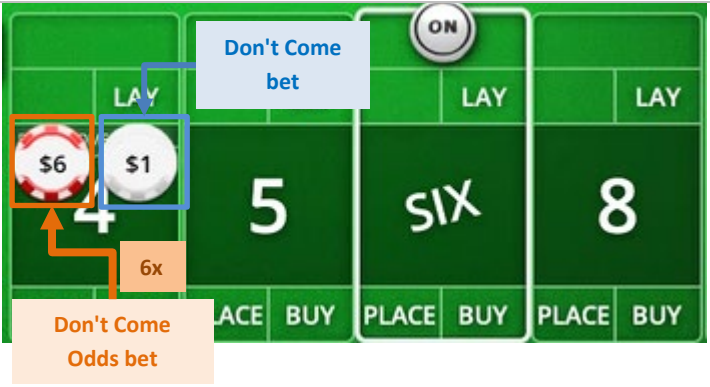
### Don't Come Odds bets

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

| Condition | CRAPS              | CRAPLESS CRAPS | EASY CRAPS    |
|-----------|--------------------|----------------|---------------|
| win       | 7                  | Not available  | Not available |
| 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 the respective Point. The Odds bet can also be manually placed by the player tapping the dedicated place inside the respective Point's field (see location of the red chip below).

### Standard Craps

| Description  | Picture  |
|--|--|
| <p>Don't Come Odds pop up with multipliers of the base bet</p>   |  |
| <p>Selected chip placed to the Don't Come Odds betting field</p> |  |

## 2.6 Point bets

Point bets are the bets, which betting fields are **arranged around** that Point’s place. These bets are all **multi-roll bets** and 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.

The number of Point bets differ from the game variant.

**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 2, 3, 11, and 12 in Crapless Craps and Easy Craps, and outcomes 4, 5, 6, 8, 9, and 10 in all game variants.

| Game                  | Point bets |
|-----------------------|------------|
| <b>CRAPS</b>          |            |
| <b>CRAPLESS CRAPS</b> |            |
| <b>EASY CRAPS</b>     |            |

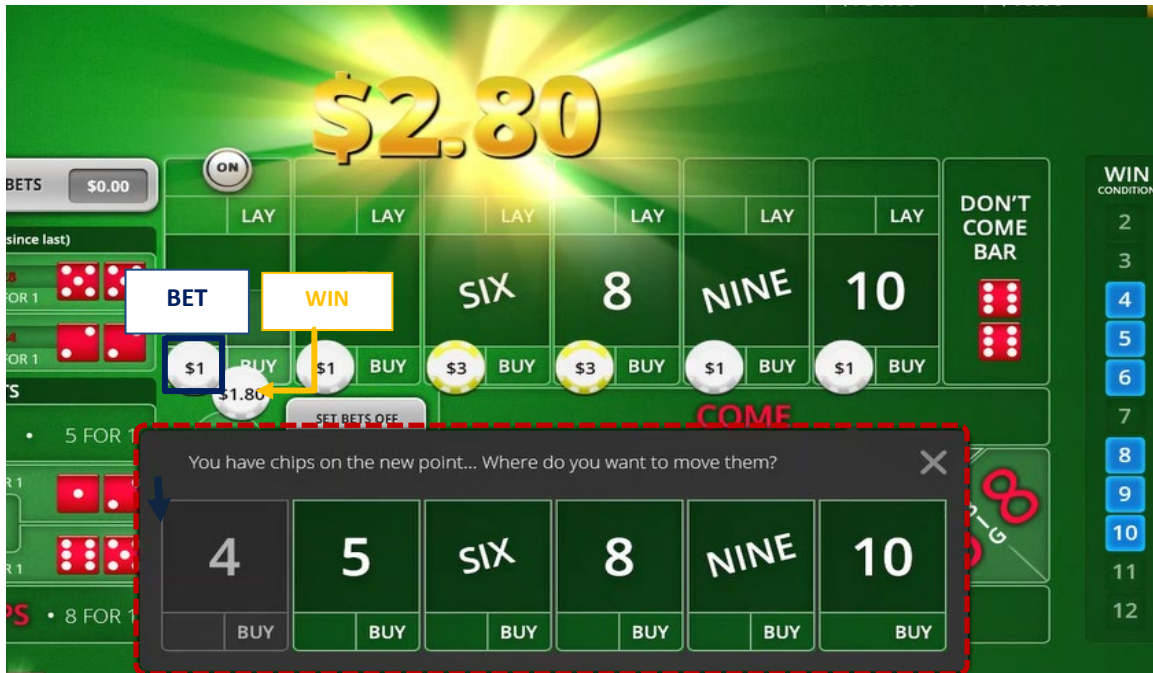
Although the Place and Buy bets have the same winning conditions, the Buy bet differs from the Place bet by paying true odds with commission. When available, both bets can be placed simultaneously.

