DraftKings Craps
Rules

HOW TO PLAY CRAPS

Game Overview

Craps is a dice game where players bet on potential outcomes of a dice roll. In the DraftKings mobile and online craps games, a player (the "Player") will be the only one making bets. The rules of craps are detailed below.

How To Bet

(1) To make a bet, the Player will select a chip value and tap or drag the chip to an available betting area. (On the desktop version, the Player can select a chip value and click or drag the chip to an available betting area.) The Player can select any of the available chips located on the bottom of the screen. Each chip represents a different denomination. Areas that are available to bet on will illuminate when a chip is hovered over it.
(2) The Player may continue to drag or tap on the betting area to add multiple chips of the same value. To change the value of a chip that will be added to the bet, select a different denomination chip and then drag or tap on the betting area.
(3) Once the game's minimum bet is reached, the Player can begin the game by pressing the *Roll* button.
(4) The following betting options are available to the Player:

Option	Result
ROLL	Begins the game after the minimum bet (or bets) has been placed.
CLEAR	After tapping on this option, tap on any single- or multiple-chip bet to remove it from the table. Tap on the CLEAR option again to stop.
BACK	Removes the last chip placed on the table.
OFF	After tapping on this option, tap on an available bet to turn that bet "off." An "OFF" button will be placed on top of that bet and it will not win or lose. Tap on the OFF option again to stop. To remove an OFF button from a bet, tap on the OFF option and tap on the desired bet.
TAKE ME DOWN	Takes down all bets that are permitted to be removed.

Starting A New Game

The beginning of a game is known as the "come-out roll." The Player may make as many bets as desired before rolling the dice.

Available Bets

Pass Line: The Pass Line is the basic—and most popular—bet in craps. It is made during the come-out roll. The bet is placed in the area of the layout labeled "Pass Line." The Pass Line wins if the dice total 7 or 11 and loses if the dice total 2, 3, or 12. If the dice total 4, 5, 6, 8, 9, or 10, then that number becomes the "point." A white puck labeled "ON" is then placed on the point to indicate that it is in play. Once a point is established, the Pass Line wins if the point number rolls again before a 7. Conversely, the Pass Line loses if a 7 rolls before the point number. Any other number has no effect on the Pass Line. Once a point is established, the bet cannot be increased, decreased, or removed until it is resolved. **Winning Pass Line bets pay 1 to 1**.

Pass Line Odds: After a point is established, the Player may make an additional bet on the Pass Line called "odds." Odds have no house advantage since they pay the true odds of winning the bet. The odds are placed behind the Pass Line bet. The odds win if the corresponding Pass Line bet wins. Odds can be increased, decreased, or removed at any time after the come-out roll, but before the bet is resolved. The Player may bet as much as five times the amount of the Pass Line bet as odds. **Winning odds bets pay**:

Point	Pays
6 & 8	6 to 5
5 & 9	3 to 2
4 & 10	2 to 1

Don't Pass: The Don't Pass is largely the opposite of the Pass Line. It is made during the come-out roll in the area of the layout labeled "Don't Pass Bar." It wins if the dice total 2 or 3 and loses if the dice total 7 or 11. Rolling a 12 results in a push. If the dice total 4, 5, 6, 8, 9, or 10, then that number becomes the point. Once a point is established, the Don't Pass wins if a 7 rolls before the point number. Conversely, the Don't Pass loses if the point number rolls before a 7. Any other number has no effect on the Don't Pass. Once a point is established, a Don't Pass bet cannot be increased, however, it can be removed at any time before it is resolved (but not replaced once the dice are rolled). **Winning Don't Pass bets pay 1 to 1.**

Don't Pass Odds: After a point is established, the Player may place an additional bet on the Don't Pass called "odds." Odds have no house advantage since they pay the true odds of winning the bet. The odds are placed adjacent to the Don't Pass bet. The odds win if the corresponding Don't Pass bet wins. Odds can be increased, decreased, or removed at any time after the come-out roll, but before the bet is resolved. The Player may bet as much as six times the amount of the Don't Pass bet as odds. **Winning odds bets pay**:

Point	Pays
6 & 8	5 to 6
5 & 9	2 to 3
4 & 10	1 to 2

Come: Come bets function like Pass Line bets, only they are made after the come-out roll. Once a point is established, you make a Come bet in the area labeled "Come." The Come bet wins if the dice total 7 or 11 and loses if the dice total 2, 3, or 12. If the dice total 4, 5, 6, 8, 9, or 10, then the Come bet is moved to the

corresponding number box. The number of the box is considered the Come point for purposes of that specific Come bet. Then, the Come bet wins if the Come point number rolls again before a 7. Conversely, the Come bet loses if a 7 rolls before the Come point number. Once a Come point is established for the Come bet, the bet cannot be increased, decreased, or removed until it is resolved. **A winning Come bet pays 1 to 1**.

