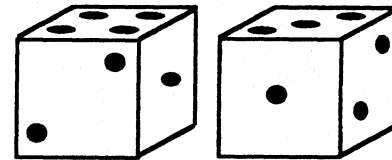


Vegas Craps

by

CALIFORNIA
Dreams



Apple IIGS

Requires 512K

VEGAS CRAPS

BY

**CALIFORNIA
DREAMS**

USER'S MANUAL

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VEGAS CRAPS USER'S MANUAL

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TABLE OF CONTENTS

WELCOME TO VEGAS CRAPS	Page 1
GETTING STARTED	Page 2
THE CURSOR, POINTING, AND SELECTING	Page 3
HOW TO PLAY	Page 4
ROLLING THE DICE	Page 4
BETTING	Page 5
Choosing a Chip	Page 5
Placing Your Bet	Page 6
Minimum/Maximum Bet	Page 6
Removing Chips	Page 7
THE BETS	Page 8
The Pass	Page 9
Don't Pass	Page 10
Come	Page 11
Don't Come	Page 12
Odds Bets	Page 13
Place Bets	Page 15
Buy Bets	Page 16
Buying the Don't	Page 17
Combinations	Page 18
On/Off	Page 19
OTHER BETS	Page 20
Big 6/Big 8	Page 20
Hardways	Page 21

TABLE OF CONTENTS (CONTINUED)

ONE ROLL BETS	Page 22
Field bet	Page 22
Hardways	Page 22
Horn Bet	Page 22
Any Craps	Page 22
Other One Roll Bets	Page 23
HELP	Page 24
QUITTING THE GAME	Page 25
THE ODDS IN CRAPS	Page 26
GLOSSARY	Page 29

WELCOME TO VEGAS CRAPS

Welcome to Vegas Craps by California Dreams. For your enlightenment and entertainment we have carefully simulated all of the action at a Las Vegas casino craps table. With Vegas Craps you can learn and play casino gaming's most exciting and sophisticated game. Our table is identical to those at a famous casino and you can make all the bets that they allow. All of the details of the game are identical to those in the casino. We know you will enjoy it.

GETTING STARTED

Amiga: Turn on your computer system with your KickStart disk (version 1.2 or greater). When the prompt appears to insert the WorkBench disk, put the Vegas Craps diskette in the drive. Your computer will load the Vegas Craps program.

Apple IIe/c/GS: Turn on your disk drive and put the Vegas Craps diskette in the drive. Turn on your computer and the monitor. Your computer will load the Vegas Craps program.

Atari ST: Put the Vegas Craps diskette in your disk drive. Turn on your computer system. When the desktop appears, double click on CRAPS.PRG. Your computer will load the Vegas Craps program.

Commodore 64/128: Turn on your computer system in the usual manner. (If you have a C128, hold down the Commodore key while turning on the computer.) After the READY prompt appears, type:

```
LOAD "*",8,1
```

and press RETURN. Your computer will load the Vegas Craps program.

IBM PC & Compatibles: Turn on your computer system using your DOS disk. When the DOS prompt appears, put the Vegas Craps diskette in drive A. Type:

```
A:CRAPS
```

and press RETURN. Your computer will load the Vegas Craps program.

THE CURSOR, POINTING, AND SELECTING

The cursor in your Vegas Craps game is a white hand. The tip of the finger is your "pointer" and is used for selecting. When the hand is moved to the Craps table it becomes a chip. At this point, the chip is used for selecting. To move your cursor, point, and select:

Amiga: Use the mouse to move the cursor. Press the mouse button to select.

Apple II e/c: Use the joystick to move the cursor. Press the joystick button to select.

-or-

Use the cursor keys to move the cursor. Press the RETURN key to select.

Apple IIGS: Use the mouse to move the cursor. Press the mouse button to select.

Atari ST: Use the mouse to move the cursor. Press the left mouse button to select.

Commodore 64/128: Use the joystick to move the cursor. Press the joystick button to select.

-or-

Use the cursor keys to move the cursor. Press the RETURN key to select.

IBM PC & Compatibles: Use the cursor keys to move the cursor. Press the RETURN key to select.

-or-

Use the joystick to move the cursor. Press the joystick button to select.

HOW TO PLAY

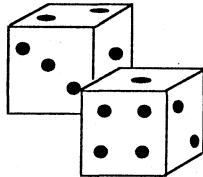
Craps is a game that is based on the roll of two standard, six-sided cubes called dice. Each die face will display a number between 1 and 6 represented by that number of dots. The standard craps table is 12 feet long and 4 feet from front to back. It has a rail which is 12 inches high around the edge to keep the dice on the table. Each player bets against the house (casino). He may bet either for or against the shooter (the person who is throwing the dice). No side bets (bets with other players) are allowed.