**Lay bet is only available in the standard game of Craps.** When a player places a **multi-roll bet**, their expectation is that a roll of 7 will come up before the selected Point, which aligns with their Lay bet. The Buy/Place bets are excluding bets from the Lay bet.

**NOTE:** In a standard game of Craps 2, 3, 11, 12 do not affect Lay, Buy or Place bet.

| Point bet    | Condition | Outcome | CRAPS    | CRAPLESS CRAPS | EASY CRAPS |
|--------------|-----------|---------|----------|----------------|------------|
| <b>Place</b> | win       | Point   | <b>X</b> | <b>X</b>       | <b>X</b>   |
|              | lose      | 7       |          |                |            |
| <b>Buy</b>   | win       | Point   | <b>X</b> | <b>X</b>       |            |
|              | lose      | 7       |          |                |            |
| <b>Lay</b>   | win       | 7       | <b>X</b> |                |            |
|              | lose      | Point   |          |                |            |

In a standard game of **Craps**, when a player places a bet on the Place betting field during the come-out roll and that bet wins, they are presented with a convenient pop-up window. This window provides the player with an option to transfer their bet to the Buy field of another Point. In **Easy Craps** or **Crapsless Craps**, the player is also given the opportunity to relocate their bet to the corresponding Place bet of the alternative 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.

**NOTE:** The payout for a Field bet varies depending on the chosen pay table. Typically, when rolling a 2 or 12, the player receives a double payout. However, in the case of selecting EL602 in a Craps game, rolling a 12 will result in a triple payout instead.

| Game           | Field bets   |
|----------------|--|
| CRAPS          | <div style="border: 1px solid black; padding: 5px; background-color: #2e7d32; color: white; text-align: center;">                 2 <small>PAYS DOUBLE</small> · 3 · 4 · 9 · 10 · 11 · 12 <small>PAYS TRIPLE</small><br/>                 FIELD             </div> <div style="border: 1px solid black; padding: 5px; background-color: #2e7d32; color: white; text-align: center;">                 2 <small>PAYS DOUBLE</small> · 3 · 4 · 9 · 10 · 11 · 12 <small>PAYS DOUBLE</small><br/>                 FIELD             </div>  |
| CRAPLESS CRAPS | <div style="border: 1px solid black; padding: 5px; background-color: #2e7d32; color: white; text-align: center;">                 2 <small>PAYS DOUBLE</small> · 3 · 4 · 9 · 10 · 11 · 12 <small>PAYS DOUBLE</small><br/>                 FIELD             </div>   |
| EASY CRAPS     | <div style="border: 1px solid black; padding: 5px; background-color: #2e7d32; color: white; text-align: center;">                 2 <small>PAYS DOUBLE</small> · 3 · 4 · 9 · 10 · 11 · 12 <small>PAYS DOUBLE</small><br/>                 FIELD             </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> <div style="border: 1px solid black; padding: 5px; background-color: #2e7d32; color: white; text-align: center; width: 45%;"> <b>LOW FIELD</b><br/>                 2 · 3 · 4             </div> <div style="border: 1px solid black; padding: 5px; background-color: #2e7d32; color: white; text-align: center; width: 45%;"> <b>HIGH FIELD</b><br/>                 10 · 11 · 12             </div> </div> |



### 2.7.1 Low/High Field bet


These single-roll bets are available only in the Easy Craps game variant. Both bets allow the player to wager on more specific dice total to be rolled in the following roll. Other totals, than the ones indicated in the betting field, will mean that the bet is lost.

|                | Condition | Outcome                     | CRAPS         | CRAPLESS CRAPS | EASY CRAPS |
|----------------|-----------|-----------------------------|---------------|----------------|------------|
| Low Field bet  | win       | 2, 3, 4                     | Not available | Not available  | X          |
|                | lose      | 5, 6, 7, 8, 9, 10, 11 or 12 |               |                |            |
| High Field bet | win       | 10, 11 or 12                | Not available | Not available  | X          |
|                | lose      | 2, 3, 4, 5, 6, 7, 8 or 9    |               |                |            |

