



AND



RULES OF PLAY

Nevada



GALAXY GAMING

DISTINCTIVELY DIFFERENT

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Game Description

Bonus Craps and *Bonus Craps Progressive* are a set of optional bonus wagers played on standard Craps games.

- *Bonus Craps* contains three optional bonus wagers, called *All Small*, *All Tall*, and *Make 'Em All*. Each wager wins if its respective totals are rolled before a 7.

Bonus Craps Progressive contains the *Make 'Em All* and *Fired Up Progressive* wagers.

- The *Make 'Em All Progressive* wager wins if all of the *Make 'Em All* numbers are rolled exactly once, before a 7 or a previously rolled number is repeated.
- The *Fired Up Progressive* wager wins if a particular sequence of numbers is rolled in the exact order posted on the corresponding paytable.

Operators may require players maintain a Pass/Don't Pass wager in order to place a *Bonus Craps* and/or *Bonus Craps Progressive* wager. The *Bonus Craps* and *Bonus Craps Progressive* wagers are not dependent on the base game's outcome.

Bonus Craps Rules of Play

1. Players must place any mandatory craps wagers and may place an optional *Bonus Craps* wager on one or more of the three wagers: *All Small*, *All Tall*, or *Make 'Em All*.
2. *Bonus Craps* wagers can be made:
 - On the come-out roll after a 7 has rolled.
 - If the particular wager does not have any active wagers.
 - After a player has rolled all the required numbers.
3. When a qualifying number is rolled, a lammer is placed on the respective numbered circle on the layout for tracking purposes. A repeated number has no effect on the wager.
4. Players win their particular wager(s) if all of their respective numbers are rolled
 - Note that some paytables feature a *Dealer Envy* pay. If a player wins a qualifying award, the dealer will be paid a multiple of each winning player's wager amount.
5. When a 7 is rolled, all *Bonus Craps* wagers lose.

Bonus Craps Progressive Rules of Play

Make 'Em All Progressive

1. Players must place any mandatory craps wagers and may place an optional *Make 'Em All Progressive* wager.
2. *Make 'Em All Progressive* wagers can be made:
 - On the come-out roll after a 7 has rolled.
 - If there are no active *Make 'Em All Progressive* wagers.

3. Players win the top award if they can roll each of the *Make 'Em All* numbers (2, 3, 4, 5, 6, 8, 9, 10, 11, 12) exactly once, in any order. If a partial set of numbers are rolled before the wager is lost, a lesser pay will still be awarded according to the corresponding payable.
 - Note that some paytables feature a *Dealer Envy* pay for qualifying events. Unless noted, the dealer will receive only one Envy pay, even if multiple players have won the wager.
4. Qualifying rolls/numbers can be tracked, using lammers, through two methods:
 - Marking the roll/number on the progressive tracker
 - If configured, using the existing *Bonus Craps Bets* tracker
5. The wager is lost if a previously rolled number is repeated or a 7 is rolled.

Fired Up Progressive

1. Players must place any mandatory craps wagers and may place an optional *Fired Up Progressive* wager.
2. *Fired Up Progressive* wagers can be made:
 - On the come-out roll after a 7 has rolled.
 - If there are no active *Fired Up Progressive* wagers.
3. Players win the top award if the particular sequence of numbers is rolled in an exact order, based on the configured payable. If a partial sequence is rolled before the wager is lost, a lesser pay will still be awarded according to the corresponding payable.
 - Note that some paytables feature a *Dealer Envy* pay for qualifying events. Unless noted, the dealer will receive only one Envy pay, even if multiple players have won the wager.
4. Qualifying rolls/numbers can be tracked, using lammers, through two methods:
 - Marking the roll/number on the progressive tracker
 - If configured, using the existing *Bonus Craps Bets* tracker
5. The wager is lost anytime a number is rolled that does not match the particular sequence, including the first roll.
 - Note that some paytables have multiple qualifying sequences. In these cases, the first roll establishes the sequence to follow.

Optional Bonus Wagers

Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

All Small

Players win if all the “small” numbers (2, 3, 4, 5, 6) are rolled before a 7 (including on the come-out roll). Winning wagers are paid according to the corresponding payable in Appendix A.

All Tall

Players win if all the “tall” numbers (8, 9, 10, 11, 12) are rolled before a 7 (including on the come-out roll). Winning wagers are paid according to the corresponding payable in Appendix A.

Make ‘Em All

Players win if all the numbers (2, 3, 4, 5, 6, 8, 9, 10, 11, 12) are rolled before a 7 (including on the come-out roll). Winning wagers are paid according to the corresponding payable in Appendix A.

Make ‘Em All Progressive

Players win if all the *Make ‘Em All* numbers are rolled exactly once, in any order, before a 7 or a previously rolled number is repeated. Winning wagers are paid according to the corresponding payable in Appendix B.

