

craps



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## HOW TO PLAY CRAPS

Craps is a fast-moving game played on a large table that offers a variety of bets on the layout. Each bet is dependent upon the point value of the uppermost side of two dice that have come to rest after having been thrown by a player or “shooter.

### PASS LINE BET (A)

Bets are placed on the first or “Come Out” roll of the dice. If the dice land on a 7 or 11, the bet wins even money. If the dice land on 2, 3 or 12, then all Pass Line bets are taken down but the same shooter still has the opportunity to shoot. If the dice land on any other number, the number is marked by the dealer with the placement of a puck as the Pass Line Point. That Point must be rolled again before a 7 to win. If the Point is successfully rolled, all bets on the Pass Line are paid and the shooter continues to throw the dice until a Point is established and a 7 is rolled before the Point. The dice are then passed to the next player

### DON'T PASS LINE BET (B)

Opposite of the Pass Line bet. If the dice land on 2 or 3 on the Come Out roll, the bet wins even money. If the dice land on 7 or 11, the bet loses. If the dice land on 12, it is called a “push” or a tie. Any other number rolled is the Point. A 7 must be rolled before the Point is rolled again to win.

### COME BETS (C)

This bet can only be placed after a Point is established and must be placed in the appropriately marked place on the table layout. The Come bet and Point are independent of the Pass Line Point but follow the same rules as a Pass Line bet.

### DON'T COME BETS (D)

The Don't Come bet may be made any time after a Pass Line point has been established. Like the Come bet, the Don't Come bet allows a player to bet on each roll of the

dice. The Don't Come bet and Point are independent of the Don't Pass Line Point but follow the same rules as the Don't Pass Line bet.

### PLACE BETS (E)

You can make a Place bet at any time. You may ask the dealer to place your bet on any one or combination of numbers 4, 5, 6, 8, 9 and 10. These bets win each time a number is thrown and lose if the dice land on 7. Place bets are “off” on the Come Out roll and may be called off by the player at any time.

### HARDWAYS (F)

Hardway bets are located in the center of the table and can be placed at any time for you by the dealer. There are four possible Hardway bets: Hard Six (two 3s) and Hard Eight (two 4s) pay 9 to 1, Hard Four (two 2s) and Hard Ten (two 5s) pay 7 to 1. Hardway bets win if the number you are betting comes up before the 7 or the “easy way.” This means if you bet a Hard Four and a 3 and 1 comes up before your Hardway bet, your bet loses. Hardways are off on the Come Out roll unless called “working” by the player.

### BUY & LAY BETS (G&H)

Buy and Lay bets pay odds without requiring a flat bet and may be made directly on a 4, 5, 6, 8, 9 or 10 at any time without waiting for the number to roll the first time. The Buy bet is a bet that the number will roll before a 7. A Lay bet is a bet that a 7 will roll before the number bet. In either case, the wager is paid according to true odds as shown on the accompanying table. A 5% commission or vigorish is charged on all Buy and Lay bets, either on the amount bet, if it is a Buy bet, or on the amount that can be won, if it is a Lay bet. Vig will be collected for all Buy and Lay bets. If no decision is made on a Buy or Lay bet and the player wishes to take the bet down, the vigorish will be returned to the player.

### FIELD BET (I)

Bet on 2, 3, 4, 9, 10, 11 or 12. If the dice land on your number, the bet pays even money, except on 2 or 12 which pays double. This is a one roll bet.

### ONE ROLL BETS

Any Craps (J) – 2, 3, or 12 pay 7 to 1

Eleven (K) – Pays 15 to 1

Three (L) – Ace-deuce (or 3) pays 15 to 1

Two (M) – Pays 30 to 1

Twelve (N) – Pays 30 to 1

Any 7 (O) – Players can bet on a 7 coming up on any one roll. If a 7 is rolled, the bet wins 4 to 1.

Horn Bet (P) – A player may also make a Horn bet which is simply one unit each on 2, 3, 11 and 12. The payoff follows the same rules as for the Horn High bet.

### ODDS AND LAYS

A player may “take” odds on any Pass Line or Come bet. A player may “lay” odds on any Don’t Pass or Don’t Come bet. All odds bets may be removed or reduced at any time. Odds are paid based on true odds and wins if the flat bet wins and vice versa. See the Odds Payoff chart for payouts. Live! Casino & Hotel allows odds up to 10x the original wager.

