

HOT NUMBERS

4	40
7	40
11	34
2	32
12	3

POPULAR BETS

DON'T PASS	28
SEVEN	25
WIN 4	24
PASS LINE	23
CRAPS	20

CRAPS



Live

 Evolution





CRAPS IS FINALLY LIVE ONLINE

The wait is over – the doors to our underground speakeasy Craps studio are now open! And it's easier than ever to play. In this lively and fast-paced game, there are many ways to bet and even more ways to win.

The aim of the game is to predict the outcome of the roll of two dice. Craps is actually quite a simple game that moves in different stages. The first stage is the Come Out roll, the first roll of the dice. The second stage is the Point roll. In Craps some bets are resolved after one roll while other bets can last several rolls before they are resolved which makes the game more entertaining.

There is an easy to access interactive tutorial that clearly explains the game and how to play.

The user interface in both Craps and First Person Craps will guide you in what bets you can place, and even show potential winnings for your bets. You can also place bets by choosing all available bet spots for a specific total of the dice. But there is no loss of excitement! You will constantly be updated on how the other players are playing – and how many of you are rooting for the same number.

The game will be attractive to both experienced and novice players. Playing our live Craps is a great opportunity to learn the game in a more controlled environment, and for the experienced player the game offers a less crowded and more relaxed gaming experience.

KEY BENEFITS

- Unique Craps game in a beautiful studio
- Easy to play user interface
- Automatic shooter
- Quick access to tutorials
- Easy Craps for new players
- Live updates with Dynamic Statistics.

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RETURN TO PLAYER (OPTIMAL)

99.17%



ALSO AVAILABLE IN FIRST PERSON





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CRAPS BETS

In Craps two dice are thrown and what happens in the game depends on the value of these two dice.

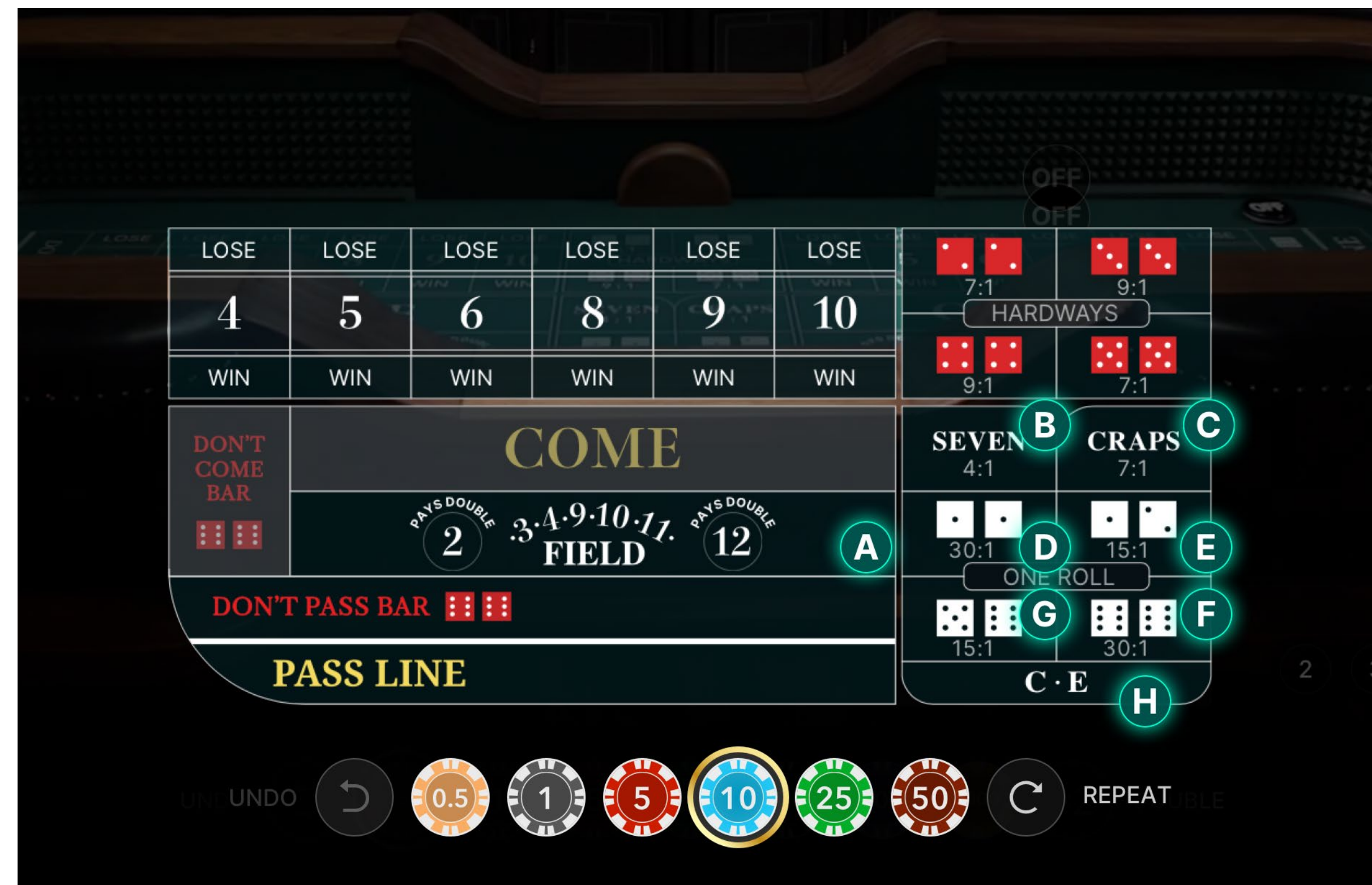
TYPES OF BETS

One roll bets

Each one roll bet is only valid for one roll of the dice and will be resolved after each roll.