## 2.8 Big (6/8)/Small bets


### 2.8.1 Big 8 and Big 6 bet

**These special bets are available in a standard game of Craps only!** 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.

| Betting fields  | Condition | Big 6 | Big 8 |
|---|-----------|-------|-------|
|  | win       | 6     | 8     |
|   | lose      | 7-out | 7-out |

### 2.8.2 Big bet and Small bet

**These special bets are available in a standard game of Craps only!** Both bets are multi-roll bets, where the player aims to get a certain outcome before 7-out. Depending on the pay table, the player may bet either on Big or Small, or both bets at the same time. Bets can be placed on any roll.

| Betting fields  | Condition | Big bet            | Small bet       |
|---|-----------|--------------------|-----------------|
|  | win       | 8, 9, 10, 11 or 12 | 2, 3, 4, 5 or 6 |
|   | lose      | 7-out              | 7-out           |

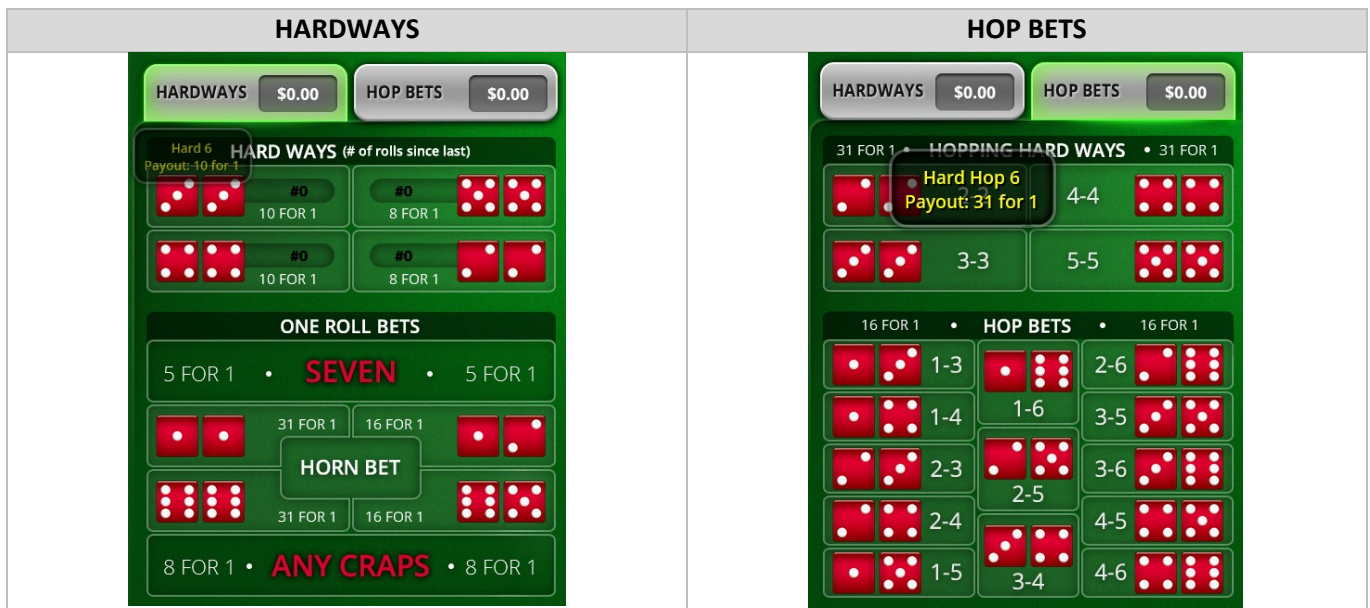
## 2.9 C, C&E, E

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

| C | C&E | E | Condition | C (Craps)         | E (Eleven)        | C&E (Craps & Eleven) |
|---|-----|---|-----------|-------------------|-------------------|----------------------|
|   |     |   | win       | 2, 3, 12          | 11                | 2, 3, 11 or 12       |
|   |     |   | lost      | Any other outcome | Any other outcome | Any other outcome    |

### Hard Ways and Hop bets

Tapping the Hard Ways tab will display the following single and multi-roll bets. The number next to the “Hard Ways” sign in the grey tab button shows the sum of all currently placed wagers. Tapping the Hop bets tab will display the single-roll bets. The number next to the “Hop bets” sign tab button shows the sum of all currently placed wagers.



