

ROLL TO WIN CRAPS

Overview

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1 INTRODUCTION

Roll to Win Craps comprises an LED playing field, ten Player terminals, one Dealer terminal, and an optional Player Information Display. Although the game is played like a standard Craps table, players input credits at their individual player terminal and utilize graphically displayed chips which they can use to place bets on a playing field displayed on their player terminal's LCD touchscreen. The dice roll results are displayed on both the LED table and all player terminal screens. Additionally, all wins, losses and payouts to players are handled by the game's software. Each Player Terminal is equipped with a bank note acceptor and a ticket printer to facilitate the individual player's insertion and cashing out of credits.



2 OPERATIONAL MODES

The game can operate as a Fully Automated Electronic Table Game (ETG Mode) or as a Dealer-assisted Electronic Table Game (DETG Mode). Available setup options allow for ETG Mode Only, DETG Mode Only, or a Selectable Configuration that allows the casino to select one of these Modes for gaming operations via the Main Unit settings.

- In **ETG Mode**, the throwing of the Dice is performed by the player designated as the “shooter” swiping virtual dice that appear on their touchscreen. The virtual dice roll is graphically presented on the LED table and then the dice roll result is displayed on the LED Table and on all Player Terminals.
- In **DETG mode**, the Dealer provides the designated “shooter” with the casino’s physical dice and those dice are then thrown across the length of the table. The dice result is input by the Dealer at the Dealer Terminal and then the dice roll result is displayed on the LED Table and on all Player Terminals.

3 BASIC STRUCTURE

3.1 Outside structure (RTWC-MS)



- 1 Player Information Display [PID] (optional equipment)**
 The PID is a large LCD monitor that displays the dice roll result, dice roll history, and dice roll statistics.
- 2 Craps Dice Stick**
 In DETG Mode, the Dealer utilizes this stick to retrieve the dice after a roll, or to provide the dice to the designated shooter.
- 3 Dealer Terminal**
 In DETG Mode, this terminal is used by the Dealer to input the dice roll results, control the pace of the game and to designate the shooter. The Dealer may also access the Audit menu of the Table via this terminal. Operation of this Dealer Terminal requires preregistered accounts and passwords with functionality being restricted to a permissions-based hierarchy (examples: Dealer, Pit Boss, Supervisor and Administrator).
- 4 Speakers**
 Four speakers incorporated into the top of the side wall (one in each of the four corners) play recorded dealer announcements, game messaging, BGM sounds, sound effects and error sounds.

- 5 LED Display Side Wall (Dealer Right)**

This LED display area can show the Table's Minimum Bet, Maximum Bet and the Maximum Odds Bet information.
- 6 LED Display Side Wall (Dealer Center)**

This LED display area can show game progress messaging such as "Come Out Roll", "Place Your Bets", "No More Bets", and a history of dice roll results.
- 7 LED Display Side Wall (Dealer Left)**

This LED display area can show the Roll Count which is the number of consecutive rolls made by the shooters. This counter resets upon a 7 Out.
- 8 LED Display Craps Field**

This LED display shows the main Craps betting field. When players make bets, animations representing a culmination of these bets appear on the corresponding betting spots shown on the Craps Field.
- 9 Cup Holders**

Provide the player a place to securely set their drink so that it does not interfere with tableside gameplay.
- 10 Player Terminal**

Each Player Terminal is equipped with a 21.5-inch full-HD touchscreen through which the player interacts with the game. The touchscreen displays the Craps betting field, side-game betting fields, virtual chip rack, credit, bet and win information, as well as the game rules. In ETG Mode, this touchscreen also displays the virtual dice that are swiped by the Shooter.