Bets are placed by putting money at appropriate places on the table. In a casino there will be two employees, called dealers, behind the table to operate the game. They may be assisted by a stick man who stands in the middle. There may also be a supervisor (called a box man) seated in back of the table.

ROLLING THE DICE

The dice are thrown by the shooter so as to bounce off the opposite end wall. When they come to rest, the two top faces are the deciding numbers that will determine the outcome of your bets. Some bets may require several rolls of the dice to determine the outcome; others require only one roll.

To roll the dice, move the cursor to the dice and select them.



BETTING

Choosing a Chip

Just like the famous Las Vegas casinos, our craps game uses chips to place a wager. These chips are worth varying amounts of money. The chip denominations in Vegas Craps are the same as those used in Las Vegas casinos. Each casino will have its own style and colors of chips. In Vegas Craps there are five chips from which you may choose. The yellow chip represents a \$1 amount. The red chip is worth \$5. The black chip is worth \$25. The white chip has a value of \$100, and finally, there is a \$500 pink chip. Your initial stake is \$1000. The stacks of chips on the bottom of the screen represent the amount of money you have at any particular time. (This does not include any bets you have on the table.)

The large chip near the bottom center of your screen is the current chip value. That is how much each chip will be worth when placing your bet. There are two ways to change the value of the selected chip.

Method 1: Move the cursor to the large chip and select it to choose a chip of higher value. (Atari ST: click the right button to choose a chip of lower value.) You can not select a larger chip size if you do not have enough money.

Method 2: Move the cursor to the pile of chips that are the value you would like to bet, and select it. For example, if you would like to place a \$25 bet, select the black chips. A large round picture of whichever size chip you have chosen will appear to remind you of the value of the chips that you are betting with.

Once a chip value has been chosen, this will be the betting amount until you change it by selecting a chip of a different value.

As you make bets, the program automatically makes change for you in order to keep a reasonable number of chips on the table. In a casino the dealer will be happy to make change for you. Just place some of your larger chips or folding money on the table within the dealers reach and say "change please". Be sure to do this before the shooter has the dice and be sure that the dealer hears your request. You do not want the entire amount to be considered a single bet. If you would like large valued chips, or are ready to leave the table, place your chips on the table and say "change of color please". When leaving a table you must take your chips to a cashier's window to receive cash. The dealers drop all money received at the table into a locked box. They do not pay off bets in cash with the possible exception of coins on small bets.

Placing Your Bet

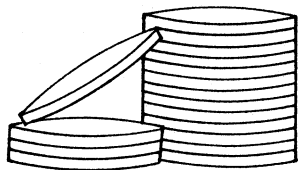
Now that you have chosen a chip value, move the cursor to the area on the craps table where you would like to make your wager and select it. If you would like to increase your wager, select it as many additional times as you would like. For example, if you would like to make a \$10 bet on a *Pass* (each different bet will be explained later in this manual), select the red \$5 chip. Move the cursor to the pass line and select it two times. Each time you select it, the dollar amount increases incrementally by the value of the chip.

You may make wagers using more than one size of chip. If you choose to make a wager of \$150, select the \$100 chip and move it to the table area of the bet you would like to place and select it. Then move the cursor to the \$25 chip and select it. Move the cursor back to the original area where you are placing your bet, and select it twice. You will now have placed a bet for \$150. (Note that you can also make a \$150 bet by selecting a \$25 chip six times.)

Minimum/Maximum Bet

Each casino has a minimum bet and a maximum betting limit on its tables. Within a casino these amounts will vary from one table to the next. The table limits are posted on either end of the table. They may be changed at any time by the house. The maximum bet you may place is determined by the payoff ratio or odds that a particular bet pays. To determine if you have exceeded the limit, multiply the amount you are betting by the odds. The easiest way to find out if you are exceeding the betting limit is by placing a bet. If your bet exceeds the limit, the dealer will explain the limit to you.

In this program the minimum bet is \$1.00. The maximum betting limit is that which gives a maximum payoff of \$1,000. If you go over the limit, you will receive a message telling you so when you try to roll the dice. The cursor will be moved to the bet which is too large. You cannot go on with the game until your wager is acceptable.



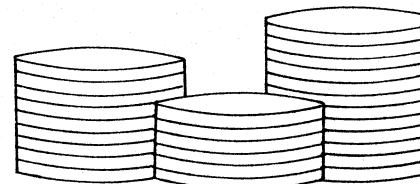
Removing Chips

There are a number of reasons why you may want to remove chips during the play of the game. These reasons include: removing a bet, decreasing the value of a bet, and removing your winnings.

Some bets may be removed (taken down) from the table at any time. Others may not be removed once the dice have been thrown until a win/lose decision has been made. In some cases, winnings are paid on the table either where the bet was originally placed or elsewhere. In other cases, the winnings are placed on the table and then pushed directly to the player. In some, but not all cases, the original bet will also be "handed off" to the player. If, after winning, the dice are rolled again and you have not removed your chips from the table, the entire amount is considered a new bet.