### Hard Ways bets

Hard Ways bets are the 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). Depending on the settings, the Hard Ways bets can be found under the Hard Ways tab, on the left of the Craps playing surface. The player must tap the Hard Ways tab if they wish to wager on one or more Hard Ways bets.

The “# of rolls since last” next to each dice combination shows how many times the dice have been rolled since a certain dice combination (that would resolve this bet) appeared. Example the picture above shows that 3-3 and 2-2 combinations have not been rolled for 71 rolls and the 4-4 combination has not been rolled for 4 rolls.

## Seven

The Seven bet is a **single-roll bet** located under the Hard Ways bets tab. By placing a bet in the Seven betting field, 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:

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

*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




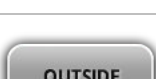
All Hop bets are **single-roll** bets. The player wagers on one or more betting fields expecting the specific dice combinations to appear in the next roll. In the Hop bets tab, a player can choose among several bets (and betting fields) divided into two groups:

- **Hopping Hard Ways** where player can bet on 2-2, 3-3, 4-4 or 5-5;
- **Hop Bets** where player may bet on 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 to be rolled.

Hopping Hard Ways are bets, which are less likely to appear than the Hop Bets.

### 3 SPECIAL BUTTONS

Special buttons enable faster betting. The Press, Inside and Across buttons only work when Pass Line, Don't Pass, Field or one of the single-roll bets is placed and after the come-out roll. Each game variant offers a different set of special buttons. The Set bets On/Off is available in all game variants.

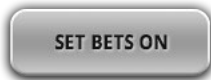
| Button  | Description   |
|---|---|
|  | Tapping the Press button will double the Place bet of the Point that has been established the last.   |
|  | Tapping this button will wager a Place bet on all Points except on the established one.   |
|  | Tapping the Inside button will put individual Place bets on 5, 6, 8 and 9, except the one established as a Point. For example, if 9 has been established as the Point in the come-out roll, chips are placed in the Place betting field under 5, 6 and 8. |
|  | Tapping this button makes a Place bet on 4, 5, 9 and 10, except in the established Point's betting field. For example, if the established Point of the current cycle is 5, the chips will be placed in Place brackets under 4, 9 and 10).                 |

#### 3.1.1 Availability in game variants

|         | CRAPS | CRAPLESS CRAPS | EASY CRAPS    |
|---------|-------|----------------|---------------|
| Press   | X     | X              | X             |
| Across  | X     | X              | X             |
| Inside  | X     | not available  | not available |
| Outside | X     | not available  | not available |

### 3.2 Set bets On/Off

Switching the Set bets button to off, the following bets will be disabled for the next roll:



- Place
- Lay
- Buy
- Odds bets
- Hard Ways (2-2, 3-3, 4-4 and 5-5)

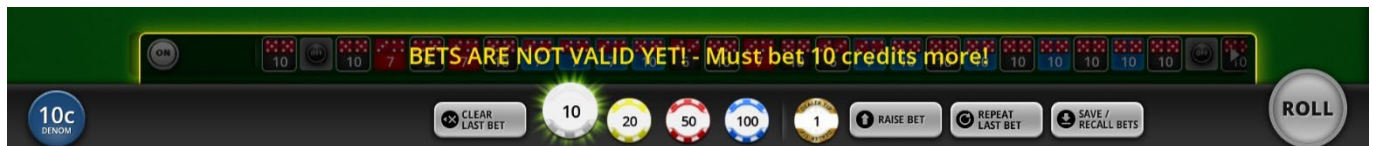
Switching the bets off means that the next dice outcome will not affect them. They will also not be affected by the Clear Last Bet, Double Bet or Repeat Last Bet buttons. When set to Off, placed bets can be increased, reduced or removed. Lay bets become enabled after a Point is reestablished or a 7 is rolled. Odds bets are removed when a Point is reestablished. Other bets stay disabled (off).

If the marker puck is manually switched to off (Puck can be reset = 2), bets that meet the on/off condition will also be set to off.

If a player wishes to set the active bets or newly placed bets to off, they can do so by tapping the Set bets Off button (again) before the next roll.

After a 7 (7-out) is rolled, wagering on Place and Buy betting field will automatically set bets to off. To activate them, the player is required to tap the Set bets On button.

**All placed bets decrease the Playable credit meter** regardless of them being set to on or off. If the player deactivates placed bets, the player can be required to either place additional active bets or enable deactivated bets to **meet the conditions for starting the next game round**. If the conditions are not met, the "BETS ARE NOT VALID YET!" message will be displayed across the History Bar.



