ABSTRACT

Rock and Roll Craps is a new game of chance similar to the game of Craps but with variations and improvements as to the manner in which outcome of wagers is obtained, the type of wagers available, and the dollar amount that can be wagered.

Dice are not used in Rock and Roll Craps, instead two octahedrons are utilized.

Excluded from Rock and Roll Craps are the harder to understand Craps bets: Come, Don’t Come and Don’t Pass.

Variations introduced by Rock and Roll Craps constitute an improvement in these ways:
1) The use of octahedrons instead of dice offers a greater variety of results.
2) The game is easier to understand by eliminating some of the more complex Craps bets.
3) The bets choices for players is amplified.
4) The players have a better chance to win larger pay offs while the house profit percentage is retained.

Top view of table
Fig. 1  Top view of table
Fig. 2  Top view center of table
Fig. 3 perspective of octahedron
ROCK AND ROLL CRAPS

DESCRIPTION OF INVENTION

[0001] Rock and Roll Craps is a new game of chance similar to Craps but with variations and improvements as to the manner in which results of wagers are obtained, as to the type of wagers that can be made, and as to the amount of wagers that can be made.

[0002] Dice are not used in Rock and Roll Craps, instead two octahedrons are utilized.

[0003] Excluded also from Rock and Roll Craps are the more difficult to understand Craps bets: COME DON'T COME and DON'T PASS.

[0004] The variations introduced by Rock and Roll Craps constitute an improvement in the following ways:

[0005] 1) The use of octahedrons instead of dice offers a greater variety of results.

[0006] 2) Some of the more complex bets of Craps are eliminated to make the game easier to understand.

[0007] 3) The players' choices of bets has been amplified.

[0008] 4) The players have a better chance to win larger payoffs while the house percentage of profit is retained.

EQUIPMENT

[0009] a) Table: kidney bean shaped with a railing 6" wide which protrudes 12" above the playing surface and provides 14 players' stations. Table dimensions: 14 Ft. wide

[0010] 6 Ft. deep

[0011] 38" high

[0012] The players' stations are numbered 2 through 16, this way of numbering them is dictated by two facts:

[0013] First: the least number total that can be rolled with the octahedrons is two.

[0014] Second: the number 13 is excluded as it is considered an unlucky number by most people.

[0015] The following bets are displayed color printed on the table:

[0016] PASS LINE

[0017] PLACE

[0018] FIELD

[0019] JACKPOT

[0020] PROPOSITION BETS (located in the middle of the table)

[0021] b) OCTAHEDRONS: two, 8-sided solids with 8 plane surfaces each surface displaying a different number from 1 through 8.

Personnel:

[0022] a) The stickman controls the tempo of the game, announces the outcome of each octahedron roll, positions PROPOSITION bets on behalf of the players and slides the octahedrons to the shooter.

[0023] b) The dealers (2) help direct and oversee the game, position PLACE bets on behalf of the players, collect all losers bets, and pay all winners bets.

[0024] c) The boxman supervises the game, handles currency and resolves all disputes. His decisions are final.

[0025] d) The players.

Rules of Rock and Roll Craps:

[0026] Table limits: Minimum: Five dollars

[0027] Maximum: One thousand dollars

[0028] All bets are one dollar each but one or more single 5 dollar bets or five or more separate one dollar bets meet the table minimum requirement.

[0029] All bets are one roll bets except as otherwise provided below.

[0030] The stickman and the shooter are the only two people at the table who handle the octahedrons.

[0031] The player throwing the octahedrons is called the shooter and he must have a bet on the PASS LINE to qualify as a shooter.

[0032] The shooter must throw the two octahedrons the full length of the table, must throw them together at the same time and must use one hand only to make them bounce off the inner side of the table wall farthest away from him.

[0033] After all bets are positioned the shooter starts the game with his first roll or throw.

[0034] The first roll is announced by the stickman as the come out roll so the first throw by the shooter is called the "come out roll".

[0035] If the shooter rolls a 7 or 11 on his first or "come out roll" all PASS LINE bets win automatically and after new bets are positioned the same shooter rolls again.

[0036] If the shooter rolls 2, 3 or 12 on his come out roll all PASS LINE bets lose automatically and after the new bets are positioned the same shooter rolls again.

[0037] If the shooter on his come out roll rolls a 4, 5, 6, 8, 9 or 10 the shooter has thus established his point and he rolls again to try to roll his point before rolling a 7.

[0038] The point is marked by the dealers.

[0039] Any number rolled other than the point or a 7 either decides some bets or awaits for the next roll and the same shooter continues to roll, this sequence is repeated over and over.

[0040] When the shooter rolls a 7 all bets on the table lose, except bets on ANY 7 which automatically win and bets on JACKPOT which await the next roll for a decision.

[0041] After rolling a 7 the shooter's turn is completed and the stickman slides the octahedrons to another player who becomes the new shooter.

