

STRATEGIC CRAPS



Play & Learn to Win
SERIES

INTRODUCTION

Craps is the fastest moving game in the casino. Some bets may require numerous rolls to win or lose, but other bets are won or lost on every roll of the dice. A new player needs to understand the game and each bet before attempting to play; the purpose of this book is to explain the basics of Craps.

The following pages define all of the common bets of Craps. This book and accompanying software are not all inclusive. Some less common bets and variations of bets are allowed by different casinos. Feel assured that a thorough understanding of this book provides sufficient knowledge to successfully play and enjoy the game of Craps.

It is suggested that a new player acquire one of the numerous books written on the subject of Craps. Use some of the betting strategies in conjunction with the computer program to master and understand this fascinating game.

A fear of the table is a fear of the unknown. Use this book and software to overcome this fear. At the casino, don't hesitate to ask questions of the dealer or stickman. It's their job to help. Remember that different casinos can have different variations of bets.

HOW CRAPS IS PLAYED

Craps in its original form is a very simple game. As few as two people can gamble one on one against each other. The roller throws a pair of dice. A 7 or 11 wins; a 2, 3, or 12 loses; any other number is called the "point." The roller continues to throw until the point is rolled and wins, or a 7 is rolled and loses. If the roller wins, bets are placed again and the same roller throws again. If the roller loses, the dice are passed to the other player to roll the next game. One on one, there is a slight statistical disadvantage to being the roller.

In a casino game, the roller (and all players) always play against the house. Betting "Pass" means you are betting with the roller; betting "Don't Pass" means you are betting against the roller. The house keeps the advantage on "Don't Pass" by pushing (tying) if the original roll is a 12.

In addition to being able to bet "Pass" and "Don't Pass," the casino provides a multitude of different bets. The original roll is called the "Come-out" roll and establishes the point (i.e., starts the game). New games can start on subsequent rolls by betting "Come" and "Don't Come" (i.e., the same bets as Pass and Don't Pass). Players can decrease the casino advantage on these bets by betting Odds.

Descriptions of these bets and other bets are found on the following pages.

WHAT IS "ODDS"?

Odds are the least understood bet in Craps. They are bets used with the bets on Pass and Don't Pass, and Come and Don't Come. They are secondary bets after the initial point or number is established. Odds bets pay the "true" odds; there is no statistical advantage to the house or player. This is to the benefit of the player. Without Odds the best bet favors the house with an advantage of 1.4%; with triple Odds this advantage can be reduced to a mere 0.4%.

Odds bets on Pass/Come are different than the Odds bets on Don't Pass/Don't Come. The Pass/Come Odds pay 2 to 1 for the 4 and 10, 3 to 2 for the 5 and 9, and 6 to 5 for the 6 and 8. The Don't Pass/Don't Come Odds pay just the opposite: 1 to 2 for 4 and 10, 2 to 3 for the 5 and 9, and 5 to 6 for the 6 and 8. The player "lays" the Don't Pass/Don't Come Odds instead of the house; i.e., you're betting a 7 appears before the point.

Odds are an advantageous bet and lower the casino advantage when used. The casino usually limits the amount of Odds bets. The normal maximum is based on the initial amount bet on Pass and Don't Pass, and Come and Don't Come. It is usually a multiple of the bet—two or three times the initial bet (i.e., double or triple Odds). For example, if the Pass bet is \$10 and triple Odds are allowed, the most the Odds bet can be is \$30.

Maximum Odds on Don't Pass/Don't Come are calculated by using the same multiplier times the original bet. This represents the amount that may be won by the bet. Remember that the player is laying the odds. For example, if the point is 4 with triple Odds and the Don't Pass bet is \$10, the maximum winning is \$30; therefore the player bets \$60 (i.e., laying odds at 1 to 2).

Odds on Don't Pass/Don't Come may only seem to be a bad bet. The major risk is taken on the initial roll establishing the point or number. There is a 8/36 chance of losing on the first roll and only a 3/32 chance of winning. After the first roll, chances are in the player's favor of rolling a 7 before any other number and winning the "Don't" Odds bet.

