

# Card Craps

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## How to Play

Card Craps is a Las Vegas-style Craps game that uses cards to determine the outcome of the hand. There are six (6) numbered cards, each card representing the side of a six-sided cube. The shooter rolls the cubes to the opposite side of the table. The number on each cube dictates which cards are used to determine the winning roll. For example: if the shooter rolls a two and a four the second and fourth cards are used to determine the winning hand.

## Pass Line Bet

The Pass Line wins on a 7 or 11 and loses on a 2, 3, or 12 on the come out roll. If a 4, 5, 6, 8, 9, or 10 is rolled it is called "the point". The bet wins if the point is rolled and loses if a seven is rolled. Taking the odds (3x, 4x, and 5x) on the Pass Line is an optional wagers after the point is established.

## Don't Pass Bet

The Don't Pass Line wins on a 2 or 3, loses on a 7 or 11, and pushes on a 12 on the come out roll. If a 4, 5, 6, 8, 9, or 10 is rolled it is called "the point". The bet wins if a seven is rolled and loses if the point is rolled. Laying the odds (max lay is 6x) is an optional wager on the Don't Pass Line bet after the point is established.

## Place Bets

A Place Bet is an optional bet on the 4, 5, 6, 8, 9, or 10 and wins if the number is rolled before a seven.

## Lay Bets

A Lay Bet is a bet against the number and wins if a seven is rolled before the 4, 5, 6, 8, 9, or 10.

## Come Bets

The Come Bet is like a Pass Line Bet after the point is established and wins on 7 or 11 and loses on 2, 3, or 12.

## Don't Come Bets

The Don't Come Bet is like a Don't Pass Line Bet after the point is established and wins on 2, 3, or 12 and loses on 7 or 11.

## Field Bets

The Field Bet is a one-time bet that the next roll will be a 2, 3, 4, 9, 10, 11, or 12. All bets win even money except for the 2 and 12, which pay double.

Cubes do not determine the outcome. See game for details.