Multi-roll bets

These bets may not be settled on the first roll and may need any number of rolls before the bet is resolved.



ONE ROLL BETS

There are several bets that you can place any time that are valid for one roll only.

A. Field

Bet that the next roll will be 2, 3, 4, 9, 10, 11 or 12. All wins pay 1:1, except 2 and 12, which pay 2:1

B. Seven

Win if the next roll is 7 and pays 4:1

C. Craps

Win if the next roll is any Craps 2, 3, 12. All wins pay 7:1

D. Crap 2

Win if the next roll is 2, pays 30:1

E. Crap 3

Win if the next roll is 3, pays 15:1

F. Crap 12

Win if the next roll is 12, pays 30:1

G. 11

Win if the next roll is 11, pays 15:1

H. C&E

The C&E bet (Craps & Eleven) is a combination of betting on any Craps and Eleven. You bet that the next roll will be 2, 3, 12 or 11. If any Craps (2, 3 or 12) wins on the next roll, it pays 3:1. If the result is 11, it pays 7:1.

In order to understand Multi-roll bets, you need to understand the different types of dice rolls in the Craps game.



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TYPES OF DICE ROLLS

The players will be offered a chance to place a bet every time the dice is rolled.

There are two different types of dice rolls: Come Out roll and Point roll.

In the user interface there is a Puck that will be either black and say 'OFF' or white and say 'ON'.

When the Puck is 'OFF', you know that the next roll will be a Come Out roll. If the Puck says 'ON' the next roll is a Point roll.

The type of roll will decide which bets you can place.

Come Out roll

Each game starts with a Come Out roll.

The player can place bets on Pass Line or Don't Pass at this point. The Pass Line bet is the most fundamental bet in Craps. It can take several rolls to resolve a Pass Line bet.

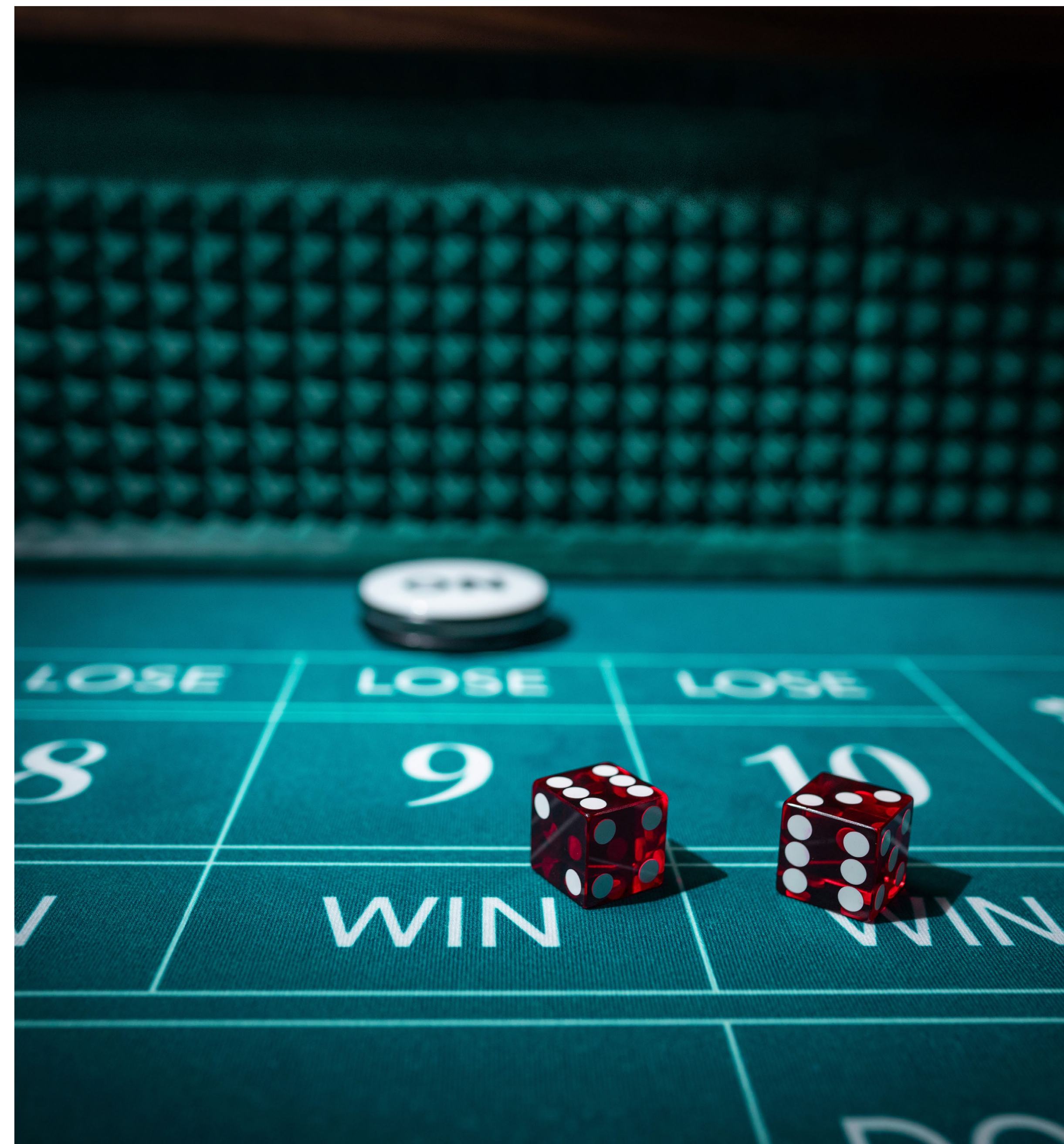
If the sum of the two dice in the roll is 7 or 11 you win on your Pass Line bet. If the sum of the dice is 2 or 3 you win on the Don't Pass bet and push on if the sum is 12. Either way, the bet is resolved and a new Come Out roll will start.

