



Rules of Play

Dice Works consists of multi-roll side bets for the game of Craps. The side bets are grouped under the names Dice Works, High Roller, Roll the Line, Parlay Craps, and Parlay Craps with Dealer Envy. The licensee has the option to offer any combination of these groupings at their discretion. The rules and paytables are as follows:

Dice Works

The side bet consists of three (3) separate wagers:

- All Lows: a Player is wagering that the shooter will roll each of the following totals two (2), three (3), four (4), five (5) and six (6) before rolling a “seven out”.
- All Highs: a Player is wagering that the shooter will roll each of the following totals eight (8), nine (9), ten (10), eleven (11) and twelve (12) before rolling a “seven out”.
- The Works: a Player is wagering that the shooter will roll each of the following totals two (2), three (3), four (4), five (5), six (6), eight (8), nine (9), ten (10), eleven (11) and Twelve (12) before rolling a “seven out”.

The paytables for Dice Works are as follows:

Wager	PT1 (to 1)	PT2 (to 1)
All Lows	34	30
All Highs	34	30
The Works	175	150

In Dice Works, when a number is rolled it is marked with a Lammer in the designated Dice Works area; this shows that that number has been rolled. Once all of the numbers for the bet placed are rolled prior to a 7, the bet will be paid according to the pay-table. If a 7 is rolled, all of the Dice Works bets lose and the Lammers are taken down.

It is the Casino’s option to choose to offer this wager outside of the come-out roll provided none of the numbers have hit.

High Roller

- A Player is awarded based on the number of times that the shooter makes a point before rolling a “seven out.”

The payable for High Roller is:

Outcome	PT1 (to 1)
10 or more	299
9	199
8	99
7	49
6	29
5	19
4	9
3	5
2 or less	-1

In High Roller there are Lammers labeled 1 through 10. When a point is made, the dealer will place a Lammer in the designated High Roller area, marking each point that is made. Once 3 or more points have been made consecutively prior to a 7, the High Roller bet has won and is paid according to the payable. If a 7 out is rolled, all of the High Roller bets lose and the Lammers are taken down; this does not include a 7 on a Come-out Roll.

Roll the Line

- A Player is awarded if the shooter gets a specific number of pass line wins before rolling a “seven out.” Pass line wins include the following:
 - Rolling a seven (7) or 11 on the come-out roll.
 - Making a point.
- The pay is awarded at the end of the game.
- Only one (1) pay per game is awarded.

The paytables for Roll the Line are as follows:

Outcome	PT1 (to 1)	PT2 (to 1)	PT3 (to 1)	PT4 (to 1)	PT5 (to 1)	PT6 (to 1)	PT7 (to 1)
11 or more wins	50	75	100	150	50	100	150
10 wins	25	40	40	30	40	30	40
9 wins	20	30	30	20	30	25	25
8 wins	15	20	20	15	20	20	15
7 wins	8	12	10	10	10	12	10

6 wins	6	6	6	4	8	7	7
5 wins	4	4	3	3	5	5	4
4 wins	2	2	2	2	2	3	2
3 wins	1	1	1	1	1	0	0
2 wins	0	-1	-1	-1	-1	-1	-1
1 wins	-1	-1	-1	-1	-1	-1	-1
0 wins	-1	-1	-1	-1	-1	-1	-1

In Roll the Line, a win is defined as a Pass Line win including the Come-out roll. There are Lammers labeled 1 through 10. The dealer will place a Lammer in the designated Roll the Line area, marking each time there is a win. Once 3 or more wins have been made consecutively prior to a 7, the Roll the Line bet has won and is paid according to the pay-table. If a 7 is rolled, all of the Roll the Line bets lose and the Lammers are taken down, this includes a 7 on a Come-out Roll.

Parlay Craps

A player is awarded if the number wagered on is rolled a predetermined number of times. The game ends when the shooter successfully rolls the wagered-on amount, the corresponding number of times (which do not need to be consecutive) or rolls a "seven out." This bet can be made anytime during the shooters roll as long as the number being wagered has not been previously rolled in the betting round.

