

CRAPS

Game description

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GAME DESCRIPTION

Craps is a game played using two dice where the result of the shooter's roll determines whether they and the other players will win their bets. In a single-player version (such as Universal Cabinets), the player is also the shooter.

Types of rolls

Craps game is divided between several rolls of dice and bets are related to those rolls. Since Craps is a complex betting game, for easier understanding, the game can be divided into cycles. The **come-out roll** is the first dice roll at the beginning of each game cycle. One **game cycle** lasts from the come-out roll until a 7 is rolled or the established Point (certain dice total) is rolled again. Bets that remain in a cycle until a particular total is rolled are called **multi-roll bets**. Some multi-roll bets become **contract bets**, meaning they are locked in a designated betting field throughout multiple rolls until a chosen outcome appears. The opposites are **single-roll bets** that end with that particular roll.

One roll of the dice can result in a total of:

- 2, 3 or 12 (which are known as Craps numbers),
- 4, 5, 6, 8, 9 or 10 (also known as the Points),
- 7 or 11.

List of single-roll bets

Single-roll bets are won when the relevant outcome is rolled right after the bet has been placed. The winning outcomes for each bet are the following:

- Field bet: 2, 3, 4, 9, 10, 11, or 12
- Big bet: 8, 9, 10, 11, or 12
- Small bet: 2, 3, 4, 5, or 6
- C (Craps): 2, 3, or 12
- E (Eleven): 11
- C&E: 2, 3, 11, or 12
- Seven: 7
- Any Craps: 2, 3, or 12
- Horn bets (only a certain dice combination): 1-1, 1-2, 5-6, or 6-6
- Hop bets (only a certain dice combination):
 - Hopping Hard ways: 2-2, 3-3, 4-4, or 5-5;
 - Hop bets: 1-3, 1-4, 1-5, 1-6, 2-3, 2-4, 2-5, 2-6, 3-4, 3-5, 3-6, 4-5 or 4-6.

List of multi-roll bets

All multi-roll bets are resolved when the relevant dice outcome appears. Relevant outcomes for each of the multi-roll bet are the following:

- Take Odds bet: the established Point.
- Give Odds bet: 7 before the established Point.
- Come Odd bet: the established Come Point.
- Don't Come Odd bet: 7 before the Come Point.
- Place bet: 4, 5, 6, 8, 9, or 10.
- Buy bet: 4, 5, 6, 8, 9, or 10 (usually paid less than the Place bet).
- Lay bet: 7 (before the Point to which it has been placed).
- Big 6: 6.
- Big 8: 8.
- Hard ways (only on certain dice combination): 2-2, 3-3, 4-4, or 5-5.

Playing surface

The Craps playing surface is divided into several betting fields where the player can place their chips. There are some betting fields to which chips are transferred when certain outcomes appear.

NOTE: All bets are named after the betting fields except when betting field names contain the word "bar". In that case, the word "bar" is excluded from the bet name.

Established Point

This term is used to describe a situation where the dice total equals 4, 5, 6, 8, 9 or 10 in the come-out roll.

Come/Don't Come Point established

This term refers only to the Come and Don't Come bets, and describes a situation when the initial Come and Don't Come bets are placed and the second roll dice total equals 4, 5, 6, 8, 9 or 10. This total becomes a Come/Don't Come Point and it does not equal the initially established Point.

Marker puck

Standard behavior



Picture 1

Craps uses a marker puck to indicate a Point established after the come-out roll. The initial position of the puck is in the upper part of the Don't Come bar betting field, set to OFF (black). If the Point is established in the come-out roll, the puck is turned over to ON (white) and placed on top of the Point's betting field. The puck moves back to its original position when a 7 is rolled or the Point is rerolled.

Marker puck set to OFF after the cash out

A special G4Setting in Param.ini, "Puck can be reset=1", determines whether the marker puck will return to its initial OFF position after the player performs a cash-out on their device (after 15 seconds by default). This feature is available **only for single play**, which means that only one player is interacting with the game. Therefore, this setting is available on all Play Stations where the game is generated internally (InternalRNG) as well as on Universal Cabinets. All G4 Settings needed for this feature to work properly are described later in this document (see chapter "[G4 Settings Affect Marker Puck Behavior](#)").

Marker puck manually set to OFF



The marker puck can be manually transferred to its initial OFF position when the player taps the ON/OFF puck button (Picture 2). This button will appear whenever there is no puck-related bet placed during the game cycle.

Puck-related bets are:

- Pass Line,
- Don't Pass,
- Come,
- Don't Come bets,
- Come Point, Don't Come Point bets, and
- the Lucky Shooter special bet. The special bet explanation is in a separate special bet manual, while others are described in the following chapters.

Picture 2

The special icon in the roll history bar indicates when the puck was set to off (see Picture 3). With this feature, the puck will be automatically set to OFF when the player performs a cash-out on their device (after 15 seconds by default).

The puck-to-OFF feature is enabled when **the Puck can be reset** setting is set to 2 in G4 Settings in Param.ini. It is available **only for single play**, which means that only one player is interacting with the game. Therefore, this is available on all Play Stations where the game is generated internally (Internal RNG) as well as on Universal Cabinets. All G4Settings needed for this feature to work properly are described later in this document (see chapter "[G4 Settings Affect Marker Puck Behavior](#)").



Picture 3: The example shows that the puck was set to OFF after the Point was established.