Point roll

If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. The Puck is now changed to 'ON' and placed on that number to highlight the Point. The dice will now be rolled until either the Point has been rolled again, or a 7.

If you placed a bet on Pass Line you will win if the Point is rolled before a 7. If you placed a bet on Don't Pass, you win if a 7 comes before the Point.

When either the Point or 7 is rolled, the game is finished. It's now time to start a new Come Out roll.





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AVAILABLE DURING COME OUT ROLL **OFF**

PASS LINE

The Pass Line bet is the fundamental bet in Craps, which is a bet for the shooter to win. In our Craps the shooter has been replaced by a launcher. If the Come Out roll is a 7 or 11, you win even money. If the Come Out roll is 2, 3 or 12 you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. The Puck is now changed to 'ON' and placed on an area of the table with that number to help players remember what the Point is. The dice will now be rolled until either the same Point has been rolled again, or a 7. If a 7 comes before the Point, you lose. If the Point is rolled before 7, you win even money.

DON'T PASS

A Don't Pass is a bet for the shooter to lose and is the opposite of the Pass Line bet. If the Come Out roll is 2 or 3, the player wins even money. If the sum is 12 you push. If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. The Puck is then changed to 'ON' and placed on an area of the table with that number to help players remember what the Point is. The dice will now be rolled until either the same Point has been rolled again, or a 7. If a 7 comes before the Point you win. If the Point is rolled before a 7, you lose.

MULTI-ROLL BETS

AVAILABLE DURING POINT ROLL **ON**

COME

Place a bet on Come. The dice are rolled. If the first roll after placing the bet is a 7 or 11, you win even money. If the result is 2, 3 or 12 you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. Your Come bet chip is now moved to the area of the table with the corresponding number to help you remember your Point. The dice will now be rolled until either the same Point has been rolled again, or a 7. If a 7 comes before the Point, you lose. If the Point is rolled before 7, you win even money.

DON'T COME

A Don't Come bet is the opposite of the Come bet. If the first roll after placing the bet is 2 or 3, the player wins even money. If the sum is 12 you push. If the roll is a 7 or 11 you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. Your Don't Come bet chip is moved to the area of the table with the corresponding number to help you remember your Point. The dice will now be rolled until either the same Point has been rolled again, or a 7. If a 7 comes before the Point you win. If the Point is rolled before a 7, you lose.

ODDS

The Odds bet is made after a Point has been established. The number rolled will determine the payout.

• Take Odds – Pass Line/Come

It pays if the Point is thrown before a 7. Odds will win together with your original bet.

• Lay Odds – Don't Pass/Don't Come

It pays if a 7 is rolled before the Point. Odds will win together with your original bet.

AVAILABLE ANYTIME **OFF** **ON**

PLACE TO WIN/PLACE TO LOSE

When you place a bet on Win or Lose, you are betting that this number will be rolled next, or not.

• Win

Placing a bet on Win 4 means that you bet that there will be a 4 rolled before a 7.

• Lose

Placing a bet on Lose 4 means that you bet that there will be a 7 rolled before a 4.

HARDWAYS

Rolling a 4, 6, 8 or 10 with a pair is called the hard way. There are four Hardway bets available. Each bet wins by rolling the number the hard way and loses on any 7 or on an easy way (not a pair). A bet on 'Hard 8' wins on 4+4 but loses on any total of 2+6 or 3+5, or a 7.

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HOW TO PLAY – PASS LINE

There are several ways of playing Craps, with a lot of different bet types. See the 'Types of bets' section to find out more about the different bets, and when you can place them.

The most common bet to place is the Pass Line bet. This bet can only be placed during the Come Out roll.

COME OUT ROLL

Wait for the Puck to say 'OFF'.