Come Odds: Come odds function like Pass Line odds, only they are made after a Come point is established. After a Come point is established, the Player may make an additional bet on the corresponding Come bet called "odds." Odds have no house advantage since they pay the true odds of winning the bet. Come odds are placed on top of a Come bet after it has moved to a number box. The odds win if the corresponding Come bet wins. Odds can be increased, decreased, or removed at any time before the bet is resolved. The Player may bet as much as five times the amount of the Come bet as odds. Come odds do not win or lose during the come-out roll unless the Player requests that they are "on." **Winning odds bets pay**:

Come Point	Pays
6 & 8	6 to 5
5 & 9	3 to 2
4 & 10	2 to 1

Don't Come: Don't Come bets function like Don't Pass bets, only they are made after the come-out roll. Once a point is established, you make a Don't Come bet in the area labeled "Don't Come Bar." The Don't Come bet wins if the dice total 2 or 3 and loses if the dice total 7 or 11. Rolling a 12 results in a push. If the dice total 4, 5, 6, 8, 9, or 10, then the Don't Come bet is moved behind the corresponding number box. The number of the box is considered the Don't Come point for purposes of that specific Don't Come bet. Then, the Don't Come bet wins if a 7 rolls before the Don't Come point number. Conversely, the Don't Come bet loses if the Don't Come point number rolls before a 7. Once a Don't Come point is established for a Don't Come bet, then that Don't Come bet cannot be increased, however, it can be removed at any time before it is resolved (but not replaced once the dice are rolled). **A winning Don't Come bet pays 1 to 1**.

Don't Come Odds: Don't Come odds function like Don't Pass odds, only they are made after a Don't Come point is established. After a Don't Come point is established, the Player may make an additional bet on the corresponding Don't Come bet called "odds." Odds have no house advantage since they pay the true odds of winning the bet. Don't Come odds are placed adjacent to the Don't Come bet after it has moved behind a number box. The odds win if the corresponding Don't Come bet wins. Odds can be increased, decreased, or removed at any time before the bet is resolved. The Player may bet as much as six times the amount of the Don't Come bet as odds. Don't Come odds do not win or lose during the come-out roll unless the Player requests that they are "on." **Winning odds bets pay**:

Don't Come Point	Pays
6 & 8	5 to 6
5 & 9	2 to 3

4 & 10	1 to 2

Place: The Player may bet individually on the 4, 5, 6, 8, 9, or 10 without making additional Pass Line or Come bets. The bet sits in front of the corresponding number box. A Place bet wins if the chosen number rolls before a 7 and loses if a 7 rolls before the chosen number. Place bets do not win or lose during the come-out roll unless the Player requests that they are "on." **Winning Place bets pay**:

Number	Pays
6 & 8	7 to 6
5 & 9	7 to 5
4 & 10	9 to 5

Don't Place: Don't Place bets are the opposite of Place bets. The Player may bet individually against the 4, 5, 6, 8, 9, or 10 without making additional Don't Pass or Don't Come bets. The bet sits in back of the corresponding number box. A Don't Place bet wins if a 7 rolls before the chosen number and loses if the chosen number rolls before a 7. Don't Place bets do not win or lose on the come-out roll unless the Player requests that they are "on." **Winning Don't Place bets pay**:

Number	Pays
6 & 8	4 to 5
5 & 9	5 to 8
4 & 10	5 to 11

Buy: Buy bets are similar to Place bets, except that they pay true odds minus a 5% commission on the amount bet. This commission is collected after the bet has won. Buy bets are placed inside the number box of either the 4, 5, 6, 8, 9, or 10, and a lammer labeled "Buy" is placed on top of the bet. Buy bets win if the chosen number rolls before a 7 and lose if a 7 rolls before the chosen number. Buy bets do not win or lose during the come-out roll unless the Player requests that they are "on." **Winning Buy bets pay**:

Number	Pays
6 & 8	6 to 5, minus 5% of the amount bet.
5 & 9	3 to 2, minus 5% of the amount bet.
4 & 10	2 to 1, minus 5% of the amount bet.