The side bet consists of 10 separate wagers:

- Repeating '2' 2x: a player is wagering that the shooter will roll a two (2), two (2) times before rolling a "seven out".
- Repeating '3' 3x: a player is wagering that the shooter will roll a three (3), three (3) times before rolling a "seven out".
- Repeating '4' 4x: a player is wagering that the shooter will roll a four (4), four (4) times before rolling a "seven out".
- Repeating '5' 5x: a player is wagering that the shooter will roll a five 5, five 5 times before rolling a "seven out".
- Repeating '6' 6x: a player is wagering that the shooter will roll a six 6, six 6 times before rolling a "seven out".
- Repeating '8' 6x: a player is wagering that the shooter will roll an eight (8), six 6 (six) times before rolling a "seven out".
- Repeating '9' 5x: a player is wagering that the shooter will roll a nine (9), five (5) times before rolling a "seven out".
- Repeating '10' 4x: a player is wagering that the shooter will roll a ten (10), four (4) times before rolling a "seven out".
- Repeating '11' 3x: a player is wagering that the shooter will roll an 11, three (3) times before rolling a "seven out".
- Repeating '12' 2x: a player is wagering that the shooter will roll a 12, two (2) times before rolling a "seven out".

In Parlay Craps, each time a number is rolled a Lammer is placed in the designated area for that number, showing how many times that particular number has been rolled. Once the number has been rolled the

corresponding number of times for that particular number prior to a 7, the bet is paid according to the pay-table. If a 7 is rolled, all of the Parlay Craps bets lose and the Lammer are taken down, this includes a 7 on a Come-out Roll.

The casino has the option to allow players to make the Parlay wager on a come-out roll only or anytime during a shooter's roll unless the number was previously rolled.

The payable for Parlay Craps is as follows:

Outcome	PT1 (for 1)
Repeating '2' 2x	40
Repeating '3' 3x	50
Repeating '4' 4x	65
Repeating '5' 5x	80
Repeating '6' 6x	90
Repeating '8' 6x	90
Repeating '9' 5x	80
Repeating '10' 4x	65
Repeating '11' 3x	50
Repeating '12' 2x	40

Parlay Craps with Dealer Envy

In addition to the 10-separate wagers described in Parlay Craps; the side bet also consists of the four (4) following wagers:

- Repeating '8' 8x: a player is wagering that the shooter will roll an eight (8), eight (8) times before rolling a "seven out".
- Repeating '9' 9x: a player is wagering that the shooter will roll a nine (9), nine (9) times before rolling a "seven out".
- Repeating '10' 10x: a player is wagering that the shooter will roll a ten (10), ten (10) times before rolling a "seven out".
- Repeating '2, 3, 11, 12' 7x: a player is wagering that the shooter will roll any of two (2, three (3), 11, or 12, seven (7) times before rolling a "seven out".
- The side bet also awards the dealer with a pay (Dealer Envy), if the player wins.

In Parlay Craps with Dealer Envy, each time a number is rolled a Lammer is placed in the designated area for that number, showing how many times that particular number has been rolled. Once the number has been rolled the corresponding number of times for that particular number prior to a 7, the bet is paid according to the pay-table. If a 7 is rolled, all of the Parlay Craps with Dealer Envy bets lose and the Lammer are taken down; this includes a 7 on a Come-out Roll.

It is the Casino's option to choose to offer this wager outside of the come-out roll provided the number

being wagered has not hit.

The payable for Parlay Craps with Dealer Envy as follows:

Outcome	PT1 (for 1)	Dealer Envy
Repeating '2' 2x	40	2
Repeating '12' 2x	40	2
Repeating '3' 3x	50	3
Repeating '11' 3x	50	3
Repeating '4' 4x	65	4
Repeating '10' 4x	65	4
Repeating '5' 5x	80	5
Repeating '9' 5x	80	5
Repeating '6' 6x	90	6
Repeating '8' 6x	90	6
Repeating '8' 8x	450	8
Repeating '9' 9x	3,000	9
Repeating '10' 10x	45,000	10
Repeating '2,3,11,12' 7x	100	7