Players should know that most casinos exercise a fudge factor on Odds bets. For example, assume \$3 bet on Pass. If the point comes out to 5, 6, 8, or 9, it is not possible to make exact Odds bets. Single Odds on the 5 and 9 would be \$3 and not evenly divisible by 3 to 2 odds; single Odds on the 6 and 8 would be \$3 and not evenly divisible by 6 to 5 odds. Therefore, the house allows a bet of \$4 on the 5 and 9, and \$5 on the 6 and 8 to make the pay-off come out even. This is commonly referred to as true Maximum Odds; it is even more to the player's advantage than regular Odds.

PASS LINE BETS

PAY-OFF

ORIGINAL BET	1 TO 1
ODDS ON 4 & 10	2 TO 1
ODDS ON 5 & 9	3 TO 2
ODDS ON 6 & 8	6 TO 5

CASINO ADVANTAGE

WITHOUT ODDS BETS	1.4%
SINGLE ODDS	0.8%
DOUBLE ODDS	0.6%
TRIPLE ODDS	0.4%

Win/Loss

The Pass line bets can be won or lost on the initial roll or subsequent rolls. On the initial roll a 7 or 11 wins; a 2, 3, or 12 (craps) loses. Any other number rolled becomes the "point."

If a point is established, Odds bets are now laid.

The shooter now continues rolling until either the point or a 7 appears. If the point is rolled, the Pass line bet wins (with a 1 to 1 pay-off) and Odds bets on Pass win (with the pay-offs shown above). If a 7 is rolled, the bets lose.

Bet Placement/Removal

The player places the bet in the Pass line area of the table. The Pass line bet cannot be removed after the point is established.

Odds bets on Pass are placed behind the initial bet outside of the Pass line area (green area of the craps table). These Odds bets can be removed at any time between rolls.

The player must keep track of both the Pass line and Odds bets. Winnings for both are normally stacked alongside of the original bets; if not removed, winnings become part of the next bet.

Additional Discussion

Maximum Odds bets are determined by the casino and are usually a multiple of the Pass line bet. Odds of double and triple the Pass line bet are common. If the exact ratio of the payback cannot be paid, the player will receive a 1 to 1 payback for the extra. For example, an Odds bet of \$14 on a point of 6 or 8 would pay \$12 on the first \$10 bet, but only \$4 for the remaining \$4. Players should bet in correct multiples for the 5, 6, 8, and 9.

Software Discussion

The software program allows the player to set maximum Odds to single, double, or triple.

Odds bets cannot be removed between rolls as allowed in casinos.

The software program indicates the placement of an Odds bet with a large dot to the left of the Pass line bet.

The strategy mode allows you to set the amount of your bets. The player selects Odds up to the set maximum and can trim the odds bet for efficiency.

DON'T PASS BETS

PAY-OFF		CASINO ADVANTAGE	
ORIGINAL BET	1 TO 1	WITHOUT ODDS BETS	1.4%
ODDS ON 4 & 10	1 TO 2	SINGLE ODDS	0.8%
ODDS ON 5 & 9	2 TO 3	DOUBLE ODDS	0.6%
ODDS ON 6 & 8	5 TO 6	TRIPLE ODDS	0.4%

Win/Loss

The Don't Pass bets can be won or lost on the initial roll or subsequent rolls. On the initial roll a 2 or 3 wins, a 7 or 11 loses, a 12 is a tie (re-roll), and any other number becomes the point.

If a point is established, Odds bets are laid.

The shooter now continues rolling until either a 7 or the point appears. If a 7 is rolled, the Don't Pass bet wins (with a 1 to 1 pay-off) and Odds bets on the Don't Pass win (with the pay-offs shown above). If the point is rolled, the bets lose.

Bet Placement/Removal

The player places the bet in the Don't Pass area. The Don't Pass bet can be removed at any time between rolls.

The player stacks the Odds bet on top of the Don't Pass bet in a shifted position to distinguish it from the original. Odds bets can be removed at any time between rolls.

The player must keep track of both the Don't Pass and Odds bets. Winnings for both are normally stacked alongside of the original bets; if not removed, winnings become part of the next bet.

