

HIGH ARCHIVES - have over

NEW DIMENSIONS IN GAMES

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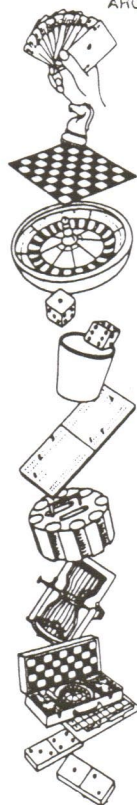
LITHO IN U.S.A.

AGCA ARCHIVES

"Game Book"

CONDENSED INSTRUCTIONS

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Pacific Game Company Inc.

West's leading manufacturer of leisure-time game

12830 Raymer Street • North Hollywood, Ca

Chess

CHES is played by two persons.

EQUIPMENT: Each player has sixteen men arranged on each end of the board as follows:

First Row—A Castle, a Knight, a Bishop, a Queen, a King, a Bishop, a Knight, a Castle.

Second Row—8 Pawns.

OBJECTIVE: To capture an opponent's King. A move which menaces capture of the King, is called "check," and if the opponent cannot defend the King against the "check," it is termed "Checkmate." If a piece is moved so that it controls the square in which the enemy King is standing, the player must say "Check," meaning that he is attacking the King. If a position is reached in a game where the player whose turn it is to move, has no legal move left, but whose King is not in "Check," he is said to be "Stalemate" and the game is a draw.

The King can move in any direction—forward, backward, sideways or diagonally, provided, that he does not move into a "check." The King can never be taken, but he cannot expose himself to "check." He can move only one square at a time, except when he "Castles," which he may do only once during each game. He may then move two squares. He cannot "Castle" when in check, nor after he has once moved nor with a Rook that has been moved, nor if any of the squares over which he has to move be commanded by an adverse piece.

The Queen can move either horizontally or diagonally. She combines the powers of the Bishop and the Rook. She can, at one move, pass along the whole length of the board, or, if moving diagonally, from corner to corner. Although she can move and take in the same manner as a Bishop, or as a Rook, she must make the whole of one move in one direction and cannot combine in one move the powers of these two pieces. In other words, she cannot move around a corner at one step.

The Rook, sometimes called the Castle, may pass along the entire length of the board at one move. It may move backwards, or forwards, or sideways, but only horizontally, never diagonally.

The Bishop can move only in a diagonal direction but can go any number of squares from one to eight or as far as the space be open. The Bishop can never change the color of his square. Thus, the white King's Bishop being on a white square at the beginning, remains so throughout the game.

The Knight has a power of moving which is quite peculiar. He moves two squares at once, in a direction partly diagonal and partly straight. He changes the color of his square at every move. The Knight is the only piece that possesses what is styled the "vaulting motion." He is not precluded from going to a square between which his own other pieces intervene. Thus, instead of moving your Knight's Pawn two, as your first move, you might move out either of your Knights right over the row of Pawns in front. This power is possessed by the Knight alone, all the other pieces being obliged to wait until there is an opening in front of them before they can emerge. The Knight can move over the sixty-four squares of the board in as many moves.

The Pawn moves in a straight line toward the adverse party. It cannot move out of its file except in capturing one of the opposing Pawns, or pieces, when it steps one square in a diagonal direction, and occupies the square of the captured piece. It can only be moved one square at a time, excepting in the first move; when the player has the option of advancing it two squares. The Pawn is the only piece which cannot retreat and which does not take in the direction in which it moves.

Checkers

Two players are required for Checkers.

Each player places twelve men on alternate squares of the first three rows on each end of the board.

OBJECTIVE: To block your opponent's men from moving or to capture and remove them from the board.

