

ilani
Table Games
Game Rules

Electronic Table Games – Craps Game Rules
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SUBMISSION DATE:

APPROVAL DATE:

1. RULES OF THE GAME

- a.** Electronic Craps is a dice game which uses a pair of dice. Wagers are placed on the outcome of a single roll or a series of rolls. Wagers are placed prior to any roll of the dice. Wagering will end prior to the dice being set in motion.
- b.** Simultaneously placing the Lay/Buy, Come/Don't Come and Pass Line/Don't Pass is not allowed in this game.
- c.** Come-out Roll:
 - i.** The very first roll at the beginning of a game is called the Come-out roll. Before this occurs, the puck is in the Off position. There is no shooter in this game. Dice will be rolled after the game timer runs out and bets are closed.
- d.** Pass Line:
 - i.** A Pass Line bet can only be placed on the come-out roll. Pass Line bets win on a roll of 7 or 11 and lose on 2, 3, or 12 (Craps) in the Come-out roll. Other results (4, 5, 6, 8, 9, or 10) establish a Point which is marked on the layout with the puck set to On. Pass Line bets win if the Point is rolled again prior to a 7. A Pass Line bet cannot be removed after the Come-out roll.
 - ii.** Pass Line (on 7 or 11) pays 1 to 1.
- e.** Pass Line Odds:
 - i.** After a Point is established, an additional bet can be made that the Point will be repeated before a 7 is rolled. The player can bet any amount up to a maximum preset multiplier of their Pass Line bet.
 - 1.** Pass Line odds on the 4 or 10 pays 2 to 1.
 - 2.** Pass Line odds on the 5 or 9 pays 3 to 2.
 - 3.** Pass Line odds on the 6 or 8 pays 6 to 5.
- f.** Don't Pass:
 - i.** The Don't Pass is the opposite of the Pass Line bet. It can only be placed on the Come-out roll and wins on a roll of 2 or 3 and loses on a roll of 7 or 11. If a 12 is

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rolled out, the bet becomes a Push neither winning nor losing, once a Point is established, the bet wins if a 7 is rolled before the Point is rolled again and loses if the Point is rolled before a 7. This bet can be removed at any time prior to the timer running out, provided the Don't Pass Odds bet is taken down first.

1. Don't Pass on 2 or 3 pays 1 to 1.
2. Don't Pass on the 12 is a push.

g. Come:

- i. A Come bet acts like the Pass Line bet but is made after the Point has been established. A Come bet wins on 7 or 11 and loses on 2, 3, or 12. If a Point is rolled, the Come bet is moved to that Point and wins if that Point is repeated before a 7 is rolled.

1. Come on 7 or 11 pays 1 to 1.

h. Come Odds:

- i. After a Point is established, the odds wager pays if the Point is rolled again prior to a 7 and loses if a 7 is rolled before a Point.

1. Come odds on 4 or 10 pays 2 to 1.
2. Come odds on 5 or 9 pays 3 to 2.
3. Come odds on 6 or 8 pays 6 to 5.

i. Don't Come:

- i. A Don't Come bet acts like a Don't Pass bet but is made after the Point has been established. A Don't Come bet wins on a roll of 2 or 3 and loses on a roll of 7 or 11. Don't Come bets Push on a come-out roll of 12. If a Point is thrown, the bet is moved to that Point and the bet wins if a 7 is rolled prior to the Point being rolled again.

1. Don't Come pays 1 to 1.

j. Don't Come Odds:

- i. After a Point is established, the odds wager pays if a 7 is rolled prior to the Point and it loses if the Point is rolled again prior to a 7.

1. Don't Come odds on 4 or 10 pays 1 to 2.
2. Don't Come odds on 5 or 9 pays 2 to 3.
3. Don't Come odds on 6 or 8 pays 5 to 6.

k. Place:

- i. A Place wager can be placed on any Point. Each Place bet pays if its Point is rolled before 7.

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1. Place on 4 or 10 pays 9 to 5.
2. Place on 5 or 9 pays 7 to 5.
3. Place on 6 or 8 pays 7 to 6.

l. Buy:

- i. This bet pays at true odds. Each Buy bet pays if its Point is rolled before a 7. A 5% commission is charged on the wager amount. No commission is charged if the bet is taken off, loses or neither wins nor loses.

1. Buy on 4 or 10 pays 2 to 1.
2. Buy on 5 or 9 pays 3 to 2.
3. Buy on 6 or 8 pays 6 to 5.

m. Lay:

- i. This bet pays at true odds. A Lay bet wins if a 7 is rolled and the bet is lost when the specific number is rolled. A 5% commission is charged on the win amount. No commission is charged if the bet is taken off, loses or neither wins or loses.