Lay: Lay bets are similar to Don't Place bets, except that they pay true odds minus a 5% commission on the amount won. This commission is collected after the bet has won. Lay bets are placed towards the back

of the number box of either the 4, 5, 6, 8, 9, or 10, and a lammer labeled “Lay” is placed on top of the bet. Lay bets win if a 7 rolls before the chosen number and lose if the chosen number rolls before a 7. Lay bets can win or lose on the come-out roll unless the Player requests that they are “off.” **Winning Lay bets pay**:

Number	Pays
6 & 8	5 to 6, minus 5% of the amount won.
5 & 9	2 to 3, minus 5% of the amount won.
4 & 10	1 to 2, minus 5% of the amount won.

Field: This one-roll bet is made in the area of the layout labeled “Field.” It wins if the dice total 2, 3, 4, 9, 10, 11, or 12, and loses if any other number is rolled. **Winning Field bets pay 1 to 1, except that a 2 pays 2 to 1 and a 12 pays 2 to 1**.

Bonus Craps™: Bonus Craps™ is a prop bet consisting of a series of three side bets that are placed in the area of the layout labeled “Bonus Craps™.”

(1) The first side bet, All Small, wins if the Player rolls every number from 2 to 6 at least once before rolling a 7. Conversely, the bet loses if a 7 rolls before every number from 2 to 6 is rolled at least once. An All Small bet can be made at any time that there is no All Small bet in play, however, if there is a Make’em All bet in play, a new All Small bet may not be made unless the numbers 2 to 6 within the Make’em All bet have been satisfied.

(2) The second side bet, All Tall, wins if the Player rolls every number from 8 to 12 at least once before rolling a 7. Conversely, the bet loses if a 7 rolls before every number from 8 to 12 is rolled at least once. An All Tall bet can be made at any time that there is no All Tall bet in play, however, if there is a Make’em All bet in play, a new All Tall bet may not be made unless the numbers 8 to 12 within the Make’em All bet have been satisfied.

(3) The third side bet, Make’em All, wins if the Player rolls every number from 2 to 12 (except for 7) at least once before rolling a 7. Conversely, the bet loses if the Player rolls a 7 before every number from 2 to 12 (except for 7) is rolled at least once. A Make’em All bet can be made at any time that no Bonus Craps™ bet is in play. **Winning Bonus Craps™ bets pay**:

Bet	Pays
All Small	34 to 1
All Tall	34 to 1
Make’em All	175 to 1

Hardways: These prop bets are made in the area of the layout adjacent to the “All Hardways” box, depending on which number the Player desires. The Player is betting that either the 4, 6, 8, or 10 will roll “hard,” meaning the same number shows on each die. An “easy” roll means the total consists of different

numbers on each die. For instance, the 4 is rolled hard when the dice show 2-2. In contrast, the 4 is rolled easy when the dice show 1-3. The Hard 4 wins if the dice show 2-2 before the Player rolls either a 7 or an easy 4. Conversely, the Hard 4 loses if the dice roll either a 7 or an easy 4 before rolling a Hard 4. The Hard 6 wins if the dice show 3-3 before the Player rolls either a 7 or an easy 6. Conversely, the Hard 6 loses if the dice roll either a 7 or an easy 6 before rolling a Hard 6. The Hard 8 wins if the dice show 4-4 before the Player rolls either a 7 or an easy 8. Conversely, the Hard 8 loses if the dice roll either a 7 or an easy 8 before rolling a Hard 8. The Hard 10 wins if the dice show 5-5 before the Player rolls either a 7 or an easy 10. Conversely, the Hard 10 loses if the dice roll either a 7 or an easy 10 before rolling a Hard 10. A bet made in the "All Hardways" box is divided equally between the four Hardways. Hardways do not win or lose on the come-out roll unless the Player requests that they are "on." **Winning Hardways pay**:

