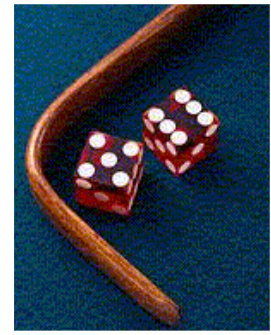


# Bang (E-Z Craps)



**\*\*BANG** is a dice game hybrid, combining the rules of Beat the Dealer & Craps\*\*

## The Game:

- Place your bets on the Passline.
- The Dealer rolls for his Point. If your bet is on the Passline and the Dealer rolls a **7 or 11** – you win. If the Dealer rolls a **2, 3 or 12** (these are *CRAPS* numbers) – you lose. If the Dealer rolls any of the following numbers – **4, 5, 6, 8, 9 or 10** – that number becomes the Point, and the Shooter must now roll that number to push, or a greater number to win.
- One Shooter has a chance to roll the Point number, and the other Players can place any of the following bets based on the Shooter's roll:

## Available Bets:

**Passline:** (NOTE: *Passline* bets must be made **before** the Dealer establishes his Point.)

The Dealer starts the game by rolling his Point:

- If he rolls **7 or 11**, everyone on the line wins.
- If he rolls **2, 3 or 12** (*CRAPS*) everybody on the line loses.
- Any other number is the Dealer Point.

The Shooter now has one roll to beat this Point:

- If the Shooter beats the Dealer Point he and everyone on the Passline wins. The Dealer then rolls a new Point and the same Shooter tries again to beat it.
- If the Shooter **TIES** the Dealer Point it's a *push* - the Dealer rolls a new Point and the same Shooter tries again.
- If the Shooter doesn't beat the Point, he and all Passline bets lose.

The Dealer now rolls for a new Point, rotating the dice clockwise to the next Shooter.

**Field:** This one bet will get you all the numbers listed – one of those numbers must come up on the very next roll of the dice after the bet is placed. (*Field* is available to bet **anytime**, even on Dealer's *Comeout* Point.)

**Over/** A bet that the next dice roll after you place your bet on this spot will be *Over 7 or Under 7*.

**Under 7:** If a **7** is rolled it is a tie (or a *push*) – no one wins, no one loses. (*Over/Under 7* can be bet **anytime**, even on the Dealer's *Comeout* Point.)

**6 or 8** A bet that a **6 or 8** will be rolled before a **7** is rolled. You may bet on each *individually* (this is not a combination bet) or you can bet on both if you choose. This bet stays there until a **6** or an **8** (whichever one you have bet) is rolled; you are then paid even money. If a **7** is rolled before a **6** or an **8** your bet loses. (*6 or 8 Before 7* is available only **after** the Dealer Point is established.)