Select a chip from the chip stack and place it on the Pass Line bet spot on the betting grid. The 'My Numbers' display is now highlighting potential wins for 7 and 11.

For each roll of the dice the winning number will be highlighted in yellow in 'My Numbers'.

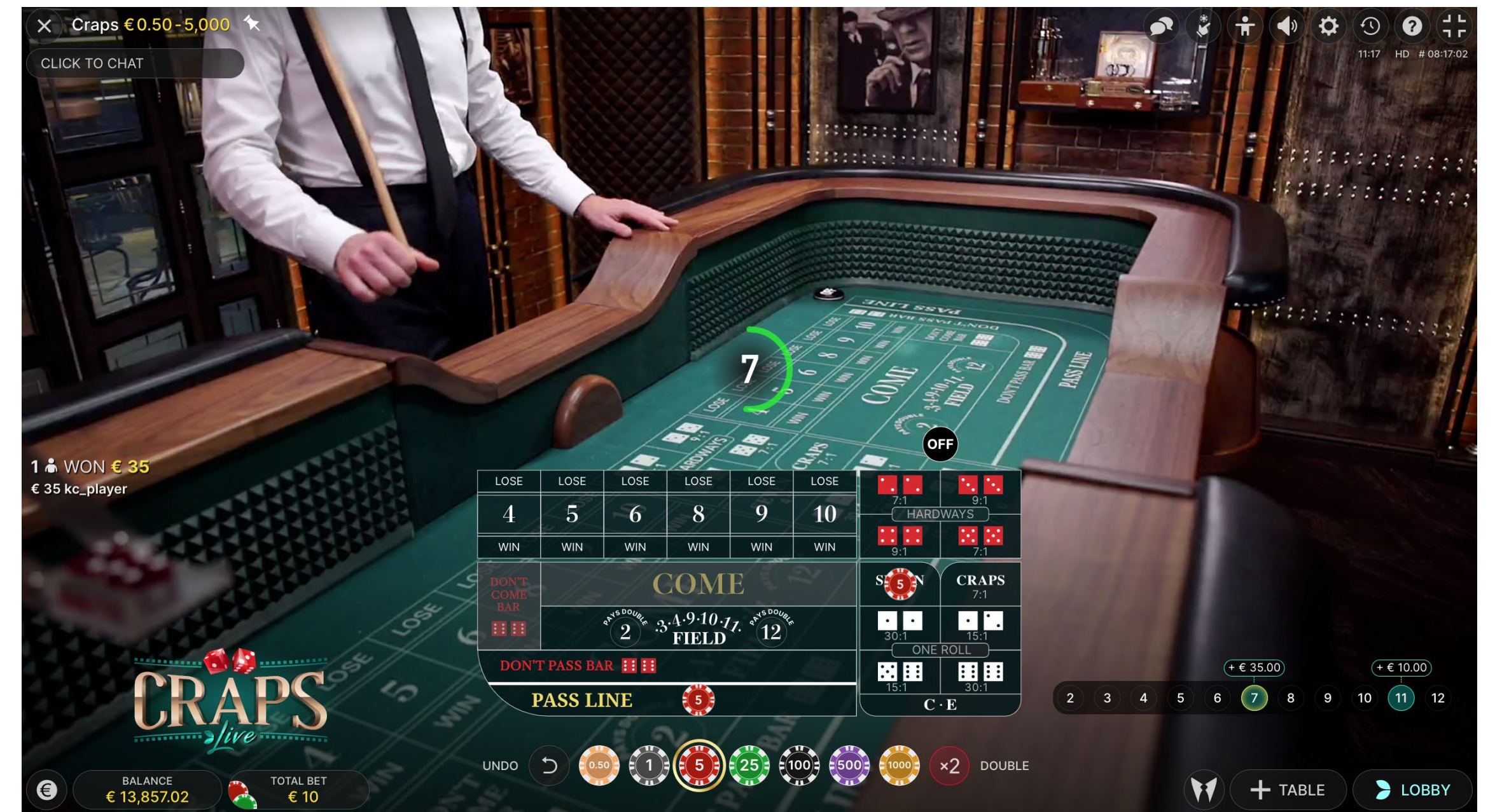
When betting time is over, the dice launcher will throw the dice into the wall at the other side of the table.

If the result of the roll is 7 or 11 – you win and the bet is resolved.

If the result is 2, 3 or 12 – you lose and the bet is resolved.

The Puck will still say OFF and you can place a new Pass Line bet.

If the result was 4, 5, 6, 8, 9 or 10 – the Point has been established. The Puck will be turned to 'ON' and it is now placed over the won total. This number is now referred to as the Point.



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THE POINT ROLL

When a Point has been established, your Pass Line bet remains. The Pass Line bet will be in play until either the Point is won (= you win) or a 7 is rolled (= you lose).

When the Point has been established you can place an Odds bet. A circular bet spot will appear next to your bet on the Pass Line. This bet will win together with your Pass Line bet. The payout will be different depending on the value of the Point.

You can continue to place new bets during the Point Rolls. A quick look at 'My Numbers' will keep you updated on which numbers you are rooting for.