Additional Discussion

Remember that the player lays the odds on the Don't Pass bets; triple odds on the 4 or 10 for a \$10 Don't Pass bet would be \$60 wagered to win \$30.

If the exact ratio of the payback cannot be made, the player will receive a 1 to 1 payback for the extra. Players should bet in correct multiples.

Software Discussion

The software program allows the player to set maximum Odds up to triple Odds.

Don't Pass and Odds bets cannot be removed between rolls as allowed in casinos.

The software program places the Odds bet to the left of the Don't Pass bet; on the casino table they would appear behind and on the green.

There is no payback on Odds bets that are not exact multiples of the pay-off ratio.

The strategy mode allows you to set bet amounts and select Odds up to the set maximum.

COME BETS

PAY-OFF		CASINO ADVANTAGE	
ORIGINAL BET	1 TO 1	WITHOUT ODDS BETS	1.4%
ODDS ON 4 & 10	2 TO 1	SINGLE ODDS	0.8%
ODDS ON 5 & 9	3 TO 2	DOUBLE ODDS	0.6%
ODDS ON 6 & 8	6 TO 5	TRIPLE ODDS	0.4%

Win/Loss

The Come bets can be won or lost on the initial roll or subsequent rolls. On the initial roll a 7 or 11 wins; a 2, 3, or 12 (craps) loses. Any other number rolled becomes the "number."

If a number is established, Odds bets are now laid.

The shooter now continues rolling until either the number or a 7 appears. If the number is rolled, the Come bet wins (with a 1 to 1 pay-off) and Odds bets on Come win (with the pay-offs shown above). If a 7 is rolled, the bets lose.

Winnings are not left on the table; they are passed to the player.

Bet Placement/Removal

The player hands the bet to the dealer, and the dealer places the bet on the Come area. If a number is established and the player chooses to play Odds, the dealer again places the bet. The dealer places the original Come bet above the Number on the table. The Odds bet is placed on top of the Come bet in a shifted position to distinguish it from the original.

Come bets cannot be removed from the table after the number is established. Odds bets can be removed at any time between rolls.

Additional Discussion

Come bets and Pass bets are the same basic bets; all of the same rules apply. Pass bets apply when there is no point; this is commonly referred to as "coming out." If a point is established, a new "game" is started with a Come bet (instead of a Pass bet) and a number (instead of a point) is established.

A player can have zero to six active Come bets at one time at the casino table.

All Odds bets on Come are assumed to be "off" for the come-out roll. The player must tell the dealer if they are desired to be "on."

Software Discussion

The software program allows the player to set maximum Odds to single, double, or triple.

Odds bets cannot be removed between rolls as allowed in casinos.

The software program places the Odds bet to the left of the Come bet; on the casino table they would appear offset on the Come bet.

The strategy mode allows you to set the amount of your bets. The player selects Odds up to the set maximum and can trim the Odds bet for efficiency. The number of active Come bets is set by the player. Odds bets are always "on" for the come-out roll.

DON'T COME BETS

PAY-OFF

ORIGINAL BET	1 TO 1
ODDS ON 4 & 10	1 TO 2
ODDS ON 5 & 9	2 TO 3
ODDS ON 6 & 8	5 TO 6

CASINO ADVANTAGE

WITHOUT ODDS BETS	1.4%
SINGLE ODDS	0.8%
DOUBLE ODDS	0.6%
TRIPLE ODDS	0.4%

Win/Loss

The Don't Come bets can be won or lost on the initial roll or subsequent rolls. On the initial roll a 2 or 3 wins, a 7 or 11 loses, a 12 is a tie (re-roll), and any other number becomes the "number."

If a number is established, Odds bets are now laid.

The shooter now continues rolling until either a 7 or the number appears. If a 7 is rolled, the Don't Come bet wins (with a 1 to 1 pay-off) and Odds bets on the Don't Come win (with the pay-offs shown above). If the point is rolled, the bets lose.

Winnings are not left on the table; they are passed to the player.

Bet Placement/Removal

The player hands the bet to the dealer, and the dealer places the bet on the Don't Come area. If a number is established and the player chooses to play Odds, the dealer again places the bet. The dealer places the original Don't Come bet above the Number on the table. The Odds bet is placed on top of the Don't Come bet in a shifted position to distinguish it from the original.

