

## Game Objective

**Craps** is an entertaining and exciting game of chance played with two regular dice with face values from 1 to 6. The objective of the game is to predict the outcome of the total of the two dice, based on your selected bets.

## Game Rules

There is a wide selection of bets available on a Craps table, each type having its own payout and conditions for winning, and each type requiring different dice totals to be rolled. Some bets are resolved in one roll while others may take several rolls until they are resolved.

The game happens in two phases: the **Come Out** phase and the **Point** phase. You can place bets during both these phases. For each roll, the two dice are thrown by the dice launcher into the opposite wall of the table. The result is displayed when the two dice have come to a rest on the table.

The puck in the user interface will show if the next roll is a **Come Out** roll (the puck says "OFF") or a **Point** roll (the puck says "ON"). This is useful to know since you can place different bets depending on in which phase you're playing.

OFF

LOSE	LOSE	LOSE	LOSE	LOSE	LOSE
4	5	6	8	9	10
WIN	WIN	WIN	WIN	WIN	WIN



ON

LOSE	LOSE	LOSE	LOSE	LOSE	LOSE
4	5	6	8	9	10
WIN	WIN	WIN	WIN	WIN	WIN



The game flow begins with a Come Out roll (“OFF”) for the fundamental Pass Line or Don't Pass bets. If the sum of the two dice 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 you push on the Don't Pass bet if the sum is 12. Your bets then are returned and the game ends. Either way the bet is resolved and a new Come Out roll will start.

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 next to the rolled total on the betting grid or highlight. The game remains in the Point roll phase until a total of 7 is rolled, or the same point number is rolled once again.

Unlike other bets that can be placed at any roll phase, bets on the Pass Line or Don't Pass Line are available only during the Come Out phase (puck will show “OFF”). If you joined the game during the Point roll phase, you can participate in the roll by placing bets on Come or Don't Come. These bets are much like the Pass Line and Don't Pass Line bets, except that you will get a new rolled point number marked by your chips.

Regardless of the game phase, you can always place bets before the next roll of the dice during the betting time.

To play, select which bets you would like to make and place your chips on the betting table accordingly.



NOTE: To learn Craps at your own pace in an interactive way, click/tap on the Craps Menu icon and select “LEARN CRAPS”.

## Bet Types

All bets in Craps are grouped into two categories: **Multi-roll** bets and **One Roll** bets, each being an independent bet and having its own payout.

### Multi-roll Bets

These bets may not be settled on the first roll and will stay on the table until the total of 7 is rolled or the same chosen or established point number is rolled.

- A. **Pass Line bet** — this bet is available only during the Come Out phase (puck shows “OFF”). You win if the two dice total is a 7 or 11, and you lose if the sum of the rolled dice is 2, 3, or 12. During the Point roll, you win if the two dice rolled the same point number before a 7.
- B. **Don't Pass** — this bet is available only during the Come Out roll phase (puck shows “OFF”). During the Come Out roll, you win if the two dice rolled a 2 or 3, and you push if the rolled sum is 12 and your bet is

returned. If the two dice rolled 7 or 11, you lose. During the Point roll, you win if the two dice rolled a 7 before the same point number is rolled.

- C. **Come bet** — this bet is only available during the Point phase (puck shows “ON”). You may place as many Come bets as you wish while in this phase. The bets on Come win if 7 or 11 is rolled, and lose if a total of 2, 3, or 12 is rolled. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the bottom left corner of the rolled number to mark the point. You win if the same point number is rolled again before a 7.
- D. **Don't Come** — this bet is available only during the Point roll phase (puck shows “ON”). You may place as many Don't Come bets as you wish while in this roll phase. The bets on Don't Come win if the total of 2 or 3 is rolled, and you push if the rolled sum is 12 and your bet is returned. If the two dice rolled 7 or 11, you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the upper left corner of the rolled total to mark the point. You win if a total of 7 is rolled before the same point number is rolled again.
- E. **Take Odds** — this bet is available only for Pass Line or Come bets that have an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This is called “Take Odds” because it pays true odds of the established point against a 7. This bet will win together with your Pass Line or Come bet. The maximum Odds bet that can be placed is based on the multiplier specified in the Bet Limits and is multiplied by your bet on Pass Line or Come bet accordingly.
- F. **Lay Odds** — this bet is available only for Don't Pass or Don't Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This bet also pays true odds against the established point and will win together with your Don't Pass or Don't Come bet. The maximum Odds bet that can be placed is based on the multiplier specified in the Bet Limits and is multiplied by your bet on Don't Pass or Don't Come bet accordingly.
- G. **Place to Win bet** — you bet that a total of 4, 5, 6, 8, 9 or 10 will be rolled before a 7. Select the number that you believe will be rolled and place your bet on the corresponding bet spot labeled “WIN”. You will win if this number is rolled before 7.
- H. **Place to Lose bet** — you bet that a 7 will be rolled before a total of 4, 5, 6, 8, 9 or 10. Select the number you would like to bet against and place

your bets on the corresponding bet spot labeled “LOSE”. You will win if a 7 is rolled before this number.