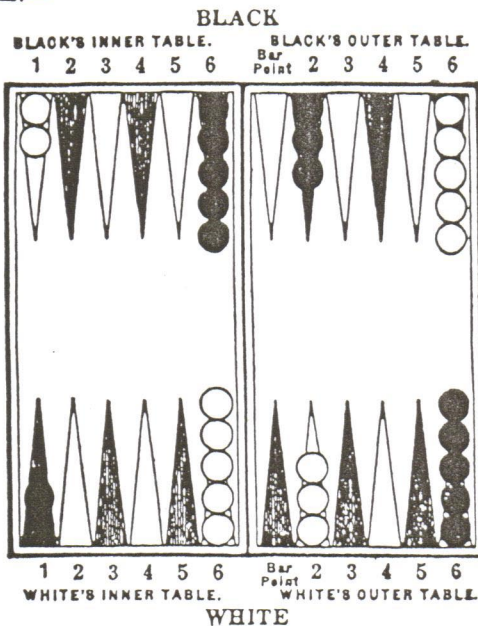
THE PLAY: The men are moved by each of the players in turn and in order to capture an opponent's man, thus removing him from the board, you must jump that man, placing your man in a vacant space diagonally behind the man you are capturing. Single men can move diagonally forward only. When a man reaches the last row of the opponent's side, another man is placed on top of this man and you now have a King. The man placed on top is one of those captured by your opponent which he returns to you. A king can be moved both backwards and forwards, diagonally. If there are several men on the board with vacant squares behind them, they may all be captured at once. In this case the Taking man is placed on the vacant square diagonally behind the last man.

Backgammon

BACKGAMMON is played by two persons.

EQUIPMENT: Consists of playing field made up of 24 triangles (12 each of 2 colors, placed alternately), 30 playing pieces (15 each of 2 colors), and 2 Dice.

Each player receives 15 men and places same on board according to diagram:—



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OBJECTIVE: To move your men from point to point, so as to bring them around into your own inner table, and then off the board. The player who first clears off all his men wins. The moves of the men are determined by throws of the dice. Each player plays into one of the tables on his own side, and vice versa. For example: If Red plays into his left-hand table, Black plays into his right table, which is exactly opposite. Then each player's men advance in opposite directions.

THE PLAY: Start the game, each player throws one dice. The highest number wins and starts the game. He can make his first move by adding the numbers on the dice of these first throws, or he can throw both dice himself and start the first move.

A player may move any man on the board to an open point indicated by one of the dice, and then moving another man, or the same man, to another open point indicated by the number of the second dice. This completes this player's move. His opponent then follows the same procedure, and so on, alternately, to the end of the Game.

Pairs count double. For example: If a player rolls two sixes, he is entitled to move four men, each six points forward.

The direction in which your men move is from the adverse, inner table over the bar, through the adversary's outer table around, into your own outer table, and then over your bar, home.

If, during the course of the game, every point upon which a man could be moved is covered by an opponent's men, your men are compelled to remain where they are, and the opponent takes his turn. If one man only can be played, it must be played.

When a player has brought all his men home, he must begin to take them off the board. For every number thrown, a man is removed from the corresponding point, until all are taken off.

If one player has not taken off his first man before the other has taken off his last, he loses a "gammon," which is equivalent to two games. If each player has taken men off the board, the winner gets one game. If the winner has taken off all his men before the loser has carried his men out of his opponents table, it is a "Backgammon," and is credited with three games.

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Horse Race

This is the same exciting game as played aboard ocean liners for high stakes. Any number of persons can play.

GAME CONSISTS OF Racing Course, 6 Horses, 3 dice and 6 Mutuel tickets.

Can be played as a regular race or Hurdle race. Players may bet on more than one horse if they so desire.

TO PLAY REGULAR RACE: Each player selects a horse and is given a Mutuel ticket showing the number and name of that horse. The Mutuel ticket may also be drawn blind. In order to collect winnings at the end of the race these tickets must be turned in to the stake holder.

Place horses in the starting position on the track. One player rolls the dice throughout the entire race. After each roll of the dice the horses whose numbers correspond to the numbers on each dice move one space. If a double number is rolled that horse moves **TWO SPACES**. If all three dice have the same number the horse moves **THREE SPACES**. The first horse to reach the finish line is the winner.

Play then continues until another horse reaches the finish line. That horse gets second or "Place." The play again continues until a third horse reaches the finish line and gets third or "Show," thus ending the race.

