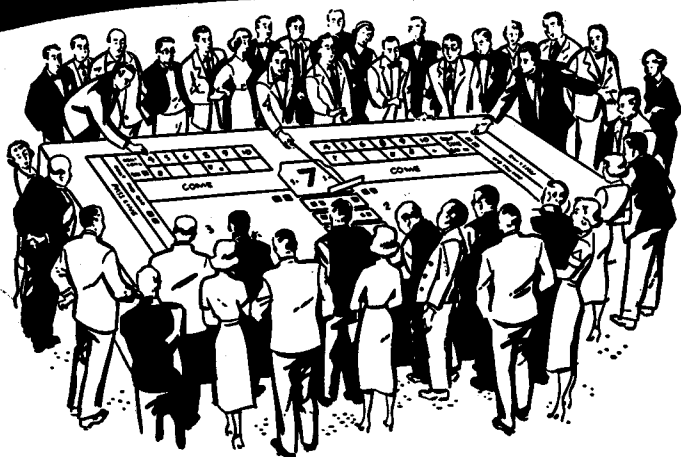


*Play To Win!*



# NEVADA CRAPS

**WHAT EVERY PLAYER  
SHOULD KNOW!**

- HOW GAME OPERATES
- RULES TO FOLLOW
- HOW TO FIGURE ODDS

## THE MAGIC OF A PAIR OF DICE

From the early days of Babylon the playing with dice has brought thrills and enjoyment to all people ranging from royalty to peasant.

No one has yet invented a game that can compare with Craps for suspense and excitement. The urge to try one's luck with dice is so compelling that few can resist playing after being an onlooker for even a brief period of time. While dice have been "borrowed" for the playing of many games, these remarkable six sided cubes are primarily associated with Craps.

Dice is a great leveler of persons—age, temperament, education, background, are all forgotten in the heat of the game. It brings out, as nothing else can, the elemental urge in us to make an alliance with Lady Luck. The desire to win and be lucky often brings more satisfaction than the actual gains.

Dice tables are today found in most Casinos throughout the world, where they are heavily patronized. At one time considered a man's game, Craps is now enthusiastically played by both sexes.

The action and speed of a craps game is truly phenomenal, because every roll of the dice can shift the fortunes of the players. And if it is your good fortune to play this fascinating game with the basic knowledge and understanding it requires, you will be well rewarded.



**E. S. LOWE COMPANY, INC.**

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## ESSENTIALS OF PLAYING CRAPS

The game of craps is really much simpler than it may seem to the beginner. It is played with one pair of dice made either of celluloid, ivory, bone or plastic. These

dice are perfect cubes, in exact balance, weight and size. They are numbered on their sides with dots of contrasting color, each side having from 1 to 6 dots. When placing the dice together, they are so made that they will total "sevens" on all sides. With these two identical dice you can roll out eleven different numbers by adding the number of dots on the faces of the dice. These numbers are 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12. They can be made in 36 ways by various combinations of faces.

The first roll of the dice is very important. If the numbers 7 or 11 appear these are "naturals" and the thrower wins. On the other hand, should the numbers 2, 3 or 12 turn up, these are "Craps" and the one rolling the dice loses.

In any event, the player may continue to roll the dice. If any other number thrown on the first roll such as a 4, 5, 6, 8, 9 or 10 shows up, this is termed the players "point." The dice must be rolled again until either the number reappears (in which case the player wins) or a seven shows up before the point (in which event the player loses and relinquishes the dice).

Each winning roll for a point or a natural roll is called a pass. The greater the number of passes, the more the player wins. After a failure to make a pass, the player turns the dice over to the next player in a clock-wise rotation.

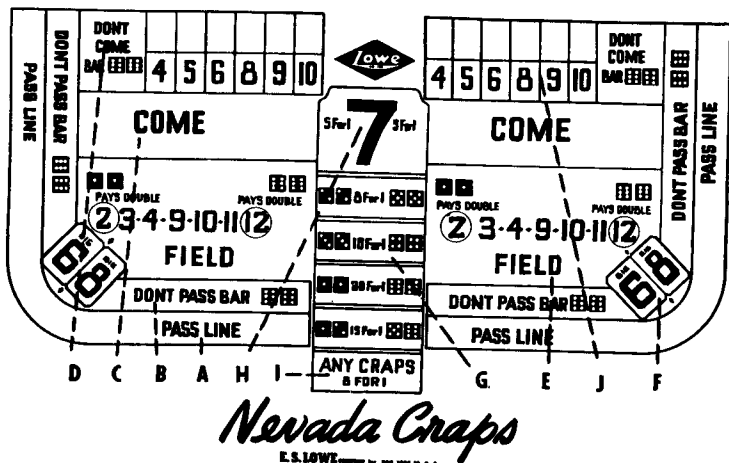
The person casting the dice makes a wager that he will either roll a winning point or a "natural." This bet is covered by the banker and the other players can also bet either with or against the player. When all wagers are made, the player is free to roll the dice.

## HOW TO PLAY WITH LAYOUT

NEVADA CRAPS is played as described on the previous page with the addition of the use of a layout on which the dice are rolled and wagers are made.

The layout is divided into different sections according to the bets to be made. All bets are covered by the banker.

Illustrated below is a diagram of the layout, keyed with detailed explanations covering all methods of wagering with the layout.



"come point." You likewise win on "naturals" and lose on "craps." If a 7 shows up before your "come point" you lose.

**D: DONT COME**—You bet AGAINST the thrower ANY-TIME AFTER the first roll. Play is reversed from that of COME, except standoff on 12.

**E: FIELD**—In this section, you bet on any one roll that one of these numbers comes up: 2, 3, 4, 9, 10, 11 or 12. On a 2 or 12 you receive two to one, the other numbers paying even money. If 5, 6, 7 or 8 turn up, you lose.