1. Lay on 4 or 10 pays 1 to 2.
2. Lay on 5 or 9 pays 2 to 3.
3. Lay on 6 or 8 pays 5 to 6.

n. Big 6:

- i. If a 6 is rolled before a 7, the player will win even money.
 1. Big 6 pays 1 to 1.

o. Big 8:

- i. If an 8 is rolled before a 7, the player will win even money.
 1. Big 8 pays 1 to 1.

p. Hard Ways:

- i. The Hard Way numbers win when they are rolled as a pair. The bet loses on “easy” score.
 1. Hard Way 2-2 pays 7 to 1.
 2. Hard Way 3-3 pays 9 to 1.
 3. Hard Way 4-4 Pays 9 to 1.
 4. Hard Way 5-5 pays 7 to 1.

q. One Roll Bets:

- i. Field – The player wins with a roll of 2, 3, 4, 9, 10, 11, or 12.
 1. Field on 3, 4, 9, 10, or 11 pays 1 to 1.

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2. Field on 2 or 12 pays 2 to 1.
- ii. Seven – The player wins with a roll of 7.
 1. Seven pays 4 to 1.
- iii. Any Craps – The player wins with a roll of 2, 3, or 12.
 1. Any Craps pays 7 to 1.
- iv. Two – The player wins with a roll of 2.
 1. Two pays 30 to 1.
- v. Three – The player wins with a roll of 3.
 1. Three pays 15 to 1.
- vi. Eleven – The player wins with a roll of 11.
 1. Eleven pays 15 to 1.
- vii. Twelve – The player wins with a roll of 12.
 1. Twelve pays 30 to 1.
- viii. Horn – The player wins with a roll of 2, 3, 11, or 12 and loses on any other number.
 1. Horn on 2 or 12 pays 27 to 4.
 2. Horn on 3 or 11 pays 3 to 1.
- ix. C&E – The bet is won when either the Any Craps bet or Eleven bet is hit.
 1. C&E on 2, 3, or 12 pays 3 to 1.
 2. C&E on 11 pays 7 to 1.
- x. Hop Bet – A one roll wager in which the player bets that a specific combination of the dice will appear on the very next roll of dice.
 1. Hard Hop 2-2, 3-3, 4-4, or 5-5 pays 30 to 1.
 2. Hop 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 pays 15 to 1.
- r. Bonus Bets:
 - i. Lucky Roller – The object is to bet number totals other than 7 will be rolled before a 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. See payable 1.
 1. Lucky Roller can only be placed after a 7 has been rolled or before the first roll in the history cycle.
 2. Any number (except 7) can be rolled multiple times without any negative effect on the placed bonus bet.
 3. The bet loses if a 7 is rolled before the winning combination is fulfilled.

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2. EQUIPMENT

- a. Electronic Craps at ilani shall be played at an electronic terminal allowing players to place wagers on any outcome of the roll of the dice, as well as any optional bonus bets.
- b. The Craps dice are housed, in a clear, dome-shaped enclosure, on a vibrating platform.

4. DEALING PROCEDURE – AUTOMATED

- a. A countdown timer will begin on each player's touchscreen terminal, during which they place their Craps and optional bonus wagers prior to the roll of the dice.
- s. Once the betting period ends, the dice will vibrate on an enclosed table for a predetermined amount of time; once this time runs out, the winning combination will be revealed.
- b. Players who placed a wager on the correct outcome of the dice are automatically credited with their winnings, on the player terminal. When play has concluded the player will push the "cashout" button and a voucher or hand pay will be printed.

1. IRREGULARITIES

- a. Single cocked dice events will trigger an automatic re-roll and a GUI message, with no gameplay interruption; consecutive events will require attendant intervention and may result in a system malfunction.
- b. System malfunctions/irregularities will void all pays and plays.

6. MINIMUM AND MAXIMUM WAGERS

- a. Pass / Don't Pass: \$3 – \$500
- b. Come / Don't Come: \$3 – \$500
- c. Field: \$1 – \$500
- d. Place Bets: \$1 – \$500
- e. Big 6 / Big 8: \$1 – \$500
- f. Max Prop. Payoff: \$1,250
- g. Total of all wagers must meet minimum aggregate of \$5.
- h. All wagers shall be made utilizing the player terminal.

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Paytable 1 (Lucky Roller)

Number Sequence	Payout
Low Rolls (Numbers 2 – 6)	30 to 1
High Rolls (Numbers 8 - 12)	30 to 1
Roll-em All (Numbers 2 – 12 except 7)	155 to 1