Pass Line bet

The Pass Line bet is a multi-roll bet where a player bets on the dice reaching a certain total. The Pass Line bet can only be placed before the come-out roll (see its betting field in Picture 4). If the total of both dice in the come-out roll equals 7 or 11, the player wins the Pass Line bet but if the total equals Craps (2, 3 or 12), they lose. When the total equals 4, 5, 6, 8, 9 or 10 - a Point is established. With the Point established, the bet becomes a **contract bet**. The player cannot remove or reduce their bet and a small lock is displayed over their chip(s) (see Picture 5) in the betting field. The bet is lost if the 7 is rolled and won if the established Point is rerolled.

NOTE: Getting Craps does not affect the Pass Line bet after a Point has been established.



Picture 4



Picture 5

Don't Pass bet

This bet must be placed before the come-out roll. The bet wins if, on the come-out roll, a total of 2 or 3 appears. The bet is lost if 7 or 11 are rolled. If a 12 is rolled on the come-out roll, the bet is a push. After the Point has been established, the bet wins if 7 appears before the Point, otherwise it loses. Unlike the Pass Line bet, this bet is **not a contract bet**.

Once the bet has been taken down or reduced, the player cannot place the bet again until the next game cycle begins.

NOTE: Pass and Don't Pass bets are excluding bets. When the player places their bets on Don't Pass, they cannot bet on Pass Line at the same time.



Picture 6

Come bet



Picture 7

The Come bet is also a **contract bet**. The bet can be placed AFTER the come-out roll Point has been established and it should not be mistaken with the Pass Line bet. The player places their chips in the Come betting (see Picture 8) field and if, in the second roll, the dice total equals 4, 5, 6, 8, 9 or 10, this becomes a Come Point and the player’s chips are moved into the respective Point’s betting field (see Picture 7). The Come bet wins if a 7 or an 11 appear and loses if 2, 3 or 12 are rolled. If any other Point is rolled in the following rolls, those rolls do not affect the contracted Come bet Point. The player can place another Come bet when their first Come Point has been established. The following roll determines the second Come Point. Note that there can be several Come Points placed during one game cycle.

If there is a Pass Line Point established and the player placed the Come bet for the first time in the current game cycle, the Pass Line Point bet will be resolved and that Point will become a Come bet Point.



Picture 8

Don't Come bet



Picture 9: Initial Don't come betting field (left) and the Don't come Point betting field.

This bet can only be placed AFTER the come-out roll Point has been established. The player places their chips in the Don't Come betting field. If, in the second roll a Point appears, it becomes the Don't Come Point and the player’s chips are moved to that Point’s betting field. This bet wins if 7 appears before the Don't Come Point. Opposite to the Come bet, this bet also wins if the next roll a 2 or a 3 appear and loses if a 7 or an 11 are rolled. If a 12 is rolled, the bet is a push. In all following rolls, the Don't Come bet loses if a 7 is rolled before the Don't Come Point or Craps.

NOTE: Come and Don't Come bets are excluding bets. When the player places their bets on Don't Come, they cannot bet on Come at the same time.

Odd bets

After a Point has been established on the come-out roll, the player can make an additional Odd bet with their initial Pass Line, Don't Pass, Come or Don't Come bet. The Odds window will pop up after the next roll, offering a multiplication of the player's initial bet. In order to close the pop-up window, the player must tap elsewhere on the playing surface or select one of displayed multipliers.

The Odds bets can also be manually placed, reduced or removed if the Odds pop-up window was closed before the player could select a desired bet multiplier. This can be done by the player both tapping the selected chip and tapping inside the betting field or simply dragging and dropping the chip. The initial wagering amount can be multiplied up to the maximum multiplier noted in the Odds pop-up window (every time before the next roll) before the Odds bet has been resolved.

Since these are **multi-roll** bets, they will stay until a particular outcome appears. **All Odd bets may be taken down, reduced or increased at any time before they are resolved.**

The Odd bets are affected only by a 7 or the established Point (4, 5, 6, 8, 9 or 10).