TO PLAY HURDLE RACE: The game is played like regular race except that a horse cannot jump the hurdle unless a double number is rolled on the dice. When a horse reaches the space in front of the hurdle he cannot move on but must wait there until his number appears on two or on all three of the dice. When a double number is rolled that horse can then jump the hurdle and continue. The game proceeds until three horses are "in" as in regular race.

THE PAY OFF: The winning horse receives 60% of the total amount played, the second or "Place" horse receives 30%, the third or "Show" horse, 10%. In case of tie for first place, "Win" and "Place" money is divided equally between the two horses. In case of tie for second place, "Place" and "Show" money is divided. In case of tie for third place, "Show" money is divided.

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Gin-Rummy

Gin-Rummy is a two-handed game and while more than two can play it, the actual contest is always between two players only.

CARDS: A standard deck of 52 cards is used. The cards rank downward: King, Queen, Jack, etc., with the Ace being the lowest card. In settling, King, Queen, Jack and Ten count 10 points each, all others their face value. The suits have no rank.

DEALING: The cards are cut for the first deal and low deals; thereafter, the winner of the last hand deals. Ten cards are dealt to each player, one at a time, non-dealer receiving first card. The twenty-first card is turned face up (and is called the "up-card"), beside the remainder of the pack ("stack"), which is left face down on the table.

OBJECT OF THE GAME: To draw cards that will form "matched" sets. Matched sets are either sequences of three or more cards in the same suit, or three or four of a kind. By alternately drawing and discarding, the players improve their hands until one of them has reduced the value of his "unmatched cards" to a count of 10 or less at which time he has the right to "knock."

THE PLAY: The non-dealer has the first option of taking the up-card; if he refuses it the dealer has the same option. If both players refuse the up-card, the nondealer draws the top card from the stock and either exchanges the card drawn with a "discard" from his own hand or places it on top of the up-card. The card so discarded becomes the new up-card and the opponent has now the choice to take this card or to draw from the stack. This drawing and discarding of cards alternately by each player continues until one of the players "knocks," or when the player who has drawn the fiftieth card (the last card but two in the stack) discards without knocking. In this event the hand is a draw, neither scoring.

THE KNOCK: When a player knocks (after making his last draw and discard) the opponent may not draw any more cards. The player who knocks faces his cards on the table indicating clearly the arrangement of his matched cards and announces the value of his unmatched cards.

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The opponent likewise faces his cards and has the right to join any of his unmatched cards to matched sets of his opponent provided he holds cards which could be added to any matched sets held by opponent. This procedure is called "laying-off."

SCORING OF HANDS: After the opponent has laid-off his cards, his hand is also counted and the knocker is credited with the difference (if any) between a player's unmatched cards, and those of his opponent. If a player's unmatched cards, after laying-off (if able), total the same or less than those of his opponent who has knocked, this player receives not only the difference in the totals of remaining unmatched cards but is also credited with a 10-point bonus.

GIN: If a player has been able to arrange his cards so that he holds only matched cards at the time he knocks, he not only is credited with the unmatched cards of his opponent but he also receives a bonus of 20 points. Even though the opponent may lay-off all of his cards on the "Gin-hand," the player who knocked with the Gin-hand is entitled to the 20-point bonus.

After a bonus of 20 points, the opponent may lay-off on Gin. If he can lay off all of his unmatched cards on the Gin hand, the player who knocked with the Gin Hand receives only 10 points for Gin instead of 20.

SCORING OF GAME: Play continues until one of the players wins "game" by scoring a total of 100 points or more. Winner of game is credited with a 100-point bonus plus the difference between the total scores of the two players. If the game is won by a shut-out winner is credited with 200 points plus his score. If one of the players has won more hands than the other player, that player receives a 20-point bonus for each hand won in excess of the number of hands won by his opponent. This bonus is called the "box" bonus. If the loser has won more than the winner of the game, the box bonus of the loser is deducted from the total score of the winner.

The scoring of hands is usually done cumulatively. Instead of entering the score of each hand, the winner of a hand simply adds the new score to the points he has won up to that time. With this method of scoring it will not be necessary to add up the hand scores when the game is over as the last figures will show the total scores of each player.