The Pass Line bet is not resolved until either the Point has been rolled, or when a 7 is rolled. The Puck will change to OFF when the bet is resolved. It's now time for a new Come Out roll.





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USER INTERFACE ELEMENTS

BETTING GRID

All available types of bets are displayed here. The bet spot is disabled if a bet can't be placed here in the next roll.

PUCK

Shows you if you are taking part in a Come Out roll (OFF) or a Point roll (ON).

TUTORIAL

Click the button to open the interactive tutorial.



KEEP WINNING CHIPS

Keep winnings chips on the table - the bet is now repeated when you win. It's marked with a yellow highlight with arrows on the repeated chip.

MY NUMBERS - LAST WON NUMBER

The last won number is highlighted in yellow in the 'My Numbers' display.

MY NUMBERS - PAYOUTS

Helps you to see which number you are rooting for, including potential winnings if this number is rolled in the next roll.

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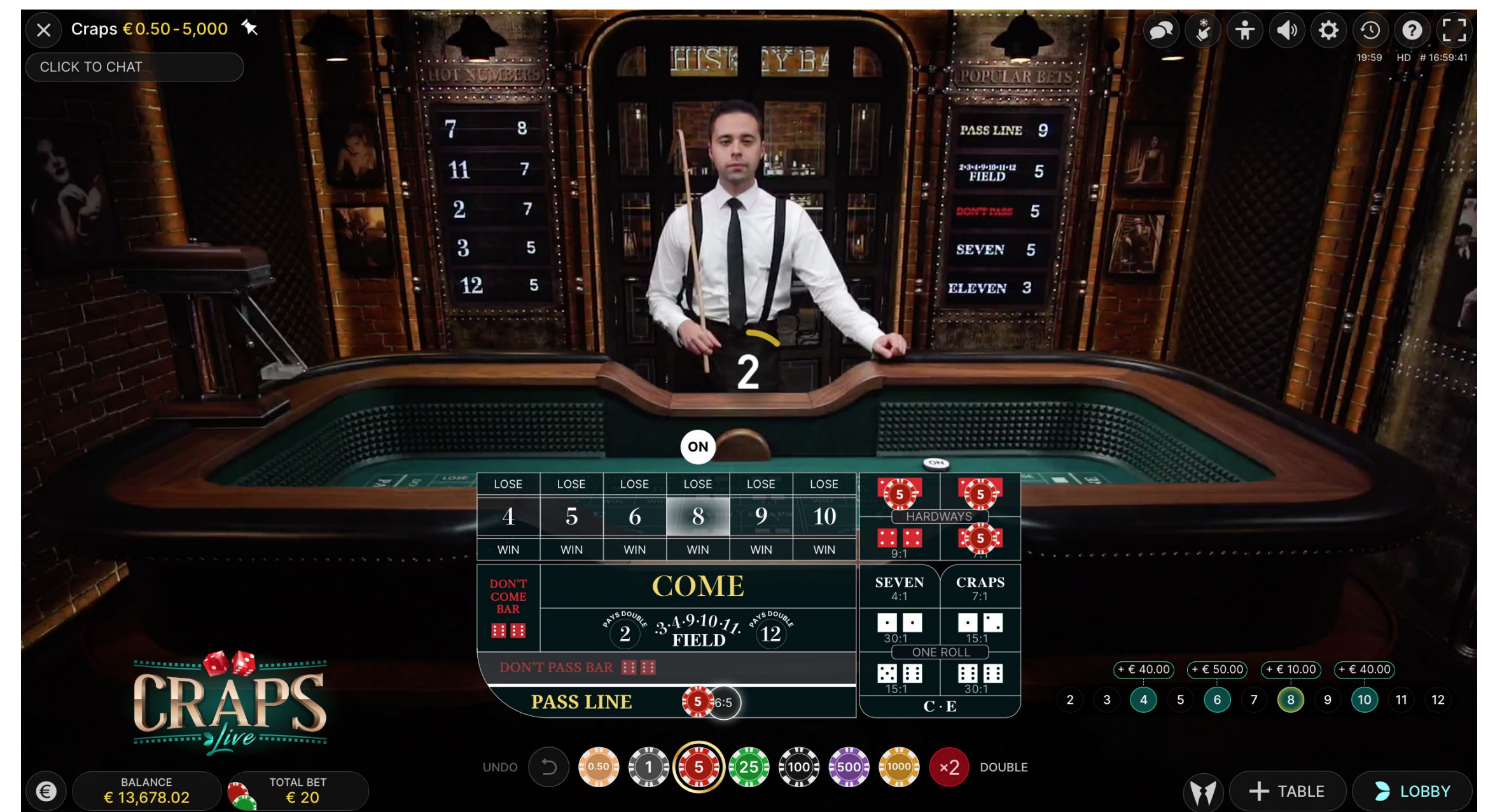
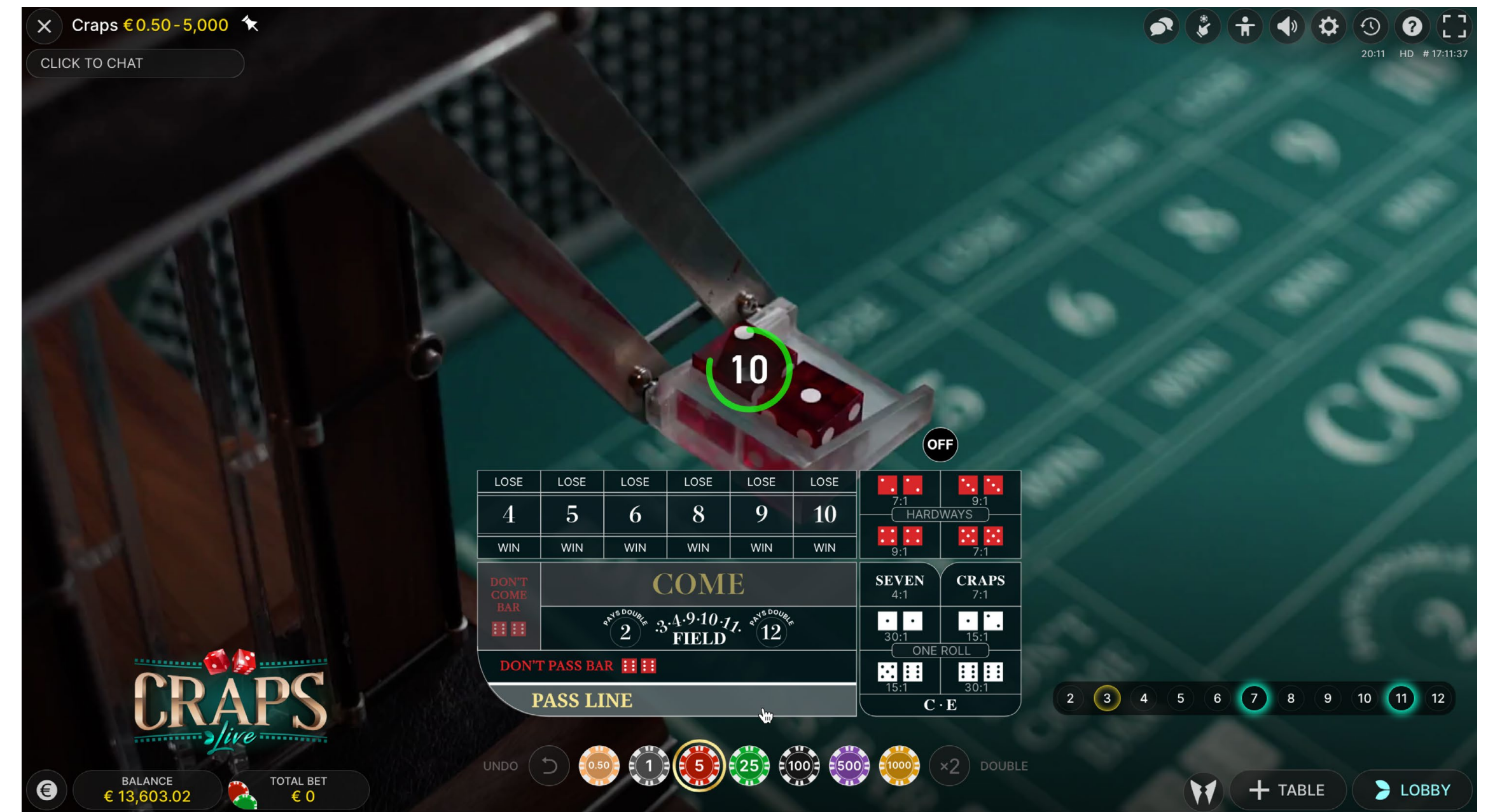
'My Numbers' is an added feature that makes it easier and more exciting to play Craps. Each number represents a possible total from the throw of the dice. It helps you by showing the numbers you need to win together with possible payouts. A list of all possible totals of a roll of two dice (totals 2-12) is displayed to guide you as you play the game.