### 3.3 Commission bets

With the GV6.5 update specified Buy/Lay bets are only possible with added upfront commission fee. Players are only able to place a bet after accepting the commission fee.



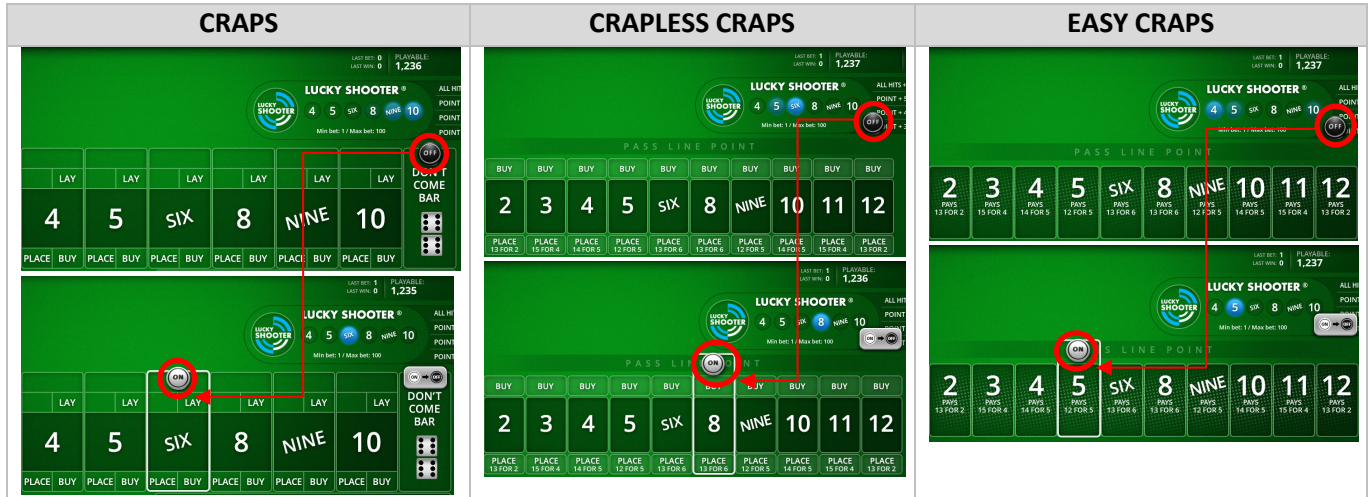
When player places a bet on Buy/Lay fields, a window for commission payment pops up. The player cannot place any other bets until they press either YES, to confirm the commission fee and place the bet, or NO to decline the commission fee. After player confirms the fee, the fee is automatically deducted from player's credit. If the player declines the fee, no fee is deducted from player's credit, and the bet is automatically removed from the table.

**NOTE:** Refer to approved par sheets for where this type of bets are available.

## 4 MARKER PUCK

### 4.1.1 Standard behavior

Craps uses a marker puck to indicate a Point established after the come-out roll. The initial position of the puck is in the upper part of the UI, set to OFF (black). If a Point is established in the come-out roll, the puck is turned over to ON (white) and placed on top of the Point's betting field. The puck moves back to its original position when a 7 is rolled or the set Point is rerolled.



### 4.1.2 Marker puck manually set to OFF

The puck-to-OFF feature is enabled when **the Puck can be reset = 2** in G4 Settings in Param.ini. The marker puck can be manually moved to its initial OFF position when the player taps the ON/OFF puck button:



This button will appear whenever there is no puck-related bet placed during the game cycle.

Puck-related bets are:

- Pass Line,
- Don't Pass,
- Come,
- Don't Come bets,
- Come Point, Don't Come Point bets, and
- the Lucky Shooter special bet.

**NOTE:** This special bet is explained in a separate special bet manual, while others are described in the following chapters.