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Cribbage

CRIBBAGE may be played by 2, 3, or 4 persons.

EQUIPMENT: A full deck of 52 Playing Cards is used. Each card has a counting value. King, Queen, Jack and 10, each count 10. All other cards, their face value. King is high, and Ace with a value of 1, is low card.

In a two-hand game, players cut for deal, lowest card winning. Thereafter, at the start of each new game, the loser of the previous game deals.

THE PLAY: Six cards are dealt to each player, one at a time. After the deal, each player discards 2 cards from his hand and places them face down in the table. These 4 cards form the "Crib," and nothing is done with these cards until after the hands are played.

After the Crib is formed, the opponent (Pone) cuts the deck and the dealer takes the top card and places it face up on the deck. This card is the "Starter." It has no significance until after the hands are played unless it is a Jack, in which case the dealer scores 2 points immediately for "His Heels," the card being known by this name. After the deal and the turning up of the "Starter," nothing more is done with the pack.

After the "Starter" has been turned up, pone plays any card he wishes, face up on the table on his side of the Cribbage board and announces its value. Dealer then plays any card, places same on his side of the board and announces the combined sum of pone's card and his own. This continues alternately until 31 points is reached or the nearest possible score to 31. Neither player may play a card if it makes the sum greater than 31.

SCORING: Whenever either player is unable to lay down a card without passing 31, he says "Go," and his opponent must then play, if he can do so without going over 31. The player laying down the

last card, possible, below 31, scores 1 Point for the "last card." If the "last card" makes the sum exactly 31, he scores 2 points. After every "last card" has been scored, the players turn down the cards they have already played and the one whose next turn it is, begins play with his remaining cards, exactly as at the beginning of the hand. This continues until all cards are played, 1 point being scored for "last card" each time the nearest possible number to 31 is reached, even if the opponent has no more cards and cannot play 2 points are scored if the "last card" makes exactly 31.

If a player plays a card which makes the sum exactly 15, he scores 2 Points.

If a player plays a card which makes a pair with the opponent's preceding card, he scores 2 Points, providing no "31" or "last card" has been played.

If a player plays a card making 3 or more cards which can be arranged in numerical order, he scores 1 point for each card. The cards do not have to be played in order. For example: 6, 4, 5 is considered a "run," because they can be arranged to run in succession.

After the hands have been played, pone counts his hand and Pegs whatever points he scores. The dealer then counts his hand, pegs his score and then counts and pegs the "Crib." In both hands and in the "Crib," the "Starter" is used as though it were the fifth card in the hand.

THREE-HAND CRIBBAGE is subject to the same rules as Two-hand Cribbage. Five cards are dealt to each player and one card to "Crib," to which each player adds one card from his hand, leaving four cards in each hand and in the "Crib."

Dealer's left hand adversary cuts for "Starter." Play and scoring proceeds around table to the left. Dealer scores his hand last.

FOUR-HAND CRIBBAGE is subject to the same rules as Two-hand Cribbage. Deal and procedure of play is as in Three-hand Cribbage. Players sitting opposite, are partners, against the other two players.

Before play, one player from each side is selected to manage the score and the board is placed between them. The other two players are not allowed to touch the board or Pegs.

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Dominoes

DOMINOES can be played by two, three or four persons. The two and three-handed games are played as singles. The four-handed game can be played either as singles or by choosing partners as a double.

RULES:-

All of the Dominoes are placed face down on the table and mixed up.

Each player draws one Domino and shows it. The player drawing the highest Domino plays first. If the draw is a tie, the players draw again.

All the Dominoes are then again placed face down and mixed up.

The first player now draws five Dominoes, then each other player draws five Dominoes, starting with player to the left of the first player. The remaining Dominoes now become the discard pile, and are placed to the right of the first player.

Each player now places his five Dominoes upright in front of him, faces towards him.

First player places a Domino face up on table. Second player must now try to match one side of the face up Domino with one of his Dominoes. If he does not have a Domino to match the table Domino, he keeps drawing from the discard pile until he gets a Domino to match the table Domino.

The first player then follows the same procedure.