Both Don't Come and Odds bets can be removed from the table at any time between rolls.

Additional Discussion

Don't Come bets and Don't Pass bets are the same basic bets; all of the same rules apply. Don't Pass bets apply when there is no point; Don't Come bets apply when there is an established point and a new "game" is started.

A player can have zero to six active Don't Come bets at one time at the casino table.

All Odds bets on Don't Come are assumed to be "off" for the come-out roll to establish a point. The player must tell the dealer if they are desired to be "on."

Software Discussion

The software program allows the player to set maximum Odds up to triple Odds.

Don't Come and Odds bets cannot be removed between rolls as allowed in casinos.

The software program places the Odds bet to the left of the Don't Come bet; on the casino table they would appear offset on the Don't Come bet.

There is no payback on Odds bets that are not exact multiples of the pay-off ratio.

The strategy mode allows you to set the amount of your bets. The player selects Odds up to the set maximum. The number of active Don't Come bets is set by the player. Odds bets are always "on" for the come-out roll.

PLACE BETS

PAY-OFF		CASINO ADVANTAGE	
4 & 10	9 TO 5	4 & 10	6.6%
5 & 9	7 TO 5	5 & 9	4.0%
6 & 8	7 TO 6	6 & 8	1.5%

Win/Loss

Place bets win when the number placed is rolled before a 7. Pay-offs on each number are shown above.

Players are usually asked what to do with the winnings. Choices are:

- Press (leave twice the original bet and receive the remainder)
- Call for same bet (leave original bet and receive winnings)
- Take the bet down (receive all of the chips)
- Bet any other amount

Bet Placement/Removal

The player hands the bet to the dealer and the dealer places the bet on the requested number.

Place bets can be removed at any time between rolls.

Additional Discussion

Any or all of the Place numbers (4, 5, 6, 8, 9, or 10) can be placed at the same time. The player must be careful to bet an exact multiple of the pay-off for each number placed. Winning remainders above the exact ratio are paid off at 1 to 1.

Place bets are assumed to be "off" on the come-out roll for a new point. The player must tell the dealer if they are desired to be "on."

The point cannot be placed; casinos are becoming more lenient about this rule.

Software Discussion

The software program will ask the player if the Place bets should be turned "on" at each come-out roll. The default setting is "off."

On a Place bet win, the program automatically doubles the original bet and pays the remainder to the player's bank.

The strategy mode allows you to select your numbers and the amount to bet; bets can be trimmed for efficiency. The option is available to have Place bets turned "on" for come-out rolls.

FIELD BETS

PAY-OFF		CASINO ADVANTAGE	
2 & 12	2 TO 1	2 & 12 AT 2 TO 1	5.3%
2 OR 12	3 TO 1	2 OR 12 AT 3 TO 1	2.7%
3, 4, 9, 10 & 11	1 TO 1		

Win/Loss

The Field bet is a one roll bet. It wins if a 2, 3, 4, 9, 10, 11, or 12 is rolled on the next roll. If a 5, 6, 7, or 8 is rolled, the bet loses.

The pay-off for a 3, 4, 9, 10, and 11 is 1 to 1. The payback for the 2 and 12 is set by the casino; minimally it is 2 to 1. Increasingly more casinos are paying 3 to 1 for either the 2 or 12.

Bet Placement/Removal

The player places the bet on the Field area of the table. Winnings are paid to the bet. The player must be careful to take down the winnings or the full amount rides on the next roll.

Additional Discussion

Field bets are not assumed to be "off" on the come-out roll. Any time a field bet is on the table, its outcome will be determined on the next roll.

Software Discussion

The software program allows you to set the pay-off for the 2 and 12 in both play and strategy modes. The amount of the Field bet is selected by the player.

HARD WAY BETS

PAY-OFF		CASINO ADVANTAGE	
6 & 8	9 TO 1	6 & 8	9.1%
4 & 10	7 TO 1	4 & 10	11.1%

Win/Loss

Hard Way bets win when the number is rolled as a pair (2-2, 3-3, 4-4, and 5-5). The bet loses when a 7 is rolled or when the number is rolled not as a pair (1-3, 1-5, 2-4, 2-6, 3-5, . . .).

