

Exhibit A

Craps

Game Objective:

Craps is a dice game in which the players make wagers on the outcome of the roll, or a series of rolls, of a pair dice. Players wager against the casino based on provided pay tables for all available bets.

Wagers:

Players may wager a minimum of \$1 or a maximum of \$10 on any individual bet on this game, although the mandated bet amounts may vary within that range based on the outlined game rules below.

Game Rules:

Players take turns rolling the dice across the table, which ultimately determine which bets win or lose. The facility sets which bets are offered by providing a pay table for all available bets, and winning bets are paid based on the provided pay table (below).

While acting as the shooter, a player must have a bet on the "Pass" line and/or the "Don't Pass" line. The game is played in rounds and these "Pass" and "Don't Pass" bets are betting on the outcome of a round. The shooter is presented with dice to shoot across the table.

Each round has two phases: "come-out" and "point". Dice are passed to the left. To start a round, the shooter makes one or more "come-out" rolls. The shooter must shoot toward the far back wall and is generally required to hit the back wall with both dice. The table Supervisor may allow a few warnings before enforcing the dice to hit the back wall and are generally lenient if at least one die hits the back wall. Both dice must be tossed in one throw and using a single hand. If only one die is thrown the shot is invalid. Any roll where a dealer or the supervisor declares "no roll" is invalid, and the shooter may roll again.

A come-out roll of 2, 3 or 12 is called "craps" or "crapping out", and anyone betting the Pass line loses. On the other hand, anyone betting the Don't Pass line on come out wins with a roll of 2 or 3 and ties (pushes) if a 12 is rolled. Shooters may keep rolling after crapping out; the dice are only required to be passed if a shooter sevens out (rolls a seven after a point has been established). A come-out roll of 7 or 11 is a "natural"; the Pass line wins and Don't Pass loses. The other possible numbers are the point numbers: 4, 5, 6, 8, 9, and 10. If the shooter rolls one of these numbers on the come-out roll, this establishes the "point" - to "pass" or "win", the point number must be rolled again before a seven.

The dealer flips a button to the "On" side and moves it to the point number signifying the second phase of the round. If the shooter "hits" the point value before rolling a seven, the Pass line wins and a new round starts. If the shooter rolls any seven before repeating the point number (a "seven-out"), the Pass line loses, the Don't Pass line wins, and the dice pass clockwise to the next new shooter for the next round. Once a point has been established any multi-roll bet (including Pass and/or Don't Pass line bets and odds) are unaffected by the 2, 3, 11 or 12, the only numbers which affect the

round are the established point, any specific bet on a number, or any 7. Any single roll bet is always affected (win or lose) by the outcome of any roll.

Any player can make a bet on pass or don't pass as long as a point has not been established, or come or don't come as long as a point is established. All other bets, including an increase in odds behind the pass and don't pass lines, may be made at any time. All bets other than pass line and come may be removed or reduced any time before the bet loses (taking it down).

The maximum bet for any single bet on the table per game (a single roll) is not to exceed the maximum allowed by NH State Law & Gaming Regulations.

Pass line

The fundamental bet in craps is the pass line bet, which is a bet for the shooter to win. This bet must be at least the table minimum and at most the table maximum.

- If the come-out roll is 7 or 11, the bet wins.
- If the come-out roll is 2, 3 or 12, the bet loses (known as "crapping out").
- If the roll is any other value, it establishes a point.
 - If, with a point established, that point is rolled again before a 7, the bet wins.
 - If, with a point established, a 7 is rolled before the point is rolled again ("seven out"), the bet loses.

The pass line bet pays even money.

Once a pass line bet is made it cannot be turned off, taken down, or reduced until a decision is reached - the point is made, or the shooter sevens-out. A player may increase any corresponding odds (up to the table limit) behind the Pass line at any time after a point is established. Players may only bet the pass line on the come out roll when no point has been established.

Don't pass

A don't pass bet is a bet for the shooter to lose ("seven out") and is almost the opposite of the pass line bet. Like the Pass bet, this bet must be at least the table minimum and at most the table maximum.

- If the come-out roll is 2 or 3, the bet wins.
- If the come-out roll is 7 or 11, the bet loses.
- If the come-out roll is 12, the bet is a push (neither won nor lost).
- If the roll is any other value, it establishes a point.
 - If, with a point established, a 7 is rolled before the point is rolled again ("seven out"), the bet wins.
 - If, with a point established, that point is rolled again before a 7, the bet loses.

The don't pass bet pays even money.

