



**Game Procedures for Roll To Win Craps  
As Played on Aruze Gaming's Dealer Assisted ETG Craps Table**

Per “CHAPTER Lot 7200 GAMES OF CHANCE”, section Lot 7206.07(c)(2), please find below the relevant game procedures for Roll To Win Craps, a dealer assisted electronic table game offered on Aruze Gaming’s Roll To Win Craps electronic gaming table.

### **A. The Name of the Game**

Roll To Win Craps

### **B. The Object of the Game**

Roll To Win Craps is based-off of the classic table game Craps. The game involves a gaming customer, called the “shooter”, who will roll two dice on the gaming table. Before rolling the dice, the shooter, and up to nine other players, are able to wager sums of money ranging from \$1 to \$10 on various different potential betting combinations and outcomes of the rolled two dice. These wagers can be based-off of the total sum number rolled (i.e. 6, coming from a combination of the rolled dice being 1&5 or 2&4 or 3&3), the composition of the roll (i.e. 6, wagering that it is rolled as a combination of only 3&3, etc.), an associated grouping of numbers rolled (i.e. The Field, that the number rolled will be either 2, 3, 4, 9, 10, 11, or 12, etc.), or a predetermined opinion that one number will roll before another number (i.e. wagering the “Pass Line”). Wagers can also be divided into single roll bets and multi-roll bets. Single roll bets are wagers that only count for one roll from the shooter and expire immediately after that one roll. Multi-roll bets have the potential to take one or several rolls from the shooter before the outcome of the wager can be finalized. Each player will make his or her wagers on their own individual betting terminal screen. A total of ten player betting terminal screens surround the Roll To Win Craps table, with an additional dealer computer terminal used to input the rolled dice information.

A “Pass Line” bet is the most fundamental bet in craps<sup>1</sup>. A player can bet this wager by tapping their betting chip(s) on their player terminal, then placing the selected amount on their screen’s digital “Pass Line” location. When a new shooter gets the dice, his or her first roll is called a “Come Out Roll.” If this first roll is a 7 or 11, then the “Pass Line” bets win. If the first roll is a 2, 3, or 12, then the “Pass Line” bets lose. On rolls of 4, 5, 6, 8, 9, and 10, the total sum number thrown becomes known as the “point.” Then, the shooter will roll the dice until he or she either rolls the point again or rolls a seven. If the point is rolled first, the “Pass Line” bets win. If a seven is rolled first, the “Pass Line” bets lose.

Taking “Odds” is a very popular wager made after a point is made. The wager wins if the point number is thrown before a seven. A unique attribute of “Odds” wagers is that these bets pay exactly fair odds with no house edge. The “Odds” wager pays 6 to 5 on points of 6 & 8; 3 to 2 on points of 5 & 9; and 2 to 1 on points of 4 & 10.

Other very popular wagers include the “Don’t Pass Bar”, “Come” & “Don’t Come” bets, “Place” bets, and all “Proposition Bets” wagers. “Don’t Pass Bar” bets are the opposite bet of a “Pass Line” bet. On a “Don’t Pass Bar” wager, a player wins on a “Come Out Roll” of 2 & 3; or in subsequent rolls if a seven is rolled before the point (with the only deviation being a rolled 12 is a bet push instead of a win on the “Come Out Roll”). “Come Bets” are like a “Pass Line” wager

that can be made any time except during a “Come Out Roll”. Likewise, “Don’t Come” bets are similar to a “Don’t Pass Bar” bet that can be made any time except for during a “Come Out Roll”. “Place Bets” allow you to select and wager on a number without having had to first make a “Pass Line” or “Come Bet”. “Proposition Bets” are a wide variety of bets involving different dice combinations that can be made independent of the “Pass Line” point.