Pay-offs on each number are shown above.

Only the winnings are paid to the player. The original bet remains on the table and the player must tell the dealer to remove it if desired.

Bet Placement/Removal

The player hands the bet to the dealer and the dealer places the bet on the requested number.

Hard Way bets can be removed from the table at any time between rolls.

Additional Discussion

Any or all of the Hard Way bets can be played at the same time.

Hard Way bets are not assumed to be "off" on the come-out roll; they are active until taken down by the player.

Software Discussion

The player selects the number(s) and amount to bet in both the play and strategy modes.

ONE ROLL BETS

PAY-OFF		CASINO ADVANTAGE	
2 & 12	30 TO 1	2 & 12	13.9%
3 & 11	15 TO 1	3 & 11	11.1%
ANY 7	4 TO 1	ANY 7	16.7%
ANY CRAPS	7 TO 1	ANY CRAPS	11.1%

Win/Loss

One Roll bets win when the number is rolled on the next roll of the dice. Pay-offs for each bet are shown above. If any other number is rolled, the bet loses.

Only the the winnings are paid to the player. The original bet remains on the table and the player must tell the dealer to remove it if desired.

Bet Placement/Removal

The player hands the bet to the dealer and the dealer places the bet on the requested area of the table.

Additional Discussion

Any or all of the One Roll bets can be played at the same time.

One Roll bets are not assumed to be "off" on the come-out roll. Any time a One Roll bet is on the table, its outcome will be determined on the next roll.

Software Discussion

The player selects the number(s) and amount to bet in both the play and strategy modes.

BIG 6 AND BIG 8 BETS

PAY-OFF		CASINO ADVANTAGE	
BIG 6	1 TO 1	BIG 6	9.1%
BIG 8	1 TO 1	BIG 8	9.1%

Win/Loss

The bet wins when the number is rolled; it loses when a 7 is rolled. The pay-off for both bets is 1 to 1.

Bet Placement/Removal

The player places the bet on the Big 6 or Big 8 area of the table. If the Big 6 and Big 8 areas don't exist on the table, the bet is not allowed. Winnings are paid to the bet. The player must be careful to take down the winnings or the full amount rides on the next roll.

Big 6 and Big 8 bets can be removed at any time between rolls.

Additional Discussion

These bets pay-off so poorly that many casinos and laws do not allow them. They are essentially the same as place bets, yet pay only 1 to 1. They can be played however if the point is a 6 or 8.

Big 6 and Big 8 bets are not assumed to be "off" on the the come-out roll; they are active until taken down by the player.

Software Discussion

The player selects the number(s) and amount to bet in both the play and strategy modes.

SOFTWARE—SUMMARY OF VARIATIONS/PARAMETERS

Throughout the previous discussions of different bets, this book has noted how the accompanying software varies in comparison to casino play. These variations are very minor and do not detract from the learning and experience you need to become a successful craps player. Following is a quick summary of these differences and how the software program handles them. Craps can vary from casino to casino; these differences are also discussed with respect to the software program.

Bet Placement

All bets are shown as dollar amounts to eliminate the need for the player to interpret chip denominations. They are placed on the program's table in the exact positions as on a real craps table with one exception. Odds bets are shown as a solid dot to the left of the original bet. The program has chosen to show Don't Come bets in the top row of table boxes; this may vary from casino to casino.

Bet Removal

In a casino, Odds bets and Don't Pass bets may be removed at any time between rolls. This program does not allow for the removal of these bets once a "point" or "number" has been established.

Odds Bets (Casino Rules)

Each casino sets a limit on Odds bets, usually single, double, or triple the original bet. If it isn't posted to be read, ask a dealer or stickman before playing. The software program allows you to set maximum Odds in the parameter menu. This option helps you simulate your favorite casino.