### HOUSE RULES

The player rolling the dice, called the shooter, must hit the back wall when “shooting.” Setting of the dice by the shooter for the deliberate purpose of delaying the game is not allowed. A floorperson’s decision is final in all disputes.

### HORN HIGH BETS

Horn High bets are bet in units of five since you are betting one unit on 2, 3, 11 and 12 with one additional unit bet on one number. For example, \$5 Horn High 12 has one dollar bet on 2, 3 and 11 and two dollars bet on 12.

### FIRE BET

FIRE BET is a bet that may only be made during a new shooters come out roll. The fire bet will win if the shooter makes 4, 5, or 6 individual points. The bet loses when the shooter makes 3 or less individual points.

### PAYOFF ODDS

PAYOUT BETS	
Pass Line Bet	1 to 1
Come Bet	1 to 1
Don't Pass Line Bet	1 to 1
Don't Come Bet	1 to 1

PASS LINE ODDS, COME BET ODDS AND BUY BETS	
Points of 4 or 10	2 to 1
Points of 5 or 9	3 to 2
Points of 6 or 8	6 to 5

PLACE BETS TO WIN	
Points of 4 or 10	9 to 5
Points of 5 or 9	7 to 5
Points of 6 or 8	7 to 6

FIELD BETS	
3,4,9,10 or 11	1 to 1
2 or 12	2 to 1

PROPOSITION BETS	
Any 7	4 to 1
Any Craps	7 to 1
2 Craps or 12 Craps	30 to 1
3 or 11	15 to 1

FIRE BETS	
Fire Bet 4 Points	24 to 1
Fire Bet 5 Points	249 to 1
Fire 6 or more Points	999 to 1

### DON'T PASS LINE LAY ODDS

DON'T COME LAY ODDS AND LAY BETS	
Points of 4 or 10	1 to 2
Points of 5 or 9	2 to 3
Points of 6 or 8	5 to 6

HARDWAYS	
Hard 6 or 8	9 to 1
Hard 4 or 10	7 to 1

### DICE-OLLOGY

Dice-Ology is played on an existing craps table, the base game stays the same with three additional bets: Little Ones, Big Ones, Boom or Bust.

### LITTLE ONES

When all “Little” numbers (2,3,4,5,6) have been rolled before a seven the Little Ones bet will pay out according to the chosen pay table. The bet loses when a 7 is rolled, including a 7 on the come-out roll.

### BIG ONES

When all “Big” numbers (8,9,10,11,12) have been rolled before a 7, the Big Ones bet will payout according to the chosen pay table. The bet loses when a 7 is rolled, including a 7 on the come-out roll.

### BOOM OR BUST

Boom or Bust will pay out when all the numbers (2,3,4,5,6,8,9,10,11,12) have been rolled before a 7. The bet loses when a 7 is rolled.

Players must make Dice-Ology bets for Little Ones and/or Big Ones any time before a number covered by the chosen bet has been rolled. As the shooter rolls numbers, the Box person or Dealer will place a Dice-Ology lammer on the circle indicating the number rolled. Once all numbers covered by the bet are rolled it is up to the casinos discretion if players can re-bet during the same shooter. Once a 7 is rolled all bets lose and are cleared from the table.

ODDS		ENVY
Little Ones	30 to 1	1 to 1
Big Ones	30 to 1	1 to 1
Boom or Bust	150 to 1	3 to 1

If all of the “Little Ones” are rolled, the bonus bet will pay according to the pay table. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Little Ones” are lammered up, the dealer will pay the bettors. Players may now at the discretion of the casino re-bet the Little Ones proposition wager or wait for a 7 to be rolled.

If all of the “Big Ones” are rolled, the bonus bet will pay according to the pay table. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Big Ones” are lammered up, the dealer will pay the bettors. Players may now at the discretion of the casino re-bet the Big Ones proposition wager or wait for a 7 to be rolled.

New bets will be accepted, and existing bets may be pressed at any time during the game as long as there are no numbers marked for that section. Once there is action on that section, the Supervisor will begin marking numbers for that section.

\*Each section operates independently of one another. They are three separate games that do not affect one another.