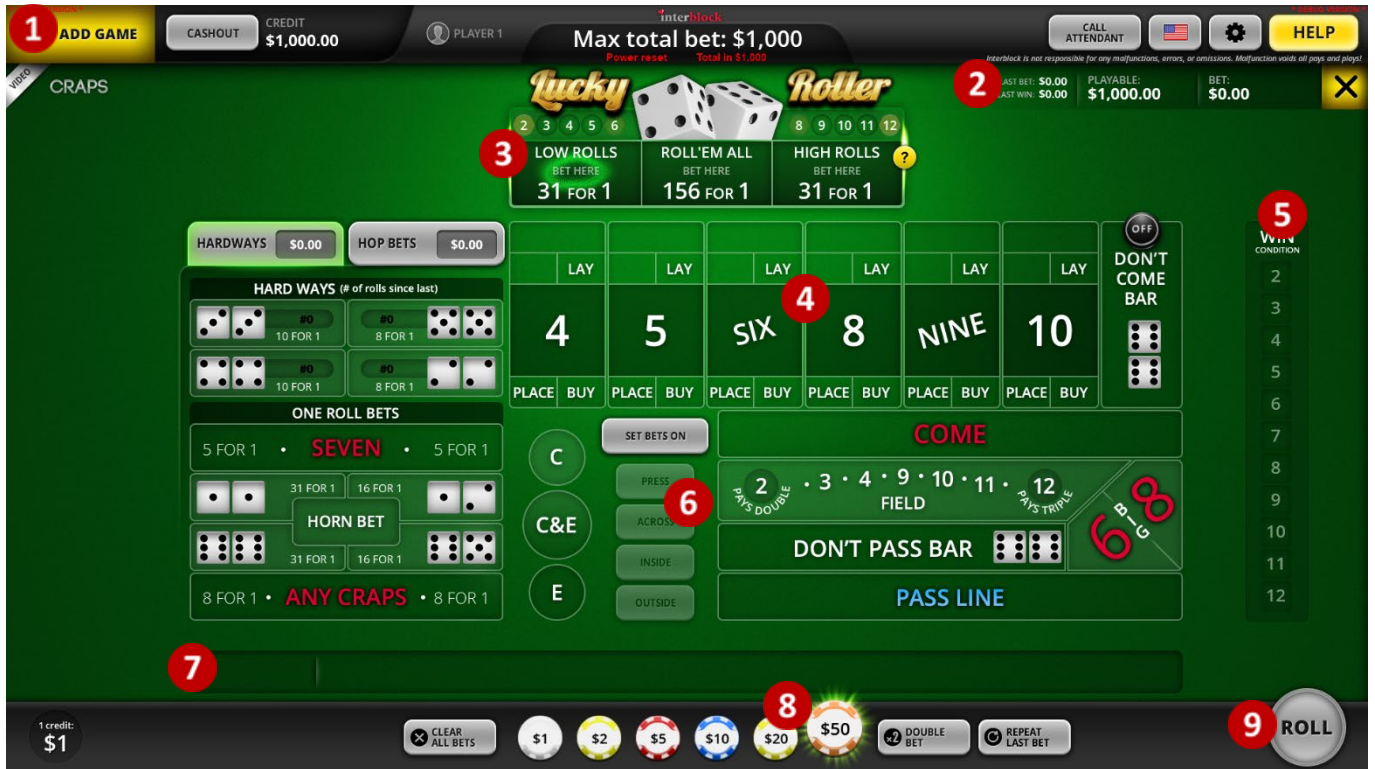
The special icon in the roll history bar indicates when the puck was set to off.



## 5 GAME USER INTERFACE

### 5.1 Standard Craps

**NOTE:** The standard Craps interface is the same from the Interflex version (5.100.0.0) onwards.



- 1 Interface controls:**
- **Cashout:** When no bets are on the table, tapping this button will pay out the player’s credit via ticket printer or hand pay, if the credit exceeds the limit for ticket payouts.
  - **Credit:** Displays the total of player’s credits.
  - **Playable:** Displays the amount the player can bet.
  - **Main information display:** In this window the player receives information on when to start placing bets, when to hurry up and when the bets are closed. Messages about errors which may occur on the Play Station are also displayed in this window.
  - **Call attendant/Concierge:** Signals the attendant of the gaming device and/or entering into operator menu.
  - **Flags:** Changes the language of the entire player’s interface to the language of the selected flag.
  - **Options Menu:**
    - **Show Winnings:** As the user places their bets, the possible winnings are displayed for each bet, if that number will be drawn. Possible winnings display is enabled or disabled by moving the slider.
    - **Show Hints:** With enabling this option different hints that facilitate the game for the user.
    - **Show Bet Limits:** Enabling this option displays bet limits over the existing Craps layout.
    - **Reserve station:** Enabling the option allows player to reserve a station (PS or UC) for a short time.
  - **Help/Rules:** Displays the help screen.



- 2 Betting Information:**
  - **Player** currently logged in.
  - **Bet:** Displays the amount currently wagered on the table.
  - **Last Win:** Displays the amount won in the previous game.
  - **Last Bet:** Displays the amount of the last placed bet.
  