After a point is established, a player may take down or reduce a don't pass bet and any corresponding odds at any time because odds of rolling a 7 before the point is in the player's favor. Once taken down or reduced, however, the don't pass bet may not be restored or increased. Because the shooter must have a line bet the shooter may not reduce a don't pass bet. Even though other players are allowed to remove the don't pass line bet after a point has been established, the bet cannot be turned "Off" without being removed. If a player chooses to remove the don't pass line bet, he or she can no longer lay odds behind the don't pass line. The player can, however, still make standard lay bets on any of the point numbers (4, 5, 6, 8, 9, 10).

Pass odds

If a 4, 5, 6, 8, 9, or 10 is thrown on the come-out roll (i.e., if a point is established), pass line players may take odds by placing a bet behind the pass line bet, behind the pass line (individual bets). This additional bet wins if the point is rolled again before a 7 is rolled (the point is made) and pays based on the pay table (below). Unlike the pass line bet itself, the pass line odds bet can be turned "Off" (not working), removed or reduced anytime before it loses. Odds bets are required to be the table minimum.

Don't pass odds

If a player is playing don't pass instead of pass, they may also lay odds by placing chips behind the don't pass line. If a 7 comes before the point is rolled, the odds pay based on the pay table provided (see below). A player may win up to an amount equal to the maximum odds multiple at the table. Players can bet table minimum odds if desired and win less than table minimum. Like the Don't Pass bet the odds can be removed or reduced. Unlike the don't pass bet itself, the don't pass odds can be turned "Off" (not working). If the player requests the don't pass odds to be not working ("Off") and the shooter hits the point or sevens-out, the don't pass bet will be lost or doubled and the don't pass odds returned.

Come bet

A Come bet is similar to the pass line bet, unique to that player. Like the Pass Line each player may only make one Come bet per roll, this does not exclude a player from betting odds on an already established point. This bet is subject to posted table minimum and maximum. Players may bet both the Come and Don't Come on the same roll if desired. Come bets can only be made after a point has been established. A player making a Come bet will bet on the first point number that "comes" from the shooter's next roll, regardless of the table's round. If a 7 or 11 is rolled on the first round, it wins. If a 2, 3, or 12 is rolled, it loses. If instead the roll is 4, 5, 6, 8, 9, or 10, the Come bet will be moved by the base dealer onto a box representing the number the shooter threw. This number becomes the "come-bet point" and the player is allowed to take odds, just like a pass line bet. Also like a pass line bet, the come bet is a contract bet and is always working, and cannot be turned "Off", removed or reduced until it wins or loses. However, the odds taken behind a Come bet can be turned "Off" (not working), removed or reduced anytime before the bet loses.

If the player requests the Come odds to be not working ("Off") and the shooter sevens-out or hits the Come bet point, the Come bet will be lost or doubled and the Come odds returned.

The second round wins if the shooter rolls the come bet point again before a seven. Winning come bets are paid the same as winning pass line bets: even money for the original bet and true odds for the odds bet. If, instead, the seven is rolled before the come-bet point, the come bet (and any odds bet) loses.

Because of the come bet, if the shooter makes their point, a player can find themselves in the situation where they still have a come bet (possibly with odds on it) and the next roll is a come-out roll. In this situation, odds bets on the come wagers are presumed to be not working for the come-out roll. That means that if the shooter rolls a 7 on the come-out roll, any players with active come bets waiting for a come-bet point lose their initial wager but will have their odds bets returned to them.

If the come-bet point is rolled on the come-out roll, the odds do not win but the come bet does and the odds bet is returned (along with the come bet and its payoff). The player can tell the dealer that they want their odds working, such that if the shooter rolls a number that matches the come point, the odds bet will win along with the come bet, and if a seven is rolled, both lose.

Don't come bet

A don't come bet is similar to a don't pass bet. Like the come, the don't come can only be bet after a point has already been established as it is the same as a don't pass line bet when no point is established. This bet must be at least the table minimum and at most the table maximum. If a 2 or 3 is rolled in the first round, it wins. If a 7 or 11 is rolled, it loses. If a 12 is rolled, it is a push. If, instead, the roll is 4, 5, 6, 8, 9, or 10, the don't come bet will be moved by the base dealer onto a box representing the number the shooter threw. The second round wins if the shooter rolls a seven before the don't come point. Like the Don't Pass each player may only make one Don't Come bet per roll, this does not exclude a player from laying odds on an already established Don't Come points. Players may bet both the Don't Come and Come on the same roll if desired.