To remove chips from a bet, place the cursor on the bet and select the minus (-) key. (Atari ST users: click with the right button.) Each time you select, an amount equal to the value of the currently selected chip will be removed. You may want to select a large chip size when removing your winnings.

A word of warning. When playing at a casino, never reach into the numbers boxes area or the center of the table. Instead, ask the dealer to place or retrieve your bets for you. Also, when the dealer is making change for you, wait until he has counted it, recounted it, and passes it to you, before attempting to pick it up.



THE BETS

There are many different bets that can be placed on a craps table. Many of these bets can be placed together or at different times during the game. This section explains the bets you may make. Refer to the Table diagrams for placement of bets.

	WIN	LOSE
PASS/COME		
COME-OUT ROLL	7, 11	2, 3, 12
SUBSEQUENT ROLLS	POINT	7
DON'T PASS/ DON'T COME		
COME-OUT ROLL	3,12 *	7,11
SUBSEQUENT ROLLS	7	POINT

* A 2 on the come-out roll of a don't pass/don't come bet has no effect on that bet.

WIN/LOSE TABLE

The Pass

We will start by explaining the most fundamental bet. This is called a **Pass** and is based on the shooter's (the person who is throwing the dice) first roll. This roll is called a **come-out**. There are three different consequences that may result from the **come-out**:

1. If on the come-out the shooter rolls a 7 or an 11 (also known as a **natural**), you win. This winning roll is called a **pass**.
2. If the roll is a 2, 3, or 12 (also known as a **craps**), you lose.
3. The third possibility is that the shooter rolls a 4, 5, 6, 8, 9, or 10. In this case, the number rolled becomes the shooter's **point**. The shooter continues to roll the dice until one of two things happens:

- A. The dice add up to the point again, in which case you win.
- B. The dice add up to 7 which means you lose.

Note: No other value affects this bet.

For example, if a 4 is rolled, the number 4 becomes the point. The point will be marked in the corresponding number box with the on/off puck to remind you of the point the shooter is trying to roll. A roll of any number other than 4 (the point) or 7 has no effect on this bet.

To place a pass bet, you must place the bet on the pass line area of the craps table (see figure 1). Once the dice are rolled, a pass bet may not be taken down. This bet may be placed or increased at any time, but for best results it should be made on the come-out roll. A winning pass bet will pay you even money (1 to 1).

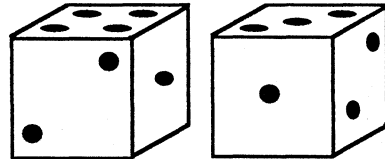
When the shooter rolls a 7 on any roll other than a come-out, that shooter has "7'd out". The dice are now passed to the player on the shooter's left and that person becomes the new shooter. You may play at a table without shooting if you wish; just decline when your turn comes. You may not shoot unless you bet and you must have at least one bet that is not a one roll bet (one roll bets are explained later).

Don't Pass

Don't Pass is a bet similar to **Pass** except that you are betting against the shooter. In other words, what loses on a pass bet wins on a don't pass bet with one exception. A 3 or 12 on the come-out of a **Don't Pass** means that you win your bet, but a 2 on a **Don't Pass** isn't a win. A 2 on a don't pass has no effect. If the first roll is a 7 or an 11, you lose. Once again, any other number that is rolled becomes the point.

Once a point is established on the don't pass bet, the dealer will move your bet to the upper portion of that point's number box (see figure 1). The object now is not to roll the point again. If the point is rolled again, you lose. If a 7 is rolled first, you win your bet.

To place a don't pass bet, place your bet on the don't pass/don't come strip below the come area of the craps table (see figure 1). You may take down a don't pass bet at any time but you may not increase it after the point has been established. To take down a don't pass bet that has been moved to the point box, tell the dealer you want to take down your bet. A don't pass bet pays you even money (1 to 1).



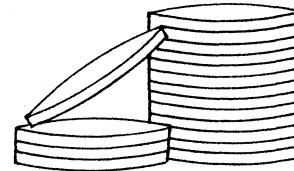
Come

Another bet that you can place is called a **Come**. A **Come** is similar a **Pass**. The difference is that it is placed after the shooter has already established a point. In other words, the bet is made after the come-out. The winning and losing values, however, are identical to those on a **Pass**.

1. A 7 or 11 on the first roll after the come bet is placed will win, just like on a pass bet.
2. A 2, 3, or 12 will lose
3. Any other number that is rolled becomes the point.

The come bet is based on the roll thrown immediately after the bet is placed. The dealer will move your bet to the lower portion of the appropriate number box after a point has been established. You may make as many come bets as you like, betting on each new roll. A come bet is placed in the come section of the table (see figure 1).