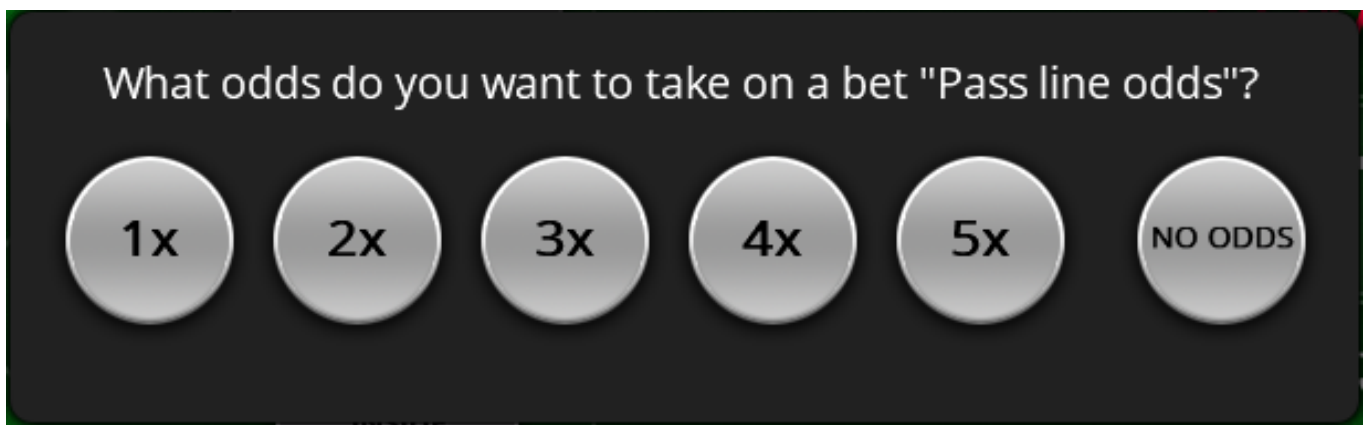
Take Odds bet

When a player has the initial Pass Line Point placed, they can also back it up with the Take Odds bet. Their aim is for that Point to roll again before 7. At first, the Odds pop-up window appears to notify the player they can "take odds" and offers them a sequence of available multipliers for their original bet. The Take Odds bet can also be manually placed, reduced or removed before the next roll by player tapping the selected chip and tapping inside the betting field or drag and dropping it. The initial wagering amount can be multiplied up to the maximum multiplier noted in the Odds pop-up window (before any other roll) before the bet has been resolved.

When the player decides to "take odds", their chips are transferred to the left of the current Pass Line bar (in the Take Odds betting field).



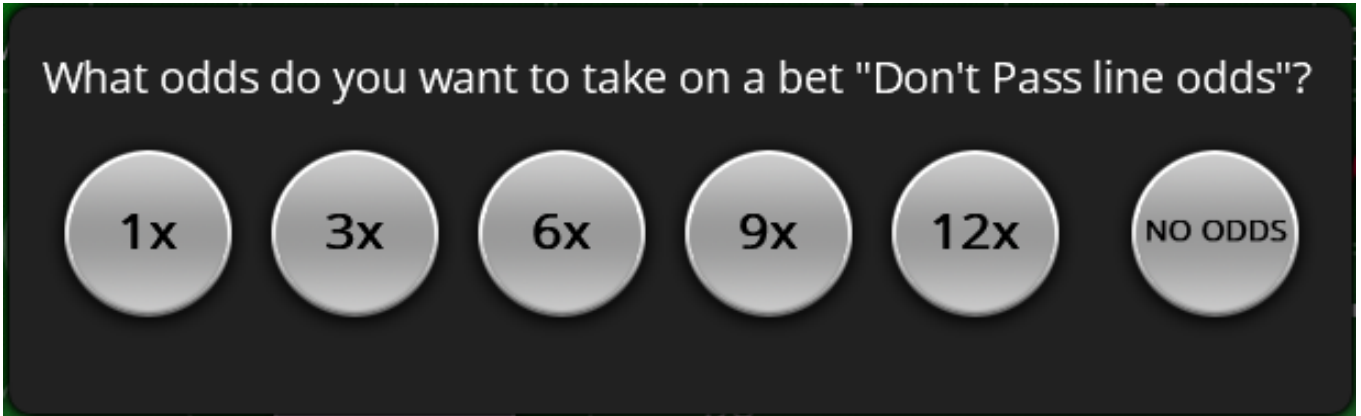
Picture 11



Picture 10: The Odds pop-up window

Give Odds bet

If the player has placed their bet on the Don't Pass bar betting field, also back it up by "giving odds". Like with the previous bet, they may choose a certain multiplication of the initial bet in a pop-up window or by tapping on a chip afterwards (Picture 12). When they decide to "give odds", their chips are transferred to the left side of Don't Pass Bar with Give Odds field added (Picture 13).