The player may lay odds on a don't come bet, just like a don't pass bet; in this case, the dealer (not the player) places the odds bet on top of the bet in the box, because of limited space, slightly offset to signify that it is an odds bet and not part of the original don't come bet. Lay odds behind a Don't Come are subject to the same rules as Don't Pass lay odds. Unlike a standard lay bet on a point, lay odds behind a don't come point does not charge commission (vig) and gives the player true odds. Like the don't pass line bet, don't come bets can be removed or reduced after a don't come point has been established, but cannot be turned off ("not working") without being removed. A player may also call, "No Action" when a point is established, and the bet will not be moved to its point. This play is not to the player's advantage. If the bet is removed, the player can no longer lay odds behind the don't come point and cannot restore or increase the same don't come bet. Players must wait until next roll as long as a pass line point has been established (players cannot bet don't come on come out rolls) before they can make a new don't come bet. Las Vegas casinos which allow put betting allows players to move the Don't Come directly to any Come point as a put, however this is not allowed in Atlantic City or Pennsylvania. Unlike the don't come bet itself, the don't come odds can be turned "Off" (not working), removed or reduced if desired. In

Winning don't come bets are paid the same as winning don't pass bets: even money for the original bet and true odds for the odds lay. Unlike come bets, the odds laid behind points established by don't come bets are always working including come out rolls unless the player specifies otherwise.

Place

Players can bet any point number (4, 5, 6, 8, 9, 10) by placing their wager in the come area and telling the dealer how much and on what number(s), "30 on the 6", "5 on the 5" or "25 on the 10". These are typically "Place Bets to Win". These are bets that the number bet on will be rolled before a 7 is rolled. These bets are considered working bets, and will continue to be paid out each time a shooter rolls the number bet. By rules, place bets are not working on the come out roll but can be "turned on" by the player. Players may remove or reduce this bet anytime before it loses (seven out).

Place bets to win payout at slightly worse than the true odds: 9-to-5 on points 4 or 10, 7-to-5 on points 5 or 9, and 7-to-6 on points 6 or 8. The place bets on the outside numbers (4,5,9,10) should be made in units of \$5, (on a \$5 minimum table), in order to receive the correct exact payout of \$5 paying \$7 or \$5 paying \$9. The place bets on the 6 & 8 should be made in units of \$6, (on a \$5 minimum table), in order to receive the correct exact payout of \$6 paying \$7. For the 4 and 10, it is to the player's advantage to 'buy' the bet (see below).

There are also "Place Bets to Lose". Rarely casinos offer these bets. This bet is the opposite of the place bet to win and pays off if a 7 is rolled before the specific point number. The place bet to lose typically carries a lower house edge than a place bet to win. Payouts are 4-5 on points 6 or 8, 5-8 on 5 or 9, and 5-11 on 4 or 10.

In most cases, there are other methods to bet on point numbers than placing them, depending how the casino charges commissions and what bets are allowed. See Buy, Lay, and Put bets

Buy, Lay, & Put Bets

Buy, Lay, & Put Bets are also types of bets that can be placed in craps. This ruleset does not allow these bet types, so details are not provided.

Single Roll Bets

Single-roll (proposition) bets are resolved in one dice roll by the shooter. These shall be defined on the table for players. Single bets are always working by default unless the player specifies otherwise. The bets include:

2 (snake eyes, or Aces): Wins if shooter rolls a 2.

3 (ace-deuce): Wins if the shooter rolls a 3.

Yo: Wins if the shooter rolls 11.

12 (boxcars, midnight, or cornrows): Wins if shooter rolls a 12.

2 or 12 (hi-lo): Wins if shooter rolls a 2 or 12. (The stickman places this bet on the line dividing the 2 and 12 bets.)

Any Craps (Three-Way): Wins if the shooter rolls 2, 3 or 12.

C & E: A combined bet, a player is betting half their bet on craps (2,3,12) and the other half on 11 (yo). The combine payout is 3:1 on craps and 7:1 on 11 (yo). Another method of calculating the payout is to divide the total bet in half. If a player wishes to take the bet down after a win the player would receive the whole bet not half even though only one of the two bets can win per roll. The minimum bet on C & E is double the lowest unit bet allowed at the table

Any seven: Wins if the shooter rolls a 7 with 4:1 payout. This bet is also nicknamed Big Red, since the 7 on its betting space on the layout is usually large and red, and it is considered bad luck and a breach of etiquette to speak the word "seven" at the table.

Horn: This is a bet that involves betting on 1 unit each for 2, 3, 11 and 12 at the same time for the next roll. The bet is actually four separate bets, and pays off depending on which number is actually rolled. Each individual bet has the same payout as a single bet on the specific numbers, 30:1 for 2 and 12 minus the other three bets, 15:1 for 3 and 11 minus the other three bets. If a player wins the bet he can take down all four bets instead of a single bet even though only one bet can win per roll.

Whirl or World: A five-unit bet that is a combination of a horn and any-seven bet, with the idea that if a seven is rolled the bet is a push, because the money won on the seven is lost on the horn portions of the bet. If a player wishes to take down the bet after a win he or she would receive all five units back. The minimum bet is five of the minimum units.