One very important factor to remember when placing a come bet is that it is in no way influenced by the point that was established by the come-out roll. The roll immediately following placement of your bet is the roll that the come bet is dependent upon. For example, you have placed a **Pass** and a point has been established. You now place a come bet, and the number 7 comes up on the roll. You win the come bet but lose on the **Pass**. Or if the number 2 is rolled, you will lose on the **Come** but not on the **Pass**. (See table for win/loss listing.) A bet on a **Come** pays you even money if you win. You may not take down a **Come** bet once the dice have been rolled.



Don't Come

Don't Come is identical to a don't pass bet. The same space on the table is used to place the bet and the win/lose decisions are identical to those of a don't pass bet (see figure 1).

1. A 7 or an 11 on the first roll of a don't come bet loses.
2. A 3 or 12 on the first roll wins. (A 2 on a don't come bet has no effect.)
3. Any other number becomes the point.

After the first roll of a **Don't Come**, the object is to roll a 7 rather than hitting your point. In other words:

- A 7 on the second or subsequent rolls of the dice will win.
- If the point is rolled before a 7, you lose.

Once again, the dealer will move your bet to the appropriate box when a point is established. A bet on a **Don't Come** pays you even money if you win (1 to 1).

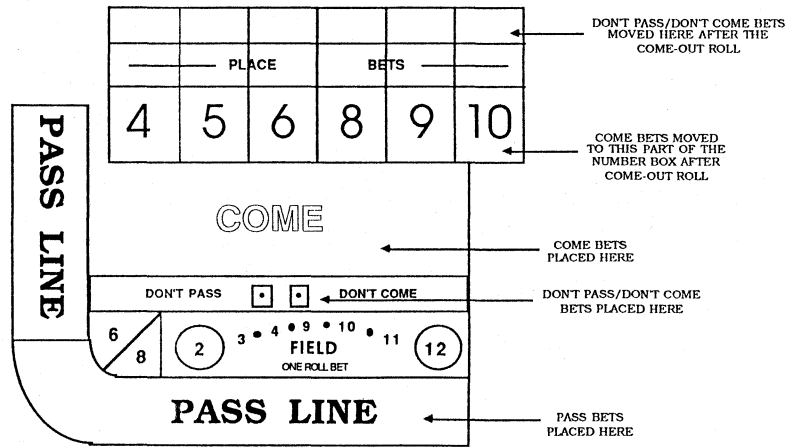


FIGURE 1

Odds Bets

All bets on a Craps table have some advantage for the house. That is why the 2 is not included in the **Don't Pass / Don't Come** payoff. The chances of winning on a come-out roll are better than once a point has been established which explains why you may not take down pass and come bets. The house will, however, allow you to take steps to decrease their advantage and improve your bets payoff ratio. Once a point has been established for a bet, they allow you to add an "Odds" bet to it. This has a payoff ratio which corresponds exactly to the likelihood of the point coming up before a 7 does. When the true odds payoff of this bet is averaged with the house advantage on the original (flat) bet, the results are less favorable for the house.

The size of an odds bet is determined by the size of your flat bet. Some casinos limit odds bets to an amount not exceeding your flat bet. Others allow you to bet up to twice that amount and a few even allow up to three times that amount. All houses require that the amount of the bet be such that it may be paid off with the standard chips that are available on the table. Since the payoff ratio varies according to the point (2 to 1 for 4 & 10, 3 to 2 for 5 & 9, and 6 to 5 for 6 & 8) this can be complicated. Some houses extend certain courtesies such as allowing up to two and one half times the bet on 6 and 8 if that is necessary to yield a number divisible by 5. When playing in a casino be sure to check their rules carefully; the dealers will be happy to help you.

At a casino, to place odds on a pass bet, put the money on the table adjacent to your pass bet but just outside of the pass box. To place odds on a come bet, place the money on the table within reach of the dealer and tell him you want odds on your come bet. The dealer will take your money and stack it behind your original bet, but offset it a bit to signify that it is odds and not part of the original bet.

To place **odds** on a pass bet move the cursor to the space just below the pass box and select it (see figure 2). Your odds bet will show up directly below your original bet. To place odds on a come bet move the cursor to the space just above your bet in the number box where it is now located and select it (see figure 2). You may also "lay" odds on don't pass/don't come bets selecting in the space above those bets once they have been moved to their new position (see figure 2). When laying odds on don't bets you have to put up the larger amount (e.g. -\$6 for a \$5 payoff on 6 or 8).