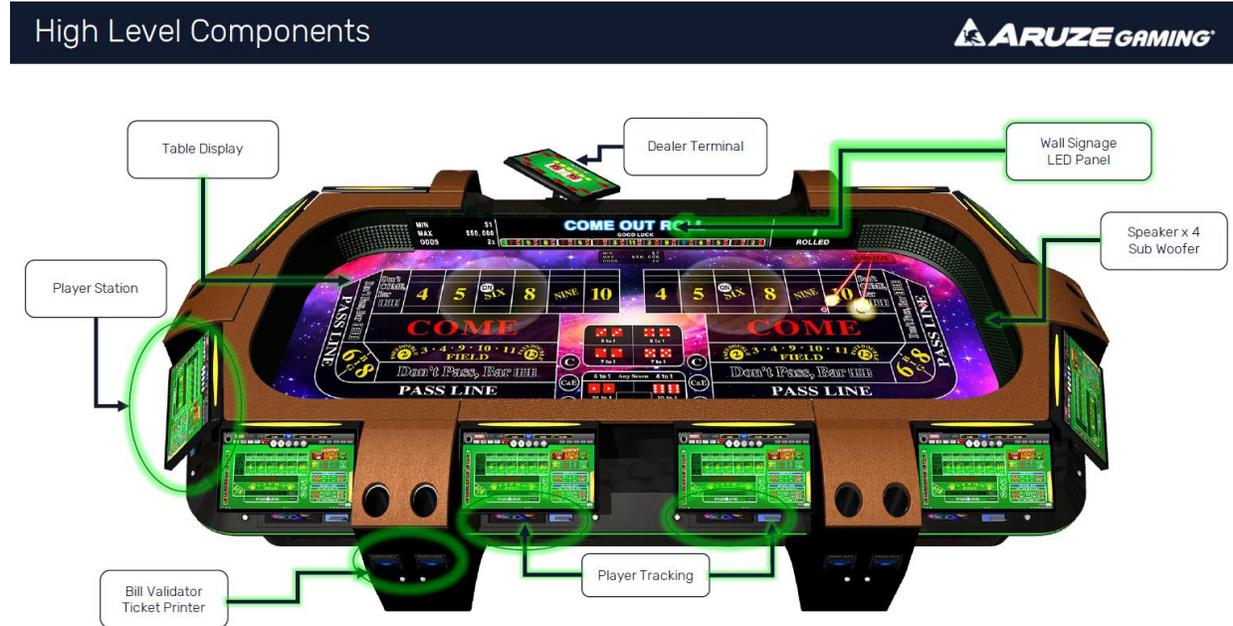
The game also offers a unique side bet known as the “Hot Shooter Jackpot” This jackpot amount is awarded based-on the roll count of the shooter. If a player wagers on this side bet and the shooter goes on a roll streak of 8 or more die rolls before sevening out, the wager wins. The payout amount depends on the number of shooter rolls and the amount wagered. The “Grand Jackpot” top payout is awarded if the shooter rolls the dice 50 or more times before sevening out with a payout amount equal to 100 times the amount wagered.

### **C. The Rules of the Game**

Players can choose to place their bets on their Roll To Win Craps betting terminal screen up until the game screen flashes “No More Bets”. At this time the dealer will motion to the player designated as the “shooter” to the roll the dice. Both dice will be thrown to the opposite side of the gaming table from where the shooter is positioned. Both dice must hit the back wall of the table and bounce away from the back wall for the dice throw to be considered a valid roll. If the dice do not bounce away from the back wall or one or both of the dice land off the table, the roll is considered a “No Roll” by the dealer and that roll is invalid, with neither a winning or losing consequence to the players. It is illegal to “scoot” the dice across the table so that they do not roll or spin. Any thrown die that do not roll or spin when thrown will result in the dealer announcing a “No Roll” and the roll being invalid. If the customer selected as the “shooter” continually makes rolls that are considered “No Rolls”, it is appropriate for the dealer to pass the dice to a new player who will then become the “shooter”.