Fired Up Progressive

Players win if a particular sequence of numbers is rolled in an exact order as posted on the configured payable. Winning wagers are paid according to the corresponding payable in Appendix C.



Bonus Craps – Version 3 Paytables:

PT-FLT-BC-03		
Triggering Event	Pays	Dealer Envy
All Small	30	1x
All Tall	30	1x
Make 'Em All	150	5x

Notes:

1. All odds are "to 1."
2. For payable PT-FLT-BC-03, the dealer receives an Envy pay that is a multiple of each winning player's wager amount, based on the particular wager.
3. Operators may post a maximum aggregate amount payable per round or per hand.



Make 'Em All Progressive Paytables:

PT-BJS-MEA-01		
Triggering Event	Pays	Dealer Envy
10 Numbers	100%	\$1,000
9 Numbers	\$300	\$200
8 Numbers	\$50	N/A
7 Numbers	\$10	N/A
6 Numbers	\$5	N/A
5 Numbers	\$2	N/A

PT-BJS-MEA-02		
Triggering Event	Pays	Dealer Envy
10 Numbers	100%	\$1,000
9 Numbers	\$300	\$50*
8 Numbers	\$50	N/A
7 Numbers	\$10	N/A
6 Numbers	\$5	N/A
5 Numbers	\$2	N/A

*= Per Player

PT-BJS-MEA-03		
Triggering Event	Pays	Dealer Envy
10 Numbers	100%	\$1,000
9 Numbers	\$300	\$50*
8 Numbers	\$50	\$5*
7 Numbers	\$10	\$2*
6 Numbers	\$5	\$1*
5 Numbers	\$2	N/A

*= Per Player

PT-BJS-MEA-04	
Triggering Event	Pays
10 Numbers	100%
9 Numbers	\$300
8 Numbers	\$50
7 Numbers	\$10
6 Numbers	\$5
5 Numbers	\$2

PT-BJS-MEA-05		
Triggering Event	Pays	Dealer Envy
10 Numbers	100%	\$1,000
9 Numbers	\$200	\$50*
8 Numbers	\$40	N/A
7 Numbers	\$10	N/A
6 Numbers	\$6	N/A
5 Numbers	\$3	N/A

*= Per Player

PT-BJS-MEA-06	
Triggering Event	Pays
10 Numbers	100%
9 Numbers	\$200
8 Numbers	\$40
7 Numbers	\$10
6 Numbers	\$6
5 Numbers	\$3

Fired Up Progressive Paytables:

PT-BJS-FUP-01		
6-5-4-3-2 OR 8-9-10-11-12		
Sequence(s)	Pays	Dealer Envy
5 Matching Rolls	100%	\$1,000
4 Matching Rolls	\$300	\$100
3 Matching Rolls	\$40	N/A
2 Matching Rolls	\$5	N/A
1 Matching Roll	\$1	N/A

PT-BJS-FUP-02	
6-5-4-3-2 OR 8-9-10-11-12	
Sequence(s)	Pays
5 Matching Rolls	100%
4 Matching Rolls	\$300
3 Matching Rolls	\$40
2 Matching Rolls	\$5
1 Matching Roll	\$1

PT-BJS-FUP-03		
5-4-3-2		
Sequence(s)	Pays	Dealer Envy
5 Matching Rolls	N/A	N/A
4 Matching Rolls	100%	\$1,000
3 Matching Rolls	\$200	\$200
2 Matching Rolls	\$20	N/A
1 Matching Roll	\$2	N/A

PT-BJS-FUP-04	
5-4-3-2	
Sequence(s)	Pays
5 Matching Rolls	N/A
4 Matching Rolls	100%
3 Matching Rolls	\$200
2 Matching Rolls	\$20
1 Matching Roll	\$2

PT-BJS-FUP-05		
8-9-10-11-12		
Sequence(s)	Pays	Dealer Envy
5 Matching Rolls	100%	\$2,000
4 Matching Rolls	\$1,000	\$60*
3 Matching Rolls	\$200	N/A
2 Matching Rolls	\$20	N/A
1 Matching Roll	\$2	N/A

*= Per Player

PT-BJS-FUP-06	
8-9-10-11-12	
Sequence(s)	Pays
5 Matching Rolls	100%
4 Matching Rolls	\$200
3 Matching Rolls	\$40
2 Matching Rolls	\$6
1 Matching Roll	\$3

Notes:

1. All pays are "for 1."
2. Only the highest qualifying roll sequence is paid.
3. The dealer receives a fixed envy amount regardless of the number of players that win the eligible award, unless otherwise noted as *per player*, in which case the dealer receives the respective Envy pay per each winning player.
4. The progressive paytables are based off a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed and pays should be multiplied accordingly.