Incorporated in the bottom of the touchscreen's frame are a pair of speakers used for game announcements, playing sound effects and error alarm notifications.
- 11 Bill & Ticket Acceptor and Ticket Printer**

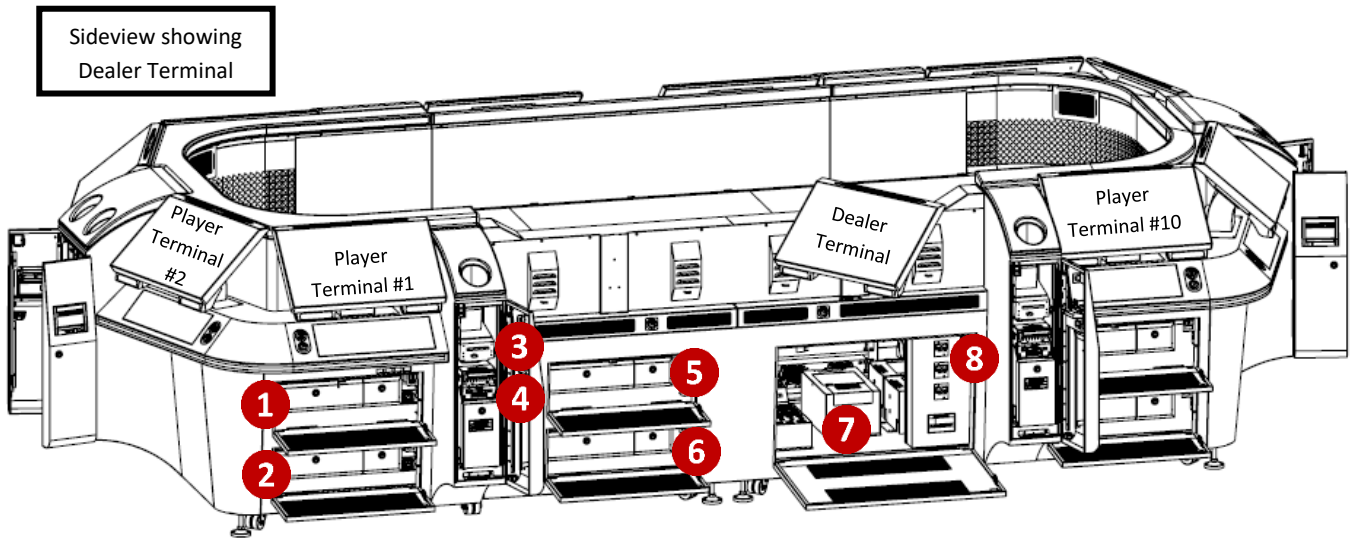
The optional Bill & Ticket Acceptor and Ticket Printer units located in the spacer between each Player Terminal are provided to facilitate the individual player's insertion and cashing out of credits.
- 12 Security Locks**

Each external door on the machine is secured with a cam lock; this includes the access doors to each Player Terminal Logic Cage, Center Unit, Bill/Ticket Acceptor and Ticket Printer, Power Switches/Supply, LAN Hub/LED Controllers.
- 13 Smart Device Charging Unit**

Each Player Terminal is equipped with a USB charging unit so that players can charge their mobile devices (phones, watches, tablets, etc.).
- 14 Audit/Reset Key Switch**

Each Player Terminal and the Dealer Terminal are equipped with a switch that allows the Casino Attendant/Dealer to reset the machine to clear lockups and to access the Audit menus.