- I. **Hardways bet** — you place your bet on any or all pairs of Hardways (2 and 2, 3 and 3, 4 and 4, and 5 and 5). You win if the exact pair is rolled. These bets lose if any combination of a 7 is rolled or an easy combination (not a pair) of the total is rolled. For example, a bet on Hardways 4 will win if the dice show 2 and 2, but lose if it shows 3 and 1 — or any combination of 7. You can choose to place your bet on all Hard numbers by clicking/tapping on “HARDWAYS” on the betting grid. Bets will be placed as long as your balance is sufficient and the maximum bet limit has not yet been reached.

## One Roll bets

Each One Roll bet is valid for one roll only and will be resolved after every roll. One Roll bets can always be placed, during both Come Out roll and Point phases. You can choose to place on all One Roll bets by clicking/tapping on “ONE ROLL” on the betting grid. The bets will be placed as long as your balance is sufficient and the maximum bet limit has not yet been reached.

- J. **Field bet** — this bet covers all totals of 2, 3, 4, 9, 10, 11, 12. It pays 1:1, except for the total of 2 and 12 that pays 2:1.
- K. **Seven bet** — this bet covers any rolled combination of 7 (1 and 6, 2 and 5 etc).
- L. **Craps bet** — this bet covers any of the Craps numbers, which are totals of 2, 3 or 12.
- M. **Crap 2 bet** — place your bets exactly on the total of 2.
- N. **Crap 3 bet** — place your bets exactly on the total of 3.
- O. **Crap 12 bet** — place your bets exactly on the total of 12.
- P. **Eleven bet** — place your bets exactly on the total of 11.
- Q. **C · E bet** — this bet covers the combination of any Craps total (2, 3 and 12), and on Eleven (11). If any of the Craps numbers are rolled, you get paid 3:1 but if 11 is rolled, you get paid 7:1.

## Payouts

Your payout depends on the type of placed bet.

BET	PAYOUT
Pass Line / Don't Pass Line	1:1
Come / Don't Come	1:1
Take Odds Pass Line / Come	2:1
4 or 10	3:2
5 or 9	6:5
6 or 8	
Lay Odds Don't Pass Line / Don't Come	1:2
4 or 10	2:3
5 or 9	5:6
6 or 8	
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
<b>ONE ROLL BETS</b>	
Field	1:1
3, 4, 9, 10, 11	2:1
2 or 12	
Seven	4:1
Craps	7:1
Crap 2	30:1
Crap 3	15:1
Crap 12	30:1
Eleven	15:1
C · E	3:1
2, 3, 12	7:1
11	

Malfunction voids all pays and play.

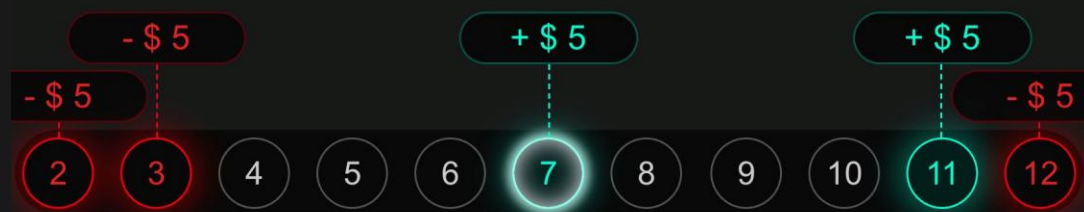
## Return to Player

The optimal theoretical return to player (RTP) percentage is 99.17% based on the Don't Pass Line and Don't Come bet if the bet on Don't Pass Line/Don't Come equals the bet on the Odds bet and both have either won or lost.

The RTP range is 83.33%–99.17%.

## My Numbers

A list of all possible totals of a roll of two dice (totals 2–12) is shown to guide you as you play the game. As you place your bet, the corresponding dice total to win on that bet spot will be highlighted. You will also be shown the possible wins or losses for each possible dice total.