Odds and Place bets should always be made in the exact ratio of the pay-off. Casinos will normally pay the remainder at only 1 to 1; again ask before playing. The software program also pays the remainder at only 1 to 1 with one exception. The remainders for Odds bets on Don't Pass and Don't Come are not paid at all. To avoid poor pay-offs on remainders let the computer program trim the Odds bet to the maximum. Simply input a bet greater than the maximum allowed and the program will trim it to the maximum (i.e., exact ratio and maximum player advantage).

Field Pay-off on 2 and 12 (Casino Rules)

Casinos pay a minimum of 2 to 1 for Field bets when a 2 or 12 is rolled. Numerous casinos pay 2 to 1 on one and 3 to 1 on the other. The computer program allows you to set these pay-offs (in the parameter menu) to match your casino of choice.

Pay-off on One Roll Bets (Casino Rules)

Players must be careful to read the casino table in the One Roll bet area. For example, one casino might state that the 2 and 12 pay-off is 30 "for" 1; another casino might state the pay-off at 30 "to" 1. A 30 "for" 1 pay-off gives the player 30 units for each unit bet, but the house takes the bet. With a 30 "to" 1 pay-off, the player receives the winnings and the original bet stays on the table. The computer program uses this latter approach and the original bet continues to play.

Setting Your Bank (Program Parameter)

You can set the starting amount of your "bank" (i.e., bankroll); default is \$500. The bank has a maximum limit of \$32,500; if this limit is surpassed, the data will become inconsistent. Play your bankroll like it was your real money. Learn to expect what you can win or lose in a normal session. Fantasy betting will not prepare you for casino play.

Sound (Program Parameter)

The sound may either be turned "on" or "off." When "on," the computer will "buzz" for lost bets, "beep" for won bets, and react correspondingly at other points in the program.

Delay (Program Parameter)

The win/loss message is displayed on the bottom of the screen and delayed for readability. Experiment with the delay setting to find a comfortable time for your computer. A setting of zero will disable the win/loss message if so desired.

SOFTWARE DESCRIPTION

Strategic Craps has both a play mode and a strategy mode.

The play mode simulates the actual casino game playing roll by roll at the table. The bets are entered, the dice are rolled, and the pay-offs made—all closely simulating the live action of a casino. Three bet entry approaches make betting easy and fast. Explanations on wins and losses are made on every roll. Use this real-life program to gain the experience and confidence needed before playing at a casino table. It's fun, too!

There are probably as many unique strategies to craps as there are craps players. A poor strategy can decrease your winnings; a good strategy can maximize them. There is added importance for a novice to develop a sound strategy before casino play. The casino craps table is wild and crazy and action-packed. Knowing when and how much to bet according to your set strategy is a benefit. The strategy mode of the software program lets you develop a sound betting strategy. Any combination of bets can be easily entered and run over thousands of rolls (32,500 rolls maximum). The results of your strategic betting can be displayed in tabular or graphic formats. Try known strategies or develop your own—get a winning strategy before hitting the casino tables. Again, it's fun, too!

PLAY MODE

The play mode simulates an actual game in a casino. Bets can be entered manually in two ways or using a semi-automated approach. The manual inputs are intended for the use of the beginner; they provide familiarity with program operation and casino play. The semi-automated approach allows a single keypress to load a string of bets; it is intended for more experienced players.

Bet Menu (Manual Entry)

The Main Craps Menu is visible when the craps table is displayed on the screen. Press "B" from this menu to call the Bet Menu for manual entry of your bets. The Bet Menu will list all possible bets that can be entered at this time. Pass/Don't Pass will be displayed on a come-out roll; Come/Don't Come will be displayed if a point has been established.

Simply press the appropriate key from the menu for the desired bet and enter the amount. Note that the active keys have been appropriately chosen for the bet ("P" for Pass, "C" for Come, etc.). Bets are placed on the screen and you will be prompted for another bet. After all bets are entered, press "Q" to quit. You will be returned to the Main Menu to make the roll of the dice.

If you enter a bet incorrectly, simply choose the bet again and re-enter the new amount. If you wish to remove a bet, enter an amount of "zero."

The last amount bet on Place, Hard Way, and One Roll bets are retained in the computer's memory. This allows you to bet the same amount on successive bets by merely pressing the ENTER or RETURN key.