Picture 12



Picture 13

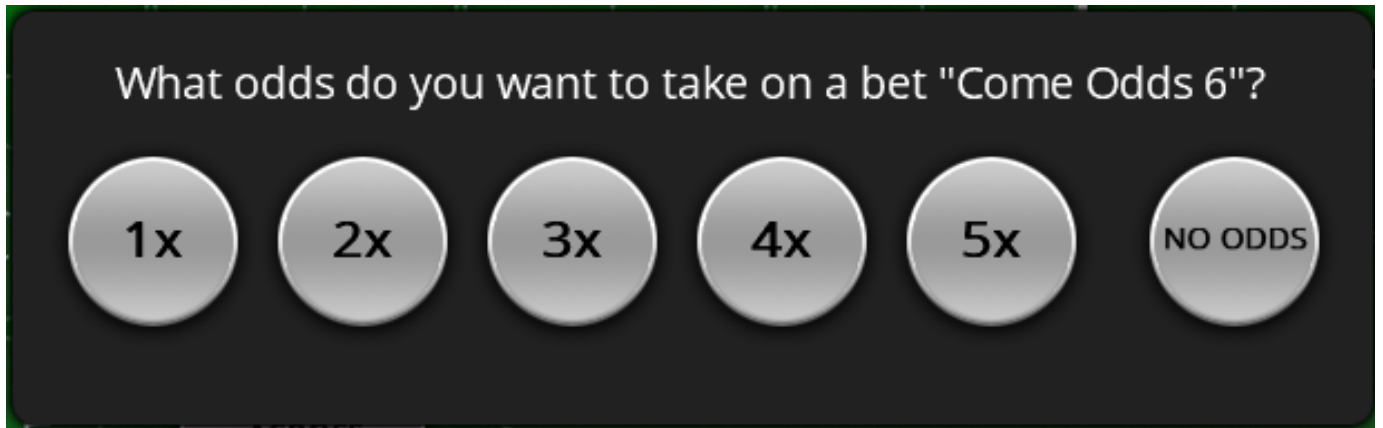
Come Odd bet



Picture 14

The Come Odd bet can be placed after a Come bet Point has been established. The player may back up their initial bet either by choosing the desired multiplier of the initial amount, when the pop-up Odd window appears (see Picture 15) or tapping on transferred chips after the pop-up has disappeared. Chips are transferred to a newly available Come Odd Point's betting field. When the Come Point is established and the player backs it up with an Odd bet, chips are moved to that Point's betting field, on the Come Odd section. The player aims for the Come Point to appear before a 7 is rolled. This is not a contract bet and it may be reduced or removed before it is resolved.

Picture 14 shows a 9 being established as a Point and an 8 being a Come Point that the player chose to back it up with 5 times their initial bet. The chips are transferred to the Come Odd betting field.



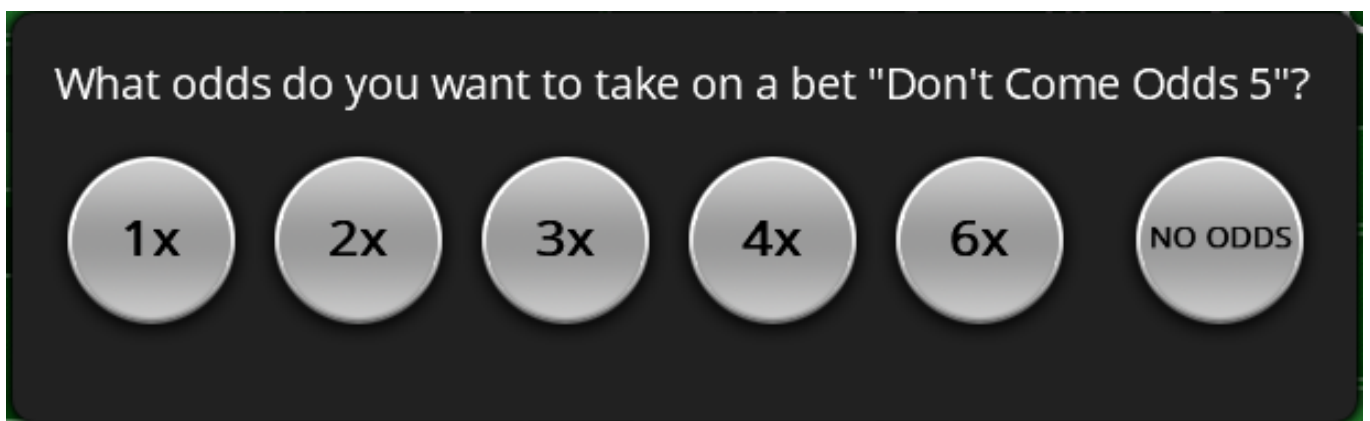
Picture 15

Don't Come Odd bet

Don't Come Odd bet can be placed after the Come Point is established with the Don't Come bet already placed. Here the player aims for a 7 to be rolled before the Come Point. The player can choose the desired multiplier of the initial amount when the pop-up Odd window (see Picture 16) appears or tapping on transferred chips after the pop-up window has disappeared. If the player decides to back up their initial bet with Don't Come Odds, their chips are transferred to a newly available Don't Come betting field of that Point.



Picture 16 shows a Point 9 being established and 5 being a Don't Come Point and a player chose to back up their Don't Come bet with three-times their initial bet. The chips are transferred to the Don't Come Odd betting field.

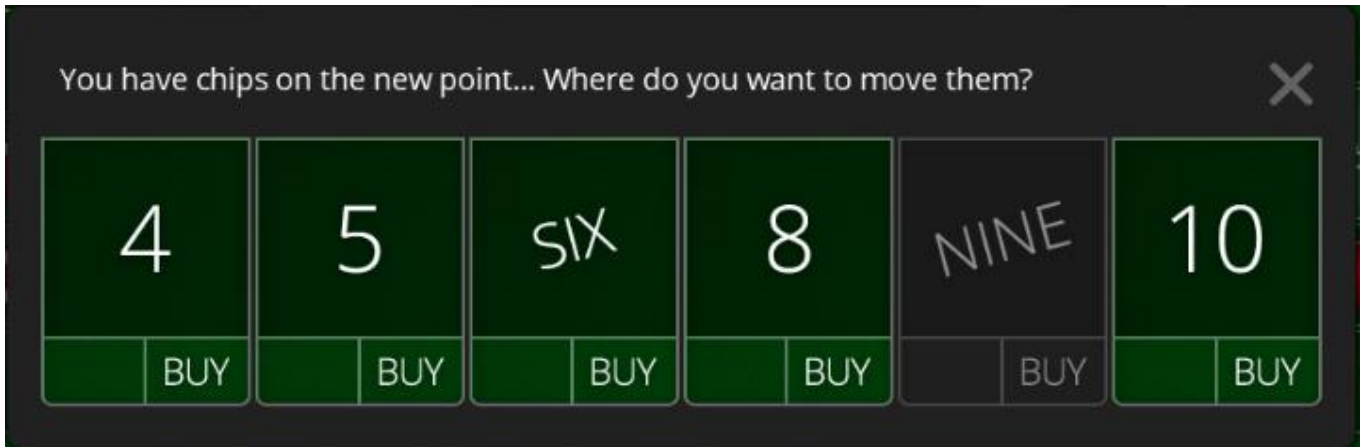


Picture 16

Point bets

Point betting fields that correspond to a particular Point are arranged around that Point’s place. At the bottom, the player can wager on Place or Buy bets, at the top – on the Lay betting field. All bets can be placed before or after a Point has been established.