3.2 Internal Structure (RTWC-MS)



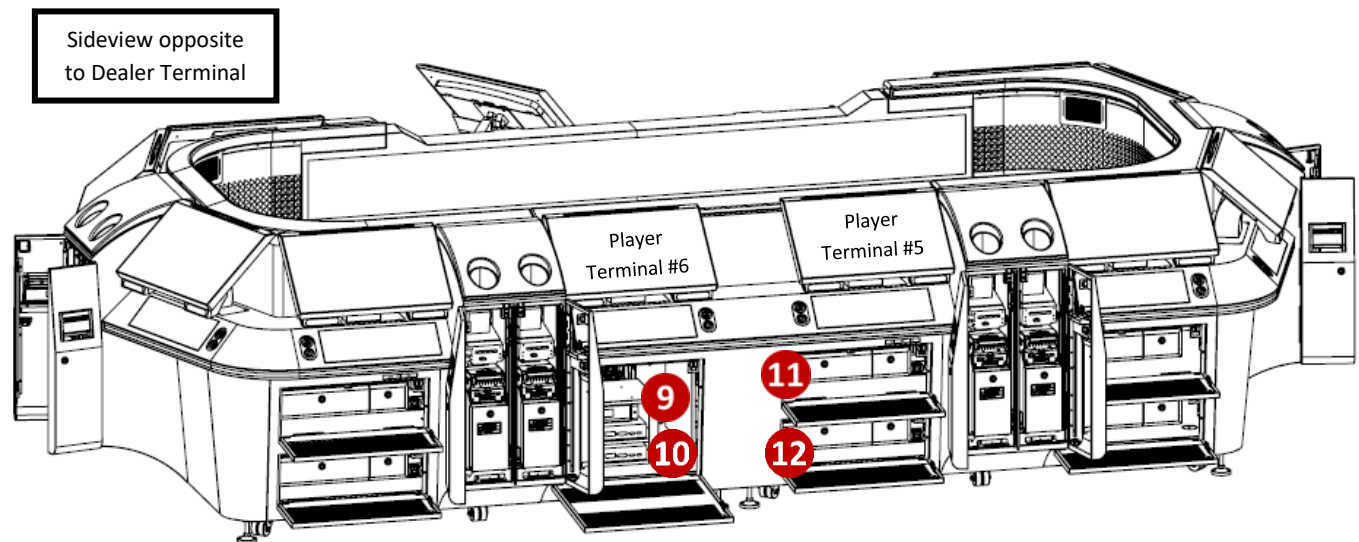
- 1** **SYSX-BT Logic Cage for Player Terminal # 1**
This logic cage contains the motherboard and game software that controls Player Terminal #1. Each Player Terminal is connected to a designated SYSX-BT logic cage located nearby to its location.
- 2** **SYSX-BT Logic Cage for Player Terminal # 2**
- 3** **Ticket Printer (for Player Terminal #1)**
Part of the pay system, the optional ticket printer prints out the ticket as a means of credit redemption. Additionally, the player can choose to print a Tip Ticket which is a tip amount of their choosing that is removed from their available credit amount on their machine; the Tip Ticket is then handed to the dealer as a tip.
- 4** **Bill & Ticket Acceptor (for Player Terminal #1)**
Part of the pay system, the optional bill and ticket acceptor is where the player inserts the tickets or bills for credit increment.
- 5** **SYSX-BT Logic Cage for the Craps Field LED and Side Wall LED**
The program storage devices (PSD) containing the main, personality and OS programs that control the LED panels that constitute the Craps Field and Side Wall are connected to the AP-X motherboard contained in this monitored and key-locked device.
- 6** **SYSX-BT Logic Cage for the Main Unit**
The program storage devices (PSD) containing the main, personality and OS programs that control the Center Unit and the Dealer Terminal are connected to the AP-X motherboard contained in this monitored and key-locked device.

7 Transformers & Power Supply

There are three Transformer units and four Power Supply units located behind the Power Door under the Dealer Terminal that power the Central Unit.

8 Breaker Switches

Three breaker switches are used as the primary switches to turn on/off the multiple components of the Roll to Win Craps unit at the same time to support efficient operation.