Control + Key (Manual Entry)

This entry approach is a shortcut to using the Bet Menu. In time you will become familiar with the key letters for each bet displayed in the menu. You can now enter and change your bets without returning to the menu. Simply press the Control key and the bet letter from the craps table display ("Ctl + C" for Come, "Ctl + L" for Place, etc.). You are quickly and conveniently bypassing the menu. The last bet amounts for Place, Hard Way, and One Roll bets are still retained in memory.

Auto-Bet (Semi-Automatic Entry)

The Auto-Bet approach provides even greater ease and speed of bet entry.

Press "A" at the Main Craps Menu to obtain the Auto-Bet Menu. In addition to the menu for bet selection, a chart will display all of the amounts loaded for auto-bets (initially zeros). Simply press the appropriate key from the menu for the desired bet and enter the amount. The chart is updated for each bet. A bet can again be removed by entering an amount of zero, or all bets removed by entering "W" (wipe-out). Press "Q" to quit betting and return to the Main Menu. Press "P" at the Main Menu to place your auto-bets with this single keystroke—a real timesaver.

Auto-bet placement is accomplished by checking the status of the game at that time. For example, assume you have auto-loaded Pass, Come and Place bets on all numbers, and the established point is 5. The Come bet will be made. Place bets will be made on all numbers except the 5. A new Pass bet will not be made; it and any other bets on the table will remain untouched. If Come and Place bets were on the table when you auto-bet, these original bets would be banked and the new auto-bets placed on the table.

STRATEGY MODE

Imagine walking up to a casino craps table and testing a betting strategy for 10,000 rolls. Even if you had the time, would your bankroll hold out? That's the beauty of the strategy mode of your software program. Dream up a betting strategy, input it, and test run it in seconds with no money lost.

Craps is a game of chance—every roll of the dice is random. If a strategy is tested on a small number of rolls, the results are likely to be random also. Test your strategy on a large number of rolls, like 10,000 (32,500 limit). Even out the randomness of individual rolls and get a true picture of your strategy. Once you have established the credibility of your strategy, test it repeatedly on a smaller number of rolls, like 100. This will give you a good idea of how your strategy will fluctuate in typical sessions at a casino table. (A rough estimate is 40 to 80 rolls per hour in an actual casino game.)

Bets are easily entered using the prompts and menus on the screen. Results are displayed either graphically or in tabular form for easy interpretation.

Bet Entry

From the Main Craps Menu, select the option "Enter and Run a Strategy." Select your bets from the menu and enter the desired amounts. Bets are limited to \$100 each with an accumulated total of bets limited to \$500; again keeping the bets in \$5 to \$25 range will provide realistic figures and not overflow your bank. With each bet there is a series of questions to answer that will further define your strategy. When you have completed entering your bets and answering all of the questions, you will be prompted to enter the number of rolls (trial size). Finally you choose the format for the results by pressing "T" for table or "C" for chart (graphic), and the strategy begins to run.

(Remember that all Odds bets are "on" for each come-out roll. You have the option to have Place bets "on" or "off" on the come-out roll.)

Table Results

If you are running a large number of rolls, presenting the results in a table is probably a better choice than charting the results. The exact results are tabulated and shown numerically to present the true odds of your strategy. (Choose the chart output to show the evenness or variance of your strategy.)

Many variables are tracked throughout the execution of your strategy run. The table output is updated once every 10 rolls or 100 roles (if more than 1000 roles are used). These updates are usually too fast to see the trends; again the table output is the best approach when the final results are critical.

Chart Results (Graphical)

It is important to know how a strategy pays over thousands of rolls; it is equally important to know how a strategy varies during a typical casino session of a hundred rolls. Some strategies are very steady over a shorter run; other strategies will vary widely up or down. The ability of your software program to plot these results graphically for easy interpretation is an invaluable tool.

The chart is updated on the screen with each roll. You will literally be able to read the trends as they develop on your computer screen. (If you've loaded a graphics print program prior to running Strategic Craps, you will be able to screen print the chart.)