Naturally, if you have placed a bet on multiple bet spots, My Numbers will continue to update and aggregate the possible wins or losses for the dice totals that have multiple bets on them.

You can also choose to bet directly from My Numbers. Hovering over a specific number will highlight the corresponding bet spots on the betting grid. Simply click on the number if you want to bet on all the highlighted bet spots.

The yellow highlight shown on My Numbers indicates the last winning result. This will be updated as the new roll result appears.

## Turn Off Bets

You can turn off placed bets on Place to Win, Place to Lose and Hardways bet spots, so that following rolls will not resolve them. This can be done either during the Come Out phase or for the next roll independent of the current game phase. To turn bets off, go to the Craps Menu and under Turn Off Bets, toggle either “DURING COME OUT” or “FOR NEXT ROLL ONLY”.

If you select “DURING COME OUT”, bets that are turned off will not be resolved while the game is in the Come Out phase (puck “OFF”), no matter how many rolls that takes. Once the game enters the Point roll phase (puck “ON”), turned off bets will start working again.

If you select “FOR NEXT ROLL ONLY”, bets that are turned off will not be resolved for the next roll, no matter which phase the game is in. After the next roll, turned off bets will start working again. You can use this feature a set number of times only, within a time limit. The remaining number of times you can use it is shown next to the name of the feature in the Craps Menu.

When you have bets that are turned off, you can still place new bets on any bet spot. Bets on bet spots other than Place to Win, Place to Lose, and Hardways will be played normally, however, additional bets on Place to Win, Place to Lose and Hardways bet spots will be turned off, according to the Turn Off Bets setting you selected.

If you turn off bets during betting time, bets will be off for the same game round. If you turn off bets after betting time is over, bets will be off for the next round.

## Keep Winning Bets

The Keep Winning Bets feature lets you customize your betting experience on our Craps table. To toggle it on or off, click/tap the Craps Menu button.

- If the Keep Winning Bets feature is toggled “ON”, your winning bet will be automatically placed on the same bet spot for the next roll. If there was a disconnection followed by a successive reconnection to the game, this setting will remain active.



- If the Keep Winning Bets feature is toggled “OFF”, your original bet from the winning bet spot will be refunded to your balance.

## Easy Mode

Try Easy Mode to enjoy the excitement and fun of Craps in a version of the game with fewer bets.

To turn it on, click/tap “EASY MODE” in the Craps Menu. You can switch to Easy Mode at any time when you have no bets placed other than Place to Win and One-Roll bets. If you want to leave Easy Mode, click/tap “PLAY CRAPS” in the Craps Menu.

Easy Mode does not affect RTP.

✈️ ROLL BEFORE 7 TO WIN ✈️					
<b>WIN 4</b> 9:5	<b>WIN 5</b> 7:5	<b>WIN 6</b> 7:6	<b>WIN 8</b> 7:6	<b>WIN 9</b> 7:5	<b>WIN 10</b> 9:5


  

✈️ ONE ROLL ✈️			
<b>SEVEN</b> 4:1	PAYS DOUBLE <b>2</b> 3·4·9·10·11 <b>FIELD</b>		PAYS DOUBLE <b>12</b>
 30:1	 15:1	 15:1	 30:1

## Roll History

The Roll History display shows the last roll results. The most recent result is shown as dice, while others are shown as numbers denoting dice totals.

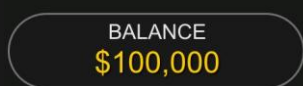
To view Roll History in more detail, click/tap on the triangle icon at the end of the Roll History display.

	10	6	8	9	2	10	8	8	10	8	8	▲
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## Place Bets

The BET LIMITS panel shows the minimum and maximum allowed bet limits at the table, which may change from time to time. Open the Bet Limits to check your current limits.

To participate in the game, you must have sufficient funds to cover your bets. You can see your current BALANCE on your screen.



The TIMER displays the duration of betting time. After it expires, betting is closed, and no more bets can be accepted.



In the classic view, the TRAFFIC LIGHTS tell you the current status in the game round by informing you when you can bet (GREEN light), when betting time is nearly over (YELLOW light), and when betting time has expired (RED light).



The CHIP DISPLAY allows you to select the value of each chip you wish to bet. Only chips of denominations that can be covered by your current balance will be enabled.