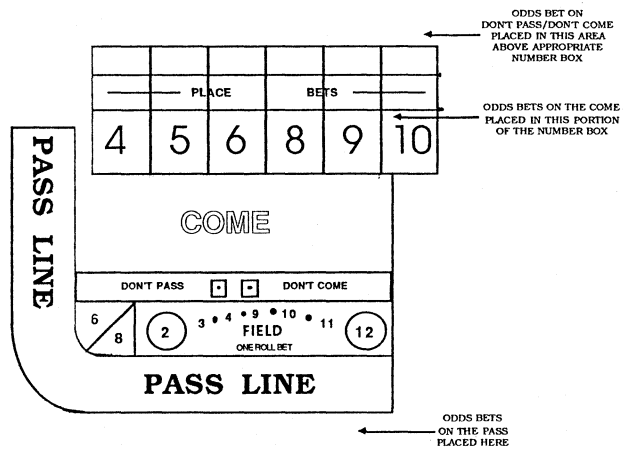


Figure 2

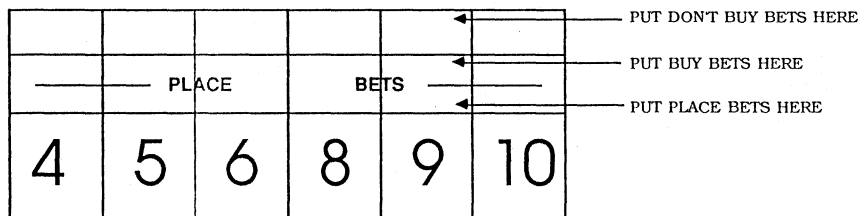


Figure 3

Place Bets

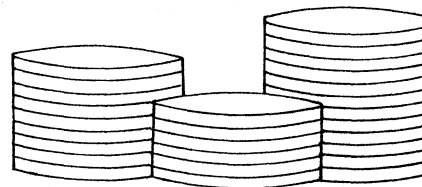
A place bet allows betting on a point number (4, 5, 6, 8, 9, 10) before the number comes up a first time. In other words, you are selecting your own point. You are betting that the number you have chosen will appear before a 7.

To make a place bet, move the cursor to the **place** button and select it. Then bring the cursor directly above the number you chose in the area that is labeled 'place bets'. Put your bet in this box by selecting it (see figure 3).

The advantage of a place bet is that you may bet on any number at any time. Although there is a slight house advantage, place bets pay you better than even money.

- For a 4 or a 10, the house pays 2 to 1
- For a 5 or a 9, the house pays 3 to 2
- For a 6 or an 8, the house pays 6 to 5

Your bet must be a multiple of 5 or 6 so the house can pay you with whole chips. You may remove a place bet at any time.



Buy Bets

Like a place bet, a **Buy** is a bet in which you choose a number that you feel will be rolled before a 7 is rolled. The house pays true odds if you win (the number you choose appears first), but they charge you a fixed fee of 5% of the bet. You must pay \$1 for every \$20 that you bet, and you must bet in \$20 increments.

To place a buy bet, put the cursor on the **buy** button and select it. Then move it to the area directly above the number you would like to buy and click (see figure 3). You have now placed a buy bet. The payoff on buy bets are as follows:

For a 4 or a 10 the house pays 2 to 1
For a 5 or a 9 the house pays 3 to 2
For a 6 or an 8 the house pays 6 to 5

Again, your bet must be the right amount to allow a proper payoff. You may remove a buy bet at any time and the 5% fee will be returned to you.

Buying The Don't

You may also buy a bet on the don't which means you are betting that the number will not be rolled before a 7 is rolled. In this case, the 5% commission is charged on the amount of the resulting payoff should you win. For example, a \$40 bet on a 4 will pay you \$20 if you win and the commission which you pay when you make the bet is \$1. These bets are placed with the dealer before.

When playing Vegas Craps, select the **Buy** button in the bottom row and then move the cursor to the area of the numbers boxes where don't pass bets are placed.

On/Off

Combinations

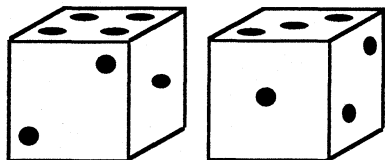
For players who wish to place or buy several numbers there are several standard combination bets available. These include all numbers, inside numbers (5,6,8,9) and outside numbers (4,5,9,10). It is normal when betting a combination that any number which already has your bet on it by way of a place or come bet will not be included in the combination. Because of the required minimum for proper payoff and any pre-existing bet you may have, each combination will have a betting increment which the dealer will tell you if you ask. Here is an example. If you decide to place the inside numbers and do not have a bet there already, the betting increment is as follows:

6 and 8 pay 7 to 6 so you need 2 times \$6 or \$12

5 and 9 pay 6 to 5 so you need 2 times \$5 or \$10

for a total of \$22. Place \$22 or more in chips on the table and tell the dealer you want to place the inside numbers. He will make change if necessary, distribute the bets properly and return any excess to you. Give him \$44 or more and the bets will be doubled. You may use these combinations with any of the numbers bets.

