

Super Shooter Craps Side Bet Rules of Play

INTRODUCTION

Super Shooter Craps Side Bet is a collection of optional wagers for standard Craps games. The wagers are persistent wagers, remaining on the table over multiple dice rolls until won or lost. Before any roll, if there are no currently active Super Shooter Craps Side Bet wagers persisting from previous rolls, players may place an All side wager, a Little side wager, and/or a Big side wager. The game is then played as normal. The Super Shooter Craps Side Bet wagers remain active over multiple dice rolls, ending when the winning condition is met or when a 7 is rolled.

RULES OF PLAY

As the dice are rolled, each time a new total is rolled for the first time, it is recorded. If rolls of 2, 3, 4, 5, and 6 are all achieved before a 7 is rolled, the Little wager wins and pays according to the paytables, as shown below.

If rolls of 8, 9, 10, 11, and 12 are achieved before a 7 is rolled, the Big side wager wins and pays according to the paytables shown below. If a total of 7 is rolled before the respective winning condition is met, the wager loses.

For the All side wager, if rolls of 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are all achieved before a 7 is rolled, the wager wins and pays according to the paytables shown below. If a total of 7 is rolled before this winning condition is met, the wager loses.

Super Shooter Craps Side Bet Paytables

Pays – Little /Big Side Wagers	
Paytable 1	Paytable 2
30 to 1	34 to 1

Pays – All Side Wager		
Paytable 1	Paytable 2	Paytable 3
150 to 1	160 to 1	175 to 1