**F: BIG 6 & 8**—You bet on either of these numbers appearing before the first seven. If you win, you collect even money. Not affected by a "crap." You can remove your wager at any time during the roll.

**G: HARD WAYS**—Numbers here must be made in exact combinations as shown. For example a six is to be made with 3-3 etc. If you win you receive odds. You lose if the same number is rolled in another way or if a 7 comes up.

**H: ANY 7**—You bet that the next roll is a 7. If it shows up, you win odds of 5 to 1; otherwise you lose.

**I: ANY CRAPS**—You bet that the next roll is a 2, 3 or 12. If any other number is rolled you lose. If you are right, you collect 8 to 1.

**J: THE ODDS**—This section of the layout lists the numbers on which you can place a bet once a "point" is made (either the dice thrower's point on the first roll or a come point on a succeeding roll.) You can get odds WITH the dice or give odds AGAINST the dice. A marker placed by the dealer shows the odds bet. For odds on each number, see table on last page.

**A: PASS LINE**—When you are the thrower or betting WITH the thrower you place a wager here before each new pass. This is an even money bet.

**B: DONT PASS LINE**—Place your wager here if you wish to bet AGAINST the thrower. You play the game in reverse losing on a first roll of 7 or 11 or if player makes his point. You win on a 2 or 3. If a 12 is rolled, it's a stand-off and no one wins.

**C: COME**—You bet WITH the thrower ANYTIME AFTER the first roll. Any number that comes up is your

# POSSIBLE WAYS TO MAKE POINTS

| Number                     |  | Can Make        |
|----------------------------|--|-----------------|
| 2                          | 1 + 1                                    | 1 Way           |
| 3                          | 1 + 2, 2 + 1                             | 2 Ways          |
| 4                          | 1 + 3, 3 + 1, 2 + 2                      | 3 Ways          |
| 5                          | 1 + 4, 4 + 1, 2 + 3, 3 + 2               | 4 Ways          |
| 6                          | 1 + 5, 5 + 1, 2 + 4, 4 + 2, 3 + 3        | 5 Ways          |
| 7                          | 1 + 6, 6 + 1, 2 + 5, 5 + 2, 3 + 4, 4 + 3 | 6 Ways          |
| 8                          | 2 + 6, 6 + 2, 3 + 5, 5 + 3, 4 + 4        | 5 Ways          |
| 9                          | 3 + 6, 6 + 3, 4 + 5, 5 + 4               | 4 Ways          |
| 10                         | 4 + 6, 6 + 4, 5 + 5                      | 3 Ways          |
| 11                         | 5 + 6, 6 + 5                             | 2 Ways          |
| 12                         | 6 + 6                                    | 1 Way           |
| 11 different numbers ..... |  | Made in 36 Ways |

There are 36 possible combinations. If the dice are rolled for a sufficient length of time, the numbers will be made in the same proportions as shown in the table of combinations above.

Because Craps is a game of chance, there are a number of variable elements that may determine whether or not a player can win.

Among them is a knowledge of the odds, on which there is further information on the next page. Then there is a matter of timing, the ability to "sense" when the dice are cool. There are cycles which with patience and self-control can be made to work for the player.

Playing control, which means a method of play that is consistent should be adhered to with possibly changing to more liberal betting when the player is winning, is an approved method of operation.

And no dice player can ignore Luck. For unknown reasons, some players are "luckier" than others—some dice are more friendlier. Most players however, have both their good and bad days, because Lady Luck is very fickle.

## HOW TO CALCULATE THE ODDS

NEVADA CRAPS has odds that are based on the theory of the law of probabilities. This theory operates most accurately over an extended period of time.

For example, if the play is of sufficient duration, with every 36 rolls each number will appear in its exact proportion to the total 36 roll cycle, as is shown below:

### CYCLE OF 36 ROLLS

| NUMBER      | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
|-------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| TIMES MADE: | 1   | 2   | 3   | 4   | 5   | 6   | 5   | 4   | 3    | 2    | 1    |

The Table below gives you complete information on the correct odds, the odds the bank pays and the average percentage of bank profit.

### PAYING ODDS AND BANK PROFIT

|   |                         |
|---|-------------------------|
| Pass Line (even bet) .....                          | 1.414%                  |
| Don't Pass Bar (even bet, standoff on 12).....      | 1.402                   |
| Don't Come Bar (even bet, standoff on 12).....      | 1.402                   |
| Come (even bet) .....                               | 1.414                   |
| Field (2, 3, 4, 9, 10, 11, 12) pays double on       |                         |
| 2 and 12 .....                                      | 5.26                    |
| Big 6 & 8 .....                                     | 9.09                    |
| Hard way Nos.    Point    Pays Odds    Correct Odds |                         |
| 2 - 2)  |                         |
| 5 - 5)  | 7 to 1    8 to 1.....   |
| 3 - 3)  |                         |
| 4 - 4)  | 9 to 1    10 to 1.....  |
| One Roll Bets:    7                                 | 4 to 1    5 to 1.....   |
| 11- 3   | 15 to 1    17 to 1..... |
| 12  | 30 to 1    35 to 1..... |
| Any Crap  | 7 to 1    8 to 1.....   |
| Place Bets:    4-10                                 | 9 to 5    2 to 1.....   |
| 5- 9  | 7 to 5    3 to 2.....   |
| 6- 8  | 7 to 6    6 to 5.....   |
| Commission Bets:    Straight .....                  | 5.00                    |
| Overall average bank profit (%) .....               | 12.368%                 |

Careful Study will help you determine the type of play that is best calculated to give you the best run for your money.

# NEVADA CRAPS



PLAY...  
AS THE EXPERTS PLAY!