In this program when you select **Place or Buy**, you will be given the option of choosing any of these combinations if you have enough money available. When you choose a combination, the large chip will be replaced with a number which is the smallest bet allowed. Selecting on that number will place a combination bet of that size. Moving the cursor to the table area will automatically turn off the combination bet and restore the previously selected chip size.



When you are playing Craps in a casino, there are certain bets that can be removed at any time. Often, a player will take down his bets for one or more rolls (perhaps a come-out roll) and then place them again just as they were. In fact, in most casinos it is standard practice to have odds, place, and buy bets not active during come-out rolls. In order to avoid unnecessary work and confusion, the bets are left on the table but turned off in the following manner. The puck, which is used to mark the shooter's point, has the word **ON** on one side and **OFF** on the other. During the come-out roll the **OFF** side will be up and those bets are not working. When the shooter establishes a point the puck is moved to that number box and turned over to show the word **ON**. Now those bets are working.

At any time during play the player may decide that he wishes to suspend his bets for a period without removing them. He may do so by telling the dealer his bets are off. The dealer will respond by putting a small chip with the word **OFF** on one of his bets. Although the chip is on only one bet, it applies to all of this player's odds, place, and buy bets. Turning your bets on means that all of your bets will be counted as the dice are rolled. When you turn your bets off, you are leaving your money on the table but whatever the roll of the dice is doesn't count for those bets. For example, if you have a place bet on a 5 but your bets are off and a 5 is rolled, you do not win. Likewise, if a 7 is rolled, you don't lose.

To turn your bets **ON** during the come-out roll you must turn them on by moving the cursor to the **ON/OFF** button and selecting it. You will notice that the puck turns over. If you wish your bets turned off while the shooter has a point, you may select the **ON/OFF** button to turn them off; once again the puck turns over.

OTHER BETS

Big6/Big8

A Big 6 bet is a bet in which you feel that a 6 will be rolled before a 7. If a 6 is rolled first, the house will pay even money. A roll of a 7 means that you lose your bet. See figure 4 for placement.

A Big 8 is a bet in which you feel that an 8 will be rolled before a 7. If the 8 is rolled first, you win. Once again, the house pays even money for winning on a Big 8. If a 7 appears first, however, you lose. See figure 4 for placement.

You may take down a Big 6 or a Big 8 bet at any time.

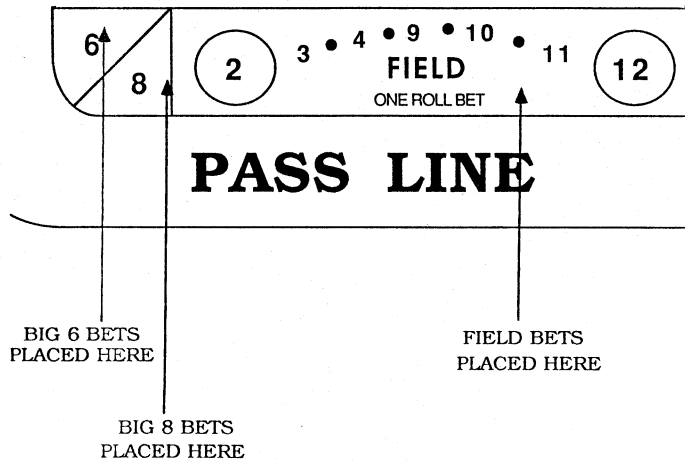


FIGURE 4

Hardways

Hardways are numbers where both of the dice have the same value. Hardway bets are placed by putting your chips in the boxes marked hardways. These bets are won by throwing the indicated doubles before a 7, or some other combination of dice that equals the amount of the doubles, is thrown. For example, if you bet on 6 the hardway (two 3's), a roll of 5 and 1 or 4 and 2 or any 7 would be a loss. The payoffs for hitting hardway bets are indicated on the craps table (see figure 5). Hardway bets can be placed or picked up at any time.

When betting on **hardways** in the casino, put your chips on the table and call your bet. The dealer will move your bet to the proper space on the table.

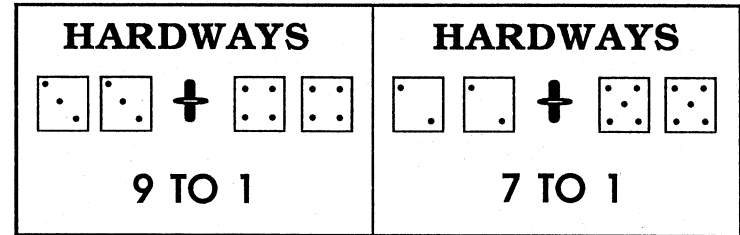


FIGURE 5

ONE ROLL BETS

There are many one roll bets that can be placed when playing Craps. A one roll bet is a wager that the number combination you choose will appear on the next roll of the dice. These bets have a much higher payoff than most bets that run until the shooter wins or loses. You may place a one roll bet at any time during the game.

