



## Dice-Ology

### Rules of Play

#### **Introduction**

Dice-Ology is played on an existing craps table, the base game stays the same with three additional bets: Little Ones, Big Ones, Boom or Bust.

#### **Little Ones**

When all "Little" numbers (2,3,4,5,6) have been rolled before a seven the Little Ones bet will pay out according to the chosen payable. The bet loses when a 7 is rolled, including a 7 on the come out roll.

#### **Big Ones**

When all "Big" numbers (8,9,10,11,12) have been rolled before a 7, the Big Ones bet will pay out according to the chosen payable. The bet loses when a 7 is rolled, including a 7 on the come out roll.

#### **Boom or Bust**

Boom or Bust will pay out when all of the numbers (2,3,4,5,6,8,9,10,11,12) have been rolled before a 7. The bet loses when a 7 is rolled.

Players must make Dice-Ology bets for "Little Ones" and/or "Big Ones" any time before a number covered by the chosen bet has been rolled. If all of the "Little Ones" and/or "Big Ones" are rolled, the bonus bet will pay according to the payable.

### **“DICE-OLGY” PAYTABLES**

<b>Side Bet</b>	<b>Pay Table 1</b>	<b>Pay Table 2</b>
Little Ones	34 to 1	30 to 1
Big Ones	34 to 1	30 to 1
Boom or Bust	175 to 1	150 to 1