**9 LAN Hub**

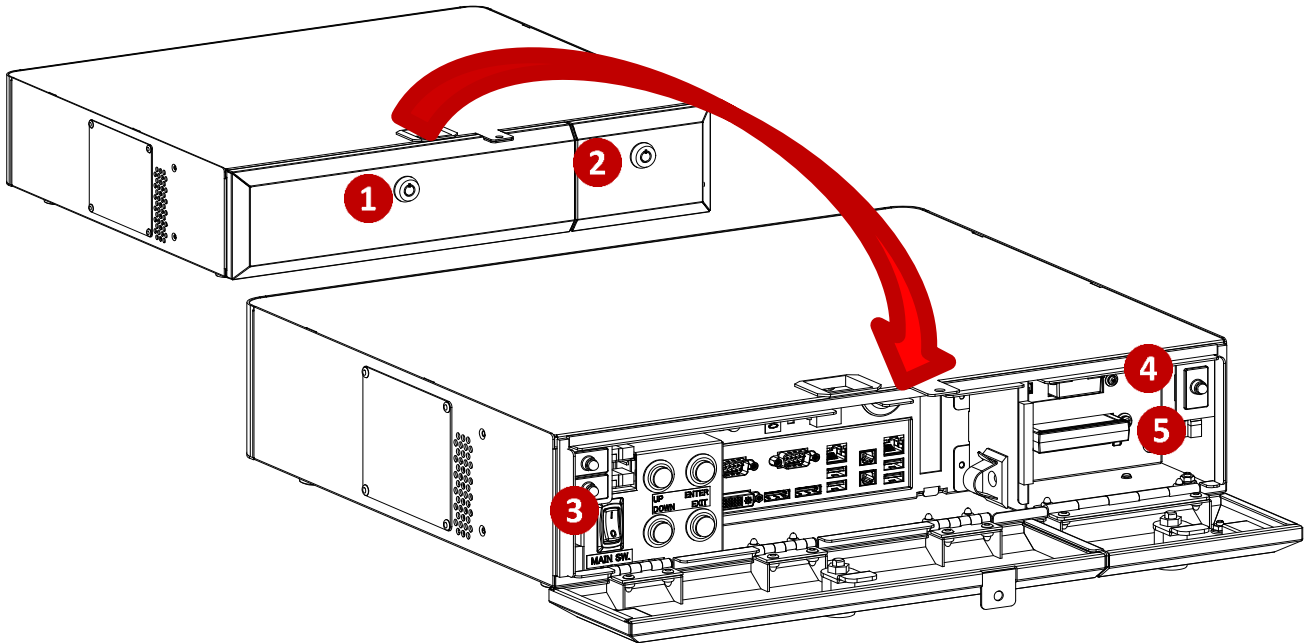
Communications for the SYSX-BT logic cages of the Center Unit, Craps Field LED and all Player Terminals are routed through their LAN Cable connections to the LAN Hub.

10 LED Panel Lighting Controllers

There are two LED Panel Lighting Controllers, one for the Craps Field LED panels and one for the Side Wall LED panels.

11 SYSX-BT Logic for Player Terminal # 5**12 SYSX-BT Logic for Player Terminal # 6**

3.3 Logic Cage (SYSX-BT)



1

Main Door Lock

Behind the Main Door are the power switch and connection ports for the SYSX-BT Logic Cage.

2

Security Door Lock

Behind the Security Door are the GAL SSD and the SSD. The Security Door must be closed before closing the Main Door.

3

Power Switch

Turns off/on the individual SYSX-BT Logic Cage. It should be in the ON position when booting up the Roll to Win Craps Center Unit with the Center Unit Power Switches.