Wagering the Place and/or Buy bets on the come-out roll will, after the Point has been established, resolve the Buy or Place bet of that Point. If both bets are placed, both will be resolved if that Point is reestablished. With Place/Buy wagers on the come-out roll, the Point window will pop up if (see Picture 17) in a Point is established offering the player a choice to move the Place/Buy bets to the respective field of another Point.



Picture 17



Picture 18

Place bet

This is a **multi-roll** bet where the player bets on a certain Point (4, 5, 6, 8, 9, 10) being rolled before a 7. The player places their chips on the designated lower left part of that Point’s betting field and they can bet on as many Points as they like.

Buy bet

With this **multi-roll** bet, the player is betting on a chosen Point to be rolled before a 7. The bet can be placed after a Point (4, 5, 6, 8, 9, or 10) has been established in the come-out roll and it may be removed or reduced after any subsequent roll before it is resolved. The player places their chips on the designated section, in the lower right corner of the Point’s betting field. The Buy bet is paid less as the Place bet.

Lay bet

When the player bets on a **multi-roll** Lay bet, they are expecting a 7 to be rolled before any Point. They place their chips on the designated section of that Point’s number. This bet can also be reduced or removed any time before it is resolved.

NOTE: 2, 3, 11, 12 do not affect Lay, Buy or Place bets as well as any other Point that the player did not put their bet on.

NOTE: Depending on the pay table, the player can either place their bet on the Place or the Buy bet or both at the same time. When placing bets on Buy and/or Place betting field, the player cannot place their bet on Lay.

Field bet

This is a **single-roll bet**. The player can place their bets on the betting field named Field before the next roll. The player is betting on 2, 3, 4, 9, 10, 11 or 12 being rolled before 5, 6, 7 or 8. Depending on the selected pay table, some outcomes pay more than others (2 and 12 are usually paid double; selecting EL602, rolling 12 will be paid triple).



Picture 19

Big 8 and Big 6 bet



Picture 20

The betting fields for these bets are located at the right of the Don't Pass bar. The bet wins when a 6 (the Big 6 betting field) or an 8 (the Big 8 betting field) is rolled and loses when a 7 rolls. It is a **multi-roll bet**. The bet may be placed at the beginning of each roll. Depending on the pay table, the player may bet either on Big 6 or Big 8, or on both bets at the same time.

Big bet and Small bet



Picture 21

Both of these bets are **single-roll bets** where player aims for:

1. The next dice outcome to result in 8, 9, 10, 11 or 12 – **Big bet** or
2. The next dice outcome to result in 2, 3, 4, 5 or 6 – **Small bet**.

The bet may be placed on any roll. The player aims for certain outcome to appear before 7. Depending on the pay table, the player may bet either on Big or Small, or both bets at the same time.



C (Craps)

This is a **single-roll** bet where the player can bet on a 2, 3 or 12 dice total in the next roll. If any other outcome appears, the bet is lost. The round betting field is located in between the Pass Line and the Hard Ways betting fields.

E (Eleven)

This is a **single-roll** bet where the player aims for an 11 in the next roll. If any other outcome appears, the bet is lost.

C&E (Craps & Eleven)

The C&E betting field is placed between C and E fields. The bet is a combination of previously described bets and it is a **single-roll bet**, where the player aims for 2, 3, 11 or 12 to be rolled. If any other outcome appears, the bet is lost.

Picture 22

Hard Ways tab

Tapping the Hard Ways tab will display the following single and multi-roll bets. The number next to the “Hard Ways” sign in the grey tab button shows the sum of all currently placed wagers (see Picture 22).



Picture 23

Hard Ways bets

Hard Ways bets are the number combination bets that have a lesser chance of appearing than the so-called “easy ways”. For example, there are three ways to roll a 10 but only one of them is a 5-5. Hard Ways bets are **multi-roll bets**. The objective of this bet is for dice totals of 4, 6, 8 or 10 to be formed by 2-2, 3-3, 4-4 or 5-5 respectively; otherwise, the bet is lost (along with 7 being rolled). Depending on the settings, the Hard Ways bets can be found under the Hard Ways tab, on the left of the Craps playing surface. The player must tap the Hard Ways tab if they wish to wager on one or more Hard Ways bets. The “# of rolls since last” next to each dice combination shows how many times the dice have been rolled since a certain dice combination (that would resolve this bet) appeared. Example in Picture 23 shows that 3-3 and 2-2 combinations have not been rolled for 71 rolls and the 4-4 combination has not been rolled for 4 rolls.

Seven

The Seven bet is a **single-roll bet** located under the Hard Ways bets tab. By placing a bet in the Seven betting field, the player wagers that a 7 will be rolled on the next roll, using any number combination.