Hardway	Pays
4	7 to 1
6	9 to 1
8	9 to 1
10	7 to 1

2, 3, 11, or 12: These four one-roll prop bets are made in the area of the layout adjacent to the "Horn Bet" box, depending on which number the Player desires. The Player is betting that the dice will total either 2, 3, 11, or 12 on the next roll of the dice. They lose if any other number rolls. For instance, a bet on the 2 wins if the 2 rolls on the next roll and loses if any other number rolls. **Winning 2, 3, 11, or 12 bets pay**:

Bet	Pays
2	30 to 1
3	15 to 1
11	15 to 1
12	30 to 1

Horn: This one-roll prop bet is made in the area of the layout labeled "Horn Bet." It is an extension of the 2, 3, 11, and 12 bets illustrated above. The distinction is that rather than a bet on one of those numbers, the Horn bet is divided equally between the 2, 3, 11, and 12 bets. A Horn bet wins if the dice total 2, 3, 11, or 12 on the next roll and loses if any other number rolls. **If the dice total either 2, 3, 11, or 12, then the amount on that winning number is paid as follows**:

Number	Pays
2	30 to 1
3	15 to 1

11	15 to 1
12	30 to 1

Any Craps: This one-roll prop bet is made in the area of the layout labeled "Any Craps." It wins if the next roll is a 2, 3, or 12 and loses if any other number is rolled. **Winning Any Craps bets pay 7 to 1.**

C & E: This one-roll prop bet is made in the area of the layout where the letters "C" and "E" are encircled and next to each other. A bet on the C & E is divided equally between the Any Craps and 11 bets. A C & E bet wins if the dice total 2, 3, 11, or 12 on the next roll and loses if any other number rolls. **If the dice total either 2, 3, 11, or 12, then the amount on the Any Craps or 11 bets is paid as follows**:

Bet	Pays
Any Craps (2, 3, 12)	7 to 1
11	15 to 1

Any Seven: This one-roll prop bet is made in the area of the layout labeled "Seven." It wins if the next roll is a 7 and loses if any other number is rolled. **Winning Any Seven bets pay 4 to 1**.

Available Bets (Advanced Menu)

For the following bets in the Advanced Menu, drag the cursor to the desired amount:

World: This one-roll prop bet is made by using the Advanced features on the Player's screen. The World bet is divided equally between the 2, 3, 11, 12, and Any Seven. It wins if the dice total 2, 3, 7, 11, or 12 on the next roll and loses if any other number rolls. **If the dice total either 2, 3, 7, 11, or 12, then the amount on that winning number is paid as follows**:

Bet	Pays
2	30 to 1
3	15 to 1
Any Seven (7)	4 to 1
11	15 to 1
12	30 to 1

Inside: This option will make Place bets on the Inside numbers: 5, 6, 8, and 9. If the point number is one of these numbers, then that number will be omitted from the betting amount.

Outside: This option will make Place or Buy bets on the Outside numbers: 4, 5, 9, and 10. If the point number is one of these numbers, then that number will be omitted from the betting amount.

Across: This option will make Place or Buy bets on five of the six numbers. The point number will be omitted from the betting amount.

Additional Rules

Misuse or malfunction voids all pays and plays.

Options

Bet Preferences: How Bets Should Work

Options	Description
Come Odds	The Player may apply one of the following four toggles to Come odds: ● Always Off: When this option is toggled, Come odds will always be off. ● Always On: When this option is toggled, Come odds will always be on. ● Only Off During Come-out: When this option is toggled, Come odds will always be off during the come-out roll, but will automatically turn on once a point is established. ● Only On During Come-out: When this option is toggled, Come odds will always be on during the come-out roll, but will automatically turn off once a point is established.
Don't Come Odds	The Player may apply one of the following four toggles to Don't Come odds: ● Always Off: When this option is toggled, Don't Come odds will always be off. ● Always On: When this option is toggled, Don't Come odds will always be on. ● Only Off During Come-out: When this option is toggled, Don't Come odds will always be off during the come-out roll, but will automatically turn on once a point is established. ● Only On During Come-out: When this option is toggled, Don't Come odds will always be on during the come-out roll, but will automatically turn off once a point is established.
Place/Buy	The Player may apply one of the following four toggles to Place and Buy bets:

	● Always Off: When this option is toggled, Place and Buy bets will always be off. ● Always On: When this option is toggled, Place and Buy bets will always be on. ● Only Off During Come-out: When this option is toggled, Place and Buy bets will always be off during the come-out roll, but will automatically turn on once a point is established. ● Only On During Come-out: When this option is toggled, Place and Buy bets will always be on during the come-out roll, but will automatically turn off once a point is established.
Don't Place/Lay	The Player may apply one of the following four toggles to Don't Place and Lay bets: ● Always Off: When this option is toggled, Don't Place and Lay bets will always be off. ● Always On: When this option is toggled, Don't Place and Lay bets will always be on. ● Only Off During Come-out: When this option is toggled, Don't Place and Lay bets will always be off during the come-out roll, but will automatically turn on once a point is established. ● Only On During Come-out: When this option is toggled, Don't Place and Lay bets will always be on during the come-out roll, but will automatically turn off once a point is established.
Hardways	The Player may apply one of the following four toggles to the Hardways: ● Always Off: When this option is toggled, the Hardways will always be off. ● Always On: When this option is toggled, the Hardways will always be on. ● Only Off During Come-out: When this option is toggled, the Hardways will always be off during the come-out roll, but will automatically turn on once a point is established. ● Only On During Come-out: When this option is toggled, the Hardways will always be on during the come-out

	roll, but will automatically turn off once a point is established.

Bet Preferences: Winning Bets Stay Up

Options	Description
Pass Line/Don't Pass	When toggled on, this option leaves winning Pass Line and Don't Pass bets (but not their associated odds) in their betting areas if they win or push.
Come/Don't Come	When toggled on, this option leaves winning Come bets (with or without odds) in their betting areas. The Come bet that this option applies to must be (a) in the number box, and (b) the Player has made a new bet in the Come betting area that is the same amount as the non-odds portion of the winning Come bet. Here's an example of a Come bet that this option applies to: Imagine a $5 Come bet with $20 odds in the 9 number box. The Player also has a new $5 Come bet that is in the Come beting area. If this option is toggled, then three things happen when the 9 rolls: (a) the Player wins $35 ($5 Come bet with $20 odds on the 9 pays $35 total), (b) the $5 Come bet with $20 odds stays in the 9 number box, and (c) the new $5 bet in the Come betting area stays there. A Come bet that wins with an 11 (but not a Come bet that wins with a 7) will also stay up. Don't Come bets in the Don't Come betting area will stay up if they win or push.
Place/Buy	When toggled on, this option leaves winning Place and Buy bets in their betting areas.
Don't Place/Lay	When toggled on, this option leaves winning Don't Place and Lay bets in their betting areas.
Field	When toggled on, this option leaves a winning Field bet in its betting area.
Prop Bets/Bonus Craps™	When toggled on, this option leaves winning prop bets, including Bonus Craps™ bets, in their betting areas. (The rules governing when Bonus Craps™ wagers are permitted still apply.)

Help Mode

Options	Description

	Turns on Help Mode. You can then tap or click on any betting area to see a brief overview.

Animation

Options	Description
Default	Plays all animations.
Fast	Plays limited animations to speed up play.
	Animation speeds can be changed during game play using the lightning bolt on screen.

Sounds

Options	Description
High	Plays game sounds at maximum volume.
Low	Plays game sounds at reduced volume.
Off	No game FX.

Voice Overs

Options	Description
High	Plays voice overs at maximum volume.
Low	Plays voice overs at reduced volume.
Off	No voice overs.

Music

Options	Description
High	Plays game music at maximum volume.
Low	Plays game music at a reduced volume level.
Off	No game music.

Glow All Winning Bets

Option	Description
On	All prospective winning betting areas glow every roll.
Off	Only active bets glow their betting area on win.

Background

Option	Description

Background	Press to cycle through different felt options.
(Paintbrush)	Press to cycle through different felt options.

Tutorial

Option	Description
Tutorial	Displays the tutorial.

Rules

Option	Description
Rules	Displays the rules.

Pay Table

Option	Description
Pay Table	Displays the pay table.

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11.01.2021. Version Dis.B-BC_1.0