

## ***“Card Craps”™***

The objective of “Card Craps” is to establish (make) a “point and then remake it. To determine the point we have what is called a come out. There are two lines that run around the layout. One is the Pass Line (Line, Hit or Pass for short). The other is the Don’t Pass Line (Don’ts or Miss for short).

A bet placed on the Pass Line wins on naturals, SEVEN and ELEVEN, (eleven is always called YO, this is because in a busy game, eleven sounds very similar to seven), and loses on Craps TWO, THREE and TWELVE. A point is one of these remaining numbers: 4,5,6,8,9 or 10

Once a point has been established, the game changes, the Players now have to remake that number before throwing a seven (seven out), to win. Only these two numbers matter (7 and the point) while trying to remake the point. All additional bets now placed on the table are side bets.

### **PLAY**

“Card Craps” uses two decks, in conjunction with a shuffle machine, both decks are 24 cards each, Ace through 6, giving you 48 cards total. As with other shuffle machine games, “Card Craps” uses 48 red cards and 48 blue cards. While one color is being played the other color is being shuffled. Only TWO

Cards are used from the 48, then they are reshuffled.

### **“NO CALL BETS”™**

“Card Craps” has a special bet called the “No Call.” This bet now makes “Card Craps” the exact same odds as craps. The “No Call” can be bet anytime and is a ONE roll only bet. The “No Call” means that the two cards are going to be the same suit. This bet pays 3-1. When two cards of the same suit appear, the “No Call” bet wins, however there is no action to be taken on the table. The “No Call” is the same as a No Roll. It does not matter if the cards total 7 and it is a 7 out, or a 7 winner. No wager on the table wins or loses. After a “No Call”, players may pull their bets back or make fresh bets.

### **Pass Line**

1. When you play the Pass Line and the dealer dealer deals a 7 or 11 on the first hand, you Win.
2. If the dealer deals a 2, 3, or 12 (Craps) you lose.
3. If any other number is dealt (4, 5, 6, 8, 9, or 10), is becomes you Point. Your point must be dealt again before 7 for you to win.

### **Don’t Pass**

1. When you play the Don’t Pass and the first hand is dealt, 3 or 12 (Craps), you Win. If the hand is dealt 2, you push.
2. If the hand is dealt 7 or 11, you lose.
3. If any other number is dealt (4,5,6,8,9,or 10), it become the point. Your bet will be moved behind that number. You are betting against the point. Therefore, the 7 must be dealt before the point for you to Win.

### **Come**

After a Point is established, you may play the Come. The same rules apply to the Come as they do on the Pass Line, the only exception being your bet is moved aboard the number.

### **Don’t Come**

You may play the Don’t Come at any time. The same rules apply. To the Don’t Come as they do to the Don’t Pass.

### **Field**

The field is a one time bet and may be played at any time. Winning Field numbers are (2 pays double), (3,4,9,10,11 pays even), and (12 pays triple).

### **“Seven”**

“Seven may be played at any time. When you play “Seven” and 7 shows, you Win 4 to 1.

### **Horn Bet**

When you place a Horn Bet, you are wagering that a Craps (2,3,or 12) or 11 will show on that hand. If 2 or 12 shows, your bet is paid 6.75 to 1. If 3 or 11 shows, your bet is paid 3 to 1.

### **Hard Ways**

“One Time Bets” (or Hopping) may be played every hand. When you bet Hard Ways “One Time”, you are betting the cards will pair in that hand as follows; 2&2, 3&3, 4&4, 5&5, before 7 or that number unpaired (easy).

### **Any Craps**

When you play Any Craps, you’re betting the call will be 2,3, or 12 (Craps). The betting areas and payoffs are clearly marked on the “Card Craps” layout.

### **Place Bets**

You may bet ton the numbers ( 4, 5, 6, 8, 9,10) in any combination or individually. Place Bets are made in increments of 5 on the (4, 5, 9, 10), 6 on the 6 and 8, and the 4 & 10 pay 9 to 5. Any of these numbers may be bought for a 5% commission. Ask your dealer for more information on Buy bets. Place Bets and Buy bets may be put up, turned off, or taken down any time.