Horn bets

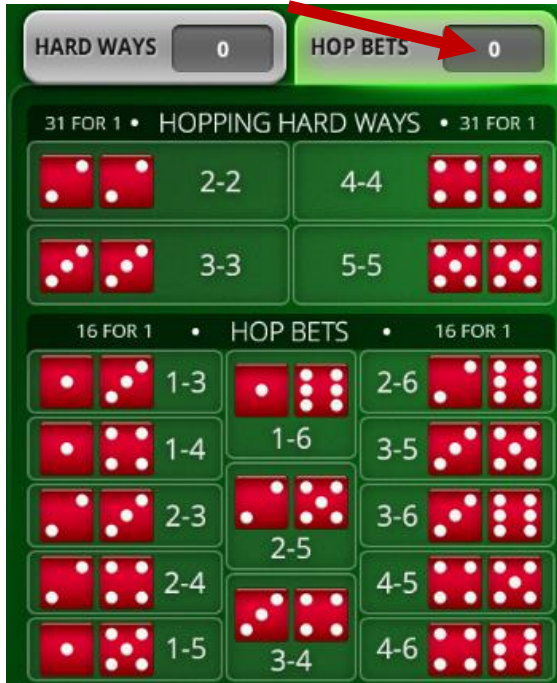
Horn bets are **single-roll bets** that deal with the dice combination of 1-1 (total of 2; Snake Eyes), 1-2 (total of 3, Ace-Deuce), 5-6 (total of 11, Yo) and 6-6 (total of 12, Boxcars). Only one combination can win, while the others lose. The player can choose to bet on a single combination or place a bet in the middle “Horn Bet” field. This splits the wagered amount equally among all four combinations.

Any Craps

This is another **single-roll bet** that wins if the one the Craps totals (2, 3 or 12) is rolled in the next dice roll. The bet loses if any other total is rolled.

Hop bets tab

Tapping the Hop bets tab will display the single-roll bets. The number next to the “Hop bets” sign tab button shows the sum of all currently placed wagers (see Picture 24).



Picture 24

Hop bets

All Hop bets are **single-roll** bets. The player wagers on one or more betting fields expecting the specific dice combinations to appear in the next roll. In the Hop bets tab, a player can choose among several bets (and betting fields) divided into two groups:

1. **Hopping Hard Ways** where player can bet on 2-2, 3-3, 4-4 or 5-5;
2. **Hop Bets** where player may bet on 1-3, 1-4, 1-5, 1-6, 2-3, 2-4, 2-5, 2-6, 3-4, 3-5, 3-6, 4-5 or 4-6 to be rolled.

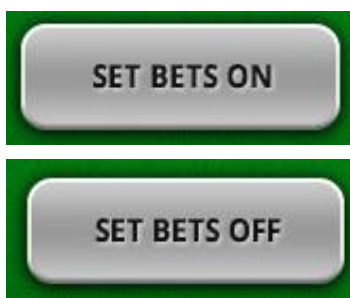
Hopping Hard Ways are bets which are less likely to appear than the Hop Bets.

SPECIAL BUTTONS

Special buttons enable faster betting. In order to use the Press, Across, Inside or Outside buttons, the Set bets button must be set to On.

The Press, Inside and Across buttons only work when Pass Line, Don't Pass, Field or one of the single-roll bets is placed and after the come-out roll.

Set bets On/Off



Picture 25

Switching the Set bets button to off, the following bets will be disabled for the next roll:

- Place
- Lay
- Buy
- Odds bets (Take Odds and Give Odds)
- Hard Ways (2-2, 3-3, 4-4 and 5-5)

Switching the bets off means that the next dice outcome will not affect them. They will also not be affected by the Clear Last Bet, Double Bet or Repeat Last Bet buttons. When set to Off, placed bets can be increased, reduced or removed. Lay bets become enabled after a Point is reestablished or a 7 is rolled. Odds bets are removed when a Point is reestablished. Other bets stay disabled (off).

If the marker puck is manually switched to off (Puck can be reset = 2), bets that meet the on/off condition will also be set to off.

If a player wishes to set the active bets or newly placed bets to off, they can do so by tapping the Set bets Off button (again) before the next roll.

After a 7 (7-out) is rolled, wagering on Place and Buy betting field will automatically set bets to off. To activate them, the player is required to tap the Set bets On button.

All placed bets decrease the Playable credit meter regardless of them being set to on or off.

If the player deactivates placed bets, the player can be required to either place additional active bets or enable deactivated bets to **meet the conditions for starting the next game round**. If the conditions are not met, the "BETS ARE NOT VALID YET!" message will be displayed across the History Bar.



Picture 26

Press



Picture 27

Tapping the Press button will double the last winning Point bet. The player can increase the bet by tapping the button once or multiple times until the betting limit is reached.

Inside

Tapping the Inside button will put individual Place bets on 5, 6, 8 and 9, except the one established as a Point.

For example, if 9 has been established as the Point in the come-out roll, chips are placed in the Place betting field under 5, 6 and 8.

Across

Tapping this button will wager a Place bet on all Points except on the established one. For example, if 6 has been established in the come-out roll, the chips are placed in Place betting field under 4, 5, 8, 9 and 10.

Outside

Tapping this button makes a Place bet on 4, 5, 9 and 10, except in the established Point's betting field. For example, if the established Point of the current cycle is 5, the chips will be placed in Place brackets under 4, 9 and 10).