The game continues until one player has played out all his Dominoes, and therefore wins the game. He then counts up the total number of dots of his opponent's unplayed Dominoes, and is credited with that many points.

If all the Dominoes have been drawn from the discard pile and neither side can play, the side having the lowest count, wins, and takes credit for the full count of his opponent's Dominoes.

In a four-handed game, when one player wins, his partner automatically goes out too, and the Dominoes left in both opponents' hands, are added together.

Roulette

The necessary equipment in playing Roulette, consists of the following:—One Roulette wheel, Roulette Ball, Counters or chips, and a Layout or Betting Cloth.

THE COUNTERS: At the beginning of the game, each player receives all the counters in the color he selects. By using a different color for each player, the counters eliminate mistakes and serve to identify the players.

There may be any number of players playing at one time. Choose or appoint someone to be the banker. The Banker controls and conducts the game. If the banker loses all of his counters or chips, anyone can be the banker. If more than one person wishes to bank, they can bid to the losing banker or choose, by spinning the Roulette wheel; the highest number becomes the banker.

THE LAYOUT OR BETTING CLOTH, is placed alongside the roulette wheel, and has numbers corresponding to the numbers on the Roulette wheel. The players place their counters on any number or combination of numbers. Refer to the award chart on the next page to see their chances of winning.

PUNTING: At the beginning of each game, the Banker asks the players to punt. This requests the players to place their counters on the layout on whatever number or numbers they wish to play.

THE BANKER turns the wheel and at the same time spins the ball in the opposite direction. It travels around the circular rim of the Roulette wheel, and as the ball falls toward the center, the banker calls out "NO MORE BETS". At this point, no bets can be accepted or cancelled.

THE BALL falls into one of the numbered grooves when the wheel stops spinning. The banker calls out the number immediately, and then calls out "ODD" or "EVEN" depending on whether the ball has fallen into an odd numbered groove or an even numbered groove.

He then calls out "High" or "Low", if above 18 or under 19; and calls "Black" or "Red", depending into which color the ball has fallen, as every division has a number and a color.

THE ABOVE BETS are called side bets. In this instance, the players do not play any individual numbers, but for odd or even, high or low, red or black. In addition, there are three respective "dozens" up to 36; the first 12, the second 12, and the third 12 set of numbers. This is illustrated on the Award Chart on the next page which gives a complete list of the awards for every number or combination of numbers.

When a single or double ZERO turns up on the wheel, the Banker collects all bets on the layout, except those made on either Zero or Double Zero.

THE BANKER collects all losing bets. The winning bets remain on the layout until the Banker pays out the required odds, as per the Award Chart on the next page.

ROULETTE AWARD CHART

| | |
|--|-----------|
| Any Number betted | 35 to one |
| Two Numbers betted with one coin | 17 " " |
| Three Numbers betted | 11 " " |
| Four Numbers betted (in square) | 8 " " |
| 5 Numbers (including 0 and 00) | 6 " " |
| 6 Numbers (transverse line across) | 5 " " |
| 12 Numbers (columns in row) | 2 " " |
| 24 Numbers (2 columns in 2 row) | ½ " " |
| 1st (means 1 to 12) | 2 " " |
| 2nd 12 (means 13 to 24) | 2 " " |
| 3rd 12 (means 25 to 36) | 2 " " |
| 24 Numbers (or 2 squares) | ½ " " |
| Red (any red number) | 1 " " |
| Odd (any number) | 1 " " |
| High (any number above 18) | 1 " " |
| Low (any number below 19) | 1 " " |
| Black (any black number) | 1 " " |
| Even (any number, except 0 or double 00) | 1 " " |

Chuck-A-Luck

The "Bird Cage" Game

The game consists of a cage, three dice and a layout or betting cloth. Any number of persons may play. A Banker is selected to pay off all bets for any agreed number of plays, at the completion of which another player acts as Banker. All numbers do not have to be sold. Two or three can play. The profit percentage is just the same.

When all bets are down on the layout, the Banker gives the cage a turn which settles the dice at the opposite end of the cage. The three numbers on the top surface of the dice are the winners.