[0042] A roll of 13 is out of play, so every time the roll is 13 which is considered an unlucky number by most people, the action is voided and the shooter must roll again until he rolls a number other than 13.

[0043] The players themselves may position their own bets on PASS LINE, FIELD and JACKPOT bets at any time either before or after the point is established.

[0044] Only the dealers are allowed to position PLACE bets on behalf of the players before or after the come out roll.

[0045] Only the stickman is allowed to position PROPOSITION bets on behalf of the players before or after the come out roll.

[0046] The dealers and the stickman make sure that all bets are positioned in their correct locations with respect to each players' station around the table and check also that each players location is within his station around the table.

[0047] Players may take odds on PLACE and on PASS LINE bets after the point has been established, these additional odds bets may be less than but not more than 5 times the amount of the original bet.

[0048] The PASS LINE bets win when the shooter rolls his point and loses when the shooter rolls a 7.

[0049] PLACE bets win when the point is rolled, lose if the roll is a 7. If any other number is rolled PLACE bets neither lose nor win they await the next roll for a decision.

[0050] FIELD bets win if the roll is 2, 3, 4, 9, 10, 11 or 12 and if the number rolled is a 2 or a 12 FIELD bets get paid triple.
FIELD bets lose if the roll is a number other than 2, 3, 4, 9, 10, or 12.

HARDWAY bets win if the shooter rolls 4, 6, 8, or 10 the “hard way” that is: rolls a pair of twos, threes, fours or fives before rolling a 7 or any other number combination that makes the total 4, 6, 8 or 10.

The JACKPOT is funded by the bank starting with one hundred dollars and thereafter the bank adds 5 dollars every time a shooter’s turn is completed.

JACKPOT is excluded from the roll of 7 as a loss, so it continues to accumulate until it is eventually won.

If there are multiple JACKPOT winners it is evenly split with odd residue if any to remain as part of the new JACKPOT start up fund.

In Rock and Roll Craps every time the shooter rolls his point the stickman slides back to him the octahedrons and this time the shooter rolls not to decided some bets but to identify a players’ station around the table.

Since there may or may not be a player at the selected station this action results in:

a) player identified gets paid a 25 dollars bonus.

b) if there is no player at the selected station the action is voided and regular play resumes.

c) if the number rolled is 16, then:

The JACKPOT is won. And:

If there is a player at station 16 he gets paid also the 25 dollars bonus.

The management reserves the right to alter above rules and format with the prior written consent of the Inventor.

The management also reserves the unrestricted right to establish all pay offs.

Pay offs:

<table>
<thead>
<tr>
<th>Bet Type</th>
<th>Payoffs</th>
</tr>
</thead>
<tbody>
<tr>
<td>PASS LINE</td>
<td>Even money plus odds</td>
</tr>
<tr>
<td>PLACE</td>
<td>Even money plus odds</td>
</tr>
<tr>
<td>FIELD</td>
<td>Even money if roll is 2, 3, 4, 9, 10, 11, 12 PLUS triple pay if roll is 2 or 12</td>
</tr>
<tr>
<td>JACKPOT</td>
<td>Amount accumulated</td>
</tr>
<tr>
<td>HARD 4</td>
<td>10 for 1</td>
</tr>
<tr>
<td>HARD 6</td>
<td>16 for 1</td>
</tr>
<tr>
<td>HARD 8</td>
<td>16 for 1</td>
</tr>
<tr>
<td>HARD 10</td>
<td>16 for 1</td>
</tr>
<tr>
<td>2 and 12</td>
<td>36 for 1</td>
</tr>
<tr>
<td>3 and 11</td>
<td>21 for 1</td>
</tr>
<tr>
<td>ANY 7</td>
<td>15 for 1</td>
</tr>
<tr>
<td>ANY CRAPS 2 or 12</td>
<td>11 for 1</td>
</tr>
<tr>
<td>14</td>
<td>14 for 1</td>
</tr>
<tr>
<td>15</td>
<td>15 for 1</td>
</tr>
<tr>
<td>IF 14 and 15 are consecutive rolls</td>
<td>paid 50 for 1</td>
</tr>
</tbody>
</table>

NOTE: Two new bets are added: 14 and 15 these bets win when the shooter rolls his point; roll 14 or 15 and lose when the roll is a 7.

If any number other than the point a 14 or a 15 or a 7 is rolled these bets await the next roll for a decision.

When 14 and 15 are consecutive rolls the bets are paid 50 for 1.

How to Play Rock and Roll Craps:

At any time before or after the come out roll the players may themselves position bets on PASS LINE FIELD and JACKPOT or the players may ask the dealers to position the bets.

PLACE bets are positioned only by the dealers on behalf of the players either before or after the come out roll.

PROPOSITION bets are positioned only by the stickman on behalf of the players either before or after the come out roll.

The shooter rolls the octahedrons to start the game and to decide the outcome of some bets, then the dealers collect all losers bets and pay all winner bets and the game is on its way.