Field Bet

The most prominent one roll bet on the Craps table is field bet. When you put your chips on this spot, you are betting that a 2, 3, 4, 9, 10, 11, or 12 will be the next number rolled. A roll of 3, 4, 9, 10, or 11 pays you even money when it appears. A roll of 2 pays double the amount of the bet, and a roll of 12 will pay you triple. In some houses the payoff on 2 and 12 may vary. If 5, 6, 7, or 8 appears, you lose your bet. See figure 4 for placement.

Hardways

Some casinos have two different hardway bets. When the bet is a one roll bet, the next throw of the dice must be the chosen pair in order to win. Any other combination will lose. The payoff is higher than on hardways that last for the length of a shooter's run. One roll hardways are sometimes called *Hopping hardways* while those that last may be called *All day hardways*. One roll hardways pay off 30 to 1.

Horn Bet

A horn bet is placed if you feel the shooter will throw a 2, 3, 11 or 12 on the next roll. There is a 27 to 4 (6.75 to one) payoff if a 2 or a 12 is thrown on the roll. If a 3 or 11 is thrown, the house pays 3 to 1. Any other roll loses the bet. The horn bet must be made in an even multiple of 4 to allow correct payoff. The horn bet is frequently combined with a \$1 bet on one of the 4 numbers in what is called a *Horn High* bet.

Any Craps

The any craps area of the Craps table is where you place your bet if you feel that a craps will be rolled on the first roll. This wager will pay off 7 to 1 if a 2, 3, or 12 is rolled on the first roll.

Other One Roll Bets

The remaining one roll bets are self-explanatory (see figure 6). The pictures of the dice faces that are displayed are the exact roll you are trying to hit. If any other combination appears on the next roll you lose. The payoff for these bets is displayed on the Craps table.

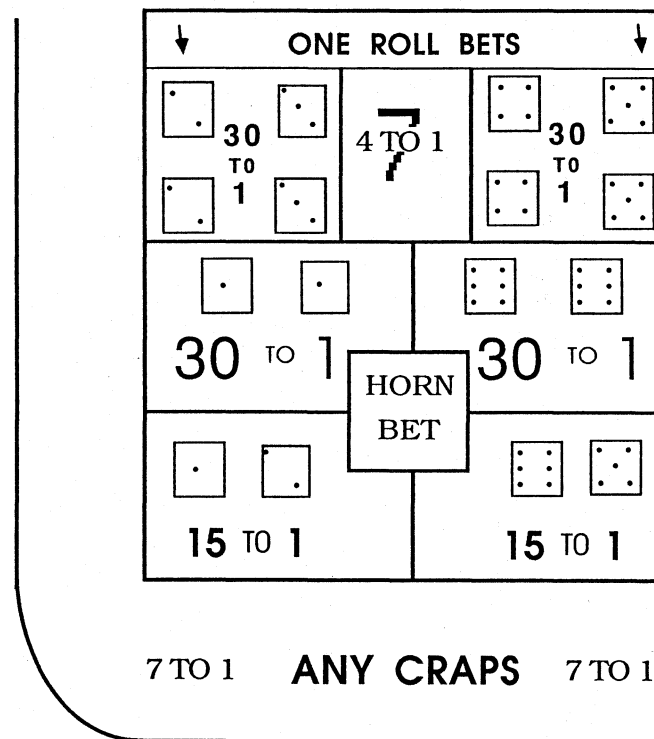
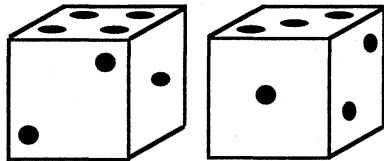


FIGURE 6

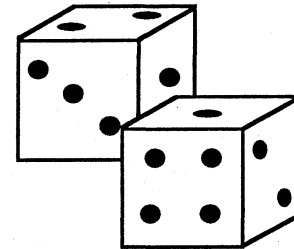
HELP

If you would like information about any feature of the game while in a casino, you may ask a dealer. Vegas Craps also provides help to give you quick information on all aspects of the game. To get help, move the cursor to the *help* button and select it. Help will be highlighted to let you know it is on. Next move the cursor to any area on the screen that you would like information about and select it. An information screen will appear to give you the requested information. Select again to return to the normal screen.



QUITTING THE GAME

To quit playing Vegas Craps, move the cursor to the *quit* button and select it. You will be asked if you are sure you want to quit. Move the cursor to YES and select it to quit.



THE ODDS IN CRAPS

The game of Craps is one of history's most popular and fastest moving gambling games. Craps has been around for centuries and is one of the most widely played games of chance in the United States today.