INITIAL GUI (GLOBAL VERSION)



1 Interface controls:

- **Cashout:** When no bets are on the table, tapping this button will pay out the player’s credit via ticket printer or hand pay, if the credit exceeds the limit for ticket payouts.
- **Credit:** Displays the total of player’s credits.
- **Playable:** Displays the amount the player can bet.
- **Main information display:** In this window the player receives information on when to start placing bets, when to hurry up and when the bets are closed. Messages about errors which may occur on the Play Station are also displayed in this window.
- **Call attendant/Concierge:** Signals the attendant of the gaming device and/or entering into operator menu.
- **Flags:** Changes the language of the entire player’s interface to the language of the selected flag.
- **Options Menu:**
 - **Show Winnings:** As the user places their bets, the possible winnings are displayed for each bet, if that number will be drawn. Possible winnings display is enabled or disabled by moving the slider.
 - **Show Hints:** With enabling this option different hints that facilitate the game for the user.
 - **Show Bet Limits:** Enabling this option displays bet limits over the existing Craps layout.
 - **Reserve station:** Enabling the option allows player to reserve a station (PS or UC) for a short time.
 - **Help/Rules:** Displays the help screen.

- 2 Betting Information:**
 - **Player** currently logged in.
 - **Bet:** Displays the amount currently wagered on the table.
 - **Last Win:** Displays the amount won in the previous game.
 - **Last Bet:** Displays the amount of the last placed bet.

- 3 Special bets**

If a special bet is enabled, displays its betting field.

- 4 Craps**

The game layout where the player places their bets.

- 5 Win Condition**

Displays the win condition for the next roll. The winning dice totals for the next roll are colored blue.

- 6 Special buttons**

Set bets On/Off, Press, Across, Inside, Outside buttons – see their definition in the “[Special buttons](#)” chapter.

- 7 Last results**

The last pre-set number of results are displayed in this sidebar.

- 8 Chips**

Chips, each with a different value, that the player can select and place on the table. Values assigned to the chips are affected by the selected denomination. If multi denomination is disabled, seven chips are available.

- 9 Game Controls:**
 - **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed twice, all bets will be cleared from the table.
 - **Double bet:** Doubles all bets on the table.
 - **Repeat last bet:** Repeats bets from the last game round. If there is no previous game round, it can repeat bets from the last game round across multiple games of the same type.¹ This button can be set to auto repeat, if pressed for more than three seconds and confirming that decision. Depending on the SW version, from Interflex onward an additional “Keep Bets On” setting is available, which places the bets back on the betting field automatically, but does not start a new game cycle.
 - **Roll (optional):** The game starts when all players tap the “Roll” button.

¹ See DESC_DIA_Save Recall Bets and Repeat Bets in Multiplay Mode_v1.0 for more detail.

G4SETTINGS AFFECT BETTING

The following settings have an effect on the player’s betting. Both of them are located in Param.ini under the Craps game settings tab:

- **Special buttons “follow the puck”**. If the setting is **enabled (True)**, the Press/Across/Inside/Outside behave according to the puck (they are disabled when the Point is not established). Note, that the Press button will be enabled after the Point has been established. When the setting is **disabled (False)**, the buttons are available regardless of puck position (on or off).
- **Exclude bets on Pass/Don’t Pass – Lay/Buy**. If a Point is established and the Pass Line bet is placed (higher than 0), the enabled setting prevents players from wagering on that Point’s Lay betting field. If a Point is established and a Don’t Pass bet is placed (higher than 0), the enabled setting will prevent the player from wagering on the Buy bet of the established Point. Other wagers are allowed as standard Craps rules apply.

Max stake limit on board (in cents)	100,000	100,000	100,000	100,000	100,000
Min total stake (in cents):	0	0	0	0	0
Max. win amount (in cents):	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000
Dealer Tip Chip values:	1:2.5				
Dice selection mirrored	False	Use Max total stake for each roll:	True	Side bet allowed even if base bet is zero:	1
PIP display style	0	Free odds multiple for point 4 or 10:	1	Education Mode Type	0
Center or local color glow:	0	Free odds multiple for point 5 or 9:	1	Nice win factor:	0
Screen Color	0 0 0	Free odds multiple for point 6 or 8:	1	Big win factor:	0
Dice color:	1	Show tips when enter game:	True	Special buttons "follow the puck":	True
Puck can be reset:	2	Exclude bets on Pass/Don't Pass - Lay/Buy:	True	Show odds with "TO" word	False
		Player must press Start in order to participate:	False	Default speech voice:	1
				Shutter game mode:	1

Picture 28

G4SETTINGS AFFECT THE MARKER PUCK BEHAVIOR

The “Puck can be reset” setting, located in Param.ini, under the Craps game settings tab, can set the puck to one of the following options:

- **0** – standard puck behavior applies.
- **1** – The puck will return to its initial position after 15 seconds from the player having cashed out. The puck also returns to its initial position if the game restarts.
- **2** – The player can manually return the puck to the “off” position if there are no puck-related wagers placed. The puck will also return to its initial position after 15 seconds from the player having cashed out or if the game restarts.

From the SW version 5.118.4.1 onward, the Puck can be reset = 2 can only be applied when Craps are played on InternalRNG or on Universal Cabinets.