- 3 Special bets**

If a special bet is enabled, its betting field is displayed either in the middle of the upper part of the screen (Lucky Roller) or on the right-hand side (Lucky Shooter).
  
- 4 Craps**

The game layout where the player places their bets.
  
- 5 Win Condition**

Displays the win condition for the next roll. The winning dice totals for the next roll are colored blue.
  
- 6 Special buttons**

Set bets On/Off, Press, Across, Inside, Outside buttons – see their definition in the [“Special buttons”](#) chapter.
  
- 7 Last results**

The last pre-set number of results are displayed in this sidebar.
  
- 8 Chips**

Chips, each with a different value, that the player can select and place on the table. Values assigned to the chips are affected by the selected denomination. If multi denomination is disabled, seven chips are available.
  
- 9 Game Controls:**
  - **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed twice, all bets will be cleared from the table.
  - **Double bet:** Doubles all bets on the table.
  - **Repeat last bet:** Repeats bets from the last game round. If there is no previous game round, it can repeat bets from the last game round across multiple games of the same type. This button can be set to auto repeat, if pressed for more than three seconds and confirming that decision. Depending on the SW version, from the Interflex onward an additional “Keep Bets On” setting is available, which places the bets back on the betting field automatically, but does not start a new game cycle (not in all jurisdictions).
  - **Roll (optional):** The game starts when all players tap the “Roll” button.

Game variants below are available from Global Version 6 onwards.

### 5.2 Crapless Craps

### 5.3 Easy Craps

## 6 SPECIAL BETS

For all main bets and special bets pay tables refer to jurisdictionally approved par sheets.

### 6.1 Lucky Shooter special bet

Lucky Shooter is a Craps specific special bet and can only be placed before a Point has been established. A Point is defined as the sum of the dice that equals 4, 5, 6, 8, 9, or 10.

After the bet is placed, the dice are rolled and if a Point is established, that Point becomes a Lucky Shooter Point as well. The field in the Lucky Shooter layout colors red and the bet becomes a contract bet. The contract bet Craps rules apply here, meaning the bet cannot be either reduced, increased, or removed until resolved.

**LUCKY SHOOTER**®

Min bet: 1 / Max bet: 100

|                  |           |
|------------------|-----------|
| ALL HITS + POINT | 500 for 1 |
| POINT + 5 HITS   | 100 for 1 |
| POINT + 4 HITS   | 10 for 1  |
| POINT + 3 HITS   | 5 for 1   |
| POINT + 2 HITS   | 2 for 1   |

*The special bet becomes a contract bet after the Point has been established. It cannot be reduced, increased or removed before it is resolved*

If in the next roll results in a Point, different from the initially established one, the player is awarded a hit. The Point's field in the Lucky Shooter layout colors blue.

**LUCKY SHOOTER**®

Min bet: 1 / Max bet: 100

|                  |           |
|------------------|-----------|
| ALL HITS + POINT | 500 for 1 |
| POINT + 5 HITS   | 100 for 1 |
| POINT + 4 HITS   | 10 for 1  |
| POINT + 3 HITS   | 5 for 1   |
| POINT + 2 HITS   | 2 for 1   |

*The initial Point is colored red, all others are blue. A condition is also colored when the predefined number of hits is reached.*

If subsequent rolls meet one of the conditions defined by the pay table and the Point is re-rolled, the player is awarded a multiplication of their original bet written on the special bet's layout. The player is awarded with the maximum payout when all Points are hit and if the initially established Point is re-rolled in the 6<sup>th</sup> roll.

When a number of hits (defined by the pay table) is reached and the next roll is Craps (2, 3 or 12 or 7 or 11) the bet is resolved and the player is awarded accordingly. If the Point is re-rolled before the predefined numbers of hits is rolled, the bet is lost.

The player loses as well if they placed a bet and 2, 3, 7, 11, or 12 is rolled before the Point is established or one of the minimum number (predefined) of hits is reached. The bet stays on the betting field if 7 or 11 is rolled before any Point is established.

**G4 Setting – Param.ini. – Puck can be reset=2**

When the setting “Puck can be reset” is set to 2, the player must move the puck to OFF before placing the Lucky Shooter special bet if the bet has been resolved within the game cycle (if Craps or 7 or 11 was rolled). The player must press the ON/OFF button before placing one or more chips in the Lucky Shooter betting field.



The player must move the puck to OFF if they wish to bet again within the game cycle.