4

GAL SSD

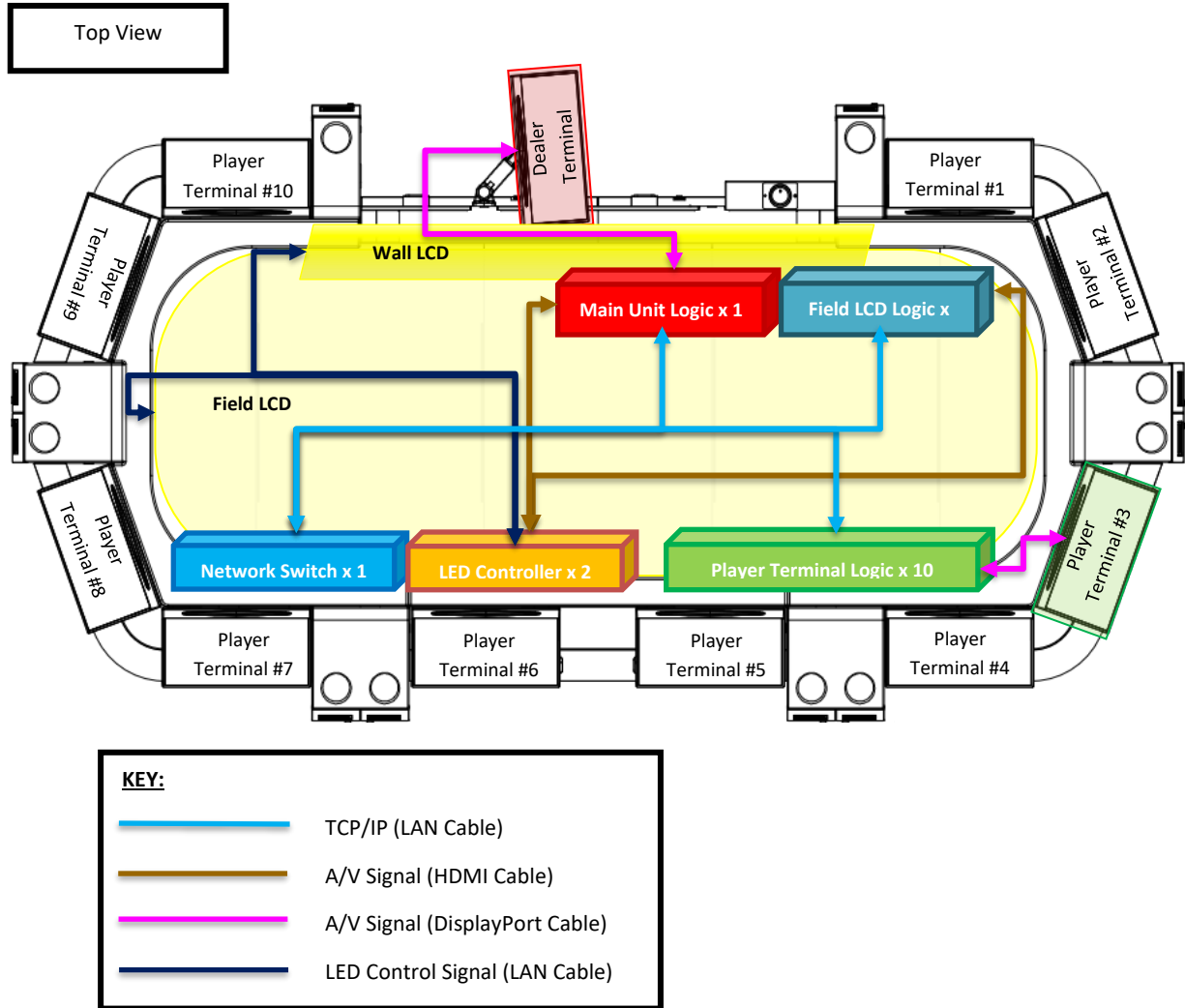
The GAL SSD is utilized to restrict certain settings and functionalities contained in the Main and Personality Programs according to jurisdictional requirements. Please note that the software written to the GAL SSD is specific to the SYSX-BT Logic Cage's application (e.g., Center Unit and Player Terminal).

5

SSD

The SSD contains the Main Program, Personality Program and OS of the SYSX-BT Logic Cage. Please note that the software written to the SSD is specific to the SYSX-BT Logic Cage's application (e.g., Center Unit, Player Terminal and LED Display).

3.4 Network Topography



NOTE: Each Player Terminal contains its own Logic Cage.

4 GRAPHIC USER INTERFACE DESCRIPTION








- 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 amount 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 Special Game Bet Area:** Players can participate in Special Games by placing chips on the bet spots in this area.
- 12 Special 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.