As you place your bet on the bet spot, the corresponding number for that bet will be highlighted in 'My Numbers', together with potential payouts if that total is rolled. For example, if you place a bet on Craps 2, number 2 is highlighted and potential winnings are displayed for the bet.

'My Numbers' will continue to update and aggregate possible payouts for dice totals that have multiple bets on them as you continue to place your bets.

It's also possible to place bets directly from 'My Numbers'. When you hover over a number, the corresponding bet spots are highlighted on the betting grid. Clicking on the number places a bet on all the highlighted bet spots.

The yellow highlight shows the total of the last roll.





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CRAPS TUTORIAL

If you need help with understanding how to play Craps and what the different bets do, you will get all the help that you need from our built-in interactive Craps Tutorial in the user interface.

Open the tutorial and click on any bet spot for information about what the bet means, including what you need to win or lose.

After you have selected a bet spot, you can click on different results in the number display – this will show you what happens for this bet if the result of the next roll is this total.

DEALER ASSIST

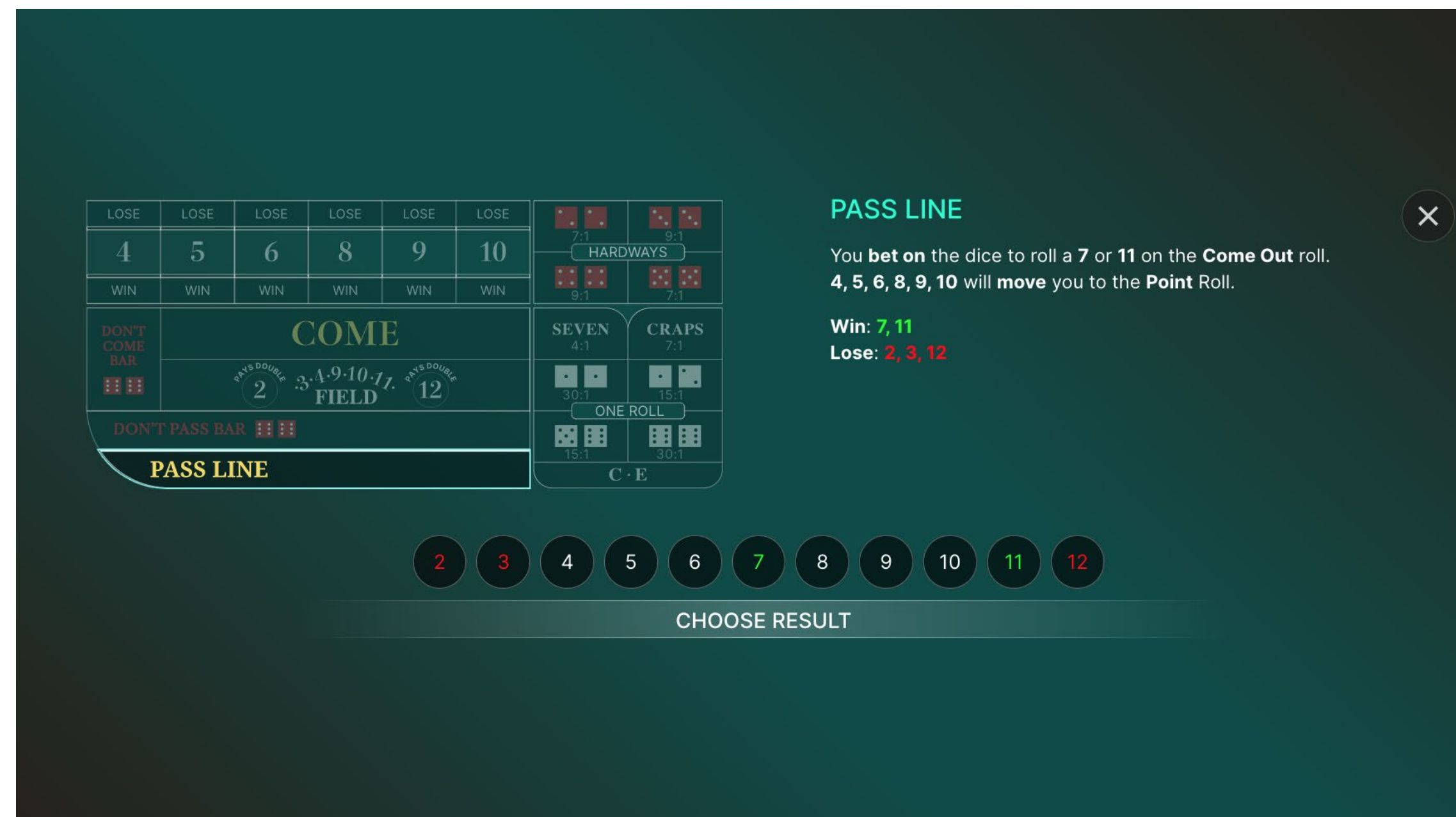
You can choose to keep winning chips on the table – this means that you are repeating the bet after a winning roll. If you don't want to use this feature, use the default setting which returns all winnings to your balance.

The options for 'Dealer Assist' are available in the 'Settings' menu.

DYNAMIC STATISTICS

The Dynamic Statistics are constantly updating as players are placing their bets. The statistics are displayed on two screens in the studio so you can see the Top Number and Popular Bets.

- **Top Number**– shows the top five dice totals results where most players have placed their bets. These statistics keep accumulating as bets stay on the table.
- **Popular Bets** – shows the top five bet spots where most players have placed their bets. This statistic resets every roll.



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FIRST PERSON CRAPS

First Person Craps is a beautifully designed and highly entertaining random number generator (RNG) version of our live Craps.

The user interface and the stunning studio looks just like live Craps, but in First Person Craps you play at your own pace.

You will get more help than ever when playing this exciting game. The 'My Numbers' display will help you see which number you're rooting for together with potential payouts if your number wins. As in our live version of the game you can also place bets by selecting a number in 'My Numbers'. You also have access to the Craps tutorial.

Like all our First Person games, First Person Craps comes with the unique 'GO LIVE' button that takes you on a unique journey – through the in-game portal and directly to the live Craps game. The 'GO LIVE' button is a great conversion tool from RNG Craps to Live Casino.



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USER INTERFACE ELEMENTS

BETTING GRID

All bets are placed directly on the table.