### 6.2 Lucky Roller special bet



Lucky Roller is an exciting new Craps special bet with the objective to bet number totals other than 7 will be rolled before 7 is rolled. This includes 2 to 6 for Low Rolls, 8 to 12 for High Rolls and 2 to 12, apart from 7, for Roll ‘Em All. It is available from SW version 5.123.0.0. onwards on all Interblock Craps games including Easy Craps and Crapless Craps.

It can only be placed after a 7 has been rolled or before the first role in the history cycle.



7 as the last number rolled



Before first roll of the history cycle

The player can choose between 3 different bet options with different payouts (depending on the jurisdictionally approved pay table).

The 3 bet options are independent allowing the player to simultaneously bet on all of them in the same special bet cycle.

Duplication of number totals or order in which the number totals are rolled is not important and has no effect on the winning conditions. Any number total (except 7) can be rolled many times without any negative effect on the placed special bet.

The bet loses if a 7 is rolled before the winning combination is fulfilled.

| LOW ROLLS                                       | ROLL ‘EM ALL  | HIGH ROLLS   |
|---|---|--|
|   |   |  |
| WINNING COMBINATION                             |   |  |
| 2, 3, 4, 5 & 6 are rolled before a 7 is rolled. | 2, 3, 4, 5, 6, 8, 9, 10, 11 & 12 are rolled before a 7 is rolled. | 8, 9, 10, 11 & 12 are rolled before a 7 is rolled. |

6.2.1 Game flow for Lucky Roller special bet

| PICTURE | STEP No. | DESCRIPTION   |
|---------|----------|---|
|         | 1        | The player places a special bet after 7 has been rolled or at the beginning of the history cycle.                               |
|         | 2        | Number 2 is rolled, Point is not established, 2 on special bet GUI lights gold.   |
|         | 3        | Numbers 3, 4, 5 and 6 are rolled fulfilling the winning combination for Low Rolls (the numbers on the special bet GUI light up) |

| PICTURE | STEP No. | DESCRIPTION   |
|---------|----------|---|
|         | 4        | Numbers 8, 9, 10 & 11 are rolled, and additional single roll bet is placed on the main betting field.           |
|         | 5        | Number 12 is rolled and Roll 'Em All special bet wins (while 7 single roll loses).                              |
|         | 6        | Another bet on Roll 'Em All is attempted but cannot be placed as 7 has not been rolled yet. Puck flashes green. |
|         | 6        | Notice the golden outline on the Roll 'Em All bet field indicating winning conditions have been fulfilled.      |

| PICTURE | STEP No. | DESCRIPTION   |
|---------|----------|---|
|         | 7        | Number 7 is rolled, removing the puck, and enabling another special bet to be placed. |
|         | 8        | Number 7 is rolled; the special bet loses.  |



|                   |              |
|-------------------|--------------|
| Document version: | 2.5.1        |
| Document date:    | July 4, 2024 |

| <b>Document Revisions</b> |   |
|---------------------------|---|
| 1.0                       | Initial document.   |
| 1.1                       | Corrected RTP values, added missing pay table info.   |
| 1.2                       | Hop bet description added.  |
| 1.3                       | Games rules corrected and added betting fields of the Interflex Craps GUI, additional G4 settings explained and pay tables removed.                           |
| 1.4                       | Additional description of puck behavior added (related tickets - from GFOUR-10400 to GFOUR-10443).  |
| 1.5                       | Changed the description in the last chapter (G4 Settings Affect marker puck behavior) + enlarged some pictures.   |
| 1.6                       | LATAM contact info and Any Craps description added.   |
| 1.7                       | Regional offices' addresses corrected.  |
| 1.8                       | Related GFOUR-11594 additional explanation to setting added.  |
| 1.9                       | Initial GUI added, multi-roll bet description corrected, list of single and multi-roll bets added, description with Big6 and Big8 bets corrected.             |
| 2.0                       | Added reference for Repeat bet in Multiplay mode  |
| 2.1                       | Updated "Keep bets on" description (GFOUR-13826)  |
| 2.2                       | Contacts section updated, grammar corrections, extended description in the following chapters "Point bets", "Set bets On/Off" and "G4Settings affect betting" |
| 2.3                       | Redid the whole manual to accommodate descriptions to the new game variants – Easy and Crapless Craps   |
| 2.4                       | Added chapter G4Settings affect game timers. (DOC-1718)   |
| 2.5                       | Corrected available bets table.   |
| 2.5.1                     | Jurisdictional specific document and removed pay tables. (DOC-2304)   |

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