5 SPECIAL BUTTONS

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

Button	Description
	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.
	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.
	Tapping this button turns ON all chips that were turned OFF.
	<p>Tapping this button turns OFF all unlocked chips on the following bet spots from the upcoming roll onward:</p> <p style="padding-left: 40px;">ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS.</p> <p>NOTES:</p> <ul style="list-style-type: none"> • 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.
	<p>Tapping this button and then touching individual unlocked chips on the following bet spots turns those chips OFF from the upcoming roll onward:</p> <p style="padding-left: 40px;">ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS.</p> <p>NOTES:</p> <ul style="list-style-type: none"> • 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
	<p>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.</p>  
	 <p>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.</p>
	<p>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.</p>
	 <p>Tapping the tip button opens a keypad and allows the player to specify the tip they would like to give to the dealer.</p>

Button	Description
	<p>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.</p>
	<p>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.</p> <p>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.</p>


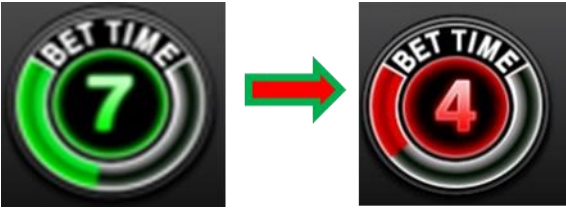


6 GAME FLOW



6.1.1 Main Craps Game – DETG Mode

PICTURE	STEP	STEP DESCRIPTION
	1	Insert credit into the machine.
	2	Select a chip value from the graphical chip rack at the top of the screen.
	3	<p>To increase the value of a bet chip, touch the bet again and the value of the bet chip is incremented by its initial value each time it is touched.</p> <p>During "bet time", bet chips can be canceled by dragging them to an area of the screen that does not contain bet spots. Chips can also be canceled via the "cancel" buttons.</p>
	4	<p>Bets can be placed until the displayed Bet Timer in the upper left of the screen reaches "0".</p> <p>The color of the Bet Timer changes from green to red when 5 or fewer seconds remain.</p> <p>Bet Time is the same for all players.</p> <p>"No More Bets" messaging appears when Bet Time expires.</p>
	5	<p>Messaging is displayed on the player terminal of the player designated as the "shooter."</p>



PICTURE	STEP	STEP DESCRIPTION
	6	<p>The dealer provides physical casino dice to the “shooter.”</p> <p>The “shooter” then throws the dice with one hand across the length of the table hitting the wall on the far side with both dice.</p>
	7	<p>Once the dice have come to rest, the Dealer inputs the results of the player’s dice roll into the Dealer Terminal. The dealer touches the yellow dice on the screen and the corresponding dice are entered into the result field. The Dealer has the opportunity to correct mistaken inputs and is also prompted to double check the results before they are distributed to the LED Craps Field and to each Player Terminal.</p>
	8	<p>Once the Dealer has input results of the player’s dice roll, the roll results are displayed on the LED Craps Field.</p>
	9	<p>Once the Dealer has input results of the player’s dice roll, the roll results are displayed on each Player Terminal.</p> <p>Any wins are automatically paid to the player.</p>

6.1.2 Main Craps Game – ETG Mode



PICTURE	STEP	STEP DESCRIPTION
	<p>1</p> <p>2</p> <p>3</p>	<p>Insert credit into the machine.</p> <p>Select a chip value from the graphical chip rack at the top of the screen.</p> <p>To increase the value of a bet chip, touch the bet again and the value of the bet chip is incremented by its initial value each time it is touched.</p> <p>During "bet time", bet chips can be canceled by dragging them to an area of the screen that does not contain bet spots. Chips can also be canceled via the "cancel" buttons.</p>
	<p>4</p>	<p>Bets can be placed until the displayed Bet Timer in the upper left of the screen reaches "0".</p> <p>The color of the Bet Timer changes from green to red when 5 or fewer seconds remain.</p> <p>Bet Time is the same for all players.</p> <p>"No More Bets" messaging appears when Bet Time expires.</p>
	<p>5</p>	<p>The player designated as the "shooter" can shoot the Virtual Dice by swiping the dice displayed on their Player Terminal.</p> <p>If the "shooter" does not press the button within the displayed time limit, the dice are automatically shot.</p>
	<p>6</p>	<p>The virtual dice streak across the length of the table before coming to rest, revealing a dice roll result.</p> <p>The results of the dice roll are determined by Software RNG.</p>