If a bettor's number appears on one die he receives the return of his stake plus a like amount (even money). If it appears on 2 dice he is rewarded with the return of his bet plus twice the amount bet (2 to 1). Three like numbers rewards the player with thrice the amount bet plus the bet (3 to 1).

Poker Dice

This game is played with 5 dice marked with the Ace, King, Queen, Jack, 10 and 9 as in cards. The object is to secure the best possible poker hand in as many throws of the dice (not exceeding 3) as the first caster uses.

Five of a kind, Ace being high and 9 low.

Straight, 5 dice in numerical sequence, one headed by a King and one headed by an Ace ranking one headed by a King.

Four of a kind, the higher ranking determining ties, and in case of ties with the same numeral, the 5th die determining.

Full House, 3 of one denomination, 2 of another, in ties ranked by denomination of the triplets; if these tie, of the doublets.

Three of a kind, highest denomination ranking. In case of a tie, the higher of the other 2 dice ranks; if these tie, the lower.

Two Pairs, ranked by the denomination of the higher. In case of a tie, by the second pair; if both pairs tie, by the 5th die.

One Pair, ranked by its denomination; in case of a tie the highest of the non-tieing other dice is the determining factor.

Highest Denomination, where the dice do not show even a pair, the highest thrown die ranks; if tie, the highest of the non-tieing other dice ranks.

After the first throw, and again after the second, the first player may recast all the dice, or any lesser number, keeping any he chooses with which to build; the dice thus retained are set to one side. Any die set aside on one cast may be picked up and recast on the 3rd throw. In case of an absolute tie in any of these hands, each player recasts the dice once again, and the best throw wins. The players may cast only as many times as the first player, who cannot exceed three throws.

Put and Take

Two or more persons may play. Two special dice are used, one marked P (put) on three sides and T (take) on three sides. The second die is marked with 1, 2, 4, two 3's and A (all). The game begins by each participant contributing an equal amount to the pot. The players take alternate turns with the dice. Each has one throw of the two dice and puts in or takes from the pot, whatever the dice indicate. The dice are then passed to the next player who proceeds in the same manner. If T A (Take all) shows on a throw, the caster takes all and a pot is again started. If A P (all put) is thrown the players contribute equally to the pot.

Craps

Two regular dice are used. Any number of persons may play. One player starts the game by placing a bet. He announces his bet by saying something like "Shoot Five," then places it on the center of the playing field. His bet is **FADED** (accepted) by any one player in whole, or by any number of players in parts to total the whole bet. The bet being faded, the **SHOOTER** rolls the dice out in front of him. He must shake the dice in his hand before rolling.

If the total of the two dice is 7 or 11 on the first roll, it is a **NATURAL** and the **SHOOTER** wins. He keeps the dice and the betting and fading proceed for the next roll. If the total on the first roll is 2, 3 or 12, it is **CRAPS**. The shooter loses, but he keeps the dice. If the total is any other number—4, 5, 6, 8, 9, or 10, it becomes the shooter's **POINT**. He has neither won nor lost, but continues to roll until he repeats the same number—makes his point—in which case he wins; or until he rolls a 7—in which case he loses and the dice pass to the next player on the left.

After each **PASS** (a winning roll, whether from a **NATURAL** or making the **POINT**) the shooter may change his bet at will.

THE ODDS: If the point is 4 or 10, the odds are two-to-one against making it; 5 or 9, the odds are three-to-two against making it; 6 or 8, the odds are six-to-five against making it.

Casino Dice

The necessary equipment consists of: two regular dice, counters or chips and a dice layout or betting cloth.

The players are circled around the table and each one receives the dice from the dealer (house). As their turn comes up, each player rolls the dice or passes them by. In the meantime all players may place their bets on the layout for the other player's hand.

A player can bet the SHOOTER wins or loses for any amount within the limits set by the house.

Since the same is based upon mathematical calculations, it is helpful to consider the number of ways (36) it is possible to make the 11 different dice combinations from 2 to 11.

The foregoing table tabulates every form and the number of ways in which every chance on two dice can be produced.

The first column (POINT) contains the number to be thrown, the second (WAYS) the number of ways that the point can be made and third the different COMBINATIONS possible.