Many high rollers prefer Craps to other casino games because the advantage in favor of the house can be much smaller than in other games. Many people also favor Craps because there is so much variety in the betting available. Not only are there many bets, but in Craps, the player can bet with the shooter or against the shooter.

In order to succeed at the game of Craps it is very helpful to know the odds. Odds are defined as the ratio expressing the probability that a certain roll of the dice will appear. The first step towards determining the odds in Craps is to figure out the number of ways in which two dice can create each different number. Since there are two dice used in the game, each with six faces, there are 36 different ways that the two numbers can combine to form the 11 possible numbers. (see diagram 7).

Once the probability of a number being rolled has been determined, it is possible to figure out the odds.

ROLL	THE ODDS
2 or 12	35 to 1
3 or 11	17 to 1
4 or 10	11 to 1
5 or 9	8 to 1
6 or 8	6.5 to 1
7	5 to 1

There are many books that have been written on the subject of the odds in Craps. They cover in more detail such things as probability, the odds, and include betting strategies. To really help improve your gambling game, these books can be a great help.

All casinos are in business to make money. No casino pays true odds to a winner. Odds bets are paid at true odds, but only when a flat bet is present to benefit the house. Buy bets are paid a true odds, but a flat 5% commission is collected.

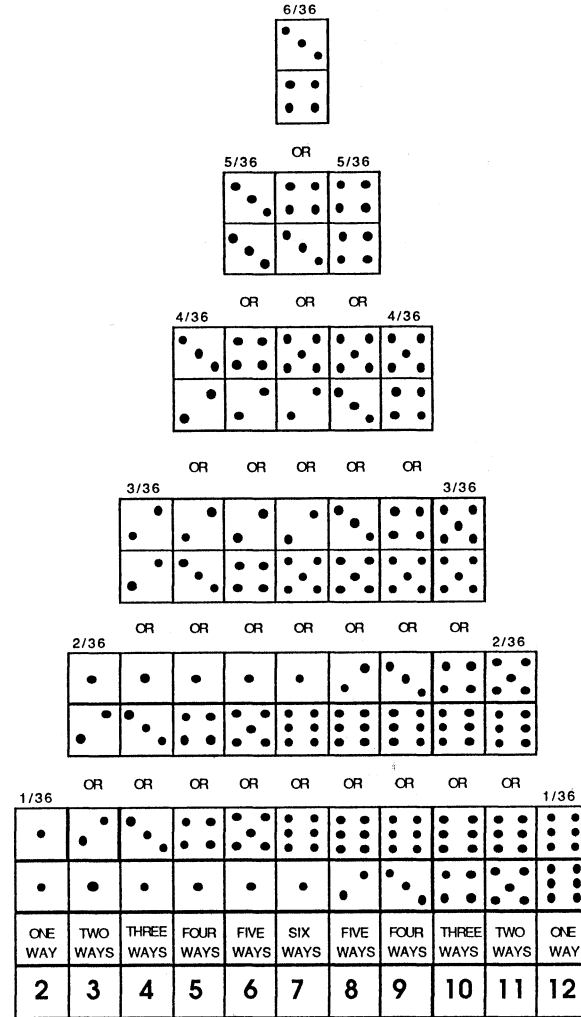


FIGURE 6

Our Craps game is developed to simulate a casino craps game in every detail. Your chances of winning on this computer game are the same as they are in a casino. Should you choose to play in a casino, you must remember that the game moves fast and there are many distractions. It is difficult to concentrate on all details and you must watch to be sure that all actions by the dealers are correct. They will not deliberately cheat you. They don't have to since they have the advantage.

Vegas Craps is an exciting and fast moving gambling game. Use it to learn the fundamentals of Craps or just for fun.

GLOSSARY

Come:	See page 11
Come-out:	The first roll of the dice that starts the game.
Craps:	Rolling the number 2, 3, or 12 on the first throw of the dice.
Don't come:	See page 12
Don't pass:	See page 10
Doubles:	When two dice are rolled and the same number appears on their faces.
Natural:	When a 7 or an 11 is rolled on the first throw of the dice.
Number Box:	The area of the Craps table directly above the come line. There are six different number boxes on the Craps table to represent the numbers 4, 5, 6, 8, 9, and 10. Each box has a number written inside it.
Hopping Hardways:	See page 22
Horn High:	See page 22
House:	The casino
Odds:	The ratio expressing the probability that a certain roll of the dice will appear.
Pass:	See page 9
Point:	A point is established after the first roll of the dice. It is the number that is designated by the second roll of the dice.
Shooter:	The shooter is the person who is throwing the dice.
Snake-eyes:	When the dice are thrown and both faces show one spot.
Wager:	The amount of money (number of chips) that you place on a particular bet.