PUCK

Tells you if you are taking part in a Come Out roll (OFF/black) or a Point roll (ON/white).

MY NUMBERS

Makes it easy to see which number you're rooting for and shows potential winnings. The result of the last roll is highlighted in yellow.



ROLL

Click the 'ROLL' button to roll the dice.

TUTORIAL

Click the button to open the interactive tutorial.

GO LIVE

The 'GO LIVE' button takes you directly to the live Craps table.

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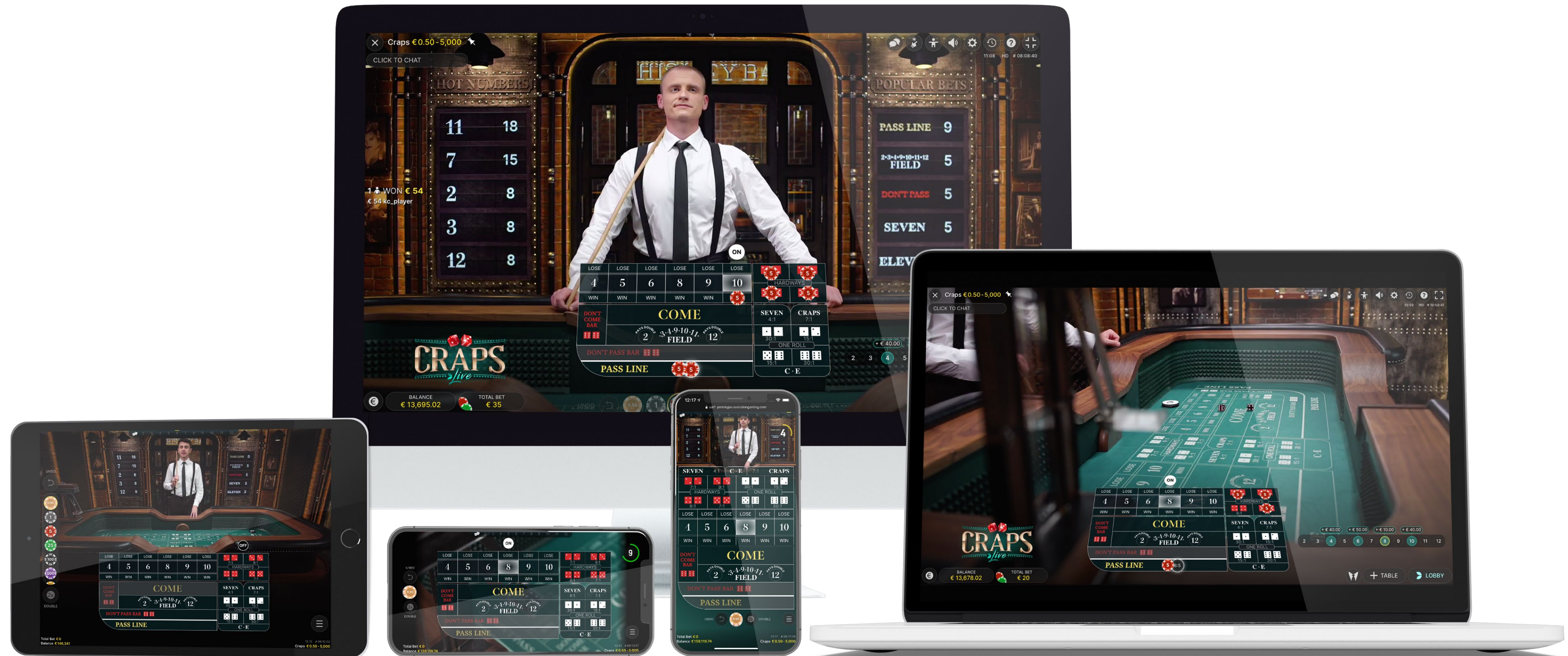
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ALL GAMES AVAILABLE ON ALL DEVICES



VISUALS ARE FOR ILLUSTRATIVE PURPOSES AND PRODUCTS MAY VARY



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MULTI-ROLL BETS

BET	PAYS
Pass Line/Don't Pass	1:1
Come/Don't Come	1:1
Take Odds Pass Line/Come	
› 4 or 10	2:1
› 5 or 9	3:2
› 6 or 8	6:5
Lay Odds Don't Pass/Don't Come	
› 4 or 10	1:2
› 5 or 9	2:3
› 6 or 8	5:6
Place to Win 4 or 10	9:5
Place to Win 5 or 9	7:5
Place to Win 6 or 8	7:6
Place to Lose 4 or 10	5:11
Place to Lose 5 or 9	5:8
Place to Lose 6 or 8	4:5
Hard 4 or 10	7:1
Hard 6 or 8	9:1

ONE ROLL BETS

BET	PAYS
Field	
› 3, 4, 9, 10 or 11	1:1
› 2 or 12	2:1
Seven	4:1
Crap	7:1
Crap 2	30:1
Crap 3	15:1
Crap 12	30:1
Eleven	15:1
C&E	
› 2, 3 or 12	3:1
› 11	7:1

THEORETICAL PAYOUT PERCENTAGE

83.33%–99.17%.