PICTURE	STEP	STEP DESCRIPTION
 <p>A close-up view of the LED Craps Field. The field is green with yellow and red markings. The numbers 4, 5, 6, 8, and 10 are visible. The word 'COME' is written in large red letters. Two red dice are shown with a 6 on the top face and a 6 on the front face. The field also displays 'PASS LINE' and 'Don't Pass, Bar bet'.</p>	<p>7</p>	<p>The roll results are automatically displayed on the LED Craps Field.</p>
 <p>A view of the Player Terminal. The terminal screen displays the LED Craps Field. At the top, it says 'CRAPS WIN \$2.00'. The roll results are shown as 6 and 6. The terminal also displays a 'GRAND JACKPOT' table with values \$100, \$30, and \$12. The terminal has buttons for 'C', 'E', and 'Odds'.</p>	<p>8</p>	<p>The roll results are automatically displayed on each Player Terminal. Any wins are automatically paid to the player.</p>





6.2 Improved Odds Feature (configurable): Power Odds

PICTURE	STEP	STEP DESCRIPTION
	<p>1</p>	<p>Power Odds is a randomly triggered feature that may increase the odds paid for the following bet spots after bet time ends:</p> <p>Any Craps, C, Any 7, E, Hop Bets, Horn Bets, C&E, Hardways.</p>
	<p>2</p>	<p>Standard odds are displayed during Bet Time; however, after Bet Time ends, there is a chance that the abovementioned bet spots randomly display improved payout odds.</p> <p>An example of the improvement of odds is shown to the left.</p>

6.3 Special Game (configurable): Hot Shooter Jackpot

PICTURE	STEP	STEP DESCRIPTION
	<p>1</p>	<p>After a 7 OUT, place a bet on the Hot Shooter Jackpot side game during the bet time of the Come Out Roll.</p> <p>The game can be configured to require a minimum qualifying bet on the main Craps game before a bet on the Hot Shooter Jackpot can be made.</p>
	<p>2</p>	<p>The result of the Hot Shooter Jackpot is based on the "roll count" (the total number of rolls that occur from the Come Out Roll after a 7 Out until the next 7 Out).</p> <p>The award paid is a determined multiple of the amount bet on the Hot Shooter Jackpot side game.</p>

6.4 Special Game (configurable): Lucky Roller

PICTURE	STEP	STEP DESCRIPTION
	<p>1</p>	<p>Place bets on one or more groups of numbers.</p>
	<p>2</p>	<p>If dice roll totals of 2, 3, 4, 5 & 6 are all rolled before any 7, the odds are paid to the player. The bet spot is reset if the dice roll totals listed above are all rolled or on the roll of any 7.</p>
	<p>3</p>	<p>If dice roll totals of 8, 9, 10, 11 & 12 are all rolled before any 7, the odds are paid to the player. The bet spot is reset if the dice roll totals listed above are all rolled or on the roll of any 7.</p>
	<p>4</p>	<p>If dice roll totals of 2, 3, 4, 5, 6, 8, 9, 10, 11 & 12 are all rolled before any 7, the odds are paid to the player. The bet spot is reset if the dice roll totals listed above are all rolled or on the roll of any 7.</p>

7 RULES OF CRAPS AND FEATURES

7.1 Available wagers

The following wagers are available to players. Some wagers may take multiple rolls to resolve. Unless otherwise specified, all wagers may be withdrawn from the table after they are placed and before they have been resolved, excluding special games.

NOTE: For all main bet and special bet pay tables refer to jurisdictionally approved par sheets.

- **Pass and Come**

Players that place one of these wagers win on an initial roll of seven or eleven and lose on an initial roll of two, three, or twelve; otherwise, a point is set. The wager then remains on the table until the point established by the initial roll is rolled again, or a seven is rolled. If the point value is rolled before a seven is rolled, then the wager is won. If a seven is rolled before the point value, then the wager is lost. Players may not withdraw their wager after a point is established.