Players are not allowed to place new bets after the “No More Bets” image flashes, nor change their bets. Once the shooter rolls a valid roll, the dealer calls out the accumulated number of the dice roll and inputs the combination of the rolled dice twice (for accuracy and game protection) into the dealer terminal. Once inputted, the LED screens on the Craps table flash the rolled number. Winning bets are paid-off based-on their corresponding odds. Each players individual betting terminal screen will display the winning bets total being added to their credit meter and the losing bets will be removed from the screen (with a decrease to the player’s credit meter). There is a “Maximum” and a “Minimum” amount that can be wagered on this game. The “Maximum” wager is \$10 per selected bet<sup>ii</sup>, the “Minimum” wager is no less than \$1 and can go up to \$10.

## D. The Equipment Used for the Game



The Roll To Win Craps gaming table consists of the main craps table with underlying LED screen, main table side display, ten player betting terminal screens and a dealer terminal. The main craps table<sup>iii</sup> and side display, as well as player terminals and dealer terminal each contain their own CPU and logic. The table is operated by a single dealer and offers chip-free and error-free operation. In addition to the table, the dealer will utilize five dice (from which two are selected to roll) and a flexible, rattan wood stick which is utilized by the dealer to move the dice around the table. In addition to the table, a real time software program is available that records each entered roll combination and the subsequent electronic player credit transactions.

## E. The Method of Play For The Game

### TERMINAL DISPLAY



Players can bet up by selecting higher chip values.



All traditional craps bets are available. Players can easily place pass line bets.



Players can set the chip value to their desired amount. This allows for more efficient betting during the limited bet time, contributing to increased house gains.

Roll To Win Craps is a fast-paced electronic table game replica of a traditional craps table game that uses computer technology to track wagers and quickly payout winning bets and settle losing bets. Each typical shooter roll takes up to 60+ seconds depending on the number of players, their wagers, and the length of time selected in the count down meter. The length of a shooter rolling

the dice will be dependent on the combinations of the dice rolled, when the shooter “sevens out”, and number of willing players present who want to be the shooter. A player will have a period of time (15 – 60+ seconds) before the shooting player is given the dice. During this time the player will utilize his or her betting terminal screen to place their wagers. Once the players have made their wagers, the dealer will announce “No More Bets” and each terminal will lock in the players’ bets. Once the wagers are finalized, the dealer will push out the dice to the shooter, who will then throw the two dice. After the dice are thrown (and if the roll is valid), the dealer will twice type in (for accuracy & game protection) the rolled dice combination. Each individual player terminal screen will show winning bets have credits added and losing bets have credits removed. After the terminals process the bets, each players’ terminal screen will reopen and allow another 15 – 60+ second window for the players to wager new bets or replicate previous bets, before the dice are rolled again and the process repeats itself.

#### **F. The Types of Wager or Wagers for the Game**



When players buy into the Roll To Win Craps game on their betting terminal screens, they are given digital credits equaling their cash dollar value buy-in. Players can make numerous wagers across their digital craps table layout per roll but are limited to a maximum bet per space wager of \$10. Bets can be made in \$1 increments between 1 – 10. Players can make wagers that may take multiple rolls to resolve as well as wagers that are resolved in one dice roll. “Contract Bets”<sup>iv</sup> are wagers that cannot be reduced after the wager is established on a point. The “Pass Line” and “Come Bets” are considered contract bets. All other wagers can be taken down, reduced, or added to during the timed betting session. The following wagers are the most popular bets in Craps<sup>v</sup>:

#### **Pass Line**

1. A Pass Line bet wins when the dice roll 7 or 11 on the first roll, a Crap (2, 3 or 12) loses, and any other number establishes a Point. When a Point Sevens-Out, the hand ends.
2. A Pass Line bet is an even-money bet.
3. The players place the bets on the Pass Line.
4. When the Come Out roll is 4, 5, 6, 8, 9, or 10, the number becomes the Point and must be rolled again to win before a 7 is rolled.
5. Once Pass bets are in action, they may not be removed from the layout until after a decision.