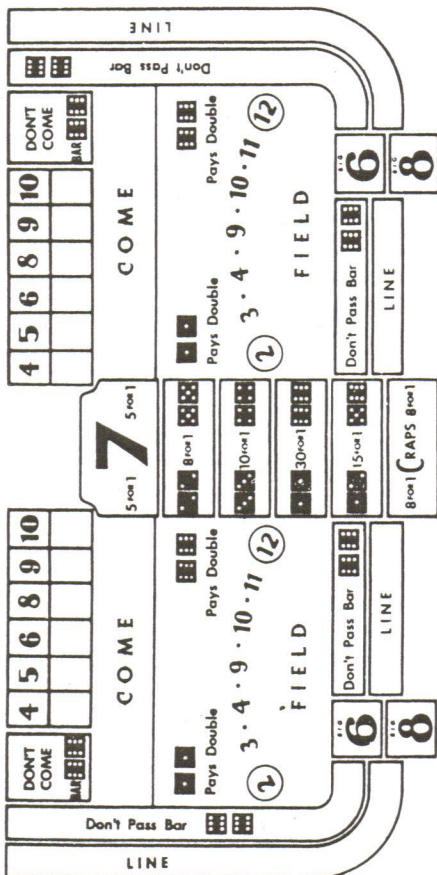
Refer to the diagram of the Casino Dice Layout for an explanation of the betting layout.

PASS LINE—It's an even money bet when you put your money on the "Pass Line." You win on 7 or 11 . . . and lose on 2, 3 or 12 . . . on the first roll. If any other number comes up on the dice, that's your "point." If your "point" comes up again, you win—unless a 7 is thrown first, in which case, you lose.

DON'T PASS LINE—When you bet on the "Don't Pass Line," you play the game in reverse . . . losing on 7 and 11 and winning on 2 and 3. (If 12 is rolled, it's a "stand off"—nobody wins.) You also lose if your "point" comes up.

| Point | Ways | Form |
|-------|------|---|
| 2 | - 1 | - 1 and 1 |
| 3 | - 2 | - 1 and 2 - 2 and 1 |
| 4 | - 3 | - 2 and 2 - 3 and 1 - 1 and 3 |
| 5 | - 4 | - 4 and 1 - 1 and 4 - 3 and 2 - 2 and 3 |
| 6 | - 5 | - 3 and 3 - 1 and 5 - 5 and 1 - 4 and 2 - 2 and 4 |
| 7 | - 6 | - 6 and 1 - 1 and 6 - 5 and 2 - 2 and 5 - 3 and 4 - 4 and 3 |
| 8 | - 5 | - 4 and 4 - 5 and 3 - 3 and 5 - 6 and 2 - 2 and 6 |
| 9 | - 4 | - 6 and 3 - 3 and 6 - 5 and 4 - 4 and 5 |
| 10 | - 3 | - 5 and 5 - 6 and 4 - 4 and 6 |
| 11 | - 2 | - 5 and 6 - 6 and 5 |
| 12 | - 1 | - 6 and 6 |

Total — 36 Ways



COME—You can bet on "Come" at any time after the first roll. Any numbers that come up are your "points." In order to win, your "come points" must show before a 7 is rolled—otherwise you lose.

DON'T COME—Here the play is reversed . . . you lose if your "points" come up again; also on 7 or 11. You win on 2 or 3, and "stand off" on 12.

FIELD—You bet on 2, 3, 4, 9, 10, 11 or 12. If any one of these numbers comes up, you win even money—and two-to-one on 2 or 12. If 5, 6, 7 or 8 comes up you lose.

BIG 6 and 8—Here you win even money if a 6 or 8 is rolled . . . lose on the first 7.

SEVEN—Any 7—If a 7 comes on the first roll, if you bet on it, you win high odds (see Layout)—otherwise you lose.

HARD WAYS—Here you win if the exact combination of numbers you bet on comes up. (See Layout for payoffs.) You lose if the same total number is rolled any other way—or if 7 comes up.

ANY CRAPS—Now you are betting that 2, 3 or 12 come on the first roll. You lose if any other numbers are rolled.