There is a space limitation on the screen to display the amount in your bank. It starts initially at \$500, and is repositioned to this value when it reaches \$1500 or a negative \$500. These abrupt changes in the graph are easily seen vertically upward or downward. These \$1000 changes are pocketed or borrowed and your bank is adjusted to the correct amount after the last roll.

In addition to the graphical data, numerous other statistics are presented including a histogram (bar graph) showing the distribution of numbers rolled. An unusual distribution of numbers rolled should prompt you to retest your strategy.

SAMPLE STRATEGIES

There are hundreds of possible betting combinations that can be used in a craps strategy. Some examples follow below; the player can acquire one of numerous craps books available to research other widely used strategies.

There are numerous betting systems that can be used with most casino games. These systems are often observed at the casino craps table. One of the most common systems is the "Double on Loss" approach. The player bets one unit; if lost, the second bet is doubled (two units), and so on if the bet continues to lose (4 units, 8 units, 16 units . . .). The player is betting a win will occur before a long cold streak. Less risky than this is a single unit bet after a win and a 2, 3, 5, 7 . . . progression after successive losses. Again, numerous betting systems are explained in gambling books for your research.

Field and Place Strategy

This fast action strategy is a \$5 Field bet, a \$5 Place bet on the 5, and \$6 Place bet on both the 6 and 8. The pay-offs are as follows:

NUMBER ROLLED	WINNINGS	BET RESULTS
2	\$10 (or \$15)	Field wins double (or triple)
3	\$5	Field wins \$5
4	\$5	Field wins \$5
5	\$2	Place wins \$7, Field loses \$5
6	\$1	Place wins \$6, Field loses \$5
7	-\$22	All bets lose
8	\$1	Place wins \$6, Field loses \$5
9	\$5	Field wins \$5
10	\$5	Field wins \$5
11	\$5	Field wins \$5
12	\$10 (or \$15)	Field wins double (or triple)

The only roll that loses is a 7, but it loses \$22. The player may wish to take down the place bets as they are made, or wait for the first \$5 win to place the 5.

Multiple Pass/Come Bets Strategy

This is a frequently used betting strategy. The player simply decides on the maximum number of active come bets to play at one time. Let's suppose the point is 5 and you decide on a maximum of two come bets (betting \$10 with Triple Odds (\$30)). Look at the following two sequences of rolls.

NUMBER ROLLED	AMOUNT BET	AMOUNT WON
7	\$10 Come	\$10
7	\$10 Come	\$10
4	\$40 Come with Odds	zero
10	\$40 Come with Odds	zero
3	zero	zero
10	zero	\$70 (number "10" made)
4	zero	\$70 (number "4" made)

With this first series of rolls you would win \$160.

NUMBER ROLLED	AMOUNT BET	AMOUNT LOST
3	\$10 Come	\$10
4	\$40 Come with Odds	zero
10	\$40 Come with Odds	zero
7	zero	\$80
10	\$40 Come with Odds	zero
4	\$40 Come with Odds	zero
7	zero	\$80

With this series of rolls you would lose \$180.

The same numbers were rolled in each series. The order in which they appeared was obviously different. Admittedly, each series represented an unusual winning or losing sequence. But these series do happen in Craps. The multiple Pass/Come strategy can be very volatile.

Multiple Don't Bets Strategy

This betting strategy is essentially the opposite of multiple Pass/Come strategy. The player again decides on the number of active bets (Don't Pass/Don't Come) to play at one time. Start by setting up the Don't Pass bet, then successively put down each Don't Come bet (up to your maximum limit number of bets).

This strategy can be unpopular with the other players at the table. Some players like to believe they are the cause of a long run of points (before a 7 is rolled). Such players will occasionally take offense that you are betting against their run. You have the right to bet as you please, but you may wish to gauge the other players' personalities before starting a Don't strategy.

One Roll Cover Strategy

Occasionally a player feels a need to cover a large bet by betting against the large bet. For example, a \$35 Pass or Come bet can be covered with a \$5 One Roll bet on "Any Craps." A Don't Pass/Don't Come bet can be covered with One Roll bets on "Any Seven" and "Eleven."

One Roll bets are strongly to the casino's advantage, and obviously need to be replaced after every losing roll to continue to be covered.