Max stake limit on board (in cents):	100,000	100,000	100,000	100,000	100,000
Min total stake (in cents):	0	0	0	0	0
Max. win amount (in cents):	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000
Dealer Tip Chip values:	1:2:5				
Dice selection mirrored:	False	Use Max total stake for each roll:	True	Side bet allowed even if base bet is zero:	1
PIP display style:	0	Free odds multiple for point 4 or 10:	1	Education Mode Type:	0
Center or local color glow:	0	Free odds multiple for point 5 or 9:	1	Nice win factor:	0
Screen Color:	0 0 0	Free odds multiple for point 6 or 8:	1	Big win factor:	0
Dice color:	1	Show tips when enter game:	True	Special buttons "follow the puck!":	True
Puck can be reset:	2	Exclude bets on Pass/Don't Pass - Lay/Buy:	True	Show odds with "TO" word:	False
		Player must press Start in order to participate:	False	Default speech voice:	1
				Shutter game mode:	1

Picture 29

NOTE: Value 2 requires additional setting, listed on the next page.

The following settings must be set if the Puck can be rest is set to 2:

- In Param.ini under the Common game settings tab, the **Machine type** setting must be set to **2**.

Cashout menu enabled on Spanish version:	<input type="text" value="True"/>	Always try to perform cashout tip:	<input type="text" value="False"/>
Delay before connecting to Center (in msec):	<input type="text" value="0"/>	Help footer text:	<input type="text" value="0"/>
Separate Bet/Win/% counters for each RTP:	<input type="text" value="False"/>	URL Address for Mirror (Set Shooter):	<input type="text"/>
Display JackPot Min Value:	<input type="text" value="True"/>	Play Now feature (set option from hint)	<input type="text" value="0"/>
Progressive Jackpot win will always trigger a handpay:	<input type="text" value="False"/>	Machine type:	<input type="text" value="2"/>
Number of Save/Recall options for each game type:	<input type="text" value="3"/>		

Picture 30

- If there is an external center, the following settings should also be set in **Center.ini**:
 - Under the Dice (SicBo, Craps, FSC or Nutz) tab **Dice coil driven shaker module is used** must be set to **True**;

Settings - D:\GameExecutables\b1763-master\bin\Center.ini

File Presets Options Settings type View Run Search (Ctrl+F) Help

Enabled games Common settings Hardware Roulette **Dice (SicBo, Craps, FSC or Nutz)** Online Table close GSM Counters G4 Center lights PID display Croupier interface

Dice modul connected on USB: **Dice Recognition System:**

Serial port nr. for dice control board: Dice Recognition Server IP and Port Nr:

Dice coil driven shaker model is used:

Number of dice centers: **Common:**

Picture 31

- Under the **Common settings** tab, set the **Center for Universal Cabinet** to **True**:

Settings - D:\GameExecutables\b1763-master\bin\Center.ini

File Presets Options Settings type View Run Search (Ctrl+F) Help

Enabled games **Common settings** Hardware Roulette Dice (SicBo, Craps, FSC or Nutz) Online Table close GSM Counters G4 Center lights PID display Croupier interface

Program position on screen left: Center Name ID:

Program position on screen top: Hurry up time - time from start of center to no more bets:

Sound announcements enabled: Writing to center game log enabled (RNG results):

Speech voice: Allow incoming accounting data or requests:

Machine ID used for reports and GSM: Request for accounting data after game end:

Number of stations connected to center program (RNG): Switch to stations view in croupier interface after game end:

Center starts if no players on the machine: Go to bets please on game cancel:

Sound stops if no players on the machine: JackPot enabled:

Default sound language number (no players on the machine): Write Jackpot hits to scv database:

Sound volume (0 to -100): Golden Chip Max Player Selection Time:

Center program restarts or shuts down machine: Remote Control Socket Port:

Power failure shuts down all connected (in group) stations: Remote Control Game Time In Seconds:

Game time in seconds: Remote Control Idle Time Out In Seconds:

Game time tolerance in seconds: Delay for activating start button (in seconds):

Game time starts from detection (not from one start to another): Center must wait for Start button:

Include call stack logging: Use master button to start center:

Center can lift cover: Socket port (only when 2 same centers are on one computer):

Center for Universal Cabinet: Display game timer:

Hot/Cold Results History Length: Start RNG if PID is not present:

Picture 32

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Document date:	March 1, 2024

Document Revisions	
1.0	Initial document.
1.1	Corrected RTP values, added missing pay table info.
1.2	Hop bet description added.
1.3	Games rules corrected and added betting fields of the Interflex Craps GUI, additional G4 settings explained and pay tables removed.
1.4	Additional description of puck behavior added (related tickets - from GFOUR-10400 to GFOUR-10443).
1.5	Changed the description in the last chapter (G4 Settings Affect marker puck behavior) + enlarged some pictures.
1.6	LATAM contact info and Any Craps description added.
1.7	Regional offices' addresses corrected.
1.8	Related GFOUR-11594 additional explanation to setting added.
1.9	Initial GUI added, multi-roll bet description corrected, list of single and multi-roll bets added, description with Big6 and Big8 bets corrected.
2.0	Added reference for Repeat bet in Multiplay mode
2.1	Updated "Keep bets on" description (GFOUR-13826)
2.2	Contacts section updated, grammar corrections, extended description in the following chapters "Point bets", "Set bets On/Off" and "G4Settings affect betting"
2.2.1	Special Washington version where "side bet" is replaced with "special bet", updated addresses and disclaimer, rearranged versioning table, contacts and disclaimer to match newer document style (PI-3432)

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