Once you have selected a chip, place your bet by simply clicking/tapping the appropriate bet spot on the game table. Each time you click/tap the bet spot, the amount of your bet increases by the value of the selected chip or up to the maximum limit for the type of bet you have selected. Once you have bet the maximum limit, no additional funds will be accepted for that bet, and a message will appear above your bet to notify you that you have bet the maximum.

During betting time, you can remove or move some bets from one bet spot to another.

To remove a bet, click/tap on it then drag and release outside of the betting grid. If you decide to leave the table while the betting time is still open, no changes for your moved or removed bets will be made.

Moving a bet removes the chip from its original bet spot and places it on a new one. To move a bet, click/tap on it and drag it to the desired bet spot. If you drag the bet but do not release it or try to drop it on an unavailable bet spot, your action will be canceled and the bet will return to its original spot.

Removing and moving a bet is allowed for any bets except for bets on Pass Line or Come bet spots when their respective point has been established. Note that based on optimal strategy, bets on Don't Pass Line and Don't Come bet spots should not be removed.

Moreover, bets can be added to existing bets, thus increasing them. The only bets that cannot be increased are Pass Line / Don't Pass Line and Come / Don't Come bets when their respective point has been established.

The REPEAT button allows you to repeat all bets from the previous game round. Unresolved bets do not affect the REPEAT function, however, if you place any new chips on any bet spot, the REPEAT button will not be available for that game round.



The DOUBLE (x2) button becomes available after you have placed any bet. Each click/tap doubles all your bets up to the maximum limit. Note that you must have a sufficient account balance to double ALL your placed bets.

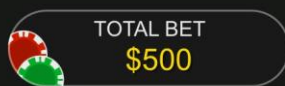


The UNDO button removes the last bet you placed.



You can click/tap the UNDO button repeatedly to remove bets, one by one, in the reverse order in which they were placed. You can clear all your bets by holding the UNDO button.

The TOTAL BET indicator displays the total amount of all bets placed in the current round.



## Live Support

Contact Live Support for game-related inquiries.



## Chat

Chat with other players and/or with a game presenter.



## Sound

Sound controls all sounds in the game.



## Game History

Game History displays your Evolution game rounds and results.



## Settings

Settings let you customize user preferences that are saved to your profile.



## Game Number

Each game round (dice roll) is identified by a unique GAME NUMBER.

# 21:10:10

This number reflects when the game round began in terms of GMT by *hour: minute: second*. Please use this game number for the reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

## Error Handling

If there is an error in the game, system, or game procedure, the game round will be temporarily paused while the game host notifies the service manager. You and other players will be notified via Chat, or by an on-screen pop-up message, that the issue is being investigated. If the manager can immediately resolve the error, the game round will continue as normal. If immediate

resolution is not possible, the game round will be canceled, and the initial bets will be refunded to all the players who participated in the game round.

If a wrong game result was previously registered, the issue shall be investigated and corrected accordingly. The next round may be canceled, and if this occurs, all unresolved bets will be returned and the game will be reset to the Come Out phase (puck showing “OFF”). In case of maintenance, the Stop Table procedure will be initiated. During this period, while the Multi-roll bets are being played out, only new One Roll bets will be allowed. Once all bets are resolved, the table will be inactive until the end of the maintenance period.

## Disconnection Policy

If you are disconnected from a game round, any placed bets remain valid and are settled in your absence. Upon reconnecting, you can view the bet outcomes in the History window.

## Automated Chat Moderation

Players' messages in Chat are subject to automated decision-making. In cases of misuse, such as the abuse of the game host or other players or inappropriate and/or offensive language, the player will be issued a warning. If the warning is disregarded, chat privileges will be disabled. If you disagree with any automated decision, we encourage you to contact your Casino support for further assistance.

## More Games

Evolution Lobby — easy game selection without exiting your current game until a new game is chosen.



## Shortcut Keys

Shortcut keys can be used to quickly perform useful game functions.

KEY	FUNCTION
Number Keys from 1 onwards	Select the desired chip from the chip display. Key “1” corresponds to the leftmost chip with the lowest value. Key “2” selects the next highest value chip, and so on.
SPACEBAR	Press SPACEBAR to double your bet.
CTRL+Z (CMD+Z), DELETE, BACKSPACE	Undo your last bet. Hold for 3 seconds to remove all your bets.
	When applicable, the ESC key can be used to:
ESC	<ul style="list-style-type: none"><li>• Exit the full-screen mode</li><li>• Close an open pop-up window (History, How To Play, Settings, etc.)</li></ul>

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