### **Pass Line – Odds**

1. After a point is established an additional bet can be made that the point will be repeated before a 7 is rolled. A popup will assist the player to ease wagering.
2. If the Point rolls (Passes), the Pass Line bet will be paid even money; the odds bet pay true odds.
3. Odds are not a contract bet. They may be placed or removed at any time during the betting window.
4. True odds bet payoffs for the Point numbers are as follows:
  - a. Roll of 4 or 10: 2 to 1
  - b. Roll of 5 or 9: 3 to 2
  - c. Roll of 6 or 8: 6 to 5

### **Don't Pass Line**

1. Don't Pass wins when the dice roll 2 or 3 on the first roll and lose when the dice roll 7 or 11. If 12 rolls, it is a push. Any other number establishes a Point. When a Point "Sevens Out", the hand ends, the Don't Pass wins.
2. A Don't Pass bet is even money bet.
3. The players place the bets on the Don't Pass Line.
4. When the Come Out roll is 4, 5, 6, 8, 9 or 10, a 7 must roll before the Point to win the Don't Pass bet.
5. The player cannot cancel the bets placed on this bet area after the Point has been established.

### **Don't Pass – Odds**

1. After the Point is established, the player may lay an additional odds bet on a Don't Pass Line bet by placing the odds next to the original bet. Don't Pass odds are referred to as the Lay.
2. If 7 rolls before the Point, the Don't Pass wins even money; the Lays are paid true odds.
3. Odds bets are not a contract bet and may be placed or removed at the player's discretion at any time during the betting window.
4. True odds for the Don't Pass are as follows:
  - a. Roll of 4 or 10: 1 to 2
  - b. Roll of 5 or 9: 2 to 3
  - c. Roll of 6 or 8: 5 to 6

### **Come Bets**

1. Come Bets are made on the Come Line.
2. Pass Line Bet rules apply to Come Bets.
3. Come Bets are always working once a number 4, 5, 6, 8, 9 or 10 is rolled and the bet is moved to the number.

### **Come Bet – Odds**

1. When a player makes a Come Bet and the number 4, 5, 6, 8, 9 or 10 is rolled, the player can make an additional wager called odds.
2. Come Bet Odds are off on the Come Out Roll unless turned on by the player during the betting window.
3. The odds are paid as follows:
  - a. Roll of 4 or 10: 2 to 1

- b. Roll of 5 or 9: 3 to 2
- c. Roll of 6 or 8: 6 to 5

### **Don't Come Bets**

1. Don't Come Bets are made on the Don't Come Line.
2. The rules that apply to the Don't Pass Bets also apply to the Don't Come Bets.
3. Don't Come Bets may be taken down at any time by the player during the betting window.

### **Don't Come – Odds**

1. When a player makes a Don't Come Bet and 4, 5, 6, 8, 9, or 10 are rolled; the player can make an additional bet called laying the odds or a Lay Bet.
2. Don't Come Bet odds work at all times unless removed by the player at any time during the betting window.
3. Don't Come Lay Bets are paid at the following odds:
  - a. Roll of 4 or 10: 1 to 2
  - b. Roll of 5 or 9: 2 to 3
  - c. Roll of 6 or 8: 5 to 6

### **Place Bets**

1. A player can make a Place Bet by placing a bet on any of the six Point numbers (4, 5, 6, 8, 9, and 10). A bet placed on one of the numbers is a wager that the particular number will be rolled before a 7 is rolled.
2. The player can remove a Place Bet at any time during the betting window.
3. Place Bets are off on the Come Out Roll unless the player turns them on at any time during the betting window
4. Place Bet odds are as follows:
  - a. Roll of 4 or 10: 9 to 5
  - b. Roll of 5 or 9: 7 to 5
  - c. Roll of 6 or 8: 7 to 6

### **Place to Lose Bets**

1. A wager placed on against a specific point (4, 5, 6, 8, 9, or 10) which pays at true odds.
2. Place to Lose bets win if a 7 is rolled.
3. Place to Lose Bets may be put up or removed any time at the customer's request, prior to the end of betting by the timer.
4. Place to Lose bets are always working and may be taken down at any time during an open betting window.
5. Place to Lose bets are as follows:
  - a. Roll of 4 or 10: 5 to 11
  - b. Roll of 5 or 9: 5 to 8
  - c. Roll of 6 or 8: 4 to 5

### **Big 6 and 8**

1. If a player bets on the Big 6 and 6 is rolled, the bet wins. If a 7 is rolled the bet loses. Likewise, if a player bets on the Big 8 and 8 is rolled, the bet wins; the bet loses if 7 is rolled.
2. The Big 6 and 8 are even money bets.