- **Don't Pass and Don't Come**

Players that place one of these wagers win on an initial roll of two or three, push on an initial roll of twelve, and lose on an initial roll of seven or eleven; otherwise, a point is set. The wager then remains on the table until the point established by the initial roll is rolled again, or a seven is rolled. If the point value is rolled before a seven is rolled, then the wager is lost. If a seven is rolled before the point value, then the wager is won.

- **Odds**

The Odds wager may be placed after a point is set for a Pass or Come wager and wins or loses in the same manner as the Pass or Come wager that it is placed with. The Odds wager will have a bet limit set by the casino that is a multiple of the base wager, between 2x and 100x.

- **Don't Odds**

The Don't Odds wager may be placed after a point is set for a Don't Pass or Don't Come wager and wins or loses in the same manner as the Don't Pass or Don't Come wager that it is placed with. The Don't Odds wager will have a bet limit set by the casino that is a multiple of the base wager, between 2x and 100x.

- **Place**

A Place wager may be placed on any point value besides seven. Place wagers win if the wagered value is rolled before a seven, and lose if a seven is rolled before the wagered value.

- **Big 6 and Big 8**

The Big 6 and Big 8 wagers are resolved identically to the "Place 6" and "Place 8" wagers, but have lower pays.

- **Buy**

Buy wagers work identically to the Place wagers in how they are resolved and have higher pays. To balance these higher pays, a 5% commission is required.

- **Place to Lose**

A Place to Lose wager may be placed on any point value besides seven. Place wagers lose if the wagered value is rolled before a seven and wins if a seven is rolled before the wagered value.

- **Lay**

Lay wagers work identically to the Place to Lose wagers in how they are resolved and have higher pays. To balance these higher pays, a 5% commission is required.

- **Hard Ways**

Hard Ways wagers win if a paired dice roll equal to the wagered value is rolled before a seven or an unpaired dice roll equal to the wagered value. The wager is lost if a seven or an unpaired dice roll equal to the wagered value is rolled first.

- **Field**

The Field wager is resolved in a single roll. It wins if a two, three, four, nine, ten, eleven, or twelve is rolled, and loses with any other outcome.

- **Proposition wagers**

Proposition wagers are resolved in a single roll. Wagers may be placed on any of the following exact values being rolled: two, three, seven, eleven and twelve. The wager is won if the value rolled matches the value wagered; otherwise, the wager is lost.

- **Any Craps**

This wager wins if a two, three or twelve is rolled. The wager is lost with any other outcome.

- **C&E**

This wager wins with a lower pay if a two, three, or twelve is rolled, and wins with a higher pay if an 11 is rolled. The wage is lost with any other outcome.

- **Hop**

A Hop wager is placed on a set of two values as the result of the dice roll.

An “easy” Hop bet is on any set of unpaired dice (examples: 1-2, 4-5, 5-6, etc.) while a “hard” Hop bet is on any set of paired dice (examples: 1-1, 2-2, etc.).

The Hop bet wins if the result of the next roll matches the wagered set of values and loses on any other outcome. Winning “easy” Hop wagers have lower pays than winning “hard” Hop wagers.

- **Horn**

A wager placed on the Horn table position is divided into four equal amounts on each of the proposition wagers for two, three, eleven and twelve.

7.2 Special game: Hot Shooter Jackpot

HOT SHOOTER JACKPOT (Special Game: Configurable)

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

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

The pay is the win multiplier corresponding to the highest achieved ROLL COUNT applied to the bet amount placed on the HOT SHOOTER JACKPOT. The minimum win multiplier applicable is 1 times bet upon the 8th roll and the maximum win multiplier applicable is 100 times bet upon the 50th roll.

7.3 Special game: Lucky Roller

LUCKY ROLLER (Special Game: Configurable)

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.

The pays for LOW ROLLS and HIGH ROLLS wins are equal and the pay for a ROLL 'EM ALL win is substantially higher.

7.4 Improved odds feature: Power odds

POWER ODDS (Improved Odds Feature: Configurable)

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.

POWER ODDS are randomly selected from two available improved odds values corresponding to the bet spot with the maximum improved odds value doubling the pay for the bet spot.

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.

CONTACTS

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