On the Hop, Hop or Hopping: A single roll bet on any particular combination of the two dice on the next roll including combinations whose sum is 7 (e.g. 4 and 3). For example, if you bet on "5 and 1" on the hop, you are betting that the next roll will have a 5 on one die and a 1 on the other die. The bet pays 15:1 on easy ways. Hard ways hop pays 30:1.

Field: This bet is a wager that one of the numbers 2, 3, 4, 9, 10, 11, or 12 will appear on the next roll of the dice. This bet pays 2:1 if 2 or 12 is rolled, and 1:1 if 3, 4, 9, 10 or 11 is rolled. The Field bet is a "Self-Service" Bet. Unlike the other proposition bets which are handled by the dealers or stickman, the field bet is placed directly by the player.

Players identify their Field bets by placing them in the Field area directly in front of them or as close to their position as possible. The initial bet and/or any payouts can "ride" through several rolls until they lose, and are assumed to be "riding" by dealers. It is thus the player's responsibility to collect their bet and/or winnings immediately upon payout, before the next dice roll, if they do not wish to let it ride.

Sharp Shooter Bonus Bet

The Sharp Shooter bonus bet may be made when a new shooter takes over the dice, and pays according to how many times point is made by that shooter before crapping out. The payable below shows the payouts for all scenarios for this bonus bet.

Sharp Shooter — Return Table

EVENT	PAYS	PROBABILITY
10 or more	300	0.000122
9	200	0.000178
8	100	0.000439
7	40	0.001081
6	30	0.002662
5	20	0.006557
4	8	0.016148
3	5	0.039766
2 or less	-1	0.933047
Total		1

Full List of Game Odds & Payouts

Bet	Odds Paid	House Edge	Single or Multi Roll	Win	Lose
Pass / Come	1:1	1.41%	Multi	Come out roll: 7, 11. Point established: the point number (one of: 4, 5, 6, 8, 9, 10)	Come out roll: 2, 3, 12. Point established: 7
Don't Pass / Don't Come (Bar-12 or Bar-2)	1:1	1.36%	Multi	Come out roll: 2, 3 Tie: 12 (depending on Bar) Point established: 7	Come out roll: 7, 11. Point Established: point number (i.e. 4, 5, 6, 8, 9, or 10)
Pass Odds / Come Odds	2:1 on 4,10; 3:2 on 5,9; 6:5 on 6,8	0%	Multi	Point established: the point number (one of: 4, 5, 6, 8, 9, 10)	Point established: 7
Don't Pass Odds / Don't Come Odds	1:2 against 4,10; 2:3 against 5,9; 5:6 against 6,8	0%	Multi	Point established: 7	Point established: the point number (i.e. 4, 5, 6, 8, 9, or 10)
Yo (11)	15:1	11.11%	Single	11	Any other number
3	15:1	11.11%	Single	3	Any other number
2	30:1	13.89%	Single	2	Any other number

Bet	Odds Paid	House Edge	Single or Multi Roll	Win	Lose
12	30:1	13.89%	Single	12	Any other number
Hi-Lo (2 or 12)	15:1	11.11%	Single	2 or 12	Any other number
Craps (2, 3, or 12)	7:1	11.11%	Single	2, 3, 12	Any other number
C & E (the combined bet)	3:1 on 2,3,12; 7:1 on 11	11.11%	Single	2, 3, 11, 12	Any other number
Any 7	4:1	16.67%	Single	7	Any other number
Field	1:1 on 3,4,9,10,11; 2:1 on 2,12	5.56%	Single	2,3,4,9,10,11,12	Any other number
Horn (the combined bet)	27:4 on 2,12; 3:1 on 3,11	12.5%	Single	2,3,11,12	Any other number
Whirl/World (the combined bet)	26:5 on 2,12; 11:5 on 3,11; Push on 7	13.33%	Single	2,3,7,11,12	Any other number
Hard 4 / Hard 10	7:1	11.11%	Multi	4/10 as a pair (2-2/5-5)	7, 4/10 as a non-pair
Hard 6 / Hard 8	9:1	9.09%	Multi	6/8 as a pair (3-3/4-4)	7, 6/8 as a non-pair
Big 6 / Big 8	1:1	9.09%	Multi	6/8	7

Bet	Odds Paid	House Edge	Single or Multi Roll	Win	Lose
Place 4 / Place 10	9:5	6.67%	Multi	4/10	7
Place 5 / Place 9	7:5	4%	Multi	5/9	7
Place 6 / Place 8	7:6	1.52%	Multi	6/8	7

- Maximum total win limited (?)
- Maximum inside bets (game plaques)