### **Hardways**

1. The Hardways are specific numbers made by rolling identical pairs.
2. Hardway bets can be made at any time and are on off the Come Out Roll unless the player turns them on anytime during the betting window.
3. Hardways will lose on a seven or a soft roll of the number bet. For example, hard eight will lose on seven, six-two or five-three.
4. Hardway odds are as follows:
  - a. Hard 4 (2-2) 7 to 1
  - b. Hard 10 (5-5) 7 to 1
  - c. Hard 6 (3-3) 9 to 1
  - d. Hard 8 (4-4) 9 to 1

### **Buy Bets**

1. A wager placed on a specific point (4, 5, 6, 8, 9, or 10) which pays at true odds.
2. A buy bet wins when the specific point is rolled and loses when a 7 is rolled.
3. A 5% commission is paid on the amount won on the buy bet and will be deducted from the winnings if it is won.
4. Buy bets are not working on the Come Out Roll. If a player wants them on they need to place them on during the open betting window.
5. Buy bets are as follows:
  - a. Roll of 4 or 10: 2 to 1
  - b. Roll of 5 or 9: 3 to 2
  - c. Roll of 6 or 8: 6 to 5

### **Lay Bets**

1. A wager placed on against a specific point (4, 5, 6, 8, 9, or 10) which pays at true odds.
2. Lay bets win if a 7 is rolled.
3. Lay Bets may be put up or removed any time at the customer's request, prior to the end of betting by the timer.
4. A 5% commission is paid on the amount won on the Lay bet and will be deducted from the winnings if it is won.
5. Lay bets are always working and may be taken down at any time during an open betting window.
6. Lay bets are as follows:
  - a. Roll of 4 or 10: 1 to 2
  - b. Roll of 5 or 9: 2 to 3
  - c. Roll of 6 or 8: 5 to 6

### **Field Bet**

1. When a bet is made for the field bet if a 2, 3, 4, 9, 10, 11 and 12 are rolled they win. If any of the other four numbers is rolled (5, 6, 7 or 8), the Field bet loses.
2. Field bets are one roll bets.
3. Field bets are as follows
  - a. Roll of 2 or 12: 2 to 1
  - b. Roll of 3,4,9,10, or 11: 1 to 1

### Proposition Bets (Prop Bets)

1. These bets are determined by a single roll of the dice. They either win or lose.
2. Prop bets may be made any time during the betting window.
3. Proposition Bets are paid as follows:

Single roll pay table

- a. Any 7 4 to 1
- b. Any Crap (2, 3 or 12) 7 to 1
- c. Any 11 15 to 1

### Any Craps or Eleven C & E

1. Any C & E wagers are split equally between the craps and eleven wagers. The bet is won if either a craps or eleven number is rolled.
  - a. Any Crap & Eleven (2,3,12 or 11) 2, 3, 12 for 3 to 1 and 11 for 7 to 1
  - b. Eleven 15 to 1
  - c. Craps 7 to 1

### Horn Bet

1. The Horn Bet is a combination bet covering four numbers. (2, 3, 11 and 12). A quarter of the amount bet is distributed to 2, 3, 11 and 12.
2. If any of these numbers are rolled on the next roll, the bet is paid at the table odds for the number rolled.
3. The pay table for horn bet is as follows:
  - a. 2 or 12 30 to 1
  - b. 3 or 11 15 to 1

### Hop Bet

1. The Hop Bet is determined with a single roll of the dice.
2. The Hop Bet wins if the chosen combination of the dice is rolled.
3. The pay table for Hop Bets is as follows.
  - a. Roll of "Hard" pair, (matching dice) 30 to 1
  - b. Roll of "Easy" pair 15 to 1



### Hot Shooter Jackpot

1. Hot Shooter Jackpot side game is determined by the roll count of a shooter.
2. This side game bet can be placed during the bet time of the Come-Out Roll after a 7 Out.
3. The roll count is the number of consecutive games in which the shooter rolled the dice from the Come-Out Roll after a 7 Out until the next 7 Out.
  - a. Grand: 50 rolls OR more (100x bet)
  - b. Major: 45 to 49 rolls (30x bet)
  - c. Minor: 40 to 44 rolls (12x bet)
  - d. 32 to 39 rolls: 7x bet
  - e. 24 to 31 rolls: 5x bet
  - f. 16 to 23 rolls: 3x bet
  - g. 8 to 15 rolls: 1x bet
  - h. 7 rolls and under: no win
4. Only the win for the highest achieved roll count is paid.



The image shows a game board for 'HOT SHOOTER JACKPOT'. It features a green background with a gold border. At the top, the title 'HOT SHOOTER JACKPOT' is written in a stylized, glowing font. Below the title, there are three main sections: 'GRAND', 'MAJOR', and 'MINOR'. Each section has a specific roll count and a corresponding payoff. To the left of a table, there is a gold star with the word 'ROLLED' underneath it. The table lists roll counts and payoffs. To the right of the table, there is a box labeled 'SIDE GAME BET' with a list of bet amounts.

Roll Count	Payoff
OVER 50 ROLLED	\$100
45 ROLLED	\$30
40 ROLLED	\$12
32 ROLLED	\$7
24 ROLLED	\$5
16 ROLLED	\$3
8 ROLLED	\$1

SIDE GAME BET  
\$1  
?  
\$1,000

### Power Odds Function

1. Functionality to raise the odds randomly.
2. Power Odds may be randomly displayed on any of the following bet spots when bet time ends: C, C&E, E, Hardways, Horn Bet, and Hop Bets.
3. 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.
4. Power Odds are randomly selected from the available odds as shown in the chart.

BET SPOT		POWER ODDS	
A	ANY CRAPS	10 to 1	OR 14 to 1
	C (CRAPS)	10 to 1	OR 14 to 1
B	ANY 7	13 to 2	OR 18 to 2
C	E (ELEVEN)	22 to 1	OR 30 to 1
	HOP BETS (EASY)	22 to 1	OR 30 to 1
	HORN BET (3,11)	22 to 1	OR 30 to 1
D	HORN BET (2,12)	46 to 1	OR 62 to 1
	HOP BETS (HARD)	46 to 1	OR 62 to 1
E	C&E (2,3,12)	4 to 1	OR 6 to 1
	C&E (11)	10 to 1	OR 14 to 1
F	HARDWAYS (4,10)	10 to 1	OR 14 to 1
G	HARDWAYS (6,8)	13 to 1	OR 18 to 1

### **G. The Wager Amounts for the Game**

The minimum wager for the game is \$1 per bet. During high volume days, this minimum wager may increase to \$5 or \$10 per bet. The maximum wager for the game is \$10 per bet and this is static. While a player may only bet up to \$10 per betting space, he or she may wager on multiple spaces on the digital Craps layout during each roll. The player can therefore win or lose multiple bets on one roll of the dice based-on the wagers he or she selected on his or her betting terminal screen.

### **H. The Payouts and Payout Odds for Each Wager in the Game**

The following 3 tables summarize Craps payouts and odds. Please note the first table<sup>vi</sup> focuses on all the bets that may take more than one roll to resolve. The second table<sup>vii</sup> focuses on all proposition bets. These bets either win or lose on one throw. The third table<sup>viii</sup> depicts the payouts for a typical Field Bet in a Las Vegas casino (rolled 2 pays 2 to 1, rolled 12 pays 3 to 1). Please note in Roll To Win Craps a Field Bet rolled 12 only pays 2 to 1, mimicking the rolled 2 “Probability” and “Return” columns. It does not pay 3 to 1. The “Hot Shooter Jackpot” & “Power Odds Function” return-to-player information can be found in GLI File Number MO-73-ARZ-21-45<sup>ix</sup>.

## Multi-Roll Bets in Craps

BET	PAYS	PROB. WIN	PROB. PUSH	PROB. LOSS	AVG. ROLLS	BET MADE	HOUSE EDGE PER	
							BET RESOLVED	ROLL
Pass	1 to 1	49.29%	0.00%	50.71%	3.38	1.41%	1.41%	0.42%
Don't Pass	1 to 1	47.93%	2.78%	49.29%	3.47	1.36%	1.40%	0.40%
Taking Odds 6 and 8	6 to 5	13.89%	69.44%	16.67%	3.27	0.00%	0.00%	0.00%
Taking Odds 5 and 9	3 to 2	11.11%	72.22%	16.67%	3.60	0.00%	0.00%	0.00%
Taking Odds 4 and 10	2 to 1	8.33%	75.00%	16.67%	4.00	0.00%	0.00%	0.00%
Laying Odds 6 and 8	5 to 6	16.67%	69.44%	13.89%	3.27	0.00%	0.00%	0.00%
Laying Odds 5 and 9	2 to 3	16.67%	72.22%	11.11%	3.60	0.00%	0.00%	0.00%
Laying Odds 4 and 10	1 to 2	16.67%	75.00%	8.33%	4.00	0.00%	0.00%	0.00%
Place 6 and 8	7 to 6	13.89%	69.44%	16.67%	3.27	0.46%	1.52%	0.46%
Place 5 and 9	7 to 5	11.11%	72.22%	16.67%	3.60	1.11%	4.00%	1.11%
Place 4 and 10	9 to 5	8.33%	75.00%	16.67%	4.00	1.67%	6.67%	1.67%
Don't Place 6 and 8	4 to 5	16.67%	69.44%	13.89%	3.27	0.56%	1.82%	0.56%
Don't Place 5 and 9	5 to 8	16.67%	72.22%	11.11%	3.60	0.69%	2.50%	0.69%
Don't Place 4 and 10	5 to 11	16.67%	75.00%	8.33%	4.00	0.76%	3.03%	0.76%
Buy 6 and 8 *	23 to 21	13.89%	69.44%	16.67%	3.27	1.46%	4.76%	1.46%
Buy 5 and 9 *	29 to 21	11.11%	72.22%	16.67%	3.60	1.32%	4.76%	1.32%
Buy 4 and 10 *	39 to 21	8.33%	75.00%	16.67%	4.00	1.19%	4.76%	1.19%
Buy 6 and 8 **	23 to 20	13.89%	69.44%	16.67%	3.27	0.69%	2.27%	0.69%
Buy 5 and 9 **	29 to 20	11.11%	72.22%	16.67%	3.60	0.56%	2.00%	0.56%
Buy 4 and 10 **	39 to 20	8.33%	75.00%	16.67%	4.00	0.42%	1.67%	0.42%
Lay 6 and 8 *	19 to 25	16.67%	69.44%	13.89%	3.27	1.22%	4.00%	1.22%
Lay 5 and 9 *	19 to 31	16.67%	72.22%	11.11%	3.60	0.90%	3.23%	0.90%
Lay 4 and 10 *	19 to 41	16.67%	75.00%	8.33%	4.00	0.61%	2.44%	0.61%
Lay 6 and 8 **	19 to 24	16.67%	69.44%	13.89%	3.27	0.69%	2.27%	0.69%
Lay 5 and 9 **	19 to 30	16.67%	72.22%	11.11%	3.60	0.56%	2.00%	0.56%
Lay 4 and 10 **	19 to 40	16.67%	75.00%	8.33%	4.00	0.42%	1.67%	0.42%
Hard 6 and 8 (US)	9 to 1	2.78%	69.44%	27.78%	3.27	2.78%	9.09%	2.78%
Hard 6 and 8 (AU)	19 to 2	2.78%	69.44%	27.78%	3.60	1.39%	4.55%	1.26%
Hard 4 and 10 (US)	7 to 1	2.78%	75.00%	22.22%	3.27	2.78%	11.11%	3.40%
Hard 4 and 10 (AU)	15 to 2	2.78%	75.00%	22.22%	3.60	1.39%	5.56%	1.54%

## Proposition Bets

BET	PAYS	WAYS TO WIN	WAYS TO LOSE	PROB. WIN	HOUSE EDGE
2, 12, and all "hard" hop bets	33 to 1	1	35	2.78%	5.56%
2, 12, and all "hard" hop bets	32 to 1	1	35	2.78%	8.33%
2, 12, and all "hard" hop bets	31 to 1	1	35	2.78%	11.11%
2, 12, and all "hard" hop bets	30 to 1	1	35	2.78%	13.89%
2, 12, and all "hard" hop bets	29 to 1	1	35	2.78%	16.67%
3, 11, and all "easy" hop bets	16 to 1	2	34	5.56%	5.56%
3, 11, and all "easy" hop bets	15 to 1	2	34	5.56%	11.11%
3, 11, and all "easy" hop bets	14 to 1	2	34	5.56%	16.67%
Any craps (2, 3, or 12)	7 to 1	4	32	11.11%	11.11%
Any craps (2, 3, or 12)	7.5 to 1	4	32	11.11%	5.56%
Any seven	4 to 1	6	30	16.67%	16.67%

Field Bet — 2 or 12 pay 3-1					
	NUMBER	PAYS	COMBINATIONS	PROBABILITY	RETURN
	2	2	1	0.027778	0.055556
	12	3	1	0.027778	0.083333
	3, 4, 9, 10, 11	1	14	0.388889	0.388889
	5, 6, 7, 8	-1	20	0.555556	-0.555556
Total			36	1	-0.027778

## **I. The Rules Governing any Game Point System Established by the Licensee**

Only valid dice rolls count when deciding wagers<sup>x</sup>. If a player disputes the validity of a dice roll with the dealer a Floor Supervisor or Shift Manager may assist in finalizing the validity of the roll. The nature of the wager (i.e. single roll proposition wagers, potential multi-roll bets) dictate when the wager can be settled as well as if the wager can be “removed” by the player from the digital Craps table wagering spots on the player’s betting terminal screen in between rolls. If a player has a dispute with the outcome of any roll it can be researched and investigated utilizing surveillance cameras and the Roll To Win Craps table’s internal accounting software. All wagers are made digitally on the players individual betting terminal screens. The screen captures the wagers data, eliminating human error in both payouts and improperly removing active wagers. No verbal bets may be given during a Roll To Win Craps game. No actual, physical plastic chip wagers may be placed by a player on the Roll To Win Craps electronic table. Any actual, physical plastic chips placed on the Roll To Win Craps electronic table are invalid bets. All bets must be placed utilizing the player’s digital betting terminal screen.

<sup>i</sup> The majority of the following general Craps betting information comes from the reputable gaming website Wizard of Odds ([www.wizardofodds.com](http://www.wizardofodds.com)), that is run by UNLV actuarial science and mathematics Prof. Michael Shackleford

<sup>ii</sup> Per current New Hampshire Lottery Commission state regulations

<sup>iii</sup> Per *Gaming Laboratories International* Report “PA-31-ARZ-19-01-015” on the Roll To Win Craps unit

<sup>iv</sup> Per Aruze Gaming’s “Roll To Win Craps Game Play 12-16-20” Document

<sup>v</sup> Per Aruze Gaming’s “Roll To Win Craps Game Play 12-16-20” Document

<sup>vi</sup> <https://wizardofodds.com/games/craps/basics/> “Summary of Multi-Roll Bets” section

<sup>vii</sup> <https://wizardofodds.com/games/craps/basics/> “Proposition Bets” section

<sup>viii</sup> <https://wizardofodds.com/games/craps/basics/> “Field Bet” section

<sup>ix</sup> Per *Gaming Laboratories International* Report “MO-73-ARZ-21-45-015” on the “Roll to Win Craps” Personality Programs and Associated Software

<sup>x</sup> Valid dice rolls are